

# WorldsAway<sup>™</sup>

Gate to the Dreamscape



Magic Den

Temple

Theatre

Regency Hall

Temple Street

Victorian Gardens

Starway Cafe

Jungle Park

Isle Caribe

Fountain

Oak

Blasted Heath

NuYu Shop

Orchid

Fountain

Bar-L-Bar

Harlequin Games

V-Mart

Orchid Street

Ghosted Oak Street

Library

Visitors Center



Promenade

Cypress Street

The Argo

## The Argo

When first you enter WorldsAway, your avatar, wearing a default head and body, will sail into the city alone on the ship Argo. You'll have an opportunity to explore the cabin of the Argo before the ship lands at the Promenade.



MAP

## Jungle

Wildlife of all kinds abounds in the WorldsAway jungle, a protected and thriving ecosystem. Out of respect to the wild and for the safety of all, avatars cannot always enter here. Efforts are underway to devise ways for to explore the jungle without upsetting the environmental balance. Until then, enjoy its sights, sounds and smells from a prudent distance.



## Bar-L Bar

Western-themed right down to the rough-hewn floorboards, this popular WorldsAway watering spot is just a hop away from the Oak Street teleporter. Swagger on up to a barstool and swap yarns with other avatars. While you're there, you can alter your avatar's looks at the Western Heads vending machine. Spittoons, lamps and other objects are also for sale here. Storage space is plentiful in the back room.



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## Starway Cafe

A spectacular night sky can be seen at all times from the viewing deck of the Starway Cafe. It is the meeting place for night-owl avatars. This is also where you'll find a vending machine that sells science-fiction heads.



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## Isle Caribe

All avatars long for the calypso-dance instructor to return from visiting her family, so that this Caribbean nightclub will reopen and its exotic lights will glow once more.



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## Fountain of Hydra

Cool air and the sound of rushing water make the fountain a pleasant, relaxing oasis at the city center. You'll find ATMs here, and a teleporter.



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## Harlequin Games

Games of skill will allow two or more avatars to while away the time, when this home-away-from-home opens its doors.



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## Victorian Gardens

The gardener is temperamental and refuses to say when avatars will be allowed to tour his precious flowerbeds. Through the gates you may glimpse and smell hollyhocks, Jerusalem sage, delphiniums, lupines, evening primrose and Lady Banks roses.



MAP

## Blasted Heath

A stormy landscape straight out of Wuthering Heights, this ruined vista is no place for faint hearts to wander! Blastad Heath is haunted by unknown entities who may capriciously refuse you entry at one time, but allow you in at another time.



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## Library

All manner of archival, historical and recreational materials will be available here as soon as the new filing system is completed and a new librarian is found.



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## Magic Shop

What potions and instruments lurk in the medieval atmosphere within the Magic Shop's doors? Find out when the proprietor returns from a mysterious vacation.



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## NuYu Shop

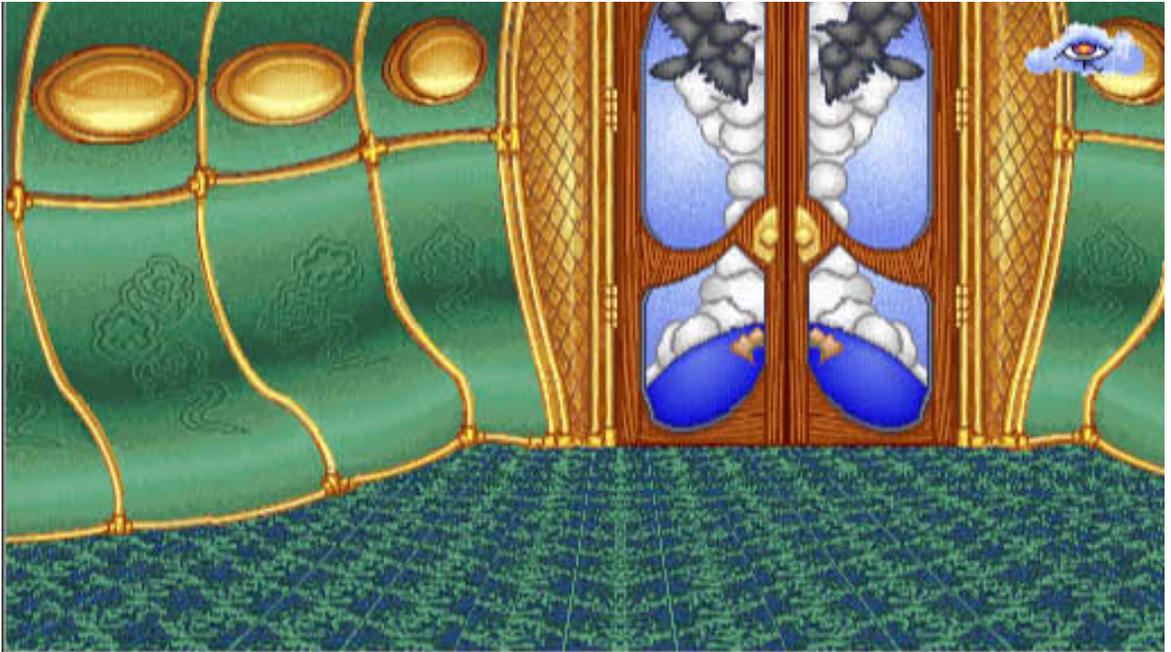
NuYu is WorldsAway's major retailer of avatar bodies, and also carries the largest inventory of heads in the world. Self-serve vending machines offer several styles of male and female physiques and heads. Head choices extend beyond the human to include a bounty of expressive animal, vegetable, fruit and nut heads, as well as the popular mechanical-object heads. NuYu is a few steps from the Orchid Street teleporter.



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## Promenade

Each avatar passes through the Promenade alone, and only once. Here, you may make the first alterations to your avatar's appearance by choosing its head and body. You also get an opportunity to check your ATM account and register your avatar's name. Upon exiting the Promenade to the city, you become a full WorldsAway citizen and will begin to meet other avatars.



## Regency Hall

Victorian comfort and charm radiate from the lavish furnishings and ornate mantelpieces of this elegant, formal social club. Hours of business at the Hall may be unpredictable, partly because of a running feud between the owner and a prominent member who continually tries to enter the dining room without a jacket and tie, and partly due to the chef's over-frequent excursions in search of a new recipe for Yorkshire pudding.



## Temple of Morpheus

Erected in honor of Morpheus, the god of dreams, the Temple is the sacred dwelling place of the Oracles and the repository of the Book of Names, which contains the registered names of all avatars in the world. Private rooms are dedicated to the elements (fire, water, air and earth) and may be used for confidential meetings. Some Temple areas are off-limits to avatars. The Temple is directly across Temple Street from the Fountain teleporter.



## Theatre

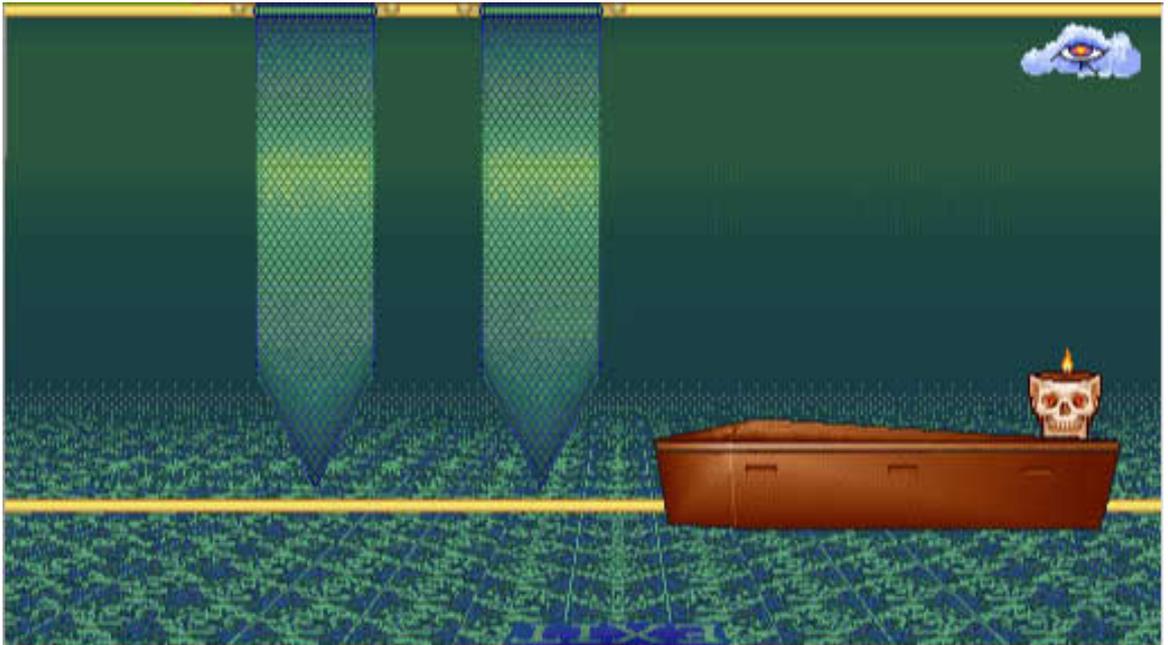
When the installation of a new, state-of-the-art show-control system is complete and the search for a theatrical director of suitable temperament is successful, expect the finest dramatic productions in this fashionable venue.

{This is the entrance to the Theatre}



## Visitors Center

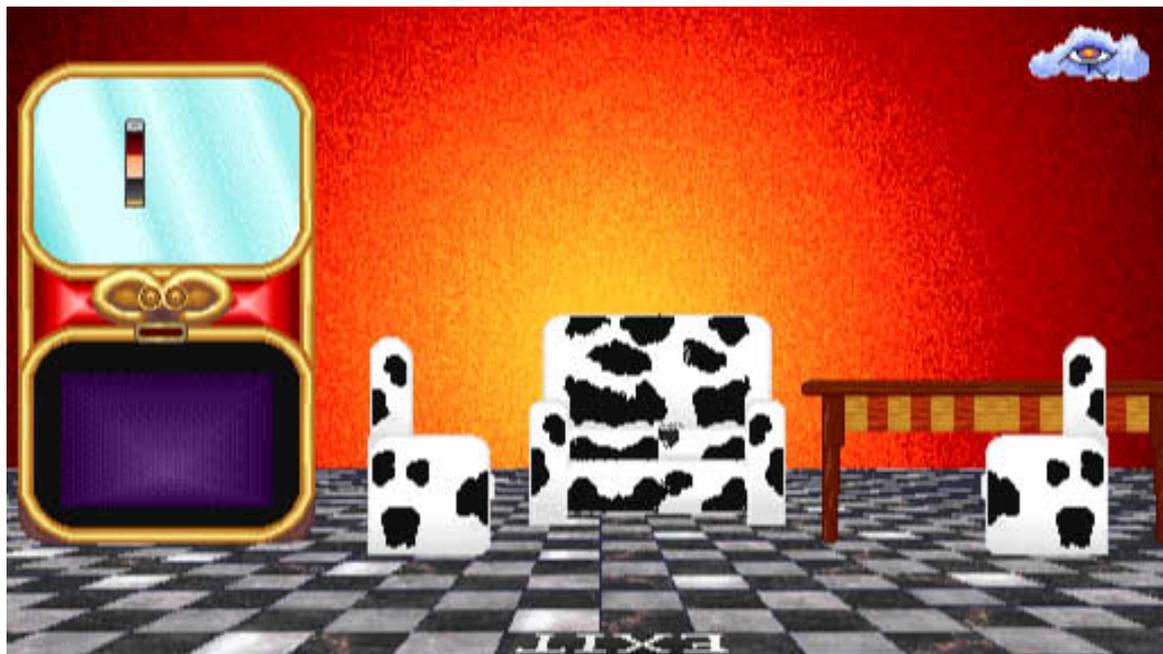
The VC is an excellent place to gather and meet other avatars. It is also the starting point for many of the WorldsAway special events and games. If you're lost, looking for company or looking for advice, you can usually find fellowship here, at the corner of Gnarled Oak Street and Cypress.



MAP

## V-Mart

The largest selection of spray-paint colors in WorldsAway allows you to fine-tune your avatar's color scheme as often as you wish. Purchase spray cans for a few tokens from the self-serve vending machines: Then use the `SPRAY` command to custom-color your avatar's skin and clothing. Various useful and ornamental items are also for sale here. V-Mart is located at the intersection of Cypress and Orchid, a short walk from the Orchid Street teleporter.



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