

WORLDSAWAY™ USER GUIDE

Version 1.0

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WELCOME TO WORLDSAWAY!

WorldsAway is an animated on-line experience in which thousands of CompuServe members will meet, interact and take part in building a virtual community. The first world you'll visit in WorldsAway is called the Dreamscape.

The Dreamscape is complete with cities, islands and inhabitants. As a part of the WorldsAway community, you will journey to fascinating places and meet other citizens and visitors. You are one of many people from all over the world whose paths will converge at the Dreamscape. You are free to explore its uncharted territory and take part in its unexpected adventures.

About The User Guide

This User Guide is divided into the following sections:

GETTING STARTED provides directions for installing the WorldsAway software and logging in and out of the program.

BASIC INFORMATION describes how to use menus and get help.

ARRIVING IN THE DREAMSCAPE explains how to:

- use your avatar (your personal, onscreen animated character)
- move around the world
- communicate with others

EXPLORING THE DREAMSCAPE describes many of the Dreamscape features you'll discover as you explore the world.

GLOSSARY defines terms used in WorldsAway.

GETTING STARTED

Minimum Recommended System Requirements

Windows

CPU: 486 66Mhz
System Software: Windows 3.1
RAM: 8 MB
Hard Drive: 15MB* free
Display: 256 colors recommended
9600 baud Hayes compatible modem
CompuServe WinCIM software version 1.4 or later

Macintosh

CPU: 68040 Quadra Family, Power PC Family, or Performa 575
System Software: System 7.1
RAM: 8 MB
Hard Drive: 15MB* free
Display: 256 colors recommended
9600 baud Hayes compatible modem
CompuServe MacCIM software version 2.4.2 or later

* Installed hard disk footprint

Installing The WorldsAway Software

Windows

Before You Start . . .

- We recommend that you set your computer to 256 colors. To do this, change the setting in Windows Setup (make sure you have the correct drivers) and restart your computer.
- Make sure you have CompuServe WinCIM 1.4 or later software installed. WorldsAway will not install without the correct CompuServe WinCIM version installed. The current WinCIM software is included with your WorldsAway package.
- We recommend that you review the README file. The file contains updates on the software and important information about using WorldsAway with different system configurations.

Installing From CD-ROM:

- Select RUN from Program Manager's FILE menu.
- Type <CD-ROM drive letter>:\setup.exe.
- Press ENTER.
- Follow the onscreen prompts to complete the installation.

Downloading From Compuserve:

- Download the file: WAWIN.EXE from the Enhanced Menu Page (GO AWAY) "WorldsAway Software" icon onto the c:\cserve\download directory on your system.
- Select RUN from the Program Manager's FILE menu and type: \CSERVE\DOWNLOAD\WAWIN.EXE. This program will install the WorldsAway application.

Macintosh

Before you start . . .

- Make sure you have CompuServe MacCIM 2.4.2 or later software installed. If you don't, install MacCIM before installing WorldsAway. The current MacCIM software is included with your WorldsAway package.
- We recommend that you review the README file. The file contains updates on the software and important information about using WorldsAway with different system configurations.
- Before starting, turn off any Inits (system extensions) such as your virus checker and screen saver, that may interfere with installation. You can do this by holding down the SHIFT key while booting your system. After installation, you can re-enable the Inits by restarting your machine.

Installing From CD-ROM:

- Double-click on the ClickMe icon.
- Follow the onscreen prompts to complete the installation.
- The WorldsAway installer will prompt you that it will reboot your computer for you.

Downloading From Compuserve:

- Download the WAMAC.SEA file from the Enhanced Menu Page (GO AWAY) "WorldsAway Software" icon onto your hard drive.
- Double-click on the WAMAC.SEA icon and follow the prompts to unstuff the application.
- Open the WAMAC folder, double-click on the WorldsAway 1.0 Install icon, and follow the prompts to install the application.
- If you are running WorldsAway on a Macintosh with less than 12M of real RAM we recommend that you turn on virtual memory in the Memory Control Panel. (Also, RAM Doubler (TM) has been found to work well with WorldsAway, perhaps better than Mac virtual memory. RAM Doubler(TM), however, can occasionally cause problems with CIM.)

Need Help?

If you have difficulty installing or running the WorldsAway software, please contact a member of the WorldsAway Forum Staff in the Forum (GO TRA-39). There, talk to a SysOp directly or leave a message in the Install Support message section #2. Alternatively, you can contact CompuServe Customer Support. In the USA, call 1-800-848-8990 and ask for a member of the WorldsAway Team. From anywhere in the world, you can get help by sending a message (GO QUESTIONS) or reading information on-line (GO CSHELP).

Logging In Through CompuServe

Windows

- Run Windows, open the WinCIM software and connect to CompuServe.
- Click on the green traffic light in the CompuServe Main Menu bar. The GO window will open, requesting GO . . .
- Type: AWAY and press ENTER.
- The WorldsAway Enhanced Menu Page appears. Choose the icon "Enter WorldsAway." When the program is fully launched, your avatar will appear on the deck of the Argo, the seaworthy vessel that brings you to the Dreamscape.
- You may also log in by clicking on the WorldsAway icon in your program manager and then choosing the icon "Enter WorldsAway." The program will automatically connect you to CompuServe first.

Macintosh

- Start up your computer, open the MacCIM software and connect to CompuServe.
- Click on the green traffic light in the CompuServe Main Menu bar. The GO window will open, requesting GO . . .
- Type: AWAY and press RETURN.
- The WorldsAway Enhanced Menu Page appears. Choose the icon "Enter WorldsAway." When the program is fully launched, your avatar will appear on the deck of the Argo, the seaworthy vessel that brings you to the Dreamscape.
- You may also log in by clicking on the WorldsAway icon in your CompuServe folder and then choosing the icon "Enter WorldsAway." The program will automatically connect you to CompuServe first.

If You Already Have An Avatar . . .

If you have previously visited WorldsAway and already have a saved avatar, you will see a dialog box listing the name(s) of the avatar(s) you've registered (up to two). You can then either choose an existing avatar by clicking on its name, or create a new one by clicking on the NEW button. If you create a new avatar, it will appear on the deck of the Argo. If you already have two avatars, you must choose one of them--you will not be able to create another new avatar. If you choose an existing avatar, it will reappear as a ghost in the location from which you last left the world. You can change your existing avatar's name in the Temple, its head and body at the NuYu Shop and other locations, and the color of its skin and clothes with a spray can purchased from a vending machine at V-Mart or elsewhere.

File Menu

Exiting WorldsAway

You can exit WorldsAway at any time and return to CompuServe by selecting EXIT from the FILE menu in the main menu for Windows, or selecting QUIT from the FILE menu for Macintosh.

Preferences

The PREFERENCES option on the File menu allows you to modify your IDLE TIMEOUT and WorldsAway SYSTEM settings. Select the FILE menu to access the PREFERENCES option.

- IDLE TIMEOUT defines how long your avatar can remain inactive in WorldsAway before returning to CompuServe (the default time is 12 minutes).
- SOUND allows you to turn sound on and off.

BASIC INFORMATION

The WorldsAway Window

Main Menu Bar

The main menu bar provides lists of options for using the WorldsAway software.

Message Display Area

All messages transmitted in WorldsAway appear in the dark gray or black box located in the top portion of your WorldsAway window. Messages include all the word and thought communications sent by your avatar and from other avatars in the locale, private (ESP) messages to and from your avatar or your ghost, answers to questions you ask via the popup menus, help and system messages, and messages from the Oracles and Acolytes. Use the text scroll bar to review the messages, words and thoughts exchanged in the locale since you entered. By using the SAVE MESSAGES..., PRINT MESSAGES and PRINT SCREEN commands in the FILE menu, you may record your visits and communications in WorldsAway.

Locale

The Dreamscape world is divided into named locales. When you enter a locale (each view onscreen is a complete locale) a message appears on your screen advising you of your whereabouts. A locale is your view into WorldsAway, where all objects appear and the action happens.

Chat Bar

The Chat Bar--the horizontal box along the bottom of your window--contains icons for Speaking, Thinking and ESP, and is your means of communicating with other avatars. See the section on Chatting & Gesturing for more information.

Using The Popup Menus

Every item in WorldsAway has a popup menu. A popup menu is a list of commands you can use to get information about and interact with other avatars and objects. To summon and use a popup menu:

- Click on any object or area onscreen. A popup menu will appear.
- Highlight an option to select it.
- Some menu options have submenus, indicated by the > symbol to the right of the menu option name. To use them, highlight an option, drag the mouse pointer to the right to open the submenu, and then highlight the submenu option you want to select.

Getting Help

WorldsAway provides you with several different help features.

Tell Me About. . .

Every object in the Dreamscape has the option TELL ME ABOUT . . . in its popup menu. Select this option to find out where you are, identify an avatar, or get other information about a particular item.

Page Acolyte

The HELP menu in the WorldsAway Menu Bar at the top of the window has the option PAGE ACOLYTE. Select this option to call an Acolyte, a special WorldsAway guide who will come to your aid. Once you page, you'll see a confirmation message that the Acolyte has received your call. (See the section on Acolytes in this guide for more information.)

Help Menu

The HELP menu in the WorldsAway menu bar includes the CONTENTS option. Selecting this option launches the HELP program (Windows users can also access HELP by pressing F1).

Occasionally, WorldsAway will send your avatar special help/alert messages. Read the message and take any action it calls for. Emergency messages appear in red balloons in the message display area. Follow their instructions immediately. Green balloons are used for informative system messages.

ARRIVING IN THE DREAMSCAPE

Meet Your Avatar

Your avatar is your personal graphic representation in WorldsAway. Upon your arrival, you, in the form of your avatar, can explore the services provided in the Promenade to customize your avatar's looks and register its name.

Exploring The Argo & The Promenade

NOTE: The Argo and Promenade are your personal introduction into the Dreamscape. You will not meet other avatars until after you enter the city through the double doors at the end of the Promenade.

To find your way around:

- Click on any object or floor area to see its popup menu. The name of the item appears at the top of the menu.
- Select WALK TO or WALK TO HERE from the menu to move your avatar to that object or area.
NOTE: The WALK TO option does not exist for every object or area.)
- Select TELL ME ABOUT . . . from the menu to find out more about the item.
- Be sure to PASS THROUGH the cabin door on the Argo's deck, and explore the cabin and its objects. If you click on the chest in the cabin and select OPEN you will discover some tokens, the currency of the Dreamscape, that you can use to buy things from vending machines, or deposit into your ATM bank account for future use. You can determine the value of tokens by clicking on them and reading the title bar of the popup menu.
- Select GET FROM from the chest's popup menu, and access the submenu for a list of what is in the chest. Select TOKENS to acquire the tokens. They will appear in your avatar's hand as a single coin.
- While an avatar can hold only one thing at a time in its hand, it can carry many items in its pocket. Click on your avatar, and select PUT IN POCKET from the popup menu to store the tokens.
- To continue on, return to the deck of the Argo (PASS THROUGH the cabin door once again) and click near the edge of the locale. Select GO THAT WAY from the popup menu to go to the right, leave the deck and enter the Promenade.

Changing Your Avatar's Looks

Your avatar has started life with a default body and head. You can change these at two different booths in the Promenade, the body machine and the head machine. The services are free for the Promenade's body machine. Once you enter the city, you will be charged for a new body. (Why not check your balance at the ATM in the Promenade to see if you have tokens in your account?)

To Change Your Avatar's Body:

- WALK TO the body machine.
- Select BUY THIS BODY and view its submenu.
- Select MALE or FEMALE to learn the available male and female body styles.
- Select a body and your avatar will appear in the new body.

Continue on to the next locale to select a new head.

To Change Your Avatar's Head:

- GO to the next locale to the right.
- WALK TO the head machine.
- Select VIEW NEXT ITEM/VIEW PREVIOUS ITEM from the machine's popup menu to browse through the heads.
- When you see the head you like, select BUY THIS ITEM. The cost will be deducted from your tokens, and your avatar will hold the new head in its hand.

NOTE: If you don't have enough tokens, you won't get the BUY THIS ITEM option.

- Click on your avatar, and select WEAR from the popup menu. Now your avatar will hold the old head, and wear the new head.
- If you like, you can store the old head in your avatar's pocket by selecting PUT IN POCKET from the popup menu. Later, you may choose to sell the head at a pawn machine in exchange for tokens.

Naming Your Avatar

You'll find a copy of the Book of Names in the next locale to the right in the Promenade.

Use it to register your avatar's name.

Naming Rules

- Names can use up to 30 characters.
- You won't be able to choose a name already in use by another avatar.
- Certain names are not allowed, such as Oracles' names and names using inappropriate terms.

To register a name:

- WALK TO the Book of Names and click on it.
- You can select READ from the Book's popup menu to see the last five avatar names registered in the Dreamscape.
- Select REGISTER NEW NAME from the Book's popup menu. A text entry box will open.
- Type the name you'd like your avatar to go by. This is the name that will appear in your avatar's popup menu and that other avatars will know you by. If the name you select is already in use, or is for some reason unacceptable, you will be required to register a different name.
- Click on the CHANGE button (or press the ENTER [RETURN] key) to complete the registration.
- Your avatar's name will not be permanently registered until you leave the Promenade and enter the city. (If you exit WorldsAway from the Promenade, your avatar's name will be erased from the Book of Names as if it never existed.)

NOTE: You can change your avatar's name later in the Temple, where the official Book of Names is kept. You'll be charged a token fee that increases with each successive name change.

Entering The City

- GO to the next locale to the right to see the double doors at the end of the Promenade.
- Select PASS THROUGH from the doors' popup menu. You have now become a citizen of the Dreamscape.
- If you exit WorldsAway prior to entering the city through the double doors, all changes you have made to your avatar will be lost.

EXPLORING THE DREAMSCAPE

Your Avatar's Popup Menu

Click on your avatar's body or head to view the popup menu, and then select from the list of options:

BECOME A GHOST

Your avatar becomes a ghost, visible as an eye-in-a-cloud in the upper right corner of the window. Click on your ghost to get a popup menu and select BECOME AN AVATAR to return to the avatar state.

GESTURE

Change your avatar's facial expression or use body language by selecting a gesture from the submenu or pressing one of the function keys. Below are keyboard representations of icons.

- F2 Normal
- F3 Happy
- F4 Sad
- F5 Mad
- F6 Wave
- F7 Bow
- F8 Shrug
- F9 One hand out
- F10 Jump
- F11 React

Gestures are also connected to "emoticons," symbols that can be included in your text conversation (hold down the CTRL key and press the corresponding function key) so that your avatar will gesture at the desired spot in its speech. See Chatting & Gesturing to learn more.

TURN

Your avatar can stand in place and turn to face any direction--front, back, left or right. Do this by selecting a direction from the TURN submenu.

STATUS

Get information about your avatar's status, capabilities and surroundings by choosing an option from the STATUS submenu.

- WHO'S IN HERE? lists in the text display area the names of all avatars in the locale and specifies the number of ghosts present.
- WHERE AM I? tells you the name of your current locale.
- HOW HEALTHY AM I? tells your avatar's state of health.
- WHAT TIME IS IT? gives you standard Dreamscape time (equivalent to Pacific Standard Time in the waking world).
- TOKENS IN HAND AND POCKET? adds up any tokens you have in your avatar's hand and in its pocket.
- TURN ESP OFF shuts off incoming ESP messages from other avatars or ghosts. Display the menu again to get the option:
- TURN ESP ON. See Chatting & Gesturing for more information on ESP.
- DISALLOW NEW FOLLOWERS prevents other avatars from following yours. It toggles to:
- ALLOW FOLLOWING, which lets other avatars follow yours as they choose. See the section on Following for more information.

GET FROM POCKET/PUT IN POCKET

- GET FROM POCKET lets you review a list of what's in your avatar's pocket. Click on any item in the list to put it in your avatar's hand (unless there's something already in its hand).

- PUT IN POCKET transfers whatever is currently in your avatar's hand into its pocket.

REMOVE/WEAR

- REMOVE lets you take off your avatar's head and carry it (this option is not available if something is already in your avatar's hand).
- WEAR lets you put a head on your avatar (this option appears only when your avatar is headless, and holding a head in its hand).

SPRAY

Change your avatar's skin and/or clothing color by using a spray can (See Spray Cans). This option appears only when your avatar holds a spray can.

TELL ME ABOUT . . .

Get information about the avatar.

Interacting With Other Avatars & Objects

- Click on other avatars or objects to display their popup menus and get information about them.
- Select WALK TO or WALK TO HERE from the displayed menu to move your avatar to the other avatar or item.
- Commands such as PUT, GIVE and GET allow you to interact with objects. See Your Avatar's Popup Menu, above. See Chatting and Gesturing, below, for more information on interacting with other avatars.

Chatting & Gesturing: Speech, Thought and ESP

Your WorldsAway window contains a Chat Bar, your tool to converse with others.

Using The Communication Mode Buttons

Three communication mode buttons appear to the right of the Chat Bar. These buttons let you share your ideas in three different ways: through general speech, thought messages and ESP. Click on or tab between the buttons to select different modes.

SPEECH

Select the first button on the left to broadcast your conversation to everyone in the locale. Your messages appear in a speech balloon pointing to your avatar. (You can also choose SPEECH from the EDIT menu.)

THOUGHT

Select the middle button to show your words as thoughts. They will appear in a thought balloon above your avatar's head and be visible to everyone in the locale. (You can also choose THOUGHT from the EDIT menu.)

ESP

Select the ESP button on the far right to send messages privately to a single other avatar or ghost. Only you and the recipient can see these balloons. (You can also choose ESP from the EDIT menu; see below for more details on ESP.)

To send a message to another avatar:

- Choose your communication mode.
- Click in the message entry box to enter text. At any time, you can type what you want to say. The message entry box accepts up to 79 characters per message. To send an ESP message, you must also type the name of the recipient in the ESP address box; see Using ESP, below for more details.
- You can add body language at appropriate places in your avatar's message by including emoticons, the graphic counterparts of your avatar's facial expressions and body gestures. To enter an emoticon as part of the text, press the control key and a function key simultaneously, or select the COMMUNICATE

option from the WorldsAway main menu, and access the INSERT submenu. The emoticon will appear in your text entry line.

- Press the ENTER (RETURN) key to transmit your message. It will appear in a balloon in the message display area at the top of the window. If you've included any emoticons, your avatar will also make the chosen gestures as your speech or thought balloon appears. (In ESP mode, gestures will appear as part of the message, but will not be performed.)
- When other avatars converse in your locale, their dialog also appears in speech balloons that point to the speaker. Each avatar's speech and thought balloons will be a different color as an indicator of who's talking. ESP balloons are always white and appear at the far left of the message display area.

Using ESP

You can send ESP messages to any avatar or ghost currently in WorldsAway, whether or not they are in the same locale as you. You can turn your ESP receiving on and off by selecting the appropriate option in your avatar's STATUS submenu. If you send an ESP message to an avatar or ghost who has turned off ESP or is not in WorldsAway, a help message tells you that the intended recipient cannot hear you or is not available. Ghosts can only communicate via ESP messages; they cannot use speech or thought. Once you have sent ESP to a particular ghost or avatar in a given WorldsAway session, that recipient's name appears in the address box and can be selected for further ESP messages. You can also add names to your ESP address box by selecting them as FRIENDS from the FRIENDS AND STRANGERS menu, accessible from the COMMUNICATE pull-down menu on the WorldsAway Menu bar.

Traveling

Walking

Your avatar can walk just about anywhere in the city. The GO commands take your avatar from one locale to another; the WALK TO commands move your avatar around within the current locale.

To move your avatar to another spot, or to stand near an object or another avatar within the same locale:

- Use your mouse to click on your destination and view the popup menu.
- Select WALK TO or WALK TO HERE to move your avatar to that place (WALK TO will not appear if no option exists to move to the selected place).

To leave a locale altogether:

- Point and click in an area of your WorldsAway window and choose the desired direction from the popup menu. Arrows on street markers indicate possible travel directions; your avatar can usually move in two or three directions out of the locale that it currently occupies.
- If the option exists for your avatar to exit the locale in the chosen direction, the popup menu will include such options as GO or GO THIS/THAT WAY. Each GO option will have its own direction arrow.

Following Another Avatar

Use the FOLLOW option when you want to travel with another avatar from one locale to another.

- View the popup menu on another avatar and select FOLLOW.
- The other avatar becomes a leader and receives the message that you are following.
- Your avatar will automatically follow the leader into another locale. A follower becomes a ghost when it changes locales. Access BECOME AN AVATAR to re-materialize.
- To stop following, click on your avatar's popup menu and select STOP FOLLOWING.
- The leader can break the FOLLOW connection by teleporting or by BECOMING A GHOST.

NOTE: As a ghost, you can follow an avatar if you select FOLLOW before ghosting. You cannot follow a ghost.

Leading Another Avatar

- When another avatar follows yours, you will receive a help message informing you that the other avatar is following.
- To stop a current follower, choose STOP FOLLOWING ME from the follower's popup menu.
- To prevent additional avatars from following you, select DISALLOW NEW FOLLOWERS from your avatar's STATUS menu.
- To keep a current follower or followers but prevent anyone else from following, choose DISALLOW NEW FOLLOWERS after the desired follow connections have been established. If your avatar is in ghost form, it cannot be followed.

Teleporting

- Teleport booths zip you quickly from one locale to another for a small fee.
- When you see a teleport booth in your locale, click on it.
- Select TELEPORT TO . . . from the popup menu.
- Select a destination from the submenu that appears (or select OTHER, type a destination in the text entry box that appears, and click on OK).
- Your avatar will then enter the booth and be whisked off to the new locale.
- You cannot follow another avatar through a teleporter.

NOTE: You must select a destination that contains another teleporter to teleport to. Destinations are listed in the submenu only after you have teleported to them.

"Ghosting"

A ghost is an avatar's disembodied presence, seen as an eye-in-a-cloud in the upper right corner of the locale. To become a ghost, select BECOME A GHOST from your avatar's popup menu. Select BECOME AN AVATAR from the ghost's popup menu or BECOME AN AVATAR HERE from a spot within your locale, to return to avatar form. As a ghost, you have certain limitations. Ghosts cannot:

- Speak, think, or gesture.
- Pick up or use objects.
- Exchange objects with other ghosts or avatars.
- Use teleport booths, vending machines, ATMs or similar machines.

However, ghosts can:

- Move from locale to locale.
- Send and receive ESP messages.
- Pass through unlocked doors.
- Watch and listen to what goes on in almost any locale, except for certain private places.
- Get STATUS on themselves through their popup menus.
- Follow avatars if the follow connection is established before ghosting.

When more than six avatars enter a locale, the latecomers are automatically transformed into ghosts. All the avatars that dematerialize are represented by a single ghost eye-in-a-cloud. Click on HOW MANY GHOSTS? in the popup menu to find out the number of ghosts in a given locale. Ghosts can choose to become avatars when other avatars make room by ghosting or by leaving the locale; or they can move to less crowded locales and become avatars there.

Oracles & Acolytes

Oracles

Oracles are mysterious, wise beings of the Dreamscape who organize adventures, games and other activities for the avatars to enjoy. They also settle disputes between avatars, should any arise. (The word of an Oracle is final.) Oracles are recognizable by their ornate robes.

Acolytes

Acolytes are guides recruited by the Oracles to assist in the Dreamscape. They answer the avatars' questions, and can be paged to provide help whenever it's needed. If you are ever lost, have a problem with an object, or find yourself unable to solve a dispute with another avatar, call an Acolyte by viewing the HELP menu and selecting the PAGE ACOLYTE option. (You can also PAGE ACOLYTE from the ESP menu on the Chat Bar.) You'll receive word that an Acolyte has been contacted, and the Acolyte will respond quickly to help you in any way possible.

Places Of Interest

The Fountain Plaza

The Fountain Plaza is the city center, ringed with shops and gathering places.

NuYu Shop

Don't like your avatar's look? Get a new one! At the NuYu Shop (and some other locations) you can change its head, body . . . even its gender! You'll find body machines and several types of head machines at NuYu.

The Temple Of Morpheus

The Temple is the sacred dwelling place of the Oracles and the repository of the Book of Names, which lists all the citizens currently in WorldsAway. When you visit, you may read the last five registrations in the Book of Names. Using the popup menu on the Book of Names, you can change your avatar's name in the Temple for a fee. (The amount increases with each successive change.)

Using Tokens

Tokens are legal tender in WorldsAway. You'll have tokens in your ATM account the first time you enter. You accrue tokens for the time you spend in the world. You can also earn tokens through various activities such as performing services and winning contests. Tokens always appear as a single token; check the title bar of a token's popup menu to see how many tokens your avatar holds. Special options in the popup menu include:

Token Popup Menu

SPLIT

Keeps a certain number of tokens in your avatar's hand, and puts the rest in its pocket. In the dialog box, enter the number of tokens you want to keep and click on SPLIT. The remaining tokens will go into your avatar's pocket.

PUT . . .

This option becomes available in the popup menus of some objects, such as tables and containers, and on areas of the ground and floor, when your avatar is holding tokens (or other objects). Use PUT to transfer what your avatar is holding to the desired container or place.

GIVE

Give objects or tokens to another avatar, by displaying the avatar's popup menu and selecting this option.

Automated Token Machines (ATMs)

ATMs let you deposit tokens to your bank account and withdraw tokens from it. Special options in the ATM popup menus include:

WITHDRAW TOKENS . . .

Extract tokens by selecting an amount in the dialog box and clicking on WITHDRAW. You'll receive the tokens in your avatar's hand. You can only withdraw an amount up to your current balance. (No overdrafts allowed!)

DEPOSIT . . .

Add tokens from your avatar's hand into your account by entering an amount in the text entry box and clicking on DEPOSIT. This option appears only if your avatar is holding tokens. If you have tokens in your avatar's pocket but not its hand, you must first GET FROM POCKET before you can DEPOSIT.

REQUEST BALANCE

Check on your current balance.

Vending Machines

These machines sell items in exchange for tokens. You'll find them in various shops and gathering places in the Dreamscape.

Pawn Machines

Use these machines to sell an item your avatar is carrying, such as an extra head, in return for tokens. You'll find these machines scattered throughout the Dreamscape.

Spray Cans

You can purchase spray cans from various vending machines. To change your avatar's colors, select the SPRAY option from your avatar's popup menu while your avatar is holding a spray can. From the spray submenu, select SKIN, UPPER, or LOWER to change the color of your avatar's skin or the upper or lower parts of its clothing. Each can has a limited number of sprays. You can find out how many sprays remain by clicking on the can and reading the title of its popup menu. Any spray can may be sold back to a pawn machine.

GLOSSARY

Acolytes

Dreamscape guides who answer avatar questions and provide help when needed. Contact an Acolyte by viewing the HELP menu from the title bar of the WorldsAway window and selecting the option PAGE ACOLYTE or choosing PAGE ACOLYTE from the ESP menu on the Chat Bar.

the Argo

The ship that brings you to the City, across the Sea of Dreams, and is where you begin your orientation in the Dreamscape.

ATMs

Automated token machines where you can check your bank balance, deposit tokens to your account, and withdraw tokens from it.

avatar

An animated graphic character that is your embodiment in WorldsAway. All visitors to the Dreamscape have their own avatars.

balloons

Graphic representations of all messages exchanged in WorldsAway, i.e. speech balloons, thought balloons, ESP balloons. The color and shape of a balloon indicates the type of message.

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.

Blasted Heath

A stormy landscape straight out of Wuthering Heights, this ruined vista is no place for faint hearts to wander! Blasted Heath is haunted by unknown entities who may capriciously refuse your entry at one time, and grant it another time.

body

The main part of your avatar, not including the head. You can buy a male or female body for your avatar in the body machines found in the NuYu shop and on the Promenade.

body machine

A machine found in the NuYu shop and on the Promenade where you can purchase either a male or female body.

Book of Names

The record of all avatar names in the Dreamscape, in which you can register and later change your avatar's name. The Book of Names is found on the Promenade and in the Temple.

Chat Bar

The text bar at the bottom of the window where you enter conversation to be relayed as general speech, thoughts or ESP messages. Icons to the right of the bar for SPEAK, THINK and ESP let you change your communication mode.

chest

A portable object and storage container in WorldsAway. Some chests are lockable.

communication mode buttons

The three buttons to the right of the Chat bar that let you choose whether to communicate in speech, in thought, or through ESP.

The Dreamscape

The domain of Dream, inhabited by avatars, ghosts, Acolytes and Oracles.

door

Means of passage from one area to another in WorldsAway. Some doors are lockable; some are sealed. Avatars and ghosts can pass through unlocked and unsealed doors.

emoticons

Symbols used in text messages to express particular motions or emotions. To enter emoticons as part of the text, depress CTRL and function keys simultaneously, or select an emoticon from the GESTURE submenu on your avatar's popup menu.

ESP

The ability avatars and ghosts have to talk privately with other avatars and ghosts. ESP messages appear in white balloons with black lettering and can be seen only by the sender and recipient. To send ESP messages, select the ESP communication mode button.

eye-in-a-cloud

The appearance of a ghost or ghosts in a locale, always in the upper right corner of the window. One eye-in-a-cloud represents all the ghosts currently in the locale.

fountain

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.

friends

Those avatars who you designate as friends via the COMMUNICATE menu. Their names automatically appear in your ESP address box.

gate

A mysterious portal.

gestures

Movements that avatars can make to express themselves, accessed by viewing your avatar's popup menu, selecting the option GESTURE and choosing any move from the submenu, or by using the function keys. All gestures have corresponding emoticons that can be placed into text messages.

ghost

An avatar's state after it dematerializes, appearing as an eye-in-a-cloud in the upper right corner of the window. Ghosts are spectators, and cannot directly affect or be affected by events in their locale.

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.

head

A WorldsAway head designed to be worn by an avatar. You can buy new heads at the NuYu shop and other locations, and change your avatar's heads at will. You can also resell heads at pawn machines in exchange for tokens.

head machines

Machines in the NuYu shop and elsewhere from which you can purchase new heads. You'll find many different types, including non-human heads.

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.

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, avatar entry is limited until a means of access is devised that safeguards the environmental balance.

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.

locale

The smallest unit of space in the Dreamscape, shown on a single view on screen.

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.

message display area

The upper section of the WorldsAway window, where dialog and help messages are displayed. You can browse through the text display area by using its scroll bar.

message/text entry box

A dialog box where you can enter information or messages, such as your avatar's name or conversational remarks.

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.

Oracles

Powerful Dreamscape inhabitants who arrange events, adventures, and other amusements and resolve disputes.

pawn machines

Machines found throughout WorldsAway that accept new and used items and dispense tokens in return.

pocket

Storage compartment built into each avatar's outfit. You can hold up to seven objects and an indefinite number of tokens in your avatar's pocket. To see what's in your avatar's pocket, display your avatar's popup menu and select the option GET FROM POCKET. You can place objects in the by using PUT IN POCKET from the popup menu.

popup menu

A list of available options that let you interact with other beings and objects; a feature of every being and object in WorldsAway, displayed by clicking on the item.

portable object

An object in WorldsAway, such as a token, head or spray can, that an avatar can manipulate with such commands as PUT, GET, GIVE, WEAR and PUT IN POCKET.

Promenade

The walkway leading from the Argo into WorldsAway, where you can register the name of your avatar in the Book of Names and obtain a new head and body.

pull-down menu

Menus accessible from the WorldsAway menu bar. To open a pull-down menu, click on its title. Then highlight the desired command.

Regency Hall

A Victorian-themed fine-dining club that may be temporarily closed for repairs.

speech

General conversation of avatars, broadcast to everyone in the locale. To make your avatar speak, use the SPEECH communication mode button on the Chat Bar.

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.

Strangers

Those avatars you are not well acquainted with.

street markers

Pavement markers in the center of street locales, with arrows pointing in the various directions in which you can leave the locale.

teleport booths

Devices that rapidly transport avatars from one locale to another.

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.

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.

thought

Ideas or comments displayed in a thought balloon above your avatar and not meant to interrupt the general conversation. To send your avatar's thought messages, use the THOUGHT communication mode button on the Chat Bar.

token

The monetary unit of the Dreamscape. All token amounts appear as a single token. To discover the value of tokens, summon and read the title bar of a token's popup menu.

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 machine. Various useful and ornamental items are also for sale here.

vending machines

Devices that sell items in exchange for tokens.

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.

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.

waking world

Wherever you are in human form when you're not in WorldsAway as an avatar.

world

The place you inhabit when you're in WorldsAway.

WorldsAway window

The window displayed on your monitor screen in which the WorldsAway program runs. Closing this window ends your visit to the Dreamscape and your WorldsAway session.