

# DARK TIMES

Volume 8, Issue 10 OCTOBER 2007

## ANARCHS IN SAN FRANCISCO GET MORALE BOOST

The Anarchs of San Francisco fighting against the incursion of Sabbat and their allies from the east got a boost in morale, when noted anarchist Smiling Jack, visited the city. The rumours coming out of the city are that, although the fighting has

been fierce, the confidence of the Anarch forces has been greatly increased by Smiling Jack's visit. However, there is still a pensive mood pervading the city, as if a lull before the storm.

## BLOOD SHORTAGE AWARENESS CAMPAIGN

There has been a recent increase in the amount of advertising highlighting the shortage of blood supplies and donors in Scotland. Now there is a new initiative to highlight this problem and how it will be tackled. The blood awareness seminar highlights the severity of the problem to those in the medical profession and highlights some ways in which to increase the

donor base. This has been combined with an American style blood drive, where donor units visit places of businesses and the corporate employers encourage their staff to donate blood. The Scottish National Blood Transfusion Service welcomes the potential increase that these measures could produce.

## SEWER WORKER GOES MISSING

Daniel Fintry said goodbye to his wife and three children when he went off to work eight days ago. He reported for work and was assigned to a section of sewer in the

city centre and he was never heard from again. Is it me or are the Nosferatu a bit thin on the ground at the moment?

## COMMUNITY BUY-OUT

For £1 million, community enterprise Govan Workspace Ltd has bought five and a half acres of former shipyard land in Holmfauld Road where they will create 130,000 square feet of quality office and industrial accommodation.

This will bring an estimated 400 new jobs into Govan. Said Chairman Duncan MacLean, 'This project will be the prime focus of our management team for the next ten years. It is an outstanding opportunity for

us to make a further contribution to the economic revival of Govan and I am very confident we will all rise to the challenge.'

The company currently has three Workspace sites – at Elderpark, Harmony Row and Alexander Stephen House and all are operating at almost full capacity.

## SPECIAL POINTS OF INTEREST:

- *News*
- *Sudoku*
- *Caledonia Nocturnus*
- *Map of the Anarch contested territories*
- *Film Review*
- *Calendar*

## STATISTICS FOR AUG

- *Attendance:* 19
- *Donations:* £18.70
- *Orders:* untracked

**CALEDONIA  
NOCTURNUS****LOCATION:**  
PITLOCHRY  
YOUTH HOSTEL**ARRIVE:**  
7PM FRI 23RD  
NOVEMBER 2007**DEPART:**  
11:30AM SUN  
25TH NOVEMBER  
2007

## ONLINE WORLD IS TAINTED BY VIRTUAL SEX ABUSE AND PAEDOPHILE PICTURES

IT WAS created as a kind of cyber-utopia, a parallel electronic universe where online users could reinvent themselves and create the world anew.

But the shadow of real crime has intruded into the popular Second Life virtual world as it emerged that police are examining claims it is now being used by paedophiles.

Set up in 2003, the online world now has 6.2 million registered users who can buy "land", create virtual houses and businesses and meet each other using "avatars" - or virtual 3D characters of themselves.

However, German television revealed that one user, who poses as a 13-year-old girl, has been offering photographs of real-life child pornography to other users. It also exposed the fact that avatar characters of an adult male and a child have engaged in a sex act in the Second Life world.

Peter Vogt, the head of Germany's Central Agency for the Prevention of Child Pornography, yesterday revealed his department was working with San Francisco-based Linden Lab, the owners of Second Life.

"Linden Lab has been working very hard here against this abuser who misuses this game as a platform for child porn," Mr Vogt said.

The investigator said he feared the incidence of child porn uncovered by broadcaster ARD was not isolated. "One can probably never totally stop them, though, just like one cannot totally stop the other criminal uses of the internet," he said.

Visitors to Second Life agree to abide by terms and conditions banning offensive language and behaviour when they log on to the virtual world, which requires a computer software download and a broad-

band internet connection.

However, the vast number of people inhabiting Second Life - 1.7 million have logged in during the past 60 days - makes policing it a near impossibility. Instead, like YouTube, it relies on other users flagging up offensive behaviour to the owners. Users have to be aged 13 to join Second Life, and even then are kept to a "teen world" before being allowed to join the main online area at the age of 18.

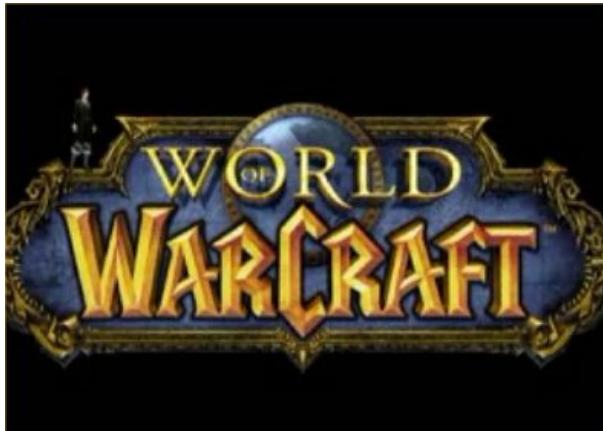
Critics claim it is relatively easy for Second Life users to fake their age. However, the company behind the virtual world says it is working on new electronic checks that will use different forms of identification - like national identification numbers and passports - to help prevent abuse. Linden Lab yesterday said it had "zero tolerance for depictions of child pornography within Second Life".

"We were outraged to see the images that ARD showed us, and will co-operate fully with any legal authorities that choose to investigate the individuals involved in such activities," the company added.

Second Life has about 800,000 users in Europe. The UK has about 6 per cent of active users.

Virtual worlds have existed in the internet community since the mid-1990s, and others like World of Warcraft and Runescape play on an interest in fantasy games.

However, Second Life is different to a game because users can in essence mirror their real-world activities, for example buying and selling currency and offering actual products and services to other residents.





## CALEDONIA NOCTURNUS BOOKING INFO

The final payment date is **Friday, 2nd November**. The deposit will secure your place and is non-returnable.

Payment can be made in instalments to the Treasurer (Ellissa McIntosh, who plays Marchesa Vilanova) in either cash or cheque.

GVLARP Player £35

Non-GVLARP Player £45

Deposit £15

Character generation information will be supplied to all registered players within the next few weeks. Please see last month's Dark Times for suggestions for character concepts and where your character could be from.



**GVLARP**

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## DARK TIMES SUDOKU (MEDIUM)

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## DAY WATCH (2006)

It has been some time since the grand finale of the original film. Anton (Khabensky) continues to fight the forces of Darkness while simultaneously attempting to find and save his son from the clutches of those same forces. But when Dark Others start mysteriously being killed, and Anton is framed for their murders, he must put that goal on hold and try to escape the Day Watch that is looking for his blood.

This film is as mad as they come and completely unlikely, but wonderfully enjoyable in a very eccentric way. If you

start comparing it to Hollywood equivalents you'll miss the point, and if you think you're going to see some "serious" Matrixesque fantasy, you'll be sorely disappointed. This film is pure myth, with the inexplicably unreal events and very much larger than life characterisations that any myth comes with. The fact that it is a Russian myth and full of many Russian references is both frustrating and at the same time great for a Western viewer. You know there are hidden depths that you'll never quite get, but its fascinating to watch. And these bits are fairly infrequent, so don't be put off by it. Finally, don't see it yet, because you'll really want to know what on earth (or maybe not) they are going to do in the third part!

## Submissions Accepted

Is there something you want to advertise or let everyone know about? If so, then Dark Times is willing to accept your submissions, articles and adverts.

**Features:**

- Guaranteed acceptance of articles
- City-wide distribution
- Anonymous submissions accepted

**GVLARP**

**GVLARP**

Email: admin@gvlar.org.uk

## October 2007

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
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7	8	9	10	11	12	13
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