

# Instructions for getting started in Second Life.

1. Go to <http://www.secondlife.com/> and click on 'Join Now':



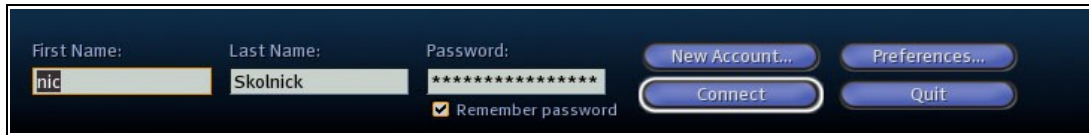
2. Enter a first name, and select your character's last name from the drop-down list:

A screenshot of the 'Second Life Registration: Step 1 of 2' web form. The page has a blue header with the Second Life logo and the tagline 'Your World. Your Imagination.' The main content area is titled 'Second Life Registration: Step 1 of 2' and contains three sections: 'Choose Your Second Life Name', 'Enter Your Birthdate', and 'Enter Your Email Address'. The 'Choose Your Second Life Name' section has a text input for 'First name:' and a dropdown menu for 'Last name:'. The dropdown menu is open, showing a list of last names including Barbara, Beckersted, Blabbermouth, Blankes, Bogomil, Chowderhead, Clanger, Clutterbuck, Dannunzio, Deledda, Dimsun, Donaldo, Drebin, Fackler, Flimflam, Gasparini, Gjellerup, and Granville. Below the name fields is a 'Check for availability' button. The 'Enter Your Birthdate' section has dropdowns for 'Month:' and 'Day:'. The 'Enter Your Email Address' section has an 'Email:' input field and an 'Enter again for verification' input field. At the bottom of the form is a 'Continue to Step 2' button. The footer of the page contains links for 'system requirements', 'privacy', 'community standards', 'terms of service', 'dmca', 'grid status', and 'jobs', along with the copyright notice '©2006 Linden Research Inc.' and the 'Linden Lab' logo.

3. Click 'Continue to Step 2' and enter your personal information and credit card or PayPal details. Your credit card will not be billed, but is required for age-verification. It is also possible, but not required, to purchase Second Life credits (called Linden Dollars, or L\$) from within the

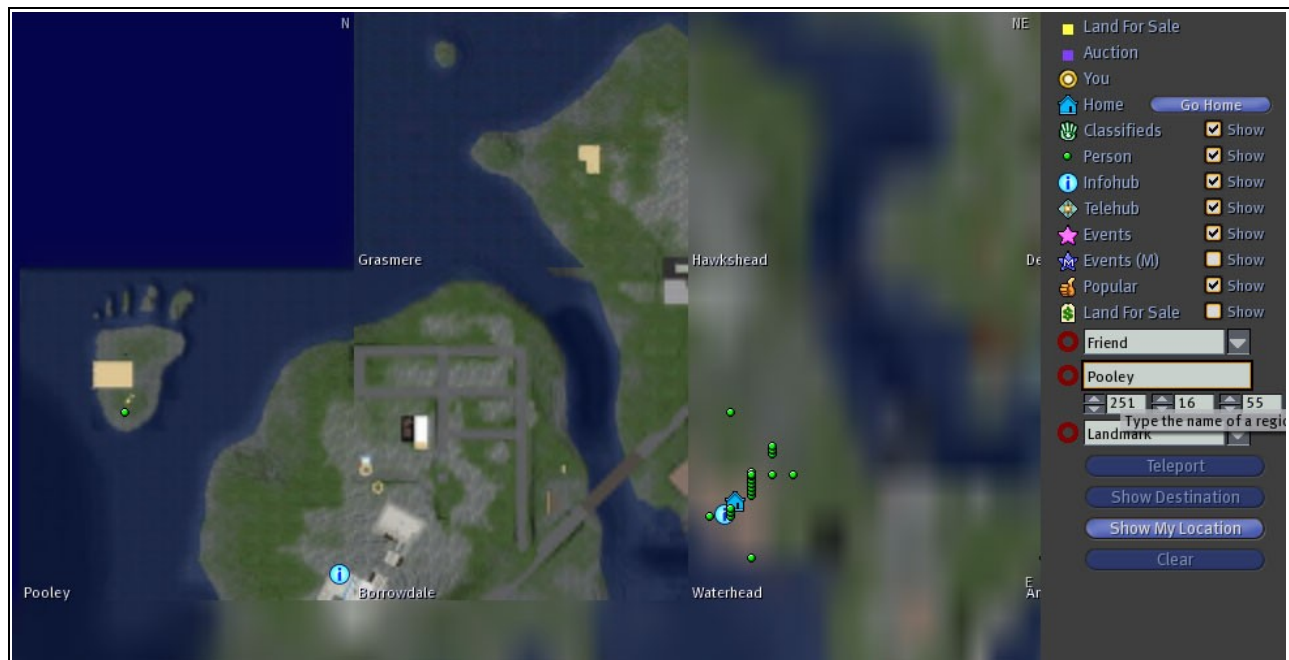
game with your credit card.

4. After you have registered, download the Second Life software from the next page, and install it.
5. Run Second Life, and enter your first and last names, and your password, and select 'Connect':



The screenshot shows the login interface for Second Life. It features a dark blue background with several input fields and buttons. The 'First Name' field contains 'nic', the 'Last Name' field contains 'Skolnick', and the 'Password' field is filled with asterisks. There is a checked box for 'Remember password'. Buttons for 'New Account...', 'Preferences...', 'Connect', and 'Quit' are visible.

6. You will be greeted with an introductory tutorial. You should progress through the tutorial to learn about the user interface within Second Life. You will also be able to customise your avatar. The tutorial should take about half an hour to complete.
7. Once you have completed the tutorial, click on the 'Map' button, and find 'Pooley Stage', by filling in the fields on the right hand side of the screen. The area name is 'Pooley', and the coordinates within that area are 251, 16, 55:



8. Click 'Teleport' to go to the stage area. If you like, you can click on one of the seats and sit:



9. Once you have arrived at the stage, you may want to add a landmark so you can easily teleport back here. Select 'Add Landmark' from the 'World' menu at the top of the screen. The landmark will be created in your inventory, and you can click on it at any time to return here.
10. To talk, press 'Enter' and type your message. Your message will be visible to all people in your immediate vicinity. You can also use Instant Messages (IM) to send a message to a character anywhere in the world.
11. Once you are at the stage, you should add me to your 'Friends' list, so we can communicate easily. Click on 'Friends' at the bottom of the page, and enter my name 'Nic Marx'. This will contact me and allow us to see each other on the world map.