



Worlds.com

Compiled by GradualDIME, 2012.

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# GRADUALDIME & V-ARCH

## PRESENT:

### SP/ROW THE WORLDS

### RESEARCH PAPERS

Thank you to the following contributors for the collection of information, and just being great friends and explorers with the group:

- Kenji
- monoPool (monoAP)
- Lossy
- Nexialist

## FOREWORD

The Worlds.com expedition was, to be honest, almost a complete fluke. I (GradualDIME) posted a thread about it on/v/ to show my initial exploration, and it took off. Keep in mind that Worlds exploration has been around for quite some time now, and I am not the first to do such a thing. But it appears that this is the first seriously documented exploration of it, and I can't take complete credit at all for this. Thanks to various users (most notably, Kenji) we have an active Steam

group and a small cult following now. This growth is all thanks to these other dedicated users, and YOU. If you are reading this, that means you took the time to download it and have a genuine interest in Worlds, so thank you for supporting the exploration.

Without further ado, V-Arch presents our complete report on Worlds.com, it's players, it's private worlds, and it's disturbing nostalgia that seems to fill the very digital air we walk through.

# P R E F a C E

It all began with a late night post on 4chan's /v/. Well, at least, this chapter of Worlds exploration did.



Worlds.com has been the target of a few interested /x/ and /v/ users since April of 2011, but this expedition has proven to be the most prolific of the two, seeing as we have 100+ interested members (and growing!) to aid in this project now. There has been much speculation of Worlds Chat, but finally V-Arch has constructed the first full report on the subject, which you are reading right now.



Many observers of our expeditions have doubted claims made by many users, including the validity of users like "Nexialist" or "monoPool", but in this release, we show you what they showed us

– and it proves even more disturbing than we previously thought.



If you have ever even had the slightest interest in Worlds.com and its secrets, then this report is for you. Join us, V-Arch, as we show you the truth behind the abandoned 3D chat environment, and what to expect when you play it yourself.



## HOW IT WORKS

Worlds Chat client is simple in some ways, and complicated in others. Getting started was easy – a quick trip to Worlds.com led us to the download (included) and after a few quick setup steps, we were good to go. Account creation is also easy, requiring minimum personal details.

The chat client, after installed and properly logged in (you must run as administrator), loads you into a place called Ground Zero. Ground Zero is the default load out area and houses most of the players that are still active on the server (which, as of 1/30/12, is generally lower than 10 at any given time). Ground Zero is a complex subject, and more info can be found below.

After the player has reached Ground Zero, the exploration begins. Truth is, exploration is best done when the user is in control of his/her path. The method we used was:

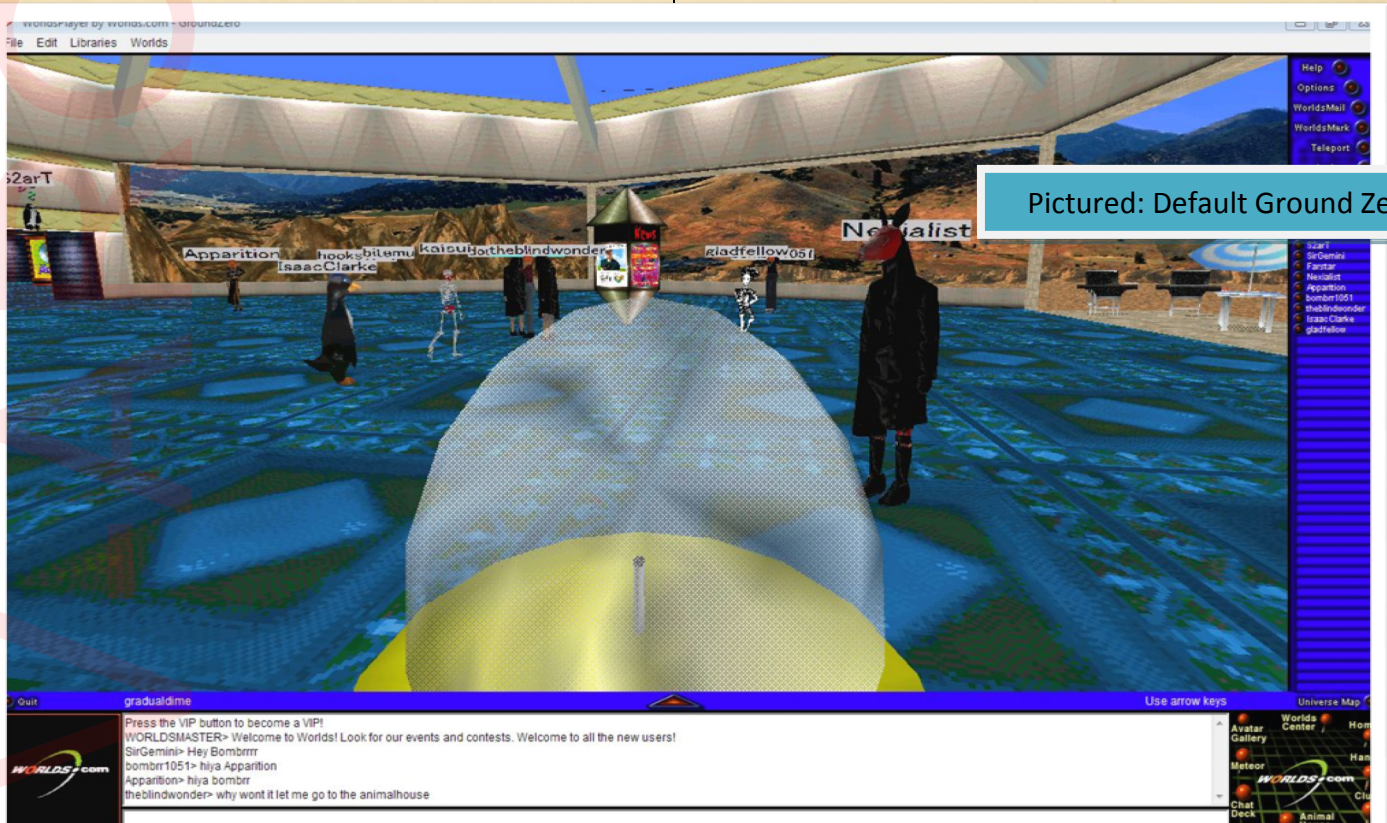
1. Branch out to default worlds from GZ (Ground Zero)



2. Talk to regulars about private worlds

That's about all you can do. Fortunately for readers of this packet, a list of all notable World locations have been enclosed.

Pictured: Default Ground Zero



DEfauLt

LOCAtIONS

<THE BLUE PILL>

V-ARCH

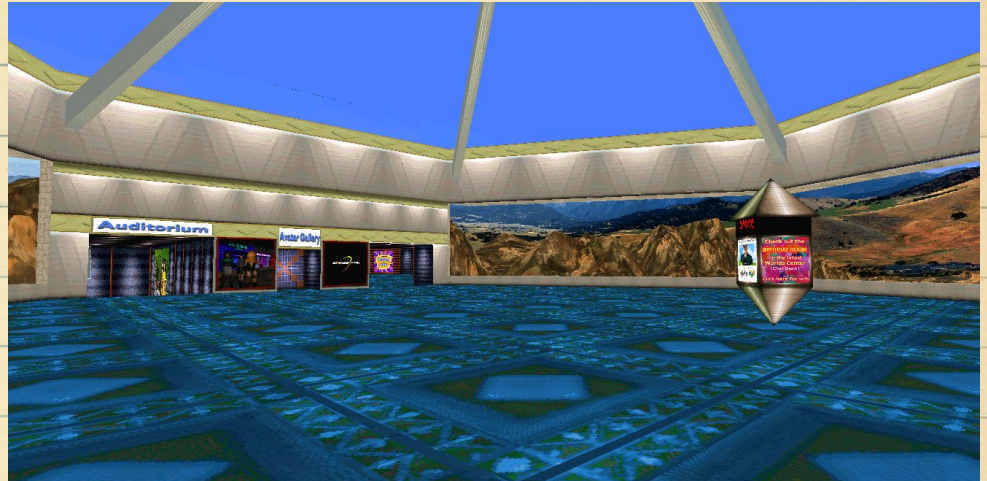
# Ground Zero

Encompasses: Auditorium, Avatar Gallery

As stated above, Ground Zero (or commonly referenced as GZ) is the standard loud out area when you start the worlds client.

Ground Zero has many faces – and by that I mean this: A common practice for users creating custom worlds, is to simply re-skin GZ. When you see a private world link to “\_\_ GZ”, then you know that the world is a reskinned Ground Zero.

There are benefits to this: Most notably, is that creators can change whatever they like about the GZ world, and it will still be able to load all the active players in their own traditional GZs. For example, one of the most prized worlds we have bookmarked, AEE Ground Zero, is an Easter themed GZ that has a wall of clickable links to private world.



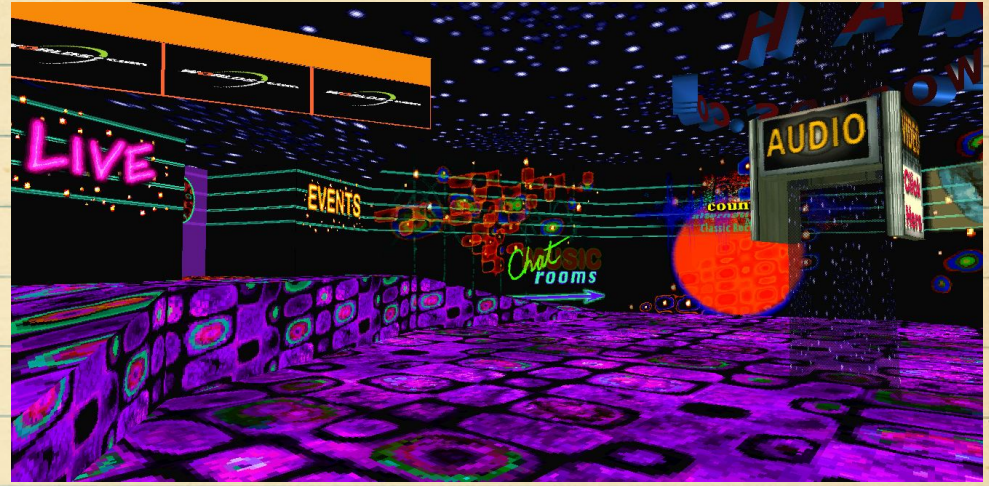
# Hang

*Encompasses: Music Rooms (separated by genre), Live Event Hall (obviously inactive)*

*Hang is a strange world. It is generally the first world that first time users travel to after leaving GZ for the first time. Hang was constructed as – you guessed it – a hangout spot for Worlds users, specifically users that wanted to talk music. But something far eerier was left behind.*

*Like most areas of Worlds, it is hard to explain how completely devoid of life Hang really is. When you walk into the once crowded spaces and hallways that are Hang, you walk into a space that some used to call their hobby – some, their after work hangout – others, home.*

*This is a reoccurring theme amongst most of the worlds; Worlds Chat client is a virtual ruin – when you step into Worlds, you step into a beautiful, nostalgia ridden, graveyard.*



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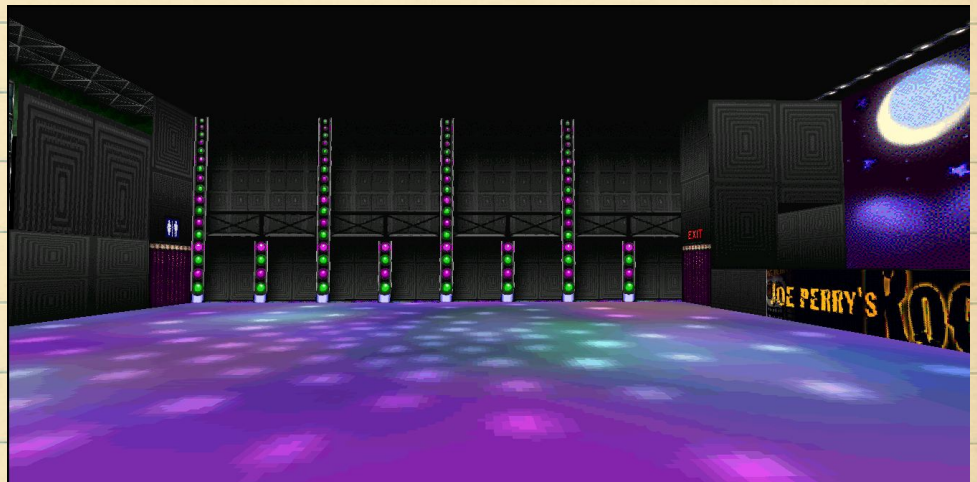
# Club

*Encompasses: Club*

*The Club is simple, really – the default dancing area when Worlds was active.*

*There isn't much to say about The Club, except that it is one of the most normal places in the entire client. When you are a VIP (you get free two weeks of VIP when you sign up for Worlds) you can choose to have a 3D avatar. When you have a 3D avatar, you can make your character dance and perform other physical actions through a control panel. Obviously, The Club is where this was utilized the most.*

*At least... it was.*





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# Meteor

*Encompasses: Meteor, Portal to Avatar Gallery and GZ*

*The Meteor is nondescript. It's a plain meteor skinned hangout area hanging out in space. You can also click on the Space Pod to travel to Worlds Center as well.*



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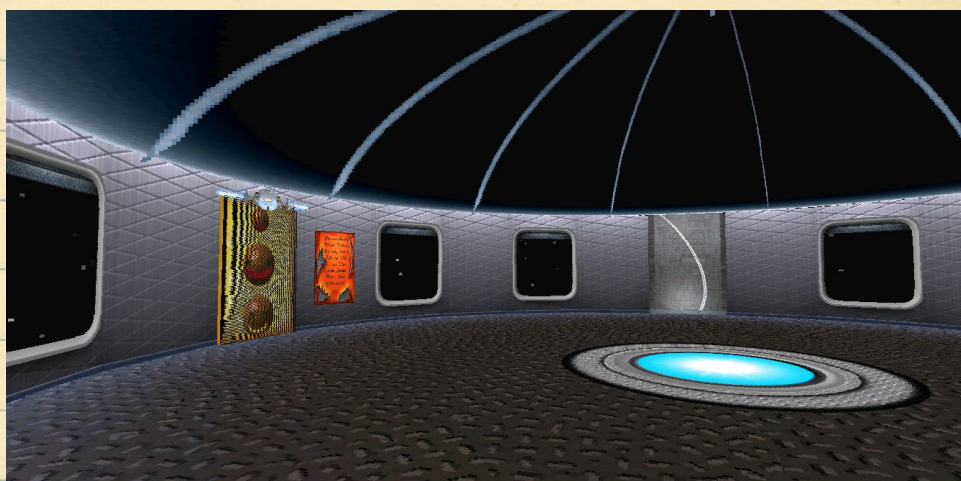
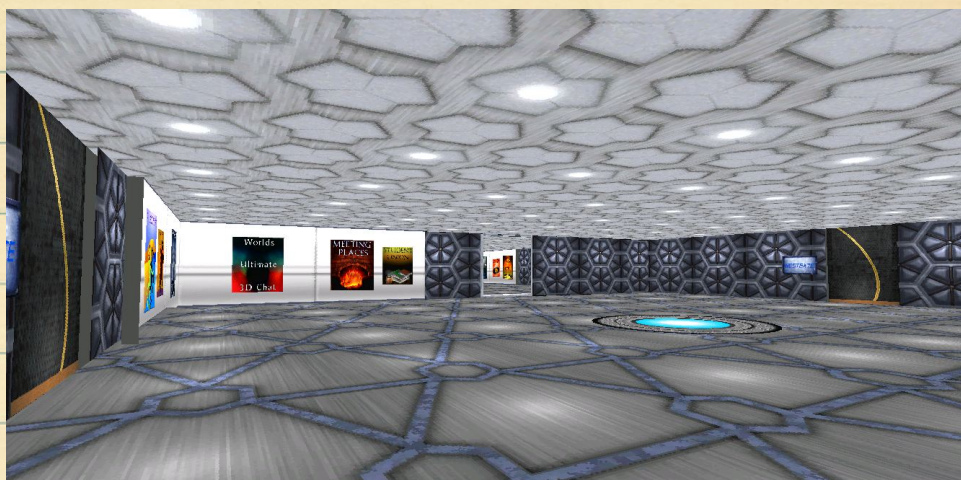
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# Worlds Center

*Encompasses: Hallways of square chatting rooms separated by topic, Portals to themed places (i.e. Asteroid 52 - blues bar, a place to discuss sadness)*

*One of the more perplexing default areas, to be honest; Worlds Center was created as a catch all area for Worlds users, supplying them with a space to discuss just about anything. It has some extremely strange and oddball areas though - at least, seemingly so, given the lack of life filling them.*

*For example, in the aforementioned Asteroid-52 blues bar, we are loaded into a file called "sadness.world" on the worlds.com server. This world is a small disco floored space where users met and discussed their depressing issues. In this world, there is also a small network of rooms, each with a dedicated cathartic purpose - i.e. Sadness, Tears, Bitterness, etc.*

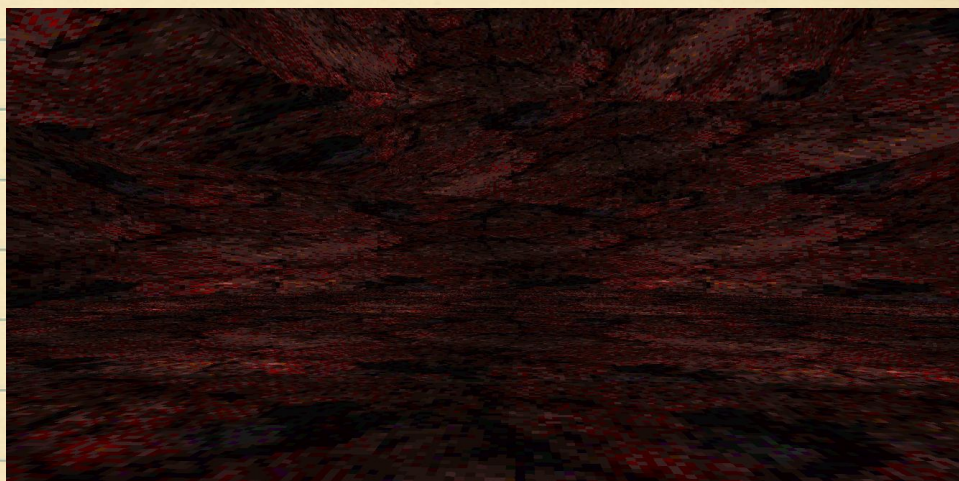


# Animal House

*Encompasses: The House (Living Room, Basement, Upstairs, Avatar Gallery, Cave)*

*The Animal House is another anomaly of the default worlds. It's a trashed suburban home, with an outhouse in the front yard that leads to Hell.*

*Animal House is full of odds and ends. Mostly though, it's pretty normal. One of the Nexialist worlds actually links to a type of, for lack of a better word, "purgatory" world where you can see every single angle of the Animal House at one time, and step through any of the many portals to any angle of the house.*



EROTIC & JIMBY

SP/ROW

*Jimby and Erotic worlds are worlds created by the chat-famous users Jimby and/or Erotic – two known regulars.*

*Worlds "Meteor" and "Texas" have been excluded*

V-ARCH

# Ground Zero Skins

*Encompasses: Market Square GZ, Bridge Park GZ, Aqua GZ, Coaster GZ, Animal House GZ, Lighthouse GZ, Hardrock GZ*

*Most regulars skip out on the traditional Ground Zero loud out - instead, they load into one of J&E's Ground Zero's instead. The most used GZ skins are Market Square and the new "Home" area for J&E worlds: a beach front GZ with no access except through the bottom right nav square using the "Home" button when in a J&E world.*

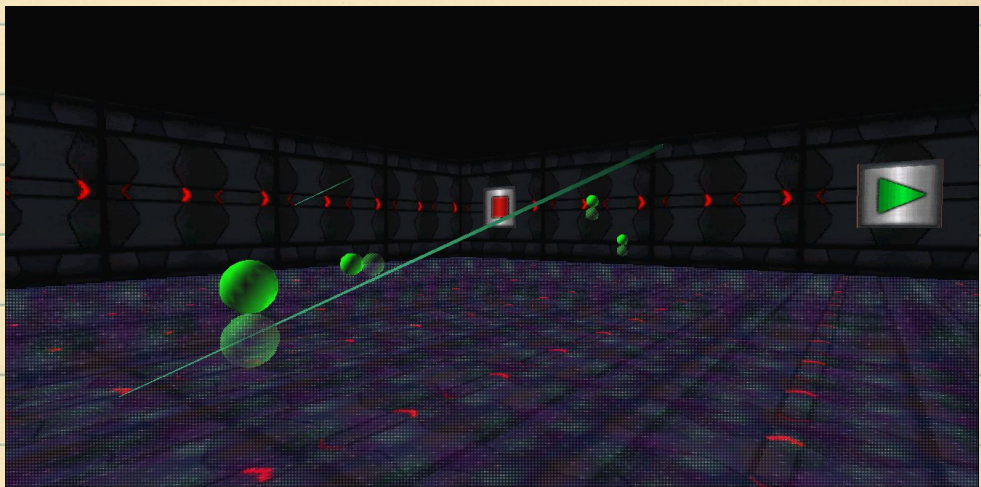


# Chateau

*Encompasses: Mansion,  
Private Beach, Club Room*

*The Chateau is interesting. It has a private beach (with green water, for some reason), an entire mansion on site, and, most notably, a dance hall with a trance anthem that will come to define your audio experience on Worlds.*

*The Club area is in the mansion, up the stairs to the right, and straight ahead. It is one of the first places I was taken by monoPool, and it will remain a personal favorite for that reason.*



V-ARCH

# Casino (Vegas)

*Encompasses: Casino, Wedding Chapel, Arcade, Parking Deck, Psychic, Gift Shop, Cafe*

*Once an active area where users could come and wager digital currency against others on games of Keno and Blackjack, The Casino now only exists as a testament to the past; acting as the center piece in a digital recreation of Las Vegas.*

*This particular e-city has a uniquely eerie touch to it. Low-bit skyline graphics surround the streets, which include a Wedding Chapel, Arcade, and massive parking deck. There was very little exploration done on this world in particular because of our involvement with other facets of the vast Worlds universe.*

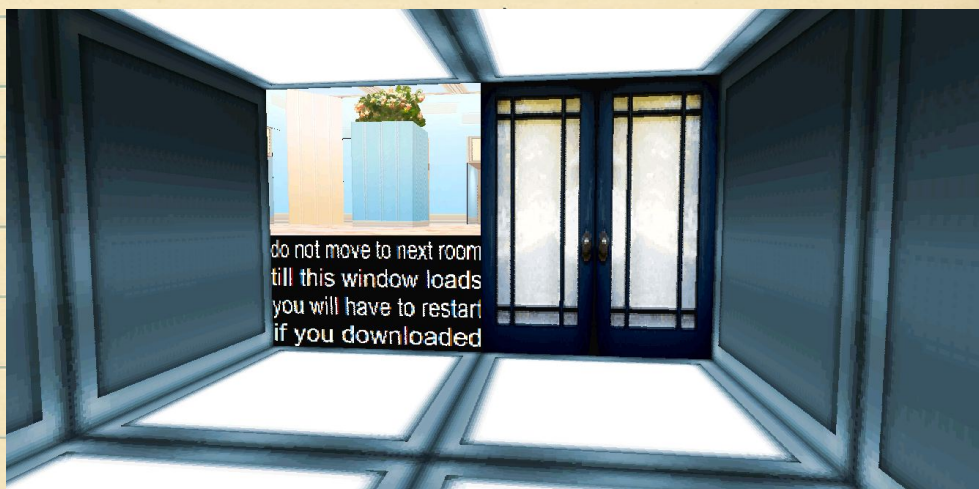
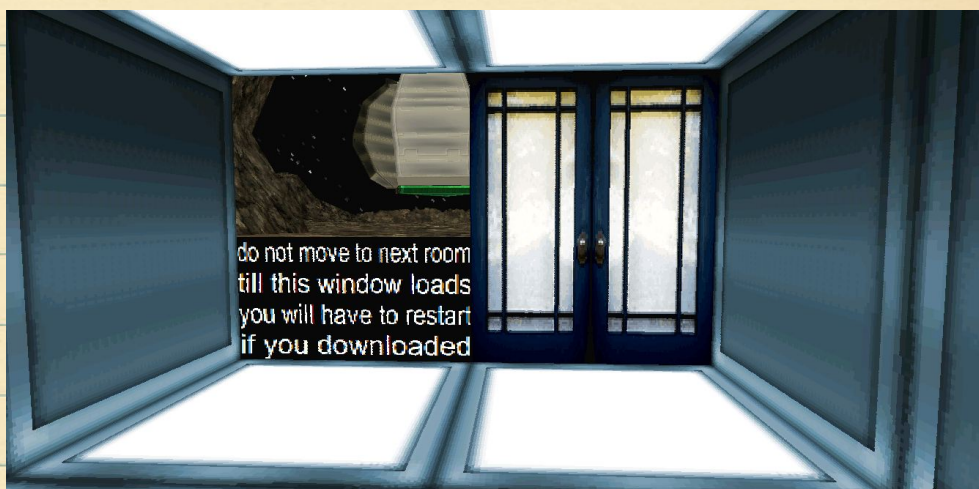
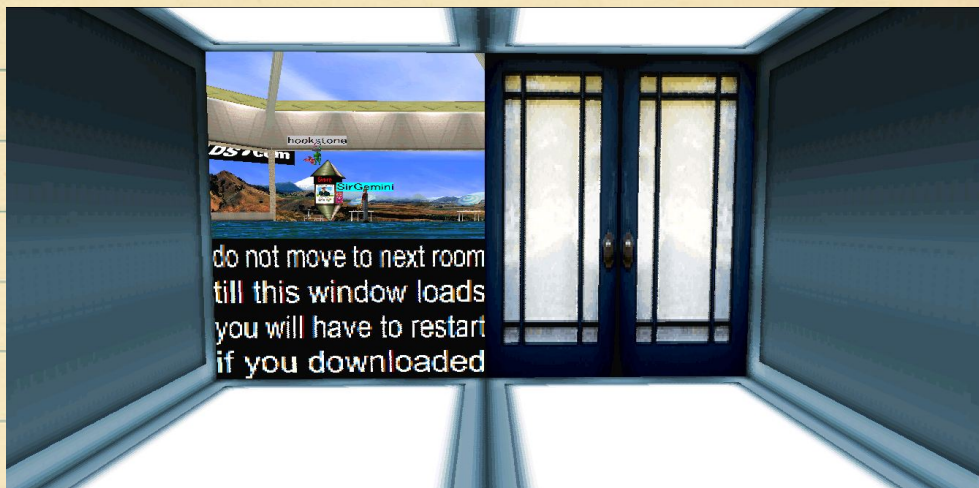


# Gauntlet

## (DL Sequence)

*Encompasses: Every Default world, Mass Downloader*

The Gauntlet is special because its sole purpose is to make it easier to download all of the default worlds. You walk through to each room, DL the next world, restart, and keep walking through. After about 30 minutes, you should have every default world downloaded. If you downloaded our release of it than you're lucky, because we included all of them for you!





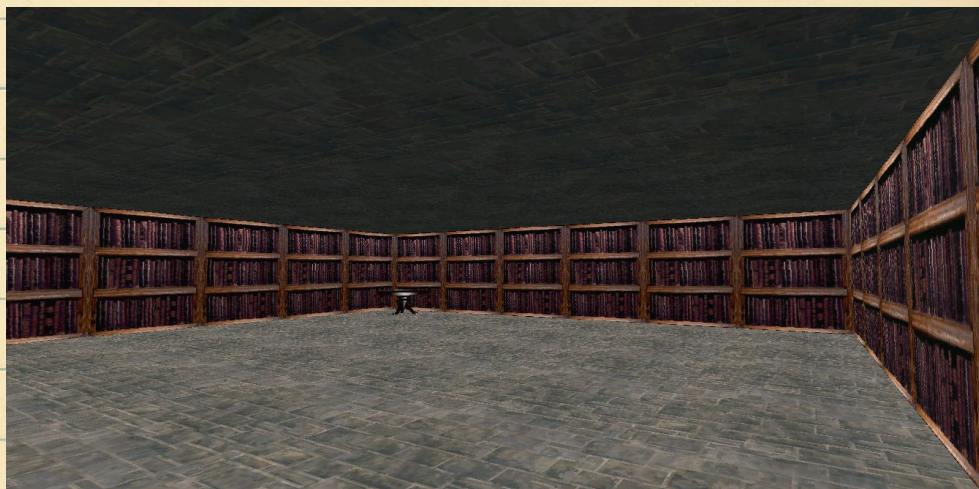
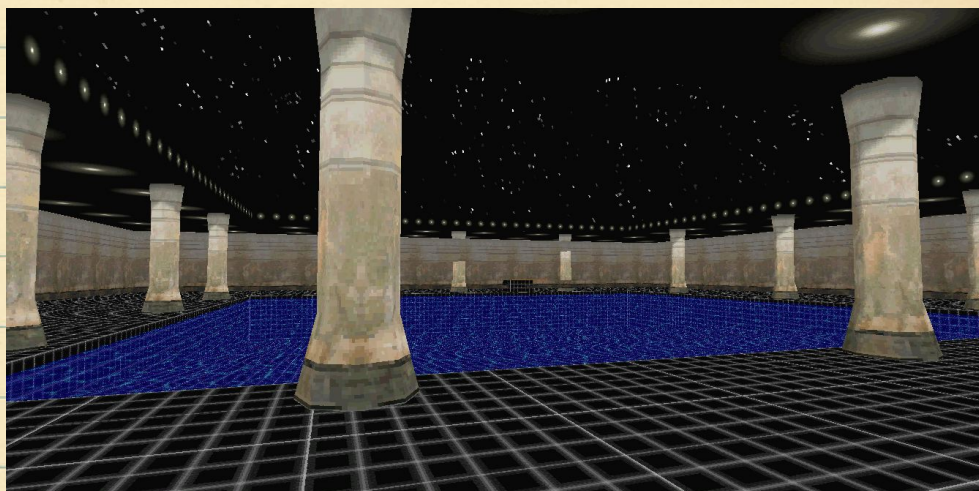
# Rainbow

*Encompasses: Church, Large Building, Courtyard, Underground Tunnel System*

*Rainbow is....well, you honestly can't summarize rainbow. I could write a fucking research paper on Rainbow, and it still wouldn't come close to touching it's idiosyncratic existence.*

*Rainbow appears to be an experimental world created by Jimbly. You spawn in a courtyard that leads to a church that has underground tunnels to a larger building. The basement of the other building has a lounge room with a headless drummer kicking out tunes. As if that weren't enough, if you go upstairs in Rainbow's church building, it leads you to a room in SPACE where you look out a window and see a starship. There is also another room that has a pool surrounded by Greek style columns that is under the stars.*

*It easily secures itself as one of the most interesting places in Worlds.*



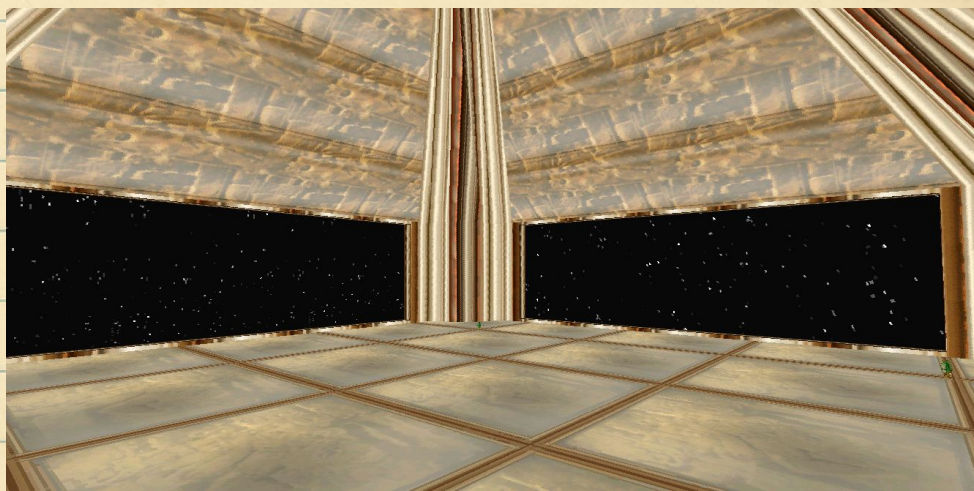
# Abydos

Encompasses: Temple,  
Aquarium, Meditation  
Rooms, Sanctuary

The meditation retreat of Worlds, Abydos is a quiet little place. Granted, MOST worlds don't have BG music or SFX, but something about Abydos brings it to a new level of silence.

The temple has 4 rooms, listed above. The aquarium is a beautiful weathered green stone room with two windows into water filled rooms with fish. Two room are meditation room it seems like. The other room is like the meditation rooms - except it has windows into outer space.

Abydos is a great refresher, especially after seeing most of the other stuff here in Worlds.



# Travel

Encompasses: All "public" private worlds

Travel is the transit station that bridges public worlds with private ones. Created by Jimbly, it provides a much needed "door" for the lesser known worlds, and makes them easier to organize and access. Bilbo99's worlds are listed here, which you need to make note of as he is a key player in private world construction.

PLEASE NOTE: Travel is ESSENTIAL to a proper worlds experience, and links you to many worlds that are not covered here (mostly because a lot are similar or generic).



# DOWN THE RABBIT HOLE

(THE RED PILL)

V-ARCH

# Flamingo Hall/Maze of Sadness

*Location: Glee Pod (direct  
opposite of Asteroid Lounge)  
"Chills" room*

*The discovery of this room  
was a complete accident – much  
like this entire project – and to top  
it off, it is in a default world.*

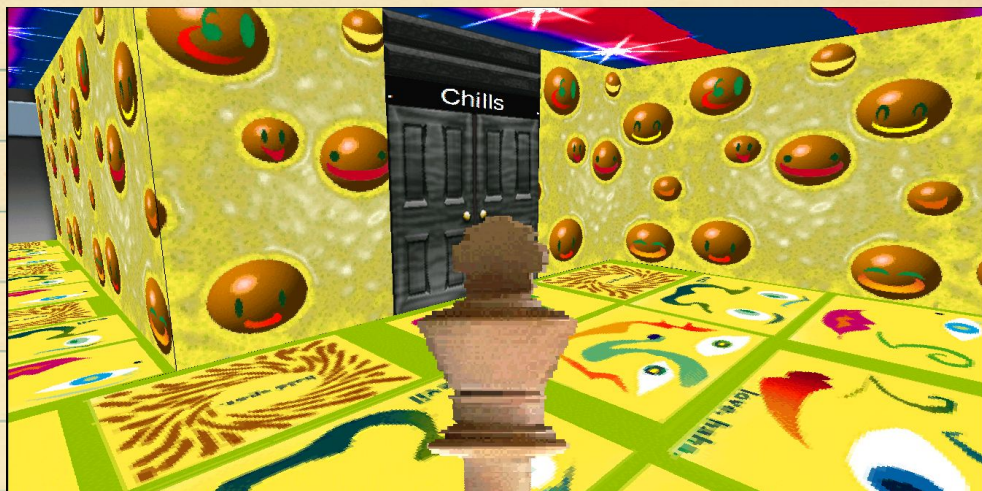
*In Worlds Center, through  
the West Wing, there is a link to a  
portal area labeled Sadness / Glee.  
In the "Glee" area, there is a door  
to chat areas, and the chat area  
labeled "Chills" has a mirror in it.*

*Except, it doesn't. The  
mirror isn't real. When you walk  
into it, it makes a shattering noise  
as you pass through it, stops the BG  
music, and takes you into a place  
we call "Flamingo Hall".*

*Flamingo Hall is a maze  
adorned with dead-eyed flamingos  
as the wallpaper. The end of the  
maze holds a two dimensional  
Minotaur that makes droning  
moans whenever you walk into its  
chambers.*

*The Minotaur's room's  
door has the caption "Beware of...",  
and the inside is skinned with a  
strange two-panel comic of sad  
faces.*

*When you enter the room  
of the Minotaur, the sound does not  
stop playing unless you close out of  
worlds, which requires a manually  
shutdown at that point.*



## Rooftop Garden (Hand Garden)

*Location: Bowie World II*

The Hand Garden (labeled as "Rooftop Garden" in the center of the Bowie World nav panel) is one of the essential sites to visit in Worlds. It is one of the most public and one of the most known.

Rooftop Garden is a chilling testament to digital abandonment. Like most of Worlds, what makes this place so eerie is the lack of life. Travel here, and wherever else you go, alone or in pairs.

This space is a dirt patch on top of a grey building. The dirt patch is littered with hands reaching towards the stars. When you click on one of these hands, they glide gently from the dirt and into space. Each time you click a hand, a text message appears in the chat area.

Hand Garden is a **MUST** for new comers.

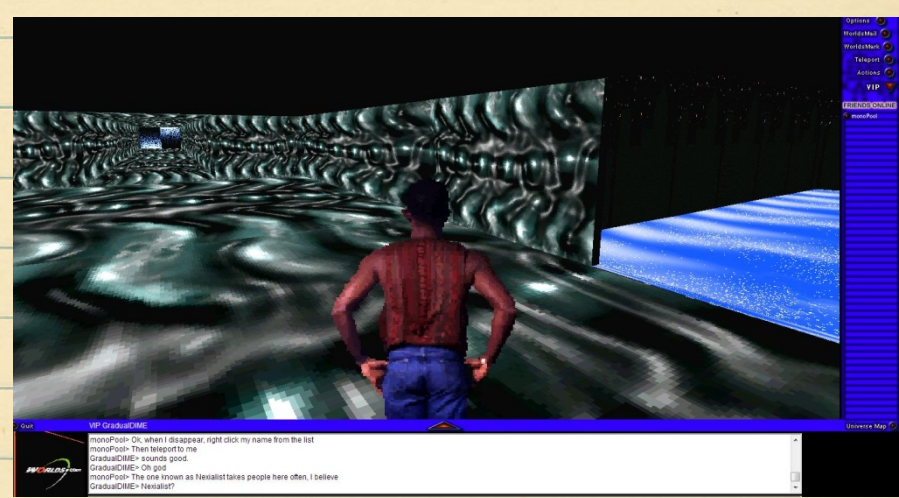


# ACES & EIGHTS

Location: Bowie World II

Aces and Eights is hard to access unless it is by a Worldmark. A&E appear to be hosted in Bowie World, but the server it is on links back to jedi.servequake.com. It is quite the creative dumping ground, and also one of the first places I was taken by monoPool during my first visit. Aces and Eights is the location of the forum famous room with the turbulent sky, dragons, and endless pathway. One of the most commonly referenced areas, it easily secures itself as a must-see for new worlds users.

One thing to know about Aces and Eights though...there is nothing normal about it. Every facet of A&E is disturbing in its own way.



## ACES and EIGHTS

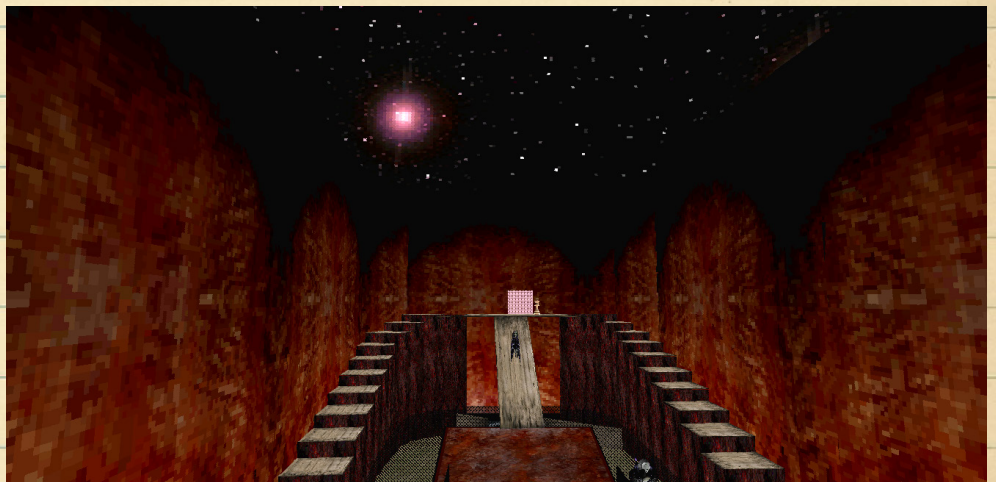
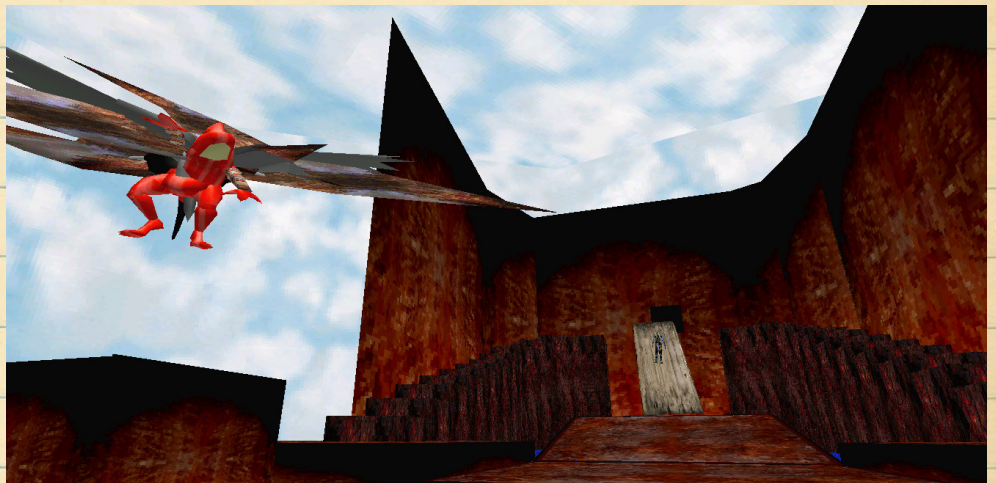
# Cloud Tunnel

*Location: Aces and Eights*

*The Cloud Tunnel, again, is a popular destination in Worlds, but it is far from the strangest.*

*You enter a literal cloud tunnel to begin with, which leads you to a symmetric double staircase with a wooden structure in between. A dragon adorns the entrance. Once you proceed through the door at the top of the stairs, you enter a room that is mirrored halfway in the center.*

*Note: those with epilepsy should not enter this room.*





# ACES and EIGHTS

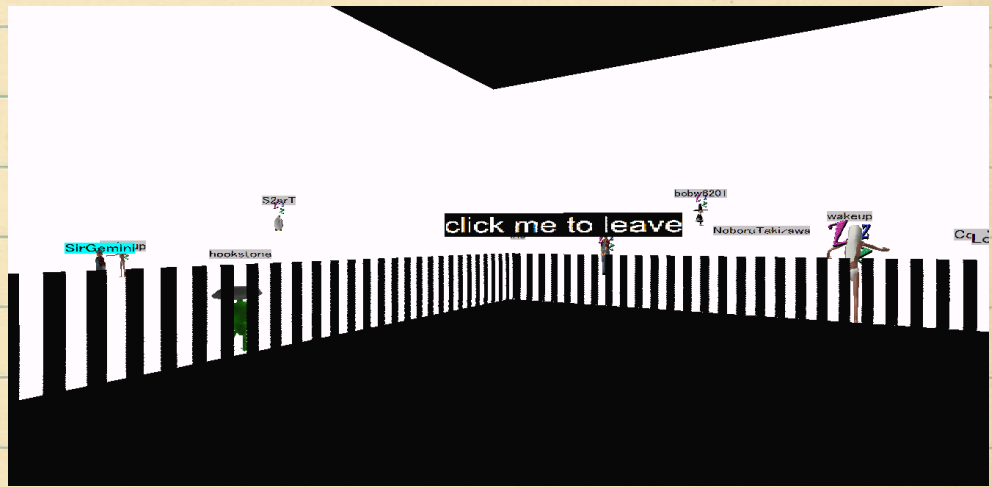
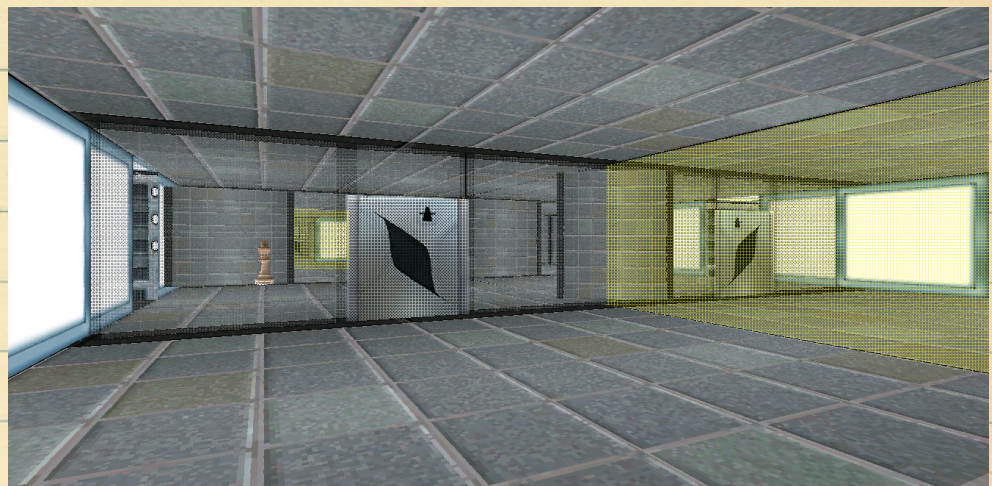
## GZ Spy

Location: Aces and Eights

The Ground Zero spy is exactly what it sounds like: an undetectable room that lets you see every angle of Ground Zero whenever you'd like. I'm not sure how regular Worlds users feel about it (or even care) but it does work, and is quite a creepy experience to visit.

Creepy thing is though...once you enter the spy room, you can't leave. Unless of course you use a Worldsmark.

V-ARCH



ACES and EIGHTS

# Heaven (inaccessible)

Location: Aces and Eights

V-ARCH



# ACES and EIGHTS

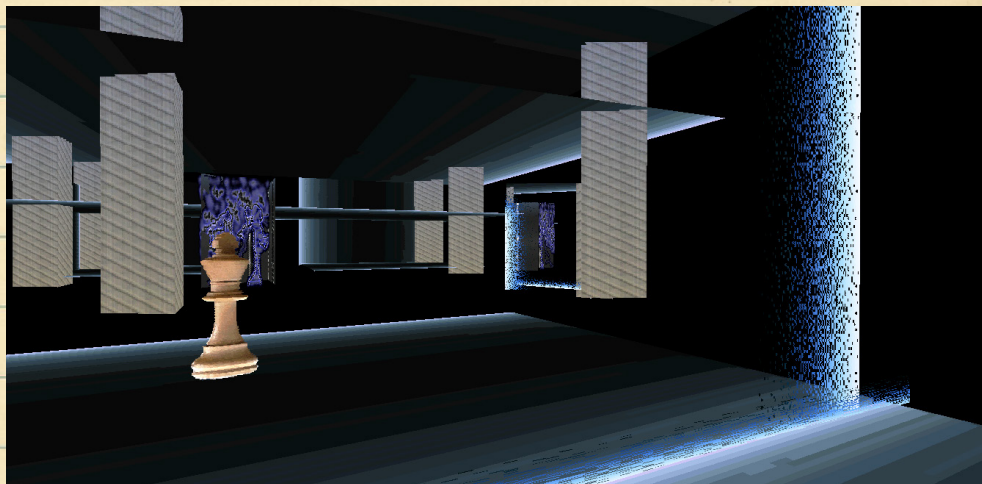
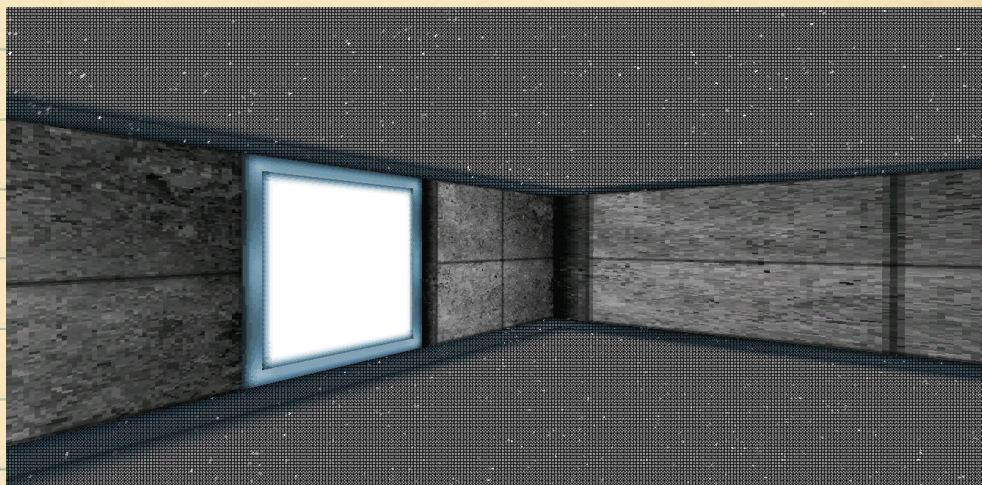
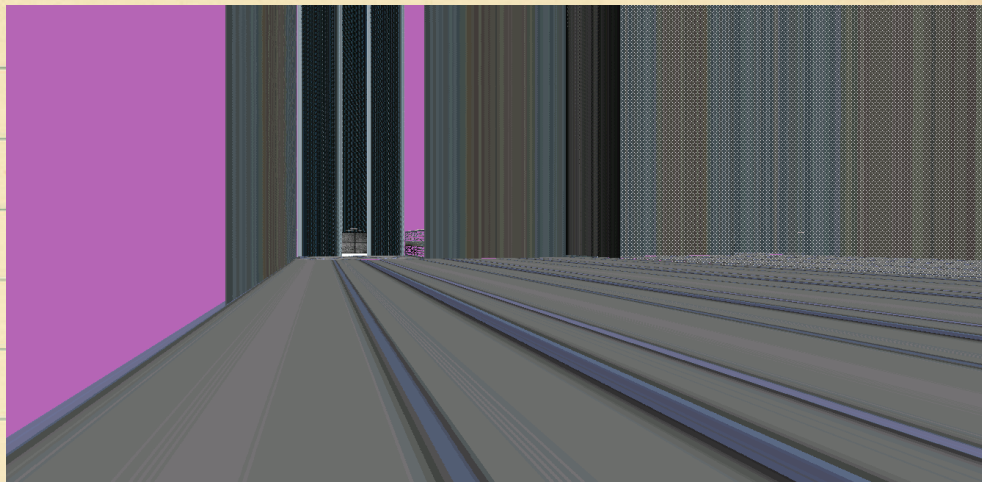
## Soup's Mirror

Location: Aces and Eights

*I'm not even going to try to explain this one. If you walk through that purple blob in the last picture though, it takes you to "opium seas".*

*If you have ever wanted to try acid...*

V-ARCH



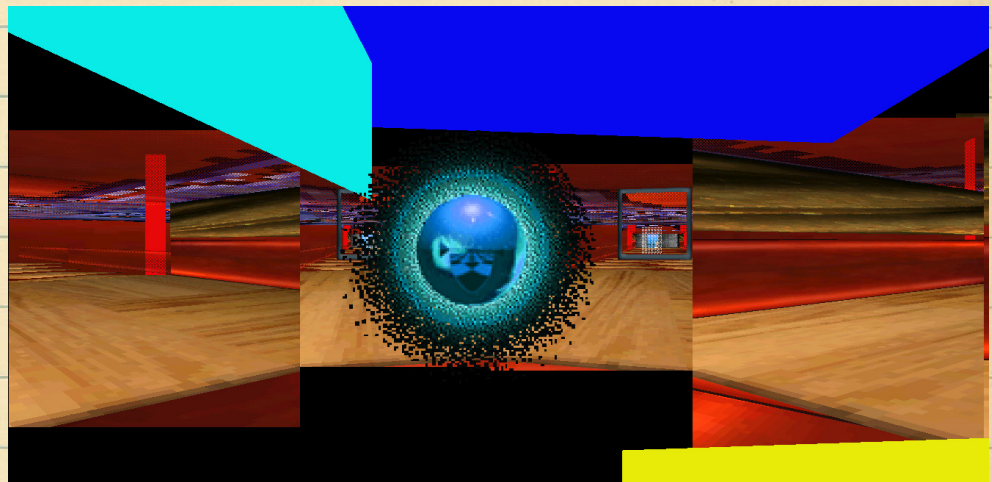
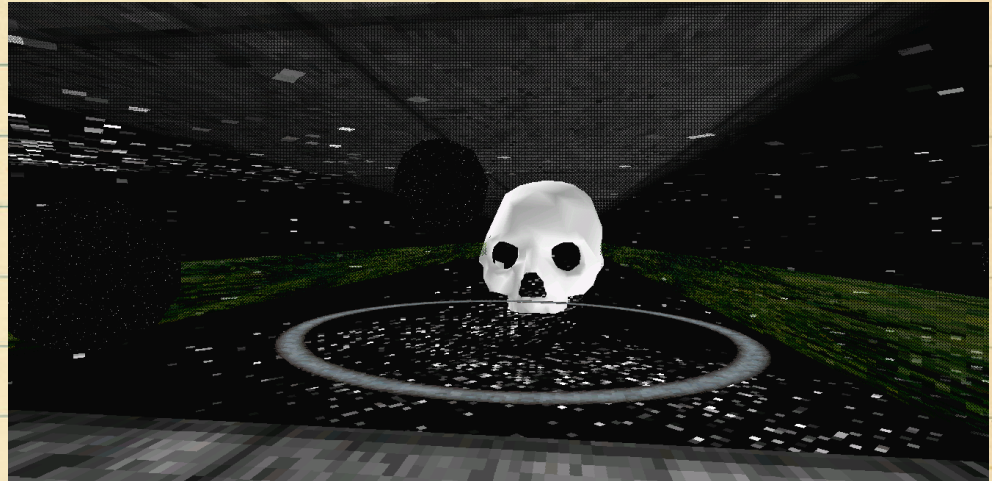
# ACES and EIGHTS

## Shadow Slaves

Location: Aces and Eights

*This world appears to be created by a user named "neo", probably in the wake of the release of The Matrix (you've got to remember that Worlds is ancient).*

*It certainly has influences from it: normal at first, but when you take a closer look, you realize that there is a deeper demented theme in this space (complete with a mirror/portal complex that you can't escape).*



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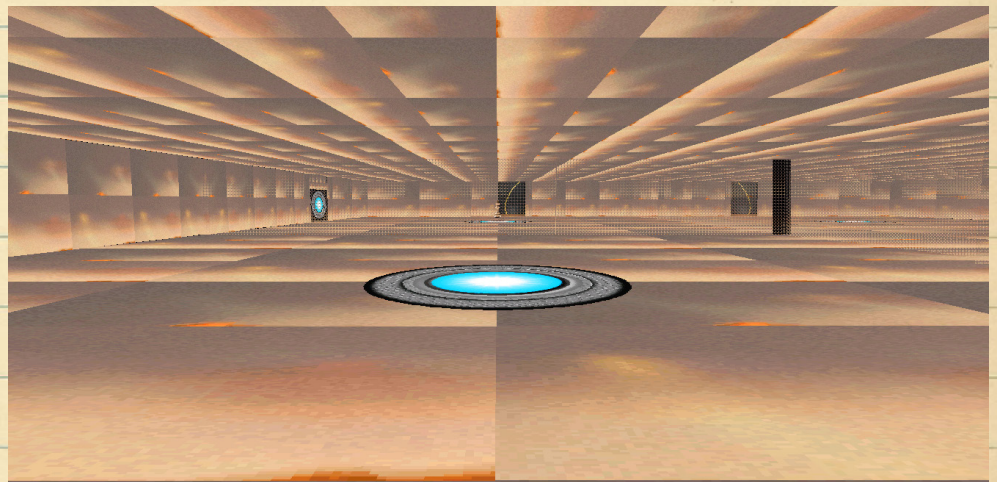
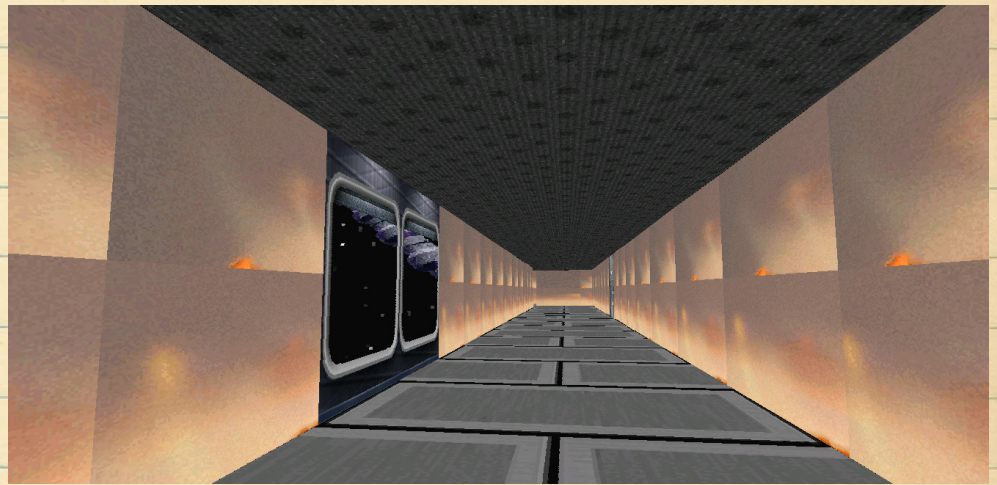
**Aces and Eights**

## Hub22

*Location: Aces and Eights*

*To access Hub22 is a little tricky: You have to enter the portal through the TV room in A&E, then walk back through the door you spawn from. Then you can access the hub.*

*Keep in mind though, Hub22 uses a type of sliding door that tends to cause Worlds to freeze up and skip. You should be fine though as long as you release the arrow keys when it happens.*



V-ARCH

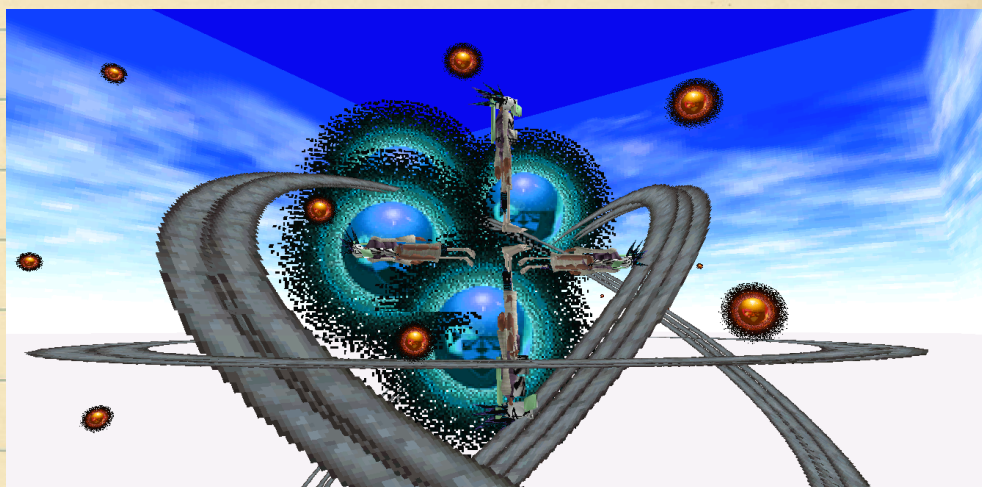
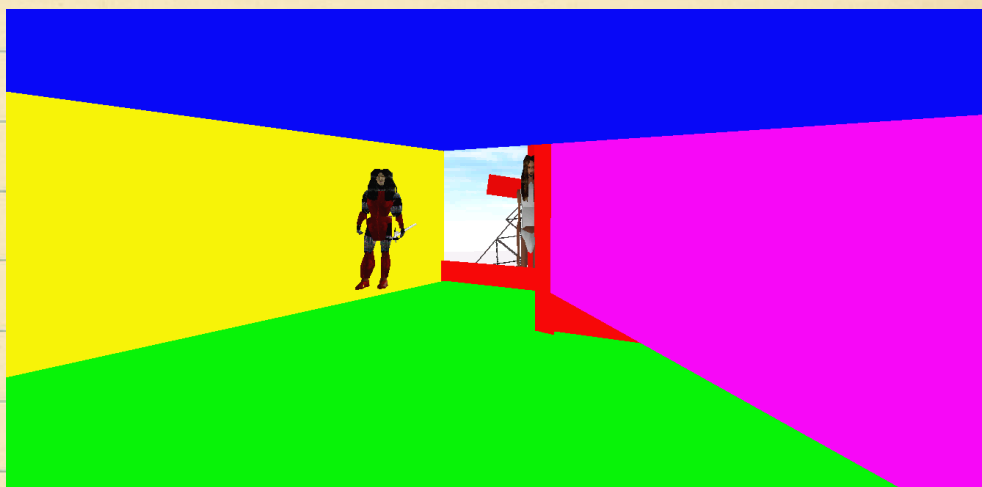
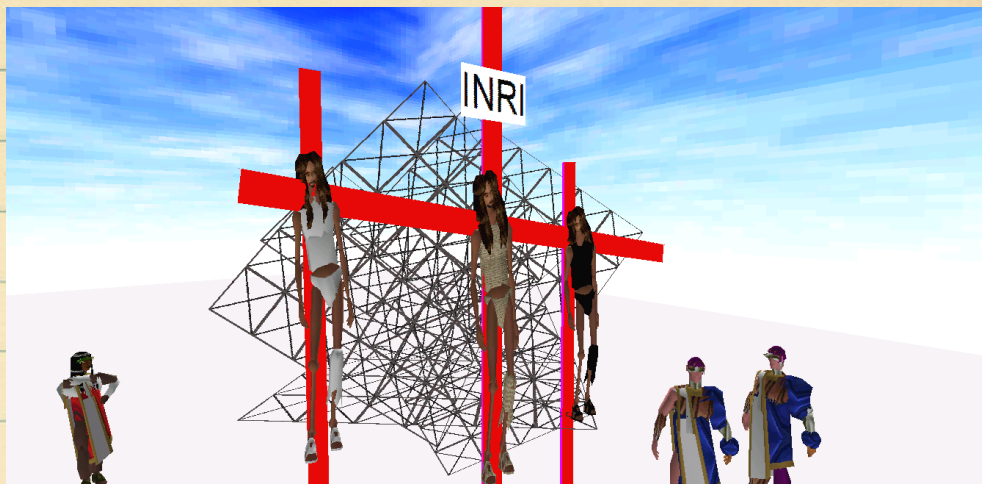
# OnionCell

*Encompasses: Famous Tri-Jesus exhibit, rotating dead Jesus cross, Cloud Room*

*Onion Cell is fucked. I say that lovingly. Onion Cell is a small series of rooms with disturbing 90s digital representations of Jesus being turned into different art forms.*

*Some quick research notes – Onion Cell was shown to me by Nexialist, although it was first shown on /x/ by early Worlds pioneers months before.*

V-ARCH

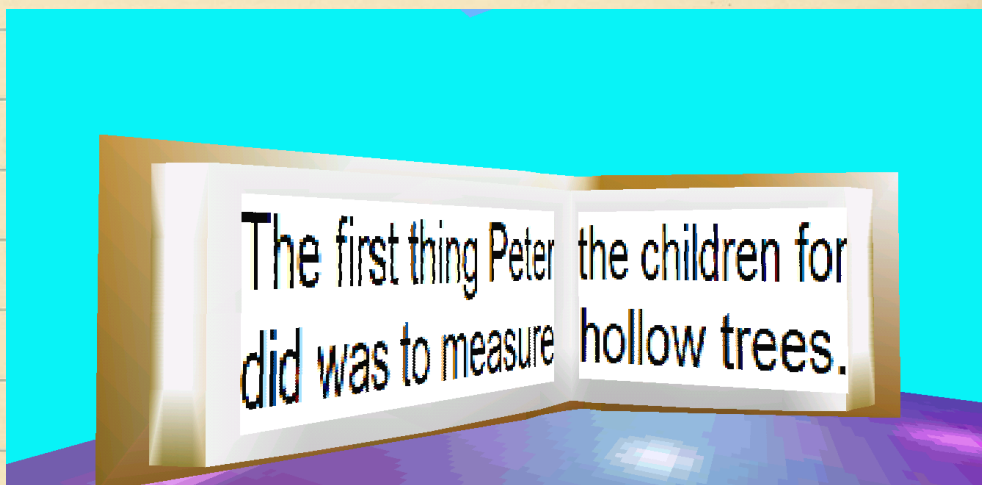
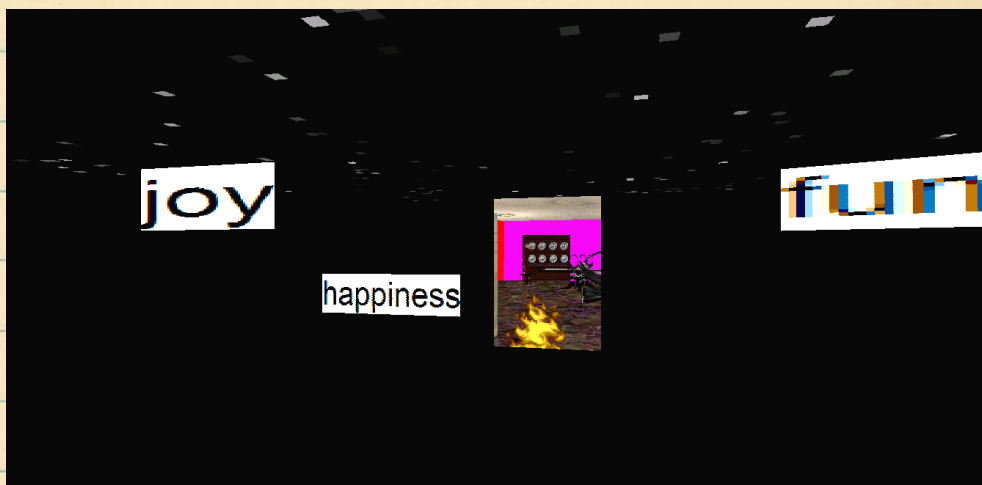


# Never-Never Land

*Encompasses: Much*

*NNL is a sub-legend involving early Worlds exploration – at least, in mine and V-Arch’s case. It is the site of the notable message: “The first thing Peter did was to measure the children for hollow trees”, a message that Nexialist told me “spread”. Then he logged out. It is also the site of infamous “Joy Happiness Fun” room hidden behind the fireplace.*

*My first personal Nexialist tour bore this land, which I believe is accessible from Travel.*



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## WTC Room

*Encompasses: Hang Hip Hop room (Shaper Accessible Only)*

*A view from the "Hip Hop" room in Hang - except Nexialist used Worlds Shaper to get past some barriers, and it lets us roam the texture room.*

*This room is known for its simplistic beauty - one of the few places on Worlds that truly captures the essence of times past.*

*Seeing it here is one thing - being there is a completely different world.*

*...and they're still standing.*



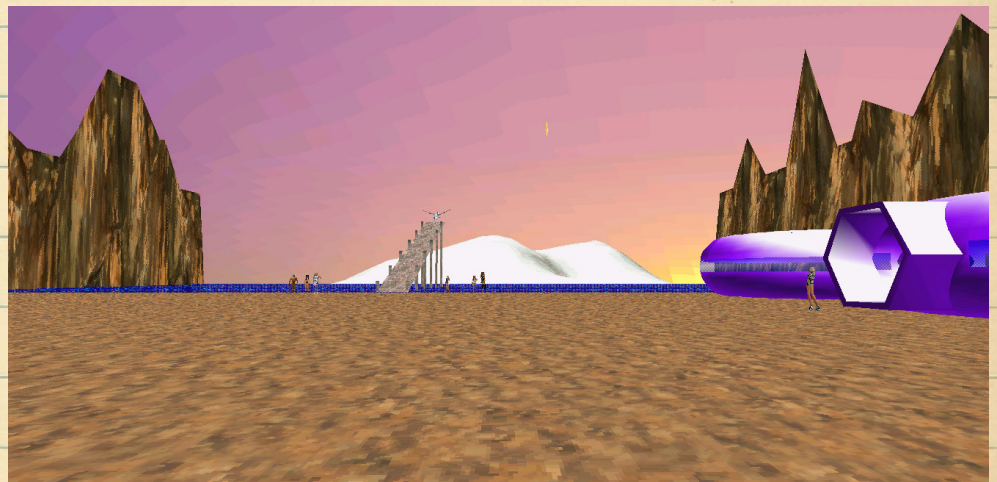
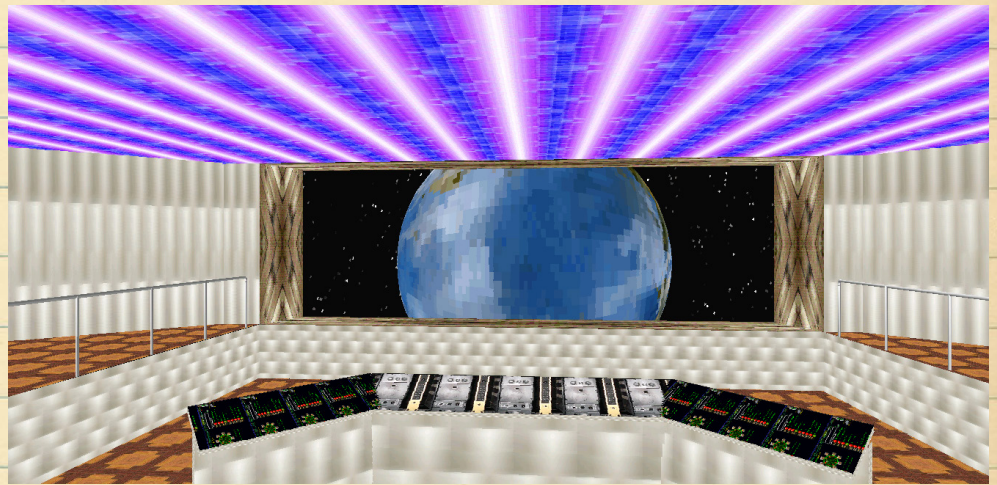
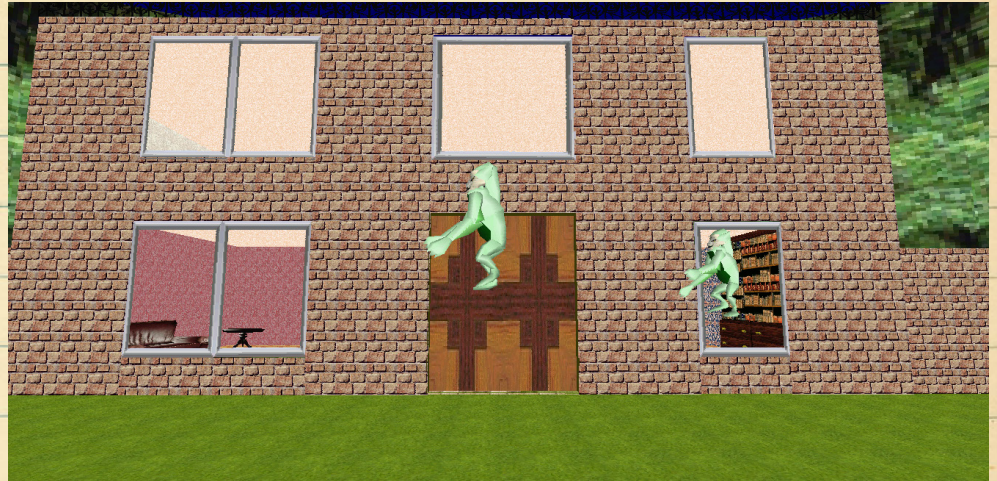


# Alien Mystery

*Encompasses: The Best Private World Available*

*Alien Mystery is one of the most beautiful and complex Private Worlds ever created.*

*Try to follow me here: You start out at a mansion that abuts a huge rock face. As you walk in the door, fluorescent apes crawl diagonally from the ground and ascend into the sky. Once you're inside, you head to far back right to a staircase that leads to a basement. It turns out that the basement is huge rock cave with a rainbow alien picture acting a doorway in the left corner. When we go through this, we appear at the base of the Starship Enterprise. You ride the blue beam into the ship, discovering that every room is filled with randoms dancing to oldies. Advancing past this, you come to the cockpit. The cockpit has a blue circle, and when stepped on, it sends the ship crashing into earth. After you crash, you appear in hell as a skeleton. If you follow the path to your left, you find an area with Pegasus and ride him back to GZ. The right path brings you to skeletons dancing around a black hole.*



# Dungeon

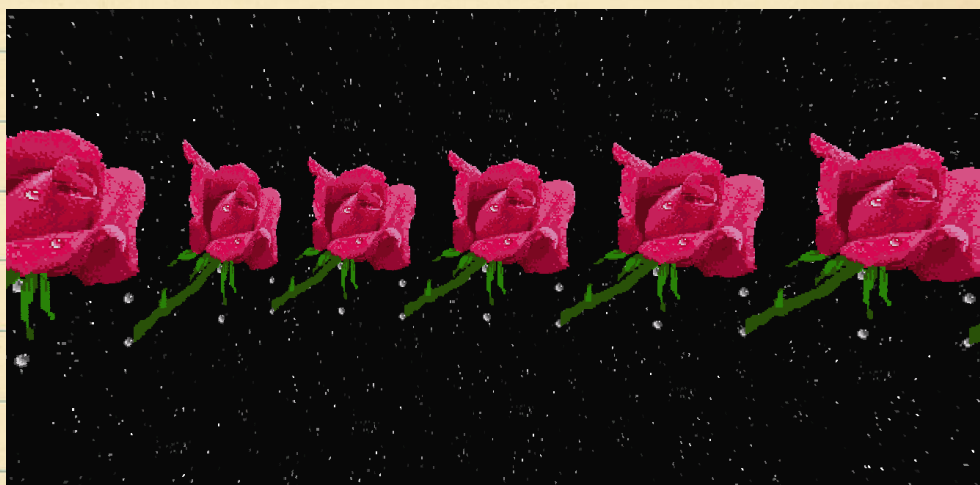
*Encompasses: Much*

*Another great Bilbo99 world. Dungeon is so large, it could almost be considered to have more than one world in it (like Alien Mystery).*

*If you take a right at the first Y in the path, it will lead you to a teleport circle that lifts you up to a sea of lava, with a choice of 4 other teleport areas. If you choose the correct one, it propels you across the lava. The others...you either ascend into the sky, down into the lava pit, or back to the warning sign. When you choose correctly, it propels you to a grass walkway near a tomb, which is apparently a dead end.*

*However, if you take a left and follow that path out, you eventually come to a vast courtyard with an aviary. This courtyard has a few entrance/exit points that lead to a looping system of tunnels that hold some gruesome sights. The far right entrance leads to a satanic shrine of bondage. The exit at the opposite end leads to a space room with wet roses.*

*You can't summarize Dungeon with a few pictures and descriptions: check out Bilbo99s worlds for yourself.*

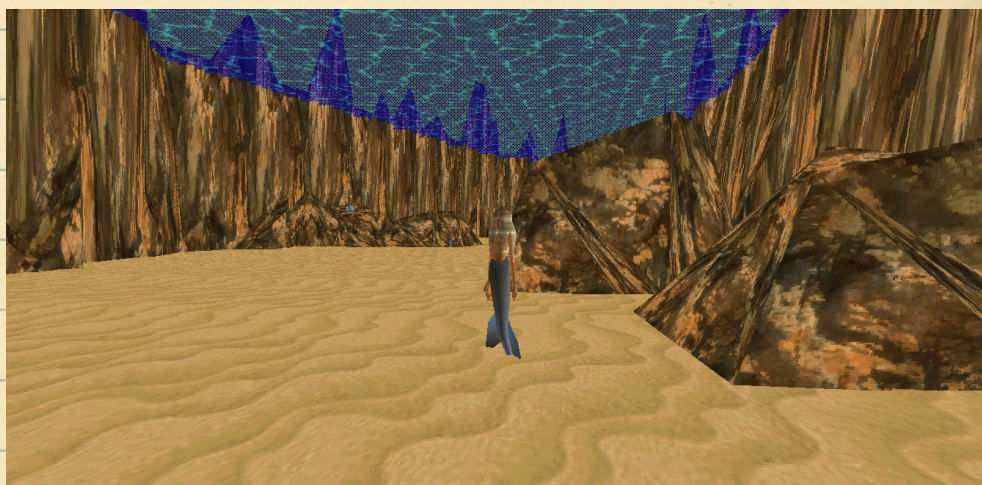
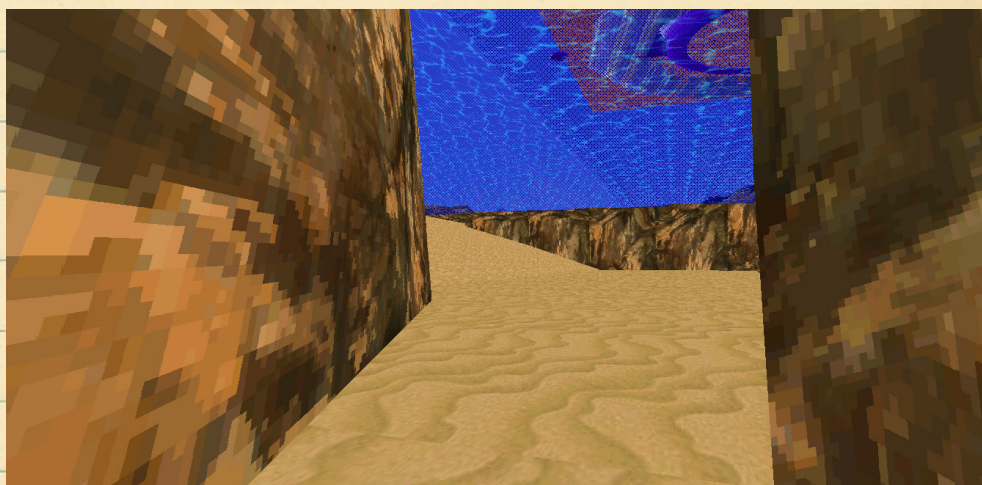


# Bilbo's Animal House

*Encompasses: Automated Underwater Zoo Ride (?)*

*This is not a re-skin of Animal House, but an entirely unique experience: Bilbo created an automated underwater ride that takes you through his aqua zoo. All you have to do is walk through the Pegasus space portal and the ride begins. Sit back, relax, and watch 90s GIFs take you away.*

V-ARCH



*(Avro's Wedding)*

## Atlantis

*Encompasses: Dock, Crystal Palace, Courtyard*

*Atlantis, or "Avro's Wedding Atlantis" appears to be a crystal underwater palace dedicated to be a wedding reception area.*

*With beautiful digital architecture, Atlantis is one of the more eye pleasing worlds, but what gives Atlantis it's creepy vibes is it's background music and the fact that it probably held a digital wedding ages ago where two people who met on Worlds got eWed by an electronic preacher, complete with electronic food, drinks, and people.*



# Naughty Bitz

Location: N/A

Let me start by saying that Naughty Bitz no longer exists. Instead, a shitty retail store has popped up in its place on Market Square GZ.

Naughty Bitz was an area where Worlds users would host nudes of themselves in. Surprisingly enough, there were some attractive people here at one point. Unfortunately for our readers, it was removed due to, in my opinion, harassment of the user "macgaelic" who had nudes posted there. She has since changed her screen name to something new, which we will not disclose.

Here are the pieces we salvaged before it went down.

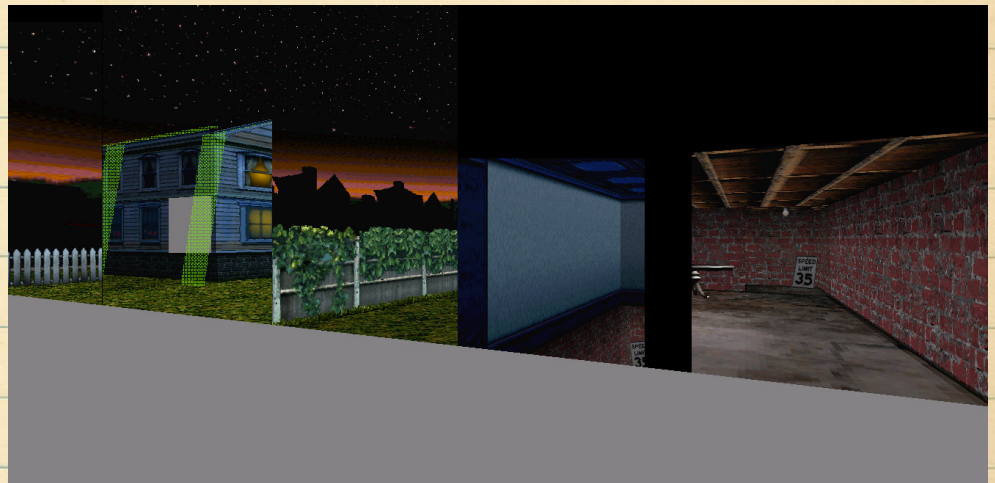
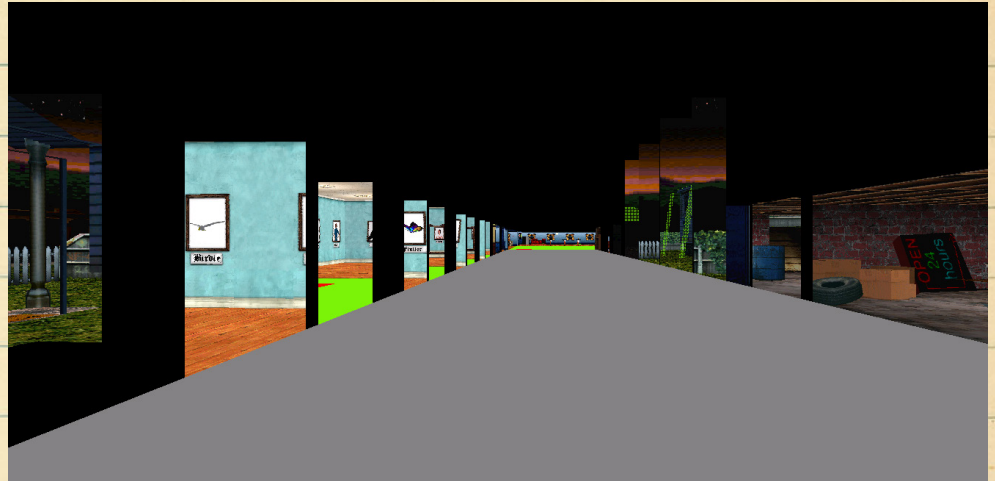


# Animal House Control Room

Location: Copy of Animal House, 3<sup>rd</sup> Party Server(ittraining.net)

At first, the Animal House access area seems interesting - a place where you can see EVERY angle of Animal house from a secure location.

Some investigation causes it to lose some of its shine though. By checking it's Worldsmark, we see it is hosted on ittraining.net, indicating it is not the real Animal House, but a copy of it. In essence, you are spying on a House that no one will ever enter, unless it is through the spy room itself.



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## Potter Spy Room

*Location: Potter World*

*In Harry Potter World (will be discussed later), there is a publically accessible room that provides a spy area, much like the GZ spy, but to many commonly used public worlds.*

*Sadly, only VIPs may go there, and my account expired, so I don't have pictures. I thought about making a new account, but I thought I would leave a little mystery to this one. Go find it yourselves. It's easy once you reach Potter World.*

V-ARCH

# Potter World

*Encompasses: One of the most complex worlds*

*Potter World is huge. I mean HUGE huge. Probably one of, if not the most complex world in Travel. Because of this, though, it takes an ass long time to load, which generally means there is lots of colorful unloaded texture squares.*

*Actually, come to think of it, there are a lot of VIP only areas in Potter World. Some shops, and the spy room mentioned above. It's almost like it is a marketing ploy that Worlds invested in. Whatever it is, it proves for an interesting Worlds experience. Nothing eerie, but a little nostalgic none the less.*



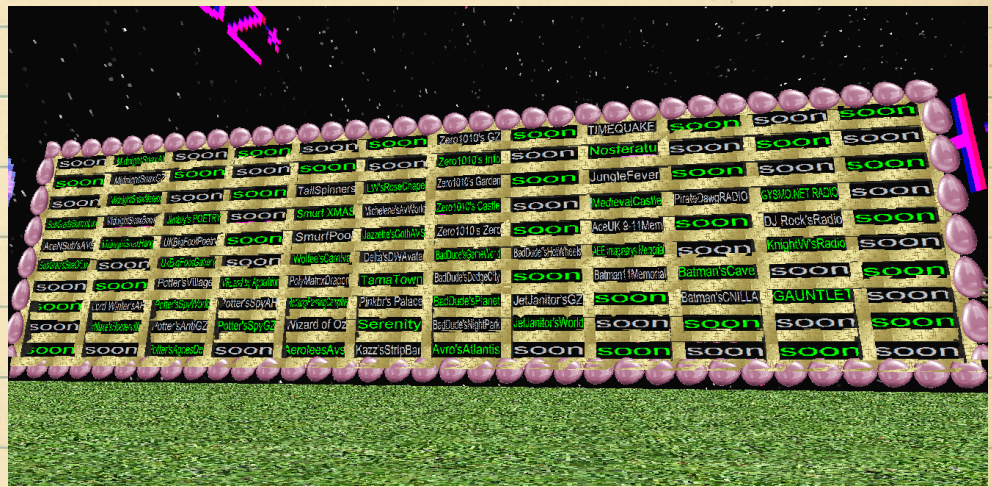
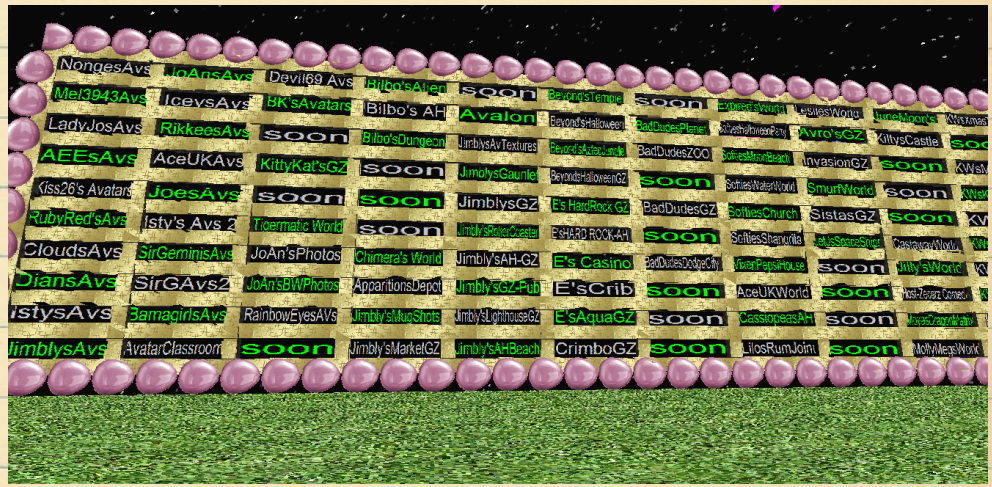
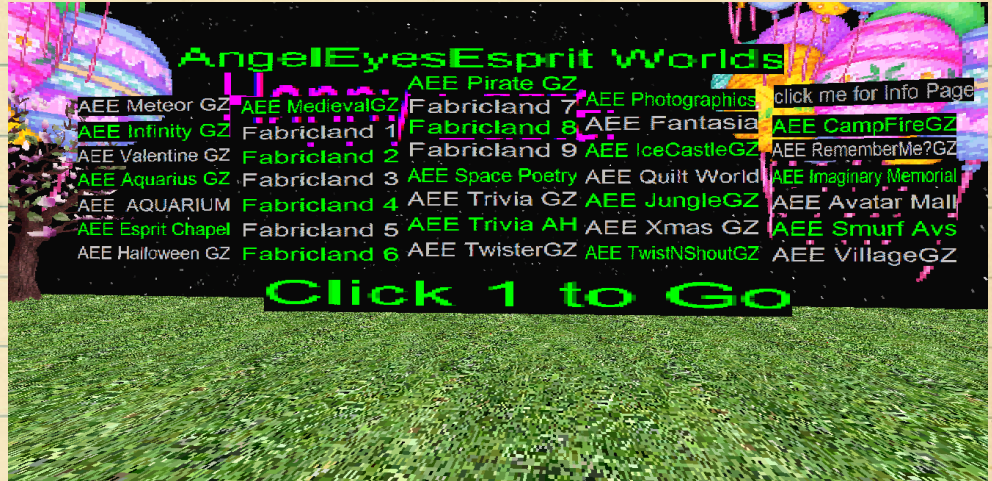


# Angel Eyes Sprit's Ground Zero

Encompasses: Important private world link area

AES's GZ plays one of the most important roles in modern Worlds research: Not only is it, quoted by monoPool, one of the "best kept secret", but it's also a place that links to worlds that are only accessible from here, and worlds that Nexialist has taken me to - once thought to be only accessible through his guidance.

There are too many links on this wall to analyze and document in this release, as it would take an entire new exploration trip to do so (which may in fact be a later project), but what you should know is this: You can't access AES's GZ without an invitation. By that, I mean you can't access it unless you know someone with the Worldsmark to get in. It exists, but I am not going to publish it's Worldsmark. If you want to access it, you have to talk to someone who already has it Marked. Only spread this world through personal contact.



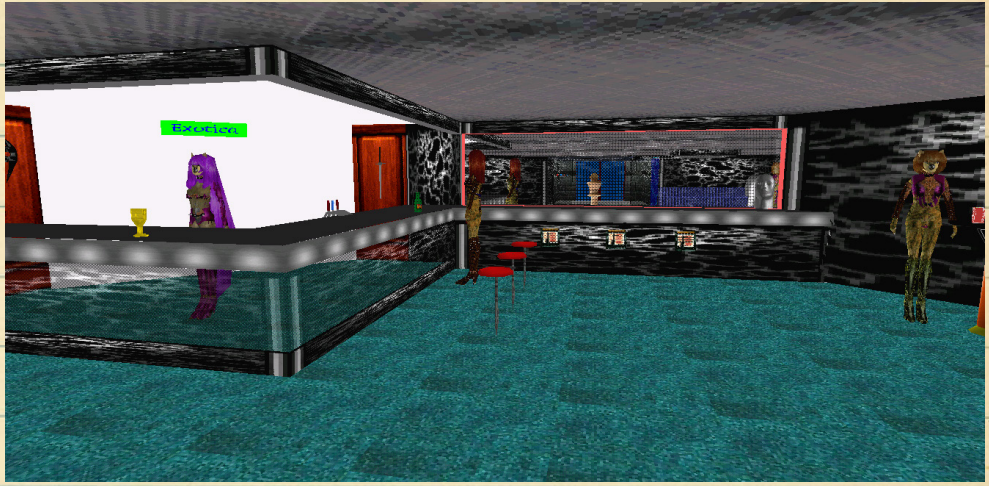
# Tail Spinners

Encompasses: Link From AES GZ, starship, multiple levels

Here is a preview of some of the stuff you can find in AES GZ (among other things. There are mostly normal places).

Tail Spinners it possibly the most alpha place you can be in Worlds - it's an 8 level spaceship occupied by half naked cheetah women. You even spawn in a strip joint. By clicking the speaker on the strip stage, you activate some music too.

Anyway, the ship is pretty cool; there's lots of features and rooms to explore, and it's just generally a cool place. Plus, there are half naked cheetah women. What else do you want?

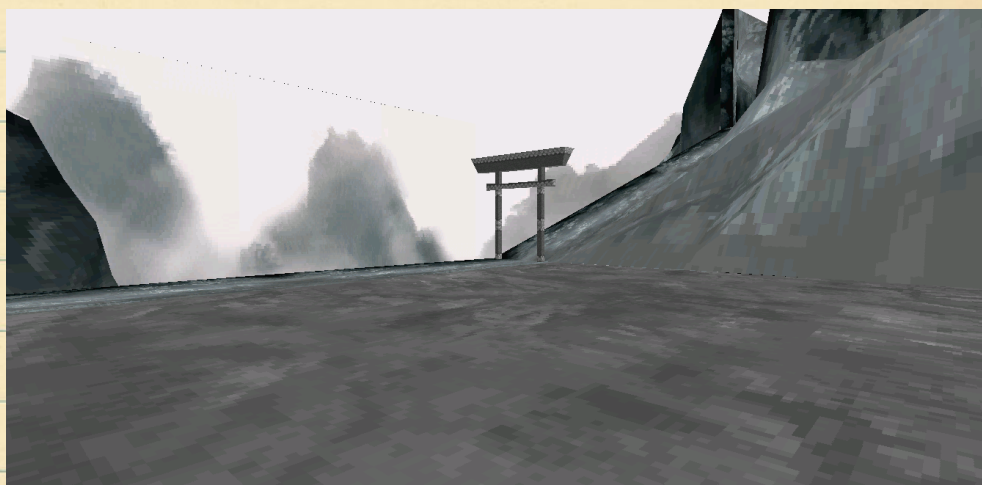


# Britney Spears World

*Encompasses: Four Rooms,  
Tibetan-esque hidden stone  
pathway*

*Even though Britney  
World is a default world, it is  
too creepy to put anywhere  
else.*

*First of all, you start  
out in a pretty normal room  
– hot pictures of Britt, Flashy  
Lights, etc. What you don't  
realize from the get go is that  
there are 4 hidden passages  
in this room. In every corner,  
you can walk through the  
holographic pictures and  
into a chamber with a door.  
There is one for Pepsi (opens  
to a beach scene with Pepsi  
cans on the ground), one for  
AOL ( a stage with a  
password protected room.  
Password is obtained  
through visiting a link), one  
for Levi's (a room with some  
Levi's banners and the NY  
skyline), and finally, one  
labeled "Brittany Spears",  
which leads you to a noir  
Tibetan pathway that leads  
into some mountains. This  
path takes you to an  
abandoned blue temple with  
nothing inside.*



---

# The Pit

Location: N/A

*Because of Jimbly's recent deletion binge, The Pit is inaccessible. This was Nex's final World he showed me, but I can't show pictures of it because, honestly, I have none.*

*But I do have the Worldsmark.*

*This is probably the most demented of all. If it is ever brought back online, you have a way to access it here:*

*<http://www.jimblyworlds.com/worlds/ahgz.world#ThePit@640.0,287.0,150.0,59.0,0.0,0.0,-1.0>*

---

# Hooterville

*Location: N/A*

*Hooterville, like many other Worlds once hosted by Jimbly, no longer exists.*

*It was a three story complex revolving around breast augmentation, with a secret room labeled "mind of a man", which displayed naked Worlds avatars.*

*It housed many other hidden areas as well. For example, in one floor's bathrooms, you could enter the stalls and walkthrough their walls into demented sub-worlds. One of these areas housed a giant toilet bowl full of heads. The others slip my memory at the moment, but it doesn't matter...odds are the rest of you who are interested will never get to see it. One day, that will be true of this game.*

USER

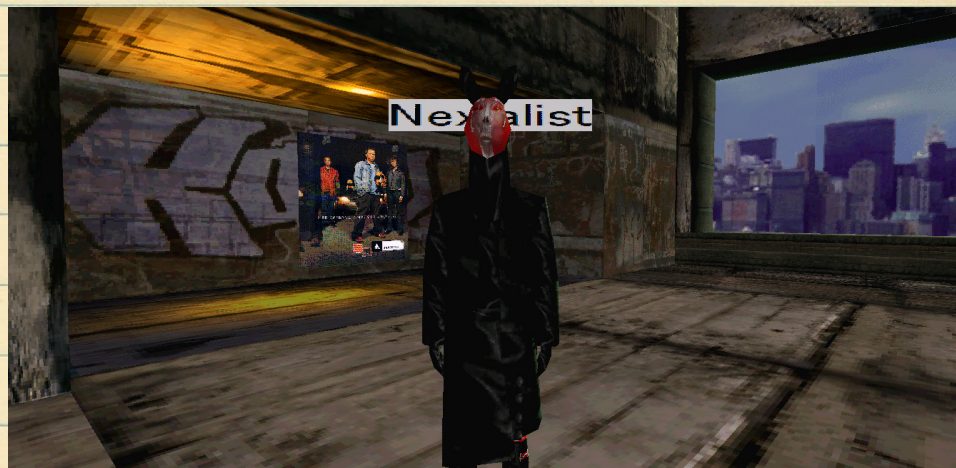
V-ARCH

# Nexialist

*The odds that you will never find or speak to Nexialist are about as equal to the odds of you finding and speaking to him. It's always a half and half chance.*

*Nexialist rose to urban legend status through lore on 4chan, and quickly became the "face" of worlds for 4chan's audience. He is rumored by some to be a "keybearer" - a user with admin like capability. However, many worlds and areas shown to me by him suggest that maybe - just maybe - he is just a seasoned user with a large Worldsmark collection.*

*Regardless of what you think of Nexialist, he has aided in this research immensely, even if his methods were unorthodox. He is the Banksy of the Worlds community: he will speak to you person to person, but as soon as you start asking too many questions, he's off without a word.*



# NEXIALIST

(cont'd)

My *final*  
whisper/conversation with  
Nex (at least, since this paper  
was released) about Jimbly's  
recent world deletions and  
info about him is printed on  
this page.

< is me

> Is Nexialist

< do you know anything of Jimblys hosting switches?

< Hooterville is no longer accessible, along with many of his worlds.

> There used to be an entrance to the gallery in the beach world.

> It's gone now. That suggests that Jimbly had been removing worlds and deleting evidence of their existence.

< You might be on to something. He's probably aware of the documentation

< If he wasn't, he is now. I told him a little about.

< about it\*

> He has been watching the threads on /x/ and /v/ since at least last April.

< What should he be scared of?

> Nothing.

< Then what is his reasoning?

< He seems pretty consumed in this place

> Unless a bunch of hyperactive kids with short attention spans posting screencaps for a few weeks is somethign he finds scary.

> Have you been saving the worlds you have been visiting?

< Of course.

> Good.

< Although, I am choosing not to release the worldsmark for AngelEyesSpirit's GZ.

< In this PDF at least



NEXIALIST

V-ARCH

< I figure it's better if it's kept as word of mouth

< monoPool has stayed offline

< and I fear that Naughty Bitz removal was due to harrasment by some people that followed from /x/

< We had one user, Uh was his tag, and he started some serious shit.

< he made a blog and posted Jimbly's personal info on it. Im talking address, age, you name it.

> Is that the Forgotten Worlds.com blog?

< And he harrassed macgaelic to the point where she had to change names.

< yes

< He removed the post though

< we told him to fuck off, and he hasn't talked to me since.

< or any of us

< Nex, I have to know the truth behind your urban legend.

< What lead mono and others to find you and regard you as a "keybearer"?

< How long have you been here?

\*Nexialist ceases to respond, and logs off\*

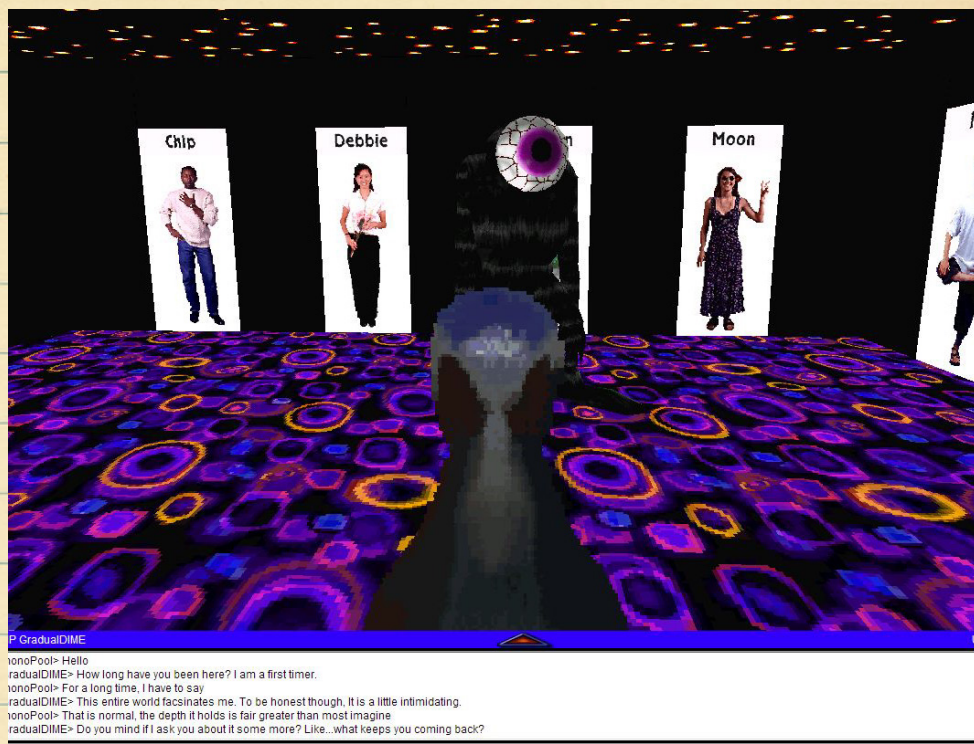
# MONOPOOL

*monoPool was the first person I met on Worlds. He helped me get to know the place, the people, and himself. He, in a way, helped catalyze the process and piqued my interest from the get go. He is a regular that has been on Worlds for more than 10 years.*

*He is also the one who gave me the link to AES GZ, and introduced me to Aces and Eights. He started this process and, without him, you wouldn't be reading this paper today.*

*Unfortunately, I have no other photos of mono besides the one attached here, for he hasn't got online in a long time.*

*This shot was taken during my first worlds visit, at the place where I met mono – the Hang avatar gallery. I have attached our first chat log for archival purposes.*



GradualDIME> hey

monoPool> Hello

GradualDIME> How long have you been here? I am a first timer.

monoPool> For a long time, I have to say

GradualDIME> This entire world fascinates me. To be honest though, It is a little intimidating.

monoPool> That is normal, the depth it holds is fair greater than most imagine

GradualDIME> Do you mind if I ask you about it some more? Like...what keeps you coming back?

monoPool> It's what I enjoy, to put it simply

monoPool> I enjoy living here, it makes me feel good

monoPool> I cannot bear to be away from it



V-ARCH

monoPool> Is that really so strange?

GradualDIME> I understand, to an extent. I had a brief, similar attachment to what I considered to be my digital home (Xbox live friends playing Halo 2). It took me a long time to adjust to the loss.

monoPool> Ah, I see then.

GradualDIME> It isn't strange at all.

monoPool> Indeed. It doesn't seem to be so uncommon.

monoPool> I enjoy being here, and exploring the darkest depths of these worlds.

GradualDIME> I took a trip into the music areas of "Hang". I thought the doors would never end.

monoPool> Interesting indeed. Where else have you been?

GradualDIME> Ground Zero, touched around Hang, not much else. Is there a particular place where the regulars still hangout?

monoPool> Well, usually most of them stick to Ground Zero, since it's a central hub, with a large amount of variations

monoPool> Each variation still holds the same people

monoPool> They usually travel deeper to speak privately

monoPool> Or to look for other people

GradualDIME> Is that what happened here? Did you randomly stumble upon me?

monoPool> Indeed so, was simply wandering .

GradualDIME> That is pretty cool, actually.

GradualDIME> What are all these people on the walls?

GradualDIME> Random people?

monoPool> These are avatars

monoPool> You can choose between lots of them



*Some of mono's personal info.*

V-ARCH

\*in response to "have you been since the beginning of Worlds?"\*

monoPool> Oh, not nearly that long

monoPool> That would be near 20 years

monoPool> I've been here for a long time, but not that much

GradualDIME> What was worlds like when you first joined?  
How many users?

monoPool> It was... I'd say quite a lot more populated than it is now

monoPool> Perhaps not in its prime, but still popular

monoPool> The numbers dwindled constantly

monoPool> People began to forsake their worlds, leaving them abandoned for others to find

GradualDIME> "Their" worlds?

GradualDIME> Can you author your own worlds?

monoPool> Indeed you can

monoPool> This is but a hub world

monoPool> A gateway to others

GradualDIME> I would guess that the others are even more scarcely populated.

monoPool> The deeper you go, the more unlikely it is to find life



*Mono speaks of  
Nexialist.*

V-ARCH

\*On being asked "Who is Nexialist, and why do I keep hearing about him?"\*

monoPool> Ah, he's an interesting one

monoPool> Knows a lot of ways around, to say the least

GradualDIME> Has he been here for a good while?

monoPool> Indeed, was fairly active too

monoPool> He has a unique way of doing things, to say the least

monoPool> Has a bit of a reputation

GradualDIME> Did he contribute a lot to the Worlds community? Or is he hated?

monoPool> Neither, I suppose

monoPool> He manages to hold a very interesting aura of mysteriousness around him

Desuh> who are you talking about

monoPool> For starters, his appearance is a skinned kangaroo in a trenchcoat

GradualDIME> Jesus, where did he get that?

GradualDIME> Mod?

monoPool> If there's one person who manages to get a reputation that transcends the game itself, it's him

GradualDIME> Is he known for anything outside of the Worlds program?

monoPool> Not a moderator, but he holds something else

monoPool> Known outside? I wouldn't know, but he takes newcomers for some interesting rides



*Perhaps this conversation can shed some light on how Nexialist is perceived by regulars.*

monoPool> He gave me quite a few things as well

monoPool> Including worlds that hold thousands of portals to new worlds

GradualDIME> Would he add me as a friend? Is it possible for me to explore it sometime?

monoPool> You would add him, if you want to look for him

monoPool> He has been missing though

GradualDIME> When was he last online? Anything reasonable?

monoPool> I haven't seen him in months

monoPool> If you're one for rumors though

monoPool> He is the "Keybearer", and his successor is being awaited

V-ARCH

## OTHERS

*Other users who I do not have much info on:*

**Bilbo99** - pictured - legendary creator of custom worlds. Creator of Alien Mystery, Dungeon, and Bilbo's Animal House.



**Macgaelic** (not active) - former tag of a user who posted nudes in Naughty Bitz. Changed accounts due to harassment from other users.

**SirGemini** - Regular, hosts many of the Worlds events.

**Melissa** - Regular, hosts events as well.

**Jimby** - Famous for his prolific world creation and hosting area. He hosts many worlds and is popular among remaining users.

**Erotic** - Jimby's wife, co-creator of some worlds.

V-ARCH

**PROWORD AFTERWORD**



Well, it seems that our little passion project has come to an end. What began as an accident has evolved into a small project that I have enjoyed immensely, as I know other have as well. Worlds exploration is an eye opening account for many reasons. A thought I had doing this research struck me very hard: one day, in the not so far off future, access to these corners of the internet will not be possible. As technology grows, people move on, and Worlds is an unfortunate victim of such a circumstance. But it lives on – only through its final generation of users, though. When they leave, Worlds will cease to exist. With Jimby hosting most of the visited worlds now, when he and the few others that keep the servers busy leave, it will fall victim to time and be forgotten....

...unless we continue completing projects like this one. The reason we have spent so much time on this project, and the reason we formed V-Arch, was to help preserve unique corners of the net before they are lost forever. Because there will come a time when we wished we could see these documents again, to

Until we speak again,

-GradualDIME

complete a missing link in the history of the internet. Worlds helped pioneer 3D as a whole – do you realize how big that is? Unless we spend time to help small areas of digital history like Worlds be properly remembered, it will be a horribly broken future for internet history.

So I ask this much of you: Spread the word. Tell others you know about Worlds. Let them see it themselves, or read more about it. Explore some more yourself. Just keep this place alive as long as you can, and document the things you do there. Do this with ANY piece of old internet history. Keep it alive and documented for future generations.

It has been an unforgettable experience putting this document together, and I look forward to spending some more time aiding people on their own quests to experience Worlds. I hope you enjoy this document as much as I have enjoyed creating it.

# CONTACT

Email: [gradualdime@hotmail.com](mailto:gradualdime@hotmail.com)

Steam Group:

<http://steamcommunity.com/groups/V-arch>

Live Stream (pre recorded vids too):

[http://www.livestream.com/worlds\\_stream](http://www.livestream.com/worlds_stream)

V-ARCH

NEVER FORGET



V-ARCH

Worlds.com

READ THE SP/ROW

SP/ROW TWO RNOY CNIK (M)

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# Worlds Shaper

*This is how users build their own worlds. Granted, it's complicated, but there are tutorials on Worlds.com to get you started. Problem is, Worlds.com doesn't tell you how to activate worlds shaper. It's really easy, actually:*

*Open your **WORLDS.INI** file in the root directory, and below the first bracketed text, add this line to the code (without the quotations):*

*"disableshaper=0"*

*Also, you can edit existing worlds and worlds you are in, but you are the only one who will see the effects. Doesn't mean you can't use it to scare people though...*

