

Adolescent Developmental Stages: Cues in Chatroom Textual Discourse

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Introduction

Adolescence and new technology are concepts that are often linked together in discussions of contemporary social change, “precisely because they embody similar teleological assumptions about growth, progression and development which underpin late modern society” (Sefton-Green, 1998: pp 1-2).

Early works by such authors as Sherry Turkle (1984) describe cyberspace in terms of a Cartesian dualism, a space that allows for the decoupling of the mind from the absent body. This decoupling does take place to a limited extent, as visual data on the participant’s actual body is absent in a text environment. However the complete decoupling of the adolescent participants from their bodies is not possible as bodies are required to “lend touch, movement, sight, and/or sound in the creation and interpretation of the text that flows between participants via the computer screens” (Scheidt, 2002). In this dichotomy clues to the participant’s developmental stage are presented within the discourse of adolescents in online communities.

Methodology

This ethnographic study looks at the ways developmental stages are enacted through chatroom discourse. The adolescent chat space used for this study is part of a chat site consisting of 181 chatrooms, 24 of which are designated for General Chat and populated by adolescents. Each room has a capacity of 30 participants. The total General Chat section participation regularly exceeds 200 participants.

The chat site utilized is a synchronous HTML based community; the HTML functionality supports text, graphics, sound, and film and creates the potential for multi-modal communication threads. Messages are presented as one-way communication and are posted in their entirety. Individual messages may be addressed one-to-one (private chat), one-to-many, or many-to-many. Only messages posted publicly are analyzed in this study. The site is not archived and is therefore transitory. As with most of the World Wide Web, English is the lingua franca in this site although other languages are used – such as Spanish, French, and Danish – primarily for dyadic communication.

Figure 1, illustrates the use of some of these multi-modal communication features e.g., Ladies Man is utilizing an avatar, centered text, white for the nickname text, and red for the message text. (Table 1 reproduces the 5 messages from Figure 1 for easier reading.) JB23/m and Stillborn Slug are probably using the computer software defaults of a randomly selected nickname color, left alignment, and white message text.



Figure 1

Text of Figure 1		
Time of Posting	Chatroom Nickname of the Person Posting the Message and Message Addressing	Message
(05:14:50)	Ladies Man	leans over and PRIVATELY whispers to ALL: im horny!
(05:14:58)	-Andrew-	Good mornin' everyone. *S*
(05:15:04)	JB23/m	any one want to chat w/ a 19 male from az?
(05:15:15)Sean.....	-fades away-
(05:15:38)	Stillborn Slug Scrotal Implosion...Webbed Catatlyst in a Dogmatic Revelation..foo says to Ladies Man	Get fucked man...I didn't know people still came around looking for that idiocy...you are obviously not what your name states

Note: Misspellings, grammatical errors, etc are in original.

Table 1

Data for this study was taken from one chat room. The room was selected because primarily participants are in middle and late adolescence with few participants who are older than the mid-twenties. This room has round the clock participation. The sample was taken from September 1 - 2, 2001 with a total of 10:22:05 hours collected. The data corpus consists of 5232 messages. A subsection of data was drawn from this corpus based on the consistency of topic thread and participation. The subsection of two topic threads was drawn from September 1 data

with messages being taken from 19:55:51 to 20:27:31, a total of 469 messages. This data was cleaned to remove extraneous postings, entrance and exit statements for participants not involved in the selected topics, and system messages. The final data set consists of 120 messages. The complete discourse subsection used in this analysis can be found in Appendix A. Interactions are analyzed separately with line numbers presented in parenthesis.

It has been said that without other information an online personae is perceived to be a white male from an English speaking country (Kolko, Nakamura, & Rodman, 2000). To these givens I must add one more that is specific to this site - without information to the contrary it is assumed that all participants are adolescents. Because of the difficulty in establishing the actual ages of participants in online communities, I use Steinberg's (2002) definition of adolescence as the second decade of life - ages 11 through 20. The use of this definition allows for the maximum inclusion of subjects when detailed data for each participant is not available.

Analysis

Thread 1

Magic Wizard, a 14-year old Australian male, enters the chatroom and posts a message in greeting to a single participant ...::Meggle::..., a 17-year old American female, identifying himself by his regular chat nickname Jeza. Magic Wizard's current chat nickname selection is a play on "Magic Knight" the chatroom moderator's nickname and thereby is a request for status not normally accorded to someone other than a moderator.

...::Meggle::... announces to the room that she is leaving, and after giving and receiving several goodbyes she does so. ...::Meggle::... addresses a specific goodbye to Magic Wizard. Tapscott (1998) points out the N-Geners (short for the Net-Generation) use digital media to communicate and form relationships with people outside their normal social sphere, which is apparent in the relationship between Magic Wizard/Jeza and ...::Meggle::..., both are from different continents, different age groups, and different genders. Any relationship between the two adds status to Magic Wizard/Jeza as a mature person who can be accepted by older teens.

Magic Wizard's next post, addressed to the entire room, includes a JavaScript¹ embedded in a picture file designed to open the recipients email program and automatically address an email to the specified hotmail.com email account.

Magic Wizard, feigning innocence, queries the room to see if his prank was recognized, in a later post he pretends to have received the unsolicited messages, as have the other participants. His request for response garners six participants who acknowledge they have received the email popup. One of whom is the adult moderator Magic Knight, whose acknowledgement includes a warning² that the prank must end. Magic Wizard posted three mailto command messages in 4:23 minutes before Magic Knight removes him from the

¹ JavaScript is a language designed to enable web authors to design interactive websites with dynamic content. JavaScript is an open language that anyone can use. Many predesigned scripts are available on the web and can be downloaded for use (2002).

² The chat site operating procedures proscribe that a moderator must give three warnings before removing a participant from the space (Scheidt, 2001b). However transmitting a hostile JavaScript or Java Applet, is listed as an exception to the policy thereby allowing for immediate removal of the offender.

chatroom and blocks his return to the space for the maximum allowed for a first offense of chatroom rules - 3 minutes³.

In response to Magic Wizard's second posting several participants respond with comments and concerns including, questioning to whom the email address belongs and telling the person that they do not want to send them an email. Chaerbear expresses her concern about the maliciousness of the JavaScript that issued the mailto command wondering if there might be a computer virus attached as well.

Based on how each individual participant's computer equipment is configured and which programs are being utilized, the mailto command structure can cause the browser and/or mail program to close, lockup, or the equipment to crash. Biohazard explains that when he closes the email window, that pops open, and his browser closes as well. This is possibly due to his use of the integrated mail and browser combination found in Netscape. Chaerbear notes that this doesn't happen to everyone, which she considers to be weird. Vulcanhippy is also having equipment problems because of the mailto command. He is concerned that the problem is in the Chat Time Cafe⁴ operating software.

Magic Wizard posts his final popup message but has changed the mailto request from a hotmail.com account to an imaginary moderator email account for Magic Knight. This third posting increases the level of anxiety in the chatroom. The next eleven messages show the level of pandemonium the involuntary action of their email program opening causes for the participants. Chaerbear asks Magic Knight why the most recent mailto request appears to be addressed to his account and Ryan asks the room "WHATS GOING ON?" - the use of all capitals is interpreted as yelling in a chatrooms text communication.

Following Magic Wizard's removal, the room participants respond with somewhat stunned surprise that he was the culprit as he had been pretending to be a victim with them. Chaerbear summed up the rooms' reaction in her post "it was wizard???" - multiple question marks are used to show the depth and importance of the question. Biohazard responds to chaerbear by explaining the process, which Magic Wizard used to open their email programs. Ryan chimes in wondering why this activity is happening. Magic Knight gives him more detail on how this prank is done, "he is post[ing] a code, so that everyone gets his e-mail address, and your e-mail opens to send him a message." Ryan follows up by asking if this prank can hurt his computer system. Magic Knight again relays that no damage is likely to happen because of the mailto command. Chaerbear is relieved that none of this will hurt her computer system.

Vulcanhippy is unhappy with the short time that Magic Wizard is being banned. He refers to Magic Knight as being "a div" for not blocking Magic Wizard's return for much longer than 3 minutes. The use of the term "div" marks Vulcanhippy as British, the term is British slang for idiot, fool, dolt, or imbecile (Duckworth, 2002). Magic Knight responds that he too would have liked to have blocked Magic Wizard for longer but the site rules require that moderators start with 3-minutes. Chaerbear wonders if Magic Wizard were to reenter the room and again post the same message would he be blocked for a longer time. Though Magic Knight did not answer her post publicly it is standard procedure in this site for moderators to increase the length of the block at each recurrence, second offences usually lead to a 10-minute block.

³ At the time of this incident Magic Knight was the only moderator in the chat site and had been called to other rooms to resolve problems there. (Supporting comments found outside these two threads within the data set.)

⁴ The name of the chat site used has been changed to protect the participant's privacy.

Magic Wizard returns after serving the time out of the room, and changes his system nickname to ‘Gummy bear.’ Gummy bear announces to the room that he loves gummy bears and proceeds to throw the candy to all the participants to be eaten in an act of self-sacrifice. Several of the participants perform embodiment acts (Scheidt, 2002), creating bodies through textual means, to consume the candy. Two participants go so far as to change from gummy bears to their preferred sweet – gummy worms or watermelon sour straws.

Following the distribution of the candy, Gummy bear announces to the room that he is putting “poisen” in the gummy bears he is distributing. The use of “poisen” for the standard spelling “poison” is most likely an unintentional reference to the violent European band of the same name. Poisen’s music is often discussed by participants as an example of one of their preferred musical styles.

Gummy bear then proceeds to offer the tainted candy to Magic Knight, the adult moderator. By doing so he is attempting to retaliate for the earlier removal. Gummy bear undertakes a series of moves meant to attract the moderators attention, including tempting him with 100% fat-free candy, cajoling Magic Knight into responding, growling at him, and asking Magic Knight to taste his gummy bears. Magic Knight declines the offers.

Meanwhile Gummy bear acts as a cheerleader attempting to capture and control the focus of the chatroom participants by requesting that all who love gummy bears respond with an “I.” Adolescents are often fairly independent and choose to interpret guidelines by expressing their own individuality (Steinberg, 2002), therefore while there are two responses to Gummy bear’s request none use the aforementioned “I” signifier, i.e. Ryan responds with a made-up term “gummytastic,” and Chaerbear comments that she likes gummy worms.

After Gummy bear fails at his attempt to poison the moderator with contaminated candy, he then attempts to create a retail enterprise by selling banana gummy bears to other participants at \$1.00 per bunch. First he hands them to Ryan who has expressed an interest in eating some and then requests the price. Ryan rejects this process loudly, in all capital letters, and states he is not paying Gummy bear for candy he was giving away previously.

Biohazard has tired of the gummy bear game and expresses an interest in chocolate instead. Ryan rejects the suggestion saying “chocolate...makes me go zany(er).” The thread is clearly dying out after having been active for 12 minutes.

In an attempt to regain his control of conversation in the room, Gummy bear posts a message in reference to Magic Wizard - his previous personae. His message makes it look as though Magic Wizard is attacking him with mailto commands through private messages. This post is anomalous as the “Magic Wizard” nickname is not present in the room at the time, only those present in the room can post to others in the room. The Gummy bear personae was not present when the previous attacks had taken place, therefore would not have known that Magic Wizard had sent mailto command messages to the other participants. His attempt to reinvigorate the conversation is not taken up by other participants. This thread ends with Gummy bear’s statement about Magic Wizard, however his activities continue throughout the data corpus where he posts his JavaScript 28 times – 3 as Magic Wizard and 25 as Gummy bear.

Thread 2



Figure 2

Faith enters the room using an avatar as part of her personae, Figure 2. One participant, chaerbear, who also uses an avatar, Figure 3, as part of her personae comments to the other participants that the room is becoming the “valley of the dolls” in reference to Faith’s avatar. Participants, in this room, refer to

cartoon avatars that depict human forms in stylized clothing and/or poses as “dolls.” Doll avatars are looked down on as signs of childishness and immaturity by the mostly middle and late adolescents in this space. Participants in this space do use avatars though many are not representational as seen in Figure 3. This author (Scheidt, 2001a) has previously found that most adolescent avatars do represent the humanoid form either through drawing or photographic means.

Additionally the view of doll avatars as childish adds to the levels of social ranking in the room. In their ethnographic study of middle-school students Eder, Evans, & Parker (1995) found that in- and out-group social status was a preoccupation among their subjects. The interaction clearly marks Faith as out-group by chaerbear who is an in-group member.



Figure 3

Faith sends greetings to the room and is involved in private conversation(s) until she posts again 13 minutes later. As Tasha (Bi F) thanks Faith for being a good friend it is somewhat safe to say that Faith was involved in at least one private conversation during that time. Tasha (Bi F) responds to an unseen

comment from Faith further lending substantiation to their conducting at least a partially private conversation.

Faith asks if anyone would like to talk to her and provides basic personal information including age, sex, and location. These three basic pieces of information are often requested from new chatroom participants using the abbreviations “a/s/l.” Faith’s message elicits another derogatory doll comment from chaerbear. Biohazard also comments “dolls suck!” Chaerbear then voices agreement with his comment.

Ricka posts a greeting to Faith though it is unclear if the message is in response to the public request for conversation partners or if Faith has contacted ricka privately. The conversation does continue with ricka answering Faith’s private questions publicly. Although when one of ricka’s old friends, welchkin, enters and engages her in conversation ricka abandons her conversation with Faith and there are no further public responses to questions.

Faith accosts the room by posting an obscenity and stating her belief that the people in the room are boring. It is not unusual for spurned participants to accuse the room of being boring or stupid, the inference being that bright intelligent active personae would want to speak with them. Though in reality it is most likely an externalization of their own fears that they are not interesting enough or worthy to be included in the community, scapegoating her personal fears on to others (Eder et al., 1995).

The moderator warns her to abide by the room rules, which do not allow for the use of obscenity. Faith continues her diatribe by sending a message to Magic Knight and including an obscenity. Magic Knight admonishes her to “be nice,” the second of her three required warnings before he must remove her from the chatroom and blocks her return to the space.

Welchkin shows her disgust for Faith’s behavior. Chaerbear returned to her earlier theme against doll avatars but this time making it personal against Faith changing from more abstract comments about dolls in general to advocating “down with the doll.” Collector of Lost Souls makes a wry observation “such a pretty name, and such a foul mouth.” Chaerbear responds to Faith’s second obscene post tauntingly, “a doll with attitude!!!”

In an interesting turn of events, Gummy bear tells Faith he is ashamed of her behavior and advises her to respect the hard working moderators. Unfortunately he follows up these

comments, in the same line, by “hitting” Faith. Eder, Evans, et al. (1995) found that physical aggression often considered by middle school age male in dealing with interpersonal conflict though the actual act of striking out was somewhat rarer. Several writers have postulated that CMC spaces allow for the safe release of aggression leading to uninhibited interactions (Walther, 1996; Turkle, 1995). Gummy bear may be releasing pent up anxiety in an uninhibited space, or he may be using this exchange as a way to refocus the group on to himself.

Faith makes one response to this onslaught when she replies to Biohazards unseen private comment, by yelling that she was not talking to him. She then leaves the chatroom. Biohazard responds to her departure by laughing at her.

In a short exchange Intrepid presents a question to Faith, “...will you be nice when [you] grow up and mature” - implying that Faith is neither grownup or mature. Chaerbear responds that she believes Faith will not mature as she is “still playing with dolls.”

Faith’s departure does not stop the attacks on her maturity. Chaerbear points out that Faith couldn’t take the harassment anymore and left. Intrepid laughs at her departure. Biohazard seems surprised and disappointed that Faith would have given up so quickly and left the chatroom.

Discussion

Magic Wizard/Jeza/Gummy bear (henceforth referred to as Magic Wizard) throughout this thread exhibits age appropriate characteristics of male individuation particularly seeking to be viewed as unique and to have power within his sphere displaying the self-centeredness that is characteristic of some middle adolescents (Dacey & Kenny, 1997: p. 171). Based on this thread it appears that Magic Wizard is using his computer skills to earn the esteem of others (Dacey et al., 1997: p. 175) for his computer knowledge and skill (Krendl, Broihier, & Fleetwood, 1989). Though the effect of his actions are likely to garner more negative than positive recognition highlighting the emergent development of his social competence and social cognition. Steinberg (2002: p. 61) discusses that adolescence is a time when deductive and inductive reasoning increases. Magic Wizard shows some deductive and inductive reasoning skills in his approach to his show of power and prowess in the chat room, though clearly he has not fully developed these skills to reach the conclusion that his actions create only transitory power and that his prowess is fairly limited.

Magic Wizard’s discourse is bereft of the sexual innuendo often associated with males in middle adolescence, and he does not state his gender in the data. Had his gender been unknown the inference of maleness would still have been made based on his computer prowess and use of those skills against others in the chat space. Though the author knows Magic Wizard’s actual age and gender from earlier interactions, the developmental levels he displays within this scenario accurately peg his age as 13 – 15 and his gender as male.

Unlike Magic Wizard who acted as an instigator in the thread, Faith is both a victim and a retaliator. Faith is given two very different personal evaluations in this scenario; Tasha (Bi F) thanks her for being a good friend while others evaluate her as lacking social skills by using an avatar deemed to be of a lower social status, an interpretation she partially confirms by her later actions of acting aggressively against the room when she is not acknowledged. In this short scenario it appears that Faith has assimilated the concept that different relationships require different actions/reactions from her and she does not appear to be uncomfortable with these distinctions (Dacey et al., 1997).

In contrast to Magic Wizard, Faith displays a wish to be part of the group as an equal member of the community. Female identity development stresses the development of self through relationships to and with others in communion (Dacey et al., 1997). This and the use of both a female nickname and an avatar depicting a female humanoid form show that the person is most likely a female.

While Faith does not state her sexual identity in this scenario, it is clear from her close friendship with Tasha (Bi F) that she is at minimum tolerant of diverse sexuality in others. Her acceptance of her friends diversity hints at a post-emergent level of identity development (Steinberg, 2002). Association with a member of an ostracized social group might threaten a person with a lesser-developed sense of self. In this thread Faith was forced to struggle with self-concept issues, and her reactions to them suggest she is a middle adolescent probably roughly 14 - 16.

Conclusion

This paper has endeavored to look at the ways that developmental levels are displayed through adolescent chatroom discourse. In doing so two conversation threads were analyzed and estimations of the ages of the two main protagonists were made based on existing development and adolescent research.

While some inference of physical development can be made from discourse, specifically related to self-disclosers made by the participants, external evaluation of physical development is impossible. However indicators of congisocial and psychosocial development are clearly present within adolescent discourse, and with a body of data a fairly accurate participant age range can be estimated.

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Appendix A – Discourse Subsection

Line number	Time	Participant	Message
39	(19:55:51)	Magic Wizard	Enters the Room...
48	(19:56:32)Meggle:.....>	well gtg
51	(19:56:40)	ricka	bye meg
52	(19:56:44)	Magic Wizard says toMeggle:.....	*L* its Jezza
59	(19:57:13)	Magic Wizard	
61	(19:57:21)Meggle:.....>	bye ricka love ya
62	(19:57:30)Meggle:.....>	bye jezza
68	(19:58:16)Meggle:.....>	Leaves...
69	(19:58:17)	Magic Wizard	Did anyone get a email pop up thingy? *S*
72	(19:58:30)	Canadian Bad Ass Without the threat of death there is no reason to live at all says to Magic Wizard	yes
73	(19:58:35)	Faith	Enters the room...
74	(19:58:38)	billygnosis leans over and PRIVATELY whispers to ALL	yes
77	(19:58:51)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Yes
79	(19:58:53)	nessa18/f says to Magic Wizard	yrs
80	(19:59:00)	chaerbear	It all of a sudden became valley of the dolls in here
81	(19:59:01)	nessa18/f says to Magic Wizard	yes
87	(19:59:24 ®M)	Magic Knight says to Magic Wizard	yea, and it better not happen again ,
89	(19:59:29)	Magic Wizard	Wierd
92	(19:59:44)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Damnit, who the hell is mouse?!
96	(19:59:56)	chaerbear	you got that too???
97	(19:59:57)	Faith	Hi people
102	(20:00:24)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Yea, and whoever the hell it is, I don't want to mail you!
103	(20:00:25)	Magic Wizard	yehh i get a pop up thingy
104	(20:00:32)	chaerbear	biohazard you got that thing too...who is mouse???
107	(20:00:51)	chaerbear	a virus possibly???
111	(20:01:09)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Everytime I close it it closes my navigator.
113	(20:01:24)	chaerbear	it didn't close mine...that is weord

Line	Time	Participant	Message
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number			
115	(20:01:35)	chaerbear	weird*
116	(20:01:36)	Magic Wizard	
121	(20:01:54)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who	Dude, stop it!
122	(20:01:57)	Magic Wizard	Damn
123	(20:01:58)	*,VULCANHIPPY,*.with a cup of tea & an mp3.	booted with an Illegal Operation Shutdown.....is [ChatTime Café] Phucked?
124	(20:02:01)	chaerbear	Magic Knight what is happening...now it wants em to mail you...
125	(20:02:13)	Core of the apple	anybody else getting those lil pop up messages?
126	(20:02:17)	Ryan	WHATS GOING ON ?
127	(20:02:18)	Jynnx_02	i keep having to scroll down and its really annoying
128	(20:02:21 ®M)	Magic Knight says to Magic Wizard	bye-bye, and leave your pop up at home when you come back
130	(20:02:27)	*,VULCANHIPPY,*.with a cup of tea & an mp3.	Whatever that thing is.....DONT TRY TO CLOSE IT!
131	(20:02:33)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	I know...
132	(20:02:38)	chaerbear	it was the wizard???
133	(20:02:39)	Ryan	ohhhhh noooooooooooooo !
134	(20:02:43 ®M)	Magic Knight winds up and boots Magic Wizard for 3 minutes	
135	(20:02:43)	Kyra	no
136	(20:02:45)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Yes
137	(20:02:55)	chaerbear	already closed it and it did nothing to me...
138	(20:02:55)	Ryan	is that a bug ???
140	(20:03:00)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Everytime he posted that pic it happened.
142	(20:03:12)	Ryan	i closed it twice !
143	(20:03:14)	*,VULCANHIPPY,*.with a cup of tea & an mp3.	3 minute?...you div!... years if it were ME doing the Modding! Grrrr!
145	(20:03:17)	chaerbear	what pic???
150	(20:03:47)	*,VULCANHIPPY,*.with a cup of tea & an mp3.	what's three minutes gonna do?
151	(20:03:55)	Ryan says to Magic Knight	dude what was all that about ??
154	(20:04:02)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Well that was annoying...

Line number	Time	Participant	Message
158	(20:04:11 ®M)	Magic Knight says to *,VULCANHIPPY,*.with a c	I would love to give him years, but should start out mostly at 3 mins
164	(20:04:55)	*,VULCANHIPPY,*.with a cup of tea & an mp3.	oh.....libralism!
167	(20:05:11)	chaerbear	but if he tries it again you will give him more time out right???
171	(20:05:23 ®M)	Magic Knight says to Ryan	he is post a code, so that everyone gets his e-mail address, and your e-mail opens to send him a message,
177	(20:05:56)	Ryan says to Magic Knight	so can that mess up your system ?
179	(20:06:29 ®M)	Magic Knight says to Ryan	no
182	(20:06:44)	chaerbear	well that is good to hear...I don't need more comp problems...
205	(20:08:46)	Gummy bear	Enters the Room...
216	(20:09:19)	Gummy bear	-loves gummy bears- *L*
217	(20:09:34)	Ryan	mmmmm.....GUMMY !
218	(20:09:37)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Hey, gimme some gummy bears...got a sweet-tooth
220	(20:09:53)	Ryan	Sooooo chewy and tasty !
221	(20:09:58)	- forgotten sacrifice -	-likes red and pink gummy bears-
223	(20:10:08)	Gummy bear	*throws a pink gummy bear over*
224	(20:10:17)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Unfortunately, my sweet-tooth is chipped. Imao
225	(20:10:24)	Ryan	MMMM.....GUMMY CHAT !
228	(20:11:03)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Eats gummy worms...
229	(20:11:05)	Gummy bear	-pss- Puts poisen in the gummy bears -eg-
231	(20:11:24)	- forgotten sacrifice -	-eats watermelon sour straws-
235	(20:11:48)	Gummy bear says to Magic Knight	Want a gummy bear?..
238	(20:12:19)	Tasha(Bi F)... hands a friendship rose to Faith	Thank you for being there for me!
244	(20:12:52)	Gummy bear says to Magic Knight	There delicious %100 fat free *S*.. And contains lots of energy
246	(20:13:11)	welchkin	Enters the Room...
247	(20:13:12)	Faith	Would anyone like to chat with a 16/F/Canada??
248	(20:13:12)	chaerbear	~laffs~
249	(20:13:24)	chaerbear	VALLEY OF THE DOLLS!
250	(20:13:38)	Biohazard Certified Slacker! am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Dolls suck!
254	(20:13:45)	Tasha(Bi F)... inquires to Faith with a puzzled look	i would if i wasn't leaveing.

Line number	Time	Participant	Message
256	(20:13:47)	chaerbear	yes they do!
263	(20:14:39)	Gummy bear	Say -If you like gummy bears!
266	(20:14:53)	ricka says to Faith	um hi
268	(20:14:57)	Ryan	gummytastic
269	(20:15:03)	chaerbear	I like gummy worms!!!
270	(20:15:09)	Gummy bear	I mean say I
281	(20:15:44)	ricka says to Faith	new hampshire
290	(20:16:13)	Gummy bear says to Magic Knight	Why wont you reply?.. To busy booting people?...
295	(20:16:36)	ricka says to Faith	16 f
297	(20:16:40)	Gummy bear says to Magic Knight	*growls @ you*
308	(20:17:08 ®M)	Magic Knight says to Gummy bear	busy in another room
311	(20:17:41)	Gummy bear says to Magic Knight	Yehh im sure you just dont wanto taste my gummy bears..
319	(20:18:09)	Ryan	I WOULD LIKE A NIBBLE ON YOUR SELECTION OF FRUITY GUMMIES !
320	(20:18:10 ®M)	Magic Knight says to Gummy bear	LOL, no thanks,
332	(20:18:53)	Gummy bear says to Canadian Bad Ass Without	Ahh well they do *L*.. The put lots of sugar on them and it glows {l0}
334	(20:18:58)	*,VULCANHIPPY,*.with a cup of tea & an mp3.	damn Magic Wizard!
338	(20:19:15)	Biohazard Certified SlackerI am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	I want chocolate, no more gummies!
342	(20:19:37)	*,VULCANHIPPY,*.with a cup of tea & an mp3.	~ducks & catches~
343	(20:19:41)	Gummy bear says to Ryan	*passes you the banana gummy bear* 1 dollar please!
345	(20:19:46)	Ryan	noooooo chocolate nasty !! makes me go zany(er)!
351	(20:20:27)	*,VULCANHIPPY,*.with a cup of tea & an mp3.	or what?
361	(20:21:13)	Ryan	IM NOT PAYING FOR GUMMIES !
371	(20:21:35)	Gummy bear	Whats that damn magic wizard doing?..
383	(20:22:17 ®M)	Magic Knight says to Faith	careful with the language
388	(20:22:40)	Faith	eat my \$hit
391	(20:22:43)	welchkin	phew -l-
392	(20:22:48)	chaerbear	down with the doll! No bad potty mouths in here!
393	(20:22:49)	Collector of Lost Souls.. says to Faith	such a pretty name, and such a foul mouth!
394	(20:23:01 ®M)	Magic Knight says to Faith	be nice *S*

Line number	Time	Participant	Message
408	(20:24:11)	Gummy bear says to Faith	be nice respect your moderators they work very hard you no!... Ashame on you -hits-
412	(20:24:36)	Faith says to BiohazardCertified Slack	was i talking to you??? I DON'T THINK SO!!
423	(20:25:23)	chaerbear	A doll with attitude!!!
428	(20:25:49)	Intrepid says to Faith	You is bad,will you be nice when grow up and mature
432	(20:26:09)	chaerbear	I don't think she will mature...after all she is stillplaying with dolls
438	(20:26:44)	Faith	Leaves...
442	(20:26:58)	Biohazard Certified SlackerI am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	LOL!!!
443	(20:27:16)	chaerbear	She couldn't take it anymore...
445	(20:27:27)	Intrepid	Chuckles...I see that
446	(20:27:31)	Biohazard Certified SlackerI am the Anti-Doll Alone: In Bad Company Screw the Dogs, Who L	Wow, she gave up fast.
NOTE: All grammatical and spelling maintained from the original.			