UNIVERSITY OF JYVÄSKYLÄ

DISCOURSE IN INTERNET RELAY CHAT

A Pro Gradu Thesis

by

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HUMANISTINEN TIEDEKUNTA
ENGLANNIN KIELEN LAITOS

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DISCOURSE IN INTERNET RELAY CHAT

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Tutkielma tarkastelee Internetin keskusteluryhmissä (IRC) käytettävää kirjoitettua
mutta reaaliaikaista viestintää, siinä käytettävää kieltä ja keskustelun erikoispiirteitä.
Materiaali koostuu muutamien yleiseen keskusteluun käytettävien IRC-kanavien
suoraan tekstinä tallennetusta diskurssista. Tutkielma pyrkii vastaamaan kysymyksiin
siitä, millaisia puhutulle ja kirjoitetulle kielelle tyypillisiä keinoja IRC-keskusteluissa
käytetään, mitä muita erityispiirteitä keskustelun kieli sisältää, ja voidaanko yleisesti
puhutun ja kirjoitetun viestinnän tutkimisessa käytettäviä metodeja soveltaa myös
IRC-keskustelujen tarkasteluun.

IRC:ssä käytettävä kieli on selvästi erikoislaatuista, varsinkin omalaatuisilta
keinoiltaan ilmaista painotuksia ja kiertää tekstipohjaisen viestintävälineen tehok-
kaalle ja ilmeikkäälle viestinnälle aiheuttamia rajoituksia. Lisäksi IRC:n kielen-
käytössä on erikoinen 'virtuaalisuus-aspekti', koska kieltä käytetään paitsi kommuni-
kaation välineenä, myös luomaan koko konteksti ja usein myös motivaatio kommuni-
kaatiolle. IRC-kieli myös rikkoo useita kielenkäytön normaalisääntöjä ja konventioita,
minkä vuoksi IRC-diskurssi voi vaikuttaa erittäin epäkoherentilta.

Tutkimuksessa IRC-kielen erityispiirteitä tarkasteltiin sekä puheaktiteorian
valossa, että intensiteettiä ja painotusta ja ei-kielellistä viestintää matkivia keinoja
tarkastelemalla. Lisäksi tarkasteltiin kielenkäytössä toistuvia formaalisia rakenteita ja
ilmauksia. Erikoispiirteiden taustan selvittämistä varten huomiota kiinnitettiin myös
joihinkin IRC:n sosiaalisen kanssakäymisen erikoismuotoihin.

Useimmat normaalin keskustelun muodot ilmenevät myös IRC:ssä. Se on
sosiaalista toimintaa, joka on merkityksellistä osallistujilleen. Sillä on oma, luonnol-
linen ja osin pakollinenkin muoto ja järjestys ja se vaatii aktiivista osallistumista.
Kuitenkin IRC-kommunikaatio on synkronista ja reaaliaikaista, ja sellaisena se
sisältää ominaisuuksia, joita on perinteisesti pidetty vain puhutulle kielelle ominai-
sina. IRC-keskustelijat ovat yleensä myös tietoisia kielensä erikoisuudesta ja pyrkivät
toiminnallaan tekemään IRC-kielestä luonnollisempaa ja enemmän puhutun kielen
kaltaista, erityisesti painotusten ja intensiteettien käytöllä sekä matkimalla ei-kielel-
listä kommunikaatiota, esimerkiksi merkkikielen ja erilaisten teknisten ratkaisujen
avulla. IRC:n kieltä voitaisiin kuvailla kirjoitetuksi viestinnäksi, jota on laajennettu
puhekielestä lainatuilla ominaisuuksilla, ja joka toimii käyttämänsä median rajoit-
tamana. Vaikka se ei omaa perinteisiä kirjoitetun kielen ominaisuuksia muotonsa ja
yksinkertaisuutensa puolesta, eikä toisaalta voi kuin korkeintaan matkia useita
puhutun kielen ominaisuuksia, se on kiistatta synkronista, monipuolista ja toimivaa
viestintää.

Asiasanat:analysis of discourse, Internet Relay Chat, written communication

CONTENTS

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*** Log file opened: 18.11.1996 23:44:46
Spaceball [Joe@xxxx.xxxxx.xxxx.NET] has left #freewarez
<MR_G> looking for screamer2, not german version /msg me for trade
THeGRiM [none@XXXXX.XX-XXX.XX.XXX.NET] has joined #freewarez
Poindeter Check out my FTP site: 206.XXX.XXX.XXX 2:1 ratio is in
place! Lots of good appz!
TRiKE [trike@206.X.XX.XX] has joined #freewarez
{}WaRnUtZ{} [user@XXXX-XXXX.XXXX.com] has left #freewarez
Black_Hwk will trade a leech account on a perm T1 6+ gig site for
Jeopardy for win3.1, Themepark or Startrek 25th
MickyMose [Jeff.XXXXX.XX.XXXXXXXX.ca] has joined #freewarez
<TRiKE> !BLuNtEd
zero-null [aaa@XXX.XX.XXX.XXX] has left #freewarez
^TuRKeY^ [~begood@XX.XXX.XXX.XX] has left #freewarez
ShAtTeReD_ [djruden@XXX.XX.XX.XXX] has joined #freewarez
NatanPro looking for *** PM 3.0 , P-It *** PLEASE /msg me
<tommy> I'm looking for MC 6..!!!
<Color1> looking for redalert.a56, just that one file, /msg me for a
trade
ThE_BLuNtEd_OnE_aWaY TyPe ´□`·.¸¸.·´□`· !BLuNtEd ´□`·.¸¸.·´□`· To
get the IP of my anonymous FTP-=-=- The ratio has been set at 1/5
Color1 [1@XXXXXX.XXX.XXXXX.edu] has quit IRC (Dead Socket)
Poindeter [~ahijab@XXXX.XXXXX.net] has quit IRC (Connection reset by
peer)
*** Log file closed: 18.11.1996 23:46:19
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1 Introduction

This Pro Gradu Thesis is a descriptive study of language used in Internet Relay Chat (IRC) networks, and approaches the subject by means mainly used in analysis of 'normal' discourse. In addition this thesis examines some aspects of IRC language, which appear significantly different from 'normal' spoken or written discourse. These include vocabulary usage, which in IRC is clearly specialised and differs greatly from everyday language use, its unique methods to express emphasis or stress by means of written language, and the power of typed words and system commands to create virtual 'actions' in a 'virtual community' such as an IRC chat room. Furthermore some attention will be paid to the use of non-verbal communication in IRC, and the overall effects that all the aforementioned peculiarities of the language in the IRC have on the intelligibility and coherence of IRC communication.

To be able to study these strikingly different aspects of the IRC or MUD[1] communication as opposed to 'normal' communication, I have chosen to present some aspects of discourse, based on personal experience and conception about the language used in the IRC networks, aspects that I have thought might depict the differences between IRC and 'normal' or traditional conversations in an interesting way. As well as depicting the obvious differences, such as the utterances made by robots in IRC, naturally nonexistent in 'normal' conversations, and those related to the hierarchic and systematic, even automated IRC culture, and attention-getting in this electronic 'void', I have settled on presenting the following: formulaic expressions, intensity, speech events and acts and non-verbal communication. In addition, I have paid attention to the concepts of cohesion and coherence, because the IRC communication can be seen extremely incoherent at times and because the interesting virtual reality aspects of the IRC make the traditional views of textual cohesion and coherence seem slightly out of place. It must be noted that this thesis does not aim to clarify problems, study or criticise the various methods used in the analysis of discourse, but only to employ commonly used definitions and terminology of such analysis to better illustrate the peculiarities of the language in IRC. The methods and various aspects of analysis of discourse are thus used as comparison points to underline the special nature of the language in IRC.

Furthermore, this study attempts to find out if these 'normal' methods of the analysis of discourse can be used, and what aspects have to be taken into account when studying the language in IRC, and to further clarify the nature of IRC language; whether it is closer

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[1] Multi-User Dungeon, a role-play oriented variation of IRC.

to written language or spoken discourse. Since conversation analysis is said to be a methodological approach to the study of *mundane social action*, which IRC is not, and of *talk* in interaction, which IRC does not have, IRC is an interesting subject for study. Despite its unique type of interaction, IRC chat does have most of the qualities of normal conversation: it is a social activity that is meaningful to its participants, it has a natural (and mandatory) organisation of orderliness and it requires active participation. Thus it is quite possible to study the methods and procedures which the participants use in producing 'talk' and making sense in context. In order to be able to understand the different aspects of the IRC, some background knowledge of the IRC is required, and in the next section I will provide the reader with some background information of the nature and the workings of the IRC system, followed by background information on the aspects of discourse being examined. Then, in the fourth chapter, the data and the methods used to collect and illustrate it are described, followed by a chapter on problematic issues encountered during the study, after which the actual examples and findings are presented in chapter six.

2 The concept of IRC

In short, the IRC network is a virtual 'meeting place' that people from all over the world can join and where they can talk by typing words on the keyboards of their computer terminals. The IRC protocol, as it now exists, has been developed over the last ten years. It was first implemented as a means for users on a BBS[2] to chat, originally written by Jarkko Oikarinen[3] in 1988 (Internet source

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[2] BBS is an acronym of 'Bulletin Board System'; a computer dial-up server to which remote users can connect to upload and download files and leave messages to each other.

A). In more detail, IRC is a computer-based teleconferencing system, which (through the use of the client-server model) is well suited for running on many machines in a distributed fashion. In other words, a host machine, which is running a server version of an IRC program, can be accessed over a network by client machines running a client version of a program. With a client program people can connect to IRC servers with no restrictions of time and place other than access to the Internet network[4]. For this study a shareware[5] copy of an IRC client program called 'mIRC' was used.[6] See appendix 1 for a picture of a typical mIRC session and appendix 2 for mIRC program disclaimer (Internet source C).

The IRC servers maintain the contact between all the users and also to other IRC servers, creating a network of servers within a network called the Internet. The system of IRC servers covers over 60 countries, and the number of users is increasing all the time (Internet source B). Because it is so widely used, there will always be

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[3] e-mail : jto@tolsun.oulu.fi

[4] Programmers in the United States Department of Defence built the first network. In 1969 the DoD began work on a 'long-haul' network of computers at dispersed sites. This project was funded by the Advanced Research Projects Agency, which in 1969 set about installing the first node of the network at the Los Angeles campus of the University of California. Shortly afterward nodes were installed at the Santa Barbara campus of the same university, at the University of Utah, and at the Stanford Research Institute. Once the system was up and running, these universities were given leave to use it for research purposes. They jumped to do so, planning to exploit the network's ability to give users of the computers at each of these sites access to the resources held by all three. At the same time, DARPA encouraged other institutions to set up their own network nodes, each of which could be commandeered in time of war. By 1972 thirty-seven universities and government research organisations were on ARPANET, and as the network grew these institutions began to demand autonomy from the military. In 1983 ARPANET was divided into two networks, known as ARPANET (for research use) and MILNET (for military use). The ARPANET arm continued to expand, with local area networks at various government, educational and commercial sites being added to the system. Other nations also adopted the technology, and with the advent of satellite communications, it became possible for all these computer networks to be linked together as one super network. This new international entity became known as the **Internet**. (According to Reid 1994.)

[5] Shareware means a freely distributed computer program; the user can freely acquire a copy and evaluate it for a short period of time, usually 30 days. In case he/she wishes to continue use after the evaluation period, a payment to the programmer is expected. Many 'shareware' versions of programs have limited functions or they refuse to work after the time limit has passed, and upon paying and registering the user receives a code or a serial number which will enable the program.

[6] See mIRC disclaimer in appendix 5.

a person to chat with on IRC. For the first time IRC gained international fame during the 1991 Persian Gulf War, when news updates from around the world came across the wire, and most IRC users who were online at the time gathered on a single channel to 'hear' these reports. IRC had similar uses also during the coup against Boris Yeltsin in September 1993, when users from Moscow were giving live reports about the unstable situation there. (Internet source C.)

There are several different internet services or MUDs (Multi-User Dimensions[7]) which are closely related to the IRC system, or which could be treated in similar manner in the study, but lack some of the most unique aspects of the IRC. These other systems include the newsgroups where similar conversations can be held, with the exception of the discourse not happening in real-time, the conversation thus being more 'permanent', i.e. the messages remain posted in the newsgroups for a time specified by whoever is controlling the group. In addition, e-mail conversations can share many of the aspects of IRC, but are also more permanent by nature. Furthermore, private internet text-phones are basically the same as the IRC, but lack the client/server model, which means that such a connection is created between selected individuals when the need arises, as opposed to IRC servers being open all the time and open to nearly anyone - synchronous as opposed to asynchronous. Reid (1991) refers to this by stating: "Communication using the Internet Relay Chat program is written, and users are spatially distant, but it is also synchronous. It is a written - or rather, typed - form of

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[7] The term was first introduced as 'Multi-User Dungeon' because they were first developed for playing role games where the players imagined the action to take place in a dungeon, such as the popular role-playing game 'Dungeons & Dragons'. Later many other descriptions have been introduced to better illustrate the function of a given MUD activity, such as MAGE (Multi-Actor Gaming Environment) and MUSH (Multi-User Shared Hallucination). See for instance http://www.mudconnect.com for more information.

communication that is transmitted, received and responded to within a time frame that has formerly been only thought relevant to spoken communication" (Reid 1991).

The IRC itself has also developed into many slightly different variations; there are now three-dimensional chat rooms where one can actually draw a character called an 'avatar' for oneself, or select from ready-made ones and move it in a seemingly 3-dimensional world, approaching other participants and even changing the character's outlook to match the conversation or feelings. The most famous of such virtual reality, or MUD environments is perhaps 'Alpha World', which is also one of the first ones available in the Internet. There are some other similar attempts which are however not very widely used as of today, such as Microsoft's Comic Chat®, in which the whole conversation is happening in an interactive comic. (See appendix 3) There is a choice of a few different characters, and the utterances are displayed in bubbles over the character's head, quite like in any comic book or magazine. The client program will even automatically adjust the appearance of the characters with help from textual clues - for instance, when any utterance starts with the capital 'I', the character will point its finger at itself, and when an utterance includes an exclamation point, the mouth of the character will be slightly wider. In addition it is possible to move next to the character you wish to direct your attention to, and this will be graphically displayed, which effectively eases attention-getting. In this study, however, I will concentrate on normal, text-based IRC conversations.

3 Background of the study

> "In a MUD it is literally true that "reality" is created through language, both by the actions of the players and through the code used by the programmers" (Carlstrom 1992.)

In order to understand the problems and challenges in the study of IRC, and MUD language, it is necessary at first to take a look at the vague dichotomy between spoken and written language, which has been becoming even more vague in the wake of new types of communication and interactive media. As Biber (1988:5) states; "There have, in fact, been many linguistic studies of speech and writing, but there is little agreement on the salient characteristics of the two modes. The general view is that written language is structurally elaborated, complex, formal, and abstract, while spoken language is concrete, context-dependent, and structurally simple." Turning our attention to language used in IRC, it becomes very confusing to approach the IRC conversations with these definitions. Language in IRC is usually not structurally elaborated or complex, nor very formal. Instead, it is rather concrete and quite context-dependent - there are even 'moderated' channels available, where one is only allowed to participate by giving input to a discussion on a certain topic - and it is usually quite simple as there is no time to build complex and well-thought out sentences if one is willing to be able to participate in the usually fast-flowing IRC conversation. Yet there is no escaping the fact that the IRC communication is achieved by typing letters on a computer terminal keyboard and, correspondingly, reading the *text* that the other participants provide in response - in a way there can be no dispute over whether it is written language or not. Yet, it is also argued that "Language on

MUDs is not merely a hybrid between written and spoken language, though it contains elements of both" (Reid 1994.)

Several linguists have regarded writing as a secondary system derived from speech and being a crude way of converting speech into a form in which the information can be stored, but they can also be seen as equally important and merely different ways of communication (Biber 1988: 5-9, 47). Biber proposes viewing the differences along different *dimensions* such as common versus specialized, unplanned versus planned output and interactive versus not interactive, and claims that "...situational dimensions such as formality versus informality have no a priori linguistic validity" (Biber 1988:24). He then presents various functional dimensions backed by findings from statistical analyses of various types of texts; for instance the dimension of 'informational versus involved production' and 'narrative versus non-narrative concerns' (Biber 1988:115). In this study there is no need to go further into the different views on the dichotomy between speech and written communication, but it is important to note that in this study IRC language is perceived as a cross between spoken and written discourse, and treated as both, as Biber suggests treating language when he states that "...there is no single, absolute difference between speech and writing in English; rather there are several dimensions of variation, and particular types of speech and writing are more or less similar with respect to each dimension" (Biber 1988:199).

What is significant about Biber's approach, as concerns this study, is that we need not be concerned about whether the IRC language is spoken or written, but only about how to bring forth the peculiarities and the specialities of IRC language regardless of the

theoretical background involved, and treating it simply as one form of discourse and, as such, an interesting subject for study. It is also a real mode of communication, and should not be treated simply as a degenerated sub-class of 'normal' interaction, because, as Carlstrom (1992) states: "The ways in which interaction on a textual interactive system are different from real-life interaction should not be seen as flaws or signs of inferiority, but as indications of a different kind of reality." Perhaps a more interesting question would be whether it can be treated as a pidgin language - after all, IRC language has no native speakers and it is derived from normal language, but it is typically less complex and includes incorrect language features, all attributes that can be used in describing a pidgin language. However, there is no possibility of IRC language ever evolving into a creole language, because it is certain that there can be no native speakers of IRC language.

3.1 Analysis of conversation/discourse

Communication as an activity between individuals has been studied in many different ways. Furthermore the role of computers as mediators of such communication has been studied, and it appears that the question is not simply how computers participate in communication, or what effect they may have in the course of discourse, but also how they change or influence it. In order to understand why I have chosen to use some elements of the analysis of discourse as a starting point in this study we must first take a look into what such analysis is about. "Discourse analysis is a study of talk-in interaction, a methodological approach to the study of mundane social action" (Psathas 1995:2). It is then a system created for classification and evaluation of different elements in the

discourse. When it comes to conversation analysis, Psathas further proposes that conversation analysis could be more accurately called *ethnomethodological interaction analysis,* analysis of interaction between people, and that it differs very much from discourse analysis, which is more formal. "Discourse analysis tries to develop a set of basic categories or units of discourse, to find specific and delimited sets of unit acts, and to formulate rules concerning 'well-formed' sequences of categories (coherent discourse) from 'ill-formed' (incoherent discourse)" (Levinson, in Psathas 1995:67).

The fact that these two separate tools of language analysis are not separated in any way in this study, and their methods and terminology are used quite freely, must again be stressed. The aim is *only* to bring forth the peculiarities of language used in IRC, and to locate some interesting aspects for further study, not to discuss the validity of different views of conversation- and discourse analysis. While conversation/discourse analysis is commonly understood to deal with linguistic aspects of real-life interaction, "The technology of virtual reality is commonly understood to be an attempt to simulate real life and the interactions possible therein." (Carlstrom 1992.), and that strongly suggests that such analysis is a valid tool for examining the linguistic aspects of virtual realities as well.

There are many more aspects to analyzing discourse, which are not applied to this study. For instance, the actual sounds of utterances, their vocal qualities, are an important aspect in studying discourse, but these do not appear in IRC. IRC 'chatters' do use a lot of typing which mimics the stretched or cut-off[8] words and sentences, even including stutters, guttural and other sounds like 'mmm' or 'uh', which would be an interesting subject for study themselves, but has

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[8] A noticeable and abrupt termination of an utterance

been left out of the examination here. Furthermore different uses of emphasis are an aspect that could be studied. In IRC emphasis is easy to express with capital letters, exclamation marks etc. Capital letters, however, may also be understood as pitch changes, but this is impossible to verify due to the circumstances - their usage depends solely on context. Some of these aspects are further examined in the section that deals with intensity.

Yet another important subject of study in the analysis of spoken discourse is turntaking. Turntaking in IRC conversation depends mostly on participants' typing abilities and the amount of attention they are giving to the channel, and it seems obvious that the normal structures of turntaking in conversations do not always apply to IRC, and the whole subject has consequently been left out of this study. In general, the sequence of utterances is quite different from normal conversation due to 'lag'[9] and the typing abilities of participants', and thus for instance the adjacency pairs[10] can be found very far from each other, and often the second pair-part never appears, if a more interesting matter suddenly demands more attention from the participants. It is entirely possible to partake in several channels simultaneously or send private messages to users in different channels, or talk privately within the channel while continuing also the 'public' conversation, which makes it impossible to follow the turntaking system between users. For instance, if one considers a normal discussion, the listener usually waits until the speaker has finished his/her turn, whereas in IRC the progress of turn cannot be seen by the listener until it is finished, and thus it is normal to engage in different activities and conversations while

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[9] Lag: delays in information stream causing changes in order of utterances by increasing the gap between the actual utterance and its visibility to other users.

[10] Adjacency pair: a structure that occurs in two places but can be treated as an entity, such as question-answer, greeting-greeting etc. (Thomas 1995:138)

waiting for the partner to send the utterance onscreen. Furthermore, there is no way of preventing others from being 'heard' by interrupting their input, unless forcing the user out of the channel is considered as a normal part of the conversation, and the other participants cannot moderate or change the user's input. Thus examining turn system in this study does not seem very important, since it is almost totally dominated by hardware performance or the characteristics of the channel and participants' skills. Anyone is capable of producing utterances at any time. As Carlstrom (1992) points out: "(in MUDs)...strict turn-taking is impossible and so does not exist. Similarly, interruption is generally an undefinable concept."

3.2 Formulaic expressions

Formulas are generally known words that are often repeated in a sequence (Ferguson 1981). For instance, when people meet each other, they often use the expression 'hello', which is directly followed by a 'hello' from the other person, and perhaps an utterance like 'how are you', which is likewise instantly reported back in quite identical manner and voice, although the actual meaning of the words would imply that an explanation about the other person's health or current mental status is requested. These are examples of formulaic expressions commonly used in everyday life and interaction with other people. There is a subdivision, or a different classification of formulaic expressions, called the vocations. (Noun phrases that refer to the addressee, but are not syntactically or semantically incorporated as the arguments of a predicate - e.g. *bless you* said after a sneeze can be thought of as vocative in nature, Levinson 1983:71.) Here, however, the vocations

are examined under formulaic expressions, like greetings, partings and various 'ritual' formulae.

The use of formulaic expressions, however, varies greatly according to the setting in which an interaction takes place. For instance, as Levinson (1983:45) states, there are clear pan-cultural principles governing the 'polite' or socially appropriate interaction. He further states that all cultures seem to have greeting and parting routines, and further speculates that it is likely that in all cultures there are social events demarcated as *formal events*. It is clear that functional accounts of language structure need to relate to cultural aspects of interaction.

With only the most basic knowledge of IRC one can come to expect that the IRC differs from normal conversations, as the social context differs greatly from normal conversational situations; the users or the participants are operating anonymously and are unable to see or touch each other. For instance, when people of different status or social level meet, there are obviously differences as to how they react to each other or what kind of expressions they use. A company executive needs not address a company mail delivery boy in as respective a manner as he or she would address a person of higher standing, for instance an executive of another company that he or she is dealing with. If there are no apparent social clues or status symbols and not even visual clues to help judging how to address the other people, the expressions used are surely quite different. In a way, also IRC users operate 'in the dark' and thus there are bound to be differences in the use of formulaic expressions and vocations.

It must be noted that often these formulaic expressions, vocations, are used to control the flow of the topic in the conversational sense. For instance, phrases like *By the way,* and interjections like *Hey,* mark introductions of new topics, while utterance-initial *Anyway* may mark the return to prior topic (Levinson 1983:366). While many of the formulaic expressions used in everyday life have no significant conversational purposes other than following the behavioral norm, these expressions can be seen to be important to the structure and procedure of the interaction. These phrases are also used in IRC, and for the same purpose of controlling the conversation flow, although many expressions, such as 'by the way', are shortened to mere first letters (BTW). Furthermore, even in IRC formulaic expressions are expected in certain situations, and lack of them may imply, for instance, disinterest, as Cherny (1995b) states: "Leaving or joining a group normally requires an active (non-idle) human agency which is expected to conform to social norms when entering a conversational context. Social norms usually involve greetings and closures. On the MUD, events are flexible, however. Disregarding those norms, by entering or leaving without appropriate greetings or good-byes, may signal a lack of interest in participating in the conversation (and hence an interest in idling[11])."

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[11] Idling: being present at a channel without participating in any way: being idle.

3.3 Speech act theory

Speech event is an event taking place in a communicative situation, i.e. a debate, an interview or a discussion, basically any event that occurs for communicative purposes. A speech event occurs when the participants use speech acts. A speech act is an *utterance* that uses linguistic forms to perform a function, i.e. in attempt to manipulate the world around the speaker, command, ask, plead and so forth. These can be indirect, as in asking someone indirectly to close a window: "It is cold, is the window open?", or direct as in "Close the window" (Yule 1985:100-101). As Potter&Wetherell (1987:17) explain, "The fundamental tenet of the [speech act] theory is that all utterances state things and do things. That is, all utterances have a meaning and a force". Thus all speech acts create speech events.

The term speech act is used to mean the same as 'illocutionary act' - in fact speech act, illocutionary act, illocutionary force, pragmatic force or just force all are used to mean the same thing - although the use of one rather than another may imply different theoretical positions (Thomas 1995:51). When studying speech acts and events in 'normal' conversations, there are many problems in how to accurately record and transcribe speech to be studied, speech, which often includes simultaneous talk and latching of sentences. Language has been seen as "deficient or defective, a rather debased vehicle, full of ambiguities, imprecision and contradictions...we should try to understand how it is that people manage as well as they do". (Thomas 1995:29.) That is what speech act theory is in part trying to clarify.

An important issue in speech act study and understanding how participants make sense of each other in a conversation is the *co-operative principle,* which means that people observe certain regularities in interaction, and work in co-operation to convey the meaning according to context. Additional meanings of utterances are conveyed by means of *implicatures,* that is, conventional implicature (the same implicature is always conveyed, regardless of context), and conversational implicature (what is implied varies according to the context. (Thomas 59-63:1995.) Basically speech act study, then, depicts how the meaning is conveyed in conversations.

In IRC there are some peculiarities that make the speech act theory a little difficult to apply to its analysis at first glance. Since there are 'actions' available within the commands of IRC, it becomes confusing what is meant by some of the terms and what they stand for in different contexts. Carlstrom (1992) uses the term 'emote' instead of the term 'action' in her study of the LambdaMOO: " Emote is used to perform actions", but in IRC the command *is* actually called an action, which also better describes what the user is trying to do in a virtual reality. Cherny (1995b) further clarifies the different uses of the terms: "The emote command in IRC also differs from the emote in MUDs in that it is not parallel to the "say" utterance in IRC; it requires extra typing to label an utterance as an action, while in MUDs the two require the same effort". However, the virtual 'force' and use of utterances as actions as opposed to 'real language' (RL) use is well illustrated from by following extract on using 'emote' in LambdaMoo: "Emote is very different from any RL mode of communication because, rather than merely enabling the physically or humanly possible, it allows anything that is verbally possible. For instance, a player named Sabrina can type, ": bobs around near the ceiling.", and the message "Sabrina bobs around

near the ceiling." will appear on everyone's screen. Also, emote allows projection of thoughts in constructions such as "PatGently wonders about that, but decides not to ask" (Carlstrom 1992.) However, because all this takes space in virtual reality, there are no tangible effects in the 'real' world. Should a user offer another drinks, no beverages will magically appear into existence, even though the users may later comment having gotten drunk from those imaginary liquids. It is all a game of imagination, and as such, emote commands are reduced to mere wordmongerings when it comes to 'real' effects. However, as Cherny (1995b) explains, such conventional actions are important and should not be underestimated. Their importance lies in that they help to define interactions and form the basic structure for the interaction. They act as signallers of context for participants, which means that they often become starting points for conversations.

Yet it is obvious that actions, or emotes, while being 'purely show' are the very parts of the communication that build on the virtual reality in which the whole communication process is taking place. As Potter&Wetherell (1987:21) state, even in 'normal' situations "...talk is not merely about actions, events and situations, it is also a potent and constitutive part of those actions, events and situations" In virtual reality this is even more obvious, because the 'talk' is what creates the reality. Carlstrom (1992) claims that the players of such virtual realities as MOOs and IRC consider the events taking place in that virtual environment to have *some* effect, and that there is an appropriate response to those events, even when there is not even an effect as "real" as changing the description of any object in the room. She further claims that in these environments it is in a way literally true that this virtual reality "...is created through language,

both by the actions of the players and through the code used by the programmers" (Carlstrom 1992.)

3.4 Nonverbal communication

Nonverbal communication differs from verbal communication in a number of ways; however, both operate together to establish 'meaning' (Stacks et al. 1991:44). In normal conversational situations there are many nonverbal aspects to examine; for instance physical relation between speakers (distance or proxemics), hand, shoulder and head movements (kinesics or body language), as well as eye movements or 'occulesics'. These are obviously missing in IRC conversations, as well as in MOOs: "There is no spacing of players in a MOO room--all are simply there. Proxemics may, however, be implied by use of emote commands ("PatGently snuggles up to Xiombarg") or use of furniture or other objects ("Lilly sits on the sofa") " (Carlstrom 1992). As Levinson (1983:337) says, "...recipients' non-verbal responses are utilized to guide the turn's construction throughout the course of its production." This means speaking without pauses to keep the turn to oneself, keeping eye contact in order to keep the other participants' attention and so on. Therefore nonverbal communication is used not only to convey meanings not apparent in actual utterances, but also to regulate the flow of the conversation and turntaking. Furthermore, nonverbal clues help us to draw conclusions of the events taking place around us, and thus, in 'real life', we do not need to be told, for instance, that something serious has occurred when we see a group of people waving hands, crying and acting strangely.

In this study only the limited nonverbal clues allowed to support the understanding of what is being said in IRC are examined, as there is no IRC environment aside from what is presented on screen. Levinson (1983:297) states that one of the puzzles in studying turntaking in conversations is how the system seems to work with two as well as twenty participants, and also how it works in face-to face interaction as well as in the absence of visual monitoring, as on the telephone. Visual contact is extremely important in 'normal' nonverbal communication; the information derived from visual clues actually overrides the verbal content, which can be easily demonstrated: no-one will believe you are sorry no matter how much you claim to feel bad, if you keep a happy face and insist on smiling all the time. In IRC this would of course be quite impossible, and the non-verbal aspects have no direct effect whatsoever on the turn-taking system between the participants. However, the lack of non-verbal characteristics makes understanding the IRC discussion more difficult.

As Thomas (1995:4) states, competent native speakers do not have to seek laboriously for the contextual meaning of the word, phrase or sentence, but understand the meaning of the word or utterance based on their background knowledge and presuppositions. Thomas further states that people engaged in conversations intuitively look for contextual sense, i.e. the meaning in which the speaker/writer is using the word (Thomas 1995:5.) This is what makes, for instance, sarcastic comments clearly understandable, but in a text-based system such as IRC, peculiar uses have emerged to replace gestures, including the use of 'smileys' or 'emoticons' and such. As Reid (1994) states, "on MUDs, social presence is divorced from physical presence, a phenomenon that refutes many of the assumptions that have in the past been made about the ideal

richness of face-to- face interaction. On MUDs, text replaces gesture, and even becomes gestural itself." Thus the non-verbal characteristics may not be clearly distinguishable from other characteristics if IRC communication. Everything is bound to appear within the same media, the typed text, which serves both as an illustration of the whole situation, for instance when participants imply in their utterances that they are sitting close to each other, including non-verbal aspects as depicted by smileys, as well as the whole setting, as in the participants implying that the discussion takes place in a virtual location, and as a vehicle for communication.

3.5 Cohesion and coherence

Cohesion as a concept means the semantic relations present in a passage of speech or writing, which enable that passage to function as spoken or written text. In order to be able to study it more closely, the concept of cohesion can be systematized "...by classifying it into a small number of distinct categories...categories which have a theoretical basis as distinct TYPES of cohesive relation, but which also provide a practical means for describing and analyzing texts. Each of these categories is represented in the text by particular features [...] which have in common the property of signalling that the interpretation of the passage in question depends on something else" (Halliday and Hasan 1976:13). However, it takes more than just the notions of semantic connectedness to be able to decipher the meanings implied by spoken or written text in a given situation. "The context of situation determines the kinds of meaning that are expressed" (Halliday and Hasan 1976:2).

What is implied by the situation can also be systemized by incorporating the aspect of *register*, which is a "set of semantic configurations that is typically associated with a particular CLASS

of contexts of situation, and defines the substance of the text: WHAT IT MEANS, in the broadest sense, including all the components of its meaning, social, expressive, communicative and so on as well as representational" (Halliday and Hasan 1976:26). One type of register would be, for instance, that used in a formal situation of a wedding, or any situation, where certain words could be seen as including more meanings than implied by its description in a dictionary. "The concept of cohesion can therefore be usefully supplemented by that of register, since the two effectively define a TEXT" (Halliday and Hasan 1976:23).

To put it in other words, cohesion thus means the elements in texts that make it coherent; e.g. words and conjunctions that make one part of a text appear to belong together with another. Hünig (1984) offers good examples: basically there are five means of cohesion: pronomilisation (or reference), comparison, substitution, ellipsis and lexical cohesion. Lexical cohesion means the semantic relationships between the words in a text; *pediatric* and *baby*, for instance, are both related to babies. Sometimes this can also occur as a semantic opposition; *difficult* and *easy* both handle the different extremes of a same idea. Pronomilisation means, to put it simply, the use of pronouns to refer to a previous topic, e.g. 'The car is beautiful. *It* is also fast.' The pronoun *it* refers obviously to the car, creating a cohesive link. Substitution means substituting a term, which is understood as an instance of "word knowledge", with another, as in the following: "See those people driving?" "Yes. *One* is driving more slowly than the rest." The word 'one' thus refers to a car, acting as a substitute word, but being understood in the context. Ellipsis is a form of substitution, in which there is no linguistic element as an antecedent, but a blank space, as in the following: "What did you do from four to five today?" "I slept." The answer is elliptic, because it also includes a substitution for *'between four and five'* I slept. Comparison means using a quantifier or a comparative

adverb or adverbs or an adjective to compare identity, similarity or difference.

The concept of cohesion is not to be thought to mean the same as coherence, although the two concepts may seem somewhat similar at first. Quite similarly to cohesion, coherence is the way in which a text forms a communicative and pragmatic whole or unity. Furthermore, also this unity is manifested by certain linguistic means (Hünig 1984:1-2). It can be said that coherence is "not some thing which exists in the language but something which exists in people" (Yule 1985:105). However, it does not mean the same as cohesion, although cohesion is one of the concepts that build coherence: "In order to account for the coherence of discourse we need accounts not only of surface lexical and syntactic cohesion, and of logical prepositional development. We need also an account of speech acts" (Stubbs 1983:147).

There are two types or views to discourse coherence: propositional and interactional. Propositional coherence is the coherence based on the propositional content of the discourse, i.e. based on textual cohesion. Interactional coherence means a sequence of utterances and their illocutionary values, which form a communicative whole, i.e. form a meaningful chain of communicative acts, even if it may be lacking textual cohesion or propositional coherence. The following is an example from Widdowson (1978):

> A: That's the telephone.
>
> B: I'm in the bath.
>
> A: O.K. (Lautamatti in Connor and Johns 1990:31-32.)

There are no textual clues to explain how it is possible that the conversation partners understand each other in the example above. Person A obviously makes the remark 'That's the telephone' for

some reason; the most apparent reason being to draw person B's attention to A's disinterest to react to the ringing of the phone, which however demands attention from someone. Having decided upon this being the intent of A's remark, person B answers to it. From this answer person A in turn simply draws a conclusion that 'I'm in the bath' actually *is* meant to answer the A's question in the first place, and furthermore quite subconsciously applies the missing parts of the sentence, which are needed in the interpretation of the utterance: I cannot answer the telephone *because* I'm in the bath. To put it simply, finding coherence in a text or speech requires the hearer/reader and the speaker/writer some background knowledge in syntactic and semantic structure of the language, as well as some sociocultural knowledge of the situation. The very same principles work in IRC or MUDs as in real life.

It is further pointed out that not only do the participants in virtual environments share that environment but that they also have a common language and a common textuality. The common language and textuality are the very basis on which the players are able to make sense of each other, regardless of the limitations of the medium in which the realities exist. But there is a significant difference from 'normal' language use, which is the fact that the "Language on MUDs serves not only as a vehicle for communication but as the context for that communication" (Reid 1994). It is not possible to view, or refer to, anything past the limits of the virtual reality, and besides the representations of it that can be manipulated by the computer, there is nothing tangible, nothing to be heard, seen or touched. "All there is are words, which serve both to define and represent the simulated environment" (Reid 1994).

Due to apparent similarity of the different concepts of cohesion and coherence, it is perhaps not surprising to find that there has been discussion about whether they actually need to be separated as concepts. Werth (1984: 60) proposes that cohesion and coherence should be labeled under one name, *connectivity*. The "well-formedness" of a discourse is not grammaticality but connectivity which can be realized in four ways: cohesion, which is formal connectivity, collocation, which is lexical connectivity, connectors, which are words creating logical connectivity, and coherence. However, for the purposes of this study a simpler approach to cohesion and coherence, where the first three aspects are treated as cohesive elements, and formal and semantic connectivity are seen as realizations of coherence, will be adopted.

3.6 Intensity

Aside of discourse analysis, and because of some of the 'speech-like' elements of IRC communication, the notion of intensity, or emphasis, and intonation must be mentioned here. After all, intensity is one of the most important aspects in human communication, and one that clearly makes spoken and written discourse different from each other. It is one of the aspects of speech generally referred to as paralanguage; language, which usually includes vocalizations and pauses normally present in speech. These include also pitch and loudness, which are usually referred to as 'tone.' If we imagine having meaningful conversations with someone who keeps his tone, volume and pitch at a steady drone like a robot, the conversation becomes very strange. Feelings can be conveyed with a tone of voice, changing timing or stretching syllables while pronouncing. (Yule 1985).

Paul Werth offers a phonological account of emphasis as "prominence". He explains that "Prominence takes three forms or aspects: (i) phonetic prominence (carried by stress, intonation etc); (ii) syntactic prominence (carried by word-order, constituent-order etc); (iii) semantic prominence (carried by "content" words as opposed to "form" words)" (Werth 1984:98.) He further deduces that lexical (content) words can be distinguished from grammatical (form) words, which makes it possible to examine emphasis also from semantic/pragmatic vantage point, and uses the notion of emphasis as a systematic device for the realization of coherence in texts. While his theories are not discussed here in more detail, they suggest that emphasis, or intensity, can to an extent be examined according to semantic qualities instead of merely according to phonological qualities. This in turn suggests that such forms may be distinguishable also in written text, such as IRC. Taglicht (1984:12) explains that "It has long been recognized that there are two kinds of rules – the grammatical and stylistic – that govern the ordering of words and phrases; or in a more technical language, that sequential ordering may be (i) purely syntactic, in the sense that sequence is uniquely determined by syntactic dependency relations, or (ii) syntactic and contextual, which means that considerations of coherence and emphasis, in addition to syntax in a narrower sense, have a part to play." He also notes that "it is also well known that we give emphasis by departing in some way from normal order" Taglicht (1984:12). This is exactly how emphasis is employed in IRC. While the intention in this study is not to explore the syntactic or semantic qualities of emphasis, it is clear that in IRC emphasis is frequently achieved by various methods of indicating stress and intensity in writing – in a word, with departures from normal order.

Intonation, i.e. the rhythm and the tone of speech is not examined in this study, because in IRC there is no use of intonation whatsoever to be found. Intonation, being an aspect of verbal communication, a matter of changes in actual vocal qualities, can not be used in a text-based communication setting. Yet it is possible to send data files over the network during the conversation, and it is furthermore possible that this data may include digitized speech, and thus it is actually possible to converse by exchanging sound data files between participants. (Although this option has been implemented in IRC client programs, it is only meant to be used as an accessory and is very rarely used for communicative purposes.) There are applications and 'Internet phone' programs available specifically for this kind of verbal communication, but in IRC programs the use of sound data files cannot be considered as a functional part in the communication, and this possibility is not explored further in this context. However, in section 6.5 in this paper some facsimiles of intensities, or emphasies, which in IRC are conveyed in written form, are depicted in more detail.

4 Data and method

For this study 'logfiles' from several channels were collected, totaling more than 170 pages of text to be studied. I have arbitrarily chosen examples that depict my ideas and support my findings, and I have not included all of the actual data in the study. The IRC system is world-wide, and due to this extensiveness of the IRC system, the study has been limited to a single IRC server, Chicago-1.IL.US.Undernet.org, and further only to the channels, or chat rooms, that are used for general discussion, i.e. 'chatting', as opposed to more specialized channels such as those created for

discussing specific interest areas like pets or cars. A large part of the data is quite useless from a linguistic point of view; this can be confirmed for instance by looking at the excerpt at the very beginning of this paper, taken from a software exchange/discussion channel. There is no statistical reference as to the 'normality' of depicted occasions, or phenomena under scrutiny. It must not be supposed under any circumstances that the excerpts selected for this study are in any way representative of 'normal' or 'regular' IRC language usage, because there is no such thing. The language use in IRC depends heavily on the number of participants, the pace or 'speed' of the discussion, which depends primarily on the number of participants, and the topic of the channel, but these effects are in no way evaluated here. The approach I have chosen does not necessarily handle the key issues of analysis of discourse, but the issues I have found most strikingly unique to the language in the IRC. As I have previously stated, this study is not *of* analysis of discourse, but a presentation of some of the peculiarities of language use in IRC, and to point out these differences the use of concepts of discourse analysis appears to be efficient.

Usually, when studying speech or communication, the speech is first recorded and then laboriously converted into text, using symbols and timing markers to include some elements present in speech into this written transcription, which thus becomes a facsimile 'script' of the conversation that had taken place. In studying IRC language the need for transcriptions is non-existent, due to the fact that the actual (and exact) copy of the conversation that has taken place can be saved as a text file, which can then be easily studied and copied without limits. This removes the need to use recording equipment, microphones or video devices, as well as the problems of transcriptions and interpreting and making notes of

the non-verbal aspects of communication. There are none, excluding those that are included in the text itself, which would strongly support the notion that IRC is actually a written form of communication, at least superficially.

The significance of time-space, or the order of utterances in it, is also quite unimportant since the utterances may appear onscreen much later than they were written due to lag, and because many people use IRC while they are doing something else, even monitoring several channels simultaneously, and only participating when something rouses their interest. Naturally, even the IRC users are subject to some aspects of time-space continuum - it is equally impossible to react to an utterance before it has been uttered as it is in 'normal' situations. Nevertheless, this distortion of timing of utterances - even if slight when measured in units of time such as seconds, makes the text seem quite incoherent at a first glance. But the question of 'lag' must also be taken into consideration: depending on traffic and connection speeds and distances, the gap between the message actually appearing to the other users is usually 0.5-10 seconds, but can in some cases extend up to a minute, which effectively ruins the conversation. This is often noticed also by the participants (4 second lag here, as indicated by 'terry'):

> <PumPed> i think your laggin bb
> <Cybermom> am i laggin?
> <JJepJee[> Owww...that's a badddd lagggg
> <Cybermom> yep
> <PumPed> big time lagg
> <teddi> sabastion is my cats name
> * PumPed says: Hey, Hey terry , how are ya?
> <terry> 4 seconds cybermom
> <teddi> he has an attitude like the crab
> <bakbak> uh...oh
> <PumPed> hmmmmmm

```
    * Chivlary [vfb100@access-nkts1p4.nk.psu.edu] has joined
    #chat
    <buffer> BB ouch not on that part
    <JJepJee[> Nice name...I like strangish names for pets
    * bakbak thinks maybe it is her who is lagged
```

In addition to 'speaking' in IRC, it is also possible to send files or any data via DCC[12] system while chatting, and this reduces the speed of other data transfer as the bandwidth becomes cluttered with additional data streams. For the IRC users this creates a need to use some aspects more familiar in written communication - the only way of indicating pauses or intervals is using points between words, and other graphical possibilities, such as dashes, quotes and such. Furthermore, it must be noted that each user first composes his or her input on the terminal screen and only when he or she desires, sends it for others to see by hitting the 'enter' key. In theory there can be simultaneous utterances - or they may appear sufficiently simultaneously as to appear to emerge at the same time - but no overlap, because the messages follow each other and the processing of the previous utterance cannot be started before it has been seen by everyone. All the comments and utterances the users make usually refer to the ones that occurred a line or two before, according to the speed of typing and the pace of discussion at that time, and this may cause mix-ups from time to time. For the same reasons as stated above, there is no latching of sentences as in normal conversation, i.e. no simultaneous or overlapping talk.

Because of the size of the data used in this study, it must be noted that due to the large and ever-changing (and increasing) number of channels, taking an appropriate number of samples to allow any statistical study would be an immense and perhaps impossible

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[12] DCC (Direct Client to Client) Send, Get, and Chat, which allows it to make a direct connection to another client, bypassing the IRC network.

task[13]. Furthermore, here the object is not to make any statistical analyses or try to find recurring patterns from the data, or venture any new discoveries in analysis of discourse, but simply to look for any similarities or differences between 'traditional' discourse and IRC, and to attempt using various aspects of discourse analysis in order to be more systematical in describing the language used in IRC. However, the method for selecting topics to be studied is considered quite normal in conversation analysis studies. "Because no preselection of topics or phenomena is generally made by the researcher, it is not possible to simply seek out a particular phenomenon" (Psathas 1995:46). Therefore I have chosen the analysis of discourse in order to bring forth the language *oddities* in IRC. To put it simply, I have studied those aspects that have personally caught my attention in the IRC, not by selecting the most important ones.

Before going into the actual findings and examples, it is first necessary to clarify some aspects of text in the scripts. The 'nickname'[14] of the speaker of that line is always inside brackets, < > or [ ], depending on the IRC program that is used. The lines preceded by *** , * or nothing are messages from the server or a BOT (a 'robot' or a computer program, programmed by the channel operator for maintenance and surveillance of the channel.) Also [SERVER] may be used instead of an asterisk. A nickname, and a message, which appear onscreen in color (where available), are called an 'action'. These are used as general notifiers, not usually directed to a person, but to serve as replacements for gestures and movements, which are impossible to express otherwise in IRC, and for instance, to create a setting or context for the discussion at hand,

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[13] See Appendix 3 for a complete list of channels at the time data for this study was collected.

or to create an atmosphere of virtual reality. An example of such a notice aimed at building a virtual atmosphere would be for instance something like this: * **Deeaa is drinking coffee**. Furthermore, *Slaps* and *Kicks*, which are predefined actions available in many IRC client programs, are shown onscreen as actions. These are designed to get attention or issue a warning (slap), or kicking (forcing out) an annoying person from the channel. It should be perhaps noted at this point that in IRC, as in real life, the characters and only the characters themselves are responsible for their actions. Trying to impersonate someone else or acting as if something were caused by external factors is not accepted. Even hinting for a remote possibility of such action is, as Cherry (1995) states, "...out of the ordinary to refer to the character as distinct from the user. It creates a break in the usual understood state of affairs: that the user is the character, for purposes of isolating agency." This however applies only to the virtual character; naturally the virtual character does not need to have anything common with the actual person sitting at the terminal and participating in the conversation, as Cherry (1995) also later notes : "Identity-shift, even to nonhuman or abstract discourse entities, is commonplace in the course of playful conversation in a MUD. Even in nonplayful conversation, the user is subjected to the split identity of being physical and corporeal at a terminal, and being an entity of code which can be manipulated by herself or other characters."

The rules and mechanics of IRC depict this manipulation. The IRC servers have strict rules concerning their usage. Swearwords are usually forbidden, and using them excessively may result in getting banned from the server, as happens in the following extract:

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[14] A 'nickname' or 'nick' in short is a name which can be freely selected by the user and is meant to be used instead using his/her given name when referring to participants.

<gobble> gobble wishes everyone a mutha **fucking** happy

thanksgiving

*** gobble was kicked by PowEr (You've said a tabooed

word "**fuck**", 2nd Offense = KICKBAN!)

This is quite easy to go around, and consequently avoid being kicked, because such kicking is generally achieved my means of BOTs monitoring the utterances, and comparing them to a list of known offensive words. A BOT cannot be programmed to monitor all aspects and forms of inappropriate behavior. As Reid (1994) states, "The information on which we decide which aspects of our systems of social conduct are appropriate to our circumstances lie in cultural contexts rather than in the shape and sound of words alone." Thus rendering a word's appearance as slightly deviating from the norm works in avoiding a kick, as is done in the following example by 'helga' :

<helga> JAKE **IS AF********KER**

The particular bits of data presented in the examples, and that are of special interest in this study, are printed in **bold** to separate them clearly from the rest of the text flow.[15]

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[15] More information about IRC, in Finnish, can be found in Internet source D, and more extensively in English from Internet source E. (Yahoo IRC information), and of MOO's in general from Yahoo, Internet source F.

5 Analysis of data

In general it can be said that the barriers making the studying of IRC language difficult also make using the IRC difficult. However, hundreds of thousands of people all around the world have used and use IRC for communication purposes. Jargon and slang can easily be learned to an extent that enables participation in IRC; the special rules of the IRC culture and its customs can also be learned. The secluded social circles can be breached or infiltrated in one way or another, either by being accepted as a member of a group or by force. With practice and sharp monitoring one can learn to tackle the problems caused by time distortions or delays in the appearance of utterances. Thus it becomes apparent that these problem points in the analysis become quite insignificant: it is necessary to know about them and some of their effects, but in no way do they render studying the language and its use on the channels impossible. However, it does require more broad-minded treatment, and perhaps only a true multi-disciplinary analysis can thoroughly expose all the peculiarities present in these virtual realities, and even then many aspects of study are subject to change: "IRC is a social phenomenon, yet its existence is in the nowhere of electron states and its artifacts in magnetic recordings. If IRC, and computer-mediated communication in general, is to be fully understood and analyzed, then the conventions of many disciplines must be deconstructed. Linguistics, communication theory, sociology, anthropology - and history - are challenged by the culture shared by the users of IRC. The divisions between spoken and written, and synchronous and asynchronous forms of language, are broken down" (Reid 1991). In this section some of the problem points and considerations in this study will be explained.

5.1 Some social aspects

During the analysis of scripts several unforeseen aspects and problems concerning the study of IRC communication presented themselves. These included social aspects, attention-getting systems, vocabulary use and the role of intensities in discourse. Since these findings were not expected, they are not described in the background section of this study, but presented here as problematic issues that were stumbled upon during the analysis.

At first glance IRC may seem like an incoherent mess of text and symbols racing on the screen. The user is faced with an abundance of abbreviations and expressions not usually used in any other communication context. The use of language in IRC in general is quite free, and the participants are inclined to use slang expressions and abbreviations wherever possible, and this extensive use of jargon in turn also may shape the communication itself, becoming a motive for or a subject of conversation itself. It must also be noted that the virtuality of the conversation removes some social and behavioral boundaries, as Reid (1994) points out: "If all computer-mediated communication systems can be said to have one single unifying effect upon human behavior it is that usage tends to cause the user to become less inhibited. Although they often disagree on the effects of such lack of inhibition, researchers of human behavior on these systems have often noted that players tend to behave more freely than they would in face-to-face encounters." Furthermore, plentiful use of jargon and abbreviations as well as sometimes irrational, teasing, or even taunting verbal exchange can pose a problem to anyone new to IRC, and a good deal of them have to be understood to be able to follow the conversation, let alone study it. There is little doubt that to those familiar with the IRC the use of

jargon and slang serves as a symbol of unity, and furthermore it helps them to quickly find out who is new to IRC and who know their way around. In the appendix some of the most common abbreviations and symbols are listed and translated.

However uninhibited the users may sometimes feel about their communicative styles, there are also several 'unwritten rules' about behaving on IRC. Because there are enough channels for everyone and everyone can also create their own channels, behaving abnormally or annoying other people on a channel usually results in everyone fleeing to other channels, unless the operator of the channel decides to 'kick' or 'ban' the disturber. On many channels the participant's contributions to interaction must also be contextually oriented, and slipping from the subject may cause the operator to issue a warning. Simply staying inactive for too long can cause a kicking, i.e. forbidding the use of the channel and shutting the user out of it by force. This particularly causes problems by making 'silent' observation impossible. However, only 'banning' a user has some real significance, as most of the client programs automatically re-join the channel upon kick, as the following example shows:

ChatDog has kicked Cyberdad from #chat (idle 30 min)
Cyberdad [~0u812@ts1-15.dal.cyberhighway.net] **has joined #chat**

Banning, however, shuts down the channel totally for the user being banned. The user may log out of the system and try rejoining the channel after having changed his or her nickname, and this is indeed possible in some cases, and changing the nickname is easy, as has happened in the following extract:

[SERVER] hhshshsh is now known as Jessi

However, some IRC channels monitor the actual network address of the user instead of the nickname, and it is entirely possible for a channel operator to prevent any user from a certain network area, a certain network or country even to access the channel, for instance 'Cyberbad' from one of the above examples could very effectively be kept away by not allowing any users from 'dal.cyberhighway.net' server any access to the server keeping the channel.

Another kind of problem results from the fact that the users sometimes create an 'inner circle' within the channel, totally ignoring other users and thus often making it difficult to understand what is going on. The participants create their own social reality, with some channels even becoming fantasy role-playing arenas in which the topic and interaction become wholly directed by a consensus of participants, and the users not complying to the general consensus of the channel can easily be removed or their input to the channel rendered invisible to the members of the 'inner circle'. Only those accepted into the 'club' can follow the conversation, which makes it necessary to create some presence in a channel just to be able to partake even as a silent observer.

5.2 Attention-getting

In cases like those described in the previous chapter, it is first necessary to gain attention from one of the operators or someone with authority over matters in that particular channel. In normal IRC conversations attention-getting is rather straightforward. One just types 'hello' and is subsequently either replied to or ignored. On occasions where a large number of participants are present, a hierarchy of some sort is developed, and turns for speaking are regulated by those who have the authority - the channel operators in most cases - based on the situation and perhaps the social background of the participants; there is no way of knowing the exact mechanics for certain. It is entirely possible to type anything at any time, but using language and topic too far from the subject at hand, or otherwise disturbing the other users with one's input may result in a kicking.

When there are only a few people communicating, attention-getting is usually rather easy, in 'real life' as well as in IRC. However, in the IRC attention-getting is made more complicated because basically everything has to be done by writing, and as such, the options and the means for getting the attention are quite restricted. It is easy to ignore a line of letters, and often very hard to produce such output as to rouse interest in other people in the channel. Aside from the virtual 'actions', all the non-verbal aspects must be forgotten. Therefore attention-getting is a very interesting aspect of the IRC, as well as a great annoyance to a casual observer wishing to participate in the conversation.

A good nickname is crucial for getting attention. A feminine nick usually gets a great deal of attention because the majority of users are male, and a funny or up-to-date nick also usually gets attention. Excessive advertising can be interpreted as 'lewd' or 'leading'. The following is an example of a line which in most cases would certainly attract attention:

> <HippyChic> **anybody** want to chat... CLEAN chat? - males/females/whatever, any age... I'm **16/f/Kentucky**... and I'm bored :)

These aspects naturally differ greatly on different channels, on a gay sex channel and a computer-programming channel the most noticeable messages are sure to differ greatly in both form and content. The surest way to get someone's attention is sending a private message, which appears as another chat window to the receiver, but nobody else. This almost invariably gets a response, although it is possible that the receiver promptly ignores the message, or maybe does not even see it, depending on the programs that are being used, or, wanting to eliminate further interruptions, promptly kicks the sender from the channel if he or she happens to be capable of such a tour de force.

Since the participants aim for acting rationally and giving accountable actions, acting irrationally or in an unintelligible manner can get attention. However, the 'sanity' and reliability of the utterances are crucial in maintaining a kind of a social status in IRC. A fool is always a fool and the risk of annoying a user with high userlevel[16] is big. People who start off by being annoying usually get ignored at one stage or another, even if they often manage to

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[16] Different users have different access levels, and a person with the highest userlevel, usually the system operator of the server, has the power to decide who will be allowed on the server and what channels can be accessed via the server.

rouse a lot of discussion or debate. As in a normal conversation, also on IRC the moods of the speakers are amazingly well conveyed to each other: jokes or puns get LOL (laughing out loud) or ROTFL (rolling on the floor with laughter) replies, or happy face 'smileys' ☺, which show on IRC as :) . A sad face can also be displayed: ☹ or : (. (See appendix 4 for a more extensive list of symbols). The symbols are used far more extensively than seems apparent at first glance. " 'Smileys', or 'emoticons' are pictographs made up of keyboard symbols. They are at once extremely simple and highly complex. They provide a form of shorthand for the depiction of physical condition. In a few keystrokes, MUD players can provide their fellows with a far more graphic and dynamic--though perhaps not as finely shaded-- depiction of their feelings and actions than a textual description could have furnished" (Reid 1994.) The extensive use of symbols also helps non-native speakers to express their feelings in a foreign language. Besides 'smileys' or 'emoticons' they are often referred to as 'emotes', the latter two perhaps better describing their role in the language of the IRC.

When a new user appears on a channel he or she usually either says 'hello', or just waits quiet for a while, to check out the atmosphere of the channel. Naturally, if there are not many users, the hailing will be noticed, and unless the other users are in the middle of a fervent discussion, also acknowledged. The server program also notifies the appearance of a user, so he/she can get noticed even before producing any text, as shown in the following example:

bakbak [guest@columbus.cyberexplore.com] has joined #chat
<CCDev> Hello bakbak!
<bakbak> Hi everybody

Users who have an advanced IRC client program can quickly check the server ID of any user, and thus the country he/she is calling from, and possibly even the e-mail address and the real name of the user, unless he/she has made it impossible with his/hers own IRC client program - this is the very information which can also be used to keep people from certain areas away from certain channels for instance. This often results in people from exotic countries being more easily acknowledged since the vast majority of users are from USA, Canada, England and Australia. But in many cases the newcomer is ignored and the problem of getting attention arises. For the scripts used in this study I have used as neutral nicknames as possible, and I have given no clues to my origin or sex at all in my identification-tag, to minimize the effect of my mandatory presence on the channels while logging them into a text file. This means that I do not appear in any of the examples.

5.3 Vocabulary

It should be noted here that in analysing discourse the use of vocabulary is naturally an important issue; after all, most of the communication is achieved by using words of some kind. In analysing vocabulary, one of the main interests lies in the timing of the utterances. Furthermore, vocabulary analysis may concentrate on how the words are understood in a certain context, as opposed to how they are understood in some other situation. In IRC the timing of utterances is different from normal conversations, due to the technical aspects of the system, and even the context of usage tends to be somewhat limited, and for these reasons no real vocabulary analysis appears in this study. It might indeed be possible to apply 'normal' analysis of vocabulary to IRC, because in a way it is a

written form of communication, but perhaps here it is better to be content with merely describing the peculiarities. To better understand these peculiarities it is important to examine some effects of the timing of utterances in IRC. While the timing may not affect the use of vocabulary, it often makes it very difficult to understand the conversation flow.

It is obvious that in IRC time is always slightly, sometimes very noticeably distorted, due to lagging connections between users and the very way the users construct their utterances - by typing and editing them first and only then sending them onscreen for all to see. In IRC the relations of utterances and adjacency pairs are hard to decipher due to timing problems, and sometimes it is impossible to notice two separate lines as pairs. This is not made any easier by the fact that the vocabulary itself is often alien to 'normal' language users, and as a result, the communication may seem quite unintelligible to a casual observer. This is very apparent in the following example of a script from a rather crowded channel:

(Question)
        <]JepJee[> Cheesus....! How d'ya choose from
        such an inferno then Syrix?
        <blondboy> there are two blondboys
        Mamede [me@est1_p13.telepac.pt] has joined #chatzone
        _Joon is a 16 age girlᵢᵢᵢ
        DreamNeon [dxjv72a@dial2-58.startext.net] has joined
        #chatzone
        Alexandra^ says Hi to everyone!!!
        <Griswold> ok thats cool
        Mamede [me@est1_p13.telepac.pt] has quit IRC (Leaving)
        Nicolle18 [mjreid@tc3_7.teclink.net] has left #chatzone
        <Brazos> Does anyone speak Turkish?
        <blondboy> one with a capitalized B and an E after blond
        <PERRON> can some body tell me how to use this.....
        Sabrefan [~latie040@latie040.wat.hookup.net] has joined
        #chatzone

pope2 [~pope.pope@rasm02.zeltweg.computerhaus.at] has joined #chatzone

<DreamNeon> hello all!

<Arron> I am leaving to somewhere is better

<PERRON> hi alexandra!!!

<HippyChic> anybody want to chat... CLEAN chat? - males/females/whatever, any age... I'm 16/f/Kentucky... and I'm bored :)

<doomzday> hi -joon

<Arron> the GAYLINE

dagar [MAC4FUN@250.new-york-003.ny.dial-access.att.net] has left #chatzone

high is now known as wildcuts

<rerdfer> join the last takem zone

Brumster [howell@al046.du.pipex.com] has left #chatzone

MasterR [arad@gonzo62.access.net.il] has joined #chatzone

<PERRON> somebody speak spanish????

Sabrefan [~latie040@latie040.wat.hookup.net] has left #chatzone

Whack-a-d [mcswiney@203.5.210.244] has joined #chatzone

Alaranth has to run and get to work bbl :)

<Griswold> why are you leavingarron?

tomy2 [surazo#@206.137.98.212] has joined #chatzone

peter [kennedy@nrwl02-sh3-port140.snet.net] has joined #chatzone

<Whack-a-d> Hi guys

<thumper17> si

Alaranth [Rogue@sa0.dreamscape.com] has left #chatzone

(Answer)

<Syrix> Watch what everyone is talking about and if someone interests you talk to them, simple

<peter> hello

<]JepJee[> Hey HippyChick, I knew some guy from Kentycky once

<blanquiazul> hello

<Whack-a-d> Hi Dafinka

Barbie_ [no@208.135.73.14] has joined #chatzone

DFG [156@200.23.207.156] has joined #chatzone

wildcuts [ruby@122.sli2.Communique.Net] has quit IRC (Leaving)

<Arron> bye

<Alexandra^> hi perron

tomy2 [surazo#@206.137.98.212] has left #chatzone

<Griswold> hi peter

niloc [mcguirp@hub1dial15.sudburyrc.edu.on.ca] has left #chatzone
<starfake^> just one i found on the computer
Magical [spsulliv@marge.ampsc.com] has joined #chatzone
Nicon [~user@lesbia.ceasars.co.za] has joined #chatzone
<Whack-a-d>
LALALALALALALALALALLALaLALaLaLALALALALAL
ALA
PAUL [~FJW@asd1-p14.worldonline.nl] has quit IRC (Killed
(phoenix.tx.us.DAL.net (skypoint.mn.us.dal.net <-
services.dal.net[207.43.0.130])))
Dzireman [jrizek@198.168.78.99] has left #chatzone
Arron [user@198.165.6.46] has left #chatzone
Inga [~alex.vell@194.204.106.66] has left #chatzone
dee-dee [~dont@ttyBD.the-link.net] has joined #chatzone
<Magical> hi room!!!
<thumper17> HI
filou [pjacques@dhcp229.absolu.com] has quit IRC (Dead
Socket)
<peter> i am from ct.
(Comment)
<Syrix> I can't beleive I'm giving cahtting lessons

As any observer can see, the discussion, if one can call it that, becomes fairly difficult to follow, because the partakers can not react to utterances quickly. <JJepJee[> is asking a question which is answered right away by <Syrix> - the problem lying in the channel being so fast that several things happen in between the question and answer, which is a common state of affairs in IRC. Thus a problem with the presentation of findings occurs; perhaps it is better to study *only* the utterances under scrutiny by eliminating all the server messages and irrelevant comments, thus reconstructing the timing of the utterances as it is understood by the users. This would result in a much clearer picture, but also leave out possible influences from the actions around the utterances, and indications to whom 'Syrix' wishes to comment about his role as instructor:

<]JepJee[> Cheesus....! How d'ya choose from
such an inferno then Syrix?
<Syrix> Watch what everyone is talking about
and if someone interests you
talk to them, simple
<Syrix> I can't beleive I'm giving cahtting lessons

In the above a facsimile of written language was molded out of an
IRC script, but the problem still persists: "Written language is
strongly influenced by formal convention of style and syntax and by
editorial requirements. It should therefore be recognized as a
specialized form of language which has been carefully cleansed of
fragments and grammatical errors" (Allen and Guy 1974:99).
According to this definition, IRC chat cannot be treated as written
language only, and thus it is difficult to analyze its vocabulary as
written text. Perhaps it is possible to develop a new way of
vocabulary analysis especially for IRC, for a language that is not
exactly 'well-formed' written language, but still lacks many
properties of spoken language as well.

6 Findings

In the following chapters the use of formulaic expressions, examples
of speech acts and non-verbal communication, as well as cohesion
and coherence in IRC are examined. It is obvious that IRC language
differs from 'real world' language, and also from language used in
various other MOO's. IRC proves to be particularly interesting
subject for linguistic study, because it is mainly just conversation, its
virtual reality aspects usually being less significant to its users. This
makes it easier to concentrate on the peculiarities which occur when

text is used as a facsimile for spoken discourse, rather than a vehicle for creating simulated, imaginary environments.

6.1 Formulaic expressions in IRC

In IRC formulated patterns of speech are used quite extensively. The speed, or pace of the communication creates a need to be clear and to-the-point, and the extensive use of formulaic, routine patterns helps to convey the ideas and feelings of the participants as efficiently as possible in a fervent IRC chat. Even though no actual voice is used, one can say that there are normal vocative expressions to be found in IRC, expressions, which are used similarly to those in 'real life. However, the nature of the expressions is quite different in some respects: in IRC there is little need to introduce oneself, as introductions are taken care of by the computer automatically, or to make 'small talk'. It seems that these expressions are mainly used to notify the participants that some attention is paid to the person being hailed. The hailings are usually very short; often an encounter occurs so fast that using a more formal introduction would result in the recipient never seeing the hailing. Of course, even if he/she sees it, it may be totally ignored, as in the following example, where 'smilely' leaves the channel without bothering to reply to the hailings:

> **smilely [ab@shu140.shu.edu] has joined #winsock**
> <Goose__> hey sweet
> Ruffles^ [~me@207.98.219.135] has left #winsock
> <sweetlove> hehe xoxox welcome
> <sweetlove> hiya goose!!!!
> **<cache> Hi smilely**
> **<sweetlove> hi smilely**
> **smilely [ab@shu140.shu.edu] has left #winsock**

The users can find out quite a lot about each other simply from looking at the suffixes in their e-mail addresses, or optional personal data queries available in most IRC client programs, and thus there is no great need for formal behaviour or introductions. As in the example above, a simple 'Hi' will do nicely for an introduction, but it is nevertheless a regular formulaic expression for which an answer is expected, even though it often is not provided.

Formulaic expressions in IRC often arise from tradition. Ferguson (1981:11) states: "Generally, frequency and distribution of routine formulae are determined by two factors: the social organization of the speech community, and the structural make-up of its language. As regards the first factor, the more tradition-oriented a society is, the more its members seem to make use of the situational formulae." IRC community, while being a new addition to the list of 'speech communities', is very tradition-oriented, even though the 'traditions' of IRC have developed rather recently. In fact many of IRC functions rely on its traditions, or traditions are used to convey some sense of stability in the virtual reality created by the participants. Some of the channels like #hottub and #ircbar have developed virtual habits such as offering a drink to a newcomer or 'buying rounds' to all, so as to bind the users more together as a group, and help in supporting the image of the setting in which the action or conversation takes place. If in a western movie buying drinks for the whole bar is a cliché, doing the facsimile of that in IRC may become a regular salutation to users of a certain channel. Thus, such expressions may turn into a kind of formulaic expressions that are used, for instance, when entering a channel, as in the following example:

* Emma-O sends all her friends a soft taco and hot sauce

Such an expression might require, for instance, a similar offer of coca-cola for all friends, to make the whole formula complete:

*Kerrangg buys everyone a glass of coke to flush it down with

Many expressions have developed into acronyms and abbreviations that are widely used (see Appendix 5 for a short list of examples) to even further clarify and 'economize' the talk. In a way formulaic expressions serve as jargon to create group spirit and a feeling of being a part of it. Even the IRC client programs themselves use certain formulaic expressions, both to stress the fact that a certain user is using a certain client program, and also to break the conversation with an indication or a reminder of the virtuality of the chat, should some user appear to take it too seriously. The following is an expression from mIRC client program:

* WINGer slaps GibsonLP around a bit with a large trout

Using this expression has been made easy - it is a ready-made expression that can be launched via a single command or a click of a mouse, requiring no typing or addressing. A user of another program may reply simply by pressing a button and sending his or her own, probably quite as bizarre an exclamation.

Lacking nonverbal communication possibilities IRC users use routine elements and idioms and formulaic expressions to compensate for this lack in their 'speech', to show interest in the subject, get attention, threaten, convey their feelings, and just to be polite. In an IRC chat it is not possible to nod your head in agreement, or cough or grunt to indicate that you want to put in a

comment. Much of the lack of feedback from the 'listeners' is tolerated by the current 'speaker', understood as a natural state of affairs in IRC, but at some point it is polite to react in some way to let the 'speaker' know he is being paid attention to. For this kind of feedback formulaic expressions like 'LOL' (Laughing Out Loud), or 'Right on', or a smiley, are widely used. Formulaic expressions in IRC, then, replace some of the functions that nonverbal communication has in 'real life'.

In normal conversations, the importance of trivial, muttered, more-or less automatic polite phrases becomes clear when they are omitted or not acknowledged (Ferguson 1981). The usage naturally differs greatly depending on the nature, topics and especially the number of participants on a channel. As has become clear in the above paragraphs, the need for using formulaic expressions for polite utterances is much less apparent in IRC than in normal communication, because the users see themselves as participating in a certain 'unity' or a group, where a certain kind of politeness is usually taken for granted between partakers, or at least the lack of it is not considered hostile behavior. The importance of formulaic expressions in IRC seems to lie in creating unity among users and supporting the sense of stability of the virtual world in which the conversation takes place. While it is true that failing to acknowledge one's departure from a channel or failing to answer a salutation may suggest that the user wants to make it clear that he or she has no interest in participating, or that he/she is idling, it may also be due to circumstances, nothing else, or even a program error, and because of this, it is not regarded as impolite to stay quiet. However, a competent user may program a BOT to send an away-message onscreen whenever his/her nickname is mentioned, so that users will be notified that he/she is not paying attention right then:

<sweet> hello **brr**
**<brrBOT> Hello! Brr is away but will be back soon! Type
!list brr for my favourite channels!**

6.2 Speech events and speech acts

In IRC speech events can, for instance, be studied in a particular
social setting, related to the topic of the channel, for instance as in
what speech events make the participants understand that the
'virtual' setting for discussion is a whisky bar. However, as even the
topic may change without prior notice, if the channel operator
decides that all the participants are beer lovers for instance, and
changes the topic to reflect that, or the topic may simply be ignored
by participants, the study of speech events according to the social
setting may become difficult. However, studying speech acts in IRC
in general is quite possible and interesting. Perhaps, because it is
impossible to describe and study the whole picture of discourse in
IRC, we should concentrate on those phenomena that can be studied
analytically. Different types of speech acts are present in IRC, for
instance informing, explaining, defining, questioning, correcting,
prompting, ordering, requesting and so on, as in the following
extracts:

Informing:
  <Emma-O> CREAM AND SUGAR ON THE TABLE!!
Explaining:
  <Emma-O> sorry, amonkee helped me with that
Defining:
  Emma-O is from ontario
Questioning:
  <amonkee> hey what???
Correcting:
  <amonkee> i meant yea!

Prompting:
>   **amonkee Here ya go Zex have some more!**
Ordering:
>   **<Emma-O> NO MORE COFFEE**
Requesting:
>   **<TObound> i'm californian, you have to help me with geography :)**

The three dimensions of speech acts, as Parker (1986:15-16) explains them, can also be found in IRC, as in the following:

> "Locutionary act. This is the act of simply uttering a sentence from a language; it is a description of what the speaker *says*."

<TV> I'm female.

> "Perlocutionary act. This is the *effect* on the hearer of what speaker says. Perlocutionary acts would include such effects as persuading, embarrassing, intimidating, boring, irritating or inspiring the hearer."

<Drill010> Bullsheet, telly, you're probably just a horny homo...! Bye bye!
*** TV was kicked by Drill010 (No spammers!)

> (The effect, quite concretely here, is that the hearer is provoked to kick the speaker out of the channel, which indicates irritation caused by the utterance.)

> "Illocutionary act. This is what the speaker intends to *do* by uttering a sentence. Illocutionary acts would include stating, promising, apologizing, threatening, predicting, ordering, and requesting."

<Drebin> Ain't wise to screw with channel operators!

> (The illocution here would, for instance, be that the speaker intends to either threaten the hearer by a possible kick or ban resulting from irritating operators, or to predict that something to that effect may follow.)

It must be noted that these descriptions are not separate, different definitions of different speech acts – a single speech act may have several qualities, and speech acts are in no way exceptional utterances – they are present in all speech. These are merely definitions of some of those qualities a speech act may include. Thomas (49:1995) gives the following example of a speech act having three qualities: "I might say: *It's hot in here!* (locution), meaning: *I want some fresh air!* (illocution) and the perlocutionary effect might be that someone opens the window." These are all present in IRC also. In 'real world', however, it might be easy to understand from the remark that someone wants the window opened, but in IRC it requires additional information and experience from the users to react to such an utterance, as there are no windows or any other physical objects in IRC, and so the recipient needs to have a mental image of the imaginary location in which the conversation takes place to be able to react accordingly. Since creating such an extensive image of the virtual world as to be able to grasp all the relationships utterances might have with the imaginary surroundings would require an immense amount of imagination, attention and absorption from the participants, it is very rare that such utterances are used without a thorough explanation of the situation, and even then it is usually on the level of offering each other drinks and acting as if drunk afterwards. They are usually used with other well-known and established phenomena, often with formulaic expressions used as guides to render the situation more understandable. In this respect IRC differs from MOOs and other 'virtual realities'. In MOOs the very idea is to create a virtual world through communication (and they may also include graphical elements), whereas IRC is usually used just as a channel for communication, the virtual reality aspects remaining more or less in the background.

The terminology of speech act theory becomes quite interesting because of the IRC option to *perform* an 'act' - not an actual physical act, but presenting an action which is accepted by the participants as an actual act instead of just an utterance, sometimes called an 'emote'. This action is not an actual, concrete action, but an utterance that is presented in a certain way which is known to all users, and is *intended* by the speaker to be treated as if it really took place in a real world as well, and the acceptance of an 'virtual act' as if it was real, adds to the rationality and believability of the virtual world which the participants create. It is simply an utterance given with certain qualities like text colour and special characters like a single star in the beginning of the sentence, and this is regarded as an act by general consensus of IRC users. However, to what degree each user treats such an 'action' as an actual event in a virtual world, is impossible to determine. It may for instance be just a description of the situation from one participant, in effort to make up for the lack of non-verbal communication:

* BillyBastard pats himself on the back for being so brazenly poetic.

There is clearly some power in using 'action' instead of a normal utterance; firstly, it appears to users in colour, demanding more attention, and secondly, there is a much more intimate feeling of directness in it, and it is thus more likely to rouse some attention:

<WINGer> Who keeps on killing my link???
* WINGer slaps GibsonLP around a bit with a large trout
*** ozzzie (dudeman@tlc-2.taunet.net.au) has joined
#CyberChat
*** ChATman- sets mode: +o ozzzie
*** Dr_Nick_ (hough435@freyrport12.iaccess.com.au) has
joined #CyberChat
*** Dr_Nick_ has quit IRC (spider.ca.us.dal.net
bunyip.nsw.au.DAL.net)
*** ozzzie has quit IRC (spider.ca.us.dal.net
bunyip.nsw.au.DAL.net)
*** KillerButt (Santa@uvpc208.tshjoer.dk) has joined
#CyberChat
<WINGer> Is that Gibson Alip?????????
<GibsonLP> OK, so what is it Wing..WANKER...now I got
scales in me hair!!!!!

Studying speech acts is perhaps the best suited part of the analysis
of normal discourse to be adapted to studying IRC, although it lacks
many of the properties expected from communicative events, such
as compliance to conversational maxims. However, it is easy to
classify utterances under direct/indirect speech acts, and, just as in
normal conversations, sentences can be labelled as declarative,
imperative, or interrogative. It is also possible to distinguish
whether the speaker is being literal (meaning exactly what he/she is
saying) or non-literal as in meaning the opposite of what is being
actually implied in the wording of the utterance, usually by means
of using smileys as guides, as in the following sarcastic remark from
Nestea:

<Nestea>Why don'tcha just flood us all :->

A speech event is basically any event in spoken communication, in
IRC as much as in 'real life'. Speech act is an attempt to manipulate
the world around the speaker, command, ask, plead and so forth,
also present in IRC. However, there are some peculiarities
concerning studying speech acts in IRC. It is of no use to examine

simultaneous talk and latching[17] of sentences in IRC conversations as opposed to normal conversations, because the discourse takes place in each user's own time continuum, i.e. the output the user produces is not seen by others until it is completed. Only after the user has typed the message, he or she decides whether it will even be sent for all to see. If during the time it takes a participant to produce his/her output, an utterance to the same effect has been entered to general view, that output can be discarded before it is seen by others, to mimimize redundancy. Or it may be modified to better correspond to the ever-changing information already onscreen. The user cannot manipulate the others because there cannot be any motives for the recipient to comply, or any actual tasks to be asked to be performed. In a word, speech acts in IRC lack power due to the fact that they are often missed in a fervent text flow and there is no reason for the listeners to take them seriously and they may just be disregarded. The only exception is an utterance given by the channel operator, as <Drebin> does in the following:

<No_Man> Yo're all a-holes!
<Drebin> Noman, I'd rather you'd shut up, or be ready for a kick...

Once again, the question of lag must also be taken into consideration - an utterance may have been sent to public view 30 seconds earlier, but because of technical problems it will be seen by others only much later, and may already have been rendered irrelevant or has already been pointed out by someone else. In 'real world' it is easy to make sure to whom an utterance is directed; in IRC users may choose to be ambiguous and unclear about to whom their utterances are directed. In the next example 'BillyBastard' feels left out but it is unclear whether he is being answered to – all the

remarks may have been aimed at the situation with "Zbot", because the remarks are not aimed explicitly to anyone. "BillyBastard" seems to think he is insulted and acts accordingly:

\<BillyBastard\> So what's going on in here anyway?
\<purelogic\> !male
*** ZBot sets mode: +v purelogic
*** ZBot sets mode: -v purelogic
\<E-tab\> put the lime in the coconut and you drink it all up
\<OvDue\> not much! :)
\<E-tab\> !male
\<OvDue\> >>??
*** ZBot sets mode: +v E-tab
*** ZBot sets mode: -v E-tab
\<purelogic\> hiya evry1
*** lightlady (~Idon'thav@modem010.tsv.crafti.com.au) has joined #16-20chat
\<E-tab\> what does zbot just play like that
\<purelogic\> !rules
\<BillyBastard\> Does anybody want to talk to a bastard or not?
\<lightlady\> can't stay long ppl
\<E-tab\> you think you got a voice but than BAM you don't
\<lightlady\> sorry, nope
\<OvDue\> nope , hehehe!
\<E-tab\> HELL NO
\<E-tab\> hehehe
\<lightlady\> !seen pooh21
\<ZBot\> pooh21 last entered/left the channel on Tuesday, January 28, 1997
12:04:14 AM (times are in MST, use !time to see current time MST)
*** OvDue has quit IRC (Connection reset by peer)
\<lightlady\> !time
\<ZBot\> The time is now Tuesday, January 28, 1997 3:59:04 AM MST
\<BillyBastard\> Well, I am duely insulted and now seek restitution in my own arrogance.

It is easy to see how 'Billy Bastard' might understand the situation, regarding his question whether anyone wants to talk with him:

> **<BillyBastard> Does anybody want to talk to a bastard or not?**
>
> **<E-tab> you think you got a voice but than BAM you don't**
> **<lightlady> sorry, nope**
> **<OvDue> nope , hehehe!**
> **<E-tab> HELL NO**
> **<E-tab> hehehe**
>
> **<BillyBastard> Well, I am duely insulted and now seek restitution in my own arrogance.**

However, at the same time 'ZBot' keeps 'giving voice' (some operator rights) to 'purelogic' and 'E-tab' and then taking it off right away, and thus the situation might well be seen by others as this:

> ***** ZBot sets mode: +v purelogic**
> ***** ZBot sets mode: -v purelogic**
> ***** ZBot sets mode: +v E-tab**
> ***** ZBot sets mode: -v E-tab**
> **<E-tab> what does zbot just play like that**
>
> **<E-tab> you think you got a voice but than BAM you don't**
> **<lightlady> sorry, nope**
> **<OvDue> nope , hehehe!**
> **<E-tab> HELL NO**
> **<E-tab> hehehe**

Now it seems that 'lightlady' and 'OvDue' know how 'Zbot' works, may even have programmed it, and their comments are merely about its behaviour. Their knowledge of 'Zbot' is confirmed by the fact that we can see 'lightlady' giving it orders later, when asking whether 'pooh21' has visited the channel lately:

> **\<lightlady\> !seen pooh21**
> **\<ZBot\> pooh21 last entered/left the channel on Tuesday,**
> **January 28, 1997 12:04:14 AM (times are in MST, use !time to**
> **see current time MST)**

All this also means that there are usually no *completion points*, i.e. pauses at the end of a completed syntactic structure like a phrase or a sentence. (Yule 1985:108.) In the discussion, unless there is someone (most likely the operator of the channel) who monitors and dominates the course of conversation. Even at best the conversational interaction is rather 'jumpy', often seems awkward, hard to follow, and, as previously noted, incoherent. In analysis of discourse it is usually expected that the participants are trying to be co-operative, which is normally described in terms of 'conversational maxims', first introduced by Grice (1975:45): "Make your conversational contribution such as is required, at the stage at which it occurs, by the accepted purpose or direction of the talk exchange in which you are engaged. One might label this the COOPERATIVE PRINCIPLE." Parker (1986:22) explains the qualities of co-operation as follows; "Quantity - a participant's contribution should be as informative as is required; Quality - a participant should not say that which is false or that which the participant lacks evidence for; Relation - a participants contribution should be relevant; and Manner - a participant's contribution should be direct; it should not be obscure, ambiguous or wordy." However, as Thomas (1995:64) states, people may fail to observe a maxim because, for example, they are incapable of speaking clearly, or because they deliberately choose to lie. This is even more pronounced in IRC. IRC chat does not obey many, if any of the conversational maxims, because it is not 'normal' discourse and communication in IRC is very often not aimed at conveying information. It is very important to understand that IRC chatting is

often communication *having hardly any other purpose than communication itself.* This is also clearly illustrated by many of the previous examples: most of the communication is about communication in IRC. All that the participants are talking about is how a BOT controls the communication and then they play with it, asking it to report time and asking it whether 'pooh21' has visited the channel lately. When studying the language of virtual realities it seems that one of the main questions is the purpose for the existence of the medium for interaction; communication on MOOs such as illustrated by Carlstrom (1992), for instance, can be quite different from IRC communication. The degree to which the users regard their medium to be a 'reality' rather than just a forum with some aspects and potentialities of virtual realities determines the mode of analysis that can be applied to studying speech acts in IRC.

6.3 Non-verbal communication in IRC

In 'conventional' text-based IRC there is practically no somatic behaviour to be studied, although some of the IRC phenomena, such as the use of 'smileys', can be interpreted as efforts to mimic facial expressions. Non-verbal communication can repeat, reinforce or contradict the verbal message, sometimes even substitute a verbal message, and it can accentuate or complement the verbal message by modifying it (Stacks et al. 1991:48). In 'normal' conversations this meaning is often understood with the help of nonverbal communication, nonverbal signs, gestures and tone of voice, and people can use words in conflict with the actual meaning to achieve ironical and sarcastic comments. The lack of nonverbal communication possibilities in IRC makes this kind of language use difficult. The obvious non-verbal aspects such as using 'smileys' or

emoticons, like in the following example probably need not be examined any further than this example of a happy greeting and an indication of a smile:

<Dave> Hi all :-)

Microsoft Comic Chat[18] among other more graphical IRC-based client programs allows using a fixed set of facial expressions and gestures in conversation. There are other programs that allow this, but in this study *Comic Chat* is the only one to be examined. In *Comic Chat* each partaker takes on a virtual character which will represent him/her onscreen. There are some very advanced programs that allow users to chat and even move and look around in three-dimensional chat rooms, draw and even animate their own characters and create whole virtual worlds for other people to visit and meet, and even take postures to indicate moods or personalities. These virtual representations of the users are called *Avatars*. In *Comic Chat* the user can choose between twelve ready-made avatars, and more are available, but the use of special avatars requires all users to be using the same 'character set', or else the images appear as one of the twelve default ones. (Each user must have the graphic files that build the avatars on their respective machines.) The reason for including the mention of new, graphical client programs in this study is to point out the fact that IRC is a constantly evolving and changing means of communication.

The current trend seems to be towards more and better 'virtuality' and graphical interfaces, until the outcome is starting to resemble using a video telephone. This also means that the language in IRC is adopting more and more elements of spoken discourse. In spoken

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[18] See appendix 6 for a picture of a typical *Comic Chat* session.

discourse non-verbal communication has an important role; according to Stacks et al. (1991:43) 60-70% of the emotional meaning in communication is non-verbal. This means that IRC interaction requires a high level of typing skill to convey feelings efficiently. In many cases simple graphics can be used even in normal '2-dimensional' IRC clients, such as an example of a nicely composed picture of a coffee-maker here illustrates:

```
<Emma-O>    _____
<Emma-O>   /  _____  >
<Emma-O>  |  | |===========|=\
<amonkee> k back
<amonkee> hehehe
<Emma-O>  |  |  \      / /
<Emma-O>  |  |   \___/  `
<Emma-O>  |  |     !
<TObound> :o
<Krista_> lol
<Emma-O>  |  |   _!_
<Emma-O>  |  |   \___/
<Emma-O>  |  |   /  \/===\
<TObound> oooooh, coffee :)
<Emma-O>  |  |  /:::::::::\   |
<Emma-O>  |  |  |:::::::::: |   `
<zex> hey!!!!!!!!!!
<Emma-O>  |  |  \::::::::::/
cool_zero    [ash@swo-17.golden.org]    has    joined
#20somethingchat
<Emma-O>  |  |--=========---\
<Emma-O>  _____/
<Emma-O>       COFFEE BREAK!!!!!!
```

In Comic Chat many of the non-verbal characteristics of communication are mimicked; for instance, when user starts a sentence with capital 'I', the character onscreen will point its finger at itself. This, however, may send a totally different message than is desired; in normal conversation overusing such gestures could well be interpreted as egocentric manifestations. As mentioned above, in IRC attention-getting differs greatly from that in spoken discourse. In 'normal' conversations gestures, eye contact or avoidance of eye contact, physical touch or facial expressions can be used to express will to interrupt or take a turn in conversation. It is also impossible

to illustrate the meaning of what is being said with hand movements. Non-verbal aspects of IRC also differ from those of many other types of MOO's, where the virtual reality is seen as a more fundamental part, or basis for the communication. In IRC it is rare that participants refer to existing or stationary objects present in the 'reality' as in the example given by Carlstrom (1992) "Lilly sits on the sofa". On the other hand, proxemics or physical actions are often mimicked verbally to indicate interest or disinterest, or dislike of another user, such as in the following example, where even an imaginary object is conjured up by 'Girl18':

* Girl18 smashes a pie in bagboy face

It is obvious that the lack of non-verbal communication capabilities leads to the need to express all feelings and emotions verbally. This leads to rather harsh-looking behaviour from the participants in some cases. Instead of merely having a doubtful expression, a participant has to use a direct expression like 'I doubt that' to make his/her stand known. The need to make a point simply and effectively, and to make one's opinions noticed, often overrides traditional rules of behaviour, as in the following example:

<BadGirl> achoo...achooo...! cold sux!

In 'real world' it is easy to notice if someone is annoyed by some other person's conduct. When people, for instance, tease each other, they can judge by the other person's expression whether they are going too far – or expect retaliation at some point, when the opponent's expression so indicates. Since in IRC it is not possible to illustrate build-up of anger towards a user with facial expressions, radical actions are often explained before they are committed,

presumably to explain one's actions and to make them appear calculated and well-based. The following extract illustrates a channel operator explaining his/her actions prior to kicking 'dikkie' out of the channel:

<Syrix> lame 'o' meter [--------{10}] 10/10 congratulations dikkie you've ranked a 10 on the lame 'o' meter!!!
* Syrix has kicked dikkie from #chatzone (Syrix)

Redundant use of characters can, besides intensity, also serve to create a feeling of non-verbal communication, such as a joyous appearance in the following example depicted by excessive use of exclamation marks:

<NTman> juliet!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Or using redundant letters as in the following extract:

<warezlord> someone dcc me...

pleaseeeeeeeeeeeeeeeeeeeeeeeeeee

Even changing nickname may mimic non-verbal communication, such as in the following example, which illustrates the previously arrogant and bold user changing his (or her) nickname in order to illustrate sudden change of mood to something less pompous:

* Stud is now known as hhshshsh

Perhaps the most noteworthy aspect of non-verbal communication in IRC is that the lack of it and the direct approach to communication seem to diminish the effect of cultural differences between communicators. It has been said that people create reality

through communication. This reality, the virtual world of IRC, is the same to all participants, and thus many aspects normally restricting or guiding conversation, or affecting even the choice of with whom we start to have conversations with in the first place, have no effect. Each partaker has his/her own perceptions of that reality, unobstructed by cultural differences or non-verbal aspects of the utterances. Stacks et al. (1991:254) state that "Language is a socially learned phenomenon for a way of constructing reality." They speak of people creating a "*multidimensional* social 'person' which reflects how we relate to our society through variety of roles, each with its own expected role behaviours and expectations." In the following this kind of constructed role or a person appears in the following example:

*Krista_ slaps her wrist and goes and sits in the corner like the bad lil girl everyone claims her to be

In IRC this 'virtual person' need not be concerned with skin colour, physical appearance or capabilities, or traditional rules of behaviour or non-verbal behaviour, at least not nearly as much as in normal ways of communication.

6.4 Cohesion and coherence in IRC

To put it simply, cohesion means "the ties and connections which exist within texts" (Yule 1985:105). Cohesion can be seen in different ways: there is lexical cohesion, in which the words create idioms and clearly work in pairs, such as in 'knock down', 'fell in', 'got away' and so on, joining two lexical items together. Other items, like pronouns, for instance, may refer to things or persons, either previously specified in the text or understood by the context to

belong together, creating cohesion. Tense may also be an important factor in creating cohesion in text, things mentioned in the same tense are understood to belong together (Stubbs 1983). Lexical cohesion can quite easily be studied in IRC, it even becomes easier and more apparent because of the written format, but finding adjacency pairs, which in part create cohesion in situations where there are many users, can be rather difficult, as can be seen in the following extract where 'branches' gets answered only after quite a long time has passed. There is hardly any cohesion to be found, yet it can seem coherent to participiants:

(initial question)

    <branches> I am really new to this place, how can i find a list of rooms?

    <olle> is ther any one from sweden her?

(second question)

    <branches> olle<= can you see me in here? Just checking

    <CrAzY_cHiC> does anyone here know phrack2400??

    *** Sol (mabitselas@pc89.CC.und.ac.za) has left #CyberChat

    <ozzzie> yes

    *** Dr_Nick_ (hough435@freyrport12.iaccess.com.au) has joined #CyberChat

    <Dr_Nick_> Hi, everybody! □7 The Good Doctor is here so gals dcc him.

    <CrAzY_cHiC> ozzzie have you talked to him lately??

    *** KITTEN (god@os040.oslo-katedral.vgs.no) has joined #CyberChat

    <ozzzie> !gatrgirl djicey1.wav <--- 4me

    <KITTEN> Any BOYS?

    <Dr_Nick_> ozzzie, u'r from Darwin, right?

    <CrAzY_cHiC> ozzzie have you talked to him lately?????

    *** KITTEN has quit IRC (Killed (mindijari.ca.us.dal.net (spider.ca.us.dal.net

    <- services.dal.net[208.1.222.222])))

(finally answered)

    <olle> Do a list all from your client setup. I can see you OK.

At first it seems impossible for 'Branches' to even see the answer - there are many utterances in between the question and the answer. There are some cohesive elements to be found, (for instance words like me/you which direct the question to a certain person and indicate who is expecting an answer) and the question is directed to 'olle', so his next answer is supposedly linked to the question put to him. But in many cases both the initial question and the answer to it may be lagged, and the amount of utterances in between, or their altered sequence becomes too long. The lag can become much more confusing at times; it is entirely possible that when the answer is finally given, the participant who asked the original question has already quit or been made to quit, nicknames may be changed between the utterances and it is even possible that the intended receiver just misses it in the fast flow of conversation.

> ***** Evalast is now known as Aaaaaaaaaaaaaaaagha**
> ***** Aaaaaaaaaaaaaaaagha is now known as Evalast**
> ***** Jokeri (~lilja@panda.kouvola.ksaok.fi) has joined**
> **#teenchat**
> <Evalast> What?
> <Evalast> What did you say?
> ***** Evalast is now known as Aaaaaaaaaaaaarrgh**
> <KeWeL> ontario st catherines
> <molson> □9,8 fuck you pepperboy!!!!!
> ***** Aaaaaaaaaaaaarrgh is now known as Evalats**
> <pepperman> darrel is bigger
> **<Evalast> SlickRick ya fuckin Buttnut**
> ***** Evalats is now known as Aaaaaaaaaaaaarrgh**

This is actually so confusing that most BOT:s are programmed to prevent this exceeding too far (preventing 'Nick Flood') :

```
*** Chaos_Marine is now known as _a5Jh7Zx1
*** _a5Jh7Zx1 is now known as V154363738
*** V154363738 is now known as S64728392
*** S64728392 is now known as J16274839
*** J16274839 is now known as B18374855
*** B18374855 is now known as T58930284
<Sinner> Nine Inch Nails font (broken)
*** T58930284 was kicked by |VaMpYrE| (Nick Flood - 5
changes in 8 seconds
```

Cohesion is "a matter of degree, and the notion of corrigibility applies to cases where there is a sharp boundary between well - and ill-formed" (Stubbs 1983:92). In IRC, however, ill-formed is very often the only form conversation can have - or so it may seem. Should the technical and situational elements be disregarded, IRC interaction would include all the same elements of cohesion as any text or speech. But in any case, the exceptional distances of cohesive elements in scripts affect the apparent coherence of the discourse.

At a first glance IRC conversation may seem incoherent, especially if there are people who have not gotten into the subject yet, or some who decide not to partake in the general topic. Speech acts may overlap and appear confusing, but their coherence can certainly be detected with little practice. As Werth (1984:16) says; (A native speaker) "is capable of deciding whether a given sequence of sentences forms a connected text, or whether it is merely a random list." In a way a person familiar with IRC becomes a 'native speaker' of IRC slang, and thus his/her ability in understanding the action in the channels increases with time. However, even for a seasoned IRC hobbyist entering a channel is usually quite perplexing. Here is an example from 'Craft-Chat' where people are discussing arts and crafts as a hobby – the topic is just not that apparent all of the time.

```
<sandmann> hope so too
<The-Craft> are
<SilverS> hi :-)
* SilverS ( `·.¸¸.·´ `·.¸¸.-» teeny-f-40 «-.¸¸.·´ `·.¸¸.·´ )
<teeny-f-40> hey, silver!
<candle> teeny do u know that u will have to keep this
channel alive
<candle> now u won't get to sleep
<teeny-f-40> ah, sleep is for wossies!
<PrincessOfLight> res Silver
<SilverS> jaja POL.... :-))
<candle> what's a wossy, teeny
<PrincessOfLight> jaja, Silver, sthat all?
<teeny-f-40> hmm, kind of like a coward?
<teeny-f-40> it's when you're teasing someone.
<candle> until what time can u keep this up, teeny?
<teeny-f-40> sort of like saying: sleeping is for babies.
<teeny-f-40> candle, my time about 5 or 6.
<candle> what do u do in the day, then
<teeny-f-40> i sleep for a few hours and then do housework
etc and crafts.
<candle> what kind of crafts do u do teeny
<teeny-f-40> a bit of everything, candle- knitting,
crocheting, dried flowers, woodworking, painting, lots of
other things. i like to design, and have recently sold 2
patterns- one to a tv show and one to a magazine.
```

There are interactional roles in IRC but they change often, they are seldom static as in teacher/pupil situations for instance. In IRC there are no prejudices, preconceptions or presuppositions about the speaker or the value of his/her utterances, as the partakers have no knowledge of his/her age, experience, intellect, race or social status. The discussion is thus not directed by normal 'unwritten rules' in turntaking but solely by participants' typing skills and the general consensus. This adds to the first-glance impression of apparent incoherence. Coherence can be defined as follows: "Successive semantic configurations connect up with the preceding ones as the discourse proceeds" (Werth 1984:73.) It is thus often necessary to rule out the comments not linked to the discussion under scrutiny, if any sense is to be made of IRC conversations. There may be several

parties discussing, but each party only responds to the utterances directed to the members of his/her party. This is what the listeners/partakers on a channel do; they 'listen' selectively and ignore all parts of the discourse not related to their interest and participation. This is much more apparent in IRC than 'normal' conversations. Sometimes one user may steal the attention altogether with rapid or imaginative typing, as happens in the following extract - there seems to be nothing coherent about it and yet it may have meaning to the participiants - if nothing else, then as an expression of boredom or joy. Often there is no motive for talk other than wasting time, or amusing oneself.

```
<Kami-Nari> bummme
<Kami-Nari> r
<Kami-Nari> yeah
<Kami-Nari> well so am I!!!!!!!!!!!!!!!!!!!!!"
<Kami-Nari> hehehehehheheheh
<Kami-Nari> ehhehe
<Kami-Nari> eehe
<Kami-Nari> ehe
<Kami-Nari> eeh
<Kami-Nari> eehh
<Kami-Nari> e
<Kami-Nari> e
<Kami-Nari> he
<Kami-Nari> ehe
<Kami-Nari> he
<Kami-Nari> he
<Kami-Nari> eh
<Kami-Nari> hhe
<Kami-Nari> oppps
<Kami-Nari> sowwy
<Kami-Nari> well I gotta jet
<Kami-Nari> DS! wake up!
<Kami-Nari> hehehe
<Kami-Nari> bye
```
* Kami-Nari throws his hands towards the sky. Without a seconds notice a bolt of lightening strikes the Great Kami-Nari. When others eyes adjust from the sudden light, they can no longer see Kami-Nari... For now he has returned to his resting place..

<^LAWSGrl> you having fun!!!!!!!!!!
*** Kami-Nari (askforit@199.174.171.192) has left #flirt_chat
*** Kami-Nari (askforit@199.174.171.192) has joined
#flirt_chat
*** ChanServ sets mode: +o Kami-Nari
<Kami-Nari> yes
<Kami-Nari> yes I was

It has been noted that "Conversation *looks* odd, incoherent and broken when seen in the written medium - but it doesn't sound odd to those taking part in it." (Stubbs 1983:228.) This also applies to IRC: although it is a written form of communication, it is more like spoken discourse in its form and function. After the user has become familiarised with the system, it also feels more like spoken interaction, and much more coherent than to a casual observer, because it may be lacking in propositional coherence. In normal conversation 'Kami-Nari's babbling might have been ten seconds of semi-hysterical laughing at a joke or before a punchline to an interesting story, but when *written* in IRC it certainly seems incoherent and out of place.

To add to coherence of interaction IRC users often use *metacomments*[19] to link periods of talk and guide the discussion onward, as in directing the question to a particular nickname, and as if answering to a letter, instead of talking to one another as in speaking face to face:

> <Bowler> Hey Trampy, what you said about the SCSI cards
> I agree with but not the general idea...

IRC discourse is definitely coherent, because it is organised. There is usually a topic to discuss, and even if the topic may change as in

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[19] Commenting their own or other's previous comments.

normal conversations, it is in the least semi-constant. Often the only type of coherence to be found in scripts is interactional, and requires the examiner to have adequate background knowledge of the situation. The apparent lack of coherence makes the scripts seem unintelligible to a casual observer, but in most cases the users themselves begin to take corrective measures to avoid excessive incoherence and confusion. They may, for instance, create new channels when existing ones become too crowded, or revert to private DCC discussions between two users within the existing channels.

6.5 Intensity in IRC

Even if IRC is a written form of communication, some types of intensity, or rather emphasis, are employed in IRC communication, even if by very simple means, and with a very limited repertoire. It is certainly possible to detect certain changes in intensity, for instance it can be noticed when a participant starts to type faster (or what is apparent to other users, his or her messages begin to appear more frequently), and becomes more interested in the discussion (or perhaps agitated), perhaps even making some typographical errors, or using more abbreviations. But, as stated before, the common time is not constant to all users of IRC, and each user types at a different speed physically. Yet it is easy to explain some other uses of intensity in IRC. First, there is the use of 'action', i.e. requesting the server program to send a message onscreen so that it appears not as an utterance, but as an action, which can be seen in striking colour and which is regarded as a more powerful way of saying something. All emphasis must be conveyed in writing, and there are, even if limited, ways to mimic intensity, including for instance

'screaming', or using capital letters all the time, as well as excessive use of exclamation marks, e.g. as in the following:

[LINdA]   NOOOOO!!!!!!

Screaming is very often considered rude and often apologized afterwards, as is apparent in the following example where 'Ntman' on the last line of the extract apologises for his use of exclamation marks on the first line :

<NTman> juliet!!
<gDog> Ill be damn so am I
<ens> CANADA,do you speak French?
<STORM_CHILD> MAN THERE IS ALOT OF PEOPLE HERE
kristen24 [yo@199.165.95.178] has quit IRC (Ping timeout)
rcsurfer [rchan@ws2.hanaus.com] has joined #chatzone
sXe007 [numbnuts@cs2-04.spa.ptd.net] has left #chatzone
<thumper17> anyone from NJ?
hayes9 [john376@sttn00-sh2-port104.snet.net] has joined #chatzone
<NTman> sorry always wanted to say that

Yet another, and also a very peculiar way of conveying emphasis in IRC is called 'flooding'. Flooding is a powerful way of gaining attention (or getting enemies), carefully used it can well convey feelings of anxiety and impatience for instance. 'Flooding' means filling the screen with text, often incoherent babbling, or a message, thus preventing the normal course of discussion and getting more attention, like a child might do verbally, as shown in the following:

[METALLiX] please?	Iceman: can you send it to me
[METALLiX]	pleaaase?
[ACTION]	Zorque sets up a direct line to sweden...
[Iceman]	I dunno...
[METALLiX]	**Pleaze!**
[METALLiX]	**Pleaze!**
[METALLiX]	**Pleaze!**
[METALLiX]	**Pleaze!**

Action, screaming, flooding and exclamation can also be used

together:

* EASTWOOD says that this is a VERY BAD channel!!!!!!!!!!
* EASTWOOD says that this is a VERY BAD channel!!!!!!!!!!
* EASTWOOD says that this is a VERY BAD channel!!!!!!!!!!
* EASTWOOD says that this is a VERY BAD channel!!!!!!!!!!
* EASTWOOD says that this is a VERY BAD channel!!!!!!!!!!
* EASTWOOD says that this is a VERY BAD channel!!!!!!!!!!

Here it must be noted that this way of using assertion differs greatly
from normal language use; in IRC there is less need for redundancy
as the previous comments and speech events can be seen onscreen
for a while after they are said, but on the other hand repetition of
utterances has been made very easy on IRC. In normal interaction a
sentence or utterance is rarely identical to the preceding ones, i.e.
non-repetitive. (Allen and Guy 1974:165.)

A more profound study and examination of intensities might be
arranged in a situation where IRC users would be having their
conversations on a LAN[20], for instance, with the same kinds of
machines and client programs, thus eliminating the lag and other
hardware/software problems. Their typematic rates could be
measured and changes in it monitored, as well as perhaps their

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[20] LAN - acronym for Local Area Network, a system where two or more computers are locally
attached via cables and network adapters, thus allowing fast data transfer rates and simultaneous
monitoring and usage of the computers.

pulses and brainwaves even, but that would not be studying the language they use. It is *not* the intensity the speaker of the utterance tries to convey, it is how the *other participants* in the discussion sense it. Even as it is, it seems that while intensities can be found and studied also in IRC language use, there is little need to go into that in more detail in a descriptive study such as this.

7 Discussion

The aim of this thesis was to illustrate some peculiarities of the IRC language and to see how it differs from 'normal' written language and what aspects of spoken discourse it might contain, and if so, whether or not those aspects could be compared to those of spoken discourse. In my view the differences between 'normal' discourse and IRC discourse are abundant, and the various methods of analysis of discourse proved to be a good tool for presenting these peculiarities, although also other interesting issues, such as the social aspects, attention-getting and vocabulary use presented themselves very early in the course of this study. In this study the aspect most strikingly resembling spoken discourse was the use of emphasis, or intensity, which in IRC is used more extensively and more expressively than in normal written discourse, although many, if not all, elements of expressing emphasis in IRC have already been used in modern poetry and other experimental literary work.

While IRC undoubtedly is a written form of communication, during the study it has thus became clear that it also incorporates some aspects of spoken discourse. IRC language is a very specialized form of communication, with specific vocabulary and unique features

mimicking the use of nonverbal communication and intensities normally only found in spoken discourse. In a way it might be described as an 'extended' and synchronous form of written language. The term 'extended' is not used here to imply that IRC language is in any way superior to other forms of written language. In fact, it can not be denied that it lacks many of the characteristics of both written and spoken language; it is generally rather ill-formed and incoherent and certainly not elaborated, complex or formal. Neither does it, and can not, include but facsimiles and descriptions of many of the features present in spoken discourse, and can not employ the use of intonation at all, as there are no vocal qualities. Nevertheless, it also incorporates many ingenious, new features such as the use of emote commands. While the restrictions of the media used makes it somewhat handicapped in employing some features of normal language, the users are forced to stretch the limits of written language further to compensate for the loss, making the disadvantages to work in favor of the new style of communication. Hence we have a new form of written language, aided by technology and spontaneously created by people from all over the world – a true international language phenomenon.

The quick evolution of jargon and slang in IRC, together with the free order and style of discourse as well as the intercultural aspects lead to an idea that by studying the structure and vocabulary of IRC, we can perhaps predict the direction the 'normal' language use is heading. 'Normal' spoken language also seems to be constantly evolving towards more effectiveness and simplicity, and like in IRC, more and more of everyday communication is achieved with the help of machines of some sort. IRC language is often more complicated than spoken discourse in grammatical terms, and also more accurate. In comparison to 'normal' written communication,

IRC language more effectively uses words and expressions to convey the meaning in the fastest and most illustrative manner, dismissing the traditional rules and habits of communication. Unnecessary prefixes and suffixes are often left out and modern jargon and 'street language' is commonly used. For instance, on the IRC the word 'cool' has usually been spelled 'kewl' and it can be presumed that the new version will emerge into use in normal language soon, perhaps in a computer commercial. Many abbreviations originating in IRC and electronic mail context have in fact already found their way into everyday language. For instance, it is not uncommon to see the abbreviation 'LOL' (laughing out loud) or the infamous 'smileys' being used in cellular phone messages and messages scribbled on notepapers in offices, or on written messages anywhere. IRC language can be treated as slang or jargon, which it undoubtedly contains, but in the same way it could be said that, in a way, IRC language is a new pidgin language, because it does not, in fact can not, have native speakers, and it is developed for a practical purpose. All linguistic descriptions or classifications simply do not apply to IRC language. Furthermore, slang is generally seen as an inferior form of language, and in my view IRC language should not simply be treated as inferior; in fact I consider it to be an extremely rich and viable form of communication. The users of IRC regard their language prestigious and generally seem to be well aware of their role in the evolution of that language, and, as the examples have illustrated, even the discussion in the channels often revolves around the language and its use. Those who are very familiar with IRC traditions and language use usually also take great pride in their skills to use that language.

From a linguistic standpoint perhaps the most interesting aspect of IRC is the way in which the participants use speech acts - not only

as they are used in 'normal' communication, but also as tools for creating the sense of reality and the surroundings in which the interactions take place. It is a virtual reality in which speech acts, in form of commands issued by channel operators, have, if not tangible effects in the 'real' world, at least concrete consequences in the reality therein. The IRC reality is, to an extent, constructed through the use of language, and thus it can also be manipulated by the use of language. It is also a good subject for further linguistic study in any given aspect, particularly in the area of speech act theory, because the discussion in IRC is easy to record and material is abundant.

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C: http://www1.geocities.com/SiliconValley/Park/6000/

D: http://www.utu.fi/~ele/ircopas/

E:
http://www.yahoo.com/Computers_and_Internet/Internet/Chat/
IRC/

F:
http://www.yahoo.com/Recreation/Games/Internet_Games/MU
Ds_MUSHes_MOOs_etc_/

APPENDIX 1: A screen capture of a typical IRC session using mIRC.

APPENDIX 2: mIRC client program disclaimer.

mIRC v4.6 Internet Relay Chat Client
Copyright (c) 1995,1996 Khaled Mardam-Bey and mIRC Co. Ltd.
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mIRC is a Shareware program which means that you can use it legally for 30 days free of charge to evaluate it. If during, or at the end of, that period you decide that you like it, please register your copy. Your registration will support work on future versions, new features, and bug fixes, and will provide you with technical support via email.

Please see the help file to find out how you can register.

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APPENDIX 3: The list of IRC channels at the date and location of collecting scripts and data for the study.

Chicago-1.IL.US.Undernet.org Thu Dec 05 23:40:49 1996

#100%HomeMadeNudies 6
#100%preteen_fuck_pics 4 DOWN WITH KIDDIE PORN.........
#10-17 10 Hehehe Victor rules! hehehehe
#11-16 9 Its winter time and lag is in the air....*SIGH* -Austin
#11-17teenz 4 hey the jokes stopped, no reason to be scared
#12&12 4
#12-14yearold 3 Man... what a gay topic
#12-15teenz 11 and i hardly know this beauty by my side ill never forget the way you looked at me (dance going on sponserd by Catt come on in)
#12-16teen 4 W sets stupid channels topics!
#12-18 4
#13-15teen2 11 hit ctl and F4 for ops
#13-16 3
#13-17bestbet 8 **This Topic Has Been Removed Because It Is Lame**
#13-17teenz 6
43x²/88³*333+10=2424234324 find the value of Algebra for real life where job=McDonalds
#13-18 6 type !sf32 for the *BEST* mIRC script (or !sf16 for suckywindows version)
#13-19Teens 15 jess loves bushx
#14-17teens 4 Dead is what he is... He does what he please.
#14-18teens 3
#15-18teenz 9 School + IRC + Webpages = Hard to handle dam right
#15-21 4
#15-25friendly 12 wow that's only five months? i think it is longer
#16-21 5
#16-22 3 breena where are you (i miss you) {=O(
#17-21 5 All hail Oofy
#17plus*chat* 3
#18-25Singles 15 CajunBoy needs the serv-u "back door" port
#18-26singles 9 Wê'Vê GöT å (c)(r)öWÐ....(c)öMê öñ îñ åñÐ Jöîñ û§ïïï
#18andup 9
http://indigo.ie/~atelford ThE Best ChaNnel to make friends
#1-hot-xxx-Pics 17 FREE FSERVE!!!!!!!!!! PICS!!!!!!!!!!!! SEXY CHAT!!!
#1-NUDE-CELEB-PICS 4 FAMOUS PUSSYS > Flying > thru > Space...File-Server

#2_ID 4 niarf
#20-27regulars 5 this place is great during the day, no ones here
#21+flirts 3 Have you ever looked into those beautiful eyes and knew you would want no more?
#21plus 4 Matt and Diva: a match made in Heaven
#25+friends 5 That's it! This party's getting dirty! I'm putting on my clothes and going home!
#25+fun 5
#25plus 8 Welcome to the Friendliest Channel on the NET!!!
#2cool4u 4
#2ndhome 6 newbies and slow typists welcome
#30+4play 14 Blueeyes thought the old topic was stupid !!!
#30+Cyberfriends 3 This is not a SEX channel.................!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
#30+FriendsNFlirting 8 Whats a NY minute?
#30+Playground 4
#30+romance_cafe 12
#30ish"N"Wild 3
#30plus 17 welcome to 30plus, aka the lag proving grounds
#30pluss 18 Nå lagger det j..... her Tor!!!
#30something 6 The Slowest Splits in IRC History Are Happenin......
#35plus 7 The friendly Family channel for those 35ish and older:)
#36CHAMBERS 4 (c)ª§h (r)Ü£è§ èvÉ(r)¥+|-|ïñg ã(r)°ûnÐ mÈ CREAM
#3dCafe 3 Da Cafe! Tha Place To Be For 3D!
#3dcode 6
#3DGames 5 Hexen 2 Screenshots: www.ravensoft.com/html/hexen2.htm
#3drealms 4
#3dsmax 3
#3-riv 3
#3waysex 28 [18+]The Official IRC Adult Entertainment Channel☐Triple Your Pleasure...
#40_something 7 B. Y. O. B.
#40+coffeehouse 6
#40+cuseemesex 6 welcome to cuseeme's newest verified channel :)
#40+friends 10 Jim and all the Gals!!!!
#40+fun 12
#40+funflirts 5 the great bot is a frodd
#40+kleenspeak 8 Welcome to "KLEEN Speak"....!! :)
#40+Ladies&Gents 6 Come on in and Mellow Out!!!!!!!!!!!!!!!!!!!
#40+likum's_bar 9 Go With The Flow !!!!!
#40+sexx 3 bummers without merits
#40ans&+ 14 (,Party de Noël du canal le 14 Déc,,voir Anais pour réserver,E-Mail beginl@videotron.ca
#40plus 8 Happy Hannukah!!!
#41plus 16 Time for fun...no excuses
#4-20 6 -= All druggies welcome =- inject your soul with liberty!!
#45+ 13
#45+sex 12 It is Party Time. Let's out party the lag!!!!
#45friends 16   COUNTDOWN! 9 Days Until The Christmas Bash!
#50plus 14 /////////WELCOME HOME\\\\\\\\\
#50something 14 HAPPY BIRTHDAY TO F4EVAMBR!!!!!!
#65plus 3
#911_pub 4 Welcome EMS/FF/LEO & Friends...come in & relax!!!
#A_UFO_TRUTH 4 Spiritual...Religious connections
#a_warm_place 3

#aa 7 Welcome to #aa! AA Meetings Daily @ 9:30pm EST and M-F @ 9:00am EST.

#aa_onliners 13 **AA_Onliners** Living Life on Life Terms

#aalesund 5

#abbeyroad 3 Check out our page http://www.teleport.com/~gcliving/Abbey/home.htm

#ABirdsNest 3

#abitibi 8 [`·.,.·´ `·.,.·´ `-> @ Bienvenue Sur #Abitibi !!! @ <- .·´ `·.,.·´ `·.,.·´]

#abuse&healing 7 A safe place to be heard. (r)

#acadie 8 Page web d'#acadie-->http://www.geocities.com/CollegePark/1908

#acadie-suisse 4

#accura 3

#acme 8 Nothing like a good dose of RINGO!!!

#acores 14

#acro 8

#ad&d 13 Free pics of Laurana for the first person willing to dm a good game!!

#adb 3

#ados 18 Venez toute a Noël dans la rue, avec Groovy Aardvark et +!!!!!!!

#adult_movie_traders 17 Fserves are: !Bitchy !Kirk

#adultpics 6

#Adultsexpics 21

#aek 3

#aerosmith 3 got all the answers..but low and behold! ya got the right key baby but the wrong - key - hole .. yo !

#Affairs 9 ***Where risque is accepted and crudeness ejected***

#africa 15 ICON OPS! Please be patient, your ips will be fixed ASA Jammer's telephone line is fixed. Sorry for the inconvience, but too bad you are with one of the worst I

#agape 4

#Aide 10 Bienvenue sur #Aide, le canal d'aide en français d'IRC.

#aids/hiv+2 6 Friendly, Open Chat and Support...All are Welcome!!!

#airforce 3 http://www.vii.com/~abbey/Video to find about more about VideoUSAF

#akeran 3

#alabama 5

#alanis 4 Calvin Klein and Tori Amos join forces to raise money for Tori's rape hotline, RAINN...Rape, Abuse & Incest National Network

#alanismorissette 8 cyan apples

#alanoclub 3

#alaska 9 Happy Hanukkah to all our Jewish friends!

#Albany.ny 6 ¨°°(c)o¿„¿o(c)°°¨°°(c) Upstate New York (c)°°¨°°(c)o¿„¿o(c)°°

#albarca 4

#ALESSIA 4

#alicantino 9 el puti club de la vida!!!!!!!!!!!!!!! aqui <::::::::::::::::::::B

#aliceinchains 7 GET IN HERE LONG HAIRED GUYS!!!!!!!!! (BABES ONLY)

#allo 10 *** SNIF SNIF SNIF JE SUIS TOUTE SEULE *** :(:(

#allsexpics 29 Welcome to the best freaking channel on the IRC DAMN WERE GOOD!!! (Adult pics only please)

#allwarez 3

#ALL-XXX-PICS 4 ALL SEX PICS ALL THE TIME OPS NEED HELP WIT FSERVES AND FTP'S

#alma 4 [Le] [CeNtRe] [DE] [SeRvIcEs] [EN] [LiGnE] - =[http://www.digicom.qc.ca/~alainb/mw1/centre.htm]=-

#always 4

#amateur_wife_pics 18 Come in and trade pics of wife! no Kid/teen/pretee/rape/incest/or animal sex rooms

#Amiga 8 #Amiga. We Are the Best.. so why are you not HERE ?

#amigacafe 15 The CV64/3D will be released on Dec 15th. And CyberGL (port of OpenGL) will be released on the same day.

#AmigaHellas 4

#amigos 5 Vamos todos comemorar junto com o _Leo-BH_ a grande vitoria que o GALO vai ter hoje!!

#Amirc 10 the boring channel..noone says anything!

#amistad 6 GINA!!!!!!!!!!!!!!!!!!!!!!!!....si no pongo esto el ruah se enoja :-PPpPpppPPPp

#amsterdam 4 A friendly place to come and chat !!!

#analsex 13 Best Sex between a Man and a Woman

#anarchy 16 °·.,.·'°·> uw3 li | <3 w4r3z? 4Rt? c0uri3riNg? htML? /j0iN #pAniC ! <·°'·.,.·° Jen you are not a newbie d:-þ

#anatolia 5 LaNd Of EnCHaNTiNG BeAuTy AnD WaRmEST HoSpiTaLiTy-->http://www.fiu.edu/~msumbu01/anatolia

#anim8 3

#anime 11 Everybody loves Miwa :D ^,^ <---Ami's kitty nose(tm)

#annex 3

#antiidle 3 AntiIdle Official Undernet Channel

#AOL_Refugees 3

#APIIT 5

#apologetics 3 The Home of Theistic Realism

#Apostolic 5 ▢▢For He alone is Worthy! ▢▢ ▢http://www.rose-hulman.edu/~engleae/apo/▢

#arabchat 4

#arcanet 4

#argentina 88 Flood: /flood 1 1 60 y /silence *!*@* .

#argos 8 "EL PAIS DE NUNCA JAMAS" o "Alicia en el pais de las maravillas"

#arizona 19

#ark 8

#arkansas 6 Welcome to Arkansas, check out http://www.miworld.net/~duh THANKS lttlbird!

#ArkLaTex 5

#artes 8

#aryan_nation 5 §§§ Hitler was Right § Sieg Heil §§§

#ash 3 alt.suicide.holiday-http://www.concentric.net/~papercut/ash.htm

#asian 22 Welcome to the #ASIAN channel!!!!

#asiancafe 9 _..-'^'-.._..-'^'-.._WeLcOmE tO aSiAnCaFe_..-'^'-.._..-'^'-.._

#Asiansexpics 4 Trade Youre Oriental Pix Here-==Fserves welcome==--ask ops for +v

#AskFemaleAnything 21 Sexy women answer all your Sex questions!!!!

#asm 6

#aso 3

#asturias 4
#A-TEAM 5 If you're in trouble...kick back and have a beer
#atheism 4 Bored?....check out www.tampax.com
#attitude_uk 3
#AuRendezvous 3
#aussinet 12 Welcome to #aussinet (http://www.cyberhighway.net/~transnet/irc/aussinet.htm
#AUSTRALIA 9 "¯°°(c)o¿„¿o(c)°°¯°°(c) Australia (c)°°¯°°(c)o¿„¿o(c)°°¯" Chat in english on main channel or out you go...
#avellino 6
#aventura 8
#aviation 4 / | \ „ø□°`°□ø,.„ Welcome to #Aviation Wings of the Undernet, Your pitstop for Pilots, ATC,A/P, and Friends „ø□°`°□ø,.„/ | \
#b 3 !tahC naelC
#b*u*s*h 7 disconecting sux
#babbel 13 http://www.disney.com/DisneyBooks/new/StoryBook/StoryBook2.html
#babeque 3 chinita no puede cambiar el topic
#babes-r-us 3 Where is EVERYONE??? ~CUM~ Play with the KAT!
#Babylon5 9
#Backstreet_bar 7 WELCOME to the first Virtual Bar.....lookin for a party....7pm be here
#baltimore 4
#bandung 4 cerita tentang HP by toctock
#bangladesh 13 Congrats to Kapil (Arup Das) for getting his M.S. degree today !!
#barcelona 19 es el Viernes - 13 , todavia no sabemos ande
#basketball 11 Lets all chat about some bball!!!
#Batcave2 3
#BattleTech 9 The Clans have arrived, and it makes you wonder, could they take out the aliens from ID4?
#bawel 3
#bayarea 3 DON'T COME IN HERE TRIPPIN OR ELSE THE MACK WILL GO OFF ON THAT A**!!!!!!
#bbswarez 21 -=²²²\ \ #bbswarez / /²²²=. .
#bbw 48 Time for the HOLIDAY nicks kids!!!!!!
#BBW&Friends 6 Welcome to the Newest & Friendliest BBW room on the net :)
#bbw-lounge 4 Come On In and Let Your Hair Down With The Sweetest BBW"S Around
#bbw-over40 9 Happy Chanukah to all my Friends .... 'LadySher'
#BBW-SuperSize 4 + See the pics...http://www.on-ramp.com/ssbbw
#bbw-truth-or-dare 6 bbw and admirers 18 + only !!!!!!
#bdsm 15 BondageDisciplineSadismMasochism-

-18+ only, No Trolling, No Pic Trading, Respect Everyone
#bearcave 11 Bears: Hairy Men and the Men who like them.
#bearcavehispana 4 PARAISO PERFECTO: SOLO HOMBRES
#beastsex 6
#beatles 4
#Beatles4Free 3
#beavis'n'butthead 3 But Master, Does not the fire need water too?
#beginner 30 The gReAtEsT Place for Help/Chat.. and FUN! <G> <ENGLISH>
#belgique 39 Twin peak OS ..putain ca fou le moral a zero !!!!!
#belgonet 3
#bengali 5
#bergen 7
#bestfriends 8 19 more days and the li'l fat man in the red suit will be here!
#bestwarez 14 =huh
#Bi&girls4girls 4
#Bi&Lezgirls 3 "Girls Island - NO Guys -Allison and Michelle are so much
#bible 19 The Bible is the Word of God ***** Jesus is Lord and Savior!
#bible_prophecy 3
#bibletalk 4 ,._,.-*'^'~*-,._,.-*~> #BibleTalk <~*-,._,-*~'^'~*-,._,
#bibou 3 http://panoramix.umh.ac.be/~students/alican/ la page web du channel bibou
#bi-curious 9 #Bi-Curious Bi-Confused? Bi-Silly? Come in n' chat! Guys n' Gals 17+ only!
#bifem+ 9
#bifemdomme 9 WILD slaves and the Mistress's that love them.. +21 {NO MEN}
#bifemfantasy 7
#bifemfriends 5
#bifems 7
#bifemsex 52
#bifemsex+ 3
#bifemsonly 3 Lela's got a hangover and is going ot lay down ofr a bit bbl hope to see ya tonight keisha :-)
#Bifemteen 7 Grrrls Only!!! NO GUYS!!! No Sex or Perv Channels!!! No open Pic Trading!!!
#BigBoobs 16
#bighouse 3 It's a big, big house
#bigtoy 3
#bikinikill 3
#bimalefriends 4 if youhave an open mind, get the hell in here, women welcome, 18+ only
#BiMarried 6 Visit www.concentric.net/~zan-hawk for the #bimarried web page
#birdie 3
#bisex 8
#bisexuelle 5 BIENVENUE A TOUS LES BISEXUEL(LE)S..:))
#bitchx 10
#bitehard 3
#bizu 8 FeLiZ AnIVeRsÁriO PIvIziNhA !!! Nós TOdOs Te AdORaMoS !!!
#black/white 3
#Black_Metal 3
#Black_Rose_Inn 4
#blacklace 7 Hottest Lingerie Shop on IRC..Hot Chat..Good Times..18+..No Tradin in Channel
#blackrose 4
#BlackSabbath 4 Have you ever thought about your soul... Can it be save??? Or perhaps when ur dead u

stay in your Grave... Is Jesus Christ a name in book or is he part of u
#blacksex 31 Information on #blacksex April Gathering: http://members.aol.com/ittybityqn/index.html Don't ask me, just go visit
#blacksingles 22 **THE WEDDING OF THE YEAR STARTS AT 9est, DON'T BE LATE, all wedding party please come to #pre-wedding ASAP**
#blackwhitesex 29 I like the Way U Work It.....
#blakchat 7 <Quote Of The Day>: <Dagwood> Yuuuu hooooo .. blondie???
#bleed 3 rising from the grave.......
#BloodTies 8
#Blue_Moon 5
#Blue_Moon_Too! 4
#bluestrav 3
#BmtTexan 3
#boggle 8
#Bolivia 10 Bienvenidos a B O L I V I A
#bondage 19
#Bondagepictures 8 No Teens,Incest,Kiddie channelers allowed
#bone 3 (`·._( `·._(`·._( `·._T.H.U.G.S can be either boyz or girlz!!!_·´)_·´)_·´)_·´)
#BoneThugs-n-harmony 4
#bongs 5
#booger 11 blah
#boston 4
#Bowling 3
#boysnet 10
#BoysRoom 17 Boys Virtual Winter Wonderland! <|>BoysRoom<|> http://shell.idt.net/~moondo29/boysroom.html
#boysworld 4 The BEST kewlboyz channel on the NET (no trading)
#br 20 Filme de hoje: "O terrível monstro do LAG ness"
#br2000 6 Segura a ^Dani^ !!!!!!!!!!!!!!!!!!!!!!!!!!! GET HER!!!!!!!!
#brasil 190 http://www.cyberbrasil.net/gin.htm GINCANA DE ANIVERSARIO DO #Brasil... Participe e ganhe diversos premios
#brasil30+ 27 IRContro SAMPA Hoje Augusta Express-Sorteio do amigo secreto c/CapCave!
#bratpack 3
#breakfastclub 7 The (Lag) Times They Are A-Changin'
#brew 3 Hi brewcrew, Luv has a x-mas present for all, please msg me
#Brisbane 6 ===(`·._ ( `·._ (`·._===Welcome to #Brisbane ===_·`)_·` )_·`)===
#britzone 5 brrr its freezing
#Brothers 3
#bruce 4 Bored and Lagged.....we need your support....
#Brunei 3
#BsAs 3

#bsd 3 #bsd Berkeley Software Distribution (FreeBSD, BSD/OS, OpenBSD, NetBSD, etc)
#buenosaires 4
#Buffalo 4 Welcome To #Buffalo.
#Bugsy's 3 A Place For NICE People To Wish LvlyLori a Happy Birthday!!!!
#bujinkan 4
#Buskerud 3
#c++ 17 C/C++ Progamming Discussion: Shman96 is happy to announce her engagment, and ther will be a party for her sunday in #C++ so bring your best tux and a bottle of
#CAChat 5 #cachat
#cafe_prelude 3
#cafe1 14 Keeping the Christmas Spirit::::www.northpole.com
#cafebleu 10 If anyone has MsSunset's e-mail addy, please give it to Wade.
#calamari 5 its easier to enter the bush without a bird in the hand
#caledonia 3 I dedicate tonite's topic tae the lovable JoJo cos she's sooo sweet.....:))))
#calgary 7 FUNK, I went climbing ttyl... :o)
#Calgary! 3
#california 29
#callahans 4 Callahans Bar for Drinks, Puns, Friendship, Latkes, Applesauce, Sour Cream, and Jam.
#Camelot 4 http://www.omen.com.au/~joust/camelot.htm A place for Chivalry, Honour and Romance (and a good chat 'round the table!!!)
#Camelot2 4 Dont take life seriously ...NOone gets out alive
#canada 27 Welcome to #Canada **** Bienvenue au #Canada
#canaima 3 "Lo mejor de Venezuela!!!"
#Canarias 21 La gente del canal #canarias, les desea unas Felices Fiestas
#candy 3 NEW PEOPLE ARE WELCOME !!!!
#candyland 5 max and dunk are the sexiest men in the KNOWN universe!
#Cantonese 3 _·-'^'-.._..-'^'-.._WeLcOmE tO cAnToNeSe_·-'^'-.._..-'^'-.._
#capers 6
#capslock 3
#car_audio 6 -._·+*'`^'`+._·+*'`^'`+._CAR_AUDIO_·+*'`^'`+._·+*'`^'`+._·-
#carioca 11 IRContro RJ Dia 14/12 as 20:00h PIZZA INN ipanema--->niver Nanny--< nanny@domain.com.br
#carmina 11 Bungee enloquece por BungeeGal!!!!!!!!!!!!!!!
#CarolinaCountry 3
#cartoonpics 3 FREE FSERVES !VT !VC !TOON !!BEST XXX-TOONS ON THE UNDERNET!!
#castellano 3
#castle 7
#Casual_Chat 6 Welcome to the Casual Side of IRC!!!!
#catalunya 47 ><((('> LAG RULEZ <')))><
#Catalunya! 3
#CatGyrl 3
#catholic 10 Peace to ALL who enter.....
#cb16 3
#cD 3
#cebu 3
#celebpics 23 Get your @$$ in here and trade your NUDE CELEBS

#CelebShots 4
#celibataires 15 [elle] vous invite a un petit GT à Drummondville samedi le 7 décembre au Box Office....pour info /msg [elle] ...:))
#cellular 4
#Central_Park 5 -=[/)) TKO !!
#centrop 4
#chaos 25
#chaos_lounge 3
#chaosbar&grill 5
#Chapel 3
#chapines 6 Whisky etiqueta roja-->Q78.00 (quedan pocas)
#Charismatic 6
#Chartermember 11 It's official they all dropped acid and didn't save any for me or Kristen
#chat 30 Sunrider... Oh mighty man of the swhartz... Get to mailing me info!
#CHaT4aLL 4
#chatbrats 8 Very few women admit their age. Very few men act theirs!!!!
#chatcafe 5 lag just hit hard
#chatcentral 3 i'm predicting 7 days on a bot in here
#chatchatchat 4 SARAH,- what a sweet name FOR SUCH A SWEET PERSON HEHE
#ChatDome 3 www.xs4all.nl/~msbuenk/dome.html Everybody is welcome for a Clean & Friendly chat.....
#ChatFever 4 Wê£(c)õmê tõ #(c)håtfêvê(r) ï hõþê ¥õü êñjõ¥ ¥õü(r) §tå¥
#CHAT'nSTUFF 5 'Kissing like a bandit stealing time, underneath the sycamore tree..'
#chatnwav 6 Welcome to the best chattn and wavn channel
#chatter2 6 We Love Mallo, the official pinger of chatter2!!!!!!!!!
#Chatters_Cove 5 http://www.iconn.net/druidd/ Visit our homepage!! *Newly Updated*
#chatwalk 5
#cheers 3
#chemistry 3 Lou please mail WS about your D.C. plans
#CherokeeFire 4 We are all one people
#CherryRain 7 i dont like rules about me thanx
#chicago 8 it's Class Reunion Day
#ChickenS 4
#Chicoutimi 5
#chik&sticks 3
#chile 36 @@@TODOS LOS QUE VAN A VENIR AL ENCUENTRO-IRC VALLAN AL CANAL #ENCUENTRO URGENTE@@@
#china 11 The CyberWorld is MAD... so are we....! :)
#chinese 7
#chinesecafe 6
#chineseclub 3
#CHIPS 4 Chronic Illness Pain Support, Continue to pray for Martha's dad's full recovery

#Chistes 8 Si quieren un chiste solo pidanlo!!! OK?
#Christ 6 If God were your Father, you would love me....... John 8:42
#Christian 10 The Lamer Magnet(tm) is ☐ON☐
#christian_singles 10 Op Prayer at 9p Pacific .... Take us Higher LORD!!
#Christian_Stronghold 4 -|- Wise men still seek HIM! -|-
#christian_tec 3
#christian-moms 5 We Celebrate the "Spirit" of Christmas.
#christianteens 4 Christians Rock!!
#christ's_love 9 John 15:13 A Place of Real Love....All Welcomed!!!
#Church_Chat 3 Jesus Is Lord.
#CIC 4 no CONTROL and des INFORMATION porno CENTER
#Cincychat 9
#civnet 4
#CKooL 8 faites /ignore -t *!*@*.quebectel.com <Bidou> non pis shewing sorry pour toi masis c moi qui va te fesser
#clan_desecration 6 MEETING HERE TONIGHT 8 PM EST
#clan_mtc 3 Clan Practice tonight at 21:00est, 20:00cst, 19:00mst, 18:00pst
#clan_quasar 3 \\ `°²°◻æ=¬«.,_,.» Thë · Têmþlè · øf · Çlàñ · Qûasàr «.,_,.»¬=æ◻°²°` //
#Cleveland 3
#clotho's_web 6
#cloud9 17 what sux: when you send people nice email and get nothing in return
#club_europa 5 SPANK PARADISE! VIPs only !
#ClubGLSbrasil 3 _Libra_ oferece c(_)~~ de café...
#club-hellfire 6
#Cocktail_party 5 ~(c)õmê ïñ~ **f(r)ïêñÐ£¥ åÐü£t (c)håt**
#CoDA 3
#codehozers 4
#coders 19 mail me any docs on programming!
#CodersPro 5 /msg W modinfo #CodersPro match Aminous *!*@*.execulink.com /msg W modinfo
#CodersPro/Oxygen Match Am|nous *!*@207.61.106.*
#coffeetable 15
#CoffeeTime 4
#coiso-do-costume 5 Coisos , onde estão vcs? :(
#collegehouse 3
#colo-bdsm 4 Rocky Mountain Freedom meets Sexual Bondage!! <<18+ ONLY!!!>
#colombia 34 ****#COLOMBIA canal DoMinAdo pOr MuJeRes*****
#computers 12 Need help with your computer? Questions? Don't ask if you can ask, just ask!
#connecticut 5
#conquest 14 ☐The race is to the swift...the battle to the strong...
#Console 4
#consultants 4
#Cool.fr 3
#cool_ops 3
#coolchat! 3 -="«PÎÑG¿ PÕÑG¡»"=- #CoOLcHAt! -="«PÎÑG¿ PÕÑG¡»"=-
#Copenhagen 3
#cops 5
#coptalk 5 "The Channel Op's from #Coptalk wishes Happy Holidays to all"!
#corsets&chains 4

#CostaRica 11 Hoy es el ultimo dia para cancelar la carne asada donde Josh....
http://interwebcr.com/logan/pelon
#countrymusic 4
#couples 4
#Couples-And-Bifems 3
#coupleswingusa 9
#Cowboys-N-Cowgirls 6 Join us and chat awhile but bring your own spurs !!!
#cowboysonly 3 Welcome.....and no...there is no topic yet....
#cpl+friends 3
#Cranberries 3
#Cranberryland 3
#crash_fire_rescue 3 Welcome Fire Fighters, Emt's, LEO's, Nurses ,Dispatchers, and Friends
#crazies 3
#cricket 22 Aus v WI ODI1 6 Dec. 03:30 GMT, Pak v NZ ODI2 6 Dec. 04:00 GMT, Duleep final: Central Zone 245/7 v South zone
#croatia 3
#cruising-bar 3 Bienvenue sur le channel de la cruise !! pis l'amour c'est plate en titi !!!
#cservice 18
#cservicio 3
#CU-SeeMe 8 Cu=Software, SeeMe=Hardware (Chan info: http://cu-seeme.cornell.edu/~WCW")
#Cuseeme-BDSM 3
#cuseemefriends 16 For info on our channel go to ------> http://www.hi-tex.com/users/altman/cfriend.htm
#cuseemehot 33 www.cuseemehot.com <-for channel info
#cuseemeKINKY 21 Cum get KINKY with us! Ref is DOWN!
#cuseeme-naked&showing 3
#cuseemerulez 6 http://www.noshame.com/ for more info. We are seeking a new reflector, any help would be appreciated!
#cuseemesex 37 go to □http://www.livenet.net/~rover/cs msx.html□ for information on this channel
#cu-seemesex 6
#cuseemeshow 5
#cuseeme-wild 47
#Cutie&Gong 9
#cuyngcpls 8 A great channel for single females and couples. Message an op with a } for information about becoming a member.
#cyber_friends 3 A friendly place for Clean Chatters. All ages & Newbies always welcome.
#cyberbar 4
#CyberBeach 3
#cybercentral 4 <JodieB> YOU SUCK, LICK IT HARD, GO DOWN BABY
#cyberculture 4 !cyberspace beware! !cyberculture is ALiVE! (kinda :))
#cyberfriendly 3
#cyberslam 3

#Cyberworld 5 HAPPY BIRTHDAY BIRGIT!!!
#Cynder's 5 come in and relax for awhile
#cyprus 16 i zoi einai mikri gia na einai 8liberi...kai egw megalos gia na thn pernw sovara!!!!
#danmark 14 [Tjallex]:Hvis nogen finder en lunge her, så DCC den til mig.
#dansk_rap 4
#Dark_Dungeon 4
#DarkAnime 5 Anime/Manga of a Dark and Adult Nature. 18+ ONLY <FSERVE Available> http://home.earthlink.net/~darkwish/darkanime.htm
#darkcell 5
#dark-elf 3
#DarkWing 6 The New Order has arrived.....beta v1.3 now available!
#Da-Rock 3 Well 20 more shopping days left!!! Has everyone bought my gift!!!!! :))
#dashit 10 EvilCock is here n'shit , so like be nice to him n'shit or something
#dating 9 "_,.»¬=æ□°²°` `°²°□æ-#Dating-=æ□°²°` `°²°□æ=¬«,,."
#Dave_Matthews_band 4 um, like #dmb is free, thanks
#Daytonchat 3 Can Someone Please Get This Gypsy To Talk
#ddrk9s 6 K9 Handlers, Trainers, Alpha Bitches, and lots of Friends
#deadgoats 3
#death 4 goodbye galaxy (Ant is leaving this world on Sunday......) TAKE CARE PAL!!!!!!!
#deathmetal 3 FUCK HOME WORK!!!!
#deathstar 5 tk421says: My name is Satan, feel my wrath and succomb...
#deepumbra 3
#deftones 3
#delphi 10 Borland Delphi 1 & 2 help/discussion
#delphi2 4
#demonslair 4 #=- Hell's Gateway Courier Group -=# Goto http://scott.intergate.bc.ca for our home page, Home site:199.171.27.87 Members only site! Use the Tree.dat, Luke!
#demos 5
#den_grimme_elling 9 `""°°(c)o¿„¿o(c)°°¬""°°(c) SNART JUL —> PAAARTY!!!!!!! (c)°°¬""°°(c)o¿„¿o(c)°°
#Denny's 3
#depression 15
#depression0 3 small penis warning: GO SEE #DEPRESSION_SUPPORT!! FULL OF TAKE OVER JERKS!!!! HELP THE DEPRESSED AND GET THEM OUT!!
#depression1 7 PEER CHAT 4 DEPRESSION SUPPORT
#depression2 3 www.theport.com INVITE ONLY BECAUSE OF THE TAKEOVER NEXT DOOR. Manic Depressive Individuals Only Please.
#Desmadre 3
#Devils_tower 4 The Coffee Bar of UFO Channels(c)
#DFWmetro 4 SAT. GTG at Razzoos in Mesq. at 3712 towncrossing phone number is 686-9100
#Diablo 6
#diamantes 7 Canal hispano creado por mujeres bellas de todo el mundo =*
#diapers 3
#dicas 3
#differentloving 3
#Digital_havoc 3
#DipCrew 6
#DisArm 7 elite`` light up a fat ass blunt

#disney 11 Welcome to #Disney: the happiest channel on IRC

#distritofederal 8 Ya todo vuelve a la normalidad

#Dlance 4

#doco-com 3

#Doe's_Den 4

#dogsex 18 Love and sex with dogs. No pics. Curious welcome.

#dogsex! 12 CryWolf is speechless...so quiet inhere...should change!

#dom-cafe 25 Bienvenidos a -=Dom Cafe=- La Capital De Chistes chidosss !!!

#dominicanos 19 Reunion Este Sabado En "Donde Ayer" A Las 9:00 !! No Faltes .... SABADO?

#doomers 13

#doomsday 5 □Escape Doomsday! Join the channel for help on joining the game!□

#double_overtime 3

#DP_DailyJava 7

#dragonballz 4

#Dragonfire_Tavern 3 Today is ArthurKOT and Aine's six month anniversary!!!!!!

#DragonLance 4 Somewhere on Krynn... Solamnia? Palanthas? That's it, I give up.

#dragons 3

#DreamCatcher 3 SaRaH + JoSé 4EvEr

#Duke3D 10

#dukebuild 4

#dukeedit 3 Wanna see something cool? Check out www.akula.com/~aphelion for the best page on earth! (just updated too)

#dukehack 3

#dunny 5 Friends.Net /server 205.177.91.57 6667 Fal's New IRC server!

#Dutch 13 <tic> kom hier, dat ik u afros, stuk schandaal

#E911 3

#eagle's_nest 3

#EaglesNest 5

#east_coasters 5

#easteden 5

#easyfuck 5

#echoes 3

#eclatez-vous!!! 3 Snow a pas le gout de s'eclatez aujourd'hui!!! :(((

#ecuador 4 <<<< Loor a Quito en sus fiestas >>>>

#edmonton 5 City of Edmonton, Canada []*[] - NEVER use "ZipFolders" software!!!

#Egipto 5 Cleoptre no se que le va a dar a Tuercas estas Navidades ;))))

#egypt 6

#el_patio 4 ~*□§ | §□*~`~*□§ | §□*~ -=□ EL PATIO □=- ~*□§ | §□*~`~*□§ | §□*~

#electronic 3

#elmedia 4 moi j'aimais bien le +t....

#elsewhere 5

#ENCHANTED_LAND 6 "WARNING!! DO NOT EAT YELLOW SNOW"

#enemasrus 3 The Enema Discussion Channel....18+ Only Please

#engl_rus 3

#england 29 welcome to #england

#enscriptedweasels 3

#enterprise-amiga 7 Use the bloody Springfield server!!!!

#EOD 4 EÐgê ôf Ðâ(r)Kñê§§ -{Night's Server}- 199.277.103.95

#ER 4

#eshta 4 http://www.geocities.com/TheTropics/3910 The Egyptian Web Development Team

#espana 19 Winona forever

#espanacanada 3

#espanol 39 proxima cena el dia 21 de diciembre en Zaragoza, vengan todos!!!!!!

#español 46 mmm...que pueo desir:"haser pipi antes de dormí"...:)

#españoles 11 ¡¡¡VAYA LAGGGG QUE TENEMOS!!!

#estatus 8

#estrie 6 HeY ! Les ti amis du S de S les dragons ball sont interdit a l'ecole attention!!

#Europa 5

#Europe 11 Welcome to the petting zoo

#Examining_the_Scriptures 4

#Exhibitionist_Girls 4 For Girls Who Like To Show Off - Girls ONLY - I Am Away

#exiles 3 American Society

#fl 4

#falconsnest 3 The Truth is Out There... but not on AOL

#fallenangel 15 Life is a bowl full of sorrow...

#familysex 36 No Fserve, No pic trading. Have fun and be courteous

#FamilyTies 4 Genealogy !!! We are in search of Our Ancestors !!

#fangcafe 3

#fantasyland 3 The rain is beautiful... come on out! (18+)

#faraglioni 13 <<<<BeNvEnUtI aL BAR MARIO>>>>

#fat_girl_pics 5 ((§»> 3* Big Beautiful Women Pics ~ Best on the NET ~ fserve ~ trade <«§))

#FatDykes 3

#felicidade 6 Amar alguem, como se fosse possível, como se preciso fosse ....

#femhumiliationsex 10 tis the season for giving........**kneel and serve**....

#femmePlus 8 Bienvenue sur #femmeplus, le seul · canal où, ni les flooders, ni les connards sont admis !!!

#ferrari 3 BUONA NOTTE DA DJANGO

#ff 3

#filipino 33 "Club #Filipino - http://www.orst.edu/~acdam/club.html"

#finalfantasy 8 EARTHBOUND 2 TO N64!!!!!!!! FANZ REJOICE!!!

#finland 6

#fire/medic 3 A channel for Fire, EMS, Law Enforcement personnel and friends (Visit our home page at http://free.websight.com/ffjohn/)

#firedrome 3

#firehouse 8 Hose practice is going on......come join in the wet

#firerage 3

#firescastle 3

#flarenet 3 _.‾·._.‾·._.‾·._.‾·._[#flarenet]_.‾·._.‾·._.‾·._.‾·._

#flirtin 7 The Power of Flirting

#florida 46 WPB party dec 7, info
www.flinet.com/~sandyb /msg
happyinfl for orlando party i
#folie 4 Kurt veut un nom pour son
canal...si vs etes interressé.../notice
Kurt_ (Nom) (e-mail)
#Formosa 5 --------------====< Åw
ªï~~~Å Åw ªï~~~ \\'elcome to the
Beautiful Island!!!!!>====--------------
#fotos 6 \/\/elcome to #fotos o
melhor canal da undernet!!!!!!
#francais 15 Bell (non Cantel!) journee,
enfin un peu de neige!
#francais/12-16 4
#france 62 www.lsol.tm.fr/yoda/irc
=> le Ouaibe de #france
#france25+ 9 "faites que votre realite
ressemble a vos reves..."
#francophone 6 La magie d'un instant
fuyant dans l'univers me traverse le
coeur....
#frankfurt 3 The official Frankfurt am
Main Channel
#freaky 3 ~*¤§ | §¤*~Welcome to the
FreaKy Channel. If your bot is good
bring it in~*¤§ | §¤*
#FREE_Mars 5 FREE Mars means
Freedom! (Adult D/s BDSM)
#freebsd 5
#freewarez 129
§¤*~`~*¤§ | §¤*~`~*¤§ | §¤*~ -=☐=- -
=FreeWarez=- -=☐=-
§¤*~`~*¤§ | §¤*~`~*¤§ | §¤*~
#freewarezdcc 103 Fserves:(3)
!mrdude !beer !talonserv Lists:(3)
/msg #klist !klist , !klist, /msg #list
!nrg
#french 4
#frenchat 9 Spoon dit qu'il est con,
mais en lui-même, je suis certain que c
un bon gars!
#frenchchat 3
#french-killaz 3 \\'arez =====]-
CaBlE RuLeZ -[===== bom dia a tous!
#freunde 5 Ich wette, dass matthias
genau einen Tag durchhalten wird.
Wettvorschlaege an
Darius@wiesbaden.netsurf.de
#friedpeace 3   Let it Snow Let it Snow
Let it Snow!
#friendly 32 I remember the time
when stealing a nick on IRC was
considered *very* offensive :(
#friends 13
http://www.geocities.com/SouthBeac
h/7790/ #friends The place to have
nice clean fun making friends all
around the world!
#Friend's_place 6
#friends4ever 4
#froggy 4
#ftplace 3
#Fuckers 3 Welcome All and FUCK
#fun_wavs! 4
#funbox 7
#funfactory 145 Welcome to
Funfactory: X-Mas is near "HoHoHo"
Chat but keep it Clean :) :)
#FunNet 3

#funnyfarm 6 The Ice Princess and The Beer King is
here.
#funplace 3 Soirée Karaoké sur funplace se soir avec
Antarex et Jerome_G eb guest Stars :)))))
#futbolmania 4
#Galera 3
#galicia 5
#gamecode 3
#Gardening 5
#gay 9 It's a GAY thing and we like it.............
#gay.be 5 by the way greeks are the best lovers.-`-,.-
`¬
#gay_atlanta 5
#gay_tennessee 3 Ride a Cowboy, save a horse!
#gay40+ 4 havedone thanks all for yesterday's best
wishes hopes for many more
#gayalabama 7
#gayargentina 7 Vean la nota de tapa sobre la VIDA
GAY EN BAIRES!!! www.pagina12.com
#GayArkansas 9 Welcome to our world!
#gayasian 11 12/6 is HappyBoy's birthday...
#gayAustin 3
#gaybdsm 3
#gaybigcocks 7 MenWhoLike'm/Have'm-
NoMinSizeReq'd-PicTradingWelcum!
#gaybigd 6
#gayblackmen 4
#gayblk&wht 3
#GayBoston 3
#gayboysex 25
#gaybrasil 6 ».°,-*'^'~*-,-_-,-*~ (c) GayBrasil (r) ~*-
,-_-,-*~'^'~*-,.°,«
#gaychat 12 Sign up to be Jonathan Schmitz' daddy
in prison! <-- evil topic, I love it!
#gaychristian 4
#gaychub 4 Chubby Guys and their "Friends" are
GREAT! Homepage:
Http://members.aol.com/gaychub/
#gaycops 4
#gaycut4uncut 4
#gaydads4sons 36
#gaydallas 9
#gayDC 5 GayDC's Search for the Cutest Butt,,
Auditions being held NOW!
#GayDogSex 6 guys who love their dogs
#gayespaña 17 motard...LLAMAME!!!!!!..........soy
Xta........
#gayfla 18 http://users.southeast.net/~gayfla Gay
Florida!!
#gayfr 6
#gayftptraders 5
http://www.webspan.net/~brad21/ TEACHING
GAYS HOW TO FTP - FREE SOFTWARE &
INSTRUCTION
#gaygifs 31
#GayHairyCowboys 5
#gayhellas 11
#gayhouston 3
#gayindiana 9 #GayIndiana now has over 1100
registered users!!! Whoo hoo!!!
#gayjackoff 43 Better than MCI's friends and family
circle (18+ only)
#GayJocks 3
#gayKANSAS 8 Party! 12-7-96 in Manhattan,Ks at
109 N. Ninth Email jeffas@flinthills.com
#gayKentucky 4 Play Nice, Boys--shadekin@aol.com
#gaylockerroom 5
#gaym4munder21 10 Brandonz horny!!!!!!
#GAYMANILA 5
#gaymich 3

#gaymichiganboyz 4
#gaymilitary 17
#gayminnesota 5 Welcome to
GayMinnesota
#gaymtlfr 29
http://pages.infinit.net/shadoah/
party TUPPERWARE de Noel du
canal 14 déc. info: bsboucher@vir.com
#gaymuscle 19
#gaync 3
#GayNiceGuys 7 Come chat with the
voted nicest guys on IRC
#gayNJ 5 Christmas Party friday!
www.yougogirl.com for
info/directions.
#gayNYCsex 3
#gaynz 5
#gayohio 12 Anyone seen Vasi lately ?
#gayontario 7 HapPENIS is being in
GAY Ontar-i ari- fairy-io
#gayottawa 6 Get-Together tomorrow
at Drewski's see
http::/www.Geocities.com/WestHoll
ywood/4102 for Details.
#gaypa 4
#gaypgh 3 lets play the quiet game
#gayphonesex 17
#gaypics 6
#gaypiss 5 One of the warmest gifts
you can give
#gayportugal 10
#gayquebec 6
#GAYREGION 6 Bienvenue à tous les
gai(e)s du Québec en région
#gayrussian 3
#gaysandiego 3
#gaysanjose 4
#gaysc 3 Where South Carolina guy's
chat...
#gayselfpix 21
#gaysex 30 College frat party time!!!
CUM in if u dare!
#gaysm 17 The Dungeon
#gaySoCalif 11
#gayteencuseeme 16
#gayteenjackoff 6
#gayteenpics 31
#GaYTeEnPIxZ 3 The ReAL GaYTeEn
GIFS...SaMe KeWL OPs...NeW
LoCaTIon
#gayteensex 26
#gaytexas 6 welcome to TEXAS'
NUMBER #1 GAY CHAT CHANNEL!
18 + PLEASE
#GayToronto 7 Vote for OPs (up to 10)
E-Mail your vote to
events@idirect.com ASAP
#gayuk 8 The All Caring
Sharing...What are you On....
Channel!!!
#gayva 5
#gayvancouver 6 Happy birthday to
HySt today! =)
#GayWisconsin 4
#gayyouth 6 Where the Gay/Les/Bi
Youth of the World Gather □NO SEX
OR XXX TRADING!
#GBI 5 Don't try to help Wij or do him
a favor, he'll stab ya in the back

#gbinfow 5 _,-*~> #GBInfoW <~*-,_ FTP:
206.183.140.131 u:gb p:games
#GeekSpeak 3
#geilo 3
#gelida 12 PROPOSTA DE FESTA.....
#genealogy 3 = Family History = Ancestor Hunting =
#Generation_X 7 Wearing NothinG Is
Divine...NaKeD Is A State Of Mind.
#genesis 3
#germanfun 3 Jo, cool ich habe das Topic geändert :
HOHOHO !
#germany 21 German chat ONLY! - with people
from around the globe ;-))
#germany2 6
#Gibraltar 4
#Giligan's 3 Come and enjoy friendly chat with Rudy
and LLLLips!
#girlschat 4 -*'^'*-.,_A Fun Channel Just For Girls_.-
*'^'*_
#girltalk 3 Polite Men are Welcome / Do Not Page
the OP'S!!! <-READ-<<
#girona 16 GIRONA ,AVUI AL CANAL TOTHOM A
COLABORAR
#global-ftp 3
#GLoCK_3 4 _,-*'^'~*-,_._,-*G³ 4 £¥Fê ¤ WØñ'T Ðîê
jü§T Mü£Tîp£¥*-,_._,-*~'^'*-,_
#gnn 4 Help is in #gnnhelp, Chat is in #gnnchat
#GNNChat 6 Ends Tonight!
http://www.betatesters.com/contest.html
#gnnhell 5
#gnnhelp 4 Welcome to GNN *UNOFFICAL* help
center
#goatfolks 5 For mature people to chat about their
goats.
#godchan 3
#Gods_Words 4
#goliat 3
#good-friends 6 Meeting Old, Making New... Clean
& Friendly Chat!!!!
#GoodShepherd 3
#goth 3 I don't exist when kafka doesn't see me.
#gozo 3
#graffiti 5 A REAL HARDKORE MOTHAPHUCKIN'
PLAYA KØLLIS!!!
#granby 8 . . . \\ `°²°¤æ=¬«.,_ ---===| #GrAnBy
|===--_,.»¬=æ¤°²°` // . . .
#graphics 9 GRaPHiCS CaFe * 3d and 2d Graphic
Trading and Discussion
#Graves'_Support 5
#GreatOak 3
#greece 18 The ultimate expirience of Greece !
#grenland 3
#grillade_kossor_e_godast 4
#Grimasse 8
#GROUPSEX 3 RAPEFEST LIVE TONIGHT
#Guitar 4 ~~~~~~ My Guitar Wants To Kill Your
Mama!~~~~~~
#guitarra 3 Den sus E-mail para registrar el canal
#Guns 3 chat about guns, ammo, and other related
topics.
#göteborg 7
http://www.angelfire.com/mo/Doggy/mIRCfest.ht
ml <----- Göteborgs Fest!!!
#habitu'e 7 Welcome to the Realms of Fantasy
#Hack_esp 5
#Hammer's_Fist 5
#happy_hour 4 Where It's Happy Hour 24 Hours A
Day!!! Welcome!!! :)

#happychat 8
http://www.boulie.demon.nl/happyc
hat Vanaf zondag bijna compleet :o)
#hardrock_cafe 8
#harleybar 4
#Hatrack 4 Welcome to our place, stop
and chat awhile, and Happy
Hannukah to our Jewish friends :)
#Hawaii 4 Welcome to Paradise!!!
#hawaiiHale 4 Welcome to the
NEWEST lil' grass shack in Paradise !!
Hele mai ! Nou ka hale !!!
#hdroadhouse 9 Drifter's Harley
Hangout..the coldest beer&the coolest
people! hahaha
#heads 10
#hearth 3 Caution Falling Servers
#heaven 3 LOVE makes the world go
round..In the end there is only
ONE.(quote RENAGADE)
#hellas 51 [□+=□] I have been to the
east, i have been to the west, but
#Hellas i like best! :)
#hellraiser 3
#HelpWorld 3 All the advise, half the
arrogance.
#hentai 3 Miwa: Huh?
#hexen 3
#hi 6 Life has a funny way of sneaking
up on you....
#hideout 8 12/5 - Day of the
NETSPLITS from Hell!
#hiding_place 9 THE LORD IS OUR
RIGHTEOUSNESS Jer 33:16
(www.calweb.com/~christvn/hiding_
place/)
#His_Sheep 6 We glory in tribulations!
Praise Jesus!
#hk1997 7 Wah....... barely anyone in
this channel as well..........
#hkstreet 3 Welcome to -» ´ä µó !!!
#hktw 3
#hktwinternet 3
□p∅p∅p~§Ü¥h¥´¥´²y~~□EÂI¦^·Ó~~~
~~~~¶â¶â
#hk-van 8 □Welcome all, Enjoy!
#Hmm... 7
#hoax 3 *** bruno22 was kicked by
HaRveY (7tH §p¦-¦ê(r)é Kick-Ban)
#hobnob 3 Visit our homepage
http://oakforest.com/hobnob/
#hockey 4 Har @ Bos, Nyi @ Flr, Cal @
Nj, Phx @ Stl, Tb @ Los ***Note***
Ranford injured last night will not
play today
#Holiness 3
#holland 4
#home 6 speak up here dont be lame
and get kicked
#honduras 13 #Honduras "El estudio
mas digno de un americano es
America" JCV
#horses 3
#horsesex 8 Love and Sex With
Equines *NO PICS* Curious
Welcome
#hotsex 5
#hottub 18 □Come in and pull the
cord to see if you get a Frustratin
Angel or a Gigglie Angel......

#houseofroses 3
#houston 12 We are Undernet....hear us roar!
#howick 6
#html 16
http://www.geocities.com/SiliconValley/7116/jv_b
ench.html check your browser (set by: diamon-t)
#Huesca 4
#hugs 4
#hui 3
#humanism 5
#Humour 5
#hungary 4
#hunting 3
#i2 3 _.,-*'^'~*-,._.,-*ïñTêÑêT îÑ§Tû¦\/¦êÑT£Z*-,._.,-
~'^'-,._
#iberamiga 6
#Iceland 8
#id 3 <¦MaGoT¦> take pot <jobe> lots of pot here :)
<QjrMud> just say no to drugs dude
#idahosbest 9 Angel and Sheena will be traveling
today... say nice things to the patron saint of
airlines... :)
#ii 8 □□ ï² □□ ï² □□ ïñTêRñêT ïñ§TRüMêñT£Z
HêâÐQüâRTêR§ □□ ï² □□ ï² □□
#IIAM 5 Welcome To Internet In A Mall's IRC
channel!!!! Be Nice and Have Fun!!!!! :) :) :)
#i-mail 3 Send E-Mail over IRC! /JOIN #I-MAIL
#Imperial_Strike_Fleet 3
#indiana 19 Hooray ! We get to build a
SnowWoman!
#indochat 9
#indonesia 16
#industrial 13 16volt isn't just a rock band anymore -
now they're a bad metal band too!
#inferno 3
#infonie 4
#In-His-Steps 3
#insomnies 4
#insultos 13 MORRITA la puta mas asquerosa del
UNDERNET!
#interchat 4
#interlude 5
#international 7 Good Morning and *hugs* to
everyone, from Adivina! :)!
#iowa 5
#iran 10 #iran dokhtar ironi khone shargiet to ragaye
man, aheghet shodam yare jon joni, dokhtar ironi,
dokhtar ironi...
#irc_dreams 3 "Welcome to #Irc_Dreams! Discussion:
IRC Related"
#irc_friends 4 âLL MèN $µ(c)K $HïT
#IRCAddicts 3
#ircaholics 5
#ircastle 4
#IRCchatter 5 If I don't answer... page me..LOL.. :P
#irchack 6 □TaKeOvEr!!!! FuCk YoU LaMeRz!!!!□
#irchelp 12 /msg gaijin !Help
#ircity 8 P A R T Y ! ! !
#irclub 11 darlin tthunder was looking for ya!
#ircnewbies 14 Come on in, ask IRC questions, chat
and relax!! No Cussing!!
#ircop 3
#ireland 11
#islam 8 <#islam has an Online Qur'an (AL-Kitab)
eg:type quran 17 88 & OPS set PassWord>
#istanbul 22 yane...arkadasca...tirstim hihohayt
#italia 82 Lasciate sti plit e venite tutti su server
194.109.32.173
#italia1 3 GIM PERCHE MI HAI TOLTO
L'OP??????????????????????????

#italia2 13
#italiancave 8
#italy 13
http://www1.rdn.it/dat/vick --
#ITALY: THE BEST
INTERNATIONAL CHANNEL !!!!
#it's_dutch 7 zelfs lorenaatje is er!!!!
#IWD 4 h0bbit sux cock
#jabberwocky 3 Noid Takes IT UP
THE POOP
#jack-off 8 We are too busy jacking to
talk
#jacksonville-fla 3
http://www.geocities.com/SouthBeac
h/6512/
http://www.geocities.com/SouthBeac
h/6512/
#japan 12 Welcome to #Japan!! Ruka's
back!!!!!!!!!!
#Java 3 ----====| Undernet Info <>
www.wildstar.net/~aleph |====----
#Jenny 4 Damn Jeremy, his friends, his
room, and Weezer
#jess 4 jess fell, oops
#Jesus 8 THE MOST SPIRITUAL
PLACE ON THE UNDERNET!
#Jesus=Grace 3
#Jesus101 4 Lord I want to SOAR ....
Take me Higher!!
#jodiefoster 5 HU
SUXXXXXXXXXXXXX
#joint 3 Have you ever thought about
your soul... Can it be save??? Or
perhaps when ur dead u stay in your
Grave... Is Jesus Christ a name in book
or is he part of u
#jovem 9
,·´||`·.,,·´||`·.,,·´||`·.,,·´||`·.,Christ
mas,·´||`·.,,·´||`·.,,·´||`·.,,·´||`·.,
#juerga 21 Joder, las tias estan
escondidaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aas
#just_to_chat 3
#just_us 4 Just_us
#just4kix 3
#JustFriends 6 HAPPY   BIRTHDAY
IONOONE!!!
#KaBoOM 7 A VeRy QuiEt
ChaNNeL.......... shhhhhhhhhhhh
#KandiLand 3
#kansas 4
#KANSASCITY 3 LUNCH MON.
ALAMO PARVIN RD. 1130 ALL
INVITED
#kapital 5
#kazbar 5 Friends meet in Central
Perk - REAL Friends meet in the
KazBar...
#KDGE 3
#Kentucky 9 no love in here....
#kewlgayyouth 3
#Keystone_state 3
#kidsonly 10   beans: .say .kick KoSS
BLAH |Infinal|: .kick KoSS BLAH
#kidsrcool 4 if you are brad you are
dead so don't come back
#kidsrule 5 <Sprink> please change
my match busted... i gota go at 6:09
est. BYE!!!
#kiev 3

#KiLLaWaReZ 6
#KIPSPlace 5 Friendly Place to Chat.....Come On In!
#kitten 3 I am the Damned
#kittycatvamp 3 You're dazed and
confused....Trapped in a world without time....Where
sound collides with color and shadows explode.
#knalfamil 4 kkkkkkkkkk...K&K rules...kkkkkkkkkk
#KnightRdrsPlace 6
#knownspace 5 Welcome to Knownspace. Please
remain seated until the Starcraft comes to a complete
stop.
#Kokomo 4 #kokomo: #kokomo: #kokomo
#korea 19
#korean 3
#KoRn 10 My woman fucking rocks!!!
#Krymson_Keep 4 Hail to the Q's!!!!!!!!!!
#Krynn 6 ---,---{@ (The Inn of the Last Foam) @}---,---
#kurdistan 3
#kurdistan+ 3
#kurdtcobain 11 ~~Kurt D. Cobain~~~(1967-1994)
#kuwaities 5 Welcomes you to the Greatest country
in the world :o)
#L.E. 6 Hossie's Possie's L.E.
#lac-St-Jean 7 Allo vous autres
#LaGang 4 Bienvenue dans #LaGang, le canal en
toute amitié...
#lancasterpa 8
#laredo 9
#last-home 3 Internet Help Forum - WIN95 and Win
3.x
#LasVegas 3 Welcome to the Las Vegas Channel :))
#latinos 52 querer es gozar y amar es sufrir
(Derechos reservados a Televisa)
#Laval 4 Mega Party IRC Le 14 Decembre A Mtl,
Pour Info Email LoraK A : party@brasserie.ca Ou
www.brasserie.ca
#lawless 3
#lazyphuque 9 WEL IS CUMING!!!!
#LDS 3
#ldsyouth 10
#Lear 5 i like the way u work kid...no diggity...gotta
bag it up
#Leather_and_Roses 11
#Lebanon 7 □20 MORE DAYS UNTILL □
CHRISTMASS :)))))
#Legend 4
#legiao 4 "É preciso amar as pessoas..."
#Les_Muchachos 8 Bonne fête dormeuse....!!!!...:))
#lesb-españa 3 <coños humedos>
#lesbiana 8 LA UNION HACE LA FUERZA
GRACIAS MUJERES Y HOMBRES
#lesbianas 6 Mujeres que aman a las mujeres
#lesbians 14
#lesbiansex 4
#lesbian-sex 7
#LesbianSisters 4
#leschat 12 HAPPY BIRTHDAY LAMSTER!!!!!
#LesPlay 4
#letty 3 esperando a letty y tambien que la lag se
quite
#leve_tot 4 N'oubliez pas notre bon vieux nibib qui
va vieillir d'un an demain!!!!!!!!!!!!
#lezbism 4 ladies chat......men behave or risk being
kicked
#Lezsex 4 Kiss me gently and take my breath away!!!!
No Men Allowed!!
#Libertarian 3
#lice 3 □□□□type □@lice□ for newest version of
LiCe. □@lice help□ for other nifty commands.
#liege 5

#lince 5 El lag???... bah!! BOBADAS!
#LionkinG 7
#lisboa 10 Lisboa a noite... que gelo :-)
#lissa 4
#lnc-lite 4 Lois & Clark:The Fortress of Solitude
#LocutusDome 5 Everything is fine now....thank you...how are you..
#Loiscla 20 Chappy Chanukah! S'vivon Sov Sov Sov!
#LoKoS 4 NBK-vi tu foto ;) bello bello bello lindo hermoso y de todo..z
#lonestar 3 only 19 more shopping days left till Xmas!!!!.... 20 if you are a last minute shopper ;)
#longisland 3
#longislandover30 4
#Lords&Ladies 4
#lost_land 3
#loucuras 11 Hoje é só love........... e o jacuzzi foi alargado;)))))))
#louisiana2 3 GEAUX COWBOYS!!!!!!!
#Louisiana-ICEGATORS 5
#love 18 #love Party in Detroit, Jan 4th...see Tassha or Muerte for details
#Love&Sexpics 3
#Lovers 3 You Make Lovin' Fun !!!!! 21+only please
#lowlands 5 how bizarre, how bizarre
#LuiGi 4
#lulu's 8 Where Elchanan's wife will give him the happiness of giving birth to their 4th child within 2 weeks , all presents are welcome.
#Lunar2 3
#lunisea 12 Welcome Aboard the Huzzah Hussy
#lusiada 6
#lynndi 4 Finally Found Someone ^*_*^
#m 4
#mabuhay 12 Visit http://www.usinc.net/kelvin/mabuhay <-=- NOV.30 Grand EB pics!!!
#mac 5
#mac_emu 3
#macau 13 úó
#Maccafe 3
#macedonia 13 VO BORBA, VO BORBA, VO BOOOOOOOR BA
#macedonians 7
#macintosh 38
#mackingdom 3
#MacLand 4 LOL, it's jake with his 3r33t nick
#macnewbies 3
#macwarcraft 3
#Madrid 19
#madrid1 3
#Magic_The_Gathering 4 TWINZ CAN YOU HEAR US
#magicians 4 All Performance Magicians Welcome. No M:TG or Occult Please.
#magyar 8
#maine 3
#Mainehos 3
#mainesbest 5
#malaga 4

#malta 27 http://www.jagrove.com/malta/ The place for a nice chat :)) (LoveSexy)
#Malta_Gira 11
#manga 3
#manila 9 http://www.wolfenet.com/~wjvw/manila.html <== Club #Manila
#Manna 4
#manoir 6 Les Végétaux du manoir, le comptoir à légumes de Provigo.
#maranhao 25
#mariachis 6 AMOR rakel... te espero aqui a las 8:30 !! Te Extrano...
#Mariah 10 At least the Billboard Charts recognize Mariah's true talent!
#Mariah_Carey 13 _,.-*~'^'~*-.,_mArIaHcArEy_,.-*~'^'~*-.,_
#marijuana 10
#marilyn.mans0n 3
#marilyn-manson 7
#maroc 5 Retenez cette adresse, bientot pleins de chose sur notre channel #maroc: http://www.geocities.com/CollegePark/9648
#Married&Looking 3 Adult channel : see our home Page at http://tc3net.com/user/dsnead/m&l.htm
#married*&*cheating 3 Real people meeting real people real affairs
#married_flirts 8 Come for the chat.... stay for the people!
#married_n_chattin2 7 Inez is on it..not all have contacted her tho
#married_n_chatting 7 KID2 was here
#Married_N_Friends 8
#marrieds-having-fun 5
#marte 3 "§□*~`~*□§ | §□*~`~*□§ | §□*~ Marte: Tu Planeta Favorito ~*□§ | §□*~`~*□§ | §□*~`~*□§"
#martial 9 Why is dojo etiquette important?
#maryland_chat 3 KitteeKat says......Meow
#marylanders 6
#Mass 3 THERES A LOT OF LOVE IN THIS ROOM
#masturbation 6
#mazal 4 benvindos ao canal democrata!!!!!
#M-bond 4 Santa Sightings: Uh oh he crashed into the twin towers that's gotta hurt!
#mcf 6 partouze générale
#meetingplace 3 loving Doris and loving her MUCH!!!!
#megazeux 6 Megazeux, the greatest game creator ever!
#meguro 4 Visit Meguro
#mejico 13 Bienvenidoa al mejor canal de UNDERNET "apoco no?"
#Memphis 4
#mensa 3 http://www.geocities.com/SiliconValley/7525/mensa.html
#Merida 11 Y DIOS CREO TODO PERFECTO :)) ""MERIDA"""
#Meridian59 3
#metal 6 Rattlehead- A dose of metal u need to bang u're head till u bleed
#MetallicA 8 "Have you ever thought about your soul... Can it be save??? Or perhaps when ur dead u stay in your Grave... Is Jesus Christ a name in book or is he part of u"
#mexchat 3
#mexicanos 5 @@@ un canal para hispanohablantes... @@@
#mexico 125 Toros NEza 4 Atlante 0!!!!!!!!!

#mgb 4 Welcome to #mgb, a friendly chat channel! :-)

#mi_pueblito 18 Ivytech es la mujer mas "bella" del Canal!!!!

#miami 3 http://www.bizniz-net.com/miami/ Welcome To Miami !!!!

#MichiganFreaks 13

#michiganfriends 16 party in lansing at Chip's Sports Bar dec 14 for the sponsored family

#midi 6

#military 3

#minas 3

#minnesota 4 Sweetart: ELE HAS THE TICKETS!!!!!

#minnesota^chalet 3 Please say goodbye when leaving us :)

#mIRC 26 mIRC 4.6 & FAQ28 at http://www.azstarnet.com/~emdee/chat/ **NO bot questions** Help available at mirc@xmission.com

#mIRC_Lounge 19

#mirchelp 6 Get mIRC 4.6 here!!! Undernet's "Official" mIRC & IRC Help Channel! NewBies Welcome!!!

#mIRC'ngAround 3 Basic mIRC'ing-Non Techie-The LIGHTER Side of mIRC! :)

#mirc-scripting 3

#mircscripting 7

#mIRCScripts 18 [18:15] *** Picard18 has quit IRC (Need more parameters)

#Mirc-Scripts 20 Advanved mIRC user ? You still will learn something !!

#mirctribe 5

#mIRCWAV 3

#Missoes 4

#mist-on-a-quiet-lake 4 lake is frozen come bring your iceskates and sled :)

#mjfans 9 http://www.msmittens.com/ The Michael Jackson IRC Fan Club!

#moceanu 4 The Dominique Moceanu Channel

#Moliass_Tower 7

#momsplace 3 Defence's school for Tramps

#monopoly 3

#montreal 29 Bonne fete minus!!! de la part de tout le monde! - Happy Birthday minus!!!!! from evrybody!

#moonkingdom 6

#moonpalace 9 I went away for 5 mins, and 8 lines were said.... SLOW DAY :P

#moonshado 4

#mopoker 4

#MoPoker2 4

#mormon 35 The Church of JESUS CHRIST of Latter-day Saints...Friends Welcome

#mormon2 5 §¤*~`~*¤§ | §¤*~`~*¤§ | §¤*~ -=□=-

#Mormon II(r) -=□=- ~*¤§ | §¤*~`~*¤§ | §¤*~`~*¤§

#Mos&Marre 14

#movies&pics 4 All kinds of movies&pics... Type ! and an ops name for fserver.

#MP3 26

#mpegs/avi 6 18+-=No Sicko's=-Fserve R: !Grid

#msfriends 9

#MTG 33 .\\agic the Gathering -- Rulings changes & 5th Edition info at http://www.holycow.com/mtg/

#mtgleague 3

#mtgtradez 6 Every 3rd person gets a free* mox!! (plus $300. S&H)

#mty 9 „ø¤°`°¤ø,,„ø¤°`°¤ø,,.» /\/\ [] |\| T [- R R [- Y 96' «„ø¤°`°¤ø,,„ø¤°`°¤ø,

#mueliando 4

#multiple_sclerosis 4

#Murcia 3 El Canal de los buenos amigos

#Mysticworlds 3

#n64 3

#NA 7 'N'ever 'A'lone Recovery Chatroom - Mtgs at 9:30 p.m. EST

#napoli 3

#nascars 8 "Will Jeff and Terry visit Rick in Jail??"

#NativeTalk 5

#Nauticom2 19 in the beginging..there was some light...and then dark...then it got light again...and then it got dark again....and the humans came...and it rained....

#Navarra 3

#nba 3 \\'ELCOME TO #NBA...

#neige 5 http://telecom.fpms.ac.be/~Menil/irc/neige/neige_fr.html

#netchat 4 Anonymous ftp 206.152.142.239

#Netclub 4

#netgames 9 *** Quits: |HempHog| (Excess Flood)

#netherlands 20 .....Netherlands.....The Friendly Channel.....

#netsex 24 SEX? what SEX? lets talk scripts babeee

#new2irc 6 The Best Help Channel

#new2mirc 13 mIRC Help..Friendly and FREE!!! C'mon in!!!

#newbie 4

#newbies 35 \'\'elcome to #/\/ewbies! The best place to start into the fascinating world of IRC.

#NewbiesCorner 3

#NewEngland 4 Where Friendly Chat is Always Found

#neverneverland 3 why have I been automatically opped here? I love it

#NewFolks 3

#NewJersey 14 2 More days till the Meet you've all been waiting for!!......scary thought huh??

#NewLondon 5 twenty more days left to christmas !!!

#newrichmond 4 Now your alias is Cpt. Jean-Luc Picard of the United Federation of Planets

#news 4

#NewToo 7 kewl =)

#New-wine 4 Glory to the Living God, who delivers His people!

#NFL 4 NFL FOOTBALL CHAT ....timone and trillsie are away ;) and so is mr-data and bob, hehe... Or ^Monique, but she hates football anyway!

#nicaragua 18 TIERNA ESPERA PODERTE VER HOY , AMOR!!!

#nice_guy 3

#nice_people_only 9 King NPO assumes the throne of IRC!!! Tune in at 5:00.

#niceteens 4 Lag sux when ya' gotta eat..=)

#nifty50s+ 13

#NiGHTCHAT 4 #NiGHTCHAT ... uRL: http://www.nightchat.home.ml.org

#nin 5 IMPOSSIBLE PAIN DOES NOT EXIST

#nineinchnails 9 Leave your pants at the door....

#nintendo 5 Check Out
http://home.earthlink.net/~Rain2/n6
4/3d.html
#nintendo64 10   -=
NINTENDO64 =-
#NO_CODE 4 to get ops on other
channels type /oper nickname
channame, e.g /oper bob no_code
#noi 3
#nomad 3
#norchannel 3
#norge 51 [□5□]
http://www.ffly.com/ (FN)
#norge22+ 21
#norge3 5 _,.»¬=æ□º²°` `°²°□æ-
Welcome To Norge3 -=æ□º²°`
`°²°□æ=¬«.,.
#norges 6
#norrland 3
#norsk 5
#norskfest 7 QUIZ SHOW I NATT
TRO?????? REALHOWIE: 1
IVERSEN: 1   SRV:: 1 LASSE: 1
#north 3 W was revived. IT'S A
MIRACLE!!
#North_Carolina 3 Welcome to North
Carolina
#north_carolina~ 5 Welcome to North
Carolina
#norway 14 Endelig....snøen er
borte...:)
#norwich 3
#NTWarez 4
#nubzoo 3
#nudecelebpics 4 !pIxS, !celebs
#nurses 4
#nwo4life 3 nWo
#nz 18
#nzteen 6 Catherine really really really
really likes Robert! (c:
#oasis 5 Neil and Katy's birthday on
the 6th!! Tomorrow! Presents!!!
#oasis_bar 4 I've been a miner for a
heart of gold....and I'm gettin' old!!!
#oceancity 3 hey what the hell is going
on!!!!!!!!!!
#oceania 4 folle est prise.. elle se marie
avec Bouf_bouf
#oceanstate 6
#Ohiobar 5
#ohiochat 9 we need a topic. write
your request on a $20 bill
#ohiocplswing 3
#OhioRefuge 3
#oi 3 White Power Rock 'n Roll!!!
#ojala-l 3 "Si me dijeran, pide un
deseo...."
#ok-heartland 3
#oklahoma 20 Hey There, Only 20
more Days Til Christmas!!!!!!!!!!!!!!!!!!!
#old_friends 6
#olderwomen 6
#OncoChat 6
#ontario 4
#ooh 3
#opschool 4
#oregon 4
#orgy 13
#os/2 14
#OSiRiS 3 OSiRiS Home Channel

#Oslo_IRL 3
#otk 15 Happy Birthday lils. Give her 35 Birthday
spanks, and give kayla spanks for the hell of it.
(Spanking 18 +)
#our_Pad 4
#outlawbikers 4 Øps Mèétîñg Töñíght 11:00PM Ëst.
#overkill 3 Oh what a beautiful morning, Oh what a
beautiful Day! Yea Right!
#overlap 3
#ovni 4 alowa!!!
#oxygen 3
#pa 10
#PaintBall 5
#palestine 4
#pamplona 6
#panachat 5
#panama 11 VIVA PANAMA Y NICARAGAU Y EL
GUARO DE AMBOS PAISES!!!
#Pantera 6
#Panties 8 Nylon and Lace and Everthing Nice
#pantyhose 12 Now in 7 different flavors!
#paraguay 3 paraguay, es para todos!!!!
#paraiso 5
#Paranor 3
#parkinsons 3 Parkinson's Information & Action
Channel
#Party 3 http://www.angelfire.com/pa/partyirc
PartyIRC - The Original Party Channel
#partyline 15 Se Eurotrash det sejrer
#pascal 7
#patriot 12 http://www.cyberenet.net/~nordland
#patspad 3
#Paula 4
#pc 4
#pearl_jam 4
#PeeSex 3
#Penn_State 6
#PENNSYLVANIA 10 Only "20" more days till
Christmas!!..Then all the Hassle is over!!
#perl 3
#philippines 3
#philosophy 26 Welcome to Philosophy
#phish 3
#phonesex 31 the Best Phonesex Starts Here!!.......
#Photoshop 3
#Physicians_on_line 4 Welcome to POL! A meeting
place for medical people and friends. ***NOT A S-E-
X CHANNEL!***
#PIADAS 7 ¨¨°°(c)o¿„¿o(c)°°¨¨°°(c) NoSsA PaGiNa
>>><<<< http://www.cyberbrasil.net/canal/piadas
(c)°°¨¨°°(c)o¿„¿o(c)°°
#picsbar 5 Anyone Fserving pics get in here!   Ask
ops for +v! No Teens, 18+ only!
#PillowTalk 5
#pinkfloyd 4
#pinoy 3
#piratez 4 Ice on the Moon
#pirch 17 □><((((°>□ Pirch 0.85-32bit & 0.80-16bit @
http://www.bcpl.lib.md.us/~frappa/pirch.html
□<°))))><□
#Pittsburgh 13 sex is not the answer, sex is the
question, yes is the answer!
#pittsburgh2 11 Divorces are us! $2.99 special!
#plasticcanvas 7
#playhouse 3 This is the playhouse come in and
enjoy..... have fun. but keep it clean
#PlayStation 8 For Sony PlayStation (PSX) video
game console owners
#pod96 3
#Poetry 7 #poetry, soliloquys an' monologues :>

#poker 3
#poker2 7
#polarbearpub 6
#Police 8 WELCOME LEO'S & FRIENDS !!!
#politics 18 IRC is screwed ...an even BETTER reason to go out for a beer tonight
#polonia 5 Nie ma to jak w Argentynie tam zycie slodko plynie
#polska 8 ~~POLSKA Polish Chat Only !!!!~~
#pomp 3
#pooh 3
#Porto 26 Porto é patrimonio mundial... já não era sem tempo...
#portugal 101 Portugal! Ta-se bem aqui ;-))
#POS 3
#pot 5
#potatoes 5 skid2:envois moi un chat s-v-p -Crinkie
#Potpourri 7
#powermac 8
#praia 3
#pr-com 7
#pref 5
#PRE-WEDDING 3
#prey 5 The #Prey FTP server is up again at 166.109.238.96 Anon
#princesse 5 pur channel !! l'underground de l'underground !!! think different ...think..princesse !!
#PRoGRaMMiNG 6
#progressivewarez 3
#Prozaccafe 7
#Psychic_Readings 8
#psycho-irc 14 =☐X☐= Nouvelle affaires sur la page WWW : www.total.net/~xorionx/ =☐X☐=
#Psychosis_Central 3
#pub 6
#PublicSex 5 www.csranet.com/~gsthomp/ps.html <<<-Check it out!!!
#pucmm 4
#punk 9 "My girlfriend ran off with a chicken... and it still hurts." =(
#punker 4 Booger Booger and PoopyButt
#punkrock 3
#punks 3
#punx 6 I know this topic is getting boring.. but i really like it "Goth + Ska = Skathic"
#putsch 3
#pøbben 3
#QBasic 12 Qbasic/QuickBasic discussions and such or something
#qc 6 Forrest est TRES TRES TRES heureux... VIVE LA VIE!!!!!!!
#quake.dk 4 ,.-*'^'*-.,,.-*'^'*-., Home of the danish Quake-freaks ,.-*'^'*-.,,.-*'^'*-.,
#quake_c 6
#Quake2 4
#quakec 4
#quake-norway 4
#quakeuk 3 were at 194.129.119.207
#quebchat 9

#quebec 170 Mega Party IRC Le 14 Decembre A Mtl, Pour Info Email LoraK A : party@brasserie.ca Ou www.brasserie.ca
#quebec! 4
#quebec1 4 Bienvenue à tous les Québécois Francophones!!!
#Quebec25+ 25 Viens jaser avec nous sur #Quebec25+.............:)
#quebecjeunes 9 --== ¢'£§T |_à F£t£ à [V]¡| \ | Û$! ==--
#quebecois 4 Bienvenue sur #quebecois :)
#quebecool 3 le canal des vrais....(chimere mirage_ et w)
#quebel 12 Tout le monde en choeur : BONNE FETE FRANKYPOO!!!!
#quebelge 3
#queensryche 4 "It's boozin time, baby" -Ed Bass
#qvb 9
#R/lbdsmer's 5 Real Life bdsm......come in, relax, watch the language and lewdity...over 18 only, and no trolling please
#r_s 4
#Rablerousers 3 C'mon in To RableRousers... Free hi to all who enter...
#racial_identity 5
#Ræven 3
#RaNmA1/2 3
#rapesex 23
#rave-quebec 6 MDMA, VICKS, TECHNO, HIP HOP, C QUOI CA ? ;)
#realchat 11 Rocky Horror Picture Show, Saturday Midnight on Comedy Central, be there or be square
#Realms 7
#recife 16 Sabado IRCBall (Futebol) Info: BOLA - Sister Rose no sábado no Porto do Recife (Cloud9)
#recife+ 7 #Recife+ => O Canal da liberdade de expressão!!! Então SE LIBERE! :))
#RedAlert 3 Stop by and brag about how far you are!!! - neurosis finally beat lvl 10 woohoo!
#redheadpics 4 Like RedHead's? Well Come On In! Fserve's : !redheads
#religion 3 Comparative Discussions on Religion
#remote 3
#Rendezvous! 4 Only the language of LOVE spoken here!! 18 + ONLY!!
#Rimouski 8
#ringue 4 *** Bemvindos ao # do taZZ ***
#Rio 3
#riopreto 7 BLACK RIVER CITY CHANNEL (By Raulseixi)
#RiotOtttku! 3
#riskybus 14 Welcome to #riskybus... where no one lasts in the spotlight for long!!! :)
#rive-nord 4
#rocknet101 7
#rodos 3 STO DIKO MAS TO KANALI EINAI LIGOI KAI KALOI
#roger_moquin 4 LONG LIVE TO LLOTH! THE |_ADY OF CHAOS
#roma 14 a sole
#romance 9 We love EVERYONE.. ok not everyone.. but.. well the important ones
#romania 13 http://www.geocities.com/Paris/6799/ Have a nice day!
#rose's_bar 3
#roughsex 7
#route666 5 the topic. TOMATO!
#RRN 5 .,.;'"'-= | [{ Rôýål Rëþüblîç's Ñåvý }] | =-'"':.,.
#Rudos 4 Se los va a llevar la VERGA A TODOS

#RUSSEX 3
#russia 9 ...vot... tak chto ne shutite takimi veshjami...
#russian 21 Nezabydka! Ia tebia lublu!
#RussianCyrillic 13 Íîââÿ ðóñññââÿ
êâðâ Ïðîðêàïñðïÿîâ - ñïíûé ïïçâäð ðâä
àêâðð â æïïä
#s.king 6 <Zorina> I paid $77 for a 7 footer
#s.o.s 5
#sabah 4
#Sacramento 11
#sactavern 8
http://www.mindspring.com/~drum my/sachome.htm
http://www.mindspring.com/~drum my/nominate.htm (Don't forget to Nominate ppl)
#safehaven 3
#saglac 6 le canal le + cool
#saguenay 21 MEGA GT SAMEDI PROCHAIN A JONQUIERE A L'INTERNATIONAL BILLARD.. [+V = Usager V.I.P.]
#sailormoon 25 People are stupid
#salamanca 3
#salut 3
#sampa 4 ¢£¥´ `·.,.·´ `·.,.·´ `·., BeM-vInDo Ao CaNaL pAuLiStA dA UnDeRnEt :))) ´ `·.
#san.juan.pr 3 Desde Puerto Rico Celebrando la Navidad!!!!!
#Sandmans 3
#santodomingo 5 CóDiGo dE aCcEsO..! grUpO dE RoCk..ViErNeS 27 DiC.. D'MaRiN (*Tele i miss you *)
#saplings 3 Pagan Youth Channel: Homepage at http://www.cruzio.com/~hummer/s aplings/
#satan 8 Visit the Page of Supreme Blasphemy: www.cris.com/~Amon1/satan/
#sauna 5 Steamin in the sauna!!~~~ Where are ya??????? *wink*
#sc 5
#SCA 5
#scahs 13
#sciastro 9 Amateur Astronomy Chat! Tonight's Topic ATM!!! 7 pm est
#scotland 11
#Screwit 7 #chat can't join channel (you're banned!)
#Script 11 £â(r)gê§t §(c)(r)ïPt MaKeRs
#scuba 7
#SE7EN 4 HOOOOOOOOOOOOOOOOOOOO-HAR!!!!
#seattle 9
#Secret^Hideout 3
#sensualdreams 4
#seven 3 °°¯¯°°(c)o¿¿o(c)°°¯¯°°(c){ iNteranationAl cHannEl }(c)°°¯¯°°(c)o¿¿o(c)°°¯¯°°
#sevilla 7
#sex 116 □ happy birthady essy!!!!!!!!!!sagittarian's rock!!!!!!!!!!!!!
#Sex&Stuff 3 Pure & Feaver Are Back!!! Cmon In And Have Fun!!!
#Sex_Pics_Trading 3

#sexchat 3 Todays topic: Why do girls blame everything on guys? if you have answer come on in!!
#sexe 33 Venez faire l'amour dans le Respect et en Francais http://www.pratique.fr/~bright
#Sexfest 12
#sexfiles 3
#sexifest 6 .,-*-,._.,-*'^'~*-,._.,-*~> #sexifest <~*-,._.,-*~'^'~*-,._.,-*-,.
#SexNest 6 SexNest Conservation tips of the day "Save the Trees ...Eat More Beavers!!!!!" "Eat more chicken..swallow cock!!" "Save Water Shower with a friend!" "Conserve t
#sexnet 3 □ sumfin` took it and went downunder....how's it taste?
#sexo 60
#sexpics 50
#sexpics* 32 Welcome to the Undernet, House of Horrors ..FREE Fserves NO K-I-D-D-I-E/T-E-E-N PICS/CHANNELS!!! OVER 18 ONLY
#sexpics+ 15
#sexpicsFTP 3
#Sexroom 8 (r).·´ `·.,.·´ `·.,.·{ HoT.CHaT..GooD.TiMeS.RESPECT OUR WOMEN.No.TRADING.18+ }·
#sextalk 11 (18+) The whole room is naked and horny....cum on in!!!!!
#sextoys 5 babes in toyland
#sexxxserve 4
#sexy 7 jane666 a jouis,mais veux encore du sex,pendant que lordofsex attend vos petite chattes
#sexyphotos 10 (c)o¿o(c)°°°°(c)[NO Teen □ Beast □ Rape □ Incest □ NO Beggin](c)°°°°(c)o¿o(c)
#SexyPics 37
#shadowcafe 4 Face against the pavement, up against cold stone, I'm going down.. I'm going down.. But not alone - Free Form Role Play: CyberPunk style
#shadowrun 4
#ShadowX 3
#shaft 5 Shaft - The Movie we need to see on NYE!
#Shannon 4 Ah, nothing like an empty channel!
#shells 18
#Shemale 3 http://www.zorin.com/gmg/samantha.html A lovely place for cute Transgender
#sherbrooke 9 la paix dans le monde au hommes de bonne volonté (Par: Jolan)
#Sheri's 3 A Mellow Place Where Questions Are Commonly Answered. http://www.transport.com/~sheri
#sihl 4
#silverbladeinn 6
#SilverMillennium 4
#Simpsons 4 Homer for king! Imagine the state of the world...
#sin 4 FUCK U ALL http://www.pancreas.com/sin/
#singapore 4 channel homepage at http://www.geocities.com/Tokyo/6484/
#singaporean 7 Cockadoodadoo, Good Morning everyone !!! WAKEY WAKEY !!!!!
#Sinnsykehuset 3
#ska 12 (c)°°¯¯°°(c)^(c)°°¯¯°°(c)Children 12 and under will be Molested.(c)°°¯¯°°(c)^(c)°°¯¯°°(c)
#skaters 3 Skateboarders, Snoboarders, and others GET THE Heck in here :)
#skeptic 5 L'art est fait pour troubler. La science rassure.
#skien 5
#skinhead 3 *BigDave* can we talk in private ?

#skinheads 6 White Man Wake Up!
http://www.cyberenet.net/~micetrap
/njskin2.html
#skåne 16 http://skane.home.ml.org
Belindas mål för fredag...alla ska bli
skitfulla! yggens mål inför helgen åka i
fylle cell
#slavepit 3 ·.,.·´ `·.,.·´ `The Pit BDSM
[18+]·.,.·´ `·.,.·´ `
#slavery 4
#Slaves_seeking_Masters 3
#SLik's_World 3 Check Blackmoon
Rising:
http://www.geocities.com/Area51/V
ault/3611/
#slovenia 6
#SmallTits 5
#smashing_pumpkins 11 fiend, n. 1 a:
DEVIL b: DEMON c: a person of great
wickedness or maliciousness 2: a
person excessively devoted to a
pursuit or study (aka porn): ADDICT
#SN 32
#Snakkbar 13 #sNaKkBaR iS tHe
PlAcE fOr CrAzY pEoPlE wItH lOvE
pRoBlEmS...
#Snowboard 15 Gushers ..Fruit snacks
with juicy centers
#snowboarding 5 Snow and Sex :
skrew whoever you want to...
#Snuffsex 5 The only Place where you
Cum and Go at the same Time!
#soccer 10 Live on Saturday: Real
Madrid v FC Barcelona 7:30pm GMT
#sok 3 Welcome to #sok, sit baq and
relax!!
#soundworks 5 I wax poetic as you're
waxin' your legs....
#Southern_Illinois 3
#southerners 12
#sozbot 3
#spa 3 Caution: Watch for Penguin
Crossing...
#spade 3
#spain 5
holaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaa
#spanking 18 18+ Adults ......HAPPY
BELATED WILLIEBOY HUGGERS
#sparkin 4 Where Friends Can Talk
Freely, And Have Fun!!!
#spawnclan 6 Visit at
http://home.sol.no/eskjellu/spawn/
#sponge 6 Happy Birthday
Maiden!!!!!! and many more!
#st.louis 9 Let's all move to Florida
and rent jetski's on the beach!!!
#stammtisch 6
#Star_wars_chat 7 Biggs And Toby
Are going see "Star Trek First Contact"
at 3:45 pm central time BYE (But I
already saw it 2 weeks ago. Twice. :)
#star-trek 3 =//\\=S T A R . T R E
K=//\\=
#startrek_starwars 3
#starwars 17 Next SW product: Star
Wars vs. BARBIE - The Final
Confrontation...coming to comic stores
everywhere

#starwars_sim 4 http:/www.net-link.net/~blah
#starwarsccg 6
#starwarsccg1 4
#Stavanger 3
#stitch 5 Happy Birthday, Sissy!!!!!!!!
#st-jerome 3
#Storm 3 DIG DUG RULES POLE POSITION
SUCKS<--FROGGER kicks both thier asses
#straightedge 5 wOrD g FuNk.
#Strait 5
#sturgis 4
#submission 17
#Submit2U 4
#Suisse 9 "··°°(c)o¿„¿o(c)°°··°°(c) SUISSE
(c)°°··°°(c)o¿„¿o(c)°°··"
#sunshine 7
#sunworld 3
#supermexico 7
#superpub 3
#surrender 23 Adult D/s (18+) Surrender to your
innermost desires
(http://www.mindspring.com/~mkinsey/surrender
)
#SWATmeeting 4
#sweden 7
#sverige 30 http://www.kuai.se/~sverige :| :
bigswede@kuai.se för addning av usersidor
#sverige2 3
#swingers 16
#Sydney 5
#sympa 4
#system-c 5 d:-þ
#szene 5
#T6 3
#taiwan 19 Welcome to #Taiwan!!! English or
Chiense only please!!!
#Talavera 3
#talkroom 3
#taman 7 Jaga Kebersihan Taman
#tamil 4
#Tampa 3
#TAPS 3 Tease and Please Saloon {18+}
#tar_valon 21 Regulars: Vote for EITHER Faile,
Magiktwit, Alanna, or Bondoso as our CM...email
jarle@follonett.no AND
samaryn@pacific.net.sg...ONE vote...Deadline: 0:00
EST
#tarragona 3
#tasha's_pub 3 A nice place to relax and
chat...Exchange wavs
#TastyPics 4
#technotown 12 Wat voor gezever is dat hier !!! IK
BEN WEG ... SLU
#techsupport 4
#t-e-e-n 5 ·,-*-,._.,-*'^'*-,._.,-*~> #t-e-e-n <~*-,._.,-*'^'*-
,._.,-*-,·
#Teen 53 hehe :P
#teen_jello 6 Ever realize that when you need
someone they are here for you but really they aint...
#TeeN+ 3
#Teen15 3
#teen2nice 5 "why on earth are there? when you're
everywhere..gonna get your share!"
#teenagers 5
#teenagerz 3 43x²/88³*333+10=2424234324 find the
value of Algebra for real life where job=McDonalds
#teenark 3
#teenbar 5 i AdViZe eVeRy1 tA gO c MaH
hOmePaGe - www.tvutel.com/~lorna/main.html -
or YeW'lL gIt YeR AsS kIcKeD (=

#teenbeach 3
#teenbeachhouse 6 -*'^'~*-,._.,-*~□(r)-
=AdversarY=-(c)□~*-,._.,-*~'^'~*-,
#teenblast 3
#teenbomb 4
#teenboop 5
RRRRRRAAAAAAAAAAYYYYYYYYY
NNNNNNNNAAAAAAA!!!!!!!!!!!!!! I
MISS YOU):
#teencafe 5 liss, I'll be back @ 8pm pst
#teencarnage 11 .,-*-,._.,-*'^'~*-,._.,-*~>
welcome! <~*-,._.,-*~'^'~*-,._.,-*-,.
#teenchat 185 chat is good
#teenchat11 6 <chshrcat> hehee tell
me if it's warm or not
#teenchat13-16 4 bushbomb - Netblast
- and SHIEK^ RULE!!!
#teenchat3 4
#teenchatter 3 Welcome to
#teenchatter!
#Teenchatters 9 i love Kelly!!!:))
#teenchill 5
#teencruise 4 COBRAKISS LOVES
SLAPSTICK SOO MUCH..GET WELL
SOON
#teendorm 5 ----+-TeEnDoRm *IS*
ThE ChAnNel Of StyLe-+----
(teardrop's the washer of clothes)
#TeenDreamers 3 "Life's What
Happens While You're Making Other
Plans"
#teendreams 10 White slave trade
here, only a few girls left
#teenflirt 23 WTF is a channel without
a topic???
#teenflirters 5
Nancy,Abby,Smiles,Moon,Win,and
Tracy are the prettiest bitchest and
most wonderful women ever to walk
the earth
#teenfreaks 5
#teenfun 14 WhY Do ThEsE PeOpLe
HaVe To bE PeRvErTs!!!!!!! _,-'~)_,-
'~) MyStiK1 (~'-,_(~'-,_
#teenfunhouse 3
#teenheads 3 Why isn't anyone
here??????? : (
#teenhut 5 Bex will be back soon.. :)
HUGS to all!!!!!
#teenindahouse 8 .
#teenjerkoff 3
#teenlife 13 <Wicket> i hafta go have
sex <----impersonation of ann <g>
#TeenLine 4 I Got To Go Play Hockey
Now! We Play Six Nations The
Indians! WAWAWAWAWA! =)
Check the comp around 9:30
#teenlink 6 where is everyone?????? :(
#teenlive 7 ----<<<< We Are *ALL*
equal.... >>>>----
#teenlove 3
#teenlovin 6 #Tèénlòvïñ M@kê§ Thë
Wørld Gō Rōüñd!!!
#teenohio 3
#teenparty 13 #NeKeDPaRtY ==----
==> Clothes off at the door <==----==
#TeenPics 3
#teen-rage 6 In the middle of a world
on a fish hook...you're the waves,
you're the waves

#teenrapture 5
#teens 15 | | | Where The Cool Teens Hang Out!! The
ONLY Clean Teens Channel!! Check Out:
http://www.et.byu.edu/~ericp/teens <<--- The
OFFICIAL #Teens HomePage!! | | |
#Teens4Christ 20 msg dunny with ur e-mail addy if
u want the T4C newsletter -|-Teens For Christ -
http://www.coos.or.us/~dust/
#teensex 40 NO PORNOGRAPHY--BI-GIRLS GO TO
#BIFEMTEEN
#teensexpics 52
#teenskaters 7
#TeenSpirit 3
#teensplace 4
#TeensWorld 4 i. have. found. some kind of
temporary sanity in this. shit blood and cum on my
hands...
#TeEnWaReZ 4 Welcome To TeeNWareZ!!!!!!
#teenvillage 8 *********************SIR GEORGE
WILL COME BACK*******************
#teenwitch 3 Your brain has been exposed to too
much cold if you start categorizing snow or slush - I
walked through at least 5 types of slush and 3 of
snow this morning
#teenvoices 6
#tejas 9
#TempsPalace 3 Friendly Clean Chat and Playing
Wavs!! Join the Fun !! StLouis Server
#tenchimuyo 4
#tennessee 5 Today's Lorianne's Birthday,,,, And
Now She's 31,,, hehehehe
#Terra 3 Terra is leaving IRC FOREVER!!!!!!!!!!!!!!
#terrebonne 5 kan CPU se fait flooder yé vite pis
dure..vite a se sauver ..dure a retrouver...
#Texas 22 Welcome to Texas.
#TexasFriends 9 Santa Claus Is Comin' T o
Town........!!!!!!!!!!!!!!!!!!!
#Thai 3
#thailand 4
http://www.lookup.com/Homepages/101711/thail
and/index.html #thailand Welcome to Thailand
(ÂÔ¹˙ Õµéſ¹ÃÑ°ÊÙè»ÄÐà·Ëä·Â) Tira B-Day DEC 3
#the_Casbah 3 Public Tavern
#The_End_Zone 9
#The_Focus 3
#the_friends_room 6 We were actually seriously
discussing a topic! - What topic??
#The_Gate 5
#The_Glade 3 Welcome to #The_Glade - Forest
Travelers Old and New, Join our Merry Band at The
Glade !!!
#the_island 5 18+ D/s..Santa is DOM-- R U a Santa
Or an elf?
#The_Land_Of_Nod 6
#the_ritz 3
#thebanner 4
#TheEdge 5
#thefarside 4
#thegathering 4 Down with Macleod! He is the
#Highlander Hitler!
#TheHaven 6
http://www.widomaker.com/~lmacjr/thehaven.ht
ml Welcome to TheHaven! Home of clean,friendly
chat.
#TheKindred 5 NET SPLITS HAVE HIT!!!!
#thelema 3 Thelemic Squawking Chickens on Fire.
#TheLoft 4
#Theology 4
#thessaloniki 4 **WELCOME TO THESSALONIKI
THE CAPITAL OF MACEDONIA**

#theZOne 5 Looks and big tits FAR exceed the benefits of a Quality Education. Look: $13,000 for a face and tit job... $40,000 for College. $40,000?, try $80,000

#ThreeMoonsInn 3

#THX-1138 4 I MISS RICHARD :o(

#ticino 3

#ticos 7 Fiesta IRC CR sab 7 dic! www.interwebcr.com/logan/pelon/

#timisoara 7 Inregistrari CD-uri cu soft 35 DM Ovidius (tel 217270 Timisoara)

#tmbg 8 Shock Tarts + Particle Accelerator = Beautiful Colours

#tod 5 ˌˌø◻°˚◻ø,ˌˌø◻°˚◻ø-=/The Oriental DRAKES(c)97\=- ø◻°˚◻ø,ˌˌø◻°˚◻ø,.

#together 4

#ToiletSex 9 You are the face of piss and shit and sugar

#tool 3 readd agony to ur autoops, he changed isps =)

#topcops 3 HOME OF THE FAMOUS TOPCOPS FROM AROUND THE WORLD!! http://www.inch.com/~lawwoman/t opcops/

#toriamos 5 /set %Var Lioness | /say $left(1,%Var) $+ $mid(3,2,%Var) $+ $left(2,%Var) $+ $right(4,%Var)

#tornado 4 Atenção!!!!!!!! Esse é o #TORNADO da UnderNeT!!!!!

#tors-hammer 9 Den Beste Kanalen!!!!

#Tor-Tu-Gor 4

#torture_pics 10 sm pics trading post 18+ no kiddie or preteen

#Tower_of_High_Sorcery 3

#TradingPost 8 Welcome to Tradingpost...NOTHING BUT LEGAL WELCOMED.

#treffplassen 7

#trek 10 GO HERE: http://home.sn.no/~nhohlin/

#Tri-Cities 3

#tropico 4

#TrueFriends 7 Bone is Da bomb!!!

#truespace 5

#trujillo 4

#truth 13 or Dare ... We dare you to tell the truth (18 & over please)

#Truth-or-Dare-Sex-Fun 13

#tuntavern 3 Space: A&B Chat - Big Lunch? Getting Sleepy? - Use Portland.ME.US.Undernet.Org to reduce lag.

#turkey 7 GrEeTiNgS & WeLcOmE To #TuRkEy EnJoY YoUr StAy

#turkiye 3

#turnipworship 3 'nevermore!'

#Tv-Crypt 3

#tvsex 35 Chat & Fun for TVs, TSs, CDs & Their Friends & Admirers...NO Kiddie/Teen/Incest/Rape/Animal Links!

#u2 7 Faraway, So Close! Up with the static and the radio, with satellite television you can go anywhere...

#UAE 4

#udic 4 -==(UDIC)==- Ultima Dragons Internet Chapter - see:

http://home.earthlink.net/~vhm/udic.html

#udine 3

#ufo 6

#ufo-uk 3 -=\.ˊ ˋ·.ˌˑˊ ˋ·.ˌˑˊ ˋ·., :: UFOS AND OTHER PHENOMENA :: ˌˑˊ ˋ·.ˌˑˊ ˋ·.ˌˑˊ ˋ·./=-

#UK 3 (ˋ·._(ˋ·._(ˋ·._ (British Bast)_·ˊ)_·ˊ)_·ˊ) _·ˊ)_·ˊ)

#UK_Plus 6 It's Almost Time For Crackerjack

#Ultimatewarez 4 _ˌˌ»¬=æ◻°²°ˋ ˋ°²°◻æ- http://www.geocities.com/siliconvalley/9159 - =æ◻°²°ˋ ˋ°²°◻æ=¬«.ˌˌ.

#Unforgettable 8

#uniontown 3 Hey where is everyone today? Don't tell me you are actually working!

#united-warez 4 _ˌˌ»¬=æ◻°²°ˋ |_|n|T3D-\\'å(r)ëZ ˋ°²°◻æ=¬«.ˌˌ p0St 2 HeLlBoUnD 4 dA KicK AZz LIsT !

#universe 5

#unix 17

#unreal 14 Berlin rox0rs

#upskirt_pics 5 UPSKIRT | HIDDEN | AMATUER ◻]- —KIDDIE TRADERS BANNED-NO WARNINGS ~*- ˌ._ˌˑ*~ˊ^ˋ~*-,

#uruguay 12 Jodita de Fin de Año de #uruguay: Sab 14/12 - 13 hs - Mercado del Puerto

#usf 3 Cant we all just play nice..............Now go to your room!!! !!!!!!!!!!!!!!!!!!!!!!!!!!!

#ushuaia 3 El CaNaL mAs AuStRaL dEl MuNdO

#Utah 3

#vacilon 13 Reunion Stgo. PizzaHut mañana 7pm Cumpleaños MIN !!!!!!!!!!!!!!!!!!!!!!!!!!

#valencia 9

#vampbrood 6 Keep in role !

#vampcafe 17

#vampire 21 Hello darkness my old friend........ thats for you DK :):):):):):):)

#VampireHaven 4

#vampires 8

#vampiros 4

#vampyre 4

#vampyric 6 i wanna suck you like an oreo, i wanna cream ya from the inside

#VanHalen 3 WWW.VANHALEN.COM   IT's COMING!

#war_ftpd 6 War-FTPd Server for Windows95/NT Help and Support Channel.

#Varadero 10 ***Bienvenidos a la Playa de Varadero!***

#warande 3

#warcraft2 5

#warez 137 Undernet warez Central - /msg pratorian to trade shells

#warez_28.8_sites 7 *(c)*ˊ ˋ*.ˌˌ*ˊ ˋ*(All 28.8 §itez \\'ELCOME)*ˊ ˋ*.ˌˌ*ˊ ˋ*(c)*

#warez_central 13 List: !List ◻ Fserves: [4+] !chaos !eraser !sleazy !stuff {Fserves Wanted! /msg Op for +V}

#warez_Mastaz 8 Leech.......It's as sweet as a Peach.....I love to Leech

#warez_pyratez 9 ◻ .=◻ P \\'C ◻=. The Nicest Pyratez Around! Visit the OFFICIAL PAGE HTTP://rampages.onramp.net/~beltic/

#warez_talk 17 .·ˊ ˋ·.ˌ. \/\//\ REZ T/\ |_ |< iZ temporary CLOSED....ˌ·ˊ ˋ·.ˌ.·ˊ ˋ·.ˌ.

#Warez_Underground 36 ** Fservers: !300Zx !XorWarez !Stuff ** <unlisted fservers, please msg an op for +v> **

#warez_wayz 4
``"°~°ê(c)¿‚_¿(c)ê°°¨¨^¨°°(c)*(Thí§ í§ ñøt
mÿ ßëäûtífû£ £ífë
)*(c)°°¨¨^¨°°ê(c)¿‚_¿(c)ê°~°¨``
#warez_world 27
``¨¨°°(c)o¿‚¿o(c)°°¨¨¨°°(c)- FTP [1]
208.196.3.99 - !T5 - ßëhíñÐ thë \\'hëë£
øf â £â(r)gë âûtømøßí£ë - !T7 -
(c)°°¨¨¨°°(c)o¿‚¿o(c)°°¨``
#warez_Worlds 10
``¨¨°°(c)o¿‚¿o(c)°°¨¨¨°°(c) \\'hë(r)ë í§ thât
£â(r)gë âûtømøßí£ë¿
(c)°°¨¨¨°°(c)o¿‚¿o(c)°°``
#warez1996 14
#warez1997 15
#WareZ1999 8 Msg "hello" to
ChilyBomb, then dcc chat with him to
get warez, fserves get +v
#warez2001 3
#warez3d 3
#warez4you 5 This channel has been
taken over by sichead and |director
#warez54 14 Ya deop, kick, or ban a
bot ...You get put on shitlist
#warez666 143 §□*~`~*□§ | §□*~`~*□§
`// A R E Z 6 6 6
§□*~`~*□§ | §□*~`~*□§
#Warez69 4 Welcome to #Warez69
#warez999 9
#warezchat 3
#WarezFlux 9 Come in
#warezfserve 22 Endorsed FileServers
[3] !floppy !free-bee !xios □ OPs:
ONLY voice *Endorsed* FileServers..
not the shitty ones.
#warezgames 9 FsErVeRs□: [3] !mont
!cat !filez.. : If you have a Fserver /msg
DragnHart for +v status
#warez-germany 8
#warezland 3
#wareznet 15 HoPE i Get A
HaRMOniC oN THiS LuVLY luVLY
HoNoCKa
#warez-n-gamez 45 FsErVeZ = x (3) x
= WaReZ - ApPz - SiTeZ - BoTz -
wWw - ShEILz and more !! msg
vulupto if u got eggable shell
#warez-norway 19 #W@REZ-
NORW@Y oslo lagger.. koble til
diemen på port 4400
#wareznow 5 << \\'/.\ R e Z <> |\|
0 \\'>>
#WarezNT 5
#warez'n'warez 67 Not so Happy
Hanoca to you!
[□]XDCC_LaNd[□]:(Fserv x |6|x :
!sleazy !pitts !stuff !rc !300zx !jark
[□]XDCC_LaNd[□]
#warez-nz 7 \\'aRe2 .\ |eW ZeaLaND
- CaRBoN8 wants shockwave editor,
WorZeel got es banned in #warez666
#warez-orion 9
#warez-québec 11
``¨¨°°(c)o¿‚‚¿o(c)°°¨¨¨°°(c)[Kewl WareZ
Here!](c)°°¨¨¨°°(c)o¿‚‚¿o(c)°°¨``
#warez-quebec 23 Cadeau:
207.164.106.20 1: warez p: warez MP3
sitez... Sur mon reseau!

#warez'R'us 4 =====Fserver's/Ftp's Welcome. Come
in & trade your \\'arez<=====
#warez-sites 3 IRC's finest list channel is >>NOT<<
accepting sites at this time.<<<Simply da besT>>>
#warezspain 30 \\'AREZ-SPAI(\)---
http://www.geocities.com/SiliconValley/Heights/2
642/warezspain.htm COLABORA JODER!!! ;)
#wareztrade 3
#wareztrader 28 □(c)°°¨¨¨°°(c)□ WÅ(r)ëZT(r)ÅDë(r)
(r)µ£ë§ □(c)°°¨¨¨°°(c)□ Fserves (4) FTPs (4) are listed
in the channel.
#wareztrading 17 msg vulupto to trade shells
#Warez-UK 13 arse & bollocks
#warezundernet 12
#warezwarez 43 FsErVeR's ===> [7] !fawz !Picard
!Pitts !XXXFREEXXX !Quake !Stuff !XorWarez !buggz
((
http://www.globalserve.net/~magat/nikeguy.html
))
#warungpojok 7
#washington 3
#wastedump 4
#wasteland 46 IF you were invited, leave... msg an op
(not me:) for questions
#waterworld 7
http://osiris.sunderland.ac.uk/~cb6phe/waterworl
d/index.html The Seaworld Channel@
#wav 3
#wavaddiction 30 The weather outside is frightful,
but the WAVS are delightful!
#wavcafe 8 .playin n tradin wavs!
http://www.ce.net/users/artie/cafe.html
#Waves 3 _-~ ~--,_-~ ~--,_# W A V E S_-~ ~--,_-
.~ ~--,_
#wavlovers 6
#wavnbody 10
#WavPlay 3
#wavs'r'us 16 Wav's and lots of fun and Chat!!!
Teaching time is over now play time begins
#vc++ 7 * * S * N * O * W * *
#wcw 4 Droese will meet the Garbage Girl of his life,
for the 2nd time, at 6h30pm E.T....Pray for me folks...
#WcWF 5
#weather 10 Welcome to Undernet's 24Hr Weather
Channel: Snow? Rain?
#webe30+ 3
#Vegas 3
#velvet 3
#venezuela 29 "Venezuela...el País de las Mujeres
Bellas!!!"
#Verdal 3
#WesternPA 14 Skeets = Sidestuff !!!!!!.. He loves his
side of.. ???
#Wetbabes 4 The wetest and hornyest twats around
#WHIRLWIND 4
#White_Dragon 4
#Wiccans 13 Caution Falling Servers
#vicious_vikings 3
#viet 28 Don't Speak..I know Just What U r Sayin..
#vietchat 6 WEO CO*M TO VIETCHAT PLEASE
DONT DE^ A^?U :)))
#Vietluv 3
#wildchat 3 \//elcome To \//ildchat.. The fatman
could hide behind SlowRider and not be
seen!!!!!!!!!!!!!!!!!!!!!
#wilddaze 3 Where Romance Rules....ITS SNOWING
IN VA
#wildstar 10
#win95-help 5 Welcome to the best darn Windows 95
help on the Undernet!!

#windows 6
#Windows95 22 Help/Talk: No warez/wars/file requests/msging ops. Thanks.
#WindowsNT 14 Help/discussion. No warez(ers), wars, or wimps. Don't ask if you can ask; just ask! File requesters shot on sight. Hand the ops beer for correct answers.
#wing-commander 3
#WingGroup 4
#VingGroupe 5
#winsock 6
#viper44 4 I'm BAAAAAAAAAAAAAAAAAAAAAA AAAAAACK!!!!!!!!! :)
#virc 3
#virciados 3 By-Fuzileiro §¤*~`~*¤§ | §¤*~`~*¤§ | §¤*~ Somos pequenos porém felizes ~*¤§ | §¤*~`~*¤§ | §¤*~`~*¤§
#virginians 15 ZED_VA is away: Getting nekkid and making love to snowwomen...
#virus! 6
#wisconsin 4 Desperately Seeking Elmo!!!
#VisualBasic 4
#visualbasicprogramming 4
#visualwarezcoding 8 <ZeT> Come in and Flood me!! i dare ya !!!
#witchcraft 3
#witches 3
#wizards 4
#vlaanderen 5
#wolf 5 SOOP.
#WOLFGAR 3 !!!NO PERVS!!! A NICE PLACE TO BE !!! | COME TALK TO SANTA |
#WolfSpirit 3
#voltaredonda 7 o 3 IRContro ja esta marcado. Sera um CHURRASCÃO! Local a combinar, sugestoes sao bem-vindas. :) By W.
#wonderland 6 ALL welcome TO the wOnderful>> wonderland@!!
#woodriver 4 Home of DAGOTUDE
#world 8
#WorldBar 3
#worldchat 12 Littlecat got the job! ...PARTY TIME! :0))
#worldgroup 5 If you're not having fun....you're not doing it right!
#WorldSerpentInn 3 It isn't really Anywhere! It's somewhere else Instead!
#WoRIDWiDeWaReZ 4 -=World Wide Warez=- If you would like a application as a op.
#voyage 4 Y a d'l'action icite d'dans!
#Voyager 5
#vr 3
#writerscafe 9
#wyldkardz 6
#xenocide 3
#Xenolink 4
#x-files 16
#xfiles 4 Come save me from the awful sounds.... of nothing
#xile 5

#x-men 12 MEN SUCK!!
#xxx_movie_traders 3
#XXX_PIC_SERVERS 3
#xxxpasswords 38 PASSES 'R' US trade, share or do whatever!
#XxxPics 15
#xxxserver 3
#yavin_iv 3 ***The Jedi Academy*** —Any channel op willing to help with the new trivia club msg me sometime soon...like, NOW
#yellow_submarine 5 Arggghhh - Net Split!!!
#Yemen 3 □Heaven away: YMNBOY.. sorry... got a call from profesoor. I'll join later :(□
#Yes_Master 5 D/s 18+ Shared joy is increased, shared pain lessened....
#ying 3
#yucatan 4
#YumiFamily 3
#zappa 3
#zigs_place 5 Clean, Friendly Fun Chat !!! All Welcome !!!
#Zippy&Stinko 4
#zocalo 3
#Zverige 6 Vet ni inte va 42 e?? fast glöm inte torsdag oxå..
#zzyzxRoad 6

APPENDIX 4: IRC SYMBOLS (SMILEYS)

NOTE: These are just examples of most standard smileys; there can be hundreds of them in use. For more info look for instance at:
http://www.cs.umu.se/~dva94jnh/smiley.html

:-)	is the basic happy smiley, used to suggest a sarcastic or joking statement, or if you are just happy.
;-)	Winky-eyed smiley. User just made a flirtatious and/or sarcastic remark. Use this and you are really saying "Don't hit me for what I just said"
:-(	Frowning smiley. User didn't like the last statement, or is unhappy or depressed about something.
:-|	Indifferent smiley. Better than a frowning smiley, but not as good as a happy smiley.
:->	User just made a really biting sarcastic remark. Worse than a :-)
>:->	User just made a devlish remark.
>;->	Winky and devil combined. Someone has made a really lewd remark.
:-!	Foot in mouth.
:-#	Wears braces/been hit in mouth.
:-$	Put your money where your mouth is/mouth wired shut.
:-%	Banker.
:-*	Just ate something sour.
:-/	Sceptical.
:-0	NO yelling! (Quiet lab)
:-O	Yelling.
:-1	Bland face.
:-6	After eating something sour.
:-7	Wry smile.
:-9	Licking one's lips.
:-?	Pipe smoker.
:-]	Reluctant smile.
:-}	Reluctant smile (variation)
:-[	Vampire
:-@	Screaming.
:-D	Laughing.
:-E	Buck-teethed vampire.
:-F	Buck-toothed vampire with one tooth missing.
:-P	Sticking the tongue out.
:-Q	Smoker/going for a smoke
:-X	My lips are sealed.
:-C	Bummed out.
:-e	Disappointed.
:-i	Semi-smiley.
:-o	Shock.
:^)	Smiley with a left-pointed nose.
]:->	The devil.
+-:-)	The Pope.
+<:-)	The Pope (variation)
<|-)	Chinese.
<|-(	Chinese and doesn't like these kind of jokes.
8=:-)	Chef
*<:-)	Santa Claus.
[:-)	Wearing a walkman.
@:-)	Wearing a turban.
(-:|:-)	Siamese twins.
C=}>;*())	
	Mega smiley (a drunk devlish chef with a toupee in an updraft, a moustache and a double-chin.

APPENDIX 5: Common abbreviations in IRC:

[name]	Hug.
(name)	Warm fuzzy hug.
AAMOF	As a matter of fact
AFAIK	As far as I know
AFK	Away From Keyboard.
ASAP	As soon as possible
BAK	Back at keyboard
BBL	Be back later *Bot ?*
BRB	Be right back
CU	See you
CU2	See you too
CYL	See you later
EOD	End of discussion
FYI	For your information
HTH	Hope this helps
IMO	In my opinion
IMHO	In my humble opinion
IOW	In other words
LOL	Laughing out loud
M2CW	My two cent's worth
NIFOC	Nude in front of computer
OIC	Oh, I see
OTOH	On the other hand
PMFJI	Pardon me for jumping in
ROTFL	Rolling on the floor with laughter
RTFM	Read the fucking manual
TIA	Thanks in advance
TTYL	Talk to you later

APPENDIX 6: A PICTURE OF A TYPICAL MICROSOFT COMIC
CHAT SESSION: