



Have you ever thought of how far a computer game can go? Well, nowadays people can live a 'second life' online.

In 2003, Linden Lab created a virtual world, *Second Life* (SL)®, that people can explore via the Internet. The users of this program are called 'residents.' They can meet other residents, spend time with them, take part in everyday activities, and create their own business or even travel throughout the world. With the Linden dollar (\$) they can sell, buy or rent goods and services.



Second Life® is for ages 18 and over. But there's also Teen *Second Life*® for ages 13 to 17.

The users of *Second Life*® don't need to follow any rules like in other traditional computer games. This means that nobody wins or loses in this game. For most of the users, *Second Life*® is a form of entertainment and the most important thing for them is to interact and communicate with other users online.



Why don't you go online now and check out this game?

Read the text and write T for True or F for False.

1. You can play *Second Life*® on the Internet. ☐
2. The residents are the people who created the game. ☐
3. There is a different version of the game for adults and teenagers. ☐
4. Users can create a business in *Second Life*®. ☐
5. There are specific rules in the game that users have to follow. ☐
6. People can't communicate with other users. ☐