## QUESTION:

Overall, how would you rate Habitat on the scale below?

Poor	1	2%
Fair	5	8%
Good	20	32%
Very good	28	45%
Excellent	8	13%
total	62	100%

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RJScott: Good

John Apple: Very Good Celebrindl: Very Good

CLB: Good

HaagenDasz: Excellent
Chris NH: Very Good

Doug Ba: Good
OSGood: Excellent
Mysterio: Poor

Chameleon: Very Good

Eric: Very Good GRANNY1: Good QWOP: Good StephenT3: Good Swingseat: Good

WoodDragn: Very Good Dragonfish: Fair Paul H: Very Good RAOULTFOOL: Good Lady Beau: Very Good

Ks Lass: Good LynnS6: Very Good Cimaron: Very Good SaltheartQ: Very Good Gary M: Very Good

Becky: Good Kelly Daze: Good Del March: Good

DragonFyre: Very Good

AGGIE: Very Good Elven Mist: Fair SkyLine: Very Good Steffie: Very Good Onyx: Very Good JoeyT1: Excellent QZOOKEEPER: Fair frodob: Very Good Soundman: Good

Og1: Fair Rhapsody: Good WOWW: Very Good SandraS: Good Greg P: Excellent beren: Excellent IggY VoiD: Very Good

DeanD: Good

Sky Dragon: Good
THE WALL: Very Good
Fleximan: Very Good
GoldenWolf: Very Good
EileenC: Excellent
Chip: Excellent
Arianal: Very Good
ribbit: Very Good
Bonnie: Very Good
John L: Very Good
AndrewG2: Very Good
ICwhatUmin: Fair
SPBLives: Excellent
YvonneC: Good

Caterwaul: Good

## Comments:

From: Laser Gyro

I locked up when the first question was asked and didn't get to read it all or respond. I would, however, rate Habitat Fair for my own (non-game enthusiast) use and Very Good for the "masses".

From: Chameleon

Very Good (I'd say Excellent, but there could be some minor improvements. 8)

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From: RJScott

Good

(I don't know if comments are invited, or just the response to select from, so I'll risk life and limb by inputting a comment. )

Comment: I think many of us are finding Habitat (in its current stage) to be a bit boring. This might be reinforced by some of the postings on the Board meant for that purpose.

With current limitations on what to do, where to go, for the most part one can travel (seemingly) the entire "world" in 2 hours without really accomplishing much in a game or adventure sense.

Little surprises would be nice...A found token (location generated at random from time to time, or a "free" ride on a PORT might be nice...just a little more than the expected all the time.)