

SUBJ: Theft  
FROM: Celebrindl 08/30/87 S#: 105859  
The big question.... or is it?

I seem to recall reading somewhere that Habitat is a GAME, folks. (It's even called the Game Disk 3.)

Earlier today -or last night, I misremember which- Cornelius got bumped just after setting down a gun. He left, the gun stayed. Being a conscientious Avatar, I picked up his litter...and being a poor Avatar, I sold it for the money.

Since that time, I have gotten a lot of SH\_T from Cornelius and Osgood about returning the gun or money. Including one cryptic letter: "You have a lot to learn."

Now, it is my interpretation that theft is part of the game...there is even a list of the "best" (or most active) thieves in Habitat. So why do I feel that my mortal soul is in danger? I was warned that "you don't know who you're dealing with. Check his ID." (So what, I have a Vienna ID on a few names, too..d. the most it means to me is that Cornelius is Inhouse staff.)

I also don't recall seeing any signs saying "There are Avatars who are also GOD. Do not mess with them, or else!" We are all equal in Habitat.. more or less.. I have had everything stolen from me but my tokens.. and I, in turn, and taken a few things from others. Not ONCE did I say "you don't know who you're dealing with." I usually just swore good-naturedly (offscreen).. attempted to retrieve the item.. failed.. and went onward.

There is a certain amount of trust in this game.. sure.. but it is a GAME! We are testing it.. true.. but it is a GAME!

If Cornelius and Osgood can't handle good-natured "handling" (as a kender would say).. they'd better watch out.. because I'm not alone. (I say 9 names on that Thieves' board.. the 10th was MANY AVATARS!) I am not alone.. and I doubt I have committed any original atrocities.. (give me time.. I'm still new.)

I could say much more on this subject.. but I'll leave space for responses.. for I really wish to see what others think on this.. do I deserve cancellation for pawning someone else's gun? Do I deserve HARASSMENT for it? (Yes, I used that term on purpose.. since it's much a violation of Terms.) Please help us decide.

Scott D. Gries  
Remote Staffer

-----  
SUBJ: Sorry, Cele..  
FROM: Bonnie 08/30/87 S#: 122417  
..someone tried to steal my box and I didn't think it was fun.

This IS a game..but why the need to steal? Just because someone took something that belonged to you is not a reason for you to behave that way. Two wrongs don't make a right.

There's enough of that kind of crap in 'real' life..why bring it online?  
-----

SUBJ: D&D  
FROM: Celebrindl 08/30/87 S#: 123175  
It's part of the Game.. just think of it as D&D, which it is.. role playing.. thieves are part of the game.

-----  
SUBJ: Well..

FROM: AndrewG2 08/30/87 S#: 122303

I don't like stealing too much either, BUT if you find an Avatar that makes it a "Habit" just pass the word to all of us nicer Avatars that are trustworthy and we won't invite them to our hottub parties!!!!

-----  
SUBJ: Harrassment!

FROM: RAOULTFOOL 08/30/87 S#: 126023

You do not deserve harrassment. This is a game. They can try and get back at you but I don't remember the rules, what rules, saying no stealing. Are the demi-gods starting up again. Play the way they want! Poop on them!

-----  
SUBJ: Practice !

FROM: Becky 08/30/87 S#: 33716

I think of it as practice for when the general 'masses' invade Habitat.. Do you honestly think Q-Link will add Stealing as a violation of the Terms of Service? I am now learning what NOT to do so I won't get robbed in the future...

Maybe someone could open a Pet Store that specializes in Dobermans :D

-----  
SUBJ: The Buddy System

FROM: RJScott 08/30/87 S#: 126060

I usually try to travel with a "buddy" -- then while I'm busily showing off my "stuff" my buddy stands guard over the treasures that it's taken me time and effort to amass.

Just last night I bumped into someone with an aquarium...one that I would love to have...after helping him get a box (was that the one with not enough tokens to get one??) I showed him how to put his items in the box, and the box in his pocket. All this while to Avatar(esses?) were trying to make off with his "stuff."

Perhaps after we're all more familiar with protecting ourselves and our goods a little more daring and practical jokes can be expected, but at this early stage it sure puts a damper on the fun for a brand new Avatar just entering....to have his or her "prize possessions" taken at the first opportunity.

-----  
SUBJ: Well said Qpapa!

FROM: CLB 08/30/87 S#: 126258

Give the new folks a break!! Geez! My first night in I had everything stolen, except my tokens and gun, and even MY HEAD!!! Geez, felt funny wearing the odd head that was left over!

While I do not approve of theft, and neither does Habitat (or why in the RANT such a big deal over the procecution of the 4 thieves that made off with the Amulet?? HMMMMMMMMMMMM, Cele? answer that one?) I ASSUME that there will be enough stuff for us to "pick-up" along this world from other "things" and persons who are NOT our fellow Avatars to keep the best thieves amongst us happy, even you light-fingers-Cele! Hehehe!

(um Bonnie, did you forget the key YOU, um, grabbed from me?? Hehehe!)

-----  
SUBJ: Attitude adjustment

FROM: Onyx 08/30/87 S#: 126322

As long as everyone is putting their 2 cents worth in, I might as well also.

While Habitat may be a GAME, our purpose here is not just to PLAY. We are

testing the game before it is released. That means we experiment with what our Avatars are able to do, and what they cannot do. This -MAY- at times, include GETting things that dont belong to you. I myself, GOT something from Chameleon's bag that she had PUT down once. When I found that I could GET it, I promptly PUT it back. Now, I do admit I have HaagenDasz's fish tank, (which I'll trade for a cat gladly :D ) and I did take SkyLine's gun once. But to make a habit of GETting what isnt yours really puts a negative image on an Avatar.

And, just as some people online are treated with a bit more respect, because of who they are, so (most likely) shall it be in Habitat. The people thhat have slaved & sweated for the last 18 months (or so) on this project are due our respect. This is no God-Playing here, just a simple fact of life. In many respects, QLink and Habitat are just like the "real" world. Some folks are insignificant, some arent. Get used to it, and deal with it.

-----  
SUBJ: Thief..

FROM: AGGIE 08/30/87 S#: 11369

This is my personal opinion...and I do have a right to say without attacking me. I feel this way...if it is left and you do not know who it belongs to then it is possible to pawn and/or keep. On the other hand if I seen this person drop it and then turned to stone or dumped , I would pick it up and keep it for them. I know you are saying 'yeah...Mrs Goody-Two- Shoes' But I treat fellow friend as that. It might be a game...but it is not right to steal ...and seeing the person it belongs to is stealing. I may be fool but I live by one rule. I put myself in the other persons' shoes and ask myself how would I feel if this happened to me. If you are interested in taking things to the pawn shop for money, there are many trash cans and a city dump to check. I myself will not steal as it is not my type of a game. I will however take advantage of things left behind that I do not know the owners name.

-----  
SUBJ: harrassment

FROM: Aelora 08/30/87 S#: 126478

I have also received comments of a harrassing nature regarding what some users/avatars consider unsportsmanlike conduct in Habitat. Come on, guys, it's only a game - and it's free for you right now... so what's the gripe?

I wonder if any of the gripers are so innocent they haven't also stooped to petty thievery or some other behavior... <?>

I think threats of cancellation because somebody inconvenienced you is a clear sign of immature behavior.

Too bad we don't have an IGNORE mode for such silly childish avatars...

-----  
SUBJ: Lets all have fun

FROM: Lady Beau 08/30/87 S#: 126674

and stop this nonsense..

Last nite I saw a phone sitting all alone and no one was in the room except for one person and I asked them if the phone belonged to them and they said NO so I took it... I purchased a phone the other day also and I have two phones now.

If someone leaves something behind and does not come back to get it they probably did not want it...

Lets all just have fun with habitat and stop all this bickering....

-----  
SUBJ: Theft

FROM: SkyLine 08/30/87 S#: 126791

As I recall reading somewhere, those who engage in misdeeds are at risk of punishment. One in particular that comes to mind, is having one's head turned to that of a goat, to warn the other avatars that this person has broken the law in some way. This tells me that theft, and all the ecetera's that go with it were anticipated; not necessarily allowed or encouraged, but a definite possibility to be guarded against.

Being watchful of thieves gives an added challenge to the game, which I kind of enjoy. In fact without some thievery, an element of interest would be lacking. I have a gun to give me some measure of protection, even if only used as a threat. And if you read carefully, nowhere have I said that I wouldn't steal something, if I thought it was necessary to my survival, or it would further my ability to use Habitat. ;) Be warned.:D

As with the other responses, this is just my opinion..

-----  
SUBJ: What bothers me....

FROM: Chameleon 08/31/87 S#: 15787

about the rampant thieving is that eventually Habitat will go public. We all know that some of the cancelled juvenile delinquents have reverted to their original legal names and are still among us. The animal heads are a good idea, but I think habitual thieves need more severe punishment. Perhaps losing all of THEIR possessions and a series of accidents? That might discourage some of the more aggressive criminals. At the same time, there will certainly be a number of very young members exploring Habitat, and negative reinforcement of the habit of stealing would be good for them both here and in the real world.

RJScott, were you practising last night when you tried to take something from me? ;)

Also, Onyx neglected to mention that while she was getting the item from my bag, I was getting my gun out of my pocket, which may have had something to do with her decision to put the object back. 8>

Habitat is indeed a land of opportunity. Two-thirds of the Midwest QSyndicate has already discussed the possibility of starting a protection racket. (If it works out like all of our other plots, no one has to worry about it.)

I suspect that shortly before Habitat becomes available to the general membership, we will be reminded to behave in a manner becoming to QGUIDES. It would be much easier just to start out that way, than to develop an avatar with bad habits that will have to be broken.

Maybe I'll rent the vacant building downtown and open a printshop that specializes in Wanted posters. Or maybe one of the Bureacrats-In-a-Box could take care of that. "Beware of" "Shoot on sight" ?????

-----  
SUBJ: Pilfering...

FROM: John L 08/31/87 S#: 127387

Even \*I\* tried my hand at it!! LOL!

I walked up to someone that was carrying tokens and GOT them. I checked and it was only a hundred tokens tho, so I walked up to them again and PUT them back into the persons hand. I don't think that they even knew what was going on. :D

I WANT MY FISH TANK BACK!!

How did it leave my turf? I didn't take it out of there.

-----  
SUBJ: Learning to steal on Habitat--  
FROM: TempB 08/31/87 S#: 127483  
Now Ima goin out in de real world and steal me a set of real wheels.  
VVAAAAAAAAARRRRRRRRROOO OOOOOOOOMMMMMM!!

\*\*\*\*\*  
SUBJ: GETing and stealing  
FROM: Aelora 09/02/87 S#: 9611  
I would like to suggest that avatars NOT be able to GET any item being held  
<in the hand> of an avatar, just as an avatar cannot GET items out of another  
avatar's pocket.

But if ya put it down - it may be fair game!

This would help alleviate the thieving being done against people carrying or  
using items in their hands.

Seems to me that in New York or LA, if you put something down on the ground,  
it may not be there 5 seconds later...

\*\*\*\*\*  
SUBJ: Self Defense..  
FROM: Bonnie 09/04/87 S#: 76453  
..has become a necessary part of Habiworld! So, I have purchased a  
knife..(nope, still can't bring myself to touch a gun :\ )

Be warned..if anyone tries to take my stuff, I will injure them!

Bon the Blade

-----  
SUBJ: Amen!  
FROM: RJScott 09/04/87 S#: 76753  
I have purchased a Shovel. Make that TWO of them. While Sam Spade I ain't,  
I'll not hesitate to bury the Avatar who messes with me. ;D

-----  
SUBJ: Hmmm  
FROM: AndrewG2 09/05/87 S#: 80645  
Can you do that? I tried to hurt someone that was messing with me with the  
club I bought and I got no response. =:\

-----  
SUBJ: Weapons  
FROM: SkyLine 09/05/87 S#: 81866  
Seems to depend on where you are. Many, if not most places I've been in,  
appear to be weapons-free-zones. I've heard that weapons will work in the  
woods, and possibly the desert, but I haven't tested it out yet. Perhaps  
someone else knows for sure..

\*\*\*\*\*  
SUBJ: HabiDeath.. :(  
FROM: Caterwaul 09/07/87 S#: 106317  
I've finally done it! Gone and gotten killed.. It's not as pleasant an  
experience as I thought it would be.. No HabiHeaven.. No Angels.. No 'Find  
your way back to Populopolis'.. Oh well.. Anyway after I got killed, I checked  
my possessions.. :\ You're looking at one POOR avatar.. EVERYTHING I had  
disappeared.. And I happened to be carryin' all my money at the time.. :'(  
Anyone out there give donations? If not, you can help me by doin' one thing..  
If ya find one of my lil "Advanturers WANTED!" papers.. Don't erase it.. I  
have a hard enough time keepin' up with all of 'em.. <And I \*AM\* serious about  
that adventure.. > For 50 Tokens.. You get a chance at winning at LEAST 300...

More if we get more players.. :)

Caterwaul,  
the Bum..

P.S. Anyone spare 3 Tokens so I can go buy a drink down at Kelly's? I need one.. :(

-----  
SUBJ: Oh yeah...

FROM: Caterwaul 09/08/87 S#: 106442

Sky Dragon.. :\ Sorry 'bout your paints.. Your compass.. And your flashlight.. :( It'll be the first things I buy with the tokens I get in the future..

Ele

\*\*\*\*\*

SUBJ: Clearing something up

FROM: Celebrindl 09/16/87 S#: 101376

I just recently was informed of how big an issue the death of Caterwaul seems to be, and my association with it. I want to make some things PERFECTLY clear (I hope;) so that people don't get the wrong idea.

Caterwaul was NOT cold-bloodedly murdered by yours truly. True, his death was caused by bullets from the gun I was holding, but I had NEVER intending on even harming him!

Both Caterwaul (and his father) can attest that he had his knife out, and was stabbing away at me at the same time I was shooting him. We were testing to see if there was a REASON the Weapon-freeze zones appeared inactive.

Neither of us thought to check our health after the first shot or two. The first indication I had of any danger was Caterwaul's abrupt disappearance on my screen, and his father ESPing me saying "You killed him!"

Apparently he had checked his health and found himself "Near Death" but couldn't say anything in time to warn me. :(

After checking my health, I find I am no longer in "peak of health" although I'll keep the exact state secret. ;)

I knew that an Avatar lost most, or all, of his/her goods when killed, so I certainly didn't want Cater dead, because I knew he had so much!

Only one good thing came of this, we realized (later) that I should have gotten whatever he had in his hands (his knife, in this case) and did not.

So if you are planning on killing someone for what they are holding, better wait until it's fixed, or until the other Avatar PUTs it down.

I hope this clears up some misconceptions.

Cele

\*\*\*\*\*

SUBJ: Theft Counter

FROM: Celebrindl 09/17/87 S#: 71308

For the information of those who had not noticed, the "Greatest Thieves" catagory (whatever it's called) in the Hall of Records counts the number of times an Avatar GETs something from another Avatar's hands.

As you might now realize, this does NOT necessarily give an accurate count to the number of actual thefts an Avataar has made.

For example:

Celebrindl has, according to the Hall of records, 7 Thefts (probably 8 by tomorrow, since I GOT something that already belonged to me BACK from another Avatar). However, the one and ONLY theft I actually have under my belt is that d\*mned gun of Cornelius' and THAT wasn't even counted since I GOT it from the ground, not his hands.

So, just a polite message to those who hadn't realized it: Don't plan revenge on someone who appears high on the Theft list.. he may just be a poor Avatar who hasn't the sense to keep his things in his pocket and needs to GET them from other Avatars all the time.

Cele

\*\*\*\*\*

SUBJ: MAJOR Theft! :D

FROM: Onyx 09/17/87 S#: 70970

Hehehehe :D I know -someone- isnt pleased by this, but I'm kinda tickled pink!

Yes, I, Onyx Blackstarr, STOLE. In fact, I stole what I believe to be, 99% of this Avatar's possessions...

Whom did I steal from? None other than Celebrindl.

Why did I steal? Well, lets just say it was fun. :D

Will I give it back? Yeah.... when I get around to it. :D

Will I give it ALL back? I dunno.. :D I found a few things I kinda liked. :D

Tune in tomorrow, same Ava-Time, same Ava-Channel....

; >

\*\*\*\*\*

SUBJ: Violence and Rewards

FROM: Greg P 09/17/87 S#: 75892

As a Priest, Social Worker, Psychotherapist, and member of the human race. I am deeply concerned about Habitat's apparent lack of ethics.

It is deplorable that a game would REWARD you for KILLING and/or STEALING from another person. Aren't Avatars supposed to be extensions of ourselves?

How is this done?

By posting the guilty Avatar's name in the Hall of Records and by the fact that weapons are READILY available in almost all of the "Vendroids".

I \*formally\* protest this.

\ \ \ \ \ \ \ \

I was of the opinion that Habitat was to have been an alternative to violence in computer games by giving the person a constructive challenge or adventure.

As a Priest and a person of ethics, I can not condone this "reward for violence."

Please remove the "Killing Lists".

Please remove \*all\* weapons or means of violence.

Children learn by what they do. As it stands, Habitat will teach them that killing/violence is good, fun, and you can be rewarded for it as well.

Father Gregory Pumroy, MSW, ACSW

-----  
SUBJ: Killing Lists

FROM: Celebrindl 09/17/87 S#: 76530

It was my thought that the lists for the Most Dangerous were there to WARN other Avatars.. not to praise those on the lists, sorta like a Most Wanted List.

-----  
SUBJ: How you see things...

FROM: AGGIE 09/17/87 S#: 118185

I just see that portion of the hall of records as a 'WATCH OUT FOR'.

-----  
SUBJ: Very good point!

FROM: SaltheartQ 09/17/87 S#: 122901

I must first say that I think you have a valid point. About Violence/Reward. But I must also say that If one is going to view Habitat in the Learning/Teaching aspect, I for one would hope that it would refelect True and acurate facts to those who learn from it. As sad as it may be, the world (Outside of Habitat and Q-Link) that we live in is not always a Peaceful place. I do not have children myself. But if I ever do I would like thier Learning experience to prepare them for the world they face. Unfortunatly killing, death, and violence are a part of life,again unfortunatly a part that is far to often Glorified in some information/education mediums. Even as you mentioned Avatars are indeed to be an extension of "ourselves". If we are representing ourselves then is it not best to represent ourselves truthfully? And one more point if I may, Habitat is as a GAME. I did not see this alleged DEATH OF AN AVATAR, but I would hazard to guess that even as he died there probably was no blood or gross stuff as can all to often be seen in the movies and on TV, and as you mentioned even in some Computer Games. TO sum up I feel that Habitat would make a Fantastic learning tool for children. IT is an exciting and inovative idea with facets that have yet to be uncovered. I feel it will grow in many areas and it is an important contribution to the growth of computer communications.

Geez this sound like a speech!! not my intention! :)

Salty

-----  
SUBJ: Not Fun.

FROM: Tiresias 09/17/87 S#: 5273

I agree with Greg. I do NOT think that DEATH and THEFT should be a part of HABITAT. It should be a place of escape, not a place of vicarious expression of violence and illegal activities. Such things are purely gratuitous and NOT NECESSARY.

Avatars and Oracle seem to represent such peaceful identities. Maybe we need an optional CRIMEWORLD for those with such a twist of mind.

HABITAT should NOT represent the REAL world, but rather what it COULD BE if people lived together in harmony with their environment rather than in fear of others.

-----  
SUBJ: Another opinion

FROM: Onyx 09/18/87 S#: 95779

Habitat is (as we were previously told) "an interactive role playing game".

Now, not to get on a podium or anything, as a Guild Host, my business here on Qlink is Role Playing Games. And in those games, there is a certain element of danger. Weapons, theft, dying, and removed violence are a way of life for the Role Playing Enthusiast.



In many aspects, Habitat resembles the "real" world. And, like the "real world", theft and death are an everyday occurrence.

I can foresee a time in Habitat when we run "adventures", and go on quests. Part of that adventuring may be battling monsters, thieves, etc... Without weapons, we are easy prey.

In real life, let me say, I own no weapons (besides a Louisville Slugger baseball bat and a set of Chef's knives). In real life, I do not steal or kill. But in a RPG (Role Playing Game) I can, and DO, do such things.

It's all part of the game.

Just another opinion...

--\* Onyx \*--

-----  
SUBJ: Ethics/Business

FROM: OSGOOD 09/18/87 S#: 109739

I hate guns and violence and would prefer to have them excluded from HABITAT. Nevertheless, this place is here to make money and there is no question that violence "sells" in the entertainment field. It will be expected/desired by a great deal of the people who will be paying to use HABITAT. I don't condone it.... simply pointing out the practical matter of this being a for-profit business.

Again, remember I agree with Greg P's feelings that it is wrong. By the way, as I am one of the Avatars who has died I can verify that it is not "bloody". It is more of a financial setback than anything else.

Nevertheless, there ought to be a way to accommodate the people who want to be killers and thieves and also help those who are peace-loving. Right now there are very generous rewards for violent acts. Stealing is much easier than earning objects/tokens. Perhaps a similarly attractive way of rewarding those who are always peaceful and never steal could be developed if folks provided suggestions on appropriate rewards that would make it as attractive to be ethical as it is now attractive to be a scoundrel and "killer". (Killing is actually just a form of stealing as the avatar does not really die but rather loses most everything he owns.) In any event, any suggestions for rewards for the good guys?

-----  
SUBJ: Terribly realistic...

FROM: Lord Bolan 09/18/87 S#: 116104

I think one thing that many people are missing is that Habitat is REALLY not a game. It is an ENVIRONMENT. If you wish to play a game in this environment, you could. If you wish to rob and murder, you can. Terribly life-like isn't it?

I am not saying violence is good, but I think (like Salty said) it is a useful education process. You will find yourself genuinely concerned about what part of town you wander, what possessions you carry, who you associate with, do you carry protection, how much money is safe to carry, can you defend yourself if necessary etc... For a child or a young person, this is extremely useful. Since death is relatively (but not completely) painless, a person experiences a sense of loss but not like he would were a real person to die. Indeed, I would not want that to happen to me, genuine death can be earth-shaking. Avadeath is much less severe and I think even a child can tell the difference. As for robbery, we all need to learn the value of money at an early age. How to save it, how to deal wisely, shop around for the best price etc...

Lastly, let me point out, that the element of danger will largely contribute

to the excitement found in Habitat. As a club host of the Phantasy Guild and a Game Master as well, danger and suspense is the prime emotion we try to cultivate, it makes the game exciting. I think the same is true about Habitat.

\*\* LB \*\*

-----  
SUBJ: Points..

FROM: SkyLine 09/18/87 S#: 93529

Points go to both sides. As with any of us, I don't advocate mindless violence, or theft. No thinking person does. But, I have pointed a loaded gun at another human being, and I have pointed a game gun at another avatar in Habitat. Believe me, there is a difference.

Speaking only on Habitat, I would miss something if there weren't some element of danger. The idea that no one is really going to lose -anything- except graphic possessions allows us to permit certain activities that add interest to the game. The fact that I might not 'survive' a particular adventure, I believe, will make me a better participant. I'll be more aware, creative, and hopefully, observant. For me, this will serve to retain my interest, and cause me to come back for more. This is what we want the paying member to do. I feel I'm not only helping to find the bugs, but also helping to judge the market value of this online product. Whether or not we agree, most will be looking for the elements of danger mentioned in some of the previous posts. I think they need to be kept, weapons and all, potential thievery and all, for those seeking them.

-SL-

\*\*\*\*\*

SUBJ: Before it is dropped....

FROM: Blue Eyes 09/19/87 S#: 90640

While I see the points being made on both all sides...

I think that many of the "violent" and "unlawful" features of Habitat will prove to be big problems.

From what I understand.. (and I am not an RPG expert by a long shot) the Phantasy Guild and role playing games do include these elements..but under control of a game master. (so I don't think that Habitat can be equated to a role playing game)

Adventure games also include much of these elements.. but again.. someone has control... the programmer or the player.

In Habitat, I haven't seen any evidence that there will be anyway to control much of what could happen.

From a business standpoint... maybe some members will want the options to kill, hurt, or rob others, but I can't help thinking about the MANY that will be upset by them.

I have been through many problem situations in PC... I know what it is like to have control and not to have control in various situations with some of the members (and ABusers).

I think that there will have to be some control over some of the potential situations.

Well... Sorry Onyx.. I just wanted to add my concern about the situation.

\*\*\*\*\*

SUBJ: Mountains out of Molehills

FROM: Onyx 09/19/87 S#: 1056

Violence, thievery....

Games...

Real world or Game Environment?

Folks, while I personally abhor violence, and detest thieves, this vein of posts has gotten way out of hand.

Greg, while I adore you and your ideals, I severely doubt that Habitat would be either fun or financially profitable without these elements of danger. I respect your ideals, but quite frankly, it has all gotten blown out of proportion.

There -ARE- zones in Habitat in which weapons do not work.

You -CAN- always ghost out to escape being robbed or killed.

Now, I implore you all, can we just drop this, and move on to bigger and better things?

--\* Onyx \*--

SUBJ: Yea Onyx!!!

FROM: AndrewG2 09/19/87 S#: 1423

::clap::clap::clap::

SUBJ: Sure, let's just drop it

FROM: Del March 09/19/87 S#: 111552

After all, it's only a problem that a significant portion of us have concerns about. It's not like it's a thing that really matters to us. We all, in one way or another, support Q-Link.

When/if it goes public, what do we care if it becomes an even bigger problem among an even larger group of people who don't necessarily support Q-Link? These are the people who are going to pay to play. And on a Habitat board like this one (I assume there will be one), are they going to speak out about this problem? You bet they will. And in much louder voices than ours.

So why work the problem out now? We can just gloss over it as though it wasn't there. What do we care?

(BTW, I can't wait to hear a robbed player being told "Yes, but you could have ghosted to avoid it.")

SUBJ: Frankly..

FROM: SkyLine 09/19/87 S#: 108963

I'm more than a little tired of walking around town, hiking the Back 40, and looking at cactuses (cacti?) in the Desert. I'd consider getting robbed, shot at, or blown away, a refreshing change. I understand that Habitat is far from finished, and we're there to test what -is- there, but some of my enthusiasm is beginning to wane. If I interpret some of the comments on this board correctly, some would reduce even what's there now. Sorry folks, but I for one, am in need of the very things you'd like to see removed. I guess I'm a frustrated adventurer in search of the danger, more than the prize.

-SkyLine-

\*\*\*\*\*

SUBJ: It Happens, BUT....

FROM: Sir Jon 09/18/87 S#: 92876

in the real world.. (and even in most well designed games), there is some recourse....

I was in the frustrating position of watching one avatar steal from another avatar a few days ago...

It was EXTREMELY frustrating...

The thief was moving too fast to ID, or to catch.. There were NO POLICE or authority to appeal to for help. At least in the 'REAL' world, society looks down upon and attempts to discourage stealing. In Habitat, there is NOTHING to discourage it and every reward for doing it. :\

If you thought we had hard times dealing with the QTerrorists in People Connection, with QGUIDES watching over the area, what do you think will happen when Habitat goes live with 'thousands' of areas and NO ONE to appeal to for help!!!!

As to the argument that all that is being taken are electronic images, etc.... That is a crock! The items I, or any avatar has taken the time to acquire HAVE meaning & value! I've spent hours exploring areas, traveling to distant places to find or buy something that cannot be found easily. This makes it valuable to me in an emotional sense, and, had I been paying to use the service, I'd be FURIOUS about the \$\$\$\$\$\$ I had spent (real world money) just to have it all lost to some jerk who thinks it's 'cute' to rob or kill my avatar!

If this kind of thing starts to become common, it will lead to lots of VERY angry members. I would like to see changes that allow SOME recourse to me taken. Some way to recover stolen valuables, and/or items lost when 'killed' through no fault of your own.

Thanks for putting up with my 'RANTing'

(only kind of 'RANT' I've seen in a while) ;)

\*\*\*\*\*

SUBJ: 2 cents

FROM: DeanD 09/18/87 S#: 94633

First, after reading all the comments about WAR and PEACE in Habitat, I'd like to agree with Greg. I want the have \*FUN\* in Habitat, escape to it, rather than to have to worry that every Avatar I meet is intent on stealing or murder. Right now this is NOT so bad, but when every- one has access to this... well, I can just see bands of Roving HABITAT ANGELS!

Second, and to help vent my frustration, I've been so busy lately with other QLINK activities AND "real world" WORK...that I haven't had TIME to go to HABITAT...

ARRRRGGGGHHHHHH! (the sound of HABI-WITHDRAWAL). Thank you. Sympathy cards appreciated! :D

-----  
SUBJ: :(

FROM: Soundman 09/18/87 S#: 48029

Get Well Soon Dean ;) See ya there soon !!!11

Soundman l:)

\*\*\*\*\*

SUBJ: Peace and Rewards

FROM: Greg P 09/18/87 S#: 96742

I have thought about this to some extent and would like to make an additional proposal to the people at Habitat-LucasFilms/QLink.

I understand the purpose of the so-called "Role-Playing" games and that acts

of violence (unfortunately) appear to be an integral part of them. Fine.

If an Avatar is battling a Monster, I can see the "need" for a "weapon". This is acceptable to me.

If an Avatar uses a weapon against another Avatar! Let them be ANATHEMA! (condemned), that is to say, let the punishment merit the crime in that they will be stripped of all fortunes and Turf-Less for a period of time. Perhaps even force them to stay in the "ghost" state for a set period of time where they can hurt no one.

I would like to see the Oracle reward acts of kindness and bravery (like rescuing RJScott out of the woods for the umpteenth time! ;D). Why not have a listing of "The Most Adventurous"!!!

Now, I can see people clamoring to get on that list. I know I would. Personally, I am DYING to see what is beyond that darn "Under Construction" sign! :D

I am sorry if I am irritating anyone about my feelings about weapons and violence. I am a Suicide/Crisis Intervention Counselor. I see violence almost every day. I see mutilated children from abuse cases. I see battered women. And, I see the same people...dead.

The thought that it is also here, in something as peachy keen (like that?) as Habitat, \*nauseates\* me to no end.

Please disallow the ability of one Avatar to harm another.

Please, I beg you.  
:')

-----  
SUBJ: Greg  
FROM: Celebrindl 09/18/87 S#: 94496  
I can see your point, and I respect your views.

However.. a "punishment" such as you are suggesting would, from a business point of view (and we MUST remember that, all said and done, this IS a business) a stripping of valuables for offenses, or forced "Ghost" mode would only lose members. If they can't do anything, they certainly won't spend their hard-earned (?) \$.06 minute in there.

As for being made Turf-less for a period of time, last night was the first I've been in my turf for ages.. so that wouldn't bother many of the more Adventurous-type who are never at home anyway.

CeleAvatar

-----  
SUBJ: Self Defense Weapons Only  
FROM: Laser Gyro 09/18/87 S#: 2004  
I think the solution is simple: weapons should be only capable of self defense. Anyone remember the movie "Futureworld"? (OK, it wasn't a Lucasfilms production.) In the Western world there, they had REAL guns that were rigged so that they could shoot the robot "bad guys", but they wouldn't fire at a human. Such "magic" weapons would seem appropriat in a PEACE LOVING place like Habitat.

\*\*\*\*\*

SUBJ: On ??FUN??  
FROM: RJScott 09/19/87 S#: 120105  
Welp, I've decided to become the first Habicluse. With all the raging controvesy about stealing, killing, and other things I've decided to take off

on my own and ignore the rest of the Habiworld until things settle down a bit.

So, if you send me ESP and get no reply, I'm being a HABIHERMIT and as such I won't be doing ESP.

Doing my own Habithing,  
RJAvatar

-----  
SUBJ: ControveRsy Even :\  
FROM: RJScott 09/19/87 S#: 125557  
-----

SUBJ: See ya RJ  
FROM: Soundman 09/20/87 S#: 106316  
See ya have fun :)

\*\*\*\*\*

SUBJ: Role Playing  
FROM: Mysterio 09/19/87 S#: 70987  
I wonder why so many people seem to equate "role playing" with "wholesale slaughter". One theme I see repeated over and over is "well Habitat is a role playing environment, and killing and thievery are vital parts of role playing".

Maybe I'm wrong, but I thought role playing was simply trying to think and act in a personality different then your own. Is it necessary, for these games to be fun, to create a character that exists simply to kill and steal?

If this is the case, I'm glad I don't participate in any of these games. I can think of better uses for my imagination.

-Mysterio

-----  
SUBJ: Aye Aye Matey!  
FROM: Ogl 09/19/87 S#: 124206  
Mysterio is right on course!

I've been sailing the high seas now for some time. And, (except for a stray Dutch Merchant ship here and there), killing and stealing have never entered my mind.

And..... errrr... What?? Oh!

Sorry! wrong game....  
\*\*\*\*\*

SUBJ: Throwing gasoline on the fire...

FROM: Chameleon 09/21/87 S#: 108299

Role-playing games don't HAVE to be full of mayhem and gore and thievery. One of the best I have is Below the Root, from Windham Classics. No one gets hurt. If you do something stupid, you simply wake up in your home, having lost a day. The villains imprison you, NOT kill you, and if you don't find your way out soon, again you wake up at home. There is some theft, but you have to go into the thief's house first. And it's still fun to play. I think the zone idea is good, but let's make it a very small area, with warning signs and a fence around it. Kind of an Avatar Alcatraz.

\*\*\*\*\*

SUBJ: Zone Suggestion

FROM: Becky 09/20/87 S#: 7262

My solution to the raging controversy is to set up Zones..most of which are active anyway.

In PC there are separate 'rooms' for people with different tastes in inter-tainment. ie:AL/BBS callers/Lobbys If you wish NOT to be robbed or killed then

stay away from the areas where these actions are permitted. Let Town be Theft/Kill free (ie:Lobby) for all the less adventuresome and we shop-aholics.  
:>

Nothing should be FORCED on a person. CHOICE is the only solution.

\*\*\*\*\*

SUBJ: A long time ago...

FROM: Caterwaul 09/20/87 S#: 104043

during the Habitat Guild frenzy, when the Knights and MOB and CHAOS were wandering around telling other people about when they would be avatars and run organizations that dealt with stealing, wars, and other destructive purposes. During this time one more group was created, called LOTA, which stands for Lords of the Abyss. Among the members of this group were groups for Thieves, Mappers/Archivers, Warriors, and a few other factions. What was their purpose you might ask? Oh, not like the other groups. They were to act like a police force of sorts while occasionally going on adventures themselves. The thieves' would steal only from people who we had received complaints about, the warriors would only kill those who killed others, and the Mappers would give out information about how to get around.

Although most of the other HabiGuilds no longer survive the ideas that LOTA was run by seem to be still living. Since we all are getting this for free, why not help out our fellow avatars? WE basically are the people who are supposed to help MAKE things fun for people on Q.. If we just sit back and let people get away without fear of getting caught and punished, then we're defeating our own ideals.

I am NOT saying that thieving or killing should be removed from Habitat, just that there does need to be some protection against it to deter them from stealing or killing. If there are any of you who officially want to be on the roster for LOTA, Mail me. And if there's anyone who has any complaints, mail me. I'll see to it myself, or talk to someone else about it. Remember...

"Where the Oracle Can't Help, the Avatar must!"

Caterwaul

-----  
SUBJ: Hmmm

FROM: AndrewG2 09/20/87 S#: 107817

Cater, are you related to Charles Bronsen at all???? =:)