OUESTION:

Overall, how would you rate Habitat on the scale below? Please press F7 to respond to the question, then type in one of these responses.

Poor Fair Good Very Good Excellent

Mail to: HabitatQ1 Mail From: RJScott

Date: Saturday 12-Dec-87 14:04 EST

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.)

Mail to: HabitatQ1 Mail From: John Apple

Date: Saturday 12-Dec-87 14:22 EST

Very Good!

Mail to: HabitatQ1 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:23 EST

Very good

Mail to: HabitatQ1

Mail From: CLB

```
Date: Saturday 12-Dec-87 14:37 EST
good
HabitatQ1
Mail to:
Mail From: HaagenDasz
Date: Saturday 12-Dec-87 14:42 EST
Excellent
- - - - - - - - - - - - - - - -
Mail to: Habitat01
Mail From: Chris NH
Date: Saturday 12-Dec-87 15:03 EST
very good
Mail to: HabitatQ1
Mail From: Doug Ba
Date: Saturday 12-Dec-87 15:57 EST
good
Mail to: HabitatQ1
Mail From: OSGOOD
Date: Saturday 12-Dec-87 16:16 EST
excellent
Mail to: HabitatQ1
Mail From: Mysterio
Date: Saturday 12-Dec-87 16:32 EST
Mail to: HabitatQ1
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:03 EST
Very good.
(I'd say Excellent, but there could be
some minor improvements. 8)
Mail to: HabitatQ1
Mail From: Eric
Date: Saturday 12-Dec-87 17:05 EST
Very Good
Mail to: HabitatQ1
Mail From: GRANNY1
Date: Saturday 12-Dec-87 17:15 EST
Good
Mail to: HabitatQ1
Mail From: QWOP
Date: Saturday 12-Dec-87 17:37 EST
Mail to: HabitatQ1
Mail From: StephenT3
Date: Saturday 12-Dec-87 18:13 EST
good
Mail to:
       HabitatQ1
Mail From: Swingseat
Date: Saturday 12-Dec-87 18:18 EST
```

good

```
Mail to: HabitatQ1
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:25 EST
Very Good
Mail to: HabitatQ1
Mail From: Dragonfish
Date: Saturday 12-Dec-87 18:56 EST
Mail to:
       HabitatQ1
Mail From: Paul H
Date: Saturday 12-Dec-87 20:02 EST
Very Good
Mail to: HabitatQ1
Mail From: RAOULTFOOL
Date: Saturday 12-Dec-87 20:12 EST
Good.
Mail to: HabitatQ1
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:15 EST
Very Good!
Mail to:
       HabitatQ1
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:31 EST
Good
Mail to: Habitat01
Mail From: LynnS6
Date: Saturday 12-Dec-87 20:39 EST
Very Good
Mail to: HabitatQ1
Mail From: Cimaron
Date: Saturday 12-Dec-87 20:48 EST
very good
Mail to: HabitatQ1
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 21:23 EST
very good
Mail to: HabitatQ1
Mail From: Gary M
Date: Saturday 12-Dec-87 21:59 EST
Very Good
- - - - - - - - - - - - - - - -
Mail to: Habitat01
Mail From: Becky
Date: Saturday 12-Dec-87 22:00 EST
Good
Mail to: HabitatQ1
Mail From: Kelly Daze
```

Date: Saturday 12-Dec-87 22:05 EST

```
Good
Mail to: HabitatQ1
Mail From: Del March
Date: Saturday 12-Dec-87 22:53 EST
Good
Mail to: HabitatQ1
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:07 EST
very good
Mail to: HabitatQ1
Mail From: AGGIE
Date: Sunday 13-Dec-87 00:36 EST
Very Good
Mail to:
       HabitatQ1
Mail From: Elven Mist
Date: Sunday 13-Dec-87 01:49 EST
Mail to: HabitatQ1
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:03 EST
Very good.
Mail to: HabitatQ1
Mail From: Steffie
Date: Sunday 13-Dec-87 07:16 EST
very good
Mail to:
       HabitatQ1
Mail From: Onyx
Date: Sunday 13-Dec-87 08:38 EST
very good
Mail to: HabitatQ1
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:16 EST
Excellent!
Mail to: HabitatQ1
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:36 EST
Fair
Mail to: HabitatQ1
```

Mail From: frodob

Date: Sunday 13-Dec-87 11:49 EST

Very Good

Mail to: HabitatQ1

Mail From: Soundman

Date: Sunday 13-Dec-87 12:22 EST

Good

Mail to: HabitatQ1

Mail From: Og1

```
Date: Sunday 13-Dec-87 14:24 EST
 Fair
Mail to: HabitatQ1
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:05 EST
good
Mail to: HabitatQ1
Mail From: WOWW
Date: Sunday 13-Dec-87 17:01 EST
Very Good
Mail to: HabitatQ1
Mail From: SandraS
Date: Sunday 13-Dec-87 19:49 EST
Good
Mail to: HabitatQ1
Mail From: Greg P
Date: Sunday 13-Dec-87 19:53 EST
Excellent
Mail to: HabitatQ1
Mail From: beren
Date: Sunday 13-Dec-87 21:00 EST
Excellent
Mail to: Habitat01
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:11 EST
Very Good
Mail to: HabitatQ1
Mail From: DeanD
Date: Monday 14-Dec-87 00:18 EST
Good
Mail to: HabitatQ1
Mail From: Sky Dragon
Date: Monday 14-Dec-87 00:27 EST
re: overall experience
good
Mail to: HabitatQ1
Mail From: THE WALL
Date: Monday 14-Dec-87 00:33 EST
Very Good
Mail to: Habitat01
Mail From: Fleximan
Date: Monday 14-Dec-87 02:53 EST
Very Good
Mail to: HabitatQ1
Mail From: GoldenWolf
```

Date: Monday 14-Dec-87 07:05 EST

```
Very Good
Mail to: HabitatO1
Mail From: EileenC
Date: Monday 14-Dec-87 09:53 EST
excellent
Mail to: HabitatQ1
Mail From: Chip
Date: Monday 14-Dec-87 13:33 EST
excellent
Mail to: HabitatQ1
Mail From: Arianal
Date: Monday 14-Dec-87 14:01 EST
Very Good
Mail to:
       HabitatQ1
Mail From: ribbit
Date: Monday 14-Dec-87 15:51 EST
very good
Mail to: HabitatQ1
Mail From: Bonnie
Date: Monday 14-Dec-87 20:11 EST
Rating: Very Good
Mail to: HabitatQ1
Mail From: John L
Date: Tuesday 15-Dec-87 00:29 EST
very good
Mail to: HabitatQ1
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 00:55 EST
Very Good
Mail to:
       HabitatQ1
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:01 EST
Fair
Mail to: HabitatQ1
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:15 EST
Excellent
Mail to: HabitatQ1
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:10 EST
Good
Mail to:
       HabitatQ1
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:13 EST
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 ${\tt Good}$ for the "masses".

Mail to: HabitatQ1 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:44 EST

Good

%cvideo#d010>lucas>operations>results.1>answer.2 87-12-28 17:00:06 EST

OUESTION:

Thinking about the user interface and mechanics of operating Habitat, how would you rate Habitat on the scale below? Please press F7 to respond to this question, then type in one of the responses below.

Very easy Easy Okay Diffiult Very difficult

Mail to: habitatq2
Mail From: RJScott

Date: Saturday 12-Dec-87 14:09 EST

Very easy

Mail to: habitatq2 Mail From: John Apple

Date: Saturday 12-Dec-87 14:23 EST

easy

Mail to: habitatq2 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:25 EST

Easy

Mail to: habitatq2

Mail From: CLB

Date: Saturday 12-Dec-87 14:38 EST

easy

Mail to: habitatq2 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:43 EST

easy

Mail to: habitatq2 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:03 EST

easy

Mail to: habitatq2

```
Mail From: Doug Ba
Date: Saturday 12-Dec-87 15:57 EST
easy
Mail to: habitatq2
Mail From: OSGOOD
Date: Saturday 12-Dec-87 16:17 EST
Easy
Mail to: habitatq2
Mail From: Mysterio
Date: Saturday 12-Dec-87 16:33 EST
very easy
Mail to: habitatq2
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:04 EST
Easy, most of the time.
But sometimes (GETting small objects,
F7 for region #, mostly) the cursor has
to be positioned carefully, which could
lead to problems.
- - - - - - - - - - - - - - - -
Mail to: habitatq2
Mail From: Eric
Date: Saturday 12-Dec-87 17:06 EST
Mail to: habitatq2
Mail From: GRANNY1
Date: Saturday 12-Dec-87 17:16 EST
Okay
Mail to: habitatq2
Mail From: QWOP
Date: Saturday 12-Dec-87 17:37 EST
Very easy
Mail to: habitatq2
Mail From: StephenT3
Date: Saturday 12-Dec-87 18:13 EST
okay
Mail to: habitatq2
Mail From: Swingseat
Date: Saturday 12-Dec-87 18:19 EST
OKay
Mail to:
        habitatq2
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:25 EST
Very Easy
Mail to: habitatq2
Mail From: Dragonfish
Date: Saturday 12-Dec-87 18:57 EST
ok
Mail to: habitatq2
```

Mail to: habitatq2
Mail From: Paul H

```
Date: Saturday 12-Dec-87 20:03 EST
okay
Mail to: habitatq2
Mail From: RAOULTFOOL
Date: Saturday 12-Dec-87 20:13 EST
Easy.
Mail to: habitatq2
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:16 EST
Very easy!
Mail to: habitatq2
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:31 EST
Okay
Mail to:
       habitatq2
Mail From: LynnS6
Date: Saturday 12-Dec-87 20:40 EST
Okay
Mail to: habitatq2
Mail From: Cimaron
Date: Saturday 12-Dec-87 20:49 EST
easy
Mail to: habitatq2
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 21:26 EST
okay
Mail to: habitatq2
Mail From: Gary M
Date: Saturday 12-Dec-87 22:01 EST
Easy
Mail to: habitatq2
Mail From: Becky
Date: Saturday 12-Dec-87 22:01 EST
Very easy
Mail to: habitatq2
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:05 EST
Mail to: habitatq2
Mail From: Del March
Date: Saturday 12-Dec-87 22:55 EST
Okay
Mail to:
       habitatq2
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:07 EST
In general, Very Easy...however, some
```

of the younger people might find it

```
hard to use some of the items without
any instructions for them
(eg. shovel or chainsaw)
Mail to: habitatq2
Mail From: AGGIE
Date: Sunday 13-Dec-87 00:36 EST
EASY
Mail to: habitatq2
Mail From: Elven Mist
Date: Sunday 13-Dec-87 01:51 EST
Okay
Mail to: habitatq2
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:04 EST
Okay.
Mail to: habitatq2
Mail From: Steffie
Date: Sunday 13-Dec-87 07:17 EST
okay
Mail to:
       habitatq2
Mail From: Onyx
Date: Sunday 13-Dec-87 08:38 EST
okay
Mail to: habitatq2
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:17 EST
Very easy
Mail to: habitatq2
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:36 EST
Okay
Mail to:
       habitatq2
Mail From: frodob
Date: Sunday 13-Dec-87 11:50 EST
    Easy
- - - - - - - - - - - - - - - -
Mail to: habitatq2
Mail From: Soundman
Date: Sunday 13-Dec-87 12:22 EST
Mail to:
       habitatq2
Mail From: Og1
Date: Sunday 13-Dec-87 14:25 EST
Diffiult :)
Mail to: habitatq2
Mail From: Rhapsody
```

Date: Sunday 13-Dec-87 15:05 EST

```
easy
Mail to: habitatq2
Mail From: WOWW
Date: Sunday 13-Dec-87 17:02 EST
difficult
Mail to: habitatq2
Mail From: SandraS
Date: Sunday 13-Dec-87 19:50 EST
easy
Mail to: habitatq2
Mail From: Greg P
Date: Sunday 13-Dec-87 19:54 EST
Okay
Mail to:
       habitatq2
Mail From: beren
Date: Sunday 13-Dec-87 21:01 EST
Very easy
Mail to: habitatq2
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:11 EST
easy
Mail to: habitatq2
Mail From: DeanD
Date: Monday 14-Dec-87 00:18 EST
Very easy
Mail to:
       habitatq2
Mail From: Sky Dragon
Date: Monday 14-Dec-87 00:28 EST
re: ease of use
good, but some things are difficult
particularly if you don't understand
what's supposed to be going on.
Mail to: habitatq2
Mail From: THE WALL
Date: Monday 14-Dec-87 00:38 EST
Easy
Mail to:
       habitatq2
Mail From: Fleximan
Date: Monday 14-Dec-87 02:57 EST
Okay
Mail to: habitatq2
Mail From: GoldenWolf
Date: Monday 14-Dec-87 07:05 EST
Easy
_ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq2
Mail From: EileenC
```

Date: Monday 14-Dec-87 09:53 EST

easy

```
Mail to:
        habitatq2
Mail From: Chip
Date: Monday 14-Dec-87 13:33 EST
very easy
Mail to:
        habitatq2
Mail From: Arianal
Date: Monday 14-Dec-87 14:02 EST
Okay
Mail to: habitatq2
Mail From: ribbit
Date: Monday 14-Dec-87 15:52 EST
easy
Mail to: habitatq2
Mail From: Bonnie
Date: Monday 14-Dec-87 20:11 EST
Okay
Mail to: habitatq2
Mail From: John L
Date: Tuesday 15-Dec-87 00:30 EST
Mail to: habitatq2
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 00:55 EST
Easy
Mail to: habitatq2
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:01 EST
Okay
Mail to:
        habitatq2
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:16 EST
Mail to:
        habitatq2
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 21:56 EST
very easy
Mail to:
        habitatq2
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:11 EST
Easy
 I stil have trouble with getting paper
to send a letter.
_ _ _ _ _ _ _ _ _ _
Mail to: habitatq2
Mail From: Caterwaul
Date: Tuesday 15-Dec-87 22:45 EST
Easy
```

OUESTION:

Thinking about the experience of playing Habitat, how would you rate Habitat on the scale below? Please press F7 to respond to this question, then type in one of the responses below.

No fun at all Not much fun Okay Fun A lot of fun

- - - - - - - - - - - - - - - - - -

Mail to: habitatq3
Mail From: RJScott

Date: Saturday 12-Dec-87 14:09 EST

Okay (at this point)

Mail to: habitatq3 Mail From: John Apple

Date: Saturday 12-Dec-87 14:24 EST

Fun

Mail to: habitatq3 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:26 EST

A lot of fun

- - - - - - - - - - - - - - - - - -

Mail to: habitatq3

Mail From: CLB

Date: Saturday 12-Dec-87 14:39 EST

okay

- - - - - - - - - - - - - - - - - -

Mail to: habitatq3
Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:43 EST

A lot of fun

- - - - - - - - - - - - - - - - -

Mail to: habitatq3 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:03 EST

okay

Mail to: habitatq3 Mail From: Doug Ba

Date: Saturday 12-Dec-87 15:57 EST

fun

- - - - - - - - - - - - - - - - - -

Mail to: habitatq3
Mail From: OSGOOD

Date: Saturday 12-Dec-87 16:17 EST

fun

```
Mail to: habitatq3
Mail From: Mysterio
Date: Saturday 12-Dec-87 16:33 EST
not much fun
Mail to: habitatq3
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:06 EST
Fun. (It would be a lot of fun, if it
wasn't so empty much of the time. :\)
Mail to: habitatq3
Mail From: Eric
Date: Saturday 12-Dec-87 17:07 EST
Fun
Mail to: habitatq3
Mail From: GRANNY1
Date: Saturday 12-Dec-87 17:16 EST
Not much fun
Mail to: habitatq3
Mail From: QWOP
Date: Saturday 12-Dec-87 17:38 EST
fun
Mail to: habitatq3
Mail From: StephenT3
Date: Saturday 12-Dec-87 18:14 EST
Mail to: habitatq3
Mail From: Swingseat
Date: Saturday 12-Dec-87 18:20 EST
A lot of fun
Mail to: habitatq3
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:25 EST
Fun
Mail to: habitatq3
Mail From: Dragonfish
Date: Saturday 12-Dec-87 18:57 EST
ok
- - - - - - - - - - - - - - - - - -
       habitatq3
Mail to:
Mail From: Paul H
Date: Saturday 12-Dec-87 20:03 EST
fun
Mail to: habitatq3
Mail From: RAOULTFOOL
Date: Saturday 12-Dec-87 20:13 EST
okay
_ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq3
Mail From: Lady Beau
```

A lot of FUN!

Date: Saturday 12-Dec-87 20:17 EST

```
Mail to: habitatq3
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:32 EST
Mail to:
        habitatq3
Mail From: LynnS6
Date: Saturday 12-Dec-87 20:45 EST
Fun
Mail to: habitatq3
Mail From: Cimaron
Date: Saturday 12-Dec-87 20:49 EST
fun
Mail to: habitatq3
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 21:26 EST
FUN
Mail to: habitatq3
Mail From: Gary M
Date: Saturday 12-Dec-87 22:02 EST
A lot of Fun
Mail to: habitatq3
Mail From: Becky
Date: Saturday 12-Dec-87 22:02 EST
Not much fun
Mail to: habitatq3
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:06 EST
okay
Mail to: habitatq3
Mail From: Del March
Date: Saturday 12-Dec-87 22:56 EST
Mail to:
        habitatq3
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:09 EST
:> A lot of fun
_ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq3
Mail From: AGGIE
Date: Sunday 13-Dec-87 00:37 EST
A LOT OF FUN
Mail to:
        habitatq3
Mail From: Elven Mist
Date: Sunday 13-Dec-87 01:52 EST
Okay
Mail to: habitatq3
```

Mail From: SkyLine

```
Date: Sunday 13-Dec-87 02:04 EST
Okay.
Mail to: habitatq3
Mail From: Steffie
Date: Sunday 13-Dec-87 07:18 EST
Mail to: habitatq3
Mail From: Onyx
Date: Sunday 13-Dec-87 08:39 EST
Mail to: habitatq3
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:18 EST
A lot of fun
Mail to: habitatq3
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:37 EST
Not much fun
Mail to: habitatq3
Mail From: frodob
Date: Sunday 13-Dec-87 11:50 EST
    Fun
Mail to: habitatq3
Mail From: Soundman
Date: Sunday 13-Dec-87 12:23 EST
FUN
Mail to: habitatq3
Mail From: Og1
Date: Sunday 13-Dec-87 14:26 EST
Not much fun
                 : (
Mail to: habitatq3
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:10 EST
fun
- - - - - - - - - - - - - - - - - -
Mail to: habitatq3
Mail From: WOWW
Date: Sunday 13-Dec-87 17:03 EST
Fun
Mail to: habitatq3
Mail From: SandraS
Date: Sunday 13-Dec-87 19:50 EST
fun
_ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq3
Mail From: Greg P
Date: Sunday 13-Dec-87 19:54 EST
```

A lot of fun

```
Mail to: habitatq3
Mail From: beren
Date: Sunday 13-Dec-87 21:01 EST
A lot of Fun
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to:
        habitatq3
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:12 EST
a lot of fun
Mail to: habitatq3
Mail From: DeanD
Date: Monday 14-Dec-87 00:19 EST
Okay
Mail to: habitatq3
Mail From: Sky Dragon
Date: Monday 14-Dec-87 00:30 EST
re: how much fun?
not much, after the first hour or two.
of course, I expect this has a lot to
do with the fact that there aren't
more than a handful of avatars around.
it needs more adventures, and easier
ones, that people can master quickly.
Mail to:
        habitatq3
Mail From: THE WALL
Date: Monday 14-Dec-87 00:39 EST
Fun
Mail to: habitatq3
Mail From: Fleximan
Date: Monday 14-Dec-87 03:02 EST
alot of fun!
Mail to:
        habitatq3
Mail From: GoldenWolf
Date: Monday 14-Dec-87 07:05 EST
A Lot of Fun
- - - - - - - -
Mail to: habitatq3
Mail From: EileenC
Date: Monday 14-Dec-87 09:53 EST
A lot of fun
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq3
Mail From: Chip
Date: Monday 14-Dec-87 13:33 EST
fun
Mail to: habitatq3
Mail From: Arianal
Date: Monday 14-Dec-87 14:02 EST
```

Mail to: habitatq3

```
Mail From: ribbit
Date: Monday 14-Dec-87 15:52 EST
fun
Mail to: habitatq3
Mail From: Bonnie
Date: Monday 14-Dec-87 20:12 EST
Fun!! :)
Mail to: habitatq3
Mail From: John L
Date: Tuesday 15-Dec-87 00:30 EST
a lot of fun
Mail to: habitatq3
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 00:56 EST
Mail to: habitatq3
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:02 EST
Okay
Mail to: habitatq3
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:16 EST
Mail to: habitatq3
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 21:56 EST
Okay
Mail to: habitatq3
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:13 EST
Fun
   Especially when you run into others
otherwise its lonely after a time.
Mail to:
        habitatq3
Mail From: Caterwaul
Date: Tuesday 15-Dec-87 22:45 EST
Okay
OUESTION:
```

%cvideo#d010>lucas>operations>results.1>answer.4 87-12-28 17:03:26 EST

What do like most about Habitat?

Please press F7 to respond to this question. Please answer in as much detail as you'd like.

Mail to: habitatq4 Mail From: RJScott

Date: Saturday 12-Dec-87 14:10 EST

I like the ability to create my own character - that being the loveable but ornery old "HabiHermit" who talks when he feels like it, and hates ESP.

Travelling around picking up bits and scraps and taking them to the Pawn Shop have been noted by others on the system, and "RJScott" has gotten a reputation for doing so.

Also, the ability to complain to the Editor of the RANT, and seeing one's complaints published is a treat. One can say pretty much what one wants to and not risk offending anyone else, since we're dealing with "created characters" rather than the real personality.

A recent example of this was when I requested a citizen's arrest of the sheriff's wife, Becky, for failure to remove Pre-Election promotions and requests for votes. All parties accepted that in good humor.

Mail to: habitatq4 Mail From: John Apple

Date: Saturday 12-Dec-87 14:25 EST

I would say the best thing I like about Habitat is that it helps to make people, er Avatars, more human! Actually seeing a representation of the person you are talking to helps to make that person mor more real, if you know what I mean. The other thing I like about Habitat was the exploration of new areas. I think adding more areas to explore and find things would be a great advantage to the game. Also testing things to see what they do is fun. The "change machine" and the "Do Not Press This Button" were FUN! :)

_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Mail to: habitatq4 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:27 EST It's hard to pin down any ONE thing that I like about Habitat. I love the interactive role-playing that is possible through the concept of Avatars. I like the adventures (which are necessarily limited during Alpha Testing). The graphics are fantastic, although some

more effort on variation in scenes might be a good idea. Basically, the entire CONCEPT of Habitat is what gives me the enjoyment.

Mail to: habitatq4

Mail From: CLB

Date: Saturday 12-Dec-87 14:39 EST Okie, I like the fact that you interact with other users and the system.. it adds an element of unpredictability to it

Mail to: habitatq4 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:43 EST I like the opportunity to interact with other members and colleagues in a more creative environment than in conference rooms or PC..

It certainly has the possibility of adding a radical new dimension to telecommunications. :)

Mail to: habitatq4 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:03 EST

The graphics are excellent...

Very creative.

Mail to: habitatq4
Mail From: Doug Ba

Date: Saturday 12-Dec-87 15:58 EST

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I like the fact that there is a visual interaction other than just word... you can do more in the way of interacting with others.

Mail to: habitatq4 Mail From: OSGOOD

Date: Saturday 12-Dec-87 16:18 EST

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What I like most about HABITAT is the ability for avatars to individually and collectively make their own decisions about their fate/attributes/activities.

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Mail to: habitatq4 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:34 EST What I like most about Habitat is the idea. It has the potential to be fun.

Mail to: habitatq4 Mail From: Chameleon

Date: Saturday 12-Dec-87 17:07 EST

I like People Connection. 8)

Habitat is rather like an improved PC, where you can SEE other people (kind of) $\,$

Mail to: habitatq4 Mail From: Eric

Date: Saturday 12-Dec-87 17:07 EST

I think the graphics are my favorite part. They're ALL very well done and concise. The movements are so real looking and add to the charisma of the game.

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Mail to: habitatq4 Mail From: Chameleon

Date: Saturday 12-Dec-87 17:07 EST You can also move around and DO things. This led to some interesting situations, and many of us found that we didn't really know as much about others as we thought. It was very enlightening, learning who would really be helpful, and who would just as soon steal not only your teeth, but your whole head. It's an almost perfect little microcosm - about as close as you can get online.

Mail to: habitatq4
Mail From: GRANNY1

Date: Saturday 12-Dec-87 17:16 EST Something different for awhile then it got old fast.

Mail to: habitatq4

Mail From: QWOP

Date: Saturday 12-Dec-87 17:38 EST

INteraction

Exploring new areas

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Mail to: habitatq4 Mail From: Swingseat

Date: Saturday 12-Dec-87 18:21 EST
To sum it up as awole I would think
the real life effect is the most part
that I like.

Mail to: habitatq4 Mail From: WoodDragn

Date: Saturday 12-Dec-87 18:25 EST The opportunity to interact with other people with very good imaginations

Mail to: habitatq4 Mail From: Dragonfish

Date: Saturday 12-Dec-87 18:57 EST

I like the graphic invironment best...

Mail to: habitatq4

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Mail From: RAOULTFOOL
Date: Saturday 12-Dec-87 20:13 EST
I like the ability to interact with
people... I was a big PC person
before....
: )
     Mail to: habitatq4
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:17 EST
I enjoy getting with the other avatars
and roaming the system ... I also like
the treasure hunts like looking for
tokens...
Mail to: habitatq4
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:32 EST
What I like most about Habitat is
being able to SEE someone I am trying
to be. You can become a total
persona, create a life, and operate
that person.
Mail to: habitatq4
Mail From: LynnS6
Date: Saturday 12-Dec-87 20:46 EST
 The thing I like most about habitat is
that there is always something MORE to
discover.....one more thing to
explore....
Mail to: habitatq4
Mail From: Cimaron
Date: Saturday 12-Dec-87 20:50 EST
What I like most about Habitat is:
    The fact that it's what I pictured
online life to be in the future...
send your computer self to places to
do things...adventures...getting
information. Of course...this is just
playland right now...but I expect to
see more systems like this...
to hook the non-users especially.
Sounds like a good Science Fiction
Story!!! :>
Mail to:
          habitatq4
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 21:27 EST
What I like MOST about Habitat is that I
actually get to SEE what I am doing.
I am not just reliant upon words on a
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screen to express myself. This feature is Great for me I am a POOR speller anyway!. I like it because it reminds me of a Role Playing Game Scenerio.

complete with pictures of all the places I like the fact that no one is restricted to be a strictly HUMAN form.

Mail to: habitatq4 Mail From: Gary M

Date: Saturday 12-Dec-87 22:03 EST The interaction between avatars. Being able to see the person walkand wave and 'talk' rather than in PC where you just see the words.

It is a nice world. The rally was fun and chalenging and when there were many people up there, that made it fun also.

And of course, we made our own fun too with our own rallies of a sort.

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Mail to: habitatq4 Mail From: Becky

Date: Saturday 12-Dec-87 22:03 EST

Personally I like the discovery part. Finding new things and places..and not having to contend with 23 people at once :D

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Mail to: habitatq4 Mail From: Del March

Date: Saturday 12-Dec-87 22:58 EST I like the exploring the most...walking around, discovering new regions, finding goodies, seeing new pictures, etc.

I also like the ability to "do" things with other people...talking, exploring, showing off, etc.

The fact that this world can hold a new surprise at any time is appealing. :)
It seems incredibly versatile.

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Mail to: habitatq4
Mail From: DragonFyre

Date: Sunday 13-Dec-87 00:09 EST
Mainly...I like the fact that it seems
like you are right there with the other
"players"...P.C. is okay, but after a
few hours in Hab, you actually start
to think that the little guy on the
screen is you, and the other little
folk are really the other people.

It makes telecommunicating just a little more personal/intimate

Mail to: habitatq4

Mail From: AGGIE

Date: Sunday 13-Dec-87 00:38 EST Exploring, Adventure, tresures, and the unknown.

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Mail to: habitatq4 Mail From: SkyLine

Date: Sunday 13-Dec-87 02:05 EST Habitat offers a rather true-to-life environment. I think I enjoy this aspect, as much as anything. We have incomes, but there are also prices to contend with..budgets have to be planned. Stores/offices can be rented, jobs can be had, and tokens can be earned, if you're ambitious enough. A certain element of crime exists, and one has to be careful at times. In short, it's a good reflection of real life, and Habitat is generally made of what we bring in with us. WE control the experience of the environment, rather than the other way around. I think this is a very important feature, and has great potential.

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Mail to: habitatq4
Mail From: Elven Mist

Date: Sunday 13-Dec-87 02:02 EST I like the fact that each Avatar can be made to look different.

I like the fact that I can walk around and not likely see another identical twin of myself.

I Like the fact that I have the option of keeping the way I look exactaly the same so that other Avatars can recognise me right away, or that I can change different aspects of my apearence whenever I feel like it.

(Why can't we paint shoes??)

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One other thing I like 'MOST'...

For some reason, I like the feeling that someone across the country can do something, and because he did something, MY disk drive starts working.

I dont know If I am explaining this feeling properly though. It just adds to my feeling of 'connectivity'

Mail to: habitatq4 Mail From: StephenT3

Date: Sunday 13-Dec-87 03:37 EST
The initial experiences in HABITAT
were great. NEW places to explore,
things to 'DO'. Venturing into the
unknown holds one's attention.
Reading new issues of the RANT,
exploring the then newly created

Commerce Ave. (or St. or Dr. ... it's been awhile)... Becky and Gary's treasure hunts, other treasure hunts; in other words, I enjoy doing things, whether there because of the system or because of other members.

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Mail to: habitatq4 Mail From: Steffie

Date: Sunday 13-Dec-87 07:20 EST The ability to see and create you

environment

Mail to: habitatq4

Mail From: Onyx

Date: Sunday 13-Dec-87 08:39 EST

graphics and iinteraction

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Mail to: habitatq4 Mail From: JoeyT1

Date: Sunday 13-Dec-87 09:19 EST

Its very realistic almost like real life but better cause there's no cares no

worries

Mail to: habitatq4
Mail From: Paul H

Date: Sunday 13-Dec-87 11:19 EST

This is a tough one. Butt the most fun part about habitat is that you actually see :: sort of :: the prson or people you are talking to. I believe this is a real plus for the whole thing!

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Mail to: habitatq4
Mail From: QZOOKEEPER

Date: Sunday 13-Dec-87 11:37 EST
The best part about Habitat is being able to interact with others
visually, not just with words:)

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Mail to: habitatq4 Mail From: frodob

Date: Sunday 13-Dec-87 11:54 EST

What I like most about Habitat;

The ability to interface with other individuals on a more personal basis, even if it is fantasy it's easier than PC type interaction.

On the other hand, Habitat allows a person to have fun even when he wants to be alone.

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Mail to: habitatq4

Mail From: Soundman

Date: Sunday 13-Dec-87 12:24 EST
The Things I like most about habitat are
The way you can change your appearence
and Look different from day to day, I
like the way that you can go from region
to region using the "ports"
The friendships that you are able to
make are very enjoyable:)
You can be alone or if you wish you can
do things with other Avatars:)
This is A fun place if you can find
the time to be here: (That is my only
regret:)

Soundman :)

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Mail to: habitatq4

Mail From: Og1

Date: Sunday 13-Dec-87 14:29 EST

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Person to person contact was the best thing about Habitat. It was the most fun having a group of Avatars on the screen, doing silly things with their characters. Alas, the last time they was a group of any size in Pop Town was for the Sheriff's election. But once Habitat goes public, things will be more fun to do... and the enjoyment value will increase ten-fold.

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Mail to: habitatq4 Mail From: Rhapsody

Date: Sunday 13-Dec-87 15:10 EST
I like the concept of habitat the most.
It is the beginning of the New world as we know it. Although it is slow and cumbersome... it is a winner.

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Mail to: habitatq4

Mail From: WOWW

Date: Sunday 13-Dec-87 17:03 EST I like being able to talk to the people with them in a human form... And I enjoyed playing tag by

walking up to a person and selecting do

Mail to: habitatq4 Mail From: SandraS

Date: Sunday 13-Dec-87 19:50 EST

I like the way I can move around from one setting to another. That's neat.

Mail to: habitatq4 Mail From: Greg P

Date: Sunday 13-Dec-87 19:54 EST
The ability of the system to change and adapt itself to whatever is needed.
For example, "The Order of the Holy

Walnut" being allowed into existence. This type of interaction with the "game" will keep Habitat fresh and alive for years to come.

Mail to: habitatq4 Mail From: beren

Date: Sunday 13-Dec-87 21:05 EST What I like the most is that its ahead of any other computer program available

that its a associated with Lucasfilms

that only the Commodore can do it

Mail to: habitatq4 Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:12 EST the idea that the habitat is open ended and can GROW!

Mail to: habitatq4 Mail From: DeanD

Date: Monday 14-Dec-87 00:19 EST I enjoy very much the environment, the different things laying beyond every turn in the road...the ability to watch other people do things...in short, I guess the color, animation, design... etc.

Mail to: habitatq4 Mail From: Sky Dragon

Date: Monday 14-Dec-87 00:32 EST the best thing about Habitat is the idea that you're connected in real time to hundreds, possibly thousands of other people... and anything can happen at any time.

thus far, I haven't seen this promise fulfilled... but the principal reason is that there simply aren't hundreds of people using it.

discovering new items and finding out how they work is fun... but the most consistently interesting thing is affecting other people, through the mechanism of Habitat. I keep wishing I could see their reactions, though...

Mail to: habitatq4 Mail From: THE WALL

Date: Monday 14-Dec-87 00:47 EST I enjoy the various functioning appliances, such as the "turf changer" and the "Change-o-matics" in the Head Shop.

Mail to: habitatq4 Mail From: Fleximan

Date: Monday 14-Dec-87 03:03 EST
Habitat was very fun and enjoyable!
It reminded me of Labyrinth or
Maniac Mansion also done by LucasFilms.
I was as I put it Little Computer
People on QLINK. Almost like and
ever-changing adventure game where I
am actively participating and
can control the outcome.!
I found many secret passages etc.!
The ability to be in a situation like
People Connection but beable able to
see an alter ego or semi-likeness of
another person is exciting!

Mail to: habitatq4 Mail From: Fleximan

Date: Monday 14-Dec-87 03:06 EST
I do believe it might be the limitations
of the system on QLINK but some commands
to move the person around are very
limited as comapred to some commands in
Maniac Mansion. :)

It takes a while to get used to maneuvering the little guy around!
One has to it the different parts of the screen just right! Over all it was an exciting experience! :)

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Mail to: habitatq4
Mail From: GoldenWolf

Date: Monday 14-Dec-87 07:08 EST I most enjoyed getting together with a group of friends, exploring a new world, one that held an element of risk. This made it "feel" more like a role playing game. The open endedness... That you might find a new place, a new item, a new way to get somewhere at any time.

The biggest draw for me to continue is the publicity that said that it would be an ever-growing world, with new places, and entire new Realms. I would hope that Habitat would NEVER stop growing, and that there would always be an element of risk present.

Mail to: habitatq4 Mail From: EileenC

Date: Monday 14-Dec-87 09:54 EST
I like the fact that it is ongoing,
diverse, creative and interactive

Mail to: habitatq4 Mail From: Arianal

Date: Monday 14-Dec-87 14:05 EST

What I like most is finding interesting

things to buy, being able to alter my appearance, changing heads, etc. I also like being able to manipulate my character like sitting, standing, waving, etc.

Mail to: habitatq4 Mail From: Bonnie

Date: Monday 14-Dec-87 20:12 EST

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I like the visual imagery the most..and the knowledge (?) that there will be quests and adventures..I've participated in a couple of unofficial quests and really enjoyed them! (Even WON 1 of them)..

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I enjoy manipulating my Avatar..and the feeling of not only talking, but being with other people..again, the visual imagery..

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Mail to: habitatq4
Mail From: John L

Date: Tuesday 15-Dec-87 00:30 EST What I liked most about Habitat is the interaction with other Avatars. During the early usage it is fun just gettin to know your way around and experiment with things, but as this intial enjoyment wanes the interaction with other people in the Habitat setting takes over in interest.

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Mail to: habitatq4
Mail From: AndrewG2

Date: Tuesday 15-Dec-87 00:56 EST The graphics are superb the ability to interact with other members while playing in Habitat is a very large draw.

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Mail to: habitatq4
Mail From: ICwhatUmin

Date: Tuesday 15-Dec-87 01:03 EST

I see a tremendous potential for interaction. As its name indicates, it isn't something that "does", it is something that is. If Habitat is a game, it is a game in the sense that it gives a group of people an excuse to meet and mingle. Most forks don't play scrabble for the joy of the game, they play to enjoy the interaction, the contest of wills. Hab will be interesting because of the interaction or will become dull because of the lack of interaction.

Mail to: habitatq4 Mail From: Laser Gyro Date: Tuesday 15-Dec-87 21:57 EST I like the interactive play most.

Mail to: habitatq4 Mail From: YvonneC

Date: Tuesday 15-Dec-87 22:15 EST Being able to manipulate the figur, to

sit, puchh etc.

Wondering around, exploring the landscap Its fun to see two or more figures inter

acting!

Mail to: habitatq4 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:45 EST Discovering the new things! :)

%cvideo#d010>lucas>operations>results.1>answer.5 87-12-28 17:07:17 EST

OUESTION:

What do dislike most about Habitat?

Please press F7 to respond to this question. Please answer in as much detail as you'd like.

Mail to: habitatq5 Mail From: RJScott

Date: Saturday 12-Dec-87 14:14 EST

Definitely unsolicited ESP, and its inevitable "DID YOU GET MY ESP?" if the message isn't responded to.

When on the move in the "Ghost" state, it necessitates the F1 and wait to "emerge", reply to ESP, and F1 and the brief wait to "reGhost", only to get MORE ESP and having to do the same thing over again.

Even though the "AvaHermit" has made it clear that he "Doesn't Do ESP" there are those who feel they're the exceptions and are offended if they get no reply. They much prefer the "::grumble::" reply to none at all, but consider, in the event of a possible scavenger hunt, the need to UNGHOST to reply to these unsolicited ESPs. They're really rather annoying.

Mail to: habitatq5 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:30 EST

Not being able to scroll the text. With only 7 or so lines visible to read, on a fast paced conversation, it's easy to have something important get lost.

Mail to: habitatq5 Mail From: John Apple

Date: Saturday 12-Dec-87 14:32 EST Well... sometimes traveling from area to area does seem a little tedious and time consuming but the Teleporters help with that considerably. The only other thing is that things have slowed down. Right now we're limited as to where we can go and what we can do. This of course is in direct relation to the amount of time spent in Habitat. The first few weeks were a lot of fun! Then when there weren't any new areas to explore or new things to do then it started to become more "common place". This I'm sure will change when all the initial bugs are worked out and time can be spent on building the system instead of fixing it.

Mail to: habitatq5

Mail From: CLB

Date: Saturday 12-Dec-87 14:40 EST too much disk accessing, slowing things down, also the fact that there is nothing preset, if you cannot afford to be there all the time, you are lost.. or you miss out on all the things to do...

It needs, for infrequent users some preset parts, little subadventures for those who cannot get there every day or so, um, kind of like icebreakers for those not experienced in D&D type play. Some kind of preset goals to get them started, that ANY new user can get into at any time, to get the feel, and feel like they are really part of it, before they begin to venture out on the one time type adventuring.

Mail to: habitatq5

Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:45 EST Well, some of the interpersonal interactions which were going on disturbed me a bit...but I tend to be a rather shy person in telecommunication situations...at least until people know me...so that may have been part of it..

I'm so glad that we now have the option to dump the "and away we go" music on region changes...as THAT was getting to me :D

Mail to: habitatq5 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:04 EST Disk access time tends to be slow at times... Also, it seems as though it requires a number of people to be using it at the same time for it to be fun... More one-person-type adventures might be good.

Mail to: habitatq5 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:01 EST

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I guess it would have to be the stuff limit. You can't get a decent number of people together for a party... or other event.

Mail to: habitatq5 Mail From: OSGOOD

Date: Saturday 12-Dec-87 16:19 EST What I dislike most about HABITAT is the ease at which objects can be stolen. ..and adventurers can be waylayed by weapons.

vcap

It's no fun for peaceful types not to be able to exit the weapons free zone & not to be able to PUT a bag on the ground to access its contents without fear of losing all possessions.

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The system wide messages interfere with the mystery and fantasy of HABITAT to $\,$

Mail to: habitatq5
Mail From: OSGOOD

Date: Saturday 12-Dec-87 16:24 EST ...(what I like least continued.) additionally the lack of ability to edit esp or IGNORE esp is troublesome.

Mail to: habitatq5 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:36 EST I dislike the abosolute lack of anything interesting to do. I just thought there would be more than "find the region" egg-hunts. Moving around can be a tedious process, but it seems even more tedious after you see screen after screen of pretty landscape with nothing to do.

Mail to: habitatq5

Mail From: Eric

Date: Saturday 12-Dec-87 17:10 EST

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The availability of Tokens I think was a bit too tight. They should be fairly available, perhaps not im (in) large amounts but obtainable.

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I think there should be more items to buy.

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Mail to: habitatq5 Mail From: Chameleon

Date: Saturday 12-Dec-87 17:11 EST Sometimes it gets reallly tedious, PUTting, GETting, etc. in order to do something. Having to put something down or in your pocket in order to GET another item is annoying at times. And movement from one region to another is a little slow. But those are probably problems with the media used, and can't be overcome with the equipment to be

Mail to: habitatq5 Mail From: Chameleon

Date: Saturday 12-Dec-87 17:14 EST used - especially with a repeating

return key. :\

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Mail to: habitatq5 Mail From: GRANNY1

Date: Saturday 12-Dec-87 17:17 EST

Lack of instant excitement.

Mail to: habitatq5

Mail From: QWOP

Date: Saturday 12-Dec-87 17:39 EST
It tends to become dull after a while.

Mail to: habitatq5 Mail From: WoodDragn

Date: Saturday 12-Dec-87 18:26 EST Well, right now there isn't a heck of a lot going on, though that will undoubtedly change with time and a good deal more people in Beta and in release.

Mail to: habitatq5 Mail From: Swingseat

Date: Saturday 12-Dec-87 18:24 EST
I really don't have any dislikes

Mail to: habitatq5
Mail From: Dragonfish

Date: Saturday 12-Dec-87 18:58 EST I dislike the speed at which action takes place.

Mail to: habitatq5 Mail From: RAOULTFOOL Date: Saturday 12-Dec-87 20:14 EST Not much to do after one looks all over.

Not many people on here, which I hope will get better with more people!

Mail to: habitatq5 Mail From: Lady Beau

Date: Saturday 12-Dec-87 20:18 EST the lack of people signed on! I like it so much better when there are LOTS of people online at the same time...

Mail to: habitatq5 Mail From: Ks Lass

Date: Saturday 12-Dec-87 20:33 EST I see no purpose or goal to Habitat. After you've gotten used to the commands and explored the area a bit, there really seems to be nothing else to

Mail to: habitatq5 Mail From: LynnS6

Date: Saturday 12-Dec-87 20:47 EST

Well....I dislike NOT being able to at *LEAST* get mail from other areas of Q-Link.

Mail to: habitatq5 Mail From: Cimaron

Date: Saturday 12-Dec-87 20:54 EST What I dislike about Habitat most is: That it has to keep loading when you do anything. It's too slow.

Mail to: habitatq5 Mail From: SaltheartQ

Date: Saturday 12-Dec-87 21:31 EST I do not like the SLOWNESS of Habitat. I fell that is people are going to be asked to pay thier hard earned dollars for Time Online then they are going to demand something faster. I do not like the fact that there are so few places to go. Even though I have never been one of the "Most Travelled" Avatars I have been almost every place you can go except the sewers. I didn't LIke th 5 avatars per Region. Why on earth have TOWN HALLS and meeting places when only 5-6 Avatars can meet at a time?

_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq5 Mail From: Kelly Daze

Date: Saturday 12-Dec-87 22:08 EST

Its slow and time consuming

And the number of Avatars allowed in one region is limited

Mail to: habitatq5 Mail From: Gary M

Date: Saturday 12-Dec-87 22:07 EST

The Game room... Not as much fun as PC.... checkers and chess.

That is about it.

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Mail to: habitatq5 Mail From: Becky

Date: Saturday 12-Dec-87 22:06 EST

The game room...Board games are cumber some.

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Mail to: habitatq5 Mail From: Del March

Date: Saturday 12-Dec-87 23:02 EST I dislike the awkwardness of some of the animation...the slowness of the walking at times, the way an avatar "falls off the edge of the region" rather than just walking out, the inability to move past a tree because the avatar's ear touches it, etc.

. Some of the sound effects are a bit shrill and harsh, when they could be

subtle.

Also the lack of things to do. (This, of course, should change when/if more people are let in.)

Mail to: habitatq5 Mail From: DragonFyre

Date: Sunday 13-Dec-87 00:12 EST Hmmm...hard to say, because the only dislikes I have are things that are going to be fixed...

I guess...there had just better be a lot for people to do...they might become bored to easily if they have "seen and done it all"....

Mail to: habitatq5 Mail From: AGGIE

Date: Sunday 13-Dec-87 00:38 EST One room homes, and limited color or clothing.

Mail to: habitatq5 Mail From: SkyLine Date: Sunday 13-Dec-87 02:13 EST We seem to be having some difficulty in getting anything going, in there. This is probably more the fault of the players, than anything else. Adventures CAN be had, but no concerted effort has been made to produce them. Hence, boredom sets in. I don't think we've pulled together enough, to see what WE can do to make things more interesting. However, I think more could be added to the environment, to give the players more incentive to be creative. I think we've been waiting for the developers to give us more, rather than trying to use what we have. These are vague complaints, but are really the only ones I have.

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Mail to: habitatq5 Mail From: Elven Mist

Date: Sunday 13-Dec-87 02:24 EST The Slowness and the emptyness.... If you are with a few other avatars in one reigon, the whole thing seems to Slow down.

And if you travel alone, it gets lonely and somewhat boring.

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ALSO:

I dislike the fact that there doesnt seem to be anything new to discover. I realy enjoyed Habitat at first, But now I hesitate to go, because there is very little new to do or find. It is becoming boring.

Mail to: habitatq5 Mail From: StephenT3

Date: Sunday 13-Dec-87 03:31 EST
The slowness of some functions and activities. Merely loading HABITAT takes quite a while. Some screen changes take a good bit of time, especially those involving disk access. Getting things out of containers, etc. I realize that due to the complexity of the program these are necessary.

As to actual 'play', without things to do and to 'DO' it can get pretty old pretty quickly. After you've been around and done what interests you there isn't much, at this time, to hold your attention... maybe more folks there will help.

Mail to: habitatq5 Mail From: Steffie

Date: Sunday 13-Dec-87 07:20 EST

It is too slow!

Mail to: habitatq5
Mail From: Onyx

Date: Sunday 13-Dec-87 08:39 EST

very limited avatar abilities

Mail to: habitatq5 Mail From: JoeyT1

Date: Sunday 13-Dec-87 09:26 EST

Not many people get on that much is what

I dislike

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Mail to: habitatq5 Mail From: Paul H

Date: Sunday 13-Dec-87 11:21 EST

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The thing I dislike most is getting SYS messages while in Habitat.

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Mail to: habitatq5
Mail From: QZOOKEEPER

Date: Sunday 13-Dec-87 11:38 EST
Dislike - the slowness of communicating
in H. After awhile it's easier to jump
to PC to communicate. ALSO, I really
dislike the SWOLM hitting in H.
Especially since the fix for losing
text when moving from screen to screen.

Mail to: habitatq5 Mail From: frodob

Date: Sunday 13-Dec-87 11:57 EST

My main dislike, in Habitat, is slow speed, but the pluses far out-weigh the negatives.

Mail to: habitatq5 Mail From: Soundman

Date: Sunday 13-Dec-87 12:28 EST
My dislikes are few, I would like to see
more things open in Hab , I would also
like more people to be here . These
2 problems will soon disappear with
the influx of more people :)

Mail to: habitatq5

Mail From: Og1

Date: Sunday 13-Dec-87 14:36 EST

Dislike most... two things...

- 1. the lack of Avatars I could walk around for hours.... downtown even.... and never bump into anyone.
- 2. the lack of random events You walk around all night and everything remains the same...static. There should be Q-link controlled Avatars walking

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around.... things should randomly appear around you.... And these random events should make something happen to your Avatar - Good or Bad.
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Mail to: habitatq5 Mail From: Rhapsody

Date: Sunday 13-Dec-87 15:12 EST

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Moving from place to place.

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Mail to: habitatq5

Mail From: WOWW

Date: Sunday 13-Dec-87 17:05 EST

When there's nothing going on and there

is nobody on.

Mail to: habitatq5 Mail From: SandraS

Date: Sunday 13-Dec-87 19:52 EST
When I was able to get inside Habitat
I enjoyed it a great deal. There was
nothing I disliked about it.

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Mail to: habitatq5 Mail From: Greg P

Date: Sunday 13-Dec-87 19:55 EST

"I'll see what I can do."

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Mail to: habitatq5 Mail From: beren

Date: Sunday 13-Dec-87 21:06 EST

Lack of other players

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Mail to: habitatq5
Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:14 EST right now I think that there are not enough people there to make it more fun.. It will be lots more fun when the goes into beta, then live.

Mail to: habitatq5

Mail From: DeanD

Date: Monday 14-Dec-87 00:20 EST I dislike the most about Habitat, the "deadness" of the world. There does not seem to be anything to do...treasure hunts sound fun, but not when everyone else can manipulate the data when you are unable to be there. The difficulty in this area is that I REALLY believe that if you get some 100-200 people playing in there at once, the DEADNESS will disappear.

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I also dislike the fact that I've never been able to get the Oracle to talk

nor figure out what others believe to be simple things.

Mail to: habitatq5 Mail From: Sky Dragon

Date: Monday 14-Dec-87 00:35 EST let me offer two answers to this one:

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for myself, what I dislike the most is learning all there is to know about the places and objects in Habitat, and not seeing anything new for a long time.

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for those who don't have the privileges I have had, I suspect the thing they would like the least is not being able to truly customize their avatar, or to have any noticeable effect on the world. most people consider themselves to be creative, and they would like to draw something that they can show the world, that is uniquely theirs, and not just bought from some vending machine. even if it's only a hat.

Mail to: habitatq5

Mail From: THE WALL

Date: Monday 14-Dec-87 00:52 EST I don't like the "travelling music".

Mail to: habitatq5

Mail From: Fleximan

Date: Monday 14-Dec-87 03:10 EST Habitat is time-consuming and slow to move guy around the teleports sure help alot! :)

Sometimes I come back and some object I have collected are missing! Some thinks that work sometimes do not in othes such as turing on/off a lamp. :) Unless there are more people around to communicate and see it can get lonely and boring! I guess it was during beta testing that there were not more people! :)

Mail to: habitatq5

Mail From: GoldenWolf

Date: Monday 14-Dec-87 07:13 EST

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The risk of losing everything you own if you get bumped.

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Reasonable risks lend an element of adventure that I enjoy... If I take my Avatar someplace hazardous, I'm taking the risk. If I'm getting something out of my box right in front of The Oracle, I don't expect any risk except a snatch and grab thief.

(We'll have LOTS of those when the kids get in.) Losing all I own because I got bumped would irk me, and I love Q-Link... I suspect it would set even worse with someone who had paid a LARGE amount of time and money in Habitat to accumulate them.

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Mail to: habitatq5 Mail From: EileenC

Date: Monday 14-Dec-87 09:56 EST I like Habitat very much! It's a lot of fun. However, I would like it even better if it didn't take so long to change screens.

Overall, though, it is great!

Mail to: habitatq5 Mail From: Chip

Date: Monday 14-Dec-87 13:34 EST

It's taken far too long...

Mail to: habitatq5 Mail From: Arianal

Date: Monday 14-Dec-87 14:12 EST
What I dislike is the slowness of
movement, especially when going to
another screen. Also, the controls to
GO, PUT, GET, etc. can sometimes be
awkward. If I tell my Avatar to GO
to the next screen, a lot of the time
he will go to the edge of the screen
and sit down. I have to keep reposition
ing the cursor over and over. I find
the same problem with GET and PUT
sometimes.

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Mail to: habitatq5 Mail From: Bonnie

Date: Monday 14-Dec-87 20:15 EST

Well..besides the lack of organized quests, the lack of information on the ongoing ones..and the lack of others on the system when I can be in there..I try to get on during the morning weekend hours..since the evenings are next to impossible for me..when I've been on very late (or very early morning) no one else is there..sorta lonely, ya know..

:

I really love Habitat..but, unless there is someone else in there..it is a cold and bleak place! :(

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I'd like to see more variety in clothes and appearance, too..and the ability to buy furniture..do more with my Avatars

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movements..and save mail to disk. Also,
perhaps Avapets would be fun! :)
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I haven't encountered many system probs (except for my last time in there)..so I don't have much to complain about in that regard! :D

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I don't mind the lack of speed when going from one region to another..however others have complained..if I had to pay for the time involved..I might not be as tolerant..

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Mail to: habitatq5 Mail From: John L

Date: Tuesday 15-Dec-87 00:33 EST My biggest dislike is the possessiveness and materialistic feelings that it generates. Most notably, having other Avatars pick up your possessions and then feeling cheated when it happens.

After becomming accustomed to the possibility of it happening then it is not so bad for me, but others really get upset about it.

upset about it.

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Mail to: habitatq5 Mail From: AndrewG2

Date: Tuesday 15-Dec-87 00:57 EST

The novelty of the graphics wore off quick and there wasn't anything to do while in Habitat other than roam the deserted streets.

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Mail to: habitatq5
Mail From: ICwhatUmin

Date: Tuesday 15-Dec-87 01:10 EST I *dislike* the cursor control system.

- 1) I want my Cursor keys back!
- 2) I want the cursor shape changed. It is hard to target small objects or to get the cursor positioned properly to leave Certain screens.
- 3) Why are GET (up arrow) and DO (down arrow) gotten by moving the joystick right and left (not up and down)?

Mail to: habitatq5 Mail From: ribbit

Date: Tuesday 15-Dec-87 10:24 EST

Slow speed!

Mail to: habitatq5 Mail From: SPBLives

Date: Tuesday 15-Dec-87 12:17 EST

I wish ther were more people

Mail to: habitatq5 Mail From: Laser Gyro

Date: Tuesday 15-Dec-87 21:57 EST General "lack of things to do" is my

biggest dislike.

Mail to: habitatq5 Mail From: YvonneC

Date: Tuesday 15-Dec-87 22:20 EST the blackout EVERYTIME you walk off the screen..it's too long and tedious. Not enough Teleports in the suburbs..you go for miles without seeing anyone. Not being abe to go to someone else's house.

Mail to: habitatq5 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:46 EST Ya run outa new things to explore too

often..:)

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%cvideo#d010>lucas>operations>results.1>answer.6 87-12-28 17:11:20 EST

QUESTION:

If you could add, change or delete one aspect of Habitat, what would it be?

Please press F7 to respond to this question. Please answer in as much detail as you'd like.

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Mail to: habitatq6 Mail From: RJScott

Date: Saturday 12-Dec-87 14:17 EST

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Decidedly the ESP would be my first choice of what would be deleted.

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Mail to: habitatq6 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:31 EST I would add the ability to send longer mail, and to be able to re-read the original message after you have selected REPLY. (Just like Normal E-Mail)

Mail to: habitatq6 Mail From: John Apple

Date: Saturday 12-Dec-87 14:36 EST Hmmmmmm.... well... one thing I would

like to see would be to have our mailboxes in front of our homes work in this manner. Have it so others can put objects in the mailboxes but ONLY the owner of the mailbox can GET from it.

I'd also like to see more areas to explore such as mountainous areas, orchards (apple orchards especially ;)) added. I'd also like to see more magical things happening... unexpected things that happen to Avatars in their travels.

Also... I think adventures could be added... such as fighting monsters and such. Where shields and weapons could help to defeat such monsters. I would also say to put up warnings that monster s may be present for those who don't w want to die so they can turn back. Or... even a mystical land where monsters dwell... so Avatars could go there to confront such beasts. :)

There should be other ways to avoid or kill such monsters than by weapons only. Finding boulders on top of thier cave or something like that to kill the beasts. Or say leading the beast to a cliff side and waiting until the last minute to leave that area, causing the beast to fall off... if you leave too soon he follows you. Things like that.

Mail to: habitatq6

Mail From: CLB

Date: Saturday 12-Dec-87 14:45 EST I would add some preset, beginning adventures, for the beginners, with set goals, to help them get started

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Mail to: habitatq6 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:48 EST Make the Oracle more accessible to the user...although this may indeed be planned for the future.

I think more organized activities are going to be necessary as more people come in...and very carefully designed ones...which will rise above "the rule of six"..."Treasure hunts" can involve information as well as Tokens:D

Mail to: habitatq6 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:03 EST

I wouldn't change anything at this point.

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Mail to: habitatq6

Mail From: OSGOOD

Date: Saturday 12-Dec-87 16:30 EST

system wide messages

Mail to: habitatq6

Mail From: Eric

Date: Saturday 12-Dec-87 17:11 EST

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Add: The ability to lock your door to your turf while you are

inside.

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Mail to: habitatq6
Mail From: GRANNY1

Date: Saturday 12-Dec-87 17:17 EST

Make it more to do when in alone.

Mail to: habitatq6
Mail From: Chameleon

Date: Saturday 12-Dec-87 17:15 EST

Just one? 8(

I'd add the ability to hold two things at once, if that's possible. But it is probably much too complicated. And I have trouble deciding which is my left hand and which is my right in the real world.

What I would really like to see is the ability to "play" music. Not the travelling music, but member-generated.

Mail to: habitatq6

Mail From: QWOP

Date: Saturday 12-Dec-87 17:40 EST I don't know that I would change anything. It has the potential as it is, but if you log on at a time when nobody else is around, it gets dull.

Mail to: habitatq6 Mail From: WoodDragn

Date: Saturday 12-Dec-87 18:27 EST Hmm...have to think about that. Offhand I'd integrate some functions so it didn't take so long to do a certain act, for example, pointing at something, getting it, opening it, getting something out of it, etc. takes a few actions and slows you down.

Mail to: habitatq6 Mail From: Swingseat

Date: Saturday 12-Dec-87 18:29 EST I would add more way to make money

Mail to: habitatq6 Mail From: Dragonfish

Date: Saturday 12-Dec-87 18:59 EST Agin..the speed of the environment as a

whole is Habitat's biggest are in need of improvement.

Mail to: habitatq6
Mail From: RAOULTFOOL

Date: Saturday 12-Dec-87 20:15 EST

Add more areas....

Mail to: habitatq6 Mail From: Lady Beau

Date: Saturday 12-Dec-87 20:20 EST
I would like to see more merchandise added to the Vendo machines to buy...

Mail to: habitatq6 Mail From: Ks Lass

Date: Saturday 12-Dec-87 20:34 EST I would like to change the number of times the disk is accessed. I get tired of waiting for the next screen to show up on the monitor.

Mail to: habitatq6 Mail From: LynnS6

Date: Saturday 12-Dec-87 20:49 EST

The ability to OLM or Email persons in other areas of Q-Link

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Mail to: habitatq6 Mail From: Cimaron

Date: Saturday 12-Dec-87 20:57 EST

I would delete:

The travel times

I would add:

More ports and another line for the Oracle to say besides... $\ ''I'$ ll see what I can do".

I would change:

Again...the constant load aspect.

Mail to: habitatq6 Mail From: SaltheartQ

Date: Saturday 12-Dec-87 21:37 EST

Great Question!!

IF I had it in my power to Add anything to Habitat I think I would add Speach. I think that would keep Users online even if the Graphics are slow.

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Mail to: habitatq6
Mail From: Becky

Date: Saturday 12-Dec-87 22:10 EST

I'd like to be able to share access to my turf with people of my choosing. Like a key to my place :D

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Date: Saturday 12-Dec-87 22:10 EST

Add more Rallies and hopefully more areas. With more people, there will need to be things for them to do.

If there is nothing for them to do, and they get bored, they will not go to Habitat.

(aside: for habi-married couples to
have access to each others turf)

Mail to: habitatq6
Mail From: Del March

:D

Date: Saturday 12-Dec-87 23:11 EST I would delete the ability to GET an object that is in someone else's hand. If the object is on the ground, then it's fair game. In their hand, forget it.

Mail to: habitatq6
Mail From: DragonFyre

Date: Sunday 13-Dec-87 00:15 EST
Hmmm...probably...I would change Hab
so that Avatars would not be able to
harm other Avatars....dangerous
creatures roaming the landscape is one
thing, but I shouldn't have to watch my
back or have to Ghost thru a
non-killfree zone.
~~er...be on guard against other

Avatars, that is.

Mail to: habitate6

Mail to: habitatq6 Mail From: AGGIE

Date: Sunday 13-Dec-87 00:40 EST One room homes, and not being able to move the furniture! :< Makes for a dusty turf!

Mail to: habitatq6 Mail From: SkyLine

Date: Sunday 13-Dec-87 02:20 EST I'd definitely add more regions, at this point. After a while, the present regions become uninteresting, after numerous trips to them. I'd add more vendos, with interesting devices/items for sale, that actually worked. I'd add an adventure region, where you could enter at your own risk. The reward would be treasure, if you could outwit various traps and pitfalls, installed

as obstacles. Finally, and this is a small item.. I believe we should be able to lock doors from the INSIDE, in our turfs, or places of business. As it stands, if they are occupied, anyone can walk in; whether you want company

Mail to: habitatq6 Mail From: Elven Mist

Date: Sunday 13-Dec-87 02:32 EST I would change the fact that OLMS and espicially Email does not cross over to and from Qlink 'Proper'

If I can answer more than one thing: I would change somehow the way you control your Avatar's movements and actions. They are presently arkward to use efficiently.

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Mail to: habitatq6 Mail From: StephenT3

Date: Sunday 13-Dec-87 03:44 EST While exploring the outer areas, the 'travelling music' can get, well, downright irritating. Turning it off can be just as bad, if not worse. The ability to select from several pieces of screen change tunes, or maybe a different score for travelling in each region... downtown, the suburbs, the beach, etc.

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Mail to: habitatq6 Mail From: Steffie

Date: Sunday 13-Dec-87 07:21 EST I would speed things up.. so you could get to places faster... do things faster

Mail to: habitatq6 Mail From: Onyx

Date: Sunday 13-Dec-87 08:42 EST

I dunno...:\

Mail to: habitatq6 Mail From: JoeyT1

Date: Sunday 13-Dec-87 09:40 EST I would change the tokens we get daily from 100 tokens to 300 tokens

Mail to: habitatq6 Mail From: Paul H

Date: Sunday 13-Dec-87 11:23 EST

Two things that come to mind are to make tokens a different color :: gold or silver comes to mind :: and to be able to get more things into my pocket. •

Mail to: habitatq6 Mail From: QZOOKEEPER

Date: Sunday 13-Dec-87 11:40 EST Ignore function. I think that will be needed when this becomes public. Also, I would like to be able to "lock" my house door when I'm there so others can't "drop" in when not invited.

Mail to: habitatq6
Mail From: frodob

Date: Sunday 13-Dec-87 12:00 EST

I would like the ability to more finely define the Avatars. Little things like custom designing clothing, being able to wear jewelry. Could also get into a few more color options, such as red for my hair. (or preferably Auburn)

Mail to: habitatq6 Mail From: Soundman

Date: Sunday 13-Dec-87 12:29 EST The time it takes to travel from 1

region to another !

Mail to: habitatq6

Mail From: Og1

Date: Sunday 13-Dec-87 14:52 EST

I would add the ability to communicate with the outside world - the rest of Q.

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Your friends get mad when they can't reach you.... and you can't find out if the person you're waiting for is on. I mean... Habitat is a part of Q-Link, not a separate system (as it is trying to be now).

Ok.... two things.... :)

When signing on to Habitat... I would like to be able to pick the Avatar name that I want to be at that time... just like first signing on to Q. This will allow people to have different personalities when the mood to be different hits them.

Mail to: habitatq6 Mail From: Rhapsody

Date: Sunday 13-Dec-87 15:13 EST

maybe be able to move, or move in with someone...

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Mail to: habitatq6
Mail From: WOWW

Date: Sunday 13-Dec-87 17:05 EST Send a map along with the Habitat disk so you don't get lost (one that shows EVERYTHING except for some parts of the woods and things, with out some unmapped it wouldn't as fun solving the clues they give)

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Mail to: habitatq6 Mail From: SandraS

Date: Sunday 13-Dec-87 19:53 EST

I can't think of anything.,.

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Mail to: habitatq6 Mail From: Greg P

Date: Sunday 13-Dec-87 19:56 EST I would like to see a real-time Oracle.

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq6 Mail From: beren

Date: Sunday 13-Dec-87 21:18 EST I'd add the ability to fly.... add more regions...

like basements, attics, apartments camps, ethnic or national regions like a French village, Eskimo village, Pyrimids with MAZES! Space stations, tranporters to other planets, other times! Future regions.. historic or nostalgic regions... give me time I'm sure I can

give me time I'm sure I can think of some more.

Changes? faster disk access
Deletes? some of the magic items
they are great the first time you
see them but they lost their fun
fast.

I guess I'm generally for more regions and less do-able objects.

The animated objects in regions are great. We should have more of them.

Mail to: habitatq6 Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:15 EST i would like to see the home turfs be larger!

Mail to: habitatq6 Mail From: DeanD

Date: Monday 14-Dec-87 00:23 EST I would change the method of moving about Habitat. I would issue everyone an automatic permanent teleporter

to allow them to move around. They would still move from their turf to the teleporter...but could get home no matter where from.

Mail to: habitatq6 Mail From: Sky Dragon

Date: Monday 14-Dec-87 00:39 EST I would make it possible for the users to draw on the walls, or draw their own avatars (in at least some limited respect) - to truly customize their turf or their avatar.

Mail to: habitatq6 Mail From: THE WALL

Date: Monday 14-Dec-87 00:56 EST I'd make the furniture in my turf movable.

Mail to: habitatq6 Mail From: Fleximan

Date: Monday 14-Dec-87 03:13 EST
I might add more commands to maneuver
person around! Delete I think not much!
change it is hard to say considering
the time and research and testing that
has gone into it. Some thingss might
not be feasible! I have notcied that som
items are prices very high in terms
of tokens! I guess ones has to stay on
longer to accumulate them :)

Mail to: habitatq6 Mail From: GoldenWolf

Date: Monday 14-Dec-87 07:19 EST

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I think I would add a tag of some sort to property that was set within a business by the people who run the business, so that it couldn't all be carried off.

Mail to: habitatq6 Mail From: EileenC

Date: Monday 14-Dec-87 09:56 EST I wouldn't change anything...I like it very much :D

Mail to: habitatq6

Mail From: Chip

Date: Monday 14-Dec-87 13:34 EST I'd replace the Commodore 64.

Mail to: habitatq6 Mail From: Arianal

Date: Monday 14-Dec-87 14:22 EST I guess the main thing I would change would be the overall slowness.

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Mail to: habitatq6
Mail From: Bonnie
Date: Monday 14-Dec-87 20:22 EST
Actually, two related things..I'd like
to add the ability to save mail to disk
and be able to OLM/E-Mail to the "Other
side" (meaning the OTHER depts of Q)
Mail to: habitatq6
Mail From: John L
Date: Tuesday 15-Dec-87 00:37 EST
Weapons. Unless there is going to be
some legitimate use for weapons on
something other than other Avatars I see
no reason for their existance in Habitat
Mail to: habitatq6
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 00:58 EST
I would add lots of activities to
keep the members interested.
Mail to: habitatq6
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:16 EST
I would speed up the scene changes.
Teleporting is good for getting to a
place, but walking allows you to meet
others and find new areas. I think we
need a faster screen refressh if we want
to encourage exploration and interaction
Mail to:
         habitatq6
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:26 EST
Make the environment more interactive.
Stimulate Habitat by adding devices
to which the Avatar must react.
Mail to:
         habitatq6
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:17 EST
I would add MUSIC.
Mail to:
          habitatq6
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 21:58 EST
Make personal belongings less
susceptable to theivery.
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq6
Mail From: YvonneC
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Date: Tuesday 15-Dec-87 22:25 EST Shorten the blackout time between frames

Mail to: habitatq6 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:46 EST

I'd add some monsters that roam around..

:)

%cvideo#d010>lucas>operations>results.1>answer.7 87-12-28 17:14:34 EST

OUESTION:

What other features or activities would you add to Habitat?

Please press F7 to respond to this question. Please answer in as much detail as you'd like.

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Mail to: habitatq7 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:32 EST DANGER! That is the one thing that seems to be totally missing from Habitat. The only way to get hurt is through fellow Avatars which, of course, causes hard feelings among the people running the Avatars. There should be natural dangers both living and non-living, random and set, out in the wilderness.

Mail to: habitatq7 Mail From: RJScott

Date: Saturday 12-Dec-87 14:18 EST

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MANY!

- 1. More movement of items such as water.
- 2. More selection of wardrobe color.
- 3. An occasional street that one would seem to be "walking down" affording a view of BOTH sides of the street at the same time.
- 4. Options for selecting one's own "turf" and furnishings to suit one's personal tastes.
- 5. Elimination of the momentary "bounce back" of the cursor after selection.
- 6. Ability to have more than one item in one's hand. Example: You're walking down a street and spot a TOKEN lying on the street. Now it requires a PUT if you're carrying something, then a GET. Another who isn't carrying something would have the edge over the other. If I had three bags of groceries in my arms in real life, you can bet I'd STILL

- reach down for that \$10. bill on the street AND get it!
- 7. A "LIE" position. Just for a change of what can be done, and to indicate boredom or disinterest with another's antics.
- 8. Window dressings in the "turfs".
- 9. The ability to manipulate one's "turf" property..that is, to plant flowers, dig, etc, within the confines of one's property.
- 10. Selective colors for shoes. Pink is fine for women, but not for men.
- 11. An expanded vocabulary for The Oracle. Ex: If I were to ask "him" about the "weather" - the string "weather" would be part of his response.

(More to come)

Mail to: habitatq7 Mail From: RJScott

Date: Saturday 12-Dec-87 14:34 EST

- 12. More things to DO! Currently, while Habitat is innovative, unless there are more "system supplied" things to do, I think the new member will tire of it quickly.
- 13. "Eraseable" SYSTEM MESSAGES. Unlike a conversation, which SHOULD follow you from screen to screen (i.e., ESP) a SYSTEM MESSAGE will cause that ESP to scroll off the screen. If a SYSMSG could "overlap" the ESP, and be F5'd OFF, the ESP would remain.
- 14. Inclusion of more realistic landscapes...rattlers in the desert with an occasional prairie dog, or birds in the sky (yes, moving) and butterflies in the woods...or an occasional "woodsy inhabitant" to be encountered would add greatly to the eye appeal of the product.
- 15. Racial Avatars: I'm sure that those of the black or oriental heritage would avail themselves of their particular race if permitted to do so, and it would add interest to the game if it duplicated "real life" in that area.
- 16. The acceptance of input time seems to be rather slow. I don't know if it can be speeded up, but those of us who type quickly are encountered with a series of "boings" when inputting too rapidly.

Please read the input in the manner I

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intend...constructive. And thanks for
the opportunity for me to input.
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Mail to: habitatq7

Mail From: CLB

Date: Saturday 12-Dec-87 14:46 EST an Email tie in with the main system (Email only!! so that you could be contacted if needed from outside)

Mail to: habitatq7 Mail From: John Apple

Date: Saturday 12-Dec-87 14:47 EST Can't think of anything else to add other than my responce to Q6. Oh... it would be nice to get into Habitat without having to go through People Connection but other than that I can't think of a thing.

Mail to: habitatq7 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:50 EST I think everyone would like to be able to save H-Mail to disk... If only to help in designing one's own

Mail to: habitatq7

Mail From: Chris NH

Date: Saturday 12-Dec-87 15:05 EST More one-person adventures or areas to allow "hermits" to interact with their surroundings -- ie, some Avatars controlled by the Stratus with their own personalities. (eg barmaids, clerks, etc)

Mail to: habitatq7 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:04 EST

The ability to port directly to another avatar's turf, as long as they were home. If they weren't at home, either a message stating so, or have the system port you to the front yard of their turf.

Mail to: habitatq7 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:40 EST To be honest with you, I can think of NO features that would make Habitat fun for me. Any of the fun I've had hasn't been created by Habitat, but by the other Avatars around me.

Mail to: habitatq7 Mail From: OSGOOD

Date: Saturday 12-Dec-87 16:31 EST

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additional features:

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Screen Text Blanking (to rid the screen of ESP or TALK) as one would F5 an ESP /OLM type message in People Connection.

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More variety of heads, body shapes, head gear (hats), shoes, period costumes, etc

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Add port-ability access to certain key areas of downtown (bank, general store, library for example.)

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Build in rewards for personal initiative in developing activities.

•

Either shut ghosts off from receiving ESP or give them ability to respond to ESP or allow the avatar to set an "auto esp response" (like a telephone answering machine recoding) to say that the avatar cannot por chooses not to respond to ESP at the time.

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A HABITAT equivalent of Disneyland with a mix of cultures, times, atmospheres (jungle, dessert, alien world, etc) all jumbled together in an amusement park type atmosphere.

Mail to: habitatq7

Mail From: Eric

Date: Saturday 12-Dec-87 17:12 EST

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I would like to see more MUSIC.. maybe even just a box with a few colored buttons on it that you could press to generate tones.

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I feel music is a VERY important part of any entertainment product, and Habitat is no exception.

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Mail to: habitatq7 Mail From: Chameleon

Date: Saturday 12-Dec-87 17:19 EST Musical instruments (that can be played) and food. And animated pets would be nice. Also the furniture store mentioned

Mail to: habitatq7

Mail From: Chameleon

Date: Saturday 12-Dec-87 17:20 EST

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in the manual. And it would be really

nice to have NEW items appear in the VENDOS from time to time.

(And the rent could be a little lower for commercial buildings, too. If you enter Habitat each and every day, you have just enough to pay half the rent on a building, which doesn't leave any "porting around" tokens.)

Mail to: habitatq7

Mail From: QWOP

Date: Saturday 12-Dec-87 17:41 EST I think if it was 'sped' up, so to speak more things that one COULD do...

Mail to: habitatq7 Mail From: WoodDragn

Date: Saturday 12-Dec-87 18:28 EST Organize more events and take advantage of the "environment". As I noted in previous response, a lot of this will change when more people are added into the mix.

Mail to: habitatq7 Mail From: RAOULTFOOL

Date: Saturday 12-Dec-87 20:15 EST I would add more room in each turf... One room does not make it.

I would also add ways to die or get hurt.

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Mail to: habitatq7 Mail From: Lady Beau

Date: Saturday 12-Dec-87 20:21 EST I would like to see more savanger and treasure hunts<scavenger> added and more opportunities for bonus tokens...

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Mail to: habitatq7 Mail From: Ks Lass

Date: Saturday 12-Dec-87 20:35 EST I think each Avatar should be given a small goal to achieve. This would make things more interesting. New goals could be assigned upon accomplishment.

Mail to: habitatq7 Mail From: LynnS6

Date: Saturday 12-Dec-87 20:50 EST

I'm a woman....I'd love to be able to move things around in my turf :D

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Mail to: habitatq7 Mail From: Cimaron

Date: Saturday 12-Dec-87 21:00 EST

Activities and Features I would like to see:

Maybe a Town Meeting once a month.
Adventures, Road Rally's, Casino
type games.

The ability to get new furniture and decorate my house more.

Food...and real drinks.

Mail to: habitatq7 Mail From: SaltheartQ

Date: Saturday 12-Dec-87 21:39 EST

Other changes??!!????

- 1. Teleports in all Turfs and also the major buildings and shops.
- 2. More and Different Vendroids
- 3. More Places to go.
- 3+ Places= other than Populopolis
- 4. Dofferent faces/heads/bodies for the
- 5. SOUND!! Ii would love to hear instead of see what I and others say.
- 6. I would like to get E-mail or Olms from the other QLink areas.
- 7. I would like to see Avaguides like Q-Guides to help new Avatars.

Well I'll try and think of more.

Mail to: habitatq7 Mail From: Becky

Date: Saturday 12-Dec-87 22:12 EST

Take OUT the board games and add a Bowling alley! If you can throw a checker..why not a bowling ball?

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Mail to: habitatq7 Mail From: Gary M

Date: Saturday 12-Dec-87 22:13 EST

Another Town with shops which avatars can own and run would be nice to keep people amused. If they have something special to take care of, like a shop or a saloon or bar that people can attend and gather.

Mysteries.... the robots are great idea. Tokens for putting something in the Robots hand... ie to say he is shot and gone.... Catch the robot and win tokens..:D

A way to BIND notes and letters. A photo Copy Machine...:D If Notes/Letters could be bound in a book so that many can be read at once rather than one at a time.

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Maybe a way to lie down... and a place to buy food. There are places to get drinks but no food. :D

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Do not let the Commercials/SYSOLMs reach Habitat. That takes away from the world of Habitat and brings the person back to PC.

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How about a way to scroll say 15 lines or so incase an esp comes in and scrolls a conversation off screen.

Mail to: habitatq7 Mail From: Del March

Date: Saturday 12-Dec-87 23:15 EST I would add more areas to explore, and definitely more treasures to find.

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Lots of things along the lines of what Becky has been doing. Her's are just the right difficulty level. "Randy's Rally" sponsored a while ago was much too hard. The clues were obscure and it relied on too much chance.

Mail to: habitatq7 Mail From: DragonFyre

Date: Sunday 13-Dec-87 00:18 EST hmm...change/add more games in the Arcade...

Casino?

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Add the ability to change Turf furnishings....I really wanna get rid of that chair...:D

Mail to: habitatq7 Mail From: AGGIE

Date: Sunday 13-Dec-87 00:42 EST The pocket size..or make it so you may use more then one pocket. For those long trips away from your turf.

5 items can fill up fast when you want to take your shovel, compass, torch flashlight, money, change of clothes.

Mail to: habitatq7 Mail From: SkyLine

Date: Sunday 13-Dec-87 02:36 EST
Most of this was covered in my previous response, but in thinking further, I believe more open end teleport addresses would be a plus. For example, we can currently type 'home', and arrive at our turf. Also, I'd like to be able to do more while ghosted. Use of the function keys F3, F7, and ESP, come to mind. It can be a minor nuisance to have to come out of ghost form to

answer ESP, or use the F7 (help) key. Mail to: habitatq7 Mail From: Elven Mist Date: Sunday 13-Dec-87 02:37 EST I would add Avatar owned and run shops. Places to buy furniture and landscaping for your turff. I would add pets I would like to see MORE items available for sale, especially heads, and possibly other articles of clothing. Mail to: habitatq7 Mail From: Steffie Date: Sunday 13-Dec-87 07:27 EST Something like Taxis would be nice.. to take you wherever you want quickly, as long as you could afford it _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq7 Mail From: Onyx Date: Sunday 13-Dec-87 08:43 EST more variety of clothing styles and possessions, more variety of heads and colors Mail to: habitatq7 Mail From: JoeyT1 Date: Sunday 13-Dec-87 09:42 EST I would add that games would be held at quiz shows inc. I would make it so that you could go more than 1 region at a time, and itll ask how many regions in the direction you GOed at And Treasure Hunts should be held whenever one ends Mail to: habitatq7 Mail From: Paul H Date: Sunday 13-Dec-87 11:25 EST Nothing comes to mind at this time Mail to: habitatq7 Mail From: QZOOKEEPER Date: Sunday 13-Dec-87 11:41 EST Blocking most of the SWOLM Mail to: habitatq7 Mail From: frodob Date: Sunday 13-Dec-87 12:03 EST I'd like to see a feature, such as IGNORE OLM'S, IGNORE SYSTEMWIDES &

IGNORE A SPECIFIC MEMBER.

Mail to: habitatq7 Mail From: Soundman

Date: Sunday 13-Dec-87 12:30 EST I think that I would like to see the ability to change Turfs and Move to another :) .. The ability to share your turf with someone else :) And Maybe a Bowling alley ;) hehehe

Mail to: habitatq7

Mail From: Og1

Date: Sunday 13-Dec-87 15:03 EST

I would add distinct regions for Avatars to go to..... much more than what we have now....the desert, the beach etc.

Mine would have a Disneyland type of world - Adventureland, Futureworld, the Wild West....etc.

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Mail to: habitatq7 Mail From: Rhapsody

Date: Sunday 13-Dec-87 15:14 EST

Clubs, treasure hunts for prizes, a phone book (names of who is in habitat and who is a reg. user for habitat) a suggestion board.

Mail to: habitatq7

Mail From: WOWW

Date: Sunday 13-Dec-87 17:07 EST I think the "Rant" should come slightly more often.

Mail to: habitatq7 Mail From: SandraS

Date: Sunday 13-Dec-87 19:54 EST Maybe a cheat sheet with the various commands at hand.

Mail to: habitatq7 Mail From: Greg P

Date: Sunday 13-Dec-87 19:57 EST The ability to PORT directly to a place, (i.e. CITY HALL, LIBRARY), much in the same way that you PORT to HOME.

Mail to: habitatq7 Mail From: beren

Date: Sunday 13-Dec-87 21:27 EST How about animated animals or monsters roaming around?

Treasure hunts or region journeys that when you get there you get habitokens or free time and clues to the next

region or treasure.

Mmore facial features would be nice

and allow for longer chats in one region.

How about an offline tool to create avatar heads and regions.
Being able to use the extra memory on the C128 for those users.
or maybe the ram expanders.

It would add value and make disk access less.

How about some games where have to kill or battle with monsters or plan stratigically to get to special regions.

If you do get killed you only go back to your home turf but don't lose your pocessions.

Mail to: habitatq7 Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:16 EST

a 'locate' function
a indentify function
the ability to OLM users that are not
in habitat!

more than one object in you hand at one time.

the ability to purchase PETS!

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Mail to: habitatq7
Mail From: DeanD

Date: Monday 14-Dec-87 00:25 EST I would add some type of HELP manual... either a book in the Library with new chapters being added...or at least a help station somewhere to allow a person to talk to a real HELPER.

I would also permanently assign some people to STAFF places, like the stores, library, hall of records...sort of onsite staff or helpers. You have these in real cities, why not HAB?

Mail to: habitatq7
Mail From: Sky Dragon

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Date: Monday 14-Dec-87 00:41 EST easy adventures. simple quests for people to undertake, that doesn't require a genius level game player to solve, and can be done in under an hour. D&D or adventure-style games would be a good place to start. I'm sure if you look around, you'll find users in People Connection and/or the Phantasy Guild who would be happy to volunteer their time, just to have someone play

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their game.
Mail to: habitatq7
Mail From: THE WALL
Date: Monday 14-Dec-87 00:57 EST
I would add animals to Habitat. Not
only would I like to have dogs and cats
as domestic pets, but Koala bears, deer,
squirrels, and other animals in the
forests.
Mail to: habitatq7
Mail From: Fleximan
Date: Monday 14-Dec-87 03:15 EST
Well it is hard to say since there were
not many people on to come to the
games rooms or theater but they looked
like nice small quiet ares to talk and
have forums! :)
_ _ _ _ _ _ _ _ _
Mail to: habitatq7
Mail From: GoldenWolf
Date: Monday 14-Dec-87 07:21 EST
I would add a feature to allow
items to appear at different hours.
Otherwise, the West Coast will always
be at a disadvantage. (Not to mention
late nighters.)
I would also consider equipping all
Habitat Staffers (they WILL be needed)
with a portable Teleport that will
take them to any named location.
A portable teleport would be a nice
thing to have available to anyone (for
a price), but the staffers will NEED
one.
Mail to: habitatq7
Mail From: EileenC
Date: Monday 14-Dec-87 09:57 EST
Can't think of anything I would add :D
Mail to: habitatq7
Mail From: Chip
Date: Monday 14-Dec-87 13:35 EST
You don't really want *my* list...
Mail to:
         habitatq7
Mail From: Arianal
Date: Monday 14-Dec-87 14:24 EST
I would add more regions to Habitat, and
also some activities everyone could
participate in - like a treasure hunt
or election, or sweepstakes where you
win money. Like a Habitat lottery.
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You could buy lottery tickets from

a vendroid. It would be fun to have a jukebox in one of the bars where you could play songs and everyone would hear them. (or just yourself!) _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq7 Mail From: Bonnie Date: Monday 14-Dec-87 20:24 EST 1). Changing the colors and clothing of my Avatar..a clothing shop! :D 2) Tha ability to add/change furniture and hang things on the wall.. 3) Avapets would be fun! :D 4) More mobility and positions for my avatar..being able to sit down on the ground facing forward..laying down..more features like running.. 5) Theft/Violence Free zones..for the times that you just MUST take out your box and rummage thru it for an item you packed away. Now, I'm terrified to take the box out and put it down, for fear of being ripped off. I think there is too much potential for abuse now..and some of the more violent avatars make it unpleasant.. 6) The ability to share a dwelling with a HabiSpouse! ;D 5) HabiKids would be interesting! :D Mail to: habitatq7 Mail From: Bonnie Date: Monday 14-Dec-87 20:30 EST Cont'd Page Two Playgrounds...HabiSwings...things that allowed you to DO more. Transportation: Cars, Bikes...skates!! Shops: A little more to buy...books, magazines, food, furniture, clothing... THe ability to turn your head, and not your whole body! And, of course, more quests, contests.. et al! Mail to: habitatq7 Mail From: John L

Date: Tuesday 15-Dec-87 00:39 EST

Interfacing the rest of the system so that you could send/receive OLMs to other areas of Q-Link. I believe that MAIL should be separate though.

A "LOCATE" function would also be nice that would tell you if another person was signed on but not in Habitat or if in Habitat where they were.

Mail to: habitatq7
Mail From: ICwhatUmin

Date: Tuesday 15-Dec-87 01:21 EST Habitat life has it too soft. One of the great motivators of man is the sating of needs. Avatars and their turfs are too maintenance free. I'd like to see the occasional burnt out light that would require me to head downtown for a replacement, or temporary color changers that wear off and need to be replenished or *something* that would make Ava-life a bit more realistic. I'd also make the major body mods (heads, permanent body paints, etc) very expensive. Hab looses some of its appeal when you find out that despite all the visual aspects, you still can't recognize your friends.

Mail to: habitatq7 Mail From: SPBLives

Date: Tuesday 15-Dec-87 12:18 EST

Follow feature. Music Feature. Ram Disk Feature

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Mail to: habitatq7 Mail From: Laser Gyro

Date: Tuesday 15-Dec-87 21:59 EST More people will, by itself, add a lot. "Live" oracles (manned by a staff member of some sort) and more Quests are needed

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Mail to: habitatq7
Mail From: YvonneC

Date: Tuesday 15-Dec-87 22:26 EST To be able to visit inside another's house..and to receive guests in mine. Put your name on the mailbox outside your house...or on the door. Have a pictorial street map.

Mail to: habitatq7 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:47 EST
I'd add caves.. Magic Spells.. Armor..
Pets.. Boxes you can actually LOCK...
Dozens of new cities.. Even more
wilderness areas.. Hundreds of new
items.. <I know all these aren't
possible.. But it's a wish..;) >

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Mail to: habitatq7 Mail From: StephenT3

Date: Wednesday 16-Dec-87 05:25 EST
Activities - just about anything to
help maintain interest. Maybe more
folks in there would help tke care
of that.

Features - It would really be nice to be able to interface with the rest of the system at least through

E-Mail.

%cvideo#d010>lucas>operations>results.1>answer.8 87-12-28 17:18:53 EST

QUESTION:

What other features or activities would you change or delete from Habitat?

Please press F7 to respond to this question. Please answer in as much detail as you'd like.

Mail to: habitatq8
Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:35 EST Once Habitat goes "live", or maybe even just into Beta Testing, there should be a staff of HabiHelpers(?) online in Habitat to give assistance to those who are totally lost. They could be set at strategic places, such as the Oracles, midway between towns, in a random place the woods or desert, etc. Otherwise, PC's QGuides will be utterly swamped with questions on it, which, depending on how much they have tested/entered, they may not even know. (Which will lead to frustrated members and QGuides)

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Mail to: habitatq8 Mail From: RJScott

Date: Saturday 12-Dec-87 14:44 EST

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I'd like to see more of the programmers online, OR an area WITHIN Habitat to post suggestions for improvement, since often what seems to be a good idea is lost by the time one returns to Q-Link.

I've had some thoughts in the past that I totally forgot after leaving. Strike while the iron's hot, and have a specific "building" for "Complaints to

the Oracle" or the like, where others can read/share/add to one's postings.

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Mail to: habitatq8

Mail From: CLB

Date: Saturday 12-Dec-87 14:47 EST add other cities, dungeons, monsters perhaps, just kind of populate the H-world a bit more with opponents (give the AD&D'ers something to kill besides the other players

Mail to: habitatq8
Mail From: John Apple

Date: Saturday 12-Dec-87 14:49 EST Well... I think one nice thing to add would be to make one of the function keys bring up a menu of what all the control-# keys do.

Mail to: habitatq8
Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:51 EST I think all of those tempting stores like the flower shoppe should be either staffed or changed into vendomata shops. They get a bit frustrating after awhile. ...so many nice things could be happening in them.

Mail to: habitatq8 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:07 EST
More decorating possibilities for
the "Turf" ... Ability to construct
things with enough money (eg. constructing another house, building, etc.)

Mail to: habitatq8 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:06 EST

I wouldn't delete anything.

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Mail to: habitatq8 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:43 EST

If I were the Oracle (sorry)

I don't see the need for Habi-Leagal offices, Sherrifs, and the life.
I saw Habitat as an escape from real life, not a poor imitation of it.

Mail to: habitatq8
Mail From: OSGOOD

Date: Saturday 12-Dec-87 16:50 EST

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change banking system to allow for avatars to exchange funds without having

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to get together.
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add a FORWARD feature to mail so it can be passed on to a 3rd party more easily.

provide "rental" storage space.

change the mail interface so that mail or any paper is not wiped out by an accidental pushing of a joystick button near the REPLY or ERASE area. (double check: Are you SURE you want to erase...)

protect feature while "reading" so that avatars can read without fear of others sneaking up on them when they can't see.

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Mail to: habitatq8

Mail From: Eric

Date: Saturday 12-Dec-87 17:16 EST

Add a better PORT ADDRESS system. Something that is absolute. I still have trouble finding the port name of a street. :D

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Mail to: habitatq8
Mail From: Chameleon

Date: Saturday 12-Dec-87 17:23 EST
Oh, and I'd like the Choke machines that
don't work to do SOMETHING. (Maybe
reach out and give RJScott a CHOKE with
two little robot hands? 8)
Most of the things I can think of I
assume will be in operation before
Habitat is released. Like a secretary
for The Oracle, who seldom answers
communications. Better response from
the Bureaucrats in a Box. Treasures
dropped here and there at random times,
so those on the East coast don't grab
up all the goodies.

Most of the testers fell by the wayside because of boredom. Little surprises now and then would help.

Mail to: habitatq8

Mail From: QWOP

Date: Saturday 12-Dec-87 17:42 EST

none

Mail to: habitatq8 Mail From: WoodDragn

Date: Saturday 12-Dec-87 18:29 EST

None that I can think of.

Mail to:

Mail to: habitatq8

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Mail From: RAOULTFOOL
Date: Saturday 12-Dec-87 20:16 EST
I would add more orgainized activities..
With more people, I hope this will
happen.
I would also like the oracle to have
someone there!!!!
Mail to:
         habitatq8
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:23 EST
I would like to see you be able to hold
more than 5 objects in your pocket at
one time...It gets annoying when you
have to go back home so much to get
other items you had to leave there....
Mail to: habitatq8
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:38 EST
I would change the turfs and make
actual homes out of them, rather
than one room dwellings
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Mail to: habitatq8
Mail From: LynnS6
Date: Saturday 12-Dec-87 20:51 EST
No others that I can think of at the
moment...
Mail to: habitatq8
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:03 EST
Other features I would change or add or
delete:
    I would like to add:
       A school or college or
something to accredit professions...i.e.
Doctors.
Mail to: habitatq8
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 21:47 EST
Umm Things to get ris of.....
1 Mailboxes. They just take up space on
the screen and you get ESPs and mail in
your pocket.
2. Get ris of the Beauracrat boxes and
hire Avatars to do it.
3. I would NOT allow the TAKING of an
object from any other Avatar. Things
should have to be given.
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Mail to: habitatq8
Mail From: Becky

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Date: Saturday 12-Dec-87 22:16 EST

More body movements would be great.. A kick...laying down...

I REALLY Hate System messages that take up half the available screen, and there is NO way to scroll up to see what you've missed...

~~ Pet HabiPeeve

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Mail to: habitatq8 Mail From: Del March

Date: Saturday 12-Dec-87 23:22 EST I would add more colors to the paints and clothes. I would also make public a wider variety of "purchasible" heads.

Mail to: habitatq8
Mail From: DragonFyre

Date: Sunday 13-Dec-87 00:21 EST Offhand, I can't think of anything bad enuf that I'd want to delete...

Mail to: habitatq8
Mail From: AGGIE

Date: Sunday 13-Dec-87 00:46 EST the ability for someone to attack or kill me without prior notice to me. I do not care for this...too much like reality to me...and habitat is for those who can not take reality...right?;>

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Mail to: habitatq8
Mail From: SkyLine

Date: Sunday 13-Dec-87 02:39 EST
I would delete devices that aren't
functional. There are Choke machines
that apparently do nothing, and
numerous devices, available in vendos,
that seem to serve no purpose. Some
of the items aren't cheap, but give
no utility after they're purchased.
I think the Locksmith Shop should be
removed, personally. The only useful
items there, are boxes. These can be
purchased almost anywhere. The keys in
the shop seem to be useless.

Mail to: habitatq8 Mail From: Elven Mist

Date: Sunday 13-Dec-87 02:42 EST I find writting MAIL in Habitat difficult. A repeating Space bar then would be helpful.

I would delete the Oracle. It seems useless.

I would also remove the Mailboxes in

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front of Turfs unless they would
work.
Mail to:
        habitatq8
Mail From: Steffie
Date: Sunday 13-Dec-87 07:31 EST
I'd like to see the body's have
different shapes.. not all the same! And
instead of buying everything at stores,
how about a mail order catalogue.
Mail to: habitatq8
Mail From: Onyx
Date: Sunday 13-Dec-87 08:44 EST
none
Mail to: habitatq8
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:49 EST
I think there should be more jobs to
work and Salaries to each job depending
on how important the job is is how big
the salary would be
I wouldnt delete anything
Mail to: habitatq8
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:41 EST
Mailboxes that ID the person that
lives there.
Locate feature....to find where others
Mail to: habitatq8
Mail From: frodob
Date: Sunday 13-Dec-87 12:06 EST
I feel that considering the nature of
Habitat, System Wide Messages are
inappropriate. At some point Habitat-
wide messages might be a good idea.
Mail to:
         habitatq8
Mail From: Soundman
Date: Sunday 13-Dec-87 12:32 EST
I would like to see more people being in
one region at the same time :)
or Maybe a locate function so you can
see where someone is :)
Mail to:
        habitatq8
Mail From: Og1
```

Date: Sunday 13-Dec-87 15:24 EST

I would add pop down menus for all the commands.

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Mail to: habitatq8
Mail From: WOWW
Date: Sunday 13-Dec-87 17:08 EST
The hottub is just a waist of space, I
think.. you can't really do much with
Mail to: habitatq8
Mail From: SandraS
Date: Sunday 13-Dec-87 19:55 EST
nothing
Mail to: habitatq8
Mail From: Greg P
Date: Sunday 13-Dec-87 19:58 EST
Choke machines....
unless you have other plans for them.
Mail to: habitatq8
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:20 EST
cant think of any more!
see previous
Mail to: habitatq8
Mail From: DeanD
Date: Monday 14-Dec-87 00:27 EST
I would delete the nonsense of having
doors locked...keys hidden...
I find this frustrating and can't figure
them out...and there is generally no
where I can go for hints or help.
Mail to:
         habitatq8
Mail From: Sky Dragon
Date: Monday 14-Dec-87 00:44 EST
I think such places/things as the
bureaucrats-in-a-box and stock market
are unnecessarily stupid. such things
should be personal transactions...
at minimum, mailed to someone who is
designated to be in charge of it,
Oracle fashion.
there also seem to be too many empty
places with chairs (and sometimes
without). avatars can get together and
talk anywhere. a room with chairs is
not only useless, it is an insult to the
intelligence of the average user.
that is, unless you WANT to attract
that sort of user...:)
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq8
Mail From: THE WALL
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Date: Monday 14-Dec-87 01:00 EST I would like to have the front door to

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one's turf be lockable.
Mail to: habitatq8
Mail From: Fleximan
Date: Monday 14-Dec-87 03:17 EST
It got real crowded some times at the
oracle one I found out how to get
there! I did not realized that one
could walk on the bricks at the park.
I thought one had to stay on the roads.
: )
Mail to: habitatq8
Mail From: GoldenWolf
Date: Monday 14-Dec-87 07:27 EST
Refine the weapons free zones so that
areas within a town are weapons free,
other areas permit only primitive
weapons, and yet others permit all
weapons. This would prevent guns
from being introduced into a medival
Realm.
Mail to: habitatq8
Mail From: EileenC
Date: Monday 14-Dec-87 09:57 EST
Mail to: habitatq8
Mail From: Arianal
Date: Monday 14-Dec-87 14:27 EST
I dont think I would delete anything
from what already exists.
Mail to: habitatq8
Mail From: Bonnie
Date: Monday 14-Dec-87 20:33 EST
I've listed most in the other mail...
I'd like to DO more with my avatar...
physically...
Mail to: habitatq8
Mail From: John L
Date: Tuesday 15-Dec-87 00:41 EST
no further comment on features.
Mail to:
        habitatq8
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 00:59 EST
I wouldn't delete anything.
Mail to: habitatq8
Mail From: ICwhatUmin
```

Date: Tuesday 15-Dec-87 01:30 EST
The Oracle should not be handled as a
wish granter. Requests to the oracle
should rarely be answered. When they are
answered, the answer should require some
action by the Avatar to make it happen.
Examples:

- 1) Solve a riddle to find the location where what they asked for has been placed.
- 2) Direct them to the guild, provide the guild with the item which will become the prize in a quest.
- 3) Give them the item, but at a price.

Mail to: habitatq8 Mail From: SPBLives

Date: Tuesday 15-Dec-87 12:19 EST messages from 'outside' habitat having to use Onames.

- - - - - - - - - - - - - - - - - -

Mail to: habitatq8
Mail From: YvonneC

Date: Tuesday 15-Dec-87 22:32 EST change the way you receive and send mail too complicated now...I lose some of my mail.

Mail to: habitatq8 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:49 EST I'd make the "C" machines work! :)

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq8
Mail From: StephenT3

Date: Wednesday 16-Dec-87 05:31 EST

None, as of now.

%cvideo#d010>lucas>operations>results.1>answer.9 87-12-28 17:21:33 EST

QUESTION:

What do you think of the disk loads in Habitat? Please press F7 to respond, then type one of the responses below.

I didn't particularly notice the disk loads.

I wish they would take less time, less often, but still enjoy playing Habitat

I think that the frequency and length of disk loads would prevent me from playing very often

```
Mail to: habitatq9
Mail From: Celebrindl
Date: Saturday 12-Dec-87 14:38 EST
I didn't particularly notice the disk
loads.
Mail to: habitatq9
Mail From: RJScott
Date: Saturday 12-Dec-87 14:46 EST
#2: I wish they would take less time,
but it won't stop me from playing.
Opinion: I think they WILL inhibit the
paying subscriber, though.
Mail to: habitatq9
Mail From: CLB
Date: Saturday 12-Dec-87 14:49 EST
I wish they would take less time, less
often, but I still enjoy playing Habitat
Mail to: habitatq9
Mail From: John Apple
Date: Saturday 12-Dec-87 14:52 EST
I didn't particularly notice the disk
loads.
Mail to: habitatq9
Mail From: HaagenDasz
Date: Saturday 12-Dec-87 14:53 EST
I wish they would take less time,
less often, but they wouldn't keep
me from playing.
:D
Mail to:
         habitatq9
Mail From: Chris NH
Date: Saturday 12-Dec-87 15:08 EST
I wish they would take less time,
less often, but I still enjoy playing
Habitat.
Mail to:
         habitatq9
Mail From: Doug Ba
Date: Saturday 12-Dec-87 16:07 EST
I wish they would take less time,
less often, but I still enjoy
playing.
Mail to:
         habitatq9
Mail From: Mysterio
Date: Saturday 12-Dec-87 16:45 EST
I wish they would take less time,
but I still enjoyed plaing habitat.
```

habitatq9

Mail to:

Mail From: OSGOOD

Date: Saturday 12-Dec-87 17:01 EST I wish they would take less time.

_ _ _ _ _ _

Mail to: habitatq9
Mail From: GRANNY1

Date: Saturday 12-Dec-87 17:18 EST Frequency of loads prevent me from

playing often.

Mail to: habitatq9 Mail From: Eric

Date: Saturday 12-Dec-87 17:18 EST

Being a programmer, I can understand the disk load time. I think it is VERY well done.

From a general member standpoint, however, they will probably complain of the load times.

I feel this could be effectively explained in the manual in a positive way which could change their feelings about it.

· - - - - - - - - - - - - - - - - -

Mail to: habitatq9 Mail From: Chameleon

Date: Saturday 12-Dec-87 17:29 EST I wish they would take less time, less often, but I still enjoy playing

Mail to: habitatq9
Mail From: Chameleon

Date: Saturday 12-Dec-87 17:29 EST

playing Habitat.

One stupid thing I've done several times (and given the propensity of some members.....) When first loading, you have to flip the Habitat disk. When leaving, you are instructed to insert the Q-Link disk. Several times I've absent-mindedly (being the oldest tester I should be able to get away with that) flipped the Habitat disk again instead and found myself in Habilimbo.

Mail to: habitatq9

Mail From: QWOP

Date: Saturday 12-Dec-87 17:42 EST I think the frequency and length of the disk loads would prevent me from playing very often.

Mail to: habitatq9 Mail From: WoodDragn

Date: Saturday 12-Dec-87 18:29 EST I think the disk loads maybe COULD be

a little shorter but it's not a big deal to me. (Sorry for the odd format;) Mail to: habitatq9 Mail From: Dragonfish Date: Saturday 12-Dec-87 19:00 EST The frequency and length of disk loads would (as *has*) prevented me from playing often... Mail to: habitatq9 Mail From: RAOULTFOOL Date: Saturday 12-Dec-87 20:17 EST One of those answers???? How about the middle one. The disk loads are not that bad. Mail to: habitatq9 Mail From: Lady Beau Date: Saturday 12-Dec-87 20:24 EST I wish the disk loads would take less time but it does not bother me! Mail to: habitatq9 Mail From: Ks Lass Date: Saturday 12-Dec-87 20:38 EST I think the frequency and lenght of the disk loads would prevent me from playing often. Mail to: habitatq9 Mail From: LynnS6 Date: Saturday 12-Dec-87 20:52 EST I wish they would take less time, less often, but I still enjoy playing! habitatq9 Mail to: Mail From: Cimaron Date: Saturday 12-Dec-87 21:06 EST I wish they would take less time, less often. I still enjoy playing Habitat. Mail to: habitatq9 Mail From: SaltheartQ Date: Saturday 12-Dec-87 21:52 EST I think the length of disk loads would prevent me from playing very often. Mail to: habitatq9 Mail From: Kelly Daze Date: Saturday 12-Dec-87 22:10 EST Frequency and length would prevent me from playing very often _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq9

Mail to: habitatq9
Mail From: Becky

Date: Saturday 12-Dec-87 22:22 EST

```
I wish they would take less time,
less often....
Mail to: habitatq9
Mail From: Gary M
Date: Saturday 12-Dec-87 22:23 EST
I didn't particularly notice the disk
loads.
Mail to: habitatq9
Mail From: Del March
Date: Saturday 12-Dec-87 23:24 EST
I wish they would take less time, less
often, but still enjoy playing Habitat.
Mail to: habitatq9
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:23 EST
I wish they would take less time...but
I still enjoy playing...
hey...what do you expect from a slow
drive and 1200 baud? :>
Mail to: habitatq9
Mail From: AGGIE
Date: Sunday 13-Dec-87 00:55 EST
I wish they were less time, less often
but I still LOVE and play Habitat!
Mail to: habitatq9
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:43 EST
I wish they would take less time, less
often, but still enjoy playing Habitat.
_ _ _ _ _ _ _ _ _ _ _ _ _ .
Mail to:
         habitatq9
Mail From: Elven Mist
Date: Sunday 13-Dec-87 02:47 EST
I wish they would take less time,
less often.
_ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq9
Mail From: StephenT3
Date: Sunday 13-Dec-87 03:49 EST
I wish they would take less time, less
often, but I still enjoyed playing
HABITAT.
Mail to: habitatq9
Mail From: Steffie
Date: Sunday 13-Dec-87 07:33 EST
I wish they would take less time... but
still enjoying playin
_ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq9
Mail From: Onyx
```

Date: Sunday 13-Dec-87 08:44 EST

```
I wish they'd take less time, less often
but I still enjoy Habaitat.
Mail to: habitatq9
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:52 EST
I wish they would take less time, less
often, but still enjoy playing Habitat
Mail to: habitatq9
Mail From: Paul H
Date: Sunday 13-Dec-87 11:26 EST
I wish they would take less time. Butt
I still enjoy Habitat
Mail to: habitatq9
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:43 EST
I think that the frequency and time
to load would prevent me from playing
much. '7F drives me NUTS
Mail to: habitatq9
Mail From: frodob
Date: Sunday 13-Dec-87 12:09 EST
I wish they would take less time,
less often, but still enjoy playing
Habitat
Mail to: habitatq9
Mail From: Soundman
Date: Sunday 13-Dec-87 12:34 EST
I wish they would take less time, less
often. But I still enjoy playing Habitat
habitatq9
Mail to:
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:17 EST
irratating....:\
don't really mind it. Won't keep me
Mail to: habitatq9
Mail From: Og1
Date: Sunday 13-Dec-87 15:22 EST
 The disk loads might prevent me from
using it as often. Every simple move =
a disk load. And most peoples Drives
aren't that relyable...
```

Mail to: habitatq9
Mail From: WOWW

Date: Sunday 13-Dec-87 17:09 EST I think it is to slow.. exspecially on

a 300

Mail to: habitatq9 Mail From: SandraS

Date: Sunday 13-Dec-87 19:55 EST The diskloads could be shorten more

but I still enjoyed it.

Mail to: habitatq9 Mail From: Greg P

Date: Sunday 13-Dec-87 19:59 EST

I wish they would take less time, but I

still enjoy playing.

Mail to: habitatq9
Mail From: beren

Date: Sunday 13-Dec-87 21:28 EST I wish they would take less time, less often, but still enjoy playing Habitat.

Mail to: habitatq9 Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:21 EST

. I dont think the disk loads are too bad... the could be shorter but they are much better than the

standard commodore disk loads...

perhaps you should check into the 1764 1700 1750 ram expanders so that users with these expanders could use them as Ram disks for super fast disk access

. -------

Mail to: habitatq9
Mail From: DeanD

Date: Monday 14-Dec-87 00:29 EST I wish they would take less time, less often...

Jicen...

NOTE: I have long times between disk loads but then, I'm at 300 baud and using 1541 and 64.

Mail to: habitatq9
Mail From: Sky Dragon

Date: Monday 14-Dec-87 00:47 EST I think the frequency and length of disk loads would prevent me from playing very often.

•

sorry, but I think the disk loads are prohibitively slow. unfortunately, there may not be much that can be done about it. it detracts greatly from the

```
playability of Habitat.
Mail to: habitatq9
Mail From: THE WALL
Date: Monday 14-Dec-87 01:02 EST
I wish they would take less time, less
often, but still enjoy playing Habitat.
Mail to:
         habitatq9
Mail From: Fleximan
Date: Monday 14-Dec-87 03:18 EST
I did not particularly notice the
disk loads after first logging into
HABITAT!
Mail to: habitatq9
Mail From: GoldenWolf
Date: Monday 14-Dec-87 07:31 EST
I wish they would take less time, less
often, but still enjoy playing
Habitat.
Mail to: habitatq9
Mail From: EileenC
Date: Monday 14-Dec-87 09:57 EST
I wish they wouldtake less time,
less often, but still enjoy playing
Habitat.
Mail to: habitatq9
Mail From: Chip
Date: Monday 14-Dec-87 13:36 EST
I didn't particulalrly notice the
disk loads.
_ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq9
Mail From: Arianal
Date: Monday 14-Dec-87 14:29 EST
I think that the frequency and length
of disk loads would prevent me from
playing very often.
_ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq9
Mail From: Bonnie
Date: Monday 14-Dec-87 20:36 EST
I didn't particularly notice the disk
loads.
Mail to: habitatq9
Mail From: John L
Date: Tuesday 15-Dec-87 00:42 EST
I would like them to take less time and
less often but I still enjoy playing
Habitat.
Mail to: habitatq9
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:00 EST
```

```
I didn't particularly notice the disk
loads.
Mail to: habitatq9
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:37 EST
I wish they would take less time, less
often, but I still enjoy playing.
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq9
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:28 EST
I wish they would take less....
enjoy playing...
Mail to: habitatq9
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:20 EST
I wish they were faster, but that won't
stop ME!
Mail to:
         habitatq9
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:02 EST
I wish the disk loads were faster, but
realize the 1541's limitations and had
fun anyway.
Mail to:
         habitatq9
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:34 EST
I think the frequency and length of the
disk load would prevent me from playing
often.
Mail to:
        habitatq9
Mail From: Caterwaul
Date: Tuesday 15-Dec-87 22:50 EST
I wish they'd take less time.. Less
```

%cvideo#d010>lucas>operations>results.1>answer.10 87-12-28 17:24:04 EST

QUESTION:

often..:)

Which of these Habitat structured activities or adventures did you participate in? Please press F7 to respond to this question, then type in as many of the responses below as apply.

Randy's Region Rally Cooties Wedding Sheriff Election Mail to: habitatq10 Mail From: Celebrindl Date: Saturday 12-Dec-87 14:39 EST Randy's Region Rally Sheriff's Election Mail to: habitatq10 Mail From: RJScott Date: Saturday 12-Dec-87 14:47 EST Wedding (JoeyT1 and WOWW) Sheriff's Election Mail to: habitatq10 Mail From: CLB Date: Saturday 12-Dec-87 14:50 EST I was not able to really enter any, my work schedule makes my best times to gain access very late or very early in the day Mail to: habitatq10 Mail From: John Apple Date: Saturday 12-Dec-87 14:53 EST Sheriff election Mail to: habitatq10 Mail From: HaagenDasz Date: Saturday 12-Dec-87 14:53 EST Randy's Region Rally Sherriff Election Wedding WHAT was cooties??? I missed that one :D Mail to: habitatq10 Mail From: Chris NH Date: Saturday 12-Dec-87 15:08 EST None _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq10 Mail From: Doug Ba Date: Saturday 12-Dec-87 16:07 EST Randy's Region Rally Mail to: habitatq10 Mail From: Mysterio Date: Saturday 12-Dec-87 16:46 EST wedding Mail to: habitatq10 Mail From: OSGOOD Date: Saturday 12-Dec-87 17:02 EST sheriff election Mail to: habitatq10

Mail From: Eric

Date: Saturday 12-Dec-87 17:19 EST

```
Sheriff Election
Mail to: habitatq10
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:33 EST
Randy's Region Rally and the election. I
was out of town the night of the wedding
Mail to:
       habitatq10
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:33 EST
Cooties??? What was it? Why did I miss
it?
Mail to: habitatq10
Mail From: QWOP
Date: Saturday 12-Dec-87 17:43 EST
Sheriff election,.
Mail to: habitatq10
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:30 EST
None of the above
Mail to: habitatq10
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:25 EST
Randys Region Rally
I would have participated in the Sheriff
election but I was out of town then..
Mail to: habitatq10
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:39 EST
None
Mail to: habitatq10
Mail From: LynnS6
Date: Saturday 12-Dec-87 20:53 EST
Sheriff Election
Mail to: habitatq10
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:06 EST
wedding, sheriff election
Mail to: habitatq10
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 21:53 EST
Randy's Region Ralley
Sherriffs Election
Mail to: habitatq10
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:11 EST
```

Sheriff Election

```
Mail to: habitatq10
Mail From: Becky
Date: Saturday 12-Dec-87 22:24 EST
Randy's Region Rally
Wedding
Sheriff's Election
Mail to: habitatq10
Mail From: Gary M
Date: Saturday 12-Dec-87 22:25 EST
Randy's Region Rally
Wedding
Sheriff's Election
Mail to: habitatq10
Mail From: Del March
Date: Saturday 12-Dec-87 23:25 EST
Randy's Region Rally
(Never heard of Cooties. I *would* have
attended a wedding if I hadn't been busy
that day.)
Mail to:
       habitatq10
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:24 EST
Rally...Election
Mail to: habitatq10
Mail From: AGGIE
Date: Sunday 13-Dec-87 00:53 EST
Randys Region Rally
Sheriff Election
Mail to: habitatq10
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:44 EST
Sheriff election.
Mail to: habitatq10
Mail From: Elven Mist
Date: Sunday 13-Dec-87 02:48 EST
Election
Mail to: habitatq10
Mail From: StephenT3
Date: Sunday 13-Dec-87 03:50 EST
Randy's Region Rally
Sheriff Election
Mail to: habitatq10
Mail From: Steffie
Date: Sunday 13-Dec-87 07:34 EST
none.. I could only get on late nights
Mail to: habitatq10
```

Date: Sunday 13-Dec-87 08:45 EST

Mail From: Onyx

```
Sherrifff election
Mail to: habitatq10
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:54 EST
Randy's region rally
cooties
wedding
sheriffs election
Mail to: habitatq10
Mail From: Paul H
Date: Sunday 13-Dec-87 11:29 EST
Sheriff Election
Mail to: habitatq10
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:44 EST
Election
Mail to: habitatq10
Mail From: frodob
Date: Sunday 13-Dec-87 12:10 EST
None of these
Mail to: habitatq10
Mail From: Soundman
Date: Sunday 13-Dec-87 12:35 EST
Randys Region Rally :)
_ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq10
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:18 EST
None
Mail to: habitatq10
Mail From: Og1
Date: Sunday 13-Dec-87 15:26 EST
Sheriff Election
Mail to: habitatq10
Mail From: WOWW
Date: Sunday 13-Dec-87 17:10 EST
I had a wedding.. and I voted for the
Sherriff
Mail to:
        habitatq10
Mail From: SandraS
Date: Sunday 13-Dec-87 19:56 EST
not applicable
- - - - - - - -
Mail to: habitatq10
Mail From: Greg P
```

```
Date: Sunday 13-Dec-87 19:59 EST
Wedding
```

Mail to: habitatq10 Mail From: beren

Date: Sunday 13-Dec-87 21:29 EST I had great fun with Cooties... but... only when I gave them away. Wasn't much fun to get them. :)

Missed the others.

Mail to: habitatq10 Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:23 EST

personally I think things like that are a big waist of time...

if you want to get people into habitat lets get more things that avitars can do on their owin...

Mail to: habitatq10

Mail From: DeanD

Date: Monday 14-Dec-87 00:30 EST None. I believe the Sheriff's Election is the only thing I heard about but then not enough to know what was going on and when.

Mail to: habitatq10 Mail From: Sky Dragon

Date: Monday 14-Dec-87 00:49 EST

Randy's Region Rally

Wedding

Sheriff Election

sorry, I missed the cooties. heard plenty about it, though.

Mail to: habitatq10 Mail From: THE WALL

Date: Monday 14-Dec-87 01:22 EST

I participated in Randy's Region Rally.

Mail to: habitatq10 Mail From: Fleximan

Date: Monday 14-Dec-87 03:20 EST I must have gon on during times when none of these were happening!

Mail to: habitatq10 Mail From: GoldenWolf

Date: Monday 14-Dec-87 07:32 EST

Randy's Region Rally Sherrif Election

- - - - - - - -

Mail to: habitatq10 Mail From: EileenC

```
Date: Monday 14-Dec-87 09:58 EST
I didn't participate in any of the
activities listed.
Mail to: habitatq10
Mail From: Chip
Date: Monday 14-Dec-87 13:36 EST
all ov the above
Mail to: habitatq10
Mail From: Arianal
Date: Monday 14-Dec-87 14:30 EST
I didnt participate in any of these -
I only heard of 1, the wedding, after it
already took place. I really didnt hear
much about them.
Mail to:
        habitatq10
Mail From: Bonnie
Date: Monday 14-Dec-87 20:36 EST
Randy's Region Rally.
I was out of town for two months..and
had limited access to online time. :\
Mail to: habitatq10
Mail From: John L
Date: Tuesday 15-Dec-87 00:43 EST
Wedding
Mail to: habitatq10
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:01 EST
None. They were all at inopertune times
for me.
Mail to: habitatq10
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:38 EST
Randy's Region Rally
Sheriff's Election
_ _ _ _ _ _ _ _ _ _
Mail to: habitatq10
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:28 EST
rally, election
Mail to: habitatq10
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:20 EST
All activities listed
```

Mail to:

habitatq10

Mail From: Laser Gyro

Date: Tuesday 15-Dec-87 22:03 EST Unfortunately, schedule conflicts kept me from participating in any of the scheduled activities.

Mail to: habitatq10 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:50 EST Randy's, Wedding, and Sherrif Election.

%cvideo#d010>lucas>operations>results.1>answer.11 87-12-28 17:26:53 EST

OUESTION:

What did you think of each of the structured activites or adventures you participated in?

Please press F7 to respond to this question. Please answer in as much detail as you'd like.

- - - - - - - - - - - - - - - - - -

Mail to: habitatq11 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:40 EST Randy's Region Rally: Fun, hard, worth all the running around to play. (I still don't understand the final clue, though) Sheriff Election: I think the LFL team did an fantastic job for the technical end of it. The advertisement and billing for it also was great. The TURNOUT, however, made the whole thing almost a waste. (This is NOT because I lost; As anyone who has talked to me will say, I really didn't want to win, anyway:D)

Mail to: habitatq11

Mail From: RJScott

Date: Saturday 12-Dec-87 14:48 EST I enjoyed the Wedding of Joey T1 and WOWW tremendously, since it was two youngsters trying so very very hard to be "grown up."

:

Wish everyone could have been there.

Also, while I didn't win, I did enjoy Gary W's and Becky's contest.

:

- - - - - - - - - - - - - - - -

Mail to: habitatq11

Mail From: CLB

Date: Saturday 12-Dec-87 14:51 EST unknown

```
Mail to: habitatq11
Mail From: HaagenDasz
Date: Saturday 12-Dec-87 14:54 EST
I liked all of them.....As an old
RPG player, I particularly liked the
puzzle elements of the Region Rally.
Mail to:
         habitatq11
Mail From: John Apple
Date: Saturday 12-Dec-87 14:54 EST
Well... the only thing is that I think
we need a HabiCourt to help the
HabiSheriff with upholding the law! Oh..
.. some laws would be nice too. :)
Mail to:
         habitatq11
Mail From: Chris NH
Date: Saturday 12-Dec-87 15:09 EST
Mail to: habitatq11
Mail From: Doug Ba
Date: Saturday 12-Dec-87 16:08 EST
Very well done!
Mail to: habitatq11
Mail From: Mysterio
Date: Saturday 12-Dec-87 16:47 EST
I thought the Wedding i went to was
sorta fun.
Mail to: habitatq11
Mail From: OSGOOD
Date: Saturday 12-Dec-87 17:02 EST
The election was fun. It would be nice
to use the voting booth for other
functions like opinion polls.
Mail to:
         habitatq11
Mail From: Eric
Date: Saturday 12-Dec-87 17:20 EST
 I thought they were pretty neat. :)
 The element of competition adds much
 enjoyment to the experience.
Mail to: habitatq11
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:34 EST
The last clue in the Rally was too
difficult (I think it was the last,
maybe not - the one in the Desert.)
Otherwise, I liked it. As for the
election, I thought of a LOT of
embellishments for that - maybe because
```

- - - - - - - - - - - - - - - - -

I was suffering through a real one at

the time.

Mail to: habitatq11 Mail From: QWOP Date: Saturday 12-Dec-87 17:43 EST Sheriff would be more exciting if there were more opportunity for 'crime' ;) Mail to: habitatq11 Mail From: WoodDragn Date: Saturday 12-Dec-87 18:30 EST N/AMail to: habitatq11 Mail From: Lady Beau Date: Saturday 12-Dec-87 20:26 EST I enjoyed it very much... Mail to: habitatq11 Mail From: Ks Lass Date: Saturday 12-Dec-87 20:39 EST Didn't participate in any Mail to: habitatq11 Mail From: LynnS6 Date: Saturday 12-Dec-87 20:54 EST I thought the election was a lot of funand also FUNNY :D! Mail to: habitatq11 Mail From: Cimaron Date: Saturday 12-Dec-87 21:07 EST I thought the Sheriff election was ok...although I only found out about it from the RANT. I like the wedding...it was fun! Mail to: habitatq11 Mail From: SaltheartQ Date: Saturday 12-Dec-87 21:54 EST I think they were good ideas and well done, except they could have been advertised more. I feel that this is partly due to the fact tat it is NOT PUBLIC KNOWLEDGE. Once these events or any others can be Advertised in the Q-Link update and the othre areas of Q-Link that attendance will be much much better. Mail to: habitatq11 Mail From: Gary M Date: Saturday 12-Dec-87 22:26 EST Randy's Region Rally was great... Tough and easy at the same time.. There were easy clues and you did have to use your brain a bit to

solve it...:D

the ones that Becky and I (GaryM)

put together were fun to do and I think others liked it too.

. - - - - - - - - - - - - - - - - - -

Mail to: habitatq11

Mail From: Becky

Date: Saturday 12-Dec-87 22:26 EST

Randy's Region Rally: I really enjoyed the quest! I'm a seeker at heart.

Wedding: It was a rushed affair. Too many people wanting 'things' done their way and NOW!

Sheriff's Election: I sure could have used the 'Mass Mail' option..

It was interesting, and I got better acquainted with alot of people I wouldn't have.

. - - - - - - - - - - - - - - - - - -

Mail to: habitatq11 Mail From: Del March

Date: Saturday 12-Dec-87 23:26 EST Randy's Region Rally was much too difficult. I suppose if I knew that it would have taken so long to come up with the correct answer (it was a couple of weeks), I wouldn't have been so frustrated with it.

The clues were spread out too far, and too obscure. Otherwise, that type of "scavenger hunt" is ideal for the Habitat environment.

- - - - - - - - - - - - - - - - - -

Mail to: habitatq11
Mail From: DragonFyre

Date: Sunday 13-Dec-87 00:24 EST
Rally--had to stop on the second leg
 because I couldn't take the info that
 I needed off from the table.

Election-- :> Was okay. I don't know
 exactly what we need a sherif for, but
 it was okay :>

- - - - - - - - - - - - - - - - - -

Mail to: habitatq11 Mail From: AGGIE

Date: Sunday 13-Dec-87 00:54 EST Both that I participated in were great fun and nice idea!

Mail to: habitatq11 Mail From: SkyLine

Date: Sunday 13-Dec-87 02:45 EST I thought the election was well run, and the method of election was realistic. The event was nicely done.

```
Mail to: habitatq11
Mail From: Elven Mist
Date: Sunday 13-Dec-87 02:49 EST
I had major problrems with the Election,
in that the dates that were posted
were not right, and when I went to vote
on the last day that was supposedly
allowable,
there was no more Election site.
Also, although the speeches and
questions with the canditates
were a good idea, and necessary, the
5 Guest limit made some things
difficult
Mail to: habitatq11
Mail From: Steffie
Date: Sunday 13-Dec-87 07:35 EST
Mail to: habitatq11
Mail From: Onyx
Date: Sunday 13-Dec-87 08:45 EST
Well run, interesting, and creative.
Mail to: habitatq11
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:55 EST
I liked them all but Randy's Region
Rally cause I didnt know what to do with
the numbers after they are added up.
_ _ _ _ _ _ _ _ _ _ .
Mail to: habitatq11
Mail From: Paul H
Date: Sunday 13-Dec-87 11:28 EST
I thought it was fun and added a bit of
realism to a fantasy type game.
Mail to: habitatq11
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:44 EST
Some structured activity is needed.
Kept me interested.
Rallys are good...but I'm hopeless in
figuring out clues :\
Mail to:
          habitatq11
Mail From: Soundman
Date: Sunday 13-Dec-87 12:36 EST
I had a lot of fun trying to figure out
the clues in Randys Rally , It got a
little tiring looking and running around
But it was a lot of fun :)
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
```

Mail to: habitatq11
Mail From: Rhapsody

```
Date: Sunday 13-Dec-87 15:19 EST
Didn't participate
Mail to: habitatq11
Mail From: Og1
Date: Sunday 13-Dec-87 15:27 EST
   The Election was fun and well done.
But as a ghost, you are unable to do
anything but watch.... and every ten
minutes are so, you have to leave or get
signed off.
Mail to: habitatq11
Mail From: WOWW
Date: Sunday 13-Dec-87 17:10 EST
I thought they were neat...
The adventure things can become too
complicated though
Mail to: habitatq11
Mail From: SandraS
Date: Sunday 13-Dec-87 19:56 EST
not applicable
Mail to: habitatq11
Mail From: Greg P
Date: Sunday 13-Dec-87 19:59 EST
I LOVED the wedding! :D :D
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq11
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:25 EST
DUMB!!!!
Mail to: habitatq11
Mail From: DeanD
Date: Monday 14-Dec-87 00:31 EST
I cannot answer this question in
any detail about the structure activites
habitatq11
Mail to:
Mail From: Sky Dragon
Date: Monday 14-Dec-87 00:50 EST
I never did solve the region rally.
I was certain I had the right answer,
but I didn't win. I felt very
frustrated. I spent at least ten
hours on it (several hours offline).
it took far too much walking around,
and the puzzle was too difficult.
if I had been paying 8c a minute,
```

I'm sure I would have given up long before I even completed the rally.

.

the wedding was a lot of fun, mostly because the concept was so bizarre. I think we need more of this.

the election, on the other hand, was cold and impersonal. I never felt like I knew any of the candidates, and I still haven't seen any visible results (other than the article in the Rant). they should have made campaign speeches in the Town Hall, with ghosts attending. that, I would have been happy to attend.

Mail to: habitatq11 Mail From: THE WALL

Date: Monday 14-Dec-87 01:21 EST I had a hard time trying to figure out some of the clues for Randy's Region Rally, but enjoyed it overall.

Mail to: habitatq11 Mail From: GoldenWolf

Date: Monday 14-Dec-87 07:32 EST

I really enjoyed the Sherrif Election, it didn't take a lot of time to keep up with what was going on, and I still had time to do other things in Habitat.

The Region Rally was frustrating, I didn't have a great deal of time right then, and was always behind. Further, I couldn't be there for the opening event, and thus had to rely on second hand explanations and guesswork. Anything like this in the future should have a rule and/or instruction book available cheap, that covers the same stuff covered at the opening event.

Mail to: habitatq11 Mail From: EileenC

Date: Monday 14-Dec-87 09:58 EST

N/A

Mail to: habitatq11 Mail From: Arianal

Date: Monday 14-Dec-87 14:31 EST I didnt have the opportunity to participate.

Mail to: habitatq11 Mail From: Bonnie

Date: Monday 14-Dec-87 20:37 EST

There was little or no information posted in Habitat.. I sent mail all over

```
trying to get info..even posted for
some.
It would have been nice to have a guide
detailing WHAT I was looking for! :\\\
I particiapted in a couple of unofficia
l quests which were much more informat-
ive..thus making it easier to attempt.
Mail to: habitatq11
Mail From: John L
Date: Tuesday 15-Dec-87 00:43 EST
I enjoyed them.
Mail to:
         habitatq11
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:39 EST
The Rally was a bit too convoluted for
me, but others who were involved seemed
to enjoy it.
The Sheriff's election was well handled,
I liked the town meeting that preceded
it BUT the dates that were given out
were incorrect and the election was not
followed up at all. Weeks later, Gary
still had no keys to his "office" and no
idea what was expected of him.
Mail to:
         habitatq11
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:29 EST
They made Habitat more interesting-
I had a purpose/reason to use H.
Mail to:
         habitatq11
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:21 EST
They were fun.
The REgion Rally was too tough.
The cooties and wedding were the best!
Rad!
Mail to: habitatq11
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:36 EST
did not participate
Mail to: habitatq11
Mail From: Caterwaul
Date: Tuesday 15-Dec-87 22:51 EST
They were all good.. :) But might be
a little better...
Mail to: habitatq11
Mail From: StephenT3
Date: Wednesday 16-Dec-87 05:31 EST
 I enjoyed both, though I didn't
```

participate whoheartedly in the

Region Rally. I guess I'm one of those that's more motivated by organized 'activities'.

%cvideo#d010>lucas>operations>results.1>answer.12 87-12-28 17:29:22 EST

OUESTION:

About how often do you think members would participate in structured activities or adventures in Habitat? Please press F7 to respond to this question, then type in one of the responses below.

Once a month or less often
Once every two weeks
Once a week
Twice a week or more often

Mail to: habitatq12 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:43 EST

Once every two weeks

Mail to: habitatq12 Mail From: RJScott

Date: Saturday 12-Dec-87 14:50 EST

:

Depending on the event, the planning, the prizes, it could be 2 days a week. If there is little to be offered, I don't think the greatest graphics in the world will bring them in at .08 a minute.

miiiuce.

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq12

Mail From: CLB

Date: Saturday 12-Dec-87 14:51 EST

once a week

- - - - - - - - - - - - - - - - - -

Mail to: habitatq12 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:55 EST

Once a week....at least

Mail to: habitatq12 Mail From: John Apple

Date: Saturday 12-Dec-87 14:56 EST

once every two weeks

Mail to: habitatq12 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:09 EST

Once every two weeks

- - - - - - - - - - - - - - - - -

```
Mail to: habitatq12
Mail From: Doug Ba
Date: Saturday 12-Dec-87 16:08 EST
Once a week
Mail to: habitatq12
Mail From: Mysterio
Date: Saturday 12-Dec-87 16:47 EST
once a month or less often
_ _ _ _ _ _ _ _ _ _ _ .
Mail to: habitatq12
Mail From: OSGOOD
Date: Saturday 12-Dec-87 17:04 EST
once a month or less often
Mail to:
         habitatq12
Mail From: GRANNY1
Date: Saturday 12-Dec-87 17:19 EST
Once every two weeks.
Mail to: habitatq12
Mail From: Eric
Date: Saturday 12-Dec-87 17:20 EST
Once to Twice a week.
Mail to: habitatq12
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:36 EST
At least once a week.
_ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq12
Mail From: QWOP
Date: Saturday 12-Dec-87 17:44 EST
Once every two weeks.
- - - - - - - - - - - -
Mail to:
        habitatq12
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:30 EST
Once a week (depending on how many times
they used it to begin with)
Mail to:
         habitatq12
Mail From: Dragonfish
Date: Saturday 12-Dec-87 19:02 EST
Once a month or less..
Mail to: habitatq12
Mail From: RAOULTFOOL
Date: Saturday 12-Dec-87 20:18 EST
Depends on the activity.....
Adventures that take time, twice a month
Weddings, not very often!
Mail to: habitatq12
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:27 EST
```

Once every two weeks...

```
Mail to: habitatq12
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:40 EST
Once every two weeks
Mail to: habitatq12
Mail From: LynnS6
Date: Saturday 12-Dec-87 20:55 EST
Once every two weeks
Mail to: habitatq12
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:08 EST
once a week
Mail to:
         habitatq12
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:12 EST
Once a month or less often
Mail to:
        habitatq12
Mail From: Gary M
Date: Saturday 12-Dec-87 22:28 EST
Once a week - Depending on how long
           each lasts and how long it
            takes to be solved. If
            the rally takes longer
            than 2 weeks, more clues
            should be given in order
            to keep the avatars inter
            ested in it.
Mail to: habitatq12
Mail From: Becky
Date: Saturday 12-Dec-87 22:31 EST
Once every two weeks. But this would
change with the growth of users..
Mail to: habitatq12
Mail From: Del March
Date: Saturday 12-Dec-87 23:32 EST
Once a week
Mail to: habitatq12
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:30 EST
Twice a week or more :>
Mail to:
        habitatq12
Mail From: AGGIE
Date: Sunday 13-Dec-87 00:58 EST
Twice a week or more often...
depends on How much there is to do and
at what speed you learn Habitat.
```

If it continues to grow I doubt it will

```
get old. Although it is a game for those
who *have* patience };>
Mail to: habitatq12
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:46 EST
Once a week.
Mail to: habitatq12
Mail From: Elven Mist
Date: Sunday 13-Dec-87 02:51 EST
Once a week
Mail to: habitatq12
Mail From: StephenT3
Date: Sunday 13-Dec-87 03:51 EST
Once every two weeks
Mail to: habitatq12
Mail From: Steffie
Date: Sunday 13-Dec-87 07:35 EST
Once a week
Mail to:
       habitatq12
Mail From: Onyx
Date: Sunday 13-Dec-87 08:46 EST
Once a week or so
Mail to:
       habitatq12
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:57 EST
I would say about once every 2 weeks,
but like me I get on 7 times a week.
Mail to: habitatq12
Mail From: Paul H
Date: Sunday 13-Dec-87 11:29 EST
 Once every two weeks
Mail to: habitatq12
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:45 EST
One a week
Mail to: habitatq12
Mail From: frodob
Date: Sunday 13-Dec-87 12:11 EST
Once every two weeks
Mail to:
       habitatq12
Mail From: Soundman
Date: Sunday 13-Dec-87 12:37 EST
Once every 2 weeks
Mail to: habitatq12
```

Mail From: Rhapsody

```
Date: Sunday 13-Dec-87 15:19 EST
I think many would participate in
all activities...
Mail to:
        habitatq12
Mail From: Og1
Date: Sunday 13-Dec-87 15:29 EST
 Once a week
Mail to: habitatq12
Mail From: WOWW
Date: Sunday 13-Dec-87 17:11 EST
Probably every two weeks.. or maybe a
month... it takes time for ONE adventure
to get over with, but two going on at
the same time can be confusing!!!
_ _ _ _ _ _ _ _ _
Mail to:
        habitatq12
Mail From: SandraS
Date: Sunday 13-Dec-87 19:57 EST
twice a week or more
Mail to: habitatq12
Mail From: Greg P
Date: Sunday 13-Dec-87 20:00 EST
Twice a week or more often. People like
it when there are planned things to do.
That way, they have a choice to
participate or to do something else.
Mail to: habitatq12
Mail From: beren
Date: Sunday 13-Dec-87 21:30 EST
Once a week
Mail to:
        habitatq12
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:26 EST
how often do members participate
in structured activities on regular
Qlink... this is a very hard area
to promote....
think about it!
Mail to: habitatq12
Mail From: DeanD
Date: Monday 14-Dec-87 00:32 EST
Twice a week or more often
Mail to: habitatq12
Mail From: Sky Dragon
Date: Monday 14-Dec-87 00:56 EST
once a week, probably. there should be
```

something going on every night...

```
if nothing more than an entertainer on stage, down at the Good Times Theater. creating a strong police force would motivate a lot of games.
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in general, there should be more things that require personal involvement... like a shop keeper actually tending shop, or a politician making campaign speeches. real time and personal is the ticket - that's Habitat's strongest feature. exploit it.

Mail to: habitatq12 Mail From: THE WALL

Date: Monday 14-Dec-87 01:23 EST

Once a week

- - - - - - - - - - - - - - - - -

Mail to: habitatq12 Mail From: Fleximan

Date: Monday 14-Dec-87 03:21 EST

once a week

- - - - - - - - - - - - - - - - -

Mail to: habitatq12 Mail From: GoldenWolf

Date: Monday 14-Dec-87 07:37 EST

:

That really varies with the nature of the event... Some are short term by nature, and would fall into the Twice a week or more category.

Others are really quests, and once a month would really be the limit for a paying member.

:

Mail to: habitatq12 Mail From: EileenC

Date: Monday 14-Dec-87 10:00 EST Once a week...In fact, I think it would be a great idea to host structured activities in Habitat. The great thing about Habitat is that it allows for freedom and creativity. However, I think that people would also enjoy having that freedom balanced by some structure (planned activities) every now and then.

Mail to: habitatq12 Mail From: Arianal

Date: Monday 14-Dec-87 14:31 EST

Once a month or more

Mail to: habitatq12 Mail From: Bonnie

Date: Monday 14-Dec-87 20:39 EST

Once a week. In my experience in PC,

there are many members who come online only on weekends...

:

Mail to: habitatq12 Mail From: John L

Date: Tuesday 15-Dec-87 00:44 EST

Once a week

- - - - - - - - - - - - - - - - -

Mail to: habitatq12 Mail From: AndrewG2

Date: Tuesday 15-Dec-87 01:02 EST

Twice a week or more often.

Mail to: habitatq12 Mail From: ICwhatUmin

Date: Tuesday 15-Dec-87 01:44 EST

Once a month or less often

- - - - - - - - - - - - - - - - - -

Mail to: habitatq12 Mail From: ribbit

Date: Tuesday 15-Dec-87 10:29 EST

once a week

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq12 Mail From: Laser Gyro

Date: Tuesday 15-Dec-87 22:04 EST

Once a week

Mail to: habitatq12 Mail From: YvonneC

Date: Tuesday 15-Dec-87 22:37 EST

Once every two weeks

- - - - - - - - - - - - - - - - -

Mail to: habitatq12 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:51 EST

Once a week

%cvideo#d010>lucas>operations>results.1>answer.13 87-12-28 17:31:24 EST

QUESTION:

If you're interested in participating in structured Habitat activities, about how long would you like each to last? Please press F7 to respond to this question, then type in one of the responses below.

A month or more Two or three weeks One week Daily

Mail to: habitatq13 Mail From: Celebrindl Date: Saturday 12-Dec-87 14:43 EST

Two or three weeks

Mail to: habitatq13

Mail From: CLB

Date: Saturday 12-Dec-87 14:52 EST

daily

Mail to: habitatq13 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:55 EST

One week

(since anything sufficiently interesting usually can't be done in one night)

Mail to: habitatq13 Mail From: John Apple

Date: Saturday 12-Dec-87 14:57 EST

two or three weeks

Mail to: habitatq13 Mail From: RJScott

Date: Saturday 12-Dec-87 14:59 EST I'd say about 2 weeks is sufficient.

That way there's not too much in the way of catching up for NEW folks as they could look forward to a NEW event coming up, and the 2 weeks '00likely would serve to bore too many current folks.

Mail to: habitatq13 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:09 EST

One week

Mail to: habitatq13 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:08 EST

two or three weeks

Mail to: habitatq13 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:48 EST

two or three weeks

Mail to: habitatq13 Mail From: OSGOOD

Date: Saturday 12-Dec-87 17:05 EST

a month or more

Mail to: habitatq13 Mail From: GRANNY1

Date: Saturday 12-Dec-87 17:19 EST

one week

Mail to: habitatq13

Mail From: Eric

Date: Saturday 12-Dec-87 17:21 EST

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Daily to one week. Might be hard to hold attention for more than this. Mail to: habitatq13 Mail From: Chameleon Date: Saturday 12-Dec-87 17:37 EST At least a week. Two or three weeks would be even better. If they last only a day, many people would miss them. I'm on almost every day, but a lot of people budget their QSpending more carefully. 8) - - - - - - -Mail to: habitatq13 Mail From: QWOP Date: Saturday 12-Dec-87 17:45 EST ONe week Mail to: habitatq13 Mail From: WoodDragn Date: Saturday 12-Dec-87 18:31 EST One week Mail to: habitatq13 Mail From: Dragonfish Date: Saturday 12-Dec-87 19:02 EST daily Mail to: habitatq13 Mail From: RAOULTFOOL Date: Saturday 12-Dec-87 20:19 EST A month or more! Mail to: habitatq13 Mail From: Lady Beau Date: Saturday 12-Dec-87 20:27 EST Daily Mail to: habitatq13 Mail From: Ks Lass Date: Saturday 12-Dec-87 20:40 EST Two or three weeks _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq13 Mail From: LynnS6 Date: Saturday 12-Dec-87 20:55 EST One week Mail to: habitatq13 Mail From: Cimaron

Mail to: habitatq13
Mail From: SaltheartQ

two or three weeks

Date: Saturday 12-Dec-87 21:58 EST

Date: Saturday 12-Dec-87 21:09 EST

A MOnth or more

```
Mail to:
        habitatq13
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:12 EST
Mail to:
        habitatq13
Mail From: Gary M
Date: Saturday 12-Dec-87 22:30 EST
Two or Three Weeks
Mail to: habitatq13
Mail From: Becky
Date: Saturday 12-Dec-87 22:33 EST
No longer than 2 weeks. After that
they get 'stale'.
Mail to: habitatq13
Mail From: Del March
Date: Saturday 12-Dec-87 23:32 EST
Daily
(Actually, I would settle for a couple
of days.)
Mail to:
        habitatq13
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:30 EST
One week
Mail to:
        habitatq13
Mail From: AGGIE
Date: Sunday 13-Dec-87 01:00 EST
I would like to say daily...but then
there are days that habi time does not
agree with my REAL LIFE time. Q is down
when I am free :>
Mail to: habitatq13
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:46 EST
One week.
- - - - - - - - - - - - - - - - - -
        habitatq13
Mail to:
Mail From: Elven Mist
Date: Sunday 13-Dec-87 02:53 EST
One Week
Mail to: habitatq13
Mail From: StephenT3
Date: Sunday 13-Dec-87 03:52 EST
one week
Mail to: habitatq13
Mail From: Steffie
```

One week

Date: Sunday 13-Dec-87 07:36 EST

```
Mail to: habitatq13
Mail From: Onyx
Date: Sunday 13-Dec-87 08:46 EST
Mail to: habitatq13
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:59 EST
I'd say 2 or 3 weeks
_ _ _ _ _ _ _ _ _ _
Mail to: habitatq13
Mail From: Paul H
Date: Sunday 13-Dec-87 11:30 EST
A month
Mail to:
        habitatq13
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:45 EST
Daily
Mail to: habitatq13
Mail From: Soundman
Date: Sunday 13-Dec-87 12:38 EST
One Week
Mail to: habitatq13
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:20 EST
You should have daily, week long,
and a month long.. variety
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq13
Mail From: Og1
Date: Sunday 13-Dec-87 15:31 EST
one week
However, I don't really understand the
question. :\ It would really depend on
the activity and what it involved.
- - - - - - - - - - - - - - - - - -
Mail to: habitatq13
Mail From: WOWW
Date: Sunday 13-Dec-87 17:12 EST
Probably about two to three weeks
or until at least one person has found
the answer
Mail to: habitatq13
Mail From: SandraS
Date: Sunday 13-Dec-87 19:57 EST
daily
Mail to: habitatq13
```

Mail From: Greg P

Date: Sunday 13-Dec-87 20:01 EST As needed. I would love to be part of

the Habitat structure.

Mail to: habitatq13 Mail From: beren

Date: Sunday 13-Dec-87 21:31 EST

Daily

Mail to: habitatq13 Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:28 EST

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do you really think a user is going to pay nearly \$5 an hour to watch some stupid activity.

•

think about it. if there are more than 5 people in a reagon, most wont even be able to F1 un-goast

. - - - - - - - - - - - - - - - - - -

Mail to: habitatq13

Mail From: DeanD

Date: Monday 14-Dec-87 00:32 EST

two or three weeks

Mail to: habitatq13 Mail From: Sky Dragon

Date: Monday 14-Dec-87 00:59 EST each activity should last an hour or less. extremely long (and rewarding) activities should be two to three hours, and should be complete at the end of the session.

Habitat is not suited to long-running adventure games. each activity is a sub-game, and should be short term, with immediate rewards. Habitat itself is the long-term game.

Mail to: habitatq13 Mail From: THE WALL

Date: Monday 14-Dec-87 01:23 EST

One week

Mail to: habitatq13 Mail From: Fleximan

Date: Monday 14-Dec-87 03:22 EST

two to three weeks

- - - - - - - - - - - - - - - - -

Mail to: habitatq13 Mail From: GoldenWolf

Date: Monday 14-Dec-87 07:40 EST

One week

Mail to: habitatq13 Mail From: EileenC

Date: Monday 14-Dec-87 10:00 EST Daily...I think that making the

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activities too long would be a
detraction.
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Mail to:
        habitatq13
Mail From: Arianal
Date: Monday 14-Dec-87 14:32 EST
One week
Mail to: habitatq13
Mail From: Bonnie
Date: Monday 14-Dec-87 20:41 EST
One week. (Members seem to lost inter-
est after the second week..)
Mail to: habitatq13
Mail From: John L
Date: Tuesday 15-Dec-87 00:44 EST
one week
Mail to: habitatq13
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:02 EST
Two or three weeks.
Mail to: habitatq13
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:44 EST
Two or three weeks
_ _ _ _ _ _ _ _ _ _
Mail to:
        habitatq13
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:30 EST
one week
Mail to: habitatq13
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:22 EST
I think I would participate
an a range of activities, not
limited to any one timeframe
Mail to:
        habitatq13
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:05 EST
There needs to ba a wide variety of
lengths. Some, extremely difficult but
very lucritive should take at least a
month to solve. Other "surprizes" need
to happen daily.
Mail to:
        habitatq13
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:38 EST
One week
Mail to: habitatq13
Mail From: Caterwaul
```

Date: Tuesday 15-Dec-87 22:52 EST

```
Daily
```

%cvideo#d010>lucas>operations>results.1>answer.14 87-12-28 17:33:20 EST

QUESTION:

If you could, would you want to create structured activites for other players?

Please press F7 and respond "yes" or "no".

- - - - - - - - - - - - - - - - - -

Mail to: habitatq14 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:44 EST

Yes

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq14

Mail From: CLB

Date: Saturday 12-Dec-87 14:52 EST

YES

Mail to: habitatq14 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:56 EST

yes

Mail to: habitatq14 Mail From: John Apple

Date: Saturday 12-Dec-87 14:59 EST

no

Mail to: habitatq14 Mail From: rjscott

Date: Saturday 12-Dec-87 15:00 EST

No (simply not enough time)

Mail to: habitatq14 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:09 EST

Yes

Mail to: habitatq14 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:09 EST

no

Mail to: habitatq14 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:48 EST

yes

Mail to: habitatq14 Mail From: OSGOOD

Date: Saturday 12-Dec-87 17:05 EST

yes

```
Mail to: habitatq14
Mail From: GRANNY1
Date: Saturday 12-Dec-87 17:20 EST
Mail to: habitatq14
Mail From: Eric
Date: Saturday 12-Dec-87 17:22 EST
 Yes! :)
Mail to:
       habitatq14
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:39 EST
Yes. I've done that in the real
world. 8)
Mail to: habitatq14
Mail From: QWOP
Date: Saturday 12-Dec-87 17:45 EST
Mail to:
       habitatq14
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:31 EST
Mail to: habitatq14
Mail From: Dragonfish
Date: Saturday 12-Dec-87 19:03 EST
yes
Mail to: habitatq14
Mail From: RAOULTFOOL
Date: Saturday 12-Dec-87 20:19 EST
Yes.
Mail to:
       habitatq14
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:28 EST
No... I am not very creative but I would
be willing to help out...
Mail to:
       habitatq14
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:40 EST
Mail to:
       habitatq14
Mail From: LynnS6
Date: Saturday 12-Dec-87 20:56 EST
Yes
Mail to: habitatq14
Mail From: Cimaron
```

Date: Saturday 12-Dec-87 21:09 EST

```
yes!
Mail to: habitatq14
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 21:59 EST
YES!!! DEFINATLY!!
Mail to:
       habitatq14
Mail From: Gary M
Date: Saturday 12-Dec-87 22:30 EST
yes
Mail to: habitatq14
Mail From: Becky
Date: Saturday 12-Dec-87 22:34 EST
Yes
I've TRIED to do this several times..
This is where I came upon the 2 week
limit of interest..
Mail to: habitatq14
Mail From: Del March
Date: Saturday 12-Dec-87 23:33 EST
Mail to: habitatq14
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:31 EST
yes :>
Mail to: habitatq14
Mail From: AGGIE
Date: Sunday 13-Dec-87 01:02 EST
Yes!
Mail to: habitatq14
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:47 EST
Mail to: habitatq14
Mail From: Elven Mist
Date: Sunday 13-Dec-87 02:53 EST
YES
Mail to: habitatq14
Mail From: StephenT3
Date: Sunday 13-Dec-87 03:52 EST
no
Mail to: habitatq14
Mail From: Steffie
Date: Sunday 13-Dec-87 07:37 EST
Mail to: habitatq14
```

Mail From: Onyx

```
Date: Sunday 13-Dec-87 08:47 EST
yes
Mail to: habitatq14
Mail From: JoeyT1
Date: Sunday 13-Dec-87 09:59 EST
Yes, I am now.
Mail to:
        habitatq14
Mail From: Paul H
Date: Sunday 13-Dec-87 11:30 EST
No
Mail to: habitatq14
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:45 EST
Mail to: habitatq14
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:46 EST
Unless you want to add another 10 hours
to my day....no :(
_ _ _ _ _ _ _ _ _
Mail to: habitatq14
Mail From: frodob
Date: Sunday 13-Dec-87 12:13 EST
no
but I feel others would
Mail to: habitatq14
Mail From: Soundman
Date: Sunday 13-Dec-87 12:38 EST
YES
Mail to: habitatq14
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:21 EST
no
Well, I am a Music Sysop and would like
to do something with music... nothing
else.
Mail to: habitatq14
Mail From: Og1
Date: Sunday 13-Dec-87 15:33 EST
yes
Mail to: habitatq14
Mail From: WOWW
Date: Sunday 13-Dec-87 17:14 EST
no
```

```
Mail to: habitatq14
Mail From: SandraS
Date: Sunday 13-Dec-87 19:57 EST
no
Mail to: habitatq14
Mail From: Greg P
Date: Sunday 13-Dec-87 20:01 EST
Mail to: habitatq14
Mail From: beren
Date: Sunday 13-Dec-87 21:31 EST
yes!
If I get time away from my other
Quantum activities.
:)
Mail to: habitatq14
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:30 EST
it would be fun now and then....
but I would not start counting the $$$
now... its going to be hard to promote
due to the fact that you cant
have more than 6 users in any reagon
Mail to: habitatq14
Mail From: DeanD
Date: Monday 14-Dec-87 00:33 EST
yes
Mail to: habitatq14
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:01 EST
yes
Mail to: habitatq14
Mail From: THE WALL
Date: Monday 14-Dec-87 01:24 EST
yes
Mail to: habitatq14
Mail From: Fleximan
Date: Monday 14-Dec-87 03:23 EST
Mail to: habitatq14
Mail From: GoldenWolf
Date: Monday 14-Dec-87 07:40 EST
YES!
- - - - - - - - - - - - - - - - - -
Mail to:
        habitatq14
Mail From: EileenC
Date: Monday 14-Dec-87 10:01 EST
yes
```

```
Mail to: habitatq14
Mail From: Chip
Date: Monday 14-Dec-87 13:37 EST
yes
Mail to: habitatq14
Mail From: Arianal
Date: Monday 14-Dec-87 14:32 EST
Mail to:
       habitatq14
Mail From: Bonnie
Date: Monday 14-Dec-87 20:41 EST
YES!!!!!!
Mail to:
       habitatq14
Mail From: John L
Date: Tuesday 15-Dec-87 00:45 EST
Mail to: habitatq14
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:03 EST
yes
Mail to: habitatq14
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:45 EST
Yes
Mail to: habitatq14
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:30 EST
Mail to: habitatq14
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:22 EST
YES! EMPHATICALY!
Mail to: habitatq14
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:06 EST
No
Mail to: habitatq14
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:39 EST
Mail to: habitatq14
Mail From: Caterwaul
Date: Tuesday 15-Dec-87 22:52 EST
```

QUESTION:

If you could, would you want to design & create regions or environments for Habitat players?

Please press F7 to respond to this question. If "yes," please please describe in as much detail as you'd like.

Mail to: habitatq15 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:45 EST Yes. As a Game Master, this and question 14 are right in my field. With the exception of lacking (possibly) the technical end of it (although I am a recent graduate with a BS in EET), I think I could be particularly helpful with helping to design Adventure Areas, such as multi-region "underground" or "dungeon" adventures. (an expanded sewer maze, for example).

- - - - - - - - - - - - - - - - -

Mail to: habitatq15

Mail From: CLB

Date: Saturday 12-Dec-87 14:52 EST

YES

Mail to: habitatq15 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:56 EST Yes....I'd be interested eventually in creating SOME mysterious place :D

Mail to: habitatq15 Mail From: John Apple

Date: Saturday 12-Dec-87 14:59 EST

no

Mail to: habitatq15 Mail From: rjscott

Date: Saturday 12-Dec-87 15:07 EST

Yes - however I'm not a programmer.

I'd have things like the beach with "useable" sand..that could be manipulated, affording contests like castle building...etc.

I'd have woods that give a "woodsy" effect..with less light..more like a real woods...threatening animals, surprises like an occasional woodsy creature (unlike the chipmunks and

rabbit buried up to their heads)

I'd have "Avatar" trodden paths in the wooded areas rather than brick or other "streets."

The desert should be "useable", the cacti utilized to fill one's bottle or cup....a weakening of one's general condition the longer one is 'lost in the desert', more realism.

I'00have the ideas, but not the programming knowledge, I'm afraid.

Mail to: habitatq15 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:10 EST Yes. I think that, if Avatars have enough tokens, they should be able to construct buildings, teleports, etc.

Mail to: habitatq15 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:09 EST

Mail to: habitatq15 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:49 EST

yes

Mail to: habitatq15 Mail From: OSGOOD

Date: Saturday 12-Dec-87 17:05 EST

Mail to: habitatq15 Mail From: GRANNY1

Date: Saturday 12-Dec-87 17:20 EST

Mail to: habitatq15

Mail From: Eric

Date: Saturday 12-Dec-87 17:22 EST

Yes!

I'm sure there are many creative people on our testing panel that could come up with some very entertaining regions/activities.

Mail to: habitatq15 Mail From: Chameleon

Date: Saturday 12-Dec-87 17:40 EST

Yes - if it doesn't involve programming.

I refuse to get involved in learning any more about that at my age. Mail to: habitatq15 Mail From: QWOP Date: Saturday 12-Dec-87 17:45 EST Mail to: habitatq15 Mail From: WoodDragn Date: Saturday 12-Dec-87 18:31 EST yes, though I can't think of any at the top of my head. (I'd like to take my time on that, more time than the time to answer this...) Mail to: habitatq15 Mail From: RAOULTFOOL Date: Saturday 12-Dec-87 20:20 EST Yes, more towns and more wildlife.... I work as a Project leader in computers so I know how hard it can be to get some thing done. I like the idea of having new areas to explore and look at. I would like to create areas that had something a user would have to do to have something else happen, like the button that turned other people's clothes blue! Mail to: habitatq15 Mail From: Lady Beau Date: Saturday 12-Dec-87 20:28 EST No..I am not that creative but the more regions and areas the better.... Mail to: habitatq15 Mail From: Ks Lass Date: Saturday 12-Dec-87 20:41 EST no _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq15 Mail From: LynnS6 Date: Saturday 12-Dec-87 20:56 EST no Mail to: habitatq15 Mail From: Cimaron Date: Saturday 12-Dec-87 21:10 EST Yes, I would like to create regions and environments! --Professional areas..Doctors, lawyers, businesses --Play areas..Casino style games, Dungeons and Dragons style games. --Exercise areas..gym's, pools, ice

skating rinks, resort areas..like

skiing or golf, bowling, baseball I could go on and on...:> Mail to: habitatq15 Mail From: SaltheartQ Date: Saturday 12-Dec-87 21:59 EST I would very much like to be able to desin regions and encounters in Habitat. It would fit perfectl with Role Playing Games, IF.... you could designe the regions before the encounter and change them often. I would LOVE to be able change regions and design areas. Castles, Dungeons, Space-Ships, Alien worlds...Familiar objects as well. Variety will keep the users coming back. _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq15 Mail From: Kelly Daze Date: Saturday 12-Dec-87 22:13 EST no Mail to: habitatq15 Mail From: Gary M Date: Saturday 12-Dec-87 22:34 EST Yes... and Becky and I (Gary M) did create some rallies and filled ini holes at the beach. Creating regions would also be nice and we sort of did that when we layed out the sheriff's office, cell and evidence room. We specified color and what we wanted in there. Mail to: habitatq15 Mail From: Becky Date: Saturday 12-Dec-87 22:35 EST YES I have a WILD imagination..but I also know what's available :D Mail to: habitatq15 Mail From: Del March Date: Saturday 12-Dec-87 23:33 EST Mail to: habitatq15 Mail From: DragonFyre Date: Sunday 13-Dec-87 00:32 EST yes!!!! Definately! :> Mail to: habitatq15 Mail From: AGGIE

Date: Sunday 13-Dec-87 01:04 EST

As I mention before, I would like to have a larger turf, and furniture that I can rearrange when and where I like it. Also the outside of the turf. I have a tree I can't stand the color of it.

Like custom turfs....done by...interior decorators

Mail to: habitatq15 Mail From: SkyLine

Date: Sunday 13-Dec-87 02:49 EST
Yes. This would relate to a previous
response concerning an adventure
area. Basically, it would be a cave
maze, reminiscent of AD&D adventures.
Choosing the correct path would lead
to treasure and other discoveries, the
wrong path would take you back outside,
to begin over again. I would be
hesitant to 'kill' an avatar for a
wrong move, although, this would definitely add a considerable risk to
the challenge.

Mail to: habitatq15 Mail From: Elven Mist

Date: Sunday 13-Dec-87 02:53 EST

YES! Extensively!

I think that there can be many varried regions created.

reigons where the weather conitionds would be different...

different terrains...

deep woods, caves, mountains areas, swampy areas... dungeons, castles, towers, etc

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq15 Mail From: StephenT3

Date: Sunday 13-Dec-87 03:53 EST

no

Mail to: habitatq15
Mail From: Steffie

Date: Sunday 13-Dec-87 07:39 EST
Yes. I think you could add places to
vacation to.. like camping grounds,
amusement parks, seaside resorts.
Instead of lots of streets.. create
buildings with lots of rooms. A large
haunted house could be fun.

Mail to: habitatq15

Mail From: Onyx

Date: Sunday 13-Dec-87 08:47 EST

yes

as part of the phantasy guild, our purpose in habitat is to run adventures. give folks something to do once the

```
novelty wears off.
projects of that sort are not easy under
any circumstance, never mind thelimited
abilities of habitat.
designing or creating new, personalized
regions would make the adventures much
more worthwhile.
Mail to:
         habitatq15
Mail From: JoeyT1
Date: Sunday 13-Dec-87 10:06 EST
Yes, but I dont understand what you want
me to describe How to create the region
or the region Id like to create.
Mail to:
         habitatq15
Mail From: Paul H
Date: Sunday 13-Dec-87 11:31 EST
no
Mail to: habitatq15
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:46 EST
Yes!
I'd like some type of amusement park :D
Or....helping create additional
store and vendos
Mail to:
         habitatq15
Mail From: frodob
Date: Sunday 13-Dec-87 12:13 EST
no
Mail to: habitatq15
Mail From: Soundman
Date: Sunday 13-Dec-87 12:39 EST
Yes :)
Maybe build a bowling alley ;)
or maybe a Hobby shop or something like
Mail to: habitatq15
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:22 EST
Yes
I would like to have a music place..
mabey an extension of the Music Studio
in the Music Room SIG, in the
COMMODORE INFORMATION NETWORK
Mail to: habitatq15
Mail From: Og1
Date: Sunday 13-Dec-87 15:36 EST
```

yes

I'm a game player. And I would

Mail to: habitatq15

Mail From: Og1

Date: Sunday 13-Dec-87 15:37 EST

I would create regions to go along with the game that I'm running. A dungeon setting is an easy and good example. The game players would actual move their characters in a 3-D type of environment and play the game thru the actions of their Avatar.

That is only one type of game... war battles, stock market sim., races, sports, and so forth can be done.

The areas can also be public or private. Enter a Building downtown, and walk into the game world, with as many screen regions needed to play the event. And a certain key would be needed to enter, if some control of whose playing is desired.

. - - - - - - - - - - - - - - - - - -

Mail to: habitatq15

Mail From: WOWW

Date: Sunday 13-Dec-87 17:15 EST Yes... I think it would be fun if we could purchase licenses to design them ourselves.

Mail to: habitatq15 Mail From: SandraS

Date: Sunday 13-Dec-87 19:58 EST

no, not at this time.

Mail to: habitatq15 Mail From: Greg P

Date: Sunday 13-Dec-87 20:01 EST

YES

Mail to: habitatq15

Mail From: beren

Date: Sunday 13-Dec-87 21:33 EST

Yes....

well... or second thought

since I can't draw a straight line there would have to be an easy tool to take objects and put them together to make a region.

Mail to: habitatq15 Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:32 EST

yes it would be fun...

but I would not make this the main attraction of 'habitat'

```
Mail to:
         habitatq15
Mail From: DeanD
Date: Monday 14-Dec-87 00:33 EST
Yes, I'd like to design a maze-like
building, funhouse or amusement park.
Mail to:
          habitatq15
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:02 EST
yes
I've been proposing this for more than
Mail to: habitatq15
Mail From: THE WALL
Date: Monday 14-Dec-87 01:25 EST
other regionsYes, I would very much
enjoy creating/designing other regions
of Habitat. The possibilities would
seem nearly endless.
Mail to: habitatq15
Mail From: Fleximan
Date: Monday 14-Dec-87 03:24 EST
Mail to: habitatq15
Mail From: GoldenWolf
Date: Monday 14-Dec-87 07:41 EST
Yes
Realm of Wizardry
Adjacent to a medival Realm, and
with a generally medival outline.
Limited to primitive and magical
weapons only.
Players could purchase an item to be
worn, rather than carried. This would
enable them to use magical tools and
weapons. Spells would be contained
 in items and on scrolls, and would
have a limit on the number of times
that they could be used.
General spells (teleportation,
levitation, growth, strength, temporary
 invisibility, light healing) would
be avialable in Vendos that were
 changed in shape and renamed. Not all
 spells would be available in all
locations. Special spells would be
available at all times in a hazardous
location, one which would require
basic spells to reach.
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High level spells would be the topic

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for periodic Organized Quests.
The opportunity would be provided for
non magical folks to participate,
they could purchase magical protection
that would blunt the effect of
spells. Only the magic enabler or
the magical protection could be worn,
not both. Non magical people would
seek to destroy an Evil Wizard, or
something similar to gain Tokens, or
could gain Tokens working as bodyguards
for wealthy magic users.
Mail to: habitatq15
Mail From: GoldenWolf
Date: Monday 14-Dec-87 07:54 EST
No single hazard among those placed
would be instantly fatal.
Most items from High Tech Realms
would not operate here, and most of
the magic above the level of the
technological tools that are generally=
available would function outside of
this realm.
No banks, Money Changers instead...
They might look something like the
Bureaucrats. Pawn shops and low level
magic shops at each ground entrance
to the Realm.
-------
Mail to: habitatq15
Mail From: EileenC
Date: Monday 14-Dec-87 10:01 EST
Mail to: habitatq15
Mail From: Chip
Date: Monday 14-Dec-87 13:37 EST
Yes. Need I say moer?
Mail to:
         habitatq15
Mail From: Arianal
Date: Monday 14-Dec-87 14:33 EST
Mail to: habitatq15
Mail From: Bonnie
Date: Monday 14-Dec-87 20:42 EST
YES! I'd love to design more regions/
areas and ACTIVITIES related to same..
Such as an amusement park..a playground
```

A Car wash (with cars)..or, even add

```
rooms to the Turfs..Bedrooms, Kitchens,
even bathrooms! My avatar is in need of
a SHOWER..and puddles just don't do the
trick! ;D
I'd like to see entertainment..be able
to stage shows, improv nights...
How about bathing suits for the beach,
with cabanas..and a pool!
A ZOO! I love that idea..with strange
and wonderful creatures!!!!
Wildlife and birds...
Unbrellas for rainy regions...and
SNOW areas..for skiing! Sledding..
snowball fights! :)
Perhaps a few caves to explore..with
quests written on the walls..
Geez..I could go on and on!!:)
Mail to: habitatq15
Mail From: John L
Date: Tuesday 15-Dec-87 00:45 EST
Mail to: habitatq15
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:45 EST
Mail to: habitatq15
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:30 EST
-------
Mail to: habitatq15
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:23 EST
YES!
habitatq15
Mail to:
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:07 EST
No
Mail to: habitatq15
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:40 EST
YES
Mail to: habitatq15
Mail From: Caterwaul
Date: Tuesday 15-Dec-87 22:52 EST
```

Yes! I'd love to make other regions..:)

I'd like to add at least one castle..

One cave complex.. and several more general areas..:)

%cvideo#d010>lucas>operations>results.1>answer.16 87-12-28 17:38:06 EST

OUESTION:

If you were charged 8 cents a minute, about how many hours a week would you expect to play Habitat?

Please press F7 to respond to this question.

Mail to: habitatq16 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:47 EST Habitat is as addictive as anything else on Q-Link. I would probably spend most of my time up there which, lately, has been about 20-30 hours a week, personal time.

Mail to: habitatq16

Mail From: CLB

Date: Saturday 12-Dec-87 14:52 EST

3 - 4

Mail to: habitatq16 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:56 EST Probably about 5 hrs a week, unless something VERY interesting were going

on...in which case, a LOT more.

Mail to: habitatq16 Mail From: John Apple

Date: Saturday 12-Dec-87 15:01 EST

1

Mail to: habitatq16 Mail From: rjscott

Date: Saturday 12-Dec-87 15:08 EST

In all honesty, perhaps 1 or 2...but as it is now, more likely 1.

Mail to: habitatq16 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:10 EST

2-3

Mail to: habitatq16 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:10 EST

```
4
Mail to: habitatq16
Mail From: Mysterio
Date: Saturday 12-Dec-87 16:49 EST
Mail to: habitatq16
Mail From: OSGOOD
Date: Saturday 12-Dec-87 17:06 EST
one
Mail to: habitatq16
Mail From: GRANNY1
Date: Saturday 12-Dec-87 17:20 EST
Mail to:
       habitatq16
Mail From: Eric
Date: Saturday 12-Dec-87 17:23 EST
 5 Hours/Week
Mail to:
       habitatq16
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:41 EST
A couple.
Mail to: habitatq16
Mail From: OWOP
Date: Saturday 12-Dec-87 17:45 EST
```

Five max.

Mail to: habitatq16 Mail From: WoodDragn

Date: Saturday 12-Dec-87 18:32 EST Hmmm...interesting question. I'd say about 4 or 5. Hard to say since I've never paid 8 cents/min. here for any activities so I have no regular non-Hab activities at charge to compare to.

Mail to: habitatq16 Mail From: Dragonfish

Date: Saturday 12-Dec-87 19:03 EST

Mail to: habitatq16 Mail From: RAOULTFOOL

Date: Saturday 12-Dec-87 20:22 EST In it's present form, about 2-4.

If there are more 'adventures', 6-8.

Mail to: habitatq16 Mail From: Lady Beau

Date: Saturday 12-Dec-87 20:29 EST I would probably play it about 2 hours

```
a day if I could...
_ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq16
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:41 EST
2 hours a week
Mail to: habitatq16
Mail From: LynnS6
Date: Saturday 12-Dec-87 20:57 EST
3-4 hours per week
Mail to: habitatq16
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:14 EST
at 8 cents a minute....2 to 3 hours tops
Mail to: habitatq16
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 22:05 EST
Probably 2-5 hours per week.
Mail to: habitatq16
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:13 EST
1-2 hours @ week
Mail to: habitatq16
Mail From: Becky
Date: Saturday 12-Dec-87 22:40 EST
8 - 10
Mail to: habitatq16
Mail From: Gary M
Date: Saturday 12-Dec-87 22:40 EST
7 to 9 hours per week
Mail to: habitatq16
Mail From: Del March
Date: Saturday 12-Dec-87 23:35 EST
I would play 7 hours per week.
Mail to: habitatq16
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:32 EST
Hmm...to me, cost is irrelevant...
I'd spend 5-10 hours/week
Mail to: habitatq16
Mail From: AGGIE
Date: Sunday 13-Dec-87 01:08 EST
As I said before ..if the adventure is
there...the excitement of something new
something discovered...something found
it will be played.
```

Mail to: habitatq16 Mail From: SkyLine Date: Sunday 13-Dec-87 02:53 EST Although it would vary, an average would be around 8 hours per week. Mail to: habitatq16 Mail From: Elven Mist Date: Sunday 13-Dec-87 02:59 EST Mail to: habitatq16 Mail From: StephenT3 Date: Sunday 13-Dec-87 03:53 EST 1 hr/wk Mail to: habitatq16 Mail From: Steffie Date: Sunday 13-Dec-87 07:44 EST Probably about 3-5 hours _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq16 Mail From: Onyx Date: Sunday 13-Dec-87 08:49 EST probabaly 4 to 5 hours weekly Mail to: habitatq16 Mail From: JoeyT1 Date: Sunday 13-Dec-87 10:09 EST probly 7 hours. Mail to: habitatq16 Mail From: Paul H Date: Sunday 13-Dec-87 11:31 EST 1 - 2 per week Mail to: habitatq16 Mail From: QZOOKEEPER Date: Sunday 13-Dec-87 11:47 EST Mail to: habitatq16 Mail From: frodob Date: Sunday 13-Dec-87 12:15 EST Probably about two hours a week. Mail to: habitatq16 Mail From: Soundman Date: Sunday 13-Dec-87 12:41 EST Maybe 3 - 6 hrs a week , depends on time availability :) Mail to: habitatq16 Mail From: Rhapsody Date: Sunday 13-Dec-87 15:23 EST

2 at the most

```
Mail to: habitatq16
Mail From: Og1
Date: Sunday 13-Dec-87 15:50 EST
 one hour
Mail to: habitatq16
Mail From: WOWW
Date: Sunday 13-Dec-87 17:16 EST
about an hour... because there are still
other things to do in other places
Mail to:
         habitatq16
Mail From: SandraS
Date: Sunday 13-Dec-87 19:58 EST
2 maybe 3 hrs aweek
Mail to: habitatq16
Mail From: Greg P
Date: Sunday 13-Dec-87 20:02 EST
It's too addictive, I think you can rest
assured that people are going to drop a
bundle in Habitat! :D
Mail to: habitatq16
Mail From: beren
Date: Sunday 13-Dec-87 21:34 EST
but....
 that is only because my job is
currently taking up much of my time.
otherwise...
           2-3 hours
yea dats it....
  put me down for 3 hours a week.
Mail to:
         habitatq16
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:33 EST
if I was paying .... not many...
Mail to: habitatq16
Mail From: DeanD
Date: Monday 14-Dec-87 00:34 EST
Two hours
Mail to:
         habitatq16
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:02 EST
one to three hours a week, perhaps,
depending on what kind and quality
of activities were going on.
Mail to: habitatq16
Mail From: THE WALL
```

Date: Monday 14-Dec-87 01:33 EST

```
1 hour per week
habitatq16
Mail to:
Mail From: Fleximan
Date: Monday 14-Dec-87 03:24 EST
7 hours
Mail to: habitatq16
Mail From: GoldenWolf
Date: Monday 14-Dec-87 08:00 EST
Based on my average past bill, I
would figure to spend about 12 hours
a week in Habitat if I were a paying
member.
Mail to:
        habitatq16
Mail From: EileenC
Date: Monday 14-Dec-87 10:02 EST
probably two to three.
Mail to:
        habitatq16
Mail From: Arianal
Date: Monday 14-Dec-87 14:34 EST
Probably 2 hours.
Mail to: habitatq16
Mail From: Bonnie
Date: Monday 14-Dec-87 20:46 EST
Depending on the possible rewards:
ie plus time for winning quests..I'd
say 2-3 hours...maybe more.
Mail to: habitatq16
Mail From: Bonnie
Date: Monday 14-Dec-87 20:47 EST
Make that 3-4 hours...;D
Mail to: habitatq16
Mail From: John L
Date: Tuesday 15-Dec-87 00:45 EST
two to three hours.
Mail to: habitatq16
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:05 EST
Mail to: habitatq16
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:45 EST
2-3 Hours a week
- - - - - - - -
Mail to: habitatq16
Mail From: ribbit
```

Date: Tuesday 15-Dec-87 10:30 EST

Mail to: habitatq16 Mail From: SPBLives

Date: Tuesday 15-Dec-87 12:23 EST

Mail to: habitatq16 Mail From: Laser Gyro

Date: Tuesday 15-Dec-87 22:07 EST Probably would not play at all.

Mail to: habitatq16 Mail From: YvonneC

Date: Tuesday 15-Dec-87 22:41 EST About 3 hours a week...similar pattern as Casino, I'd expect. Few but long ses-

sions.

Mail to: habitatq16 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:53 EST

3 to 5 hours...

%cvideo#d010>lucas>operations>results.1>answer.17 87-12-28 17:39:59 EST

QUESTION:

Assuming the kinds of activities you've suggested were available in Habitat, and knowing our members as well as you do, about what percentage of them do think would become regular Habitat players?

Please press F7 to respond to this question.

Mail to: habitatq17 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:49 EST Probably every Phantasy Guild member (near 1000) plus a great deal of gamesmen on Q-Link. "Regular" users? I'd say about 70% of the people I know online.

Mail to: habitatq17

Mail From: CLB

Date: Saturday 12-Dec-87 14:53 EST perhaps 20% most would be frustrated with the time involved, or the actions of other players, or would not have the imagination needed with no preset mini adventures to remain long

_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq17

Mail From: HaagenDasz

Date: Saturday 12-Dec-87 14:58 EST I think that about 60% minimum of our members will subscribe to Habitat... If there is plenty of activity there, I think that about 60% of them will play regularly...which, I believe comes to 36% of the total membership.. HOWEVER, I'm notoriously optimistic about things like this :D

Mail to: habitatq17 Mail From: John Apple

Date: Saturday 12-Dec-87 15:02 EST

70%

Mail to: habitatq17 Mail From: rjscott

Date: Saturday 12-Dec-87 15:11 EST

Hmmm, "regular" Habitat Players....

That's difficult, but perhaps 20-30% of the adults might take part on occasion (regular), just to meet other friends there.

I think the younger members would enjoy it, but unless they have carte blanche on the use of Q-Link, I think they'd be restricted due to its potential for addiction.

Not knowing what you mean by "regular" I'm somewhat at a loss.

Mail to: habitatq17 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:11 EST

50%

Mail to: habitatq17 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:10 EST

35 - 55%

- - - - - - - - - - - - - - - - - -

Mail to: habitatq17 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:52 EST

15 percent

- - - - - - - - - - - - - - - - - -

Mail to: habitatq17 Mail From: OSGOOD

Date: Saturday 12-Dec-87 17:07 EST

20 percent

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq17

Mail From: Eric

Date: Saturday 12-Dec-87 17:23 EST

Percentage? Hard to figure.. Number-wise, you could probably pull as much or more usage as the Casino does. (2,000-3,000 hours/night.) Mail to: habitatq17 Mail From: Chameleon Date: Saturday 12-Dec-87 17:42 EST I can't give it in a percentage. There are thousands of people out there who lurk around in message boards and are never seen by anyone. I'd guess half or three-fourths of the people who frequent PC. More than in Casino. _ _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq17 Mail From: QWOP Date: Saturday 12-Dec-87 17:46 EST 30 - 40% Mail to: habitatq17 Mail From: WoodDragn Date: Saturday 12-Dec-87 18:33 EST I'd say a very high percentage, perhaps 70-80%. (This would probably depend on the cost of the disk when it is released and could be reduced about 5% from when plus time was 6 cents/min.) _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq17 Mail From: Dragonfish Date: Saturday 12-Dec-87 19:04 EST 10-15% Mail to: habitatq17 Mail From: RAOULTFOOL Date: Saturday 12-Dec-87 20:23 EST At first, about 50% would be regulars. I think all would look into this. In the end, I think 20-30% would be abou t right, I think....:\ _ _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq17 Mail From: Lady Beau Date: Saturday 12-Dec-87 20:30 EST about 75% I hope... Mail to: habitatq17 Mail From: Ks Lass Date: Saturday 12-Dec-87 20:41 EST 10% Mail to: habitatq17 Mail From: LynnS6

Date: Saturday 12-Dec-87 20:58 EST

20% Mail to: habitatq17 Mail From: Cimaron Date: Saturday 12-Dec-87 21:14 EST 30 per cent Mail to: habitatq17 Mail From: SaltheartQ Date: Saturday 12-Dec-87 22:07 EST THis is a tough call.. I would guess, about 30% of the REGULAR Q-Link avarage users will join and use Habitat regularly. I woul have to add that if the features I have suggested were added I think 100% of the Role Playing Gamers would join and use Habitat regularly. _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq17 Mail From: Kelly Daze Date: Saturday 12-Dec-87 22:14 EST About 30% Mail to: habitatq17 Mail From: Becky Date: Saturday 12-Dec-87 22:41 EST 50 % Mail to: habitatq17 Mail From: Gary M Date: Saturday 12-Dec-87 22:42 EST 40% and about 3/4ths of that under 19yrs Mail to: habitatq17 Mail From: Del March Date: Saturday 12-Dec-87 23:36 EST I would guestimate between 5 and 10 percent. (Though I'm not too good when it comes to estimating stuff like that.) :\ Mail to: habitatq17 Mail From: DragonFyre Date: Sunday 13-Dec-87 00:33 EST Regular? ...I'd say...25%... Mail to: habitatq17 Mail From: AGGIE Date: Sunday 13-Dec-87 01:09 EST I think it will be better then Casino. As casino holds some age groups... Habitat is for any age. _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Mail to: habitatq17

```
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:55 EST
Tough to hit a figure here, but I'd
say 50%, at least.
_ _ _ _ _ _ _ _ _
Mail to: habitatq17
Mail From: Elven Mist
Date: Sunday 13-Dec-87 03:00 EST
75%
Mail to: habitatq17
Mail From: StephenT3
Date: Sunday 13-Dec-87 03:54 EST
 Initial usage would be very high, but
unless there were a way to maintain
interest, I feel it would taper off.
 As a percentage, I'd be hard pressed
to make an estimate, but the CASINO
data might be a good indicator.
Mail to: habitatq17
Mail From: Steffie
Date: Sunday 13-Dec-87 07:46 EST
20%
Mail to: habitatq17
Mail From: Onyx
Date: Sunday 13-Dec-87 08:49 EST
possibly 50%
Mail to: habitatq17
Mail From: JoeyT1
Date: Sunday 13-Dec-87 10:11 EST
75%
Mail to: habitatq17
Mail From: Paul H
Date: Sunday 13-Dec-87 11:32 EST
The key word is 'Regular' users
  I would say about 15%
Mail to: habitatq17
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:47 EST
5 to 10%
Mail to: habitatq17
Mail From: frodob
Date: Sunday 13-Dec-87 12:19 EST
80% of PC regulars
<40% of of other users
Mail to: habitatq17
Mail From: Soundman
```

Date: Sunday 13-Dec-87 12:42 EST

```
70% or so
Mail to: habitatq17
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:24 EST
80 %
Mail to: habitatq17
Mail From: Oq1
Date: Sunday 13-Dec-87 15:52 EST
10 percent
Double it, if system wide communication
was available ( the ability to OLM ).
Mail to: habitatq17
Mail From: WOWW
Date: Sunday 13-Dec-87 17:16 EST
50-75%
Mail to: habitatq17
Mail From: SandraS
Date: Sunday 13-Dec-87 19:58 EST
not sure, maybe 10-15 members
Mail to: habitatq17
Mail From: Greg P
Date: Sunday 13-Dec-87 20:02 EST
70% or more of the total Habitat
population (in my opinion) would become
"core" users.
Mail to: habitatq17
Mail From: beren
Date: Sunday 13-Dec-87 21:35 EST
realistically.....
  30%
Mail to: habitatq17
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:34 EST
'habitat' should be promoted just
like people connection... its
nothing more than an on-line social
club...
for god sakes ... lets get some people
in there and maybe you might get a
hint of what direction that
'habitat' should go in...
I think that habitat has enough
attraction on its owin just as a
social club <game> people
connection does just fine...
people will love to roam around and
```

```
chat!!! LETS GET SOME PEOPLE IN
HABITAT>>>> its time for BETA!!!!
Mail to: habitatq17
Mail From: DeanD
Date: Monday 14-Dec-87 00:35 EST
Mail to: habitatq17
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:03 EST
ten to thirty percent, I think.
however, I think it is more probable
that you'll get a steady influx of first
time users that will play it for
several hours a day, a couple of days
a week, for a few weeks... then either
cut way back or stop using it entirely.
right now, finding out what all the
things do (and what your avatar does)
seems to be the most entertaining
thing. once you reach saturation on
that, it would take a lot of interest
to get people to continue playing.
Mail to: habitatq17
Mail From: THE WALL
Date: Monday 14-Dec-87 01:34 EST
20%
Mail to: habitatq17
Mail From: Fleximan
Date: Monday 14-Dec-87 03:25 EST
75 - 80 percent
Mail to:
         habitatq17
Mail From: GoldenWolf
Date: Monday 14-Dec-87 08:02 EST
About 15% Habitat Addicts with large
bills,
Figures published by one of the
creators of AD&D indicate that around
90% of the regular role playing gamers
are males between the ages of 17 and
25. I would expect that over half
in this bracket would spend as much
time in Habitat as they could afford,
excepting those already heavily
engaged in other online activities.
Mail to: habitatq17
Mail From: EileenC
Date: Monday 14-Dec-87 10:02 EST
```

I think that you'd get approximately 50% of the members who would be

```
interested in becoming regular Habitat
users.
Mail to: habitatq17
Mail From: Arianal
Date: Monday 14-Dec-87 14:34 EST
Mail to: habitatq17
Mail From: Bonnie
Date: Monday 14-Dec-87 20:48 EST
The members that frequent the bar and
engage in the role playing there would
definitely participate in Habitat..
the other rooms cater to different
types of people..a bit les creative.
I think at least 1/3 of the members
that I'm in contact with..and ALL of
the bar regulars.
Overall..around ONE THIRD...
Mail to: habitatq17
Mail From: John L
Date: Tuesday 15-Dec-87 00:47 EST
I would say about 20% to 25%.
Mail to: habitatq17
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:06 EST
50
Mail to: habitatq17
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:46 EST
10% - It is hard to give a % when I
don't know the size of our userbase.
Mail to: habitatq17
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:31 EST
10-15%
Mail to: habitatq17
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:23 EST
more than half
Mail to:
        habitatq17
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:08 EST
50%
Mail to: habitatq17
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:44 EST
```

15% ?

Mail to: habitatq17 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:54 EST

20 to 25 percent..

%cvideo#d010>lucas>operations>results.1>answer.18 87-12-28 17:42:20 EST

OUESTION:

The average retail price of popular C64 games today is about \$29.

Thinking about the Habitat disk and manual, what do you expect this software package to cost? Please press F7 to respond to this question, then type in one of the responses below.

Over \$25 \$20 -- \$25 \$15 -- \$20 \$10 -- \$15 \$5 -- \$10 Less than \$5

Mail to: habitatq18 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:51 EST

\$10-\$15

- - - - - - - - - - - - - - - - -

Mail to: habitatq18

Mail From: CLB

Date: Saturday 12-Dec-87 14:55 EST

over \$25

Mail to: habitatq18 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 15:00 EST

\$10-\$15

It's one thing to pay \$29 for a game and be able to play it at no further cost...it's another to pay \$29 and have to pay 8 cents a minute to play on top of it..no matter what the quality of the game.

Mail to: habitatq18 Mail From: John Apple

Date: Saturday 12-Dec-87 15:04 EST

\$10-\$15

Mail to: habitatq18 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:11 EST

\$10-\$15 (note that people don't have to pay each time they play a "regular" game that they've purchased.)

Mail to: habitatq18 Mail From: rjscott

Date: Saturday 12-Dec-87 15:14 EST

Since it was advertised about a year ago as potentially selling for under \$15.00, it might be a bad move to make the price higher at this time.

Especially if consideration were made re: the projected date(s) of its availability.

If marketing feels that the online cost of .08 per minute won't go over well, perhaps part of the cost of production ::could:: be made up by charging more for the product, but I think this wo'00uld be a wrong move.

I'00think it should sell for "under \$15" as was advertised last year.

Mail to: habitatq18 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:11 EST

\$20 - \$25

Mail to: habitatq18 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:51 EST

5 to 10 dollars...

be reasonable...other games don't cost you extra to play once you purchase them

Mail to: habitatq18 Mail From: OSGOOD

Date: Saturday 12-Dec-87 17:08 EST

\$10-\$15

Mail to: habitatq18 Mail From: GRANNY1

Date: Saturday 12-Dec-87 17:21 EST

Over \$25

Mail to: habitatq18

Mail From: Eric

Date: Saturday 12-Dec-87 17:25 EST

\$10-\$15 and here's why:

Most people buy a \$29 package to play and do just that, play it.

There are no other costs (usually) incurred by its use.

With Habitat, I think you should have the price relatively low as not to discourage those who complain about plus time. You have to consider that their cost does not end at \$15.

· - - - - - - - - - - - - - - - - - -

Mail to: habitatq18

Mail From: QWOP

Date: Saturday 12-Dec-87 17:46 EST

\$15-\$20

Mail to: habitatq18 Mail From: Chameleon

Date: Saturday 12-Dec-87 17:45 EST \$15-20. Possibly it should be more, but I think that's what people will pay. This is different than going into a store, buying a disk, and playing it until the dog chews on it. People who buy the Habitat disk are also going to have to pay to use it.

- - - - - - - - - - - - - - - - - -

Mail to: habitatq18 Mail From: WoodDragn

Date: Saturday 12-Dec-87 18:34 EST I'd say \$15-20...and not that it is not worth more. People won't be willing to pay a full price for the disk knowing that they're going to be charged 8 cents/min. each time they play the game. So that reduces the price you'd probably be able to charge and most people would swallow.

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq18 Mail From: Dragonfish

Date: Saturday 12-Dec-87 19:04 EST

\$15-20

Mail to: habitatq18 Mail From: RAOULTFOOL

Date: Saturday 12-Dec-87 20:24 EST 5-10 because of the per second charge!

Mail to: habitatq18 Mail From: Lady Beau

Date: Saturday 12-Dec-87 20:31 EST

\$15 to \$20..

Mail to: habitatq18 Mail From: Ks Lass

Date: Saturday 12-Dec-87 20:42 EST

\$20-\$25

Mail to: habitatq18 Mail From: LynnS6

Date: Saturday 12-Dec-87 20:59 EST

.

```
Mail to: habitatq18
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:15 EST
$5-$10
Mail to: habitatq18
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 22:09 EST
10- 15 dollars
Mail to: habitatq18
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:15 EST
$5-$10
Mail to: habitatq18
Mail From: Becky
Date: Saturday 12-Dec-87 22:43 EST
$15-$20
Mail to:
        habitatq18
Mail From: Gary M
Date: Saturday 12-Dec-87 22:44 EST
$15 - $20
Mail to: habitatq18
Mail From: Del March
Date: Saturday 12-Dec-87 23:39 EST
$15 - 20
Mail to: habitatq18
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:36 EST
Seriously...being a QRJ and seeing the
Casino disk go from $8 to nothing....
How long will the Hab disk be at it's
price?
I don't think that the disk should be
more than $10 in any case...It shouldn't
cost more than the signup for Q...
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq18
Mail From: AGGIE
Date: Sunday 13-Dec-87 01:11 EST
This would depend on some things...
Like Would manual and disk be the same
type as casino? or Q-Link software
packages? Then it would have to range
in that price range.
If the manual and disk is much more
involved then the price would be higher.
```

Mail to: habitatq18

```
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:56 EST
$20--25.
Mail to: habitatq18
Mail From: Elven Mist
Date: Sunday 13-Dec-87 03:02 EST
$20-$25
Mail to: habitatq18
Mail From: StephenT3
Date: Sunday 13-Dec-87 03:57 EST
 $15 - $20 considering the
additional expenses to be incurred.
Mail to:
       habitatq18
Mail From: Steffie
Date: Sunday 13-Dec-87 07:47 EST
Mail to: habitatq18
Mail From: Onyx
Date: Sunday 13-Dec-87 08:50 EST
over $25
Mail to: habitatq18
Mail From: JoeyT1
Date: Sunday 13-Dec-87 10:12 EST
20$-25$
Mail to: habitatq18
Mail From: Paul H
Date: Sunday 13-Dec-87 11:33 EST
You pay as you play, therefore the
software package should be as
inexpensive as possible.
5 - 10 Dollars
Mail to: habitatq18
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:48 EST
$5 to $10
I don't think folks would like paying
much for this. BECAUSE, they will
be paying [ time each time they enter.
Mail to: habitatq18
Mail From: frodob
Date: Sunday 13-Dec-87 12:20 EST
<$5
Mail to: habitatq18
Mail From: Soundman
Date: Sunday 13-Dec-87 12:42 EST
$ 20 - $25.00
```

Mail to: habitatq18

```
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:24 EST
20 - 25 dollars
Mail to:
        habitatq18
Mail From: Og1
Date: Sunday 13-Dec-87 15:55 EST
Over $25
 As in the Casino disk.... alot of
good programing is in there, and well
worth the price.
Mail to:
        habitatq18
Mail From: WOWW
Date: Sunday 13-Dec-87 17:17 EST
5--10
Mail to: habitatq18
Mail From: SandraS
Date: Sunday 13-Dec-87 20:00 EST
$10-15
Mail to: habitatq18
Mail From: Greg P
Date: Sunday 13-Dec-87 20:03 EST
$10-15
Mail to: habitatq18
Mail From: beren
Date: Sunday 13-Dec-87 21:37 EST
$20 - $25
maybe more...
We need to make it seem valuable.
Maybe a higher prices but have lots
of special giveaways to user groups
and such....
_ _ _ _ _ _ _
Mail to: habitatq18
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:37 EST
$15
Mail to: habitatq18
Mail From: DeanD
Date: Monday 14-Dec-87 00:36 EST
$10-15
They would still have to use QLINK, so
I think a more modest price is in order
Mail to: habitatq18
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:07 EST
$10-15
```

```
Mail to: habitatq18
Mail From: THE WALL
Date: Monday 14-Dec-87 01:37 EST
$5 -- $10
Mail to: habitatq18
Mail From: Fleximan
Date: Monday 14-Dec-87 03:26 EST
$20 - 25
Mail to: habitatq18
Mail From: GoldenWolf
Date: Monday 14-Dec-87 08:07 EST
$10 -- $15
Comment: Beta Casino disks were being
traded before the Casino went live. I
expect this will happen again with
Habitat. I suspect the best strategy
would be to get out the disks at cost,
and make the profit in volume of time
spent online.
Mail to: habitatq18
Mail From: EileenC
Date: Monday 14-Dec-87 10:03 EST
10 to 15$
Mail to: habitatq18
Mail From: Arianal
Date: Monday 14-Dec-87 14:35 EST
Over $25
Mail to: habitatq18
Mail From: Bonnie
Date: Monday 14-Dec-87 20:51 EST
$5-$10 (remember they PAY to PLAY
        each time they use it.)
Mail to:
        habitatq18
Mail From: John L
Date: Tuesday 15-Dec-87 00:48 EST
$5 to $10 (since the revenue will come
       from online time)
Mail to: habitatq18
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:06 EST
10-15
Mail to: habitatq18
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:48 EST
$20-$25
Mail to: habitatq18
```

Mail From: ribbit

Date: Tuesday 15-Dec-87 10:31 EST

10-15 tokens

Mail to: habitatq18 Mail From: Laser Gyro

Date: Tuesday 15-Dec-87 22:08 EST

Less than \$5

- - - - - - - - - - - - - - - - - -

Mail to: habitatq18
Mail From: YvonneC

Date: Tuesday 15-Dec-87 22:45 EST

\$15 -\$20

Remember you'll always incur the Plus

charges as well.

Mail to: habitatq18 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:54 EST

\$5 to \$10

%cvideo#d010>lucas>operations>results.1>answer.19 87-12-28 17:44:30 EST

QUESTION:

When was the last time you played Habitat?

Please press F7 to respond to this question.

Mail to: habitatq19
Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:52 EST A couple of hours ago and a fe minutes from now.

Mail to: habitatq19

Mail From: CLB

Date: Saturday 12-Dec-87 14:55 EST a few weeks ago, had disk failure, and 6.4 was bad, this is the first day I have been able to get there, and I will when I am done with these Questions! Hehehe!

Mail to: habitatq19 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 15:01 EST

I believe about 5 days ago...
It's been a busy week ::sigh::

Mail to: habitatq19 Mail From: John Apple

Date: Saturday 12-Dec-87 15:05 EST I don't remember for sure but it was about 9 or 10 days ago.

```
Mail to: habitatq19
Mail From: Chris NH
Date: Saturday 12-Dec-87 15:12 EST
Last week sometime :D
Mail to:
        habitatq19
Mail From: rjscott
Date: Saturday 12-Dec-87 15:15 EST
Last night, from about 18:05 till
about 20:00 if I'00recall. I go in there
every evening, and if memory serves m'00e,
have missed one day since I have the
6.3/4 version.
Mail to:
        habitatq19
Mail From: Doug Ba
Date: Saturday 12-Dec-87 16:11 EST
Last week.
Mail to:
         habitatq19
Mail From: Mysterio
Date: Saturday 12-Dec-87 16:53 EST
I played Habitat from 12:30 am to 3:30am
12-Dec-87
Mail to: habitatq19
Mail From: OSGOOD
Date: Saturday 12-Dec-87 17:08 EST
12/11
Mail to: habitatq19
Mail From: Eric
Date: Saturday 12-Dec-87 17:28 EST
 A week ago.
Mail to: habitatq19
Mail From: OWOP
Date: Saturday 12-Dec-87 17:46 EST
When I could use the 6.3 disk.
I never received a 6.4 and have gotten
no answers to my inquiries about it.
habitatq19
Mail to:
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:47 EST
Yesterday - and I was on my way in
there when I was buried under all this
mail. 8D
Mail to:
         habitatq19
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:35 EST
Late last month, but I am a special
case. I am currently borrowing a C64
```

since my 128 is broken, and the fire

button on Port 1 on this 64 is not working due to the CIA chip in the 64. So when I enter Habitat, I can't do anything but send ESP's...I can't even read HabMail. Assuming that were fixed, it would have been within the past 2-3 days at least. Mail to: habitatq19 Mail From: Dragonfish Date: Saturday 12-Dec-87 19:05 EST Umm...uh...it was a long time ago... About a month... _ _ _ _ _ _ _ _ _ _ Mail to: habitatq19 Mail From: RAOULTFOOL Date: Saturday 12-Dec-87 20:25 EST Wed or Thursday, I am not sure.... Not a good week for testing, much over time at work... ACK! _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq19 Mail From: Lady Beau Date: Saturday 12-Dec-87 20:31 EST Last nite... Mail to: habitatq19 Mail From: Ks Lass Date: Saturday 12-Dec-87 20:42 EST Thur night, Dec 10 Mail to: habitatq19 Mail From: LynnS6 Date: Saturday 12-Dec-87 21:00 EST Dec 9th, 1987 Mail to: habitatq19 Mail From: Cimaron Date: Saturday 12-Dec-87 21:15 EST December 11, 1987 Mail to: habitatq19 Mail From: SaltheartQ Date: Saturday 12-Dec-87 22:10 EST NOvember 27 :) Mail to: habitatq19 Mail From: Becky Date: Saturday 12-Dec-87 22:43 EST Last Night (12-11) I'm playing again when I finish this... Mail to: habitatq19

Mail From: Gary M

Date: Saturday 12-Dec-87 22:45 EST

```
Last Night: 12/11/87
Mail to: habitatq19
Mail From: Del March
Date: Saturday 12-Dec-87 23:41 EST
Last night
Mail to: habitatq19
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:38 EST
Unfortunately, due to work, I haven't
played since early October....
I've been expecting 6.4 for almost
two weeks, and when it arrives, I should
be back in :>
Mail to: habitatq19
Mail From: AGGIE
Date: Sunday 13-Dec-87 01:15 EST
About 10 hours ago.
Mail to: habitatq19
Mail From: SkyLine
Date: Sunday 13-Dec-87 02:58 EST
12/11/87
Mail to: habitatq19
Mail From: Elven Mist
Date: Sunday 13-Dec-87 03:02 EST
this past Wednesday or Thursday
(But a long time before that)
Mail to: habitatq19
Mail From: StephenT3
Date: Sunday 13-Dec-87 03:58 EST
 Really can't give a date... it's been
a while since I did not receive a
version 4 disk.
Mail to:
        habitatq19
Mail From: Steffie
Date: Sunday 13-Dec-87 07:47 EST
A couple of weeks.. I was on vacation
Mail to: habitatq19
Mail From: Onyx
Date: Sunday 13-Dec-87 08:50 EST
about 3 weeks ago :\
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq19
Mail From: JoeyT1
Date: Sunday 13-Dec-87 10:12 EST
Yesterday
Mail to: habitatq19
Mail From: Paul H
Date: Sunday 13-Dec-87 11:34 EST
Yesterday! Going there from here! ;D
```

.

```
Mail to:
         habitatq19
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:49 EST
About 2 weeks ago :(
_ _ _ _ _ _ _ _ _ _
Mail to: habitatq19
Mail From: frodob
Date: Sunday 13-Dec-87 12:21 EST
Sometime within the last week.
Mail to: habitatq19
Mail From: Soundman
Date: Sunday 13-Dec-87 12:43 EST
ACK !!!! Not for a week I think
I was on Vacation :)
But am going in today :)
_ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq19
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:27 EST
Cant remember.. few days ago...
go in about twice a week. If there
were more people in there, I would go
in more often..
Mail to: habitatq19
Mail From: Og1
Date: Sunday 13-Dec-87 15:58 EST
12/09/87
Mail to: habitatq19
Mail From: WOWW
Date: Sunday 13-Dec-87 17:18 EST
two days ago
Mail to: habitatq19
Mail From: SandraS
Date: Sunday 13-Dec-87 20:00 EST
In November
Mail to: habitatq19
Mail From: Greg P
Date: Sunday 13-Dec-87 20:04 EST
A day or so ago.
Mail to:
         habitatq19
Mail From: beren
Date: Sunday 13-Dec-87 21:38 EST
2-3 weeks ago....
It wouldn't have been as long
except for other activities I've been
performing for Quantum have taken up
lots of time this month. :)
```

Mail to:

habitatq19

```
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:37 EST
couple of days ago!
Mail to: habitatq19
Mail From: DeanD
Date: Monday 14-Dec-87 00:37 EST
Frankly, last played was probably
six weeks ago.
_ _ _ _ _ _ _ _
Mail to: habitatq19
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:07 EST
a few days ago... and it was brief,
since I had received no mail, and
no one else was in Habitat.
it's not much fun, by yourself...
Mail to: habitatq19
Mail From: THE WALL
Date: Monday 14-Dec-87 01:37 EST
Yesterday
Mail to: habitatq19
Mail From: Fleximan
Date: Monday 14-Dec-87 03:27 EST
A few weeks ago
Mail to: habitatq19
Mail From: GoldenWolf
Date: Monday 14-Dec-87 08:10 EST
Last Thursday was the last time I
entered. I spent the weekend with
friends, and thus couldn't access
Habitat. I signed on for this session
to play some, and found a questionaire.
:D
Mail to: habitatq19
Mail From: EileenC
Date: Monday 14-Dec-87 10:03 EST
about two/three weeks ago.
Mail to:
        habitatq19
Mail From: Arianal
Date: Monday 14-Dec-87 14:35 EST
Over a month ago
Mail to: habitatq19
Mail From: Bonnie
Date: Monday 14-Dec-87 20:51 EST
November 29. (I've had alot of work in
            PC..and 4 new rooms to
           open..Staff/QTENDS to
           hire..and 2 online parties
           to staff and plan. Now
```

that I've more Staff..I

```
will be able to be in HAB
            more.)
Prior to then, I was out of town for
2 months..with limited online access..
which I had to reserve for working on-
line. PLEASE let me stay in HAB!!
    ::BEGGING/GROVEL Mode::
:
Mail to: habitatq19
Mail From: John L
Date: Tuesday 15-Dec-87 00:48 EST
Before I lost my access for not using
it often enough.
Mail to:
         habitatq19
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:06 EST
3 days ago
Mail to: habitatq19
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:48 EST
Sunday
Mail to: habitatq19
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:31 EST
approx. 3 weeks ago
Mail to: habitatq19
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:24 EST
Today
Mail to: habitatq19
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:09 EST
A week ago
_ _ _ _ _ _ _ _ _
Mail to: habitatq19
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:47 EST
Mid or early November
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq19
Mail From: Caterwaul
Date: Tuesday 15-Dec-87 22:54 EST
```

%cvideo#d010>lucas>operations>results.1>answer.20 87-12-28 17:46:31 EST

QUESTION:

About 3 weeks ago.

If you HAVE played Habitat since November 1, why do you continue to play and help test Habitat? Please press F7 to respond to this question. Please answer in as much detail as you'd like.

- - - - - - - - - - - - - - - - -

Mail to: habitatq20 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:53 EST
At the moment, even though I'm almost
always the only one in Habitat while I
am testing, I enjoy searching to see if
new areas have been put up. Since there
are no games, or particular tests, going
at the moment, there is not much else to
do. That, however, is fun enough for me.
(I just recently found the Hermitage and
I don't know HOW long that was there!)

Mail to: habitatq20

Mail From: CLB

Date: Saturday 12-Dec-87 14:56 EST out of Optomism, it is a Super format, and I have hopes for it getting even better

Mail to: habitatq20 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 15:02 EST I enjoy walking around, seeing my friends...seeing what's new...reading the newspaper..

and occasionally taking a "dig" to see if anything good has shown up under the sidewalks ;D

Mail to: habitatq20 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:12 EST

Because I've been asked to.

- - - - - - - - - - - - - - - - -

Mail to: habitatq20 Mail From: John Apple

Date: Saturday 12-Dec-87 15:06 EST
First off I think it can be a very good service to provide our users. I see a large potential in the game. I'm sure that many testers, as well as myself, have lessened our time in Habitat mainly because of the fact that we spent so many hours in there already. The first two weeks I had access to Habitat I spent 2-4 hours per night in there. Since then my time spent in there has steadily decreased. Two things will help to increase the present testers testing times, having more people in there (when the Beta testers have access) and when

new things/areas become available. Just meeting the new people will be a major plus. As it is most of the time when I get on there are only one or two other people in there IF there is anyone at all in there.

- - - - - - - - - - - - - - - - - -

Mail to: habitatq20 Mail From: rjscott

Date: Saturday 12-Dec-87 15:20 EST

::Grin::

You'd have to know me to appreciate my reply.

Let's call it dedication. While I do enjoy Habitat, even if I didn't, I've accepted the responsibility of being a tester, and am not the sort of person to take responsibility lightly.

Often times I'm there alone, and even if I'm not, the old "AvaHermit" acts as if he WERE alone - searching the streets and trash cans in search of some valuable, hockable antique or a used Kleenex.

I also keep track of how far (screen changes) I can travel in an hour in both "ghost state" and "regular". In short, I entertain myself while providing a service I agreed to.

- - - - - - - - - - - - - - - - - -

Mail to: habitatq20 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:13 EST I like the system, and want it to be the best it can before the general membership gets in.

Mail to: habitatq20 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:54 EST I want Habitat to work. It has so much potential. I also happen to like the way the lovely Cimaron looks with her Kitty-head on!;)

sorry

- - - - - - - - - - - - - - - - - -

Mail to: habitatq20 Mail From: OSGOOD

Date: Saturday 12-Dec-87 17:10 EST

Beacuse I promised I handle the RANT until the end of BETA <grin>.

(some Editor...can't even type

```
"beacause" correctly :)
---er, um wait, I can spell it. Hold on
lessee. b-e-c-a-u-s-e. There, I got it!
Mail to: habitatq20
Mail From: Eric
Date: Saturday 12-Dec-87 17:28 EST
  'Cuz it's fun! :)
 And I'm required to do so.
Mail to: habitatq20
Mail From: QWOP
Date: Saturday 12-Dec-87 17:48 EST
I don't remember the exact date I was
last in Habitat, but I did enjoy
playing and testing when time
allowed me to.
Mail to: habitatq20
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:48 EST
I have to go in there every day to have
enough tokens to pay my half of the
rent.
Seriously, I like it. I think with more
people in there, there will be enough
going on to hold someone's interest.
(But then you have to take into account
the fact that I haven't grown up yet.)
It really is kind of an extended PC,
with expanded opportunities for
interaction. It should interest
dedicated games players. Even
nest-builders should like it. 8)
You can play at being an entrepreneur,
or go into politics - whatever kind of
role-playing you want.
Mail to: habitatq20
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:37 EST
I am an active part of Q-Link and spend
a great deal of time here. I'm quite
sure that Habitat, when released, will
itself be an active part of the system
and I feel honored that I've been asked
to test it.
Personally, I'm not really INTO games
a lot, which explains some of my
```

Mail to: habitatq20 Mail From: RAOULTFOOL

Date: Saturday 12-Dec-87 20:26 EST

```
Honestly, I have continued to help out
Q-Link, not for the fun.... Sorry....
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ .
Mail to: habitatq20
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:31 EST
Because I LOVE it and I want to help
make it an all time seller :)
Mail to:
         habitatq20
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:43 EST
I like going thru Habitat once in a
while, especially if other people are
there. I have yet to find everything,
but it takes too long for me to
want to stay and work out checking
everything out.
Mail to: habitatq20
Mail From: LynnS6
Date: Saturday 12-Dec-87 21:01 EST
Because I find it interesting....
Too many things aren't nowadays
Mail to: habitatq20
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:15 EST
Why do I do this?
    Many reasons....I am under a
obligation first and foremost to
test. I enjoy the concept and am having
a great time! I have friends who also
and basically....IT'S FUN! :>
                         ~~~like it
Mail to: habitatq20
Mail From: Becky
Date: Saturday 12-Dec-87 22:44 EST
The WHOLE idea is to test and make
sure things work. Why stop testing
things out just because the calendar
page turned?
Mail to: habitatq20
Mail From: Gary M
Date: Saturday 12-Dec-87 22:47 EST
To try and do everything there is on
Habitat... To find bugs: something to
do... to help. It is enjoyable also.
Mail to: habitatq20
Mail From: Del March
```

Date: Saturday 12-Dec-87 23:43 EST

```
I continue playing for several reasons:
```

* I like to be up-to-date on any changes that have occured in the environment.

* I like to keep my token balance up. ;)

* Because we were requested to play and test a lot, and I want to help make sure that it all works great when it goes public.

Mail to: habitatq20 Mail From: AGGIE

Date: Sunday 13-Dec-87 01:15 EST

I want to see its birth!

;>

Mail to: habitatq20 Mail From: SkyLine

Date: Sunday 13-Dec-87 02:58 EST Basically, it's an excellent game environment. I continue because I'm always looking for something I missed, or new features that may have been added. It can be an enjoyable experience.

Mail to: habitatq20 Mail From: Elven Mist

Date: Sunday 13-Dec-87 03:04 EST I REALLY want Habitat to come out at its full potential (and I think it HAS alot).

I am hoping that anything I might possibly think of can help.
I believe that there is something

missing, but I think one day it will be discovered.

Mail to: habitatq20 Mail From: StephenT3

Date: Sunday 13-Dec-87 03:59 EST

not applicable

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq20 Mail From: Steffie

Date: Sunday 13-Dec-87 07:48 EST

It's different

Mail to: habitatq20

Mail From: Onyx

Date: Sunday 13-Dec-87 08:50 EST

I play because I like it... unfortunate
-ly, a change in my household , such

as adding another member, and my going back to work on a full time basis, have cut deeply into my habitat, and

Personal time.

- - - - - - - - - - - - - - - - -

```
Mail to: habitatq20
Mail From: JoeyT1
Date: Sunday 13-Dec-87 10:13 EST
Because its fun, and while Im having fun
Im testing it to work out bugs so other
people soon can have funn too.
Mail to:
         habitatq20
Mail From: Paul H
Date: Sunday 13-Dec-87 11:35 EST
I am having fun doing it! Qlink has
taken a LOT of abuse for announcing
Habitat over a year ago and not
producing. So I would like to see it in
operation as quickly as possible.
Mail to: habitatq20
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:49 EST
Why?
I did try to meet my committment, but
haven't done so.
One thing that keeps me away is I
dislike being out of communication
with the rest of Q. Never know if you
have mail, can't receive olm, etc.
Mail to: habitatq20
Mail From: frodob
Date: Sunday 13-Dec-87 12:22 EST
I enjoy Exploring in Habitat, my biggest
problem is finding free time to do so
Mail to:
         habitatq20
Mail From: Soundman
Date: Sunday 13-Dec-87 12:44 EST
The game is enjoyable , I only wish I
had more time to be there , When I am
in Hab , I usually have a good time
I know I would have a better time if
there were more people in there :)
And When There is I know I will
spend more time there :)
Plus it has been fun watching the
changes that have taken Place :)
Mail to: habitatq20
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:29 EST
I love Q-link. I will do anything I
can to help.
_ _ _ _ _ _ _ _ _ _ _ _
```

Mail to: habitatq20

Mail From: Og1

Date: Sunday 13-Dec-87 15:59 EST

.

The possibilites of HABITAT are enormous, and like the idea of being a part of it as it gets started.

Ideas need to be worked out. And the more people doing things to those ideas that shouldn't be done, prove how workable the idea is.

Mail to: habitatq20

Mail From: WOWW

Date: Sunday 13-Dec-87 17:18 EST Because I have fun talking to and playin g with the other avatars... also I enjoy reading the Rant and Seeing anythhing that's new...

I always stop to investigate something I haven't seen before...

Mail to: habitatq20 Mail From: SandraS

Date: Sunday 13-Dec-87 20:01 EST If I could get back in, it's because it is fun. I get a kick out of being able to move around from one place to another And the music, the music is neat.

Mail to: habitatq20 Mail From: Greg P

Date: Sunday 13-Dec-87 20:04 EST I see a challenge in it as it is a TOTALLY different environment than I have ever seen before. The promise of an ever changing scenario intrigues me and I am always wondering what has chnaged everytime I go in.

Mail to: habitatq20

Mail From: beren

Date: Sunday 13-Dec-87 21:39 EST I've continued testing mostly because of wanting to help out.

I'd probably play more if there were any people in there to meet and chat with.

Mail to: habitatq20 Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:38 EST

I love to shop!!!!

Mail to: habitatq20 Mail From: DeanD

Date: Monday 14-Dec-87 00:38 EST I have NOT played Habitat since

November 1st. :(

Mail to: habitatq20 Mail From: Sky Dragon

Date: Monday 14-Dec-87 01:09 EST I keep trying to meet new people, and get a feel for what the kind of situations I wish to create would feel like to play. I also like to keep up with the newspaper, and once in a while I get an invitation to something that turns out to be interesting, like the wedding.

Mail to: habitatq20 Mail From: THE WALL

Date: Monday 14-Dec-87 01:39 EST I enjoy Habitat, an consider it to be a very unique environment. Also, being a programmer myself, I can appreciate the need for complete and accurate info in order to locate and correct bugs.

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq20 Mail From: Fleximan

Date: Monday 14-Dec-87 03:27 EST It becomes addictive like a good adventure or mystery story. But this always changes. Meet new people and visit new places.

Mail to: habitatq20 Mail From: GoldenWolf

Date: Monday 14-Dec-87 08:12 EST

Part duty, partly because if I didn't cooperate here, I might not get to play with the new toys next time, partly to try to solve puzzles that I haven't figured out yet, like the heads in the woods. Also, I'm looking for problems because if we don't catch them now, the members will tear us

apart.

I enjoy Habitat, but a good deal of the pleasure came from interaction, and shared exploration and adventures. I seem to be the only one there far too often, and thus I haven't been there as much as I otherwise might have...
All I can do is solo things, and I'm not naturally a hermit.

Mail to: habitatq20 Mail From: EileenC

Date: Monday 14-Dec-87 10:04 EST

N/A

(I haven't played in awhile due tpo time constraints. However, I really enjoy Habitat a great deal!)

Mail to: habitatq20

```
Mail From: Bonnie
Date: Monday 14-Dec-87 20:55 EST
I love the concept of Habitat..and wish
to see it succeed. I'm an avid adventur
e gamer..and love the idea of quests
as well as a way to *see* others online
The reason I signed on to QLink last
year, was entirely due to an Ad for
Habitat. I guess my Bar became MY ver-
sion of PC Habitat! ; DDD Last week I
hung vines and filled the HotTub with
Quicksand for Jungle Night! ; DDDD
I would do almost anything to see HAB
become a part of QLink.
Mail to: habitatq20
Mail From: John L
Date: Tuesday 15-Dec-87 00:49 EST
I have not played it since nov 1.
Mail to:
        habitatq20
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:07 EST
I wanted to see the changes after the
novelty wore off.
Mail to:
         habitatq20
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:49 EST
I enjoy writing for the Rant. I also am
planning for the guild's involvement and
commitment to Habitat. If/when it goes
to full release, we will need to be set
with adventures and other activities.
I am also still testing because the
potential of it all impresses me.
Mail to: habitatq20
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:32 EST
My job! ;)
Mail to: habitatq20
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:24 EST
cause it's gonna be great!
Mail to:
         habitatq20
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:09 EST
I am interested in helping get Habitat
on line as soon as possible. Though not
much of an RPG fan myself, I believe it
has great potential for Q-Link.
```

Mail to: habitatq20

Mail From: YvonneC

Date: Tuesday 15-Dec-87 22:48 EST Was trying to find my way around. And hoping to runinto some more people.

Mail to: habitatq20 Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:54 EST Because I'm looking forward to the time when they add new things. :)

%cvideo#d010>lucas>operations>results.1>answer.21 87-12-28 17:50:29 EST

OUESTION:

If you have NOT played Habitat since November 1, why have you stopped? And what, if anything, about Habitat should be changed so that you'd want to play again?

Please press F7 to respond to this question. Please answer in as much detail as you'd like.

- - - - - - - - - - - - - - - - - -

Mail to: habitatq21 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:55 EST I play Habitat almost every night.

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq21

Mail From: CLB

Date: Saturday 12-Dec-87 14:57 EST I have, still, less disk access would be

nice

Mail to: habitatq21 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 15:02 EST

D.N.A.

have played since Nov.1

Mail to: habitatq21 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:12 EST

N/A

Mail to: habitatq21 Mail From: John Apple

Date: Saturday 12-Dec-87 15:13 EST I have been in Habitat since Nov. 1. but

see the answer to Q20 anyway. :)

Mail to: habitatq21 Mail From: rjscott

Date: Saturday 12-Dec-87 15:21 EST

Not applicable to me.

```
Mail to: habitatq21
Mail From: Doug Ba
Date: Saturday 12-Dec-87 16:13 EST
Have played since Nov 1
Mail to: habitatq21
Mail From: OSGOOD
Date: Saturday 12-Dec-87 17:13 EST
not applicable
Mail to: habitatq21
Mail From: GRANNY1
Date: Saturday 12-Dec-87 17:22 EST
I stopped out of bordem.
Mail to: habitatq21
Mail From: Eric
Date: Saturday 12-Dec-87 17:30 EST
N/A
Mail to: habitatq21
Mail From: QWOP
Date: Saturday 12-Dec-87 17:48 EST
Same as last response. My time has been
spent with school work, but I expect to
have more free time now, and if I had a
6.4 disk, I would be in to test.
Mail to: habitatq21
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:54 EST
n/a
Mail to:
         habitatq21
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:39 EST
Have played since Nov. 1.
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to:
         habitatq21
Mail From: Dragonfish
Date: Saturday 12-Dec-87 19:05 EST
As I have said..the response time, the
pace of activities, including the pace
and slowness of conversation, the
regularity and length of disk loads...
These are the main factors that have
caused me to lose interest in HAB, and
therefore decrease my playing time,
freeing up my time to concentrate in
long, elabortae run-on sentences... :D
Mail to: habitatq21
```

Mail From: Lady Beau

Date: Saturday 12-Dec-87 20:32 EST

```
I have played it since Nov. 1 in fact I
play it every day ....
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq21
Mail From: LynnS6
Date: Saturday 12-Dec-87 21:02 EST
Not applicable
Mail to: habitatq21
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:18 EST
no response needed for this
Mail to:
        habitatq21
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 22:11 EST
The only changes you could make
to make ME personally play HABITAT
is to make more than 24 hours in a day.
: )
Mail to: habitatq21
Mail From: Becky
Date: Saturday 12-Dec-87 22:48 EST
I haven't stopped..
Mail to: habitatq21
Mail From: Del March
Date: Saturday 12-Dec-87 23:46 EST
NA
Mail to: habitatq21
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:46 EST
Work kept my very busy...and tired, so
that I wanted to spend free time getting
other things done, rather than testing.
Project is almost over, and I would like
to go back to testing :>
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to:
        habitatq21
Mail From: AGGIE
Date: Sunday 13-Dec-87 01:19 EST
I have!
: )
Mail to: habitatq21
Mail From: SkyLine
Date: Sunday 13-Dec-87 03:00 EST
This question doesn't apply.
Mail to: habitatq21
Mail From: Onyx
Date: Sunday 13-Dec-87 08:52 EST
I've played since then, but quite
```

frankly, it got boring in there...

I like it, but we ran out of fun things to do, and thats why folks play games, fun. _ _ _ _ _ _ _ _ _ Mail to: habitatq21 Mail From: JoeyT1 Date: Sunday 13-Dec-87 10:39 EST I have. Mail to: habitatq21 Mail From: QZOOKEEPER Date: Sunday 13-Dec-87 11:50 EST As I responded in the last Q.... I don't like not being able to receive mail or olm. At least in casino I know when I receive mail and can hop out and answer it IF I want. Mail to: habitatq21 Mail From: Soundman Date: Sunday 13-Dec-87 12:47 EST I Have been there :) Mail to: habitatq21 Mail From: Rhapsody Date: Sunday 13-Dec-87 15:29 EST havent stopped _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ Mail to: habitatq21 Mail From: WOWW Date: Sunday 13-Dec-87 17:20 EST I can't answer this because I have been on. Mail to: habitatq21 Mail From: SandraS Date: Sunday 13-Dec-87 20:02 EST My disks seem not to work after awhile. I would be happy to play Habitat. Mail to: habitatq21 Mail From: Greg P Date: Sunday 13-Dec-87 20:05 EST Not applicable. Mail to: habitatq21 Mail From: beren Date: Sunday 13-Dec-87 21:40 EST MORE PEOPLE!!!!!!!!!! Only reason I haven't been in that much was because of other obligations for Ouantum. Mail to: habitatq21 Mail From: TempB Date: Sunday 13-Dec-87 23:11 EST

Have NOT tested Habitatas I have had

THREE 1670 modems go out and I did NOT want this local problem to affect your test results.
The problem is solved and I'm ready to test in earnest.:)
TempB
P.S. Please send me disk 6.4--new mailing address:
Temp Berdan
PO Box 720
Avila beach, CA 93424
If you must ship UPS ship to:
Temp Berdan
C/O Avila Hot Springs, Siute 4
250 Avila Beach Drive
San Lius Obispo, CA 93401

Mail to: habitatq21 Mail From: IggY VoiD

Date: Sunday 13-Dec-87 23:38 EST

/

I think or Leader Bahia has been a tad bit laxed in setting up test projects...

up test

come on get a grip!

Mail to: habitatq21

Mail From: DeanD

Date: Monday 14-Dec-87 00:38 EST I have not played Habitat since November 1st because frankly it does not seem exciting to me. For me, HABITAT is aimless... By that, I like to work towards some goal and there seem to be no goals in HABITAT, except to just wander around and spend what little tokens you have. I've asked ORACLE for ideas and things, but no response. I've enjoyed very much seeing some of the changes in my friends...the magic, etc. but I couldn't try them out because I could never figure out how any of thes things worked. I have a complete color map of the Back 40 and the Forests... done in little illustrated squares that I worked hard on, but when I got done, there was nothing to them. I knew how to move from place to place, but WHY? There was a fairy/mushroom circle in the forest...beautiful, but I could not use it or figure out how.

. 7. ~

And when I was in HABITAT, there seemed to be no way to locate anyone or know where everyone was, like in P.C.... I most often roved alone....so the world seemed lonely.

. - - - - - - - - - - - - - - - - -

Mail to: habitatq21 Mail From: THE WALL

```
Date: Monday 14-Dec-87 01:42 EST
I HAVE played since Nov 1.
Mail to: habitatq21
Mail From: Fleximan
Date: Monday 14-Dec-87 03:28 EST
I got bored after seeing almost
all of habitat. Also it was lonely
just wandering around. and only rarely
meeting people for a short time!
Mail to: habitatq21
Mail From: GoldenWolf
Date: Monday 14-Dec-87 08:17 EST
I have played since Nov 1.
Mail to: habitatq21
Mail From: EileenC
Date: Monday 14-Dec-87 10:04 EST
(Please see above -- previous question.)
Mail to:
         habitatq21
Mail From: Arianal
Date: Monday 14-Dec-87 14:41 EST
I havent signed on to Habitat because
of the general slowness involved in
moving around, and also because I have
run out of things to do once I do get
in.
Mail to: habitatq21
Mail From: John L
Date: Tuesday 15-Dec-87 00:49 EST
I was too busy starting up as SYSOP to
Mail to:
         habitatq21
Mail From: John L
Date: Tuesday 15-Dec-87 00:51 EST
I was too busy gettin started as
SYSOP to meet the minimum of 5 hours per
week testing time. I enjoyed Habitat but
with limitations on the time I could
spend online I just could not spend that
much time in it.
Mail to:
         habitatq21
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:07 EST
More activities/
Mail to: habitatq21
Mail From: Caterwaul
Date: Tuesday 15-Dec-87 22:55 EST
I have played Habitat since Nov 1st
```

Mail to: habitatq21
Mail From: StephenT3

Date: Wednesday 16-Dec-87 05:33 EST

I was in once of twice after 11/1
but not for very long. I'd usually
check the Test Project Board and if
something was up, I'd pop in, otherwise
I'd just go about my business elesewhere

The primary factor in not visiting on a more regular basis is simply time.

%cvideo#d010>lucas>operations>results.1>answer.22 87-12-28 17:53:05 EST

QUESTION:

Assuming that over 100 Avatars were playing and that more structured activites and adventures were being programmed for Habitat, how would you rate Habitat on the scale below? Please press F7 to respond to this question, then type in one of the responses below.

Poor Fair Good Very Good Excellent

- - - - - - - - - - - - - - - - -

Mail to: habitatq22 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:56 EST

Excellent

Mail to: habitatq22

Mail From: CLB

Date: Saturday 12-Dec-87 14:57 EST

very good!

Mail to: habitatq22 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 15:03 EST

excellent

Mail to: habitatq22 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:12 EST

very good

- - - - - - - - - - - - - - - - - -

Mail to: habitatq22 Mail From: John Apple

Date: Saturday 12-Dec-87 15:16 EST

Very Good

```
Mail to: habitatq22
Mail From: rjscott
Date: Saturday 12-Dec-87 15:21 EST
Very Good
Mail to: habitatq22
Mail From: Doug Ba
Date: Saturday 12-Dec-87 16:14 EST
very good
Mail to:
        habitatq22
Mail From: Mysterio
Date: Saturday 12-Dec-87 16:56 EST
very good
Mail to:
       habitatq22
Mail From: OSGOOD
Date: Saturday 12-Dec-87 17:13 EST
excellent
Mail to: habitatq22
Mail From: GRANNY1
Date: Saturday 12-Dec-87 17:22 EST
fair
Mail to: habitatq22
Mail From: Eric
Date: Saturday 12-Dec-87 17:31 EST
 Excellent.
Mail to:
       habitatq22
Mail From: QWOP
Date: Saturday 12-Dec-87 17:49 EST
Very good
Mail to: habitatq22
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:54 EST
Excellent.
_ _ _ _ _ _ _ _ _
Mail to: habitatq22
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:39 EST
Excellent
Mail to: habitatq22
Mail From: Dragonfish
Date: Saturday 12-Dec-87 19:08 EST
good
Mail to: habitatg22
Mail From: RAOULTFOOL
Date: Saturday 12-Dec-87 20:27 EST
Excellent...
Mail to: habitatq22
Mail From: RAOULTFOOL
```

Date: Saturday 12-Dec-87 20:27 EST

```
Or Very GOod!
Mail to: habitatq22
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:33 EST
Excellant
Mail to: habitatq22
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:44 EST
Very good
Mail to: habitatq22
Mail From: LynnS6
Date: Saturday 12-Dec-87 21:02 EST
Very Good
Mail to: habitatq22
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:19 EST
EXCELLENT!
Mail to:
       habitatq22
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 22:13 EST
Well I think that if there were only
just over 100 users that you did VERY
GOOD Getting the activities you had.
Mail to:
       habitatq22
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:17 EST
Fair
Mail to: habitatq22
Mail From: Gary M
Date: Saturday 12-Dec-87 22:48 EST
Excellent
Mail to: habitatq22
Mail From: Becky
Date: Saturday 12-Dec-87 22:49 EST
good
Mail to: habitatq22
Mail From: Del March
Date: Saturday 12-Dec-87 23:47 EST
Very good
- - - - - - - - - - - - - - - - -
Mail to:
       habitatq22
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:48 EST
Very good :>
- - - - - - -
Mail to: habitatq22
Mail From: AGGIE
```

```
Date: Sunday 13-Dec-87 01:20 EST
Excellent
Mail to: habitatq22
Mail From: SkyLine
Date: Sunday 13-Dec-87 03:01 EST
Excellent.
- - - - - - - - - - - - - - - - - -
Mail to: habitatq22
Mail From: Elven Mist
Date: Sunday 13-Dec-87 03:09 EST
Good
Mail to: habitatq22
Mail From: StephenT3
Date: Sunday 13-Dec-87 04:01 EST
very good
Mail to: habitatq22
Mail From: Steffie
Date: Sunday 13-Dec-87 07:50 EST
very good
Mail to: habitatq22
Mail From: Onyx
Date: Sunday 13-Dec-87 08:53 EST
excellent
Mail to: habitatq22
Mail From: JoeyT1
Date: Sunday 13-Dec-87 10:40 EST
Excellent
Mail to: habitatq22
Mail From: Paul H
Date: Sunday 13-Dec-87 11:37 EST
Very good
Mail to: habitatq22
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:51 EST
Good
Mail to: habitatq22
Mail From: frodob
Date: Sunday 13-Dec-87 12:23 EST
Good
Mail to: habitatq22
Mail From: Soundman
Date: Sunday 13-Dec-87 12:48 EST
EXCELLENT !!!!
_ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq22
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:30 EST
```

excellent!!

```
Mail to: habitatq22
Mail From: Og1
Date: Sunday 13-Dec-87 16:09 EST
:\
 If that was 100 Avatars on at the same
time, I would rate Habitat - GOOD
 If there were only 100 users...with
only ten or so on - POOR
Mail to: habitatq22
Mail From: WOWW
Date: Sunday 13-Dec-87 17:20 EST
Excellent
Mail to: habitatq22
Mail From: SandraS
Date: Sunday 13-Dec-87 20:02 EST
very good
Mail to:
       habitatq22
Mail From: Greg P
Date: Sunday 13-Dec-87 20:06 EST
Excellent
Mail to:
       habitatq22
Mail From: beren
Date: Sunday 13-Dec-87 21:40 EST
excellent!
Mail to: habitatq22
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:40 EST
very good
Mail to:
       habitatq22
Mail From: DeanD
Date: Monday 14-Dec-87 00:44 EST
Very Good
Mail to: habitatq22
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:12 EST
very good
Mail to: habitatq22
Mail From: THE WALL
Date: Monday 14-Dec-87 01:43 EST
Very Good
Mail to:
       habitatq22
Mail From: Fleximan
Date: Monday 14-Dec-87 03:30 EST
very good
Mail to: habitatq22
```

```
Mail From: GoldenWolf
Date: Monday 14-Dec-87 08:18 EST
Very Good
Mail to:
         habitatq22
Mail From: EileenC
Date: Monday 14-Dec-87 10:04 EST
Excellent
Mail to: habitatq22
Mail From: Chip
Date: Monday 14-Dec-87 13:38 EST
excellent
Mail to: habitatq22
Mail From: Arianal
Date: Monday 14-Dec-87 14:42 EST
Good
Mail to: habitatq22
Mail From: Bonnie
Date: Monday 14-Dec-87 20:58 EST
EXCELLENT!
Mail to: habitatq22
Mail From: John L
Date: Tuesday 15-Dec-87 00:50 EST
very good
Mail to: habitatq22
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:08 EST
Very Good.
Mail to:
        habitatq22
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:52 EST
Mail to: habitatq22
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:32 EST
excellent
Mail to:
        habitatq22
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:11 EST
For myself -- good
For the masses - Very good to excellent
_ _ _ _ _ _ _ _ _ _
Mail to:
        habitatq22
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:50 EST
very good.
- - - - - - - - - - - - - - - - -
Mail to: habitatq22
```

Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:56 EST

Very Good

%cvideo#d010>lucas>operations>results.1>answer.23 87-12-28 17:54:45 EST

OUESTION:

If you have received disk version 6.4, about how many hours have you, yourself, spent in Habitat since receiving the disk a few weeks ago?

Please press F7 to respond to this question.

Mail to: habitatq23 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:56 EST At least 100 hours since receiving the Version 6.4 disk, although I really can not be totally sure.

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq23

Mail From: CLB

Date: Saturday 12-Dec-87 14:57 EST none yet, had to get a second copy, this is the first day my schedule off and online has permitted me doing so

- - - - - - - - - - - - - - - - - -

Mail to: habitatq23 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 15:03 EST Only about 8 hrs. total, I think...
Things have been VERY busy in CIN and at school...but they're quieting down now...and especially during Xmas vacation I look forward to playing a lot...(still haven't mapped all of those woods):D

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq23 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:13 EST

2-3

Mail to: habitatq23 Mail From: John Apple

Date: Saturday 12-Dec-87 15:16 EST

5

Mail to: habitatq23 Mail From: rjscott

Date: Saturday 12-Dec-87 15:22 EST

That's difficult to answer, but I'd

say an average of 1.5 hours per day since I've gotten 6.4.

Mail to: habitatq23 Mail From: Doug Ba Date: Saturday 12-Dec-87 16:14 EST 10 I think. I did not recieve it until a few weeks after everyone else. UPS lost it. _ _ _ _ _ _ _ _ _ _ Mail to: habitatq23 Mail From: Mysterio Date: Saturday 12-Dec-87 16:57 EST I didn't keep a log....but around 4 hours a week. Mail to: habitatq23 Mail From: OSGOOD Date: Saturday 12-Dec-87 17:13 EST 40-60 I guess...it takes about 16 hours to produce a RANT and there have been two RANTS since 6.4 therefore at least 32 hours: probably 40 is close. Mail to: habitatq23 Mail From: Eric Date: Saturday 12-Dec-87 17:31 EST Yes: 4 hours. Mail to: habitatq23 Mail From: QWOP Date: Saturday 12-Dec-87 17:50 EST No 6.4 Mail to: habitatq23 Mail From: Chameleon Date: Saturday 12-Dec-87 17:55 EST 20-25? Maybe a little more. Mail to: habitatq23 Mail From: WoodDragn Date: Saturday 12-Dec-87 18:40 EST Less than 1, but I received V6.4 after my previously explained computer problem. Mail to: habitatq23 Mail From: Dragonfish Date: Saturday 12-Dec-87 19:08 EST Zeppo..sorry! Mail to: habitatq23 Mail From: RAOULTFOOL Date: Saturday 12-Dec-87 20:28 EST '7FDon't know, don't you?

I would guess about 5-7 a week....

```
Mail to:
         habitatq23
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:33 EST
I would say that I have spent about 10
hours since then give or take a few
hours...
Mail to: habitatq23
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:44 EST
3 hours
Mail to: habitatq23
Mail From: LynnS6
Date: Saturday 12-Dec-87 21:03 EST
Only about 3:\....been real busy with
the holidays coming up, also....the
participation is down....makes it a
lot LESS fun to play when there is no
one to play with!!
- - - - - - - - - - - - - - - - - -
Mail to: habitatq23
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:19 EST
about 10 hours
Mail to:
         habitatq23
Mail From: SaltheartO
Date: Saturday 12-Dec-87 22:14 EST
Since recieving the 6.4 disk aprox 4-6
hours of Habitat time.
_ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq23
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:17 EST
One, I think :\
_ _ _ _ _ _ _ _ _
Mail to: habitatq23
Mail From: Becky
Date: Saturday 12-Dec-87 22:54 EST
25 - 30 hours
Mail to: habitatq23
Mail From: Gary M
Date: Saturday 12-Dec-87 22:54 EST
25 - 30 hours
Mail to: habitatq23
Mail From: Del March
Date: Saturday 12-Dec-87 23:47 EST
I've been testing about 10 hours, I
think (but I haven't been keeping track
that close).
```

Mail to: habitatq23

```
Mail From: AGGIE
Date: Sunday 13-Dec-87 01:21 EST
If it was 2 weeks ....I say 15-20
hours.
Mail to: habitatq23
Mail From: SkyLine
Date: Sunday 13-Dec-87 03:02 EST
Roughly 10 hours.
Mail to:
        habitatq23
Mail From: Elven Mist
Date: Sunday 13-Dec-87 03:10 EST
I spent only about 2 hours after getting
the disk only a few days ago, NOT weeks
Mail to:
        habitatq23
Mail From: StephenT3
Date: Sunday 13-Dec-87 04:01 EST
not applicable
Mail to:
        habitatq23
Mail From: Steffie
Date: Sunday 13-Dec-87 07:50 EST
None.. on vacation
Mail to: habitatq23
Mail From: Onyx
Date: Sunday 13-Dec-87 08:53 EST
about 2 hours :\
_ _ _ _ _ _ _ _ _ _
Mail to: habitatq23
Mail From: JoeyT1
Date: Sunday 13-Dec-87 10:41 EST
every day but 7, but I was on a vacation
for 5 of the days if I wasnt I would
have probly been off only 2 days
Mail to:
        habitatq23
Mail From: Paul H
Date: Sunday 13-Dec-87 11:38 EST
About 3-5 hours per week I guess
Mail to:
        habitatq23
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:52 EST
5 or less
- - - - - - - -
Mail to: habitatq23
Mail From: frodob
Date: Sunday 13-Dec-87 12:24 EST
About 5
Unfortunately somewhat less than I'd
```

Mail to: habitatq23

```
Mail From: Soundman
Date: Sunday 13-Dec-87 12:49 EST
Maybe 10 hrs or so , sounds like self
incremination ;) heheh Only kidding :)
Mail to: habitatq23
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:30 EST
aprox. 40
Mail to: habitatq23
Mail From: Og1
Date: Sunday 13-Dec-87 16:12 EST
around ten
Mail to: habitatq23
Mail From: WOWW
Date: Sunday 13-Dec-87 17:21 EST
Most off the time when I'm not on much
the only reason is homework.
Mail to: habitatq23
Mail From: SandraS
Date: Sunday 13-Dec-87 20:03 EST
I got it but it locks up and I \,
can't get in.
Mail to: habitatq23
Mail From: Greg P
Date: Sunday 13-Dec-87 20:06 EST
I can not say, I do not keep track of my
time in Habitat.
Mail to:
        habitatq23
Mail From: beren
Date: Sunday 13-Dec-87 21:41 EST
5-6 hours
Mail to: habitatq23
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:40 EST
4 or 5 hours
Mail to: habitatq23
Mail From: DeanD
Date: Monday 14-Dec-87 00:45 EST
I have not received disk version 6.4
Mail to:
        habitatq23
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:12 EST
probably no more than two hours
altogether. I can't seem to find
anyone else online who isn't on
```

their way out... and it doesn't take

```
that long to read the newspaper and
answer my mail.
- - - - - - - - - - - - - - - - - -
Mail to: habitatq23
Mail From: THE WALL
Date: Monday 14-Dec-87 01:45 EST
10-15 hours per week
Mail to:
         habitatq23
Mail From: Fleximan
Date: Monday 14-Dec-87 03:31 EST
I got so busy I have not had much
time to spent as much as I wanted.
probably a hour or so.
Mail to:
         habitatq23
Mail From: GoldenWolf
Date: Monday 14-Dec-87 08:19 EST
I estimate only about 7 hours...
I moved, and spent weekends with
friends. The latter has kept my
usage down, due to the confidential
nature of Habitat at this time.
Mail to: habitatq23
Mail From: EileenC
Date: Monday 14-Dec-87 10:05 EST
I haven't received disk 6.4
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to:
         habitatq23
Mail From: Arianal
Date: Monday 14-Dec-87 14:42 EST
I am not sure, probably under 10.
Mail to: habitatq23
Mail From: Bonnie
Date: Monday 14-Dec-87 20:59 EST
I truly don't remember!! :\
I was out of town when it came...and
entered HAB the first weekend after
I got home.
Stayed in there awhile..albeit alone...
Mail to: habitatq23
Mail From: John L
Date: Tuesday 15-Dec-87 00:53 EST
I did not receive 6.4
_ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq23
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:08 EST
Not many
Mail to: habitatq23
```

```
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:52 EST
Under 20. My 6.4 blew up and I had to
wait for a replacement.
_ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq23
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:32 EST
5-6 hours
Mail to:
        habitatq23
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:25 EST
Mail to: habitatq23
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:12 EST
Less than 5
Mail to: habitatq23
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:51 EST
did not receive disk.
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq23
Mail From: Caterwaul
Date: Tuesday 15-Dec-87 22:56 EST
5 hours
%cvideo#d010>lucas>operations>results.1>answer.24 87-12-28 17:56:42 EST
OUESTION:
What is your age?
Please press F7 to respond to this
question.
Mail to: habitatq24
Mail From: Celebrindl
Date: Saturday 12-Dec-87 14:57 EST
I am 22 years old.
Mail to: habitatq24
Mail From: CLB
Date: Saturday 12-Dec-87 14:58 EST
Mail to: habitatq24
```

Mail to: habitatq24 Mail From: John Apple

Mail From: HaagenDasz

47

Date: Saturday 12-Dec-87 15:17 EST

Date: Saturday 12-Dec-87 15:04 EST

Mail to: habitatq24 Mail From: rjscott Date: Saturday 12-Dec-87 15:23 EST :: Hehehe:: You HAD to ask that one, 'eh? 48 Mail to: habitatq24 Mail From: Doug Ba Date: Saturday 12-Dec-87 16:15 EST Mail to: habitatq24 Mail From: Mysterio Date: Saturday 12-Dec-87 16:57 EST 29 Mail to: habitatq24 Mail From: OSGOOD Date: Saturday 12-Dec-87 17:15 EST You tell me your age first. Mail to: habitatq24 Mail From: GRANNY1 Date: Saturday 12-Dec-87 17:22 EST Mail to: habitatq24 Mail From: Eric Date: Saturday 12-Dec-87 17:31 EST 19. Mail to: habitatq24 Mail From: QWOP Date: Saturday 12-Dec-87 17:50 EST 27 Mail to: habitatq24 Mail From: Chameleon Date: Saturday 12-Dec-87 17:56 EST Do I HAVE to answer this??? - - - - - - - - - - - - - - - - -Mail to: habitatq24 Mail From: WoodDragn Date: Saturday 12-Dec-87 18:40 EST Mail to: habitatq24 Mail From: Dragonfish

Date: Saturday 12-Dec-87 19:09 EST

Mail to: habitatq24 Mail From: RAOULTFOOL Date: Saturday 12-Dec-87 20:28 EST Mail to: habitatq24 Mail From: Lady Beau Date: Saturday 12-Dec-87 20:34 EST Mail to: habitatq24 Mail From: Ks Lass Date: Saturday 12-Dec-87 20:44 EST habitatq24 Mail to: Mail From: LynnS6 Date: Saturday 12-Dec-87 21:04 EST 30 Mail to: habitatq24 Mail From: Cimaron Date: Saturday 12-Dec-87 21:20 EST Mail to: habitatq24 Mail From: SaltheartO Date: Saturday 12-Dec-87 22:15 EST Mail to: habitatq24 Mail From: Kelly Daze Date: Saturday 12-Dec-87 22:18 EST ::cough:: 34 Mail to: habitatq24 Mail From: Becky Date: Saturday 12-Dec-87 22:55 EST 22 Mail to: habitatq24 Mail From: Gary M Date: Saturday 12-Dec-87 22:56 EST 25 Mail to: habitatq24 Mail From: Del March Date: Saturday 12-Dec-87 23:48 EST 23 Mail to: habitatq24 Mail From: DragonFyre Date: Sunday 13-Dec-87 00:49 EST

25

```
allen
Mail to: habitatq24
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:50 EST
Ignore previous "Allen" :\
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to:
        habitatq24
Mail From: AGGIE
Date: Sunday 13-Dec-87 01:22 EST
78 days?? };D
<32>
Mail to: habitatq24
Mail From: SkyLine
Date: Sunday 13-Dec-87 03:02 EST
40
Mail to: habitatq24
Mail From: Elven Mist
Date: Sunday 13-Dec-87 03:10 EST
Mail to: habitatq24
Mail From: StephenT3
Date: Sunday 13-Dec-87 04:02 EST
Mail to: habitatq24
Mail From: Steffie
Date: Sunday 13-Dec-87 07:50 EST
36
Mail to: habitatq24
Mail From: Onyx
Date: Sunday 13-Dec-87 08:53 EST
Mail to: habitatq24
Mail From: JoeyT1
Date: Sunday 13-Dec-87 10:43 EST
11, but Im called the 30 year old midget
Mail to: habitatq24
Mail From: Paul H
Date: Sunday 13-Dec-87 11:38 EST
Kinda personal don't you think!?? ;D
I am 31
Mail to: habitatq24
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:52 EST
Age?? Nosy :PPPPPP
36
Mail to: habitatq24
Mail From: frodob
```

```
Date: Sunday 13-Dec-87 12:24 EST
Mail to: habitatq24
Mail From: Soundman
Date: Sunday 13-Dec-87 12:50 EST
38 yrs Old
- - - - - - - - - - - - - - - - - -
Mail to: habitatq24
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:31 EST
25
Mail to: habitatq24
Mail From: Og1
Date: Sunday 13-Dec-87 16:12 EST
37
Mail to: habitatq24
Mail From: WOWW
Date: Sunday 13-Dec-87 17:22 EST
Mail to: habitatq24
Mail From: SandraS
Date: Sunday 13-Dec-87 20:03 EST
Is this necessary :DDD I'm 35.
Mail to: habitatq24
Mail From: Greg P
Date: Sunday 13-Dec-87 20:06 EST
32
Mail to: habitatq24
Mail From: beren
Date: Sunday 13-Dec-87 21:41 EST
32
Mail to: habitatq24
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:41 EST
27
Mail to: habitatq24
Mail From: DeanD
Date: Monday 14-Dec-87 00:45 EST
Mail to: habitatq24
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:13 EST
Mail to: habitatq24
Mail From: THE WALL
```

Date: Monday 14-Dec-87 01:46 EST

```
32
Mail to: habitatq24
Mail From: Fleximan
Date: Monday 14-Dec-87 03:32 EST
25 yrs
Mail to: habitatq24
Mail From: GoldenWolf
Date: Monday 14-Dec-87 08:20 EST
Mail to: habitatq24
Mail From: EileenC
Date: Monday 14-Dec-87 10:05 EST
age 27
Mail to:
       habitatq24
Mail From: John L
Date: Tuesday 15-Dec-87 00:53 EST
age 45
Mail to: habitatq24
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:08 EST
Mail to: habitatq24
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:53 EST
26
Mail to: habitatq24
Mail From: Bonnie
Date: Tuesday 15-Dec-87 02:02 EST
Over 21
Mail to:
       habitatq24
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:33 EST
24 11/12 earth years
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to:
       habitatq24
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:26 EST
26
Mail to: habitatq24
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:12 EST
31 (Note: 9 yr old son also played)
Mail to:
       habitatq24
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:52 EST
```

Mail to: habitatq24

Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:56 EST

17

%cvideo#d010>lucas>operations>results.1>answer.25 87-12-28 17:58:15 EST

OUESTION:

Are you male of female?

Please press F7 to respond to this question.

- - - - - - - - - - - - - - - - - -

Mail to: habitatq25 Mail From: Celebrindl

Date: Saturday 12-Dec-87 14:57 EST

Male

- - - - - - - - - - - - - - - - - - -

Mail to: habitatq25

Mail From: CLB

Date: Saturday 12-Dec-87 14:58 EST

male

- - - - - - - - - - - - - - - - - -

Mail to: habitatq25 Mail From: HaagenDasz

Date: Saturday 12-Dec-87 15:04 EST

male

- - - - - - - - - - - - - - - - -

Mail to: habitatq25 Mail From: Chris NH

Date: Saturday 12-Dec-87 15:13 EST

Male

Mail to: habitatq25 Mail From: John Apple

Date: Saturday 12-Dec-87 15:18 EST

male

Mail to: habitatq25 Mail From: rjscott

Date: Saturday 12-Dec-87 15:23 EST

Male

Mail to: habitatq25 Mail From: Doug Ba

Date: Saturday 12-Dec-87 16:15 EST

male

Mail to: habitatq25 Mail From: Mysterio

Date: Saturday 12-Dec-87 16:57 EST

male

Mail to: habitatq25 Mail From: OSGOOD

Date: Saturday 12-Dec-87 17:16 EST

Yes

```
Mail to: habitatq25
Mail From: OSGOOD
Date: Saturday 12-Dec-87 17:16 EST
Mail to:
        habitatq25
Mail From: GRANNY1
Date: Saturday 12-Dec-87 17:23 EST
male
Mail to: habitatq25
Mail From: Eric
Date: Saturday 12-Dec-87 17:31 EST
 Male.
 :D
_ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq25
Mail From: QWOP
Date: Saturday 12-Dec-87 17:50 EST
Male
Mail to:
        habitatq25
Mail From: Chameleon
Date: Saturday 12-Dec-87 17:57 EST
"Male of female"???
Female
Mail to:
        habitatq25
Mail From: WoodDragn
Date: Saturday 12-Dec-87 18:40 EST
Male
Mail to: habitatq25
Mail From: Dragonfish
Date: Saturday 12-Dec-87 19:09 EST
male
- - - - - - - - - - - - - - - - - -
Mail to: habitatq25
Mail From: RAOULTFOOL
Date: Saturday 12-Dec-87 20:28 EST
Male
habitatq25
Mail to:
Mail From: Lady Beau
Date: Saturday 12-Dec-87 20:34 EST
Female....
Mail to: habitatq25
Mail From: Ks Lass
Date: Saturday 12-Dec-87 20:44 EST
Female
_ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq25
Mail From: LynnS6
Date: Saturday 12-Dec-87 21:05 EST
```

.

```
Female
Mail to:
       habitatq25
Mail From: Cimaron
Date: Saturday 12-Dec-87 21:20 EST
female
Mail to: habitatq25
Mail From: SaltheartQ
Date: Saturday 12-Dec-87 22:15 EST
male
Mail to: habitatq25
Mail From: Kelly Daze
Date: Saturday 12-Dec-87 22:18 EST
Female
Mail to:
       habitatq25
Mail From: Becky
Date: Saturday 12-Dec-87 22:55 EST
Female
 ::adjusting sweater::
Mail to:
       habitatq25
Mail From: Gary M
Date: Saturday 12-Dec-87 22:56 EST
Male
Mail to:
       habitatq25
Mail From: Del March
Date: Saturday 12-Dec-87 23:48 EST
Male
Mail to: habitatq25
Mail From: DragonFyre
Date: Sunday 13-Dec-87 00:50 EST
Male :>
- - - - - - -
Mail to: habitatq25
Mail From: AGGIE
Date: Sunday 13-Dec-87 01:23 EST
very female
Mail to: habitatq25
Mail From: SkyLine
Date: Sunday 13-Dec-87 03:02 EST
Mail to: habitatq25
Mail From: Elven Mist
Date: Sunday 13-Dec-87 03:11 EST
Female
Mail to: habitatq25
Mail From: StephenT3
```

Date: Sunday 13-Dec-87 04:02 EST

```
male
Mail to: habitatq25
Mail From: Steffie
Date: Sunday 13-Dec-87 07:51 EST
female
Mail to: habitatq25
Mail From: Onyx
Date: Sunday 13-Dec-87 08:54 EST
female
Mail to: habitatq25
Mail From: JoeyT1
Date: Sunday 13-Dec-87 10:44 EST
male
Mail to:
        habitatq25
Mail From: Cornelius
Date: Sunday 13-Dec-87 11:19 EST
All survey questions were answered under
the username of OSGOOD.
Mail to: habitatq25
Mail From: Paul H
Date: Sunday 13-Dec-87 11:39 EST
Haven't checked lately.....
After looking I would say male.
Mail to: habitatq25
Mail From: QZOOKEEPER
Date: Sunday 13-Dec-87 11:52 EST
Female...and NOW going into H ;>
_ _ _ _ _ _ _ _ _ _ _ _ _
Mail to: habitatq25
Mail From: frodob
Date: Sunday 13-Dec-87 12:25 EST
male
Mail to: habitatq25
Mail From: Soundman
Date: Sunday 13-Dec-87 12:51 EST
Mail to: habitatq25
Mail From: Rhapsody
Date: Sunday 13-Dec-87 15:31 EST
Male
Mail to: habitatq25
Mail From: Og1
```

Date: Sunday 13-Dec-87 16:13 EST

```
Male
   which brings up a sore spot with me!
   My Avatar has developed a set of ...
errrr.... female attactments....
   I mean.... it's embrarassing
walking around looking like Dolly Parton
   I have to move around sideways so I
won't knock anything over.....
   And nowhere Downtown is a
foundation store, to give me the support
these things need! They hurt just
hanging there.
Mail to: habitatq25
Mail From: WOWW
Date: Sunday 13-Dec-87 17:22 EST
Female
Mail to: habitatq25
Mail From: SandraS
Date: Sunday 13-Dec-87 20:03 EST
         female
habitatq25
Mail to:
Mail From: Greg P
Date: Sunday 13-Dec-87 20:06 EST
Male
Mail to: habitatq25
Mail From: beren
Date: Sunday 13-Dec-87 21:41 EST
Male
Mail to: habitatq25
Mail From: IggY VoiD
Date: Sunday 13-Dec-87 23:41 EST
male
Mail to: habitatq25
Mail From: DeanD
Date: Monday 14-Dec-87 00:46 EST
Mail to: habitatq25
Mail From: Sky Dragon
Date: Monday 14-Dec-87 01:13 EST
Mail to: habitatq25
Mail From: THE WALL
```

Date: Monday 14-Dec-87 01:46 EST

```
Male
Mail to: habitatq25
Mail From: Fleximan
Date: Monday 14-Dec-87 03:32 EST
male
Mail to: habitatq25
Mail From: GoldenWolf
Date: Monday 14-Dec-87 08:20 EST
Male
Mail to: habitatq25
Mail From: EileenC
Date: Monday 14-Dec-87 10:05 EST
female
Mail to:
       habitatq25
Mail From: John L
Date: Tuesday 15-Dec-87 00:53 EST
male
Mail to: habitatq25
Mail From: AndrewG2
Date: Tuesday 15-Dec-87 01:08 EST
male
Mail to: habitatq25
Mail From: ICwhatUmin
Date: Tuesday 15-Dec-87 01:53 EST
Male
Mail to:
       habitatq25
Mail From: Bonnie
Date: Tuesday 15-Dec-87 02:02 EST
Female
Mail to:
       habitatq25
Mail From: ribbit
Date: Tuesday 15-Dec-87 10:39 EST
male
Mail to: habitatq25
Mail From: SPBLives
Date: Tuesday 15-Dec-87 12:26 EST
Mail to: habitatq25
Mail From: Laser Gyro
Date: Tuesday 15-Dec-87 22:13 EST
Male
Mail to: habitatq25
Mail From: YvonneC
Date: Tuesday 15-Dec-87 22:52 EST
female
```

Mail to: habitatq25

Mail From: Caterwaul

Date: Tuesday 15-Dec-87 22:56 EST

Male
