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0     1200 baud communications fix
1     Add BOING! sound effect for capacity overflow
2     Choose set of records for Hall Of Records
3     Create user map of downtown
4     Draft Geographic Master Plan
5     Finish players' manual (add illustrations)
5a    Revise manual text for release
6     Implement host memory capacity monitor phase II
7     Make sure we can rebind and reboot regionproc
8     Upload and install new downtown
9     Test avatar point-to-point talk echo
10    Test glue object
11    Change magic protocol to send object pointed noid
12    Cleanup existing world database
13    Define initial magical powers
14    Draft economic policy
15    Implement Oracle logging and response capability
16    Implement bank account deduction utility for Rant ads
17    Implement home vendo
18    Implement text to paper/book conversion utility
19    Install D'nalsi Island adventure
20    Install region rally
21    Install software to keep records for Hall Of Records
22    Make compass work on host
23    Make teleport HELP give teleport address
24    Reset database for beta release
25    Test pawnshop-machine object
26    Test switch (stationary magic) object
27    Upload and install Forest Road
28    Determine powers and privileges of Adventure Masters
29    Generate, upload and install Capture-The-Flag regions
30    Implement bureaucrat-in-a-box
31    Implement die object
32    Implement elevator object
33    Implement game piece object
34    Talk to Tom Canaday about operations and Weekly Rant
35    Test light handling with containers and region changes
36    Make vendo HELP describe item on display
37    Draft Rant advertisement policy and procedure
39    Implement initial magical powers
40    Make host send motd on bootup
41    Create general purpose database filter
42    Draft final specification for Ghu
43    Implement Capture-The-Flag entry and exit daemons
44    Implement database fragment copy function
45    Implement game show
46    Install Cooties game
47    Install Quest For Tome Of Wealth And Fame
48    Write Guidebook To The Oracle
49    Design Machiavelli
50    Design and implement stock market game
51    Design quest for product launch
52    Draft Adventure Masters' manual
53    Generate first 20K turves and related infrastructure
54    Implement Ghu
55    Implement apartment generator
56    Implement teleport entry database utility
57    Install board games
58    Setup talk show
59    Setup theaters
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60    Change changomatic to alter houses outside turf
61    Make magic HELP give little rhyme about magic item
62    Add connecting region number to sky, door and building
63    Implement Adventure Master support software
64    Start Machiavelli
65    Create Auto-Oracle
66    Implement stochastic region generator
67    Implement turn avatar to ghost on logout
68    Make ghost appear only if ghosts online
69    Exclude non-beta-testers from system
70    Define garbage collector
71    Design batch transactions
72    Create avatars with token in pocket
73    Add vendos outside of downtown
74    Implement countertop transactions
75    Specify Oracle functions on host
76    Make book interface random-access
77    Make book HELP give title
78    Complete specification of adventures and activities
```