

# THE OFFICIAL AVATAR HANDBOOK

## A Comprehensive Guide to Understanding the Habitat™ May 29, 1986

*“Look Theodophilus, a book for us!”*

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## **AN INTRODUCTION**

We don't know all that much about the Habitat, or Avatars, the human-like inhabitants of that world.

What we do know is that Avatars share a rich social, intellectual and cultural history that sets them apart from most higher life forms. The detailing of their culture was made possible through the work of Platorius Crum and Henrietta E. Figwash, two notable Avatar anthropologists from Thelonius University. Professors Crum and Figwash graciously agreed to compile this manual, assembling the information necessary to "introduce" you to their society. The rest, as they say, is up to you.

We hope the data provided herein will assist you as you explore the Habitat. We think you'll find, as we have, that Avatars can be a lot like us...some of the time.

The Editors  
Marin County, California  
June, 1986

## **SOME BACKGROUND**

### *Why You're Here*

As Avatars, we feel it necessary to explain to you why we, in essence, are allowing you to take our form and enter our society.

The early Avatars were adventurers like none other. If you read through Habitat history, you will find stories of grand expeditions, the discovery of magnificent treasures, and tales of bravery and valor that would challenge those of your King Arthur with his Knights of the Round Table.

But, as the years passed, Avatars changed. The spirit of adventuring died away, and we became more and more content to do nothing...

You see, the Avatars, when left to themselves, have become basically lazy creatures that would be only too happy to sit or sleep all day and night, eating sweets, reading magazines or books, or phoning friends, but never getting out to see the world because it would take too much effort.

The Oracle, who both watches over and directs life in the Habitat (you will read more about It later), eventually became quite bored with this state of affairs and decided to take some action.

As Mystical Beings sometimes will, the Oracle decided that a Drastic Measure was in order, and allowed the discovery of our world by yours. The result, It hoped, would be for things, as you humans say, "to start hopping".

Once over the shock of intrusion, we Avatars came to agree with the Oracle. Our long period of inactivity has made most of us eager for some adventure, some intrigue, and some exercise.

In other words, we're game if you are...

## CHAPTER ONE

### GETTING THERE

#### *A Basic Introduction to the Habitat*

Getting to the Habitat is accomplished by (insert proper menu sequence).

When you enter for the first time, you will see your Avatar waiting for you in your “Turf”, or home. Go for a “test drive” by trying out some or all of the basic commands, which follow.

#### *Using the Joystick*

Avatars understand and respond to five basic joystick commands: **GO**, **DO**, **GET**, **PUT** and **TALK**.

To initiate any of these actions (except **TALK**), you must press the button on your joystick, at which time a question mark and four arrows will appear on the screen. Toggle the joystick to the command you wish to give, and then release the button to select it. Your Avatar will then undertake the action.

#### *The Commands — How They Work*

**GO**: This command directs your Avatar in motion. If you wish to go somewhere, point the cursor to the spot you wish to go to, and press the joystick button. Then toggle the joystick to the **GO** position (the **GO** command icon will appear on the screen), and release the button. Your Avatar will walk to the spot indicated. In this way you can cross a room, explore the countryside, or just take a leisurely stroll.

*The phone rang, and Winona crossed the room to answer it. It was Samantha. “Hey, Win! Smedley just called. A gang is getting together over at his Turf for a little soak.”*

*“I think I’ll pass on that one,” Winona blushed. “After that last party I swore I’d never get near Smedley’s hot tub again.”*

**GET**: The Habitat is littered with objects, some of which you will need or want. To **GET** one of them, point the cursor at it, press the button, select the **GET** command, and release the button. Your Avatar will bend over and pick up the object.

If the object you wish to **GET** appears on the screen with you, you don’t need to command your Avatar to **GO** to it. Just point the cursor at the object in question, press the button, choose **GET**,

release the button and you will cross the space to the object and take it into your hand.

It is important to remember that you can only hold one object in your hand at one time.

*Norbert snickered with Broderick, as the two watched the new Avatar on the block trying out the **GET** command. “You can always tell a greenhorn,” Norbert chuckled. “They have no concept of the laws of physics — I just saw this guy try to pick up the phone booth!”*

**PUT:** Obviously, the opposite of **GET**. To use **PUT**, point to the place you wish to put an object in your possession, press the button, choose **PUT** and release the button. Your Avatar will drop the object at the indicated spot, crossing the room if need be.

*Cynthia and Ralphie were having a teensie-weensie little disagreement about how she should arrange her turf.*

*“I mean it, Cyn,” Ralphie insisted, “if you put the lamp on the left side of the room, you’re crazy!”*

*Cynthia smiled sweetly. “Do you know where you can put the lamp, Ralphie?”*

**DO:** This “catch-all” command directs your Avatar to take some kind of action, either *with* an object, or *to* an object. The action taken depends on what object you are pointing at. Press the button and select **DO**, then release the button. The object you point to will make the appropriate response. For example, the door will open or close, or the lamp will turn on or off.

*“Gee, look what I found!” Sedgewick said.*

*“Sedge,” stammered Noah, “where did you get that...that...gun?”*

*“Golly,” Sedgewick smiled evilly, “what do you think would happen if I pointed this at you and hit the **DO** command?”*

**TALK:** This is the only command that doesn’t involve using the joystick button. To **TALK** to another Avatar, point at them with the cursor, type your message on the keyboard, and press Return when finished. You can also talk to certain objects, like the Oracle or a telephone. Just point the cursor to the object (the Oracle’s Fountain or the phone), and type the message on the keyboard. Again, press Return when finished.

If you want to talk to a group of Avatars, simply point the cursor to the sky or ground, and type the message in. Everyone will receive it.

*“Talk to me baby,” the Avastud leered at the innocent young girl. “What’s your sign? Come here often? What’s a nice Avatar like you doing in a place like this? Didn’t we know each other in another life? How am I doing?”*

*“Isn’t it past your bedtime?” she coolly asked, and walked away.*

*“I think she really likes me,” he said to no one in particular, and took up the chase.*

### *Matters of Posture*

There are certain body movements you can control, such as standing up, sitting down, and laying down. Point the cursor at your Avatar and press the button. Choose **GO** and watch him cycle his body posture among those three positions. You can make gestures by pressing the various function keys. Certain gestures have not been included, so improvise when appropriate.

### *Containers*

Some objects, like suitcases and boxes, are containers that hold other objects. To put something in a container, point at the container and select **PUT**. A container will only hold a certain number of objects, depending on its size. If it has reached its limit, you will not be able to add anything more without first removing something from it using **GET**.

To **GET** an object from a container, point at the container, press the button, and choose **GET**. A picture will appear on your screen, showing you each of the objects in the container. Choose the one you want with the cursor, pressing the button to indicate your choice. If you don’t want one of the objects after all, point the cursor to empty space and press the button. In either case, once a choice has been made, the picture will disappear. If you selected an object, you will **GET** it out of the container.

*“Now, have I got everything for my adventure?” Rodney mused as he packed his suitcase.*

*“Boomerang, check. Compass, check. Grenade, check. Magic staff, check. And a change of clothes. Good — enough room left for the Orb of Oshtemo...if and when I find it...”*

### *Locks and Keys*

There are some things you will be able to lock, such as certain containers, and the door to your Turf. To lock or unlock these objects, you must be holding the key when you select the **DO** function to open or close the door or container. If a door or container is locked and you do not have the key, you simply will be unable to open it.

### *Reading and Writing*

If you want to read something, such as a newspaper or a letter from a friend, point at it and select **DO**. The text will appear on the screen. When you are finished reading, press the joystick button and select the **EXIT** function. If the thing you are reading has more than one page, you can flip the pages back and forth by pressing the joystick button and selecting the **NEXT** or **BACK** functions.

If you are holding a piece of paper, you can write on it in addition to reading it. Point at the paper and select **DO**. Again, the text will appear on the screen. If it is a fresh piece of paper, the screen will be blank. You “write” by typing on the keyboard. You can control where on the page you are writing by moving the cursor around with the joystick. You can erase text with the backspace key. When you are finished writing, press the joystick button and select **EXIT**.

#### *“To Chuck Von Hoobermotter III*

*“My dearest Chuckles,” wrote Daphne, “You are the Avatar of my eye. Oh, Chucklette, when will I see you again?”*

*She signed her name amid countless X’s and O’s, dropped the letter in the nearest mailbox, and sent it on its way. When Chuck got the letter, he tossed his cookies.*

#### *Using the Phone*

To use the phone, you must **GET** the receiver, point the cursor at the phone, and dial by typing the phone number on the keyboard. Phones in the Habitat work much the same way as on earth, by sound cues. You’ll hear dial tones, ringing or busy signals.

Payphones are a little different. You can call a friend while away from home by going to an unoccupied payphone, **GET**ting a Token out of your pocket, **PUT**ting the token into the phone, **GET**ting the receiver, dialing and **TALK**ing.

#### *Getting Out*

The thing to remember when you’re getting out of the Habitat is that you don’t just switch your Avatar off when you exit the world. We can’t emphasize enough that leaving him in the middle of a sticky situation won’t resolve the problem....it might even intensify it.

The best thing to do when you’re leaving the Habitat is to take a nap — it’ll keep your Avatar out of trouble. To take a nap, just lay down on a bed and you will automatically exit from the Habitat. If you happen to be a long way from your Turf and need to get out, you’ll find hotels and inns where you can stay.

If, by chance, there is a problem in your system, or a power failure, the Oracle will sense it and will protect you by turning you into a pillar of stone. Logging back in will reanimate you to continue your activity.



## CHAPTER TWO

### THE ORACLE FACTOR

*“Tell me, oh Wise One,” said Platypus Hogg to the Oracle, “will there be even greater adventure and riches in my future?” The answer from the Oracle was as foreboding as it was mysterious.*

*“Your greed is such  
That you may find  
All you dare to seek.  
In faroff lands  
With seven seas  
And one, gigantic peak,  
You’ll find the riches  
But Beware  
The ghastly Fendersneek.”*

*“Oh, thank you, Oracle!” Platypus cried, and ran home to prepare for the adventure, little realizing that it would be his last.*

There is one pervasive factor in every Avatar’s life: the Oracle, the great, all-knowing, mysterious power residing in the Habitat. No one knows where It came from — but then again, no one really cares.

What Avatars do care about is the fun, intrigue and adventure that the Oracle provides. In return, they support It with donations.

The Oracle grants wishes, sends Avatars on quests and adventures, and has been known to play a trick or two.

The Oracle is as unpredictable as It is mysterious, and should never, never be taken for granted.

## **CHAPTER THREE**

### **DATES TO REMEMBER**

At first, there was only the Oracle. Tired of playing solitaire and having the world all to Itself, the Oracle created Avatars for Its amusement. All time in the Habitat dates from the creation of Avatars, the Oracle referring to the time before them as “The Great Boredom.”

What follows are great moments in Habitat history:

1 A.C. (After Creation) The Great Boredom ends as the Oracle creates Avatars.

373 A.C. The great Blumbeach Wars against the tyrannies of Duke Falrouche.

765 A.C. The Oracle hands down The National Leisure Edict, providing for “life, liberty and the pursuit of quality leisure time” for all Avatars. Each Avatar is granted a trust fund from the Oracle, removing the need to work for a living.

1329 A.C. The explorer Christophilus Columbus discovers the continent of New Marin, uncovering riches beyond his wildest dreams. Hundreds of Avatars follow in search of more treasure.

1537 A.C. The Grand Quest for the Holy Walnut lures thousands in search of adventure and riches. The object is never found, and few return alive.

1724 A.C. The “War to End All Wars, I Think” is fought after a faction of Avatars, led by Fredrich the Ill-Mannered, tries to overthrow the authority of the Oracle. The attempt fails.

1867 A.C. TelePorts are introduced in the Habitat, ushering in a new era in travel.

1950 A.C. Televisions become instant antiques when the Oracle, tiring of people sitting and watching moving pictures on a box, blows up all the television stations.

1986 A.C. The Habitat is made accessible to Earth.

## CHAPTER FOUR

### AVATARS I HAVE KNOWN

*How, what and why Avatars are named.*

*“The time has come,” she thought, “for me to get myself a name.” So she sat, and pondered.  
“Hmmm.” she thought, “what will it be? Terwilliger? Marietta? Miranda? So many choices...I  
just can’t decide!”*

One of the most important things in the Habitat is your sense of identity...especially with a name that sets you apart from the others.

The rule of thumb is, the more distinctive the name, the better. Try to keep it under 40 letters in length.

What follows are some inadvisable and advisable names for Avatars. Study them closely before choosing a moniker for yours!

#### *OUT*

Jane	Bob
Mary	Steve
Susan	Chuck
Jamie	Mike
Ellen	Chip
Sarah	Randy
Buffy	Eric
Helen	Ron
Babs	Gary
Laura	Larry

#### *IN*

Prunella	Norbert
Plantasia	Osgood
Henrietta	Heronymous
Hermione	Filbert
Millicent	Cornelius
Veronique	Phineas
Cassandra	Milhurst
Phillipa	Bronson
Marietta	Heathcliff
Annalise	Theodosius

## CHAPTER FIVE

### THE SOCIAL LIFE

*“How do you think we’re going to get out of this one, Dredmitch?” Cosmo asked as the two Avatars crouched in terror at the entrance to the cave.*

*“Oh, that’s right,” Dredmitch replied, “blame it on me, you slimewad!”*

*“And why shouldn’t I? As I recall, it was your idea to go in search of the Jewelled Horn of the Green Bleem...”*

*“Cosmo,” whispered Dredmitch frantically, “stop whining! Listen! Do you hear that?”*

*“Oh no,” Cosmo moaned, “it’s that monster...that disgustingly slimy green thing...and it sounds like it’s getting closer...”*

Ah, adventure — The lifeblood of the Avatar. Like many Avatars, you’ll quickly turn amusing yourself into a fine art.

There are, however, several dos and don’ts when it comes to amusement in the Habitat:

#### *DOS*

*Make new friends.* And lots of them. Avatars love meeting other Avatars, and consider themselves fortunate in having a large circle of acquaintances. Just think about where Cosmo and Dredmitch would be if they hadn’t met each other.

*Buying things.* Avatars also love presents. Sometimes you buy presents for friends, sometimes you buy them for yourself. After all, you’ve got to do something with all that trust fund money...

*TelePorting* Just the thing that Cosmo and Dredmitch wish they had quick access to. A TelePort is a lot like a telephone, except that, instead of sending your voice, you send yourself. Costs a little more than a phone, but how else can you travel 3,000 miles in a split second?

*Hanging out at the Oracle.* **The** place to see and be seen. When you connect into the Habitat, you’ll want to go down to the Oracle to see which of your friends are hanging out there. And, if no one you know is around, it’s a great opportunity to meet someone new.

*Phone calls.* Phones aren’t there for decoration! If you haven’t got anything to do, just pick up the phone and give old Smedley a call. Smedley might be on his way to a new adventure and need a hand.

*Adventures.* The rallying cry of the Avatar. A great way to spend a day...a week...or longer. Much longer. (Remember old Cosmo and Dredmitch?) There are several ways to plan an adventure. You can let the Oracle chart your course, give you clues and send you on your way. You can keep up with the latest adventure classified ads in the Habitat Weekly newspaper. You can go it alone, or you can team up with a band of fearless mercenaries. Or, you could always wait until Cosmo and Dredmitch get back...

*Exploring.* Kind of like adventuring, but without the risk. The Habitat is a big place — what better way to learn about it than to go out and explore the surrounding neighborhoods? It's also a great way to meet other Avatars.

### **DON'TS:**

*Organized Sports.* Avatars detest them. They would much rather create fun of their own than have a bunch of rules dictate how they behave.

*Television.* Nobody watches it.

*Card Playing.* Playing cards don't exist in the Habitat, and repeated attempts to introduce them have failed.

*Driving Vehicles.* Why ride when you can walk or TelePort? The car and motorcycle as a mode of transportation died out hundreds of years ago, although you can find the occasional skateboard.

*Materialism.* Not the way to impress your friends. A lot of possessions just overburden you, and slow you and your friends down. Oh, it's fine to have little items you can call your own, but don't overdo it. The average Avatar just isn't overwhelmed or impressed by lavish displays of wealth.

*Over-Extend Your Avatar's Hospitality.* Fact is, ever since the "War to End All Wars, I Think" the Oracle won't allow gatherings of more than six Avatars in one place at one time. So, next time you decide to hold a hot-tub party, remember the "five guests only" rule. If you try to go someplace that is already filled to capacity, the Oracle won't admit you and you will bounce off.

## CHAPTER SIX

### THERE ARE SOME THINGS WE JUST DON'T TALK ABOUT...

*"You know, Filbert," Alendale said quietly, "you could easily buy your way out of this little...jam...with a few tokens...say 1000?"*

*"You know I don't have that kind of money," Filbert replied, fear in his voice. "I can't afford your protection money. So go ahead, beat me up."*

*"You know I never do the dirty work," Alendale said with an evil smile. "The boys will be by tomorrow night...unless you can somehow raise the money you owe. And Filbert," he chuckled, "don't try to hide. We'll find you. We always do."*

Money. What society could survive without it? Avatars are lucky...all their basic financial concerns were taken care of when the National Leisure Laws were enacted and trust funds, lifetime trust funds, were established for each one of them. *No Avatar has to work for a living.*

Yet, if there's one thing Avatars don't talk about, it's where they get the money. The trust funds are an accepted fact, and it's considered *gauche* to discuss it. Unless, of course, you're a petty thief like Alendale. However, you don't have an infinite supply of cash. At regular intervals, your bank account will accumulate interest, which you may spend. You may *not* spend the principle. And, interest is accrued according to how much time you spend in the Habitat. So you can never be broke, but you can be short on cash.

The Token is the currency standard in the Habitat. Since an you can only hold one object in your hand at one time, a Token object can represent any amount of cash from one Token to whatever. Anytime you spend money, a window pops up on the screen, telling you how much the Token represents, and asks how much you want to spend.

Credit cards work much the same way. Pull out the card, and the window appears with your credit limit and an inquiry of how much you want to spend. The credit card amount is then deducted from your bank account. And for those times when you find yourself running a little short of pocket money, you can always visit an automatic teller to withdraw more with the credit card.

There *are* other ways to get money. Consider the fortunes of Alexander Arnquirt, who went off in search of treasure and came back with one of the most sacred of MicroCosmic relics — the bronze candlestick of Demetrius the Blind. The enterprising Mr. Arnquirt opened a private museum, drew thousands of Avatars, and made a small fortune. Which he promptly spent in his next quest for sunken treasure off the coast of Andoverland.

Tokens also come from unexpected sources, depending on the Oracle's generous streak on any given day. Jeanette Woodgrain once found a Token worth T5,000 stuck in a crack in the sidewalk.

Avatars also raise quick cash at the pawn shop — a seedy if necessary establishment on the outskirts of most towns.

Money's not a problem, in short. Unless you choose to make it a problem. But then, there's always Alendale.

## CHAPTER SEVEN

### THE WELL-DRESSED AVATAR

*“Oh, brother,” Wilhelmina whispered to Prunella, “here comes old fashionplate again.” Prunella looked over to see devastatingly handsome Berford Clotheshorse sauntering up in the latest Oscy De La Rooster style. “Who does he think he is?” Wilhelmina hissed.*

*“The Oracle’s gift to Avatars,” Prunella sighed, stars in her eyes. “The Oracle’s gift to Avatars.”*

One of the really fun things you can do when you enter the Habitat is customize your appearance. What you get to help you in this task is a customization kit that will allow you to make the kind of alterations that would make a Beverly Hills plastic surgeon cry.

Clothing works a little differently. Your Avatar will come attired, though a little blandly. It’s easy to build a wardrobe...just head down to the store, find something that suits you and buy it.

Put it on by using the **GET** and **PUT** commands, remembering that you can only wear one shirt, pair of pants, and so on, at a time.

The most popular forms of dress in the Habitat appear below:

(illustration of male and female avatars, wearing various apparel items, which will be called out in text.)



## CHAPTER EIGHT

### THE WELL-READ AVATAR

*Juliette scanned the classified ads in the Habitat Weekly Rant. Someone selling clues to a fabulous treasure...someone getting together an expedition to go in search of the magic gopher, someone looking for a lost key...but wait! What was this? "Fabulous diamond and ruby necklace, recently discovered and recovered in adventure, T15,000 or B/O. Phone 555-000." Scrambling for the phone, all Juliette could think was, "I've got to have it...I've got to have it..."*

You know how to read, don't you? In the Habitat there are letters, which were discussed earlier, as well as newspapers and magazines. The Habitat Weekly Rant, the local newspaper, is the best place to look for the latest news, as well as classified ads about treasure-hunting expeditions, clues to mysteries, and relics or valuable items for sale.

## **CHAPTER NINE**

### **CINEMA AVATAR**

One of the most thriving of all Avatar art forms is, what else? the movies.

Noted Avatar film critics Signorney Fledmich and Hobert Blattwork, co-writers of the popular newspaper column, “Still At The Movies”, have put together a list of all-time great Habitat movies:

STARE WARS: A cosmic action/adventure classic about space optometrists.

GOING, GOING, GONE WITH THE WIND: A turbulent love story set in the background of the Great Auction Wars.

CASA DE BLANCA: Another wartime love story, featuring the immortal line, “Play it again, Smedley.”

BERFORD CASSIDY AND THE SUNSHINE KID: Rollicking, comic tale of the two cow-atars, legendary bankrobbers of the old west.

THE ORACLE OF OZ: Family adventure about a young Avatar’s adventures in a strange land called Kansas.

CAWS: How a gigantic seagull terrorizes a small beach community one summer.

LOOKING FOR MR. FOOBAR: The seedy world of singles, as seen through the eyes of an aging, jaded software designer.

THE BAGEL THAT ATE 47TH STREET: Classic 1950’s ‘B’ horror flick about a yeast experiment gone awry in a major metropolitan bakery/think-tank.

## **CHAPTER TEN**

### **THE IMPORTANCE OF ETIQUETTE**

(This awaits your input)

## CHAPTER ELEVEN

### TURF, SWEET TURF

*“Oh, heck” MacGruder thought, “if Chrysanthemum and Penelope are coming for tea, I suppose I really should spruce the place up.” He quickly straightened up his Turf, and gazing around, grew more and more dissatisfied with the looks of the place. “I know!” he exclaimed, snapping his fingers, “I’ll redecorate!”*

Decorating, or, as is MacGruder’s case, redecorating, is accomplished with a Turf Customization Kit. You can use it to choose the colors, styles and furniture best suited to your personality.

Your Turf will come with some furniture, leaving it up to you to make just the right touches in decor. Maybe you’ll find them in the form of artifacts you bring back from your adventures. Maybe you’ll have to go out and buy them.

The law of minimums apply in the home Turf as well as anywhere else — don’t be extravagant, and don’t try to crowd too many objects into one area. No one will be impressed, and it will limit the number of people you can entertain. Only a certain amount of “stuff”, be it Avatars or objects, can exist in the same space at the same time.

## CHAPTER TWELVE

### THE AVATAR GLOSSARY

All the Expressions that Separate the Avatars from the Boys, so to Speak.

ADVENTURING:	Going in search of intrigue, riches, and danger.
AVATAR:	The basic lifeform in the Habitat.
CUSTOMIZING:	Altering the appearance of your Avatar or Turf to suit your own taste or the whims of fashion.
HEAD DOWN TO THE O:	Slang term for visiting the Oracle to see who's hanging out.
MULEHEAD:	An evil Avatar whose means justify his end.
ORACLE:	The all-knowing being that controls life in the Habitat.
PENNIES:	Slang term for stray Tokens found laying on the ground in public places. Since these Tokens are presumably left by the Oracle, the term derives from the old expression "pennies from heaven."
PORT:	<p>As a noun, an electronic TelePorting system for Avatars. Kind of like a plane of a train, only better.</p> <p>As a verb, the act of being TelePorted to another location in the Habitat. Common usage: "Say, Mirabella, why don't you Port on over for some fun and games?"</p>
PULLING A DREDMITCH:	Getting into a sticky situation.
SIXED OUT:	When you've met your limit on the "five guests only rule"
TOKEN:	Monetary unit of the Habitat.
TRUST FUND:	Where money comes from.
TURF:	The Avatar's home. Basis of the well known

expression, “An Avatar’s Turf is his castle.”

WEEKLY RANT:

The Habitat weekly newspaper.

## CHAPTER THIRTEEN

### HALL OF RECORDS

Avatars pride themselves at being the best. Because of that drive, they established a “Hall of Records” in which categories of distinction are as diverse as the activities they participate in.

Included here is a list of some of the “Guilderness Book of Records” title holders, with their record-making facts and figures.

*LONGEST TIME ON AN ADVENTURE WITH NO REWARD:* Thigglemas Dingleberry, 5 years, 27 days.

*OLDEST AVATAR:* “Old Stinky” Planterret, 247 years, 237 days.

*WEALTHIEST AVATAR:* “Tokenbags” Bleenquit, lifetime fortune of T37 billion, mostly from adventuring.

*MOST WISHES GRANTED FROM THE ORACLE:* Synthetica Sandlebury, 337.

*MOST TOKENS SPENT IN ONE DAY:* Bronswetta Q. Fishurst, 627,000 on a shopping spree.

*MOST MILEAGE IN A TELEPORTER:* Maxwell Zapmeister, .3 light years.

*MOST REINCARNATIONS:* Ferdinand “Moose” Baxwax, 4,177.

*MOST REGIONS VISITED:* Grizelda Grodwort, 50,002 different regions.

*MOST NEW TERRITORY EXPLORED:* Grizelda Grodwort, 10,145 regions never before visited.

*MOST UNUSUAL NAME:* Melinda Miroslav Mortsweller Mbwebwe A. B. C. D. E. F. G. H. I. J. K. L. M. N. O. P. Q. R. S. T. U. V. W. X. Y. Z. Friedman Birdbasher III

*MOST TIME IN THE HABITAT:* Rosetta Pololobolobos, 24,111 hrs.

*MOST NOTORIOUS:* Phlebitus Footsore, infamous bandit, swindler, TelePort pirate and litterbug.

*MOST OFTEN IN THE NEWS:* Rubin Snide III, rabble rousing attorney for the law firm Snide, Snide, Cromfelter and Snide.

*LARGEST ARSENAL:* Buggonimer “Bugsy” N.R.A. Piffle, over 200 different guns, knives and other destructive implements.

*BEST DRESSED:* Berford Clotheshorse, by unanimous choice of the editors of *Avatar’s Wear Daily*.



## CHAPTER FOURTEEN

### WHAT HAPPENS WHEN YOU DIE

*Philemon found himself standing at the pearly gates, waiting to meet his Maker. In due time the Oracle appeared, stared at Philemon long and hard, and finally asked,*

*“So, worm, how did you end up in this predicament?” Philemon swallowed hard and began to explain...*

Sometimes, even in the Habitat, the unthinkable happens and your Avatar may “bite the dust”. Not a pleasant thought, to say the least.

But if it happens, what do you do? It all depends on the Oracle. For example, look at what happened to Philemon. After terrorizing small communities of Avatars for months, one of his victims got hold of a gun and nailed Philemon with it. He appeared before the Oracle, tried to weasel his way out of it, and got promptly slapped down.

*“I know what you are and I know what you did,” the Oracle declared. “And I sentence you to wear the head of mule forevermore. This will warn other Avatars about you.”*

The Oracle varies on his sentencing of evil Avatars. Some are fated to go through life with the heads of mules. Some are required to pay heavy fines from their trust funds to the Oracle. Some are “grounded”, or forbidden to leave their Turf for a certain amount of time.

If an Avatar is a victim of the violence of other Avatars, he may have a chance to “plead his case” in an “exit interview” with the Oracle. The probability of this happening, however, is extremely small. In most cases, he will just be reincarnated to his Turf. The Oracle is known, however, for being rough on those who are foolish enough to get themselves killed, and may extract a payment of all the Avatar’s savings for the favor of reincarnating him.

An exit interview, if you are granted one, can be a lot like an IRS audit (as Philemon learned). You go into one hoping that even if you did something wrong, it’ll all turn out for the best. You may end up better off than when you started, but then again, you may end up looking like a mule.

The best advice, then, is to avoid having to meet the Maker. Be careful, know who your friends are, and watch over your shoulder.