

From farmer Wed Aug 6 18:49:03 1986
Subject: My adventure notes.

A first Habitat Adventure:
By F. Randall Farmer

Quest for the Amulet of Salesh:

Mixed in with other articles in the 'Weekly Rant':

"DON'T JUST READ THE NEWS, BE THE NEWS!"

Note: there should be an article on good 'manners'
including 'Identifying' other Avatars.

We pay Top Token!
Write an article for the
 WEEKLY RANT!

all submissions should be 1
page or less.
Mail all articles to:
Editor, Weekly Rant

We reserve the right to print
whatever we want. All
submissions become property of
WRI.

Want new customers?
Want to announce something?
Try advertising in the
 WEEKLY RANT!
Rates:
1t per line per issue
50t to have or graphics dept
 layout an add for you

Mail ads to:
Ads, Weekly Rant
charges will be deducted from
your trust fund account.

for all your questing needs:

Randy's Adventure Emporium
 1234 Glory Way

"We ain't got it,
 you can't use it!"

A public service announcement:
Visit the Populopolis Library
5555 City Plaza

Lose your keys?
Want security?
Feel overburdened?
Come to Lefty's Locksmithery
1919 Shady Lane

Article:

AMULET OF SALESH STILL MISSING!

There has been a major development in the famous Great Amulet Caper today: the thieves were found guilty of grand theft magic, and sentenced to 5 years in The Void.

As you will remember, the Great Not-So-Wise man, Daden Salesesh, had his Great Amulet of Wonderous Worth stolen last week. Salesesh, being a powerful but clumsy wizard tried to activate a homing-return spell to attempt to retrieve his valuable trinket. The result was the accidental porting of the thieves to his home, somewhere in the Back-Forty.

The Amulet is still missing, and all attempts by the law to extract information from the evil doers were in vain. It seems that the Amulet will remain forever lost.

At the not-so-wise man's house, somewhere in the back-40:

A Sign: "Not in right now.
Buy Notes & Map."
A vending machine containing:
A Map (see attached) price: 10t
A piece of paper price: 1t

Optional:

Daden Salesesh himself (whenever I'm logged in)

Text of the note:

I am the POWERFUL WIZARD 'SALESH'!
(really I am!)
I'll start with the good stuff:

My estate will pay the sum of NNNNN tokens to each member of the first team to find my amulet and return it to me.

In my interrighations of the thief-scum

that I ported back here with my WONDEROUS powers, I extracted several pieces of information you may find helpful:

1) They had a map of D'nalsi Island with them.
(I have taken the liberty of making copies of the map for you, available for a small fee...)

2) As I snatched the map away, the uglier of the two of them said "You'll never find it!HA HA HA!" and flashed a sign of some sort: He formed a triangle with the thumbs and index fingers of each hand, palms forward.

The only thing I can think of to get you on your way is: there is no form of water transportation in the world, so they must have ported there.

Equip well & Good Luck
Daden Sales, Big Bucks Wizard for hire

Library:

Sign: 'QUIET'
Sign: 'Please do NOT remove books from the library!'
Sign: 'Penalty: 100t'

Library Books:

History of Avatars
History of History
History of Teleport
History of Organized Crime
History of The Oracle
Head Fever
Avatar Life
Atlas of the World
Avatars I Have Known
Tuff Turf

Text of appropriate books:

History of Teleport:

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The teleport was invented by the great tinkerer avatar Foontrafian Subtrax. It took many years to perfect the technique, and many a test animal was lost to the void. It is still rumored to this day that, when the conditions are JUST RIGHT when teleporting, an avatar may end up with animal parts in place of his normal limbs and/or head. Rest assured that this is ONLY a rumor.

Regardless of the rumored risks, the teleport has become the single most valued addition to the universe, opening whole vista's of places to explore. Socially the 'Port', as it is called by most everyone, was to restructure the world forever. THANK YOU Foontrafian!

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How a Port address is chosen:

Most often, all teleport booths are registered in the Teleport-Book, published in every major city. There are some standards loosely adhered to when generating a port address:

Where	Style
-----	-----
Streets	Cityname Streetname
Intersection	Cityname Streetname & Streetname
Downtown	Cityname 'Downtown' or 'Plaza'
Forests	Nickname
Islands	Ilename
Deserts	Noone goes here anyway!

(If Cityname is omitted, the local city will be assumed.)

People have been known to spend large amounts of money to buy personal booths and NOT register them. These booths usually have customized addresses that have personal meaning to the owner (so the address is not forgotten)

History of Organized Crime:

Organized crime has never really been a big problem. There is only one gang, and it is now almost extinct. If it has a name, none of its members have ever spoken it publicly. The only way they can identify each other is by some secret signal.

The gang (as we'll call them) was formed by a few avatars bent on self-destruction. All but a few members have been caught, (easily) tried, and sent into the void. The crimes are always mis-handled or bungled in some major way.

One good example of their foolhardiness is reflected in their choice of security control: They used only 2 styles of locks & keys... Styles #xxxxx and #yyyyy. Needless to say these are the two most common locks in the known world, and you can see why they would have financial problems.....

At Randy's Adventure Emporium:

Kaki walls
(should look like either a cave or a battle zone)

Vendos selling:

Shovels
Torches

Knives ? (maybe these should be elsewhere or
not included -means scratching monster-)
Club ? (safe as knife)
Bags (Backpack?)
Books (survival tips booklet ALSO AVAIL AT LIBRARY)
Bottles
Escape Devices
Matchbook
Kaki Shirt & Pants
Teddy Bear (good for laughs)
Towel

At Lefty's Locksmithery:

'Looks': Grimy Dirty place.

Vendos (each has a sign):

"Replacement Keys #1000 & #2000" (two keys)
"Replacement Keys #32767 & #255" (two keys)
"Lock Boxes" (whatever box styles we have - NO CHEST)
Inside each box is it's key.

On D'nalsi Island:

The grass regions are oriented so the player can see the mountains rising in the distance as they get closer. The beach regions ALL face the water. There are no mountain regions, they are considered to be impassible. ALL regions contain rocks of varying sizes lying about randomly. One of the cave entrances can be seen from grassland region 62. If possible this release, the caves should be dark, requiring a light source.

SPECIAL REGIONS:

The grassland region 2A contains a teleport, there should be no rock in the region & no mountains in the background. (If fact regions 19, 29-C, 39-C should have no mountains in the backdrop, but face that direction)

The Beach region 92 contains a partially completed Oracle (no cherebum) and a Sign 'ASK, and if I'm not busy..."

The Beach region 4C is the 'W' region from it's a mad mad mad mad world. (Besides rocks, there is nothing here.)

The caves are connected normally but the orientation changes almost every cave, so that without a compass it could be hard to find your way around.

At cave2_20, there are a few things of note: Besides some small rocks, there are 3 rocks (two large, one medium) that form a triangle, with it's apex against the back wall. If the center of the triangle is a hole. It contains a note: "WRONG". The back wall has an invisible cave (small sheet of glass?) just above the apex of the triangle. 'Go' here and you will enter the

Secret Chamber!

At cave2_30 is the secret chamber. No rocks.
Just a hole, containing A chesk with lock #2000. In the
Chest is the Amulet Of Salesh
