The avatar
        Need to integrate choreography with actions.

Carryable objects (get/put/throw)
        'Throw' wants independent object motion.

Weapons
        Choice of effects CBB.
        Gun could use some sound effects right now.

Teleport devices
        Booth untested, awaiting money.

Magical objects
        Need to define some magical functions in host.

Money
        C64 part is broken, otherwise seems to work.

Clothing
        Works except patterns get lost in region transition.

Riddle
        Need to have genesis working at host.
        Need to generate beta universe regions.

Misc
        Stereo 'unload'?
        Need 'kill-avatar'/'reincarnate'.
        Need adjacency checks in host and C64, collision detect on walk,
                throw and shoot in host.
        Oracle?
        Fake gun needs testing, imagery.
        Need return to People Connection.
        1200 baud is broken.
        General asynchrony needs checkout.