

%cvideo#d010>lucas>operations>results.2>answer.1 87-12-28 18:01:41 EST

Mail to: habitatql  
Mail From: Chip  
Date: Tuesday 22-Dec-87 18:07 EST  
excellent

- - - - -  
Mail to: habitatql  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:10 EST  
Very Good

- - - - -  
Mail to: habitatql  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:10 EST  
Very Good

- - - - -  
Mail to: habitatql  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:12 EST  
excellent

- - - - -  
Mail to: habitatql  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:18 EST  
Excellent

- - - - -  
Mail to: habitatql  
Mail From: Ogl  
Date: Tuesday 22-Dec-87 18:52 EST  
.  
GOOD

- - - - -  
Mail to: habitatql  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:17 EST  
.  
Good

- - - - -  
Mail to: habitatql  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:37 EST  
Very Good :)

- - - - -  
Mail to: habitatql  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:00 EST  
Very Good

- - - - -  
Mail to: habitatql  
Mail From: SaltheartQ  
Date: Tuesday 22-Dec-87 20:11 EST  
very good

- - - - -  
Mail to: habitatql  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:14 EST  
Excellent

- - - - -  
Mail to: habitatql  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:34 EST  
:  
Very Good  
:

- - - - -  
Mail to: habitatql  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:46 EST  
Very good

- - - - -  
Mail to: habitatql  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 20:57 EST  
good

- - - - -  
Mail to: habitatql  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:12 EST  
Very good.

- - - - -  
Mail to: habitatql  
Mail From: RAOULTFOOL  
Date: Tuesday 22-Dec-87 21:21 EST  
Good!

- - - - -  
Mail to: habitatql  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:29 EST  
Very good

- - - - -  
Mail to: habitatql  
Mail From: Paul H  
Date: Tuesday 22-Dec-87 21:36 EST  
very good

- - - - -  
Mail to: habitatql  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 21:41 EST  
Very good

- - - - -  
Mail to: habitatql  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:49 EST  
very good

- - - - -  
Mail to: habitatql  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 21:57 EST  
Very Good

- - - - -  
Mail to: habitatql  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:00 EST  
good

- - - - -  
Mail to: habitatql  
Mail From: John Apple

Date: Tuesday 22-Dec-87 22:32 EST

Very Good

- - - - -

Mail to: habitatql

Mail From: Cornelius

Date: Tuesday 22-Dec-87 22:36 EST

excellent

- - - - -

Mail to: habitatql

Mail From: Ks Lass

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

good

- - - - -

Mail to: habitatql

Mail From: Kelly Daze

Date: Tuesday 22-Dec-87 23:24 EST

Fair

- - - - -

Mail to: habitatql

Mail From: CLB

Date: Tuesday 22-Dec-87 23:30 EST

very good

- - - - -

Mail to: habitatql

Mail From: Sky Dragon

Date: Tuesday 22-Dec-87 23:44 EST

Very good.

- - - - -

Mail to: habitatql

Mail From: Elven Mist

Date: Wednesday 23-Dec-87 00:05 EST

FAIR

- - - - -

Mail to: habitatql

Mail From: CrusRabbit

Date: Wednesday 23-Dec-87 00:25 EST

Fair

- - - - -

Mail to: habitatql

Mail From: celebrindl

Date: Wednesday 23-Dec-87 01:10 EST

Very Good

- - - - -

Mail to: habitatql

Mail From: AGGIE

Date: Wednesday 23-Dec-87 03:12 EST

VERY GOOD

- - - - -

Mail to: habitatql

Mail From: THE WALL

Date: Wednesday 23-Dec-87 03:39 EST

very good

- - - - -

Mail to: habitatql

Mail From: JoeyTl

Date: Wednesday 23-Dec-87 18:31 EST

Excellent

- - - - -

Mail to: habitatql

Mail From: Greg P

Date: Wednesday 23-Dec-87 19:49 EST  
Excellent

- - - - -

Mail to: habitatq1  
Mail From: StephenT3  
Date: Wednesday 23-Dec-87 21:11 EST  
good

- - - - -

Mail to: habitatq1  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:18 EST  
Good.

- - - - -

Mail to: habitatq1  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:42 EST  
I think I answered this one already...

- - - - -

Mail to: habitatq1  
Mail From: OSGOOD  
Date: Thursday 24-Dec-87 02:23 EST  
excellent of course but I since I re-  
sponded to the survey under the username  
of Cornelius it won't be fair to answer  
again. Will F5 the remaining questions.

- - - - -

Mail to: habitatq1  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:26 EST  
Fair

- - - - -

Mail to: habitatq1  
Mail From: Fleximan  
Date: Friday 25-Dec-87 00:35 EST  
Good.

- - - - -

Mail to: habitatq1  
Mail From: Chris NH  
Date: Friday 25-Dec-87 02:10 EST  
Good

- - - - -

Mail to: habitatq1  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:19 EST  
fair

- - - - -

Mail to: habitatq1  
Mail From: IggY Void  
Date: Friday 25-Dec-87 19:55 EST  
very good

- - - - -

%cvideo#d010>lucas>operations>results.2>answer.2 87-12-28 18:02:30 EST

Mail to: habitatq2  
Mail From: Chip  
Date: Tuesday 22-Dec-87 18:08 EST  
very easy

- - - - -

Mail to: habitatq2  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:10 EST  
easy

- - - - -  
Mail to: habitatq2  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:11 EST  
Very easy

- - - - -  
Mail to: habitatq2  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:13 EST  
ok

- - - - -  
Mail to: habitatq2  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:18 EST  
once I got the hang of it it was fine,  
but it took me a while to stop sitting  
down!! :D I'd say easy

- - - - -  
Mail to: habitatq2  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:18 EST  
.  
Okay

.  
- - - - -  
Mail to: habitatq2  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:37 EST  
Easy :)

- - - - -  
Mail to: habitatq2  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:01 EST  
Easy

- - - - -  
Mail to: habitatq2  
Mail From: SaltheartQ  
Date: Tuesday 22-Dec-87 20:12 EST  
Very Easy

- - - - -  
Mail to: habitatq2  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:14 EST  
Easy

- - - - -  
Mail to: habitatq2  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:35 EST  
:  
Easy

- - - - -  
Mail to: habitatq2  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:47 EST  
Easy

- - - - -

Mail to: habitatq2  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 20:57 EST  
easy

- - - - -  
Mail to: habitatq2  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:13 EST  
Okay.

- - - - -  
Mail to: habitatq2  
Mail From: RAOULTFOOL  
Date: Tuesday 22-Dec-87 21:22 EST  
Easy!

- - - - -  
Mail to: habitatq2  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:29 EST  
Okay

- - - - -  
Mail to: habitatq2  
Mail From: Paul H  
Date: Tuesday 22-Dec-87 21:36 EST  
okay

- - - - -  
Mail to: habitatq2  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 21:41 EST  
Excellent

- - - - -  
Mail to: habitatq2  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:49 EST  
easy

- - - - -  
Mail to: habitatq2  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 21:59 EST  
very easy

- - - - -  
Mail to: habitatq2  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:00 EST  
Easy

- - - - -  
Mail to: habitatq2  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:32 EST  
Easy

- - - - -  
Mail to: habitatq2  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:38 EST  
okay

- - - - -  
Mail to: habitatq2  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 22:42 EST  
easy

- - - - -

Mail to: habitatq2  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:28 EST  
okay

-----  
Mail to: habitatq2  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:30 EST  
easy

-----  
Mail to: habitatq2  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:44 EST  
Very easy

-----  
Mail to: habitatq2  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:05 EST  
OK

-----  
Mail to: habitatq2  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:25 EST  
OK

-----  
Mail to: habitatq2  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:10 EST  
Easy

-----  
Mail to: habitatq2  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:13 EST  
EASY

-----  
Mail to: habitatq2  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:40 EST  
easy

-----  
Mail to: habitatq2  
Mail From: Belgar  
Date: Wednesday 23-Dec-87 09:46 EST  
aughhhhhhh!!!!!!

-----  
Mail to: habitatq2  
Mail From: JoeyT1  
Date: Wednesday 23-Dec-87 18:31 EST  
Easy

-----  
Mail to: habitatq2  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:49 EST  
Easy

-----  
Mail to: habitatq2  
Mail From: StephenT3  
Date: Wednesday 23-Dec-87 21:12 EST  
okay

-----

Mail to: habitatq2  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:18 EST  
Easy.

- - - - -  
Mail to: habitatq2  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:42 EST  
I already answered this one too.

- - - - -  
Mail to: habitatq2  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:26 EST  
Okay

- - - - -  
Mail to: habitatq2  
Mail From: Chris NH  
Date: Friday 25-Dec-87 02:10 EST  
Easy

- - - - -  
Mail to: habitatq2  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:19 EST  
Okay

- - - - -  
%cvideo#d010>lucas>operations>results.2>answer.3 87-12-28 18:03:20 EST

Mail to: habitatq3  
Mail From: Chip  
Date: Tuesday 22-Dec-87 18:08 EST  
a lot of fun

- - - - -  
Mail to: habitatq3  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:11 EST  
A lot of fun when people are there.  
OKay when noone is on

- - - - -  
Mail to: habitatq3  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:11 EST  
Okay

- - - - -  
Mail to: habitatq3  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:13 EST  
a lot of fun

- - - - -  
Mail to: habitatq3  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:19 EST  
a lot of fun, once I got into it and  
they had some interesting things going  
on.

- - - - -  
Mail to: habitatq3  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:19 EST



.  
Fun

.  
- - - - -  
Mail to: habitatq3  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:38 EST  
Fun

- - - - -  
Mail to: habitatq3  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:01 EST  
Okay

- - - - -  
Mail to: habitatq3  
Mail From: SaltheartQ  
Date: Tuesday 22-Dec-87 20:13 EST  
A LOT OF FUN

- - - - -  
Mail to: habitatq3  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:14 EST  
A LOT of fun!!

- - - - -  
Mail to: habitatq3  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:39 EST  
:

Fun  
:

- - - - -  
Mail to: habitatq3  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:47 EST  
Fun

- - - - -  
Mail to: habitatq3  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 20:58 EST  
fun

- - - - -  
Mail to: habitatq3  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:13 EST  
Fun

- - - - -  
Mail to: habitatq3  
Mail From: RAOULTFOOL  
Date: Tuesday 22-Dec-87 21:22 EST  
Fun!

- - - - -  
Mail to: habitatq3  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:30 EST  
Fun

- - - - -  
Mail to: habitatq3  
Mail From: Paul H  
Date: Tuesday 22-Dec-87 21:37 EST  
fun

- - - - -  
Mail to: habitatq3  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 21:44 EST  
Fun :>  
- - - - -  
Mail to: habitatq3  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:50 EST  
fun  
- - - - -  
Mail to: habitatq3  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:00 EST  
fun  
- - - - -  
Mail to: habitatq3  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:01 EST  
Fun  
- - - - -  
Mail to: habitatq3  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:33 EST  
Fun  
- - - - -  
Mail to: habitatq3  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:38 EST  
fun  
- - - - -  
Mail to: habitatq3  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 22:43 EST  
fun  
- - - - -  
Mail to: habitatq3  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:28 EST  
okay  
- - - - -  
Mail to: habitatq3  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:31 EST  
fun  
- - - - -  
Mail to: habitatq3  
Mail From: Ogl  
Date: Tuesday 22-Dec-87 23:43 EST  
Okay  
- - - - -  
Mail to: habitatq3  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:45 EST  
Fun  
- - - - -  
Mail to: habitatq3  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:06 EST  
OK

- - - - -  
Mail to: habitatq3  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:26 EST  
OK

- - - - -  
Mail to: habitatq3  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:12 EST  
A lot of fun

- - - - -  
Mail to: habitatq3  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:13 EST  
A LOT OF FUN

- - - - -  
Mail to: habitatq3  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:41 EST  
fun

- - - - -  
Mail to: habitatq3  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:31 EST  
A lot of fun

- - - - -  
Mail to: habitatq3  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:50 EST  
A lot of fun

- - - - -  
Mail to: habitatq3  
Mail From: StephenT3  
Date: Wednesday 23-Dec-87 21:12 EST  
okay

- - - - -  
Mail to: habitatq3  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:19 EST  
Not much fun - but I'd like to qualify  
that a bit by saying that part of the  
experience is with other people, and  
I was not able to interact with many  
other avatars in the time I was able to  
be logged in. I share a computer with  
others, so my time was by necessity  
rather limited.

.  
The POTENTIAL for fun is tremendous...

- - - - -  
Mail to: habitatq3  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:43 EST  
I answered THIS one too

- - - - -  
Mail to: habitatq3  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:27 EST  
Okay

Mail to: habitatq3  
Mail From: Chris NH  
Date: Friday 25-Dec-87 02:11 EST  
Okay.

- - - - -  
Mail to: habitatq3  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:20 EST  
Not much fun  
- - - - -

%cvideo#d010>lucas>operations>results.2>answer.4 87-12-28 18:04:12 EST

Mail to: habitatq4  
Mail From: Chip  
Date: Tuesday 22-Dec-87 18:09 EST  
the designers  
- - - - -

Mail to: habitatq4  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:11 EST  
Affecting other people.  
- - - - -

Mail to: habitatq4  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:14 EST  
I like the interaction with the other  
players....and also the unexpected  
(at least EVENTUALLY ;D)  
- - - - -

Mail to: habitatq4  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:14 EST

I'00like the ability to create and expand  
on a character, i.e., the grungy old  
HabiHermit, RJScott.

Developing the character in the way  
that I'00have permits me a freedom that  
most other testers lack -- the freedom  
to ignore others and not have them  
think any more of it than "oh...it's  
just that old hermit again. Don't pay  
any attention to him.

I'00also enjoy exploring new areas, and  
of course finding treasures (or junk  
for hocking) here and there along the  
way.

I'00appreciate (but seldom take advantage  
of), the additional graphics that can  
be utilized.

I enjoy reading the RANT with its  
whimsical articles.

- - - - -

Mail to: habitatq4  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:20 EST  
The adventures, reading the "rant", and  
talking to the people.

- - - - -  
Mail to: habitatq4  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:20 EST

.  
Discovering new things all the time..  
.  
And being able to change ones appearanc  
e at will :D  
.

- - - - -  
Mail to: habitatq4  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:39 EST  
What I like most about Hab is the way a  
person Can portray themselves in anyway  
they Want , Like in Dress , attitude and  
really Have people See tham as they are

- - - - -  
Mail to: habitatq4  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:01 EST  
Discovering new things.. Getting rare  
items.. And adventure.. >:)

- - - - -  
Mail to: habitatq4  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:15 EST

.  
It's got to be the adventures. This  
last one was GREAT.

.  
Also, seeing NEW things.. like the  
high-rise apartment building. That  
was great.. very well done.

.  
As long as there is something NEW in  
Hab.. even if it is something minor,  
I will be a happy camper.

- - - - -  
Mail to: habitatq4  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:39 EST

:  
The visualization..and after this week-  
end..the quests! :DDD

:  
Finally..adventures, puzzles..more than  
trying to dig holes! :D

- - - - -  
Mail to: habitatq4  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:48 EST

As I said before - the interaction with other people, in a way other than words typed on a screen.

- - - - -

Mail to: habitatq4  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 20:58 EST  
I still like doing stuff with the my online friends....solving the adventure as a group added to my enjoyment of it. It is fun to interact with friends using habitat as the interface.

- - - - -

Mail to: habitatq4  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:15 EST  
The basic realism of the environment, and the interactivity with the other players. Also, discovering new areas, and new items that have a definite function.

- - - - -

Mail to: habitatq4  
Mail From: RAOULTFOOL  
Date: Tuesday 22-Dec-87 21:22 EST  
ACK!!!!  
The ONE best thing??? I guess the one thing is the interaction with other players... But the QUEST was great...

- - - - -

Mail to: habitatq4  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:30 EST  
The fact that there always seems to be something to discover makes the game very appealing to me. There's apparantly a LOT of pictures crammed onto that disk, and just when I thought I'd seen it all, I find something new.

.  
I especially like how versatile the environment is. There seems to be very little that can't be done in Habitat. "Seeing" the people at the other end of the modem is very refreshing, too. :)

- - - - -

Mail to: habitatq4  
Mail From: Paul H  
Date: Tuesday 22-Dec-87 21:38 EST

.  
Actually seeing the people, or the images of the people!! :)

- - - - -

Mail to: habitatq4  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 21:44 EST  
The fact that you actually get more of a feeling of personal interaction with other users...

-  
And it's also a nice semi-roleplaying  
environment  
:>

- - - - -  
Mail to: habitatq4  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:51 EST  
It's close to what an online system  
should be...navigating around the  
different areas finding things to  
do and see.

- - - - -  
Mail to: habitatq4  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:00 EST

.  
I like the interaction of the  
avatars. YOu can see everyone  
walking around, able to hold them  
and hand stuff over. It is a nice  
and fun little world.....

- - - - -  
Mail to: habitatq4  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:01 EST

.  
Personally I like the 'shopping' part!  
.  
Now all I need are some new and  
different items to purchase..

- - - - -  
Mail to: habitatq4  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:33 EST  
The interactive play with other people.

- - - - -  
Mail to: habitatq4  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:40 EST  
I like the idea that you can create a  
character of your chosing, design him/  
her, and can use a lot of imagination.

- - - - -  
Mail to: habitatq4  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 22:43 EST  
individal initiative: the ability of  
avatars to choose there own destiny,  
labors, characters, environments.

- - - - -  
Mail to: habitatq4  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:29 EST  
Well...graphics are nice :)

- - - - -  
Mail to: habitatq4  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:31 EST

it is in real time

-----  
Mail to: habitatq4  
Mail From: Ogl  
Date: Tuesday 22-Dec-87 23:44 EST

.  
Avatar to Avatar contact.

-----  
Mail to: habitatq4  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:45 EST  
being able to manipulate things.  
it's a unique experience, being  
connected to a remote world that I  
can't touch any way other than through  
a joystick and keyboard, yet I can  
make lasting changes in that world.

.  
even something as simple as opening  
a door - the fact that I can open it,  
and others see it open, and it stays  
open until someone closes it, is  
something new in the world.

-----  
Mail to: habitatq4  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:07 EST  
I like the user interaction, I like  
the fact that you can have an Avatar  
made more or less the way you want it,  
and can walk around HAB and be  
recognised by those who know you.  
Conversely, if you DONT want to be  
recognised so quickly, you CAN change  
the way your Avatar looks.

-----  
Mail to: habitatq4  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:27 EST  
That I'm not paying for it....  
not sure I would for long.

-----  
Mail to: habitatq4  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:13 EST  
Adventures, "Danger", Interaction and  
the "Constant" type world.. (In other  
words.. the fact that you leave a 'mark'  
on the world..it doesn't just go away  
when you sign-off)

-----  
Mail to: habitatq4  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:13 EST  
It reminds me of a Cartoon...  
Do you know of anyone who will not sit  
through a cartoon?? No matter their  
age?  
I would say the graphics....and what has



to be done 'behind the scenes' to create that image.

- - - - -

Mail to: habitatq4  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:42 EST  
I like being able to customize things.  
(My avatar, my turf)

- - - - -

Mail to: habitatq4  
Mail From: JoeyT1  
Date: Wednesday 23-Dec-87 18:32 EST  
I like how much its life-like

- - - - -

Mail to: habitatq4  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:50 EST  
It's ability to change at the drop of a hat in many cases.

- - - - -

Mail to: habitatq4  
Mail From: StephenT3  
Date: Wednesday 23-Dec-87 21:13 EST  
As stated before, discovering new 'things', whether they be actual things, or areas or abilities.  
I haven't been around for the latest 'events', but the last thing that really got me to go in and take a look around was the addition of Commerce St. Rd., Ave., whatever.

After roaming the same terrain for a while and trying to 'DO' almost everything in sight, without some additional input, it got 'old' very quickly.

- - - - -

Mail to: habitatq4  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:20 EST  
Exploring and mapping, and going shopping. :>

- - - - -

Mail to: habitatq4  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:43 EST  
Oh pooh... I'm not going to answer the ones I've already done, since my opinion hasn't changed since the first time around... I haven't been online since.

- - - - -

Mail to: habitatq4  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:27 EST  
Last time 'round I answered this by discussing Hab's potential. I still feel that this is something important. Habitat is a precursor of the next phase in computers. It is the locigal

extention of the philosophy that put a  
Trashcan on a Mac and created GEOS, GEM,  
Amiga Workbench and others.  
From text to text/graphics to  
text/graphics/animation.

- - - - -  
Mail to: habitatq4  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:20 EST  
The best thing about Habitat is  
creating your person and having a  
"visual" self. And being able to see  
the "others" as you communicate.

%cvideo#d010>lucas>operations>results.2>answer.5 87-12-28 18:05:59 EST

Mail to: habitatq5  
Mail From: Chip  
Date: Tuesday 22-Dec-87 18:09 EST  
the Commodore 64

- - - - -  
Mail to: habitatq5  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:12 EST  
That I come in as a ghost

- - - - -  
Mail to: habitatq5  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:14 EST  
The players who take it and themselves  
too seriously :D

- - - - -  
Mail to: habitatq5  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:16 EST

ESP ---- AND the "did you get my ESP?"  
followup from some of the folks who just  
can't take the hint that some of us are  
just too busy looking for wealth to take  
time to talk.

SYSOLMS that wipe out about 4 screen  
lines.

- - - - -  
Mail to: habitatq5  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:21 EST  
Well, sometimes the SAME music over and  
over, can get on my nerves, but I just  
turn off the volume, the problem with  
that is that I can't here the  
other sound effects. It would be nice  
to have a way to turn off JUST the music  
, if there isn't already a way.

- - - - -  
Mail to: habitatq5  
Mail From: LynnS6

Date: Tuesday 22-Dec-87 19:22 EST

.  
The time it takes to change screens,  
and not being able to get mail from  
other parts of the system...

.  
- - - - -  
Mail to: habitatq5

Mail From: Soundman

Date: Tuesday 22-Dec-87 19:41 EST

I dislike the time it takes to get from  
region to region , I find it hard to  
find to much wrong with Hab :)  
I used to say it was boring until  
this past weekend and A lot of people  
were there :)

.  
- - - - -  
Mail to: habitatq5

Mail From: Caterwaul

Date: Tuesday 22-Dec-87 20:02 EST

People who take the game too seriously..  
And the fact that not everyone can win  
at the rally's.. <Kinda disappointing  
when you've spent 8 hours on an  
adventure only to find out someone was  
there before you..>

.  
- - - - -  
Mail to: habitatq5

Mail From: Eric

Date: Tuesday 22-Dec-87 20:16 EST

.  
Teleports... it would be great if  
you could get in a teleport and type  
in the Region #. Even if it was  
expensive.

.  
- - - - -  
Mail to: habitatq5

Mail From: Bonnie

Date: Tuesday 22-Dec-87 20:40 EST

:  
The dirty tricks..the avatar vs avatar

:  
If I knew there would be dangers, I'd  
be prepared..but I don't enjoy being  
taken by surprize..

:  
There was a very chillng sight at  
my HabiWedding..an Avatar with a skull  
head and a gun that unghosted and said  
DEATH. Yech..I prefer the violence  
free zones..so I can CHOOSE where and  
when I want \*excitement\*.

.  
- - - - -  
Mail to: habitatq5

Mail From: Chameleon

Date: Tuesday 22-Dec-87 20:49 EST

The fiddling around necessary to put

away something you don't need at the moment and get out an item you DO need. If you carry around more than 5 things, it can get very involved.

- - - - -

Mail to: habitatq5  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:00 EST  
What annoys me most about Habitat may seem petty to you....but I don't like the way you manipulate the objects in your pockets. I hate having to stick something on the ground, "do it" and then put something in that...and so on.. if your pockets are full, and you have a container, a "put" should put said object in the container....if there is room. All the juggling irritates me.

- - - - -

Mail to: habitatq5  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:17 EST  
There's really nothing I can actually say I -dislike-. I do think there could be a little more efficient control over one's Avatar. I find it occasionally annoying to have to go through many repetitive motions for relatively simple tasks. Taking an item like a bag out of pocket, and getting another item from the bag, can be more time consuming than traveling several regions. If this qualifies as a "dislike", it would probably be my pet peeve.

- - - - -

Mail to: habitatq5  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:34 EST  
I dislike the sluggishness that occurs when a region gets crowded. At times, it can be VERY frustrating waiting for another avatar's action to be completed.

.  
I also dislike the frequency that I find myself "waiting". It's annoying that very few things can occur simultaneously.

.  
Also the fact that some things cannot be done together at all is irritating.  
Eg.: walking and ESPing, ghosting and ESPing, ghosting and F7ing, etc.

.  
And again, the awkwardness of some of the avatar's movements is detracting. Not being able to pass a tree because it's \*slightly\* in front of me is a good example.

- - - - -

Mail to: habitatq5  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 21:46 EST  
I think I said before, I really can't  
think of anything that I don't like  
about it...

- - - - -  
Mail to: habitatq5  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:52 EST  
It's so slow.

- - - - -  
Mail to: habitatq5  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:01 EST

.  
The SYSOLMS are the worse, other  
than that.. nothing else is major.

.  
The non-scrolling can be a problem if  
yo are getting esped from many...  
you can't scroll back to see what  
on said.

- - - - -  
Mail to: habitatq5  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:02 EST

.  
Other than the SYSMessages?? :D

.  
Nope...Not other than! That's IT!  
I fail to find words that are  
printable about my feelings on  
Sysmessages...

- - - - -  
Mail to: habitatq5  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:34 EST  
The fact that there is no way to leave  
things for people and be sure they get  
it.

- - - - -  
Mail to: habitatq5  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:41 EST  
Habitat had no set goals for the  
characters. Once you've wandered  
around the areas, there isn't much  
else to do. It also takes a lot of  
time to "treasure hunt" and for those  
who will be paying to play, it may  
require to much time to get any  
effect from Habitat.

- - - - -  
Mail to: habitatq5  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 22:45 EST  
systemwide messages which clutter the

screen, break the mood, and make other messages (ESP/TALK) scroll off screen.

.  
Time outs (should be like PC) it is hard to have to Deghost in time after getting a warning if you have to go to another region (rule of 7) and the system is slow so that you can move and degghost in time before TIME OUT. Also, it is annoying to have to quit mail writing in order to avoid time out.

.  
- - - - -  
Mail to: habitatq5  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 22:49 EST  
..also dislike thefts, violence, and trash.

- - - - -  
Mail to: habitatq5  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:29 EST  
Slow...  
And after you've explored your turf and town...there isnt much left..but then ...I'm not really an 'adventure gamer'

- - - - -  
Mail to: habitatq5  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:31 EST  
the time lost in disk accessing

- - - - -  
Mail to: habitatq5  
Mail From: Ogl  
Date: Tuesday 22-Dec-87 23:45 EST

.  
Not being able to contact the rest of Q

.  
- - - - -  
Mail to: habitatq5  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:48 EST  
The thing I dislike the most is that it takes so long to go anywhere. even a simple cross-town walk turns into a major effort, when it takes so long to get from one region to another. very involved adventures are out of the question, if I'm paying 8 cents a minute.

.  
if the places of interest were closer together, or if the adventures were shorter range (so I had to walk only a dozen regions instead of a hundred), this wouldn't be a problem.

- - - - -  
Mail to: habitatq5  
Mail From: RAOULTFOOL  
Date: Tuesday 22-Dec-87 23:59 EST

Nobody to play with... Need more  
people.... I always have lots more fun  
when more people are on....

- - - - -

Mail to: habitatq5  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:08 EST  
I dislike the slowness, mostly...  
ESPECIALLY when there are a few  
people in the same reigon with you.  
I also dislike the limitations that  
ARE there. Habitat has given me a taste  
of some NICE things, but it doesn't go  
far enough.....  
I feel my appitite is wheted nicely,  
but I am left somewhat unsatisfyed.

- - - - -

Mail to: habitatq5  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:28 EST  
Rather slow even at 1200.  
Much too sensitive other software/hard  
ware.  
Makes it a hassle and a limitation to  
use. Won't run on a SX.

- - - - -

Mail to: habitatq5  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:16 EST  
Long loading times for some areas and  
the extreme slow down in crowded places.

- - - - -

Mail to: habitatq5  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:16 EST  
Limited colors or clothing changes.  
One room 'turfs'

- - - - -

Mail to: habitatq5  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:43 EST  
The disk access time.

- - - - -

Mail to: habitatq5  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:33 EST  
I dont like not having many people on

- - - - -

Mail to: habitatq5  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:50 EST  
Disk drive access

- - - - -

Mail to: habitatq5  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:22 EST  
1. the concept of weapons, hence the  
concept of a weapon-free zone.  
2. speed problems  
3. crashes that shouldn't happen

4. clunky interface to the other parts  
of QLink - the ones that could have  
been fixed or prevented with proper  
design <you can tell this one is a  
big gripe with me - I dislike having  
to constantly be aware of the fact  
that data is going back and forth,  
wondering if it's getting there OK>

- - - - -

Mail to: habitatq5  
Mail From: Paul H  
Date: Wednesday 23-Dec-87 21:42 EST

.

Getting System messages

- - - - -

Mail to: habitatq5  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:30 EST  
I still dislike the cursor system. All  
my pervious comments still apply.

- - - - -

Mail to: habitatq5  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:21 EST  
slowness, makes communication  
difficult. Also I'm bored with it

- - - - -

%cvideo#d010>lucas>operations>results.2>answer.6 87-12-28 18:07:49 EST

Mail to: habitatq6  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:13 EST  
Better Graphics (Computer)

- - - - -

Mail to: habitatq6  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:15 EST  
I'd most like to be able to save H-Mail

- - - - -

Mail to: habitatq6  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:17 EST  
ESP - we hermits don't like to be  
disturbed when scrounging.

- - - - -

Mail to: habitatq6  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:23 EST  
I'd make that maps go a little further  
than just the houses and towns... like  
going down woods road...=

- - - - -

Mail to: habitatq6  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:24 EST

.

The ability for the avatars to be  
able to do more.....like lying down....



More facial expressions.....etc.

.

- - - - -

Mail to: habitatq6  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:43 EST  
The Region change time :)

- - - - -

Mail to: habitatq6  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:05 EST  
I'd add more varied magical items.. And  
a few more of them.. :)

- - - - -

Mail to: habitatq6  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:16 EST

.

Townhouses. :)

.

(Add)

.

- - - - -

Mail to: habitatq6  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:43 EST  
:  
Tha ability to \*connect\* with the  
other side (Qlink)...via E-Mail or  
OLM.

:

- - - - -

Mail to: habitatq6  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:51 EST  
I'd STILL add musical instruments. 8)

- - - - -

Mail to: habitatq6  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:05 EST  
I would add more quests.....lots of  
quests. Quests that are only hinted at.  
Quests that you only find out about by  
asking the oracle stuff....quests you  
stumble on just by being in the right  
place at the right time. The "beat the  
other avatars to the clue" type of quest  
is fun also, but I like the idea of  
individual quests too.

- - - - -

Mail to: habitatq6  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:23 EST  
I would delete useless items. I would  
lower the token prices on some articles  
that really served no major purpose.  
I would add more functional 'magic'  
items. Of all the objects in Hab, these  
seem to be the most sought after.

- - - - -

Mail to: habitatq6  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:40 EST  
I would delete the ability to remove an item from another avatar's hand. The theft-free zones don't seem to make much sense. Remove the grabbing ability altogether. It makes them seem so wimpy. :\  
- - - - -

Mail to: habitatq6  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 21:47 EST  
I would change Hab so that users cannot harm other users...I don't think that violence against other users on the system is very appropriate...  
- - - - -

Mail to: habitatq6  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:53 EST  
speed it up!  
- - - - -

Mail to: habitatq6  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:03 EST  
.

Add more people... :D I believe with more people, it will be more pleasurable and fun.  
.

- - - - -  
Mail to: habitatq6  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:04 EST  
.

STOP those ::ahem:: Sysmessages..  
.

- - - - -  
Mail to: habitatq6  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:35 EST  
I'd add a post office! :)  
- - - - -

Mail to: habitatq6  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:42 EST  
I would add some a part to Habitat that assigns minor goals to an Avatar. That would be to each Avatar as they are introduced to the system. Continuing goals would be necessary.  
- - - - -

Mail to: habitatq6  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 22:50 EST  
systemwide messages  
Either get rid of them if technically possible OR put in a function key or command sequence to erase them and

other unwanted ESP/TALK/MESSAGES...need  
BOSS KEY type screen blanking for the  
messages.

- - - - -

Mail to: habitatq6  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:30 EST  
More people in a region...for one..  
...and faster moving..

- - - - -

Mail to: habitatq6  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:33 EST  
Build a courthouse with chambers for  
the judge?  
Hehehe! Seriously, um, not really sure,  
I do not get the time in there I would  
like at the moment

- - - - -

Mail to: habitatq6  
Mail From: Ogl  
Date: Tuesday 22-Dec-87 23:46 EST  
I would add the ability to do mail  
with the rest of Q-Link.... I should be  
answering these questions in Habitat.

.

- - - - -

Mail to: habitatq6  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:51 EST  
I would add a way for the users to  
modify their own avatars and/or turfs  
in really custom ways - other than just  
putting on a new head, or repainting.

.

I'd like to see everyone able to draw  
say, some minor item of clothing like  
a hat, or a design on their shirt...  
or a bulletin board that you can draw  
on (or graffiti with just plain text  
would be ok too). Something you can do  
to make visible changes in the world.

- - - - -

Mail to: habitatq6  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:00 EST  
A quest a week with build ups...  
Add.

.

SUbstract????

- - - - -

Mail to: habitatq6  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:10 EST  
Add: More options  
Let there be MORE styles for your  
Avatars to choose from...  
More choices about your Turff, such  
as decorating, furnishing, and maybe  
even extra rooms (this maybe can be

BOUGHT with tokens???)  
More choices of hair style.... dress...  
JOBS! etc

- - - - -  
Mail to: habitatq6  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:20 EST  
I would like the ability to change  
hand/feet colors or types.. some of the  
neat heads/paints don't match at ALL  
with human hands and shoes.

- - - - -  
Mail to: habitatq6  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:17 EST  
Bigger 'Turfs' and Something else to  
wear! Like a dress? How about a Purse?  
<Please make sure it is a BIG purse..  
Like a dozen items?

.  
:::must be a 'mans' world...sigh:::  
.

- - - - -  
Mail to: habitatq6  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:43 EST  
Make the disk access quicker.

- - - - -  
Mail to: habitatq6  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:34 EST  
I would add that you could move more  
than one region at a time.  
I wouldnt delete anything.  
I would change the amount we get per day  
of \$ we get from 100 to 300

- - - - -  
Mail to: habitatq6  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:51 EST  
More Oracle interfacing

- - - - -  
Mail to: habitatq6  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:25 EST  
Weapons in general use - I have no gripe  
with the idea of weapons on a specific  
adventure.

- - - - -  
Mail to: habitatq6  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:31 EST  
Habitat needs to have an endless source  
of new things happening (at a semi-  
controlled rate). It would be  
appropriate if that needed was filled by  
users, remote staff and "officials"  
since the object of Habitat is to bring  
lots of varying views together in what  
Chip called in one interview

"A sociologic lab".

-----  
Mail to: habitatq6  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:37 EST  
Make tokens gold or silver color  
-----

Mail to: habitatq6  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:21 EST  
More things to bug in vendos.  
being able to lock my front door when  
I'm in there.  
-----

%cvideo#d010>lucas>operations>results.2>answer.7 87-12-28 18:09:13 EST

Mail to: habitatq7  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:13 EST  
A working Stock Market.  
More interesting places.  
-----

Mail to: habitatq7  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:15 EST  
I think more of the organized activities  
would be great....  
-----

Mail to: habitatq7  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:20 EST  
More sessions like last weekend.  
More COLOR selection  
My own bi-level Habicave  
Illusion of movement of water, clouds,  
birds (if there were any) in the sky,  
Scheduled activities with prizes and  
curses.  
-----

Mail to: habitatq7  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:25 EST  
I think it would be neat if you could  
get a bunch of people together, make  
bounderies and play a hide-and-seek game  
-----

Mail to: habitatq7  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:25 EST  
.

Maybe some kind of an Amatuer night at  
one of the clubs....  
.

-----  
Mail to: habitatq7  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:43 EST  
Total change of your Avatar , And also

the ability to change your Turf , either  
by Moving or changing the Interior and  
exterior :)

- - - - -

Mail to: habitatq7  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:06 EST  
I'd add a couple more cities.. <When  
there's people enough to fill 'em>  
an island.. Perhaps a boat you can buy  
and sail around on.. :) A few more  
wilderness areas.. Etc.. :D

- - - - -

Mail to: habitatq7  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:17 EST

.  
More magic things.

- - - - -

Mail to: habitatq7  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:43 EST  
:  
More movements for my avatar.  
Shops with clothes, furniture..etc.  
ADVENTURES..more than one at a time.and  
an online guide to the current quests  
ie: where to start, for those who can'  
t be in Hab every single night..  
Pets  
More \*things\* in the outlying areas.  
Ability to share Turf with a HabiSpouse  
More activities..shows, tournaments..

- - - - -

Mail to: habitatq7  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:52 EST  
Quite some time ago, someone suggested  
that an F7 on a mailbox tell which

- - - - -

Mail to: habitatq7  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:52 EST  
Avatar lives there. I still think that's  
a good idea. I'd also add more stores  
(especially furniture) and some kind of  
food. And a park, playground or  
amusement park.

- - - - -

Mail to: habitatq7  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:10 EST  
One feature I would love to add:  
If you do a "get" on your avatar, while  
holding an object in your hand, you  
should be allowed to choose an object  
in your pockets. What was in your hand  
should be exchanged for this item. REAL

pockets can be manipulated in this fashion....try it.

- - - - -

Mail to: habitatq7  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:30 EST  
I would definitely add more adventures.  
The latest one {R&R Adventure} seemed very popular. I would add at least one more city/town outside of Pop. that could be accessed by teleport.

- - - - -

Mail to: habitatq7  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:43 EST  
I would like to see a staff member able to "sit behind" the Oracle fountain, and answer the questions that avatars bring it. Get rid of "I'll see what I can do." Give the avatar some immediate feedback.

- - - - -

Mail to: habitatq7  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:53 EST  
More areas!!! shopping centers... schools...private business areas.. a playground....a resort... I could go on...

- - - - -

Mail to: habitatq7  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 21:53 EST  
Things look okay...just need a few more things to do...which will prolly be in after testing anyway....

- - - - -

Mail to: habitatq7  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:05 EST

.  
I still want a bowling alley..  
(If there isn't an Island tucked somewhere..)

- - - - -

Mail to: habitatq7  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:06 EST

- - - - -

Mail to: habitatq7  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:35 EST  
A Post Office for delivering packages/ boxes. The post office could send mail to notify someone they had to pick up something at the post office.

- - - - -

Mail to: habitatq7

Mail From: Cornelius  
Date: Tuesday 22-Dec-87 22:53 EST  
add: easier access to banks (port  
to an ATM) and to ther necessities (ie.  
general store, library)  
.  
add: more slection of heads, body types.  
.  
add: box that looks like a closet.  
.  
add: "hatrack" or "peg board" for hang-  
ing items on walls.

- - - - -

Mail to: habitatq7  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:34 EST  
I would like to see some real  
adventuring stuff.. things to find, or  
creatures to battle, heck us Avatars get  
fat if we are not "adventuring"!

- - - - -

Mail to: habitatq7  
Mail From: Ogl  
Date: Tuesday 22-Dec-87 23:48 EST  
I would add arrows on the screen  
showing add the available exits.  
Or... make it like a graphic text  
adventure and have the directions pop  
up on the screen each time you move.  
And have the ability to use the key  
board instead of the joystick for most  
commands. '7F It would speed movement up  
a great deal.

.  
- - - - -

Mail to: habitatq7  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:53 EST  
short range, trivial, inconsequential  
quests. something you can do in an  
hour or less, that doesn't require a  
lot of thinking. easy adventures.

- - - - -

Mail to: habitatq7  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:00 EST  
More woods or deserts with lots of  
roads... Death or trouble would make  
it more interesting?  
RIGHT????  
I think so...

- - - - -

Mail to: habitatq7  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:13 EST  
Obviously I would add more cities  
to explore and discover.  
I would like to see jobs for Avatars  
added IF the avatar decides to....  
and MORE things to buy



- - - - -  
Mail to: habitatq7  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:29 EST  
There should be some way to communicated  
to outside of habitat.

- - - - -  
Mail to: habitatq7  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:21 EST  
More danger! Wild animals.. pitfalls..  
random snares (avaoidable.. for the  
wary..) something EXCITING!

- - - - -  
Mail to: habitatq7  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:19 EST  
More Tresure hunts...rallys!

.  
I had a great time this weekend!  
So great I forgot I was to be elsewhere  
on the system! :\  
.

- - - - -  
Mail to: habitatq7  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:44 EST  
Movable furniture.

- - - - -  
Mail to: habitatq7  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:36 EST  
I would add more adventure activities.

- - - - -  
Mail to: habitatq7  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:51 EST  
How about Bingo? :D

- - - - -  
Mail to: habitatq7  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:26 EST  
I'm not sure if I'd want to ADD anything  
since the system is already overburdened  
with "features".

- - - - -  
Mail to: habitatq7  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:35 EST  
Habitat needs a real economy. Opening a  
store, stocking it, furnishing it, all  
these things need to be priced and set  
into procedures. If users are to see Hab  
as a real enviornment, they need to have  
"tiuchstones" (recognizable situations)  
mixed in with the abstracts that make  
Hab a world of its own.

- - - - -  
Mail to: habitatq7  
Mail From: QZOOKEEPER

Date: Friday 25-Dec-87 16:22 EST  
I think alot of these will be coming.  
More regions, more people, etc  
- - - - -

%cvideo#d010>lucas>operations>results.2>answer.8 87-12-28 18:10:38 EST

Mail to: habitatq8  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:16 EST  
I think the Arcade is going to be one  
of the most neglected places in Habitat.  
...the games programs in PC do it  
much better....and there are MUCH more  
interesting things to do elsewhere...  
(in Habitat, that is) :D  
My vote would be to replace it with  
something else...  
I have a feeling that the same would go  
for some of the other gathering places..  
the fact that only 6 can be there and  
the rest have to "ghost" takes some of  
the usefulness out of the TV Game Show  
Building..

- - - - -  
Mail to: habitatq8  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:21 EST

None, really..there's a lot of room for  
a lot of things...and everyone likes  
some things, so why not something for  
everyone?

- - - - -  
Mail to: habitatq8  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:26 EST  
I think they should have a couple of  
the many adventures slightly easier, for  
the younger peopel (like me) :>

- - - - -  
Mail to: habitatq8  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:26 EST  
.  
none

- - - - -  
Mail to: habitatq8  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:45 EST  
None :)

- - - - -  
Mail to: habitatq8  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:07 EST  
<None>  
- - - - -  
Mail to: habitatq8

Mail From: Eric  
Date: Tuesday 22-Dec-87 20:18 EST

.  
I still think there should be more  
music. Even places where you could  
hear a SONG.. not just sound effects.

.  
I am a firm believer that music and  
sound really makes a game.

.  
- - - - -  
Mail to: habitatq8  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:47 EST

:  
I would like the weapon/theft free zone  
posted.  
I would like to see more color choices  
I'd like to see kitchens,, bathrooms..  
a more realistic world! ( I NEED a  
shower! :\ )  
More ways to win tokens..  
More things to buy..  
Descriptions of magic items..and, as  
a reward..the \*enabling\* of these dev-  
ices.

:  
I'd like to see a mail save (not just  
collecting paper..I have a Box full of  
letters!!)

:  
I'd like a locate function.

.  
- - - - -  
Mail to: habitatq8  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:54 EST  
I'd do away with system messages (the  
system-wide ones) OR allow OLMs from  
other areas to get through. Getting  
messages you aren't particularly  
interested in while NOT being able to  
get ones you want is very annoying.

.  
- - - - -  
Mail to: habitatq8  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:13 EST  
I would delete the sherrifs office.  
This is nothing personal against  
the sherrrif...he is a great guy. I just  
don't think elections have a part  
in a fantasy world. Must everything be  
reduced to popularity contests?

.  
- - - - -  
Mail to: habitatq8  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:37 EST  
Delete useless items. I believe the fun  
in owning something stems from the fact  
that it DOES something. Change the

way text is edited on the message line.  
The cursor keys produce arrows instead  
of moving a cursor along the line.  
This makes text editing very time  
consuming. An entire line has to be  
erased and done over, if there's a  
mistake in the beginning of the message.

- - - - -

Mail to: habitatq8  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:45 EST  
I'd like to see more treasure hunts and  
legends leading to them. I think the  
who land could be sprinkled with "stuff"  
daily for avatars to find.

- - - - -

Mail to: habitatq8  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:54 EST  
I would add more ports...make them  
free!!! Have some road signs.  
Add some resident characters.  
Change the saying of the Oracle.  
I want a pet! that does more than just  
sit there. New furniture..or a place to  
but some. STORES!!!! MORE!!!!

- - - - -

Mail to: habitatq8  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 21:57 EST  
Um...why do we need a sherif?

- - - - -

Mail to: habitatq8  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:06 EST

.  
Put the Bowling Alley where the  
Arcade is...Board games in Habi  
are just a little TOO cumbersome  
to enjoy the play...

.

- - - - -

Mail to: habitatq8  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:07 EST

.  
Same reply as before.....

.

- - - - -

Mail to: habitatq8  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:37 EST  
I'd like adventures to be on an  
individual scale where each person has  
an adventure on his own. (He could get  
an adventure taken out of a pool of  
say 50 adventures) Also... have  
different skill levels to choose from.

- - - - -

Mail to: habitatq8

Mail From: Cornelius  
Date: Tuesday 22-Dec-87 22:58 EST  
add: expanded ids so that users can  
better describe character (ie: if  
name of avatar is Cornelius, allow use  
to expand ID to CORNELIUS THE SILENT or  
if name is RJScott, expand to RJScott  
the Hermit.) This would be like expanded  
ID info in PC.

.  
Add more games to arcade: pool, bowling,  
, and add outdoor sports like horseshoes  
or shuffle board.

- - - - -  
Mail to: habitatq8  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:35 EST  
not really sure at this time, I have  
been there recently, but did not have  
the time to investigate all the changes

- - - - -  
Mail to: habitatq8  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:54 EST  
anything impersonal and mechanical that  
takes the place of a person. I think  
the thing that bothers me the worst is  
the bureaucrats-in-boxes. I'd rather  
send mail to the bureaucrats, and have  
them give me a personal answer.

- - - - -  
Mail to: habitatq8  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:01 EST  
I would like more magic or special  
items..

.  
I hate getting items, like a chainsaw,  
that is good for nothing!!!!

- - - - -  
Mail to: habitatq8  
Mail From: Ogl  
Date: Tuesday 22-Dec-87 23:55 EST  
I would send mail to all Avatars  
telling them about the special events  
that are going on and how to play them.  
I knew about the wedding cuz the  
Bride invited me.... I found a message  
about it in the streets.... after the  
wedding - I would have missed it  
otherwise.

Yesterday, My friend told be to go  
to the vault. I went but I still don't  
know what was going on..... when you go  
public, I think you will find most  
people like me...(not very swift). On  
their limited time budget they will have  
to be told how to play, so they can  
get into it quickly.

.

- - - - -  
Mail to: habitatq8  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:15 EST  
I would delete the Oracle, personally.  
I have not seen ANYTHING done by  
him/her/it

- - - - -  
Mail to: habitatq8  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:22 EST  
There is nothing I wish to be deleted  
at this time. I like EVERYTHING  
available!

- - - - -  
Mail to: habitatq8  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:45 EST  
I would make the pockets hold more, or  
give each avatar a "right" and a "left"  
pocket. This would make it easier to  
use the basic exploring necessities  
without having to bundle them all up  
into a bag and put the bag into your  
pocket, only to reverse the process  
after changing screens.

- - - - -  
Mail to: habitatq8  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:37 EST  
I wouldnt change anything but I would  
add more jobs and salary's to them.

- - - - -  
Mail to: habitatq8  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:27 EST  
Not sure here either. My tastes are  
not exactly middle of the flight path.

- - - - -  
Mail to: habitatq8  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:37 EST  
The list is endless because the  
potential is there for so much.  
Hab needs the elements that make life  
(or at least movie/fiction life) so much  
of a challenge. If hab is too easy, too  
obviously a facade, it will fail. If Hab  
is a complete system, with goals that  
can be reached and projects to do, then  
we will see success.

- - - - -  
Mail to: habitatq8  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:37 EST

.  
nothing

- - - - -  
Mail to: habitatq8  
Mail From: QZOOKEEPER

Date: Friday 25-Dec-87 16:23 EST  
More planned activities, people  
- - - - -

%cvideo#d010>lucas>operations>results.2>answer.9 87-12-28 18:12:07 EST

Mail to: habitatq9  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:13 EST  
They got Faster!  
- - - - -

Mail to: habitatq9  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:19 EST  
I wish they would take less time, less  
often, but I still enjoy playing  
Habitat  
- - - - -

Mail to: habitatq9  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:22 EST  
I wish they'd take less time, less  
often, but still enjoy playing  
Habitat. (This in view of noticable  
)'7Fy\_faster access on Beta.1)  
- - - - -

Mail to: habitatq9  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:28 EST  
I think it takes a bit too long when you  
are going from one region to the other.  
Also, it's kind of slow when there is  
other Animation in the screen.  
- - - - -

Mail to: habitatq9  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:27 EST  
.

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

Mail to: habitatq9  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:46 EST  
I wish they would take less time less  
often ECT !!!!  
- - - - -

Mail to: habitatq9  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:07 EST  
I didn't particularly notice them..  
- - - - -

Mail to: habitatq9  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:18 EST  
.

I wish that they would take less  
time, but I know what they're doing

and I can appreciate it. It doesn't detract from my enjoyment of the game.

.  
- - - - -  
Mail to: habitatq9  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:51 EST

:  
I didn't really notice them..I DID, but that's when I run for coffee or go to the bathroom! ;DDDDD

:  
I don't mind them.

.  
- - - - -  
Mail to: habitatq9  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:56 EST  
I wish they would take less time etc.

.  
- - - - -  
Mail to: habitatq9  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:15 EST  
I wish they would take less time, but I still enjoy playing habitat.

.  
This game is SCREAMING for REU support.

.  
- - - - -  
Mail to: habitatq9  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:43 EST  
I wish they would take less time, less often, but still enjoy playing.

.  
- - - - -  
Mail to: habitatq9  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:46 EST  
I wish they would take less time, less often, but I still enjoy playing Habitat

.  
- - - - -  
Mail to: habitatq9  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:56 EST  
I wish they would take less time, less often. I still enjoy playing.

.  
- - - - -  
Mail to: habitatq9  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 21:58 EST  
Less time, less often, but still enjoy playing :>

.  
- - - - -  
Mail to: habitatq9  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:07 EST

.  
Less time less often..

.  
It HAS improved ...Thanks!



Mail to: habitatq9  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:07 EST

.  
I cannot answer this question  
because I did not receive my  
Beta 1.0 disk. IE: I am still using  
Alpha 6.4

.  
- - - - -  
Mail to: habitatq9  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:39 EST  
I wish they would take less time and  
less often, but still enjoy playing  
Habitat.

- - - - -  
Mail to: habitatq9  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:45 EST  
I wish they would take less time, less  
often, but I still enjoy playing  
Habitat.

- - - - -  
Mail to: habitatq9  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:05 EST  
I wish they would take less time.

- - - - -  
Mail to: habitatq9  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:32 EST  
Frequency and length would prevent me  
from playing often..

- - - - -  
Mail to: habitatq9  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:36 EST  
I wish they would take less time, less  
often, but I do still enjoy playing

- - - - -  
Mail to: habitatq9  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:56 EST  
My answer is halfway between two of  
the suggested responses.

- - - - -  
Mail to: habitatq9  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:56 EST  
sorry about that...

.  
My answer is halfway between two of the  
suggested responses.

.  
I think the length and frequency of  
disk loads would cut down on the time  
I would spend playing Habitat, but I  
would play it nonetheless. I think it's  
fun, but at the rate it moves, it would

cost me too much to be involved in a  
lengthy adventure.

- - - - -

Mail to: habitatq9  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:02 EST  
Don't really notice unless it is when  
I go someplace like the oracle and it  
takes time...

- - - - -

Mail to: habitatq9  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:03 EST  
I wish they wern't so often. Most people  
have drives that belong in the  
garbage can.

.

- - - - -

Mail to: habitatq9  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:16 EST  
I wish the disk loads would take less  
time

- - - - -

Mail to: habitatq9  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:30 EST  
Disk loads somewhat distracting and  
tiring.

- - - - -

Mail to: habitatq9  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:23 EST  
I wish they would take less time,  
less often, but still LOVE playing  
Habitat

- - - - -

Mail to: habitatq9  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:21 EST  
I wish they would take less time and  
be less often, but I still enjoy  
playing habitat.

- - - - -

Mail to: habitatq9  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:49 EST  
I wish they would take less time, less  
often, but still enjoy playing Habitat.

- - - - -

Mail to: habitatq9  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:38 EST  
I think they should take less time, less  
often, but still have fun playing Habita  
t

- - - - -

Mail to: habitatq9  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:52 EST

I wish they would take less time.

- - - - -  
Mail to: habitatq9  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:28 EST  
They don't bother ME, but then I know  
it's necessary because of the  
implementation of Habitat. However, it  
still irks me that sometimes the system  
has to try, re-try, and try again to  
get a good packet from QL, and THAT is  
S-L-O-W.

- - - - -  
Mail to: habitatq9  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:41 EST  
I wish they would take less time, less  
often, but I still enjoy playing.

- - - - -  
Mail to: habitatq9  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:38 EST

.  
i wish they would be less time and  
fewer, but would still play

- - - - -  
Mail to: habitatq9  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:23 EST  
The frequency and length of disks loads  
would prevent me from playing more, but  
they do seem better

%cvideo#d010>lucas>operations>results.2>answer.10 87-12-28 18:13:22 EST

Mail to: habitatq10  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:16 EST  
RRR, R&R, Cooties, Wedding, Elect, OPeN

- - - - -  
Mail to: habitatq10  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:16 EST

.  
- - - - -  
Mail to: habitatq10  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:19 EST  
all except the Popustop grand opening...  
(was late for that...BUT got there  
soon enough to lay my Mr. Cootie head  
on another late arrival ;D)

- - - - -  
Mail to: habitatq10  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:23 EST  
Popustop Grand Opening

Mail to: habitatq10  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:29 EST  
wedding  
sherriff election  
tag!! '7Ffun :D

- - - - -  
Mail to: habitatq10  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:28 EST

.  
Wedding  
Sheriff's Election  
.

- - - - -  
Mail to: habitatq10  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:47 EST  
Randys Rally and Popustop grand opening

- - - - -  
Mail to: habitatq10  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:09 EST  
Randy's Rally  
R&R Rally  
Tag  
Wedding(s)  
Sheriff Election  
Popustop Opening

- - - - -  
Mail to: habitatq10  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:19 EST  
R&R Weekend  
Grand Openin

- - - - -  
Mail to: habitatq10  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:52 EST

;  
Weekend Adventure  
Wedding  
Cootie/Tag

:  
ALSO..Backgammon Tournament!  
I won! ;DDDDDD

- - - - -  
Mail to: habitatq10  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:57 EST  
Randy's Region Rally  
R & R Weekend Adventure  
Sheriff Election  
Popustop Grand Opening

- - - - -  
Mail to: habitatq10  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:16 EST  
Randy's Region Rally

R&R adventure  
Popustop opening

- - - - -  
Mail to: habitatq10  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:44 EST  
R&R Adventure, Sheriff's election.

- - - - -  
Mail to: habitatq10  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:47 EST  
Randy's Region Rally  
R&R's Weekend Adventure  
Wedding  
Popustop Grand Opening

- - - - -  
Mail to: habitatq10  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:57 EST  
Wedding  
Sheriff election  
PopUStop Grand Opening

- - - - -  
Mail to: habitatq10  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:08 EST  
Rally...Election

- - - - -  
Mail to: habitatq10  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:09 EST  
Randys Region Rally  
R&R Weekend  
Cooties/Tag  
Sheriff Election

- - - - -  
Mail to: habitatq10  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:09 EST

.  
All but the Popustop opening..

.  
I had a shift that day :(

- - - - -  
Mail to: habitatq10  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:40 EST  
Sheriff Election  
R&R Weekend Adventure

- - - - -  
Mail to: habitatq10  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:45 EST  
none

- - - - -  
Mail to: habitatq10  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:06 EST  
popustop, elections

Mail to: habitatq10  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:32 EST  
Sherrif election

- - - - -

Mail to: habitatq10  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:37 EST  
wedding  
I performed it as self appointed  
HabiJudge and Justice of the Peace

- - - - -

Mail to: habitatq10  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:58 EST  
Randy's Region Rally  
R&R Weekend Adventure  
Wedding  
Sherrif Election

- - - - -

Mail to: habitatq10  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:03 EST  
R&R Weekend...

.  
Popustop Opening...

- - - - -

Mail to: habitatq10  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:05 EST

.  
I went to Bonnie's wedding. It  
was funny and very entertaining  
(considering it was a disaster) :)  
I mean, there she was, stood up by  
the Preacher, Best Man, and Maid of  
Honor. They did a find job of going on  
with the show.

.  
I was almost there for the POPUSTOP  
opening....but I couldn't find the till  
later. Disappointing that ya can't go  
into the rooms.

- - - - -

Mail to: habitatq10  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:17 EST  
Sherrifs Election

- - - - -

Mail to: habitatq10  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:24 EST  
Randy's Region Rally  
R&R Weekend Adventure  
Cooties/Tag  
Wedding  
Sheriff Election

- - - - -

Mail to: habitatq10

Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:23 EST  
Randy's Regional Rally  
R & R WEEKEND ADVENTURE  
Cooties/tag  
WEDDING  
Sheriff Election  
Popustop Grand Opening  
- - - - -

Mail to: habitatq10  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:51 EST  
R&R Weekend Adventure  
Popustop Grand Opening  
- - - - -

Mail to: habitatq10  
Mail From: JoeyT1  
Date: Wednesday 23-Dec-87 18:41 EST  
All but Popustop Opening  
- - - - -

Mail to: habitatq10  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:52 EST  
Wedding  
- - - - -

Mail to: habitatq10  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:29 EST  
RRR - was offline from the end of the  
Rally until now.  
- - - - -

Mail to: habitatq10  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:42 EST  
Randy's Regional Rally  
Sheriff's Election  
Wedding (Bonnie/Dragonfish)  
- - - - -

Mail to: habitatq10  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:39 EST  
.

sheriff election  
- - - - -

Mail to: habitatq10  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:24 EST  
wedding  
election  
- - - - -

%cvideo#d010>lucas>operations>results.2>answer.11 87-12-28 18:15:00 EST

Mail to: habitatq11  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:20 EST  
I liked them all....I was too tired to  
do much in the R&R adventure ::sigh...  
no prizes again:.....  
but they were all fun...

- - - - -

Mail to: habitatq11  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:24 EST  
I only participated (really) in last weekend's grand opening....I'00think my usage and tracking will show that I enjoyed it thoroughly.

Also, Joey Tl's and WOWW's wedding, but that wasn't a structured event.

- - - - -

Mail to: habitatq11  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:30 EST  
I liked them a lot.

- - - - -

Mail to: habitatq11  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:28 EST

.  
I thought they were A lot of fun!!  
.  
Just wish I could of made it to the others....  
.

- - - - -

Mail to: habitatq11  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:10 EST  
Randy's took too long with a lower prize..  
R&R was GREAT..  
Tag was fun.. <Although it did have it's problems>  
Wedding(s) were nice.. :)  
Sheriff Election was okie..  
Popustop Opening was disappointing..  
<Didn't even let us check out the rooms.. :D >

- - - - -

Mail to: habitatq11  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:20 EST  
.  
I thought they were excellent. Alot of fun.  
.

- - - - -

Mail to: habitatq11  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:52 EST  
:  
I did NOT like Cootie tag..I was lured to my fate by a friend..and presented with the Rats head as a Wedding Gift. NOT funny. It might have been funny on Monday..not the day before my HabiWedd. It caused me to lose a longstanding



friend..who \*I\* tried to lure, in my  
panic. Frankly..it sucked.

:  
The wedding was a riot..the Minister  
didn't show up, the Best Man didn't  
show up and the Maid of Honor didn't  
show up! :DD We got fill-in avatars,  
but the \*Judge\* CLB wasn't official and  
after the ceremony we noticed he had  
gigantic breasts! Still hysterical over  
that one! :DDD It would have been nice  
to have at least the MINISTER there.  
I have been reassured the HabiWedding  
is legal in the eyes of the Oracle..

:  
Backgammon was a abit strange since the  
board was NOT a Backgammon board!!!!!!  
It had only 5 points in each section  
instead of six, so we rerolled every  
six on the dice.

:  
The Quest is still ongoing for me..I  
got into the vault and got my next clue  
so..I'll let ya know! :D

:  
I enjoyed most of the weekend..with the  
exception of Cootie Tag..and the  
Skullhead with his DEATH remark.

:  
- - - - -

Mail to: habitatq11  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 20:58 EST  
Randy's Region Rally: the last clue was  
too difficult.  
R & R Weekend Adventure: SOME clue to  
what's going on and how it works would  
be helpful to those who couldn't be  
there Friday night.  
Sheriff Election: It could have been  
more elaborate, and probably would  
have been, with more people and in a  
normal (non-testing) situation.  
Popustop Grand Opening: It could have

- - - - -  
Mail to: habitatq11  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:02 EST  
used a little more organization. Again,  
since it's a testing situation....

- - - - -  
Mail to: habitatq11  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:17 EST  
I still don't care for region rallies...  
I want more substance to my wandering.

.  
The R&R adventure was fun...the puzzles  
were simple once you knew the answers..  
but finding the answers was tricky!...

well done!

.

I found the poputstop opening a bit boring...wandering around level after indential level was boring...I gave up.

- - - - -

Mail to: habitatq11

Mail From: SkyLine

Date: Tuesday 22-Dec-87 21:45 EST

Of the two I was actually involved in, I enjoyed them both. Although I participated in a sense, in the 'tag' game, I didn't see it as particularly enjoyable.

- - - - -

Mail to: habitatq11

Mail From: Del March

Date: Tuesday 22-Dec-87 21:48 EST

Randy's Region Rally seemed to lack anything to \*do\* other than to run around looking at clues and puzzling over what they mean. Thumbs down.

.

R&R's Weekend Adventure was a lot better. Besides looking for clues (which were more straightforward and comprehensible), there was "stuff" to find and take and keep and show off. :D It was solvable within a reasonable time frame, and the prize was worth it. Thumbs up.

.

I only participated in the wedding because someone didn't show up at the last minute, and I helped out as a favor. Personally, I find online weddings to be kinda dumb, but I agree that for those who like them, Habitat is an ideal environment.

.

The Popustop grand opening was mildly interesting, but very appropriate.

- - - - -

Mail to: habitatq11

Mail From: Cimaron

Date: Tuesday 22-Dec-87 21:58 EST

The wedding was great!

The Sheriff election was a bust. It took me forever to find out who won, not enough people voted.

The PopUStop opening was very confusing. I never did find out what the quest was.

- - - - -

Mail to: habitatq11

Mail From: Gary M

Date: Tuesday 22-Dec-87 22:09 EST

.

They were all pretty good but the 'Cooties/Tag' one was not pleasing

to all.

.  
- - - - -

Mail to: habitatq11  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:11 EST  
Rally - okay, but a bug with the tables  
made it impossible to continue past a  
certain point...

-  
Election - okay, but still...what use is  
a sheriff?

- - - - -  
Mail to: habitatq11

Mail From: Becky  
Date: Tuesday 22-Dec-87 22:10 EST

.  
Randy's Rally...I have to admit I  
stayed up nights trying  
to figure this one out .  
Sheriff's Election...Well, what can I  
say? WE WON!! And I got on the  
letter writing list :D  
Wedding...Participated in one. I have  
a cute little wedding picture  
album! That's one thing I  
didn't get for the QWedding..  
Cootie/Tag...I only 'gave' the head up  
on the terms I'd get it back.  
Oh well....  
R&R Rally...If this is the current one,  
I'm still trying!  
Is it fixed yet? :D

.  
- - - - -  
Mail to: habitatq11

Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:41 EST  
The Sheriff's election was fun but not  
very practicle at this time. The Sheriff  
needs some deputies and duties so  
Avatars see's representatives of the law  
around.

-  
The R&R Weekend adventure was fun but  
a little too difficult for me... I think  
individual adventures like I mentioned  
before would be better, although I'd  
still keep the group adventures too.

- - - - -  
Mail to: habitatq11

Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:46 EST  
Didn't participate

- - - - -  
Mail to: habitatq11

Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:07 EST  
fun :) liked them alot.

- - - - -

Mail to: habitatq11  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:33 EST  
Well...the excitement of a Sheriffs  
Election leaves much to be desired in  
REAL life...

- - - - -  
Mail to: habitatq11  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:37 EST  
it came out rather well! even consider-  
ing that death showed up

- - - - -  
Mail to: habitatq11  
Mail From: Sky Dragon  
Date: Tuesday 22-Dec-87 23:59 EST  
Generally, the adventures I've been  
involved in so far were much too  
difficult. I consistently noticed  
that there was little if any spirit  
of cooperation from other avatars.  
It seemed that I was solving these  
things on my own, rather than being  
part of a group - and that was solely  
because it was presented as a  
competitive thing rather than a  
group activity. The first person to  
find it got a prize... so no one wanted  
to tell anyone anything, and it was  
a rather unfriendly experience all  
the way around. I wasn't able to  
solve either adventure.

- - - - -  
Mail to: habitatq11  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:04 EST  
R&R weekend.... Lots of fun...

.  
Opening (Popustop) was fun but it  
was not fun to not be able to go into  
rooms so it was floor after floor of  
nothing...

- - - - -  
Mail to: habitatq11  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:10 EST  
Bonnie's Wedding was GREAT

.  
- - - - -  
Mail to: habitatq11  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:17 EST  
I had a problem with the election:  
The dates posted for the voting were  
not the dates that the votes were  
necessarily accepted.  
I got there to vote on the last day of  
when the voting was supposed to take  
place, only to find the voting  
region missing

- - - - -  
Mail to: habitatq11  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:26 EST  
Randy's Region Rally was a bit confusing  
for some of the clues.. just a tough  
quest, that's all!  
R&R Weekend Adventure was REALLY  
confusing..but I loved it! I never did  
find the Vault until the last day, but,  
following hints from others, I still  
managed to find 2 keys!! :D  
The Wedding was sorta ho-hum.. I was  
never much for Q-Weddings and Habi-  
Weddings aren't much different..  
Sheriff Election: I lost. ;> (But he  
voting setup was GREAT!!)

- - - - -  
Mail to: habitatq11  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:24 EST  
I enjoyed every minute! I see nothing  
to say critical of any of it. I believe  
that each one was a task to put together  
and I appreciate it!

- - - - -  
Mail to: habitatq11  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:52 EST  
The R&R Weekend Adventure was  
interesting and intriguing, but after I  
got the key and tried to enter the whole  
in the General Store, I couldn't figure  
out what else to do.  
The Popustop Grand Opening was fun!

- - - - -  
Mail to: habitatq11  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:41 EST  
I loved them all, but Randy's Region  
Rally wasnt specific

- - - - -  
Mail to: habitatq11  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:52 EST  
I enjoyed them immensely.

- - - - -  
Mail to: habitatq11  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:29 EST  
RRR was fun but frustrating because I  
didn't have the time to complete it.  
I never did find out the answer, either.

- - - - -  
Mail to: habitatq11  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:44 EST  
The dates I was given for the Election  
were wrong :\  
The Rally was a bit too tough for me

(but I am more of a designer of puzzles  
than a solver of them (Just ask OSGOOD  
or any guild member in my on-line  
sessions)).

- - - - -

Mail to: habitatq11  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:39 EST

.  
It was ok

- - - - -

Mail to: habitatq11  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:24 EST  
The activities I've taking part in  
I've enjoyed!  
Adventures...I'm hopeless :\  
- - - - -

%cvideo#d010>lucas>operations>results.2>answer.12 87-12-28 18:16:53 EST

Mail to: habitatq12  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:17 EST  
2 times a week or more  
- - - - -

Mail to: habitatq12  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:21 EST  
Twice a week or more often  
- - - - -

Mail to: habitatq12  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:24 EST  
Once a week??  
- - - - -

Mail to: habitatq12  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:31 EST  
about once every two weeks.  
- - - - -

Mail to: habitatq12  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:29 EST

.  
Once a week

.  
- - - - -

Mail to: habitatq12  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:47 EST  
Once every 2 weeks  
- - - - -

Mail to: habitatq12  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:12 EST  
Once to Twice a week...  
- - - - -

Mail to: habitatq12

Mail From: Eric  
Date: Tuesday 22-Dec-87 20:20 EST

.  
Twice a week or more often.  
.

- - - - -  
Mail to: habitatq12  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 20:59 EST

:  
After being involved this weekend..  
I'd say twice a week or more often.  
I can't wait to get back in there!!  
:

- - - - -  
Mail to: habitatq12  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:03 EST  
At least once a week, possibly twice a  
week or more often.

- - - - -  
Mail to: habitatq12  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:19 EST  
once every two weeks

- - - - -  
Mail to: habitatq12  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:46 EST  
Once a week.

- - - - -  
Mail to: habitatq12  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:56 EST  
Once every 2 weeks

- - - - -  
Mail to: habitatq12  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 21:59 EST  
Once a month

- - - - -  
Mail to: habitatq12  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:10 EST  
Once a week

- - - - -  
Mail to: habitatq12  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:14 EST  
Once a week

- - - - -  
Mail to: habitatq12  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:16 EST

.  
Once every two weeks..Then the  
bordon with it sets in..  
~ pretend that's spelled  
right.  
- - - - -

Mail to: habitatq12  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:43 EST  
Once every two weeks

- - - - -

Mail to: habitatq12  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:46 EST  
Once every two weeks

- - - - -

Mail to: habitatq12  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:07 EST  
once a week

- - - - -

Mail to: habitatq12  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:34 EST  
Once every two weeks

- - - - -

Mail to: habitatq12  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:38 EST  
once a week  
at least

- - - - -

Mail to: habitatq12  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:02 EST  
Once a week, I think.

- - - - -

Mail to: habitatq12  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:05 EST  
Once a week

- - - - -

Mail to: habitatq12  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:11 EST  
once a week

- - - - -

Mail to: habitatq12  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:19 EST  
Once evert 2 weeks

- - - - -

Mail to: habitatq12  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:27 EST  
Once a week

- - - - -

Mail to: habitatq12  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:26 EST  
Min....once a week.

- - - - -

Mail to: habitatq12  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:54 EST



Once a week

- - - - -

Mail to: habitatq12  
Mail From: JoeyT1  
Date: Wednesday 23-Dec-87 18:43 EST  
Probably once a week

- - - - -

Mail to: habitatq12  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:52 EST  
Twice a week or more often.

- - - - -

Mail to: habitatq12  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:30 EST  
Once a month... or thereabouts, dependin  
g on the activity

- - - - -

Mail to: habitatq12  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:47 EST  
It depends on the type of events.

- - - - -

Mail to: habitatq12  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:40 EST  
once a month

- - - - -

%cvideo#d010>lucas>operations>results.2>answer.13 87-12-28 18:17:41 EST

Mail to: habitatq13  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:17 EST  
All lengths  
/

- - - - -

Mail to: habitatq13  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:21 EST  
One week

- - - - -

Mail to: habitatq13  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:28 EST  
Two or three weeks..preferably two.

- - - - -

Mail to: habitatq13  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:31 EST  
Two or three weeks.

- - - - -

Mail to: habitatq13  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:30 EST

.  
Daily

.  
- - - - -

Mail to: habitatq13  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:48 EST  
One week

-----  
Mail to: habitatq13  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:12 EST  
One to Two days..

-----  
Mail to: habitatq13  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:20 EST

.  
Daily-Weekly

-----  
Mail to: habitatq13  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 21:00 EST

:  
Two to three weeks.

:  
(Please note though, that working  
with the members in PC..the attention  
span for special event sections:  
ie: QCamp..is TOPS two weeks..one  
week is the best..)

-----  
Mail to: habitatq13  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:05 EST  
One week at the least, 2-3 weeks at most

-----  
Mail to: habitatq13  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:20 EST  
two or three weeks

-----  
Mail to: habitatq13  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:46 EST  
One week.

-----  
Mail to: habitatq13  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:56 EST  
Daily (though I would be willing for it  
to last a couple of days)

-----  
Mail to: habitatq13  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:00 EST  
one week

-----  
Mail to: habitatq13  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:11 EST  
One Week

- - - - -  
Mail to: habitatq13  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:15 EST  
Some, daily...others about a week...

- - - - -  
Mail to: habitatq13  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:17 EST

.  
Two weeks..

- - - - -  
Mail to: habitatq13  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:44 EST  
Daily

- - - - -  
Mail to: habitatq13  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:46 EST  
Two or three weeks

- - - - -  
Mail to: habitatq13  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:08 EST  
a month or more

- - - - -  
Mail to: habitatq13  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:38 EST  
daily

- - - - -  
Mail to: habitatq13  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:05 EST  
A week or a little less....

.  
Daily would be too quick unless it  
was a opening or such...

- - - - -  
Mail to: habitatq13  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:12 EST

.  
one week

- - - - -  
Mail to: habitatq13  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:22 EST  
week

- - - - -  
Mail to: habitatq13  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:27 EST  
One week

- - - - -  
Mail to: habitatq13  
Mail From: AGGIE

Date: Wednesday 23-Dec-87 03:27 EST  
Daily <if possible>

-----  
Mail to: habitatq13  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:55 EST  
One week

-----  
Mail to: habitatq13  
Mail From: JoeyT1  
Date: Wednesday 23-Dec-87 18:44 EST  
A week

-----  
Mail to: habitatq13  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:53 EST  
Daily or Weekly, that's the fun of it...  
there can be long ongoing adventures and  
"mini-ventures" so to say.

-----  
Mail to: habitatq13  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:31 EST  
No particular preference - it should be  
according to the TYPE of activity.  
Some activities are best kept short,  
while others should be extended. And  
some people prefer extended ones, while  
others have limited time and would like  
to complete a one-shot adventure, and  
not have to miss out on the end of a  
challenge because of time.

-----  
Mail to: habitatq13  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:47 EST  
Two or three weeks  
(Allows time for occasional Avatars to  
hear about it and join in)

-----  
Mail to: habitatq13  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:40 EST  
a week

-----  
Mail to: habitatq13  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:25 EST  
Daily

-----  
%cvideo#d010>lucas>operations>results.2>answer.14 87-12-28 18:18:32 EST

-----  
Mail to: habitatq14  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:17 EST  
yes

-----  
Mail to: habitatq14

Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:22 EST  
yes  
- - - - -  
Mail to: habitatq14  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:28 EST  
No  
- - - - -  
Mail to: habitatq14  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:32 EST  
Yes  
- - - - -  
Mail to: habitatq14  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:31 EST  
.  
Yes  
.  
- - - - -  
Mail to: habitatq14  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:48 EST  
No  
- - - - -  
Mail to: habitatq14  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:12 EST  
YES.. I'd love it.. :)  
- - - - -  
Mail to: habitatq14  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:20 EST  
Yes  
- - - - -  
Mail to: habitatq14  
Mail From: Bonnie  
Date: Tuesday 22-Dec-87 21:02 EST  
:  
YES  
:  
- - - - -  
Mail to: habitatq14  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:05 EST  
YES!  
- - - - -  
Mail to: habitatq14  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:20 EST  
yes  
- - - - -  
Mail to: habitatq14  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:47 EST  
Yes.  
- - - - -  
Mail to: habitatq14  
Mail From: Del March

Date: Tuesday 22-Dec-87 21:57 EST

yes

- - - - -

Mail to: habitatq14

Mail From: Cimaron

Date: Tuesday 22-Dec-87 22:00 EST

yes

- - - - -

Mail to: habitatq14

Mail From: Gary M

Date: Tuesday 22-Dec-87 22:11 EST

yes

- - - - -

Mail to: habitatq14

Mail From: DragonFyre

Date: Tuesday 22-Dec-87 22:17 EST

Yes, definately! :>

- - - - -

Mail to: habitatq14

Mail From: Becky

Date: Tuesday 22-Dec-87 22:18 EST

.

I'm trying :D

.

Yes

- - - - -

Mail to: habitatq14

Mail From: John Apple

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

no

- - - - -

Mail to: habitatq14

Mail From: Ks Lass

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

yes

- - - - -

Mail to: habitatq14

Mail From: Cornelius

Date: Tuesday 22-Dec-87 23:08 EST

yes

- - - - -

Mail to: habitatq14

Mail From: Kelly Daze

Date: Tuesday 22-Dec-87 23:35 EST

nope

- - - - -

Mail to: habitatq14

Mail From: CLB

Date: Tuesday 22-Dec-87 23:39 EST

yes

- - - - -

Mail to: habitatq14

Mail From: RAOULTFOOL

Date: Wednesday 23-Dec-87 00:06 EST

YES!

- - - - -

Mail to: habitatq14

Mail From: Sky Dragon

Date: Wednesday 23-Dec-87 00:12 EST

yes

- - - - -  
Mail to: habitatq14  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:12 EST  
yes  
- - - - -  
Mail to: habitatq14  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:22 EST  
YES  
- - - - -  
Mail to: habitatq14  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:32 EST  
no  
- - - - -  
Mail to: habitatq14  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:28 EST  
yes  
- - - - -  
Mail to: habitatq14  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:28 EST  
Yes  
- - - - -  
Mail to: habitatq14  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:56 EST  
Yes  
- - - - -  
Mail to: habitatq14  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:44 EST  
Yes  
- - - - -  
Mail to: habitatq14  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:53 EST  
YES  
- - - - -  
Mail to: habitatq14  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:33 EST  
No, not unless there was some form of  
compensation for the time and effort  
spent.  
- - - - -  
Mail to: habitatq14  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:48 EST  
yes  
- - - - -  
Mail to: habitatq14  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:40 EST  
no  
- - - - -  
Mail to: habitatq14  
Mail From: QZOOKEEPER

Date: Friday 25-Dec-87 16:25 EST

no

- - - - -

%cvideo#d010>lucas>operations>results.2>answer.15 87-12-28 18:19:15 EST

Mail to: habitatq15

Mail From: spblives

Date: Tuesday 22-Dec-87 18:18 EST

Yes... full scale quests

- - - - -

Mail to: habitatq15

Mail From: HaagenDasz

Date: Tuesday 22-Dec-87 18:22 EST

no

- - - - -

Mail to: habitatq15

Mail From: rjscott

Date: Tuesday 22-Dec-87 18:28 EST

No

- - - - -

Mail to: habitatq15

Mail From: WOWW

Date: Tuesday 22-Dec-87 18:33 EST

Yes!! I think would be a LOT of fun.

- - - - -

Mail to: habitatq15

Mail From: Lynns6

Date: Tuesday 22-Dec-87 19:31 EST

.

yes

.

- - - - -

Mail to: habitatq15

Mail From: Soundman

Date: Tuesday 22-Dec-87 19:49 EST

Yep , But I don't know what Help I would  
be :)

- - - - -

Mail to: habitatq15

Mail From: Caterwaul

Date: Tuesday 22-Dec-87 20:12 EST

Yes! :) I'd love that too!

I'd make at least an Island to check  
out.. <Probably some ocean terrain  
too..> Hmm.. Thinking of Ocean.. Put  
a whirlpool in.. <Like a door> and make  
a sunken ship at the bottom.. Add a  
tower or two.. Make some forest areas..  
A castle to plunder.. <If you're lucky  
enough not to get killed..>

Add a hedge maze in front of the castle  
with a few things in it.. Maybe even  
an Enchanted Pool that gives clues to  
where buried treasures are.. Hmm.. :)

.

Ele

- - - - -

Mail to: habitatq15



Mail From: Eric  
Date: Tuesday 22-Dec-87 20:21 EST

.  
I would very much like to create regions and adventures. Each has his own imagination and creativity. No telling what someone might come up with given the proper tools and medium.

.  
- - - - -  
Mail to: habitatq15  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:06 EST  
Yes. Design, create, not program.

- - - - -  
Mail to: habitatq15  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:21 EST  
Yes.  
I would love to design "puzzle type" regions that would be part of quests. I love all types of adventures, and I get great pleasure from creating them as well playing them. Designing a Habitat type quest seems has if it would be a very enjoyable challenge.

- - - - -  
Mail to: habitatq15  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:47 EST  
Yes. I would create adventure zones. These areas would be entered at the players own risk, and would be similar in character to AD&D structured adventures. There would be underground cave/maze adventures, as well as wilderness/forest challenges. There would also be more contemporary games, perhaps murder mysteries, or solving the puzzle of a theft of some rare item. I believe activities of this sort would be very attractive to most players.

- - - - -  
Mail to: habitatq15  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:00 EST  
Yes.  
I have lots of ideas of what I would like to see added and changed.

- - - - -  
Mail to: habitatq15  
Mail From: Del March  
Date: Tuesday 22-Dec-87 21:58 EST  
Yes

.  
There are lots of neat ideas. The first one that comes to mind I had thought of a while ago. For Halloween, there could

temporarily be a "haunted house" in the Back 40. Hidden doors, treasures, clues to other treasures, monsters, the works. :)

I think whole new cities should definitely be developed.

.  
Another idea I had was a set of regions= totally separate from Populopolis. It would be a huge spaceship, designed in a similar fashion to Popustop. Every avatar would be a crew member of some minor degree. "The Oracle" would be replaced by "The Captain", and the roles of Bahia, SPBLives, et al could easily parallel to the first officers and lieutenants (sp?) and so forth.

Every month or so could bring a new "planet" to explore, or they could return to an old one, or whatever. The ship would be full of rooms to hang out in, and recreations, and "weapon consoles" to use during any alien attacks. I could go on and on... :D

.  
This medium is so versatile, that the possibilities are endless.

- - - - -  
Mail to: habitatq15  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:11 EST  
yes... Becky and I created (in a way) the sheriff's Office, Evidence Room, and cell and enjoyed it very much. :D

.  
By sending Habi-Mail with layouts was a great way of designing the regions.

.  
- - - - -  
Mail to: habitatq15  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:17 EST  
Yes, definately! :>

- - - - -  
Mail to: habitatq15  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:19 EST  
YES!

.  
The Bowling Alley really wouldn't be all that hard. You'd have to DO the ball to the pins, and always have a random number of them fall :D  
Agitating huh??

.  
I'd still like a Saloon with a player piano (Please don't hire the one from the Casino) A Bar and some stools..  
An entrance with swinging saloon doors....

.  
Sorry I'm in such a rush :\  
Next qestion..

- - - - -  
Mail to: habitatq15  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:44 EST  
no

- - - - -  
Mail to: habitatq15  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:09 EST  
You bet your GHU I'd like to design  
regions.

- - - - -  
Mail to: habitatq15  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:35 EST  
nope

- - - - -  
Mail to: habitatq15  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:39 EST  
yes  
I would create a place of real adventure  
where the avatars could really test  
their skills, take risks, sort of real  
time, AD&D type environment, of course  
with rewards commensurate with the  
prowess of the parties

- - - - -  
Mail to: habitatq15  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:06 EST  
YES!!!

.  
Areas like alleys where bad things could  
happen... A park or such....

.  
Lots of areas where only the strong  
survive!!!!

- - - - -  
Mail to: habitatq15  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:12 EST  
yes.

I'd especially like to create regions  
that duplicate popular rooms in People  
Connection, such as Bonnie's Bar and  
the Red Dragon Inn. I think people  
would enjoy seeing these places in a  
visual way, after having spent so much  
time in them... I would do this with  
the cooperation of key users who are  
responsible for creating and/or manning  
the rooms nightly in PC, so as to get  
the best match between the visual and  
imagined realities.

.  
I believe it would be an attraction for

anyone who has spent time in PC.

- - - - -

Mail to: habitatq15  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:14 EST

.  
YES

.  
Habitat should be like a wonderland  
divided in different areas, like future  
world, Frontier Land, D&D, etc. Right  
now Habitat is too real.... each area  
should be like a different story setting

.  
- - - - -

Mail to: habitatq15  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:22 EST  
YES!!!!!!

- - - - -

Mail to: habitatq15  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:23 EST  
(sorry, I hit <RETURN> twice)  
YES  
There are MANY reigons that I think  
I would like to design.  
I have been designing similar things  
on paper for several years. It is part  
of the RPG genre.  
I, as well as MOST people deeply  
involved in RPG's, have many ideas  
that would probablty transfer very nicely  
to Hab

- - - - -

Mail to: habitatq15  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:33 EST  
Yes if I had the time I might.

- - - - -

Mail to: habitatq15  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:29 EST  
Yes. As before, this is right up my  
ally, as far as creation goes.. the  
technical end of it I am not up-to-date  
on, but, as a Game Master, I'd love to  
help design and create regions!

- - - - -

Mail to: habitatq15  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:28 EST  
Yes

- - - - -

Mail to: habitatq15  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:56 EST  
Yes, I'd like to design regions with  
hidden doorways.

- - - - -

Mail to: habitatq15  
Mail From: JoeyT1  
Date: Wednesday 23-Dec-87 18:44 EST  
Yes but what do ya wamme to describe?

- - - - -  
Mail to: habitatq15  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:54 EST  
YES

- - - - -  
Mail to: habitatq15  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:34 EST  
I am somewhat interested in designing  
mazes and groups of regions...

- - - - -  
Mail to: habitatq15  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:48 EST  
yes!  
I would like to see specialized areas,  
castles, caves, mountain trails,  
sailable waters, etc.  
I particularly would like to design  
"self running" areas like a funhouse  
with built-in Avadroids to play Zombies  
and such. In fact I'd love to build a  
self-running Amusement Park. It might  
even allow for a few special areas that  
are staffed to allow for a few more  
complex events.  
You're in trouble now, you've got me  
thinking! :D

- - - - -  
Mail to: habitatq15  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:41 EST  
no

- - - - -  
Mail to: habitatq15  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:25 EST  
Yes, If I could I'd enjoy creating other  
ares. Amusement part, also, I'd  
love a pet store. My house didn't  
come with a pet. I would have loved  
to buy one. <Thank heavens someone  
asked the Oracle for a pet for me)

- - - - -  
  
%cvideo#d010>lucas>operations>results.2>answer.16 87-12-28 18:20:56 EST

Mail to: habitatq16  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:18 EST  
4hour/week.

- - - - -  
Mail to: habitatq16  
Mail From: HaagenDasz

Date: Tuesday 22-Dec-87 18:22 EST  
probably 10....

- - - - -

Mail to: habitatq16  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:29 EST  
The more I think about it, if I were  
paying, I'00might even \*prefer\* to spend  
that 8 cents I was already paying IN  
Habitat....the scene changes..even if  
they do take some time, would be a  
pleasant diversion from a "blank"  
screen such as in PC.

- - - - -

Mail to: habitatq16  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:33 EST  
3 and a half to 7

- - - - -

Mail to: habitatq16  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:32 EST

.  
5-7 hours weekly

- - - - -

Mail to: habitatq16  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:50 EST  
3 - 5 hrs a week :)

- - - - -

Mail to: habitatq16  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:16 EST  
About 4 to 5 hours a week.. <If it  
had enough adventure in it.. :) >  
Wouldn't want to miss out.. ;)

- - - - -

Mail to: habitatq16  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:22 EST  
5

- - - - -

Mail to: habitatq16  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:07 EST  
Two or three.  
(That's what I TRIED to keep my PC  
participation at when I paid for it.  
Usually, it wasn't much more than 2 or  
3 times that.)

- - - - -

Mail to: habitatq16  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:24 EST  
3

- - - - -

Mail to: habitatq16  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:53 EST

About 10 hours per week.

- - - - -  
Mail to: habitatql6  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:02 EST  
2 to 4 hours a week  
- - - - -

Mail to: habitatql6  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:07 EST  
7 hours a week  
- - - - -

Mail to: habitatql6  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:13 EST  
.

4 - 6 hours  
- - - - -

Mail to: habitatql6  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:17 EST  
for me, it's not a matter of cost...  
but I'd say about 5 hours a week avg.  
- - - - -

Mail to: habitatql6  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:25 EST  
.

20 - 30  
- - - - -

Mail to: habitatql6  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:45 EST  
2  
- - - - -

Mail to: habitatql6  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:47 EST  
2 hours per week  
- - - - -

Mail to: habitatql6  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:09 EST  
one hour... maybe two: who knows.  
- - - - -

Mail to: habitatql6  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:35 EST  
One...maybe  
- - - - -

Mail to: habitatql6  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:41 EST  
2-4 perhaps  
- - - - -

Mail to: habitatql6  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:07 EST  
5-6  
- - - - -

Mail to: habitatq16  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:08 EST  
5-6 ACK, I think I answered twice!!!

- - - - -  
Mail to: habitatq16  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:16 EST  
probably three or four hours a week.  
at most.

- - - - -  
Mail to: habitatq16  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:20 EST  
One to two....

- - - - -  
Mail to: habitatq16  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:25 EST  
3-4

- - - - -  
Mail to: habitatq16  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:33 EST  
1 or 2

- - - - -  
Mail to: habitatq16  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:30 EST  
10 minimal. Knowing me, I'd probably run  
at least 20, maybe more, though.

- - - - -  
Mail to: habitatq16  
Mail From: Bonnie  
Date: Wednesday 23-Dec-87 02:36 EST  
:  
4-5 hours  
:

- - - - -  
Mail to: habitatq16  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:29 EST  
Four hours weekly

- - - - -  
Mail to: habitatq16  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:57 EST  
2

- - - - -  
Mail to: habitatq16  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:45 EST  
48 gours  
g=h

- - - - -  
Mail to: habitatq16  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:54 EST  
Difficult to say, it is very addicting  
and I really enjoy it, perhaps 20 or



more hours a week.

-----  
Mail to: habitatq16  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:35 EST  
Less than an hour a week.

-----  
Mail to: habitatq16  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:53 EST  
2-3 hours a week

-----  
Mail to: habitatq16  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:41 EST

.  
1 to 2 hours

-----  
Mail to: habitatq16  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:27 EST  
1 or 2 max  
-----

%cvideo#d010>lucas>operations>results.2>answer.17 87-12-28 18:21:49 EST

Mail to: habitatq17  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:22 EST  
As I indicated previously,  
I think that somewhere around 60-70  
percent of the members will get the  
H disk...and of those, about 50-60  
percent min. will become regular  
players

-----  
Mail to: habitatq17  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:30 EST

I'd say about 1/3 would be REGULARS,  
but have no thoughts on the other 2/3.

-----  
Mail to: habitatq17  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:35 EST  
about 90 %

-----  
Mail to: habitatq17  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:33 EST

.  
40%.....maybe 50%

-----  
Mail to: habitatq17  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:51 EST  
60 to 70 %

- - - - -  
Mail to: habitatq17  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:16 EST  
25 to 30%

- - - - -  
Mail to: habitatq17  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:22 EST  
35%

- - - - -  
Mail to: habitatq17  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:08 EST  
About 80-90 % of the percentage who now  
spend lots of time in People  
Connection.

- - - - -  
Mail to: habitatq17  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:24 EST  
10 to 20 percent

- - - - -  
Mail to: habitatq17  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:54 EST  
Conservatively, 50 per cent.

- - - - -  
Mail to: habitatq17  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:02 EST  
30 %

- - - - -  
Mail to: habitatq17  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:08 EST  
20%

- - - - -  
Mail to: habitatq17  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:14 EST

.  
55 - 65%

- - - - -  
Mail to: habitatq17  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:19 EST  
Hmm....maybe 30-35%...mostly people  
who use PC heavily...

- - - - -  
Mail to: habitatq17  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:26 EST

.  
50%

- - - - -  
Mail to: habitatq17  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:45 EST

70%

- - - - -  
Mail to: habitatq17  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:48 EST  
80%

- - - - -  
Mail to: habitatq17  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:11 EST  
20 precent regular... 70 precent  
occasional.

- - - - -  
Mail to: habitatq17  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:36 EST  
10-15%

- - - - -  
Mail to: habitatq17  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:42 EST  
20-45%

- - - - -  
Mail to: habitatq17  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:08 EST  
60-75!

- - - - -  
Mail to: habitatq17  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:17 EST  
regular users? probably twenty to  
thirty percent. but possibly anywhere  
between ten and fifty percent.

- - - - -  
Mail to: habitatq17  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:22 EST

.  
20%

.  
- - - - -  
Mail to: habitatq17  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:26 EST  
35-40%

- - - - -  
Mail to: habitatq17  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:33 EST  
Probably at least 50% would for  
a try at least.  
Not sure how many would stick.

- - - - -  
Mail to: habitatq17  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:32 EST  
Hard to say. I'm limited to mostly PC  
and Phantasy Guild members, as far as  
the ones I've come to know. Of those, I

would estimate around 90% PG members  
and maybe 60% PC members would become  
regular Habitat players.

- - - - -  
Mail to: habitatq17  
Mail From: Bonnie  
Date: Wednesday 23-Dec-87 02:36 EST  
:  
At least 1/3.  
:

- - - - -  
Mail to: habitatq17  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:29 EST  
30%

- - - - -  
Mail to: habitatq17  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:58 EST  
20%

- - - - -  
Mail to: habitatq17  
Mail From: JoeyT1  
Date: Wednesday 23-Dec-87 18:46 EST  
About 75%

- - - - -  
Mail to: habitatq17  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:54 EST  
60-70% or higher.

- - - - -  
Mail to: habitatq17  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:35 EST  
I have NO idea.

- - - - -  
Mail to: habitatq17  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:54 EST  
Hard to answer a % question when I don't  
know how many users we have...

- - - - -  
Mail to: habitatq17  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:41 EST  
.  
regular..... 25%

- - - - -  
Mail to: habitatq17  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:27 EST  
10%

%cvideo#d010>lucas>operations>results.2>answer.18 87-12-28 18:22:41 EST

Mail to: habitatq18  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:23 EST

\$10-15

- - - - -  
Mail to: habitatq18  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:31 EST  
\$10 - \$15

- - - - -  
Mail to: habitatq18  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:36 EST  
\$10 -- \$15

- - - - -  
Mail to: habitatq18  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:33 EST

.  
\$15-\$20

- - - - -  
Mail to: habitatq18  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:51 EST  
\$20 to \$25

- - - - -  
Mail to: habitatq18  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:16 EST  
5 to 10\$

- - - - -  
Mail to: habitatq18  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:22 EST  
\$10-\$15

- - - - -  
Mail to: habitatq18  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:09 EST  
\$15-20

- - - - -  
Mail to: habitatq18  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:25 EST  
less than 5 dollars.  
If you don't think you can recover the  
cost of development from profits made  
by people playing the game, then it  
probably isn't really worth releasing.  
I spent 39 dollars to buy "Might and  
Magic". I've now played it at least 90  
hours....much less then 8 cents a  
minute.

- - - - -  
Mail to: habitatq18  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:54 EST  
\$20--25.

- - - - -  
Mail to: habitatq18  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:03 EST

\$5 - \$10

- - - - -  
Mail to: habitatql8  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:08 EST  
\$15 -- \$20

- - - - -  
Mail to: habitatql8  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:14 EST

.  
\$15-\$20

- - - - -  
Mail to: habitatql8  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:20 EST  
Since this is a QLink thingum, and  
seeing how long the Casino disk stayed  
at \$8.... :/  
-

5-10\$...

- - - - -  
Mail to: habitatql8  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:26 EST

.  
\$15 - \$20

- - - - -  
Mail to: habitatql8  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:46 EST  
\$15-\$20

- - - - -  
Mail to: habitatql8  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:48 EST  
\$20-\$25

- - - - -  
Mail to: habitatql8  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:12 EST  
10-15 dollars

- - - - -  
Mail to: habitatql8  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:37 EST  
\$5-10

- - - - -  
Mail to: habitatql8  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:43 EST  
over \$25  
what I would expect, not like to see

- - - - -  
Mail to: habitatql8  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:09 EST  
15-20...  
Because of the usage charge!

Mail to: habitatq18  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:18 EST  
I expect to see it cost \$15-20,  
but I'd like to see it cost \$10,  
because I think the interest (and  
the profit) is to be made in long-term  
use. a low introductory price says  
to the customer that you believe he/she  
will use the software, and that you're  
not trying to make the money up front.

- - - - -  
Mail to: habitatq18  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:23 EST  
.  
The program is well done... and would  
cost over \$25, if it was a stand alone  
game.

- - - - -  
Mail to: habitatq18  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:27 EST  
\$15-\$20

- - - - -  
Mail to: habitatq18  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:34 EST  
10-15 I would keep it close to cost.

- - - - -  
Mail to: habitatq18  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:33 EST  
Considering the profit to be made with  
PLUS time usage, I would expect this  
software package to cost \$15-\$20.

- - - - -  
Mail to: habitatq18  
Mail From: Bonnie  
Date: Wednesday 23-Dec-87 02:37 EST  
:  
\$5-\$10  
:  
(They pay to play each time..not  
a logical comparison.)  
:

- - - - -  
Mail to: habitatq18  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:30 EST  
\$10 - \$15  
<due to the 8 cents a minute to play>

- - - - -  
Mail to: habitatq18  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 03:59 EST  
\$5 - \$10

- - - - -  
Mail to: habitatq18

Mail From: JoeyT1  
Date: Wednesday 23-Dec-87 18:46 EST  
Over 25\$

- - - - -  
Mail to: habitatq18  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:55 EST  
\$10-\$15

- - - - -  
Mail to: habitatq18  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:36 EST  
\$10 - \$15, or less.

- - - - -  
Mail to: habitatq18  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:54 EST  
20-25

- - - - -  
Mail to: habitatq18  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:42 EST  
\$5 or less

- - - - -  
Mail to: habitatq18  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:27 EST  
\$5 to \$10. I believe the cost should  
cover dup and mailing. Members will be  
paying plus time to access and stay in  
Habitat. I think if the cost of the  
disk was higher, not as many would  
even try it.  
<And knowing alot of members, they'd  
just dup the disk and pass it around>

- - - - -  
%cvideo#d010>lucas>operations>results.2>answer.19 87-12-28 18:23:39 EST

Mail to: habitatq19  
Mail From: spblives  
Date: Tuesday 22-Dec-87 18:19 EST  
Today

- - - - -  
Mail to: habitatq19  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:24 EST  
Last night :D

- - - - -  
Mail to: habitatq19  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:34 EST  
Last night

- - - - -  
Mail to: habitatq19  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:36 EST  
Just yesterday.

- - - - -



Mail to: habitatq19  
Mail From: LynnS6  
Date: Tuesday 22-Dec-87 19:35 EST

.  
Sun Dec 20th

-----  
Mail to: habitatq19  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:52 EST  
12/19/87

-----  
Mail to: habitatq19  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:17 EST  
Last night.. :)  
<Monday Dec 21st..>

-----  
Mail to: habitatq19  
Mail From: SalthheartQ  
Date: Tuesday 22-Dec-87 20:17 EST  
NOVEMBER

-----  
Mail to: habitatq19  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:22 EST

.  
Last night

-----  
Mail to: habitatq19  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:10 EST  
About 5 a.m. and I was on my way there  
when I was sidetracked by these  
questions (deja vue?)  
(-e)

-----  
Mail to: habitatq19  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:27 EST  
Monday the 22

-----  
Mail to: habitatq19  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:55 EST  
12/21/87

-----  
Mail to: habitatq19  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:03 EST  
Sunday, December 20

-----  
Mail to: habitatq19  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:08 EST  
last night, Dec. 21

-----  
Mail to: habitatq19  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:16 EST

.  
Last Night, 12/21/87  
.

- - - - -  
Mail to: habitatq19  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:21 EST  
::gulp:: Around the beginning of Nov, I  
think.

- - - - -  
Mail to: habitatq19  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:26 EST  
.

Last night...

- - - - -  
Mail to: habitatq19  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:46 EST  
Dec 20 (Sunday)

- - - - -  
Mail to: habitatq19  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:48 EST  
Don't remember, waiting for new disk.

- - - - -  
Mail to: habitatq19  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:12 EST  
12/22/87 (today)

- - - - -  
Mail to: habitatq19  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:37 EST  
Trying to remember.....  
Being honest...Its been quite awhile  
:\

- - - - -  
Mail to: habitatq19  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:43 EST  
sunday 20 dec

- - - - -  
Mail to: habitatq19  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:09 EST  
Last night.

- - - - -  
Mail to: habitatq19  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:20 EST  
four days ago. I would have been on  
all weekend, but as fate would have it,  
I was not able to get on at all  
because of emergencies around the  
house. I am looking forward to the  
next scheduled events...

- - - - -  
Mail to: habitatq19  
Mail From: Ogl



- - - - -

Mail to: habitatq19  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:42 EST  
last night

- - - - -

Mail to: habitatq19  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:29 EST  
This past sunday. Going in again right  
now

- - - - -

%cvideo#d010>lucas>operations>results.2>answer.20 87-12-28 18:24:33 EST

Mail to: habitatq20  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:24 EST  
I just like it...hard to explain...  
and I keep hoping I'll stumble into  
a surprise adventure (like Mr. Cootie ;D

- - - - -

Mail to: habitatq20  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:35 EST  
I'00not only enjoy it, but I'00also have a  
commitment to continue testing. If  
testing were to stop tomorrow, I'd be  
back in Habitat tomorrow'00 evening.

- - - - -

Mail to: habitatq20  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:37 EST  
It's fun, and I like talking and playing  
with the other Avatars.

- - - - -

Mail to: habitatq20  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:36 EST

.  
Because I enjoy meeting with my  
little avatar friends and going on  
adventures, and discovering NEW things  
in Habitat....

.

- - - - -

Mail to: habitatq20  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:52 EST  
Before this week end I was only testing  
it because I had comitted myself to do  
so , But Now I am enjoying it more and  
I am testing because I want to :) and it  
is more fun now that there are more  
people here :)  
The place was real boring, But I under-  
stood why :)  
Alpha is a lonely place :)

- - - - -

Mail to: habitatq20  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:17 EST  
Because I look forward to when it  
starts expanding.. And growing.. :)  
<And of course, I'd love to make  
scenery.. ::Hoping:: :) >  
- - - - -

Mail to: habitatq20  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:22 EST  
.

I enjoy it very much.. always seems  
like there is something to do. It's  
relaxing.  
.

- - - - -  
Mail to: habitatq20  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:11 EST  
I like it.  
- - - - -

Mail to: habitatq20  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:28 EST  
I want very badly for this to be a  
sucess...I was dubious at first, but  
the fun weekend was fun...keep up the  
good work!  
- - - - -

Mail to: habitatq20  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:55 EST  
I enjoy the environment. I find it  
relaxing, and at the same time  
stimulating. All in all, it's been a  
very positive and unique experience.  
- - - - -

Mail to: habitatq20  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:04 EST  
--because I am obligated to test it.  
--because I like it!  
- - - - -

Mail to: habitatq20  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:09 EST  
My last surge of playing occurred  
because there was a very interesting  
quest in progress. As I've said before,  
it was well-designed and almost  
addictive. I hated to leave it unless  
someone else would find the treasure.  
- - - - -

Mail to: habitatq20  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:16 EST  
.

I enjoy it and the Rally's do keep  
me interested as well as Setting up

Rally's with Becky.

.  
- - - - -  
Mail to: habitatq20  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:27 EST

.  
Why? Because I was asked to..

.  
And it's different ;)

- - - - -  
Mail to: habitatq20  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:46 EST  
I like the interaction with others (when  
I can find them) and I enjoy trying new  
things and exploring new areas.

- - - - -  
Mail to: habitatq20  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:49 EST  
It is interesting to me, and things  
have changed, I haven't explored all  
areas of Habitat.

- - - - -  
Mail to: habitatq20  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:14 EST  
Because I promised to edit THE RANT  
until the end of BETA.

- - - - -  
Mail to: habitatq20  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:38 EST  
Because I'm supposed to....:)

- - - - -  
Mail to: habitatq20  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:43 EST  
to watch it grow and become better with  
each revision, why else?  
that and to have fun with friends

- - - - -  
Mail to: habitatq20  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:09 EST  
To keep testing for Q... As dumb as  
that may seem, I do feel some loyalty!

.  
Also, I was looking forward to a quest!!

- - - - -  
Mail to: habitatq20  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:21 EST  
because it's fun.

- - - - -  
Mail to: habitatq20  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:27 EST  
I help test for two reasons:

1) I promised to.  
2) I think Habitat has GREAT potential.  
I want to help in any way I can to  
bring out that potential. It has the  
potential to be GREAT.

- - - - -

Mail to: habitatq20  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:26 EST

.  
Habitat has a lot of potential. I  
keep hoping that I'll see some of it.

- - - - -

Mail to: habitatq20  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:38 EST  
I enjoy the challenge of the game. The  
interaction of the players (when anyone  
happens to be there the same time,  
which has been rare). I love finding  
new "toys" to play with, whether magic,  
heads, or whatever! I love the graphics.  
I love the surprises by LFL programmers  
(even Cooties!;). Basically, I have not  
found much I do NOT like in Habitat. It  
is very enjoyable!

- - - - -

Mail to: habitatq20  
Mail From: Bonnie  
Date: Wednesday 23-Dec-87 02:38 EST

:  
I LOVE Habitat..it was the reason I  
joined QLink. Although there haven't  
been the adventures and quests I had  
expected, I realize we are in a testing  
situation, and I see so much potential  
in Habitat!!!

- - - - -

Mail to: habitatq20  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:32 EST  
I WANT TO SEE IT SELL!

- - - - -

Mail to: habitatq20  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 04:01 EST  
It is fun, and I am a programmer myself,  
so I can appreciate the value of honest,  
complete, and accurate test data.

- - - - -

Mail to: habitatq20  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:47 EST  
Because its fun and while Im having fun  
Im helping Habitat develope for other  
people to have fun also!

- - - - -

Mail to: habitatq20

Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:55 EST  
It is a worthwhile project and has in  
my opinion unlimited potential.

- - - - -  
Mail to: habitatq20  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:37 EST  
I continue to be interested because it  
has POTENTIAL, and I enjoy the concept  
of such a place.

- - - - -  
Mail to: habitatq20  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:55 EST  
I want to see it work. I have written  
about Hab (Gateways Issue 6), I have  
made plans for how the guild can help  
keep Hab active, I have designed  
contests for the Rant to help keep the  
other Avatars interested. I want to see  
it succeed. I think that Telecom  
needs something like Habitat to  
come alive about now.

- - - - -  
Mail to: habitatq20  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:42 EST

.  
I enjoy it, i am having fun

- - - - -  
Mail to: habitatq20  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:29 EST  
Continue play.....I keep telling myself  
I won't be as bored next time I enter...  
but I am :(

.  
Also, I went in last weekend to find  
out about the "special activities"

- - - - -  
%cvideo#d010>lucas>operations>results.2>answer.21 87-12-28 18:26:20 EST

Mail to: habitatq21  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:25 EST  
Does not apply

- - - - -  
Mail to: habitatq21  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:35 EST  
Not applicable

- - - - -  
Mail to: habitatq21  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:37 EST  
I can't answer this, because I have been  
on.



Mail to: habitatq21  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:18 EST  
I have played.. :)

- - - - -  
Mail to: habitatq21  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:23 EST  
N/A

- - - - -  
Mail to: habitatq21  
Mail From: SalthearthQ  
Date: Tuesday 22-Dec-87 20:18 EST  
I have not been in Habitat for quite  
a long while. This is iin NO WAY due to  
the Game or the system HABITAT.  
It is merely due to My busy seched.  
It seems that in the last month a LOT  
has happened with THE PHANTASY GUILD and  
Q-Link. IT has ment Much more time to  
maintain and operate the Guild itself.  
Outside of Q-Link I also have a career  
that pays my way in life. As Much as I  
TRUELY desire the GUILD to have a place  
in Habitat. I have not been able to make  
enough time to even properly test for  
you. I apologize for that.  
Also wih the short notice of the  
HABITAT WEEKEND I was unable to change  
pre set plans. so again I missed an  
Excellent oportunity to use this  
marvelous new environment. I hope that  
as the Holiday Season passes I shal be  
able to better arrange my schedual to  
allow greater Time for Habitat.  
As a Member of the Phantasy Guild I am  
even now honing my skills as a  
Game Master to prepare for adventuring  
in Habitat. The Guild and I myself  
have great hopes for HAbitat as a  
wonderful RPG environment. I hope that  
RPG can and will be a Big part of the  
overall Habitat environment, after all  
Adventure is the spice to an Avatars  
life!

- - - - -  
Mail to: habitatq21  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:11 EST  
n/a

- - - - -  
Mail to: habitatq21  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:57 EST  
Doesn't apply.

- - - - -  
Mail to: habitatq21  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:04 EST  
no answer needed

- - - - -  
Mail to: habitatq21  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:34 EST  
Unfortunately, work kept me to  
busy/tired...but I am still willing to  
test, and am still waiting for my  
upgrades...

- - - - -  
Mail to: habitatq21  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:47 EST  
I have played since Nov 1

- - - - -  
Mail to: habitatq21  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:44 EST  
I have played, and will again

- - - - -  
Mail to: habitatq21  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:10 EST  
Not applicable

- - - - -  
Mail to: habitatq21  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:37 EST  
Was too busy, also found it quite  
boring after awhile, mostly due  
to population lack.  
(at least hours I used it)

- - - - -  
Mail to: habitatq21  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:38 EST  
No answer needed. I play every night.

- - - - -  
Mail to: habitatq21  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:33 EST  
I play almost nightly.

- - - - -  
Mail to: habitatq21  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 04:02 EST  
N/A

- - - - -  
Mail to: habitatq21  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:48 EST  
I have.

- - - - -  
Mail to: habitatq21  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:56 EST  
not applicable

- - - - -  
Mail to: habitatq21  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:38 EST

I'm not sure my activity record is  
pertinent to this one or not, since I  
cannot remember the exact date of my  
last Habitat access, but the reason I  
have not been active recently was  
mentioned in previous notes... the press  
of off-line commitments, and not having  
ready access to the 64 when I \*DID\*  
have time to log on.

- - - - -

Mail to: habitatq21  
Mail From: SandraS  
Date: Friday 25-Dec-87 09:17 EST  
I haven't been able to get into Habitat

- - - - -

Mail to: habitatq21  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:30 EST  
I've played

- - - - -

%cvideo#d010>lucas>operations>results.2>answer.22 87-12-28 18:27:02 EST

Mail to: habitatq22  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:25 EST  
excellent

- - - - -

Mail to: habitatq22  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:36 EST  
Very good

- - - - -

Mail to: habitatq22  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:38 EST  
Excelent  
But it might be kind of slow :)

- - - - -

Mail to: habitatq22  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:38 EST

.  
Very Good!

- - - - -

Mail to: habitatq22  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:55 EST  
Very Good :)

- - - - -

Mail to: habitatq22  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:18 EST  
Very Good

- - - - -

Mail to: habitatq22  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:23 EST

.  
Excellent

.  
- - - - -  
Mail to: habitatq22  
Mail From: SaltheartQ  
Date: Tuesday 22-Dec-87 20:35 EST  
EXCELLENT

- - - - -  
Mail to: habitatq22  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:12 EST  
Very good

- - - - -  
Mail to: habitatq22  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:30 EST  
good

- - - - -  
Mail to: habitatq22  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:57 EST  
Excellent.

- - - - -  
Mail to: habitatq22  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:05 EST  
Very good

- - - - -  
Mail to: habitatq22  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:11 EST  
Excellant

- - - - -  
Mail to: habitatq22  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:18 EST  
Excellent : I have never seen anything  
of this kind before.

- - - - -  
Mail to: habitatq22  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:28 EST

.  
Good

- - - - -  
Mail to: habitatq22  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:38 EST  
Very good

- - - - -  
Mail to: habitatq22  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:48 EST  
Very Good

- - - - -  
Mail to: habitatq22  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:50 EST  
good

- - - - -  
Mail to: habitatq22  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:15 EST  
excellent  
- - - - -  
Mail to: habitatq22  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:39 EST  
Fair  
- - - - -  
Mail to: habitatq22  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:45 EST  
very good  
- - - - -  
Mail to: habitatq22  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:11 EST  
Very good - excellent  
- - - - -  
Mail to: habitatq22  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:22 EST  
Excellent  
- - - - -  
Mail to: habitatq22  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:29 EST  
Good  
- - - - -  
Mail to: habitatq22  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:30 EST  
.  
Good  
.  
- - - - -  
Mail to: habitatq22  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:39 EST  
Good  
- - - - -  
Mail to: habitatq22  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:38 EST  
Excellent  
- - - - -  
Mail to: habitatq22  
Mail From: Bonnie  
Date: Wednesday 23-Dec-87 02:41 EST  
:  
EXCELLENT!  
:  
- - - - -  
Mail to: habitatq22  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:33 EST  
Excellent  
- - - - -

Mail to: habitatq22  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 04:03 EST  
Very good

- - - - -  
Mail to: habitatq22  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:49 EST  
Excellent

- - - - -  
Mail to: habitatq22  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:56 EST  
Excellent

- - - - -  
Mail to: habitatq22  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:39 EST  
Good.

- - - - -  
Mail to: habitatq22  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:59 EST  
Good  
(100 is still a small base population.

- - - - -  
Mail to: habitatq22  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:43 EST  
very good

- - - - -  
Mail to: habitatq22  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:30 EST  
Very Good

- - - - -  
%cvideo#d010>lucas>operations>results.2>answer.23 87-12-28 18:27:48 EST

Mail to: habitatq23  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:25 EST  
Well, I've actually played Lots more  
on the new Beta Disk....  
My time has gotten a bit freed up now..

- - - - -  
Mail to: habitatq23  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:37 EST

I've had 6.4, but also received 1.0

I think I'll spend no less than one hour  
a day (night) in Habitat.

- - - - -  
Mail to: habitatq23  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:39 EST

1-2 hours a day.

- - - - -  
Mail to: habitatq23  
Mail From: LynnS6  
Date: Tuesday 22-Dec-87 19:40 EST

.  
Not sure, but probably only about 8...  
with the holidays coming I've been real  
busy....

- - - - -  
Mail to: habitatq23  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:56 EST  
Maybe 10 or 12 hrs :(

- - - - -  
Mail to: habitatq23  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:18 EST  
Not many.. My disk went down and jus'  
got another one...  
<'bout 7 hours..>

- - - - -  
Mail to: habitatq23  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:24 EST

.  
5 on V6.4.... 5 on B1.0

- - - - -  
Mail to: habitatq23  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:13 EST  
10-12 X however many weeks it's been.

- - - - -  
Mail to: habitatq23  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:30 EST  
about 3 hours a week.....lots more  
during the fun weekend.

- - - - -  
Mail to: habitatq23  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:57 EST  
About 25 - 30 hours.

- - - - -  
Mail to: habitatq23  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:06 EST  
15 to 20 hours

- - - - -  
Mail to: habitatq23  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:12 EST  
30 hours

- - - - -  
Mail to: habitatq23  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:20 EST  
40-45

- - - - -  
Mail to: habitatq23  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:29 EST

.  
40-45 or more..

- - - - -  
Mail to: habitatq23  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:39 EST  
Have not received it...

- - - - -  
Mail to: habitatq23  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:48 EST  
6?

- - - - -  
Mail to: habitatq23  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:50 EST  
1 hour per week

- - - - -  
Mail to: habitatq23  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:16 EST  
not applicable (6.4 disk has gone bye-  
bye.) Using 6.4 or 1.0 or whatever I  
spend at least 16 hours a week in  
Habitat. 16-20 hours is required to  
publish THE RANT.

.  
- - - - -  
Mail to: habitatq23  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:45 EST  
I went up twice, for about 3 hours, then  
got Beta 1.0, I already have about 4  
hours on that disk

- - - - -  
Mail to: habitatq23  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:11 EST  
5-10 hours a week...  
2-3 hours a day with version Beta 1.0

- - - - -  
Mail to: habitatq23  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:22 EST  
less than ten hours altogether.

- - - - -  
Mail to: habitatq23  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:30 EST  
I recieved the disk only about a week  
ago, maybe 10 dsys  
I think I soent so far about 6 hrs

- - - - -  
Mail to: habitatq23  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:31 EST



around 8

.

- - - - -  
Mail to: habitatq23  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:39 EST  
I never kept a log. But I play anywhere  
from 1 to 13 hours a night! (Well over  
100 since the 6.4 disks)  
- - - - -

Mail to: habitatq23  
Mail From: Bonnie  
Date: Wednesday 23-Dec-87 02:41 EST  
:  
Not many hours on 6.4..limited time.  
:  
I have been on quite a bit with the  
new Beta V1.0  
:

- - - - -  
Mail to: habitatq23  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:35 EST  
8 hours weekly  
- - - - -

Mail to: habitatq23  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 04:04 EST  
At least 10 hours per week  
- - - - -

Mail to: habitatq23  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:50 EST  
Probably almost 6-7 days a week  
- - - - -

Mail to: habitatq23  
Mail From: spblives  
Date: Wednesday 23-Dec-87 19:22 EST  
50  
- - - - -

Mail to: habitatq23  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:56 EST  
not applicable I am using Beta  
- - - - -

Mail to: habitatq23  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:40 EST  
N/A - I have no personal diskettes.  
- - - - -

Mail to: habitatq23  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 18:59 EST  
A guess: 15 hrs  
- - - - -

Mail to: habitatq23  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:43 EST  
.

about 20m- 30 hours

- - - - -  
Mail to: habitatq23  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:31 EST  
Not sure....10  
- - - - -

%cvideo#d010>lucas>operations>results.2>answer.24 87-12-28 18:28:41 EST

Mail to: habitatq24  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:26 EST  
very helpful

- - - - -  
Mail to: habitatq24  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:37 EST  
Not very helpful.

- - - - -  
Mail to: habitatq24  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:39 EST  
helpful

- - - - -  
Mail to: habitatq24  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:41 EST

.  
Very Helpful

.  
- - - - -  
Mail to: habitatq24  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:57 EST  
Very Helpful :)

- - - - -  
Mail to: habitatq24  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:19 EST  
Partially Helpful..

- - - - -  
Mail to: habitatq24  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:25 EST

.  
Partially Helpful - No ver

.  
Er..... not-very

.  
- - - - -  
Mail to: habitatq24  
Mail From: SaltheartQ  
Date: Tuesday 22-Dec-87 20:36 EST  
Overall the documentatinn was ver well  
put togeather, however It might be a  
bit better if you could add REGION MAPS  
somewhere in the documentation. We all  
had fun mapping onn our ownn but it did  
take a LOT of time! wich is ok for users

But I though the Idea was to have fun.  
I think it would make it easier for NEW  
Avatars to find thier way around with  
better maps, heckeven the Old Avatars  
could still use some decent maps :)

- - - - -

Mail to: habitatq24  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:13 EST  
Very helpful, EXCEPT....  
It's obvious that some things were  
changed, added or discarded after the  
manual was written. (Or maybe some of it  
just hasn't been put there yet.)  
Otherwise, it was much better than most  
manuals.

- - - - -

Mail to: habitatq24  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:31 EST  
partially helpful

.  
I don't care for the "story type of  
manual". I don't mind reading  
documentation of that variety at later  
date, but when I first get a piece of  
software, I like to see a clinical list  
of commands without all the window  
dressing.  
I think both should be included with  
the package.

- - - - -

Mail to: habitatq24  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:58 EST  
Very helpful.

- - - - -

Mail to: habitatq24  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:07 EST  
Partially helpful.  
It was very vague. But it did picque my  
interest.  
Nice story :>

- - - - -

Mail to: habitatq24  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:12 EST  
I found it very helpful.

.  
I appreciated how well it set out to  
create an atmosphere. And anything that  
I wanted to know was there.

- - - - -

Mail to: habitatq24  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:26 EST  
Partially Helpful... Habitat is easy  
enough to use and  
can be learned by

trial and error  
very quickly.

- - - - -  
Mail to: habitatq24  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:29 EST

.  
What Manual ???

- - - - -  
Mail to: habitatq24  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:39 EST  
very helpful

- - - - -  
Mail to: habitatq24  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:49 EST  
Very Helpful!

- - - - -  
Mail to: habitatq24  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:51 EST  
Not very helpful

- - - - -  
Mail to: habitatq24  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:18 EST  
very helpful

- - - - -  
Mail to: habitatq24  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:39 EST  
Partially helpful

- - - - -  
Mail to: habitatq24  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:46 EST  
very helpful

- - - - -  
Mail to: habitatq24  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:12 EST  
Partially helpful

- - - - -  
Mail to: habitatq24  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:23 EST  
sorry, I didn't receive a manual.

- - - - -  
Mail to: habitatq24  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:30 EST  
Very Helpful

- - - - -  
Mail to: habitatq24  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:32 EST  
.  
Not very helpful

.  
A reference card should be included.

.  
- - - - -  
Mail to: habitatq24  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:40 EST  
34

- - - - -  
Mail to: habitatq24  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 01:00 EST  
partially helpful

- - - - -  
Mail to: habitatq24  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:40 EST  
Partially Helpful

- - - - -  
Mail to: habitatq24  
Mail From: Bonnie  
Date: Wednesday 23-Dec-87 02:43 EST  
:  
Not very helpful. Only used the manual  
to determine the control key functions.  
:  
Nothing else of value in there..  
Hope I don't get tossed for this, but  
it was very poorly written. :\  
:

- - - - -  
Mail to: habitatq24  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:35 EST  
Say what? I did not receive one if I  
was to get one ... :\  
-

- - - - -  
Mail to: habitatq24  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 04:05 EST  
Partially helpful  
-

- - - - -  
Mail to: habitatq24  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:52 EST  
Partially helpful  
-

- - - - -  
Mail to: habitatq24  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:57 EST  
very helpful  
-

- - - - -  
Mail to: habitatq24  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:40 EST  
Noneofyerbusiness.... <grin>

.  
I'm over 35... ok?

- - - - -  
Mail to: habitatq24

Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:46 EST  
I don't have a manual.

- - - - -  
Mail to: habitatq24  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 19:00 EST  
Partially Helpful

- - - - -  
Mail to: habitatq24  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:44 EST

.  
partially helpful  
- - - - -  
Mail to: habitatq24  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:31 EST  
Partially helpful  
Experience really helps...and others  
in Habitat helping you with the first  
days.

- - - - -  
%cvideo#d010>lucas>operations>results.2>answer.25 87-12-28 18:29:49 EST

Mail to: habitatq25  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:26 EST  
47

- - - - -  
Mail to: habitatq25  
Mail From: HaagenDasz  
Date: Tuesday 22-Dec-87 18:26 EST  
male

- - - - -  
Mail to: habitatq25  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:37 EST  
48

- - - - -  
Mail to: habitatq25  
Mail From: rjscott  
Date: Tuesday 22-Dec-87 18:37 EST  
Male

- - - - -  
Mail to: habitatq25  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:40 EST  
12

- - - - -  
Mail to: habitatq25  
Mail From: WOWW  
Date: Tuesday 22-Dec-87 18:40 EST  
Female.

- - - - -  
Mail to: habitatq25  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:41 EST

.  
30

.  
- - - - -  
Mail to: habitatq25  
Mail From: Lynns6  
Date: Tuesday 22-Dec-87 19:42 EST

.  
Female

.  
- - - - -  
Mail to: habitatq25  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:57 EST  
Old ;) 38 years old :)

- - - - -  
Mail to: habitatq25  
Mail From: Soundman  
Date: Tuesday 22-Dec-87 19:58 EST  
Male :)

- - - - -  
Mail to: habitatq25  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:19 EST  
17

- - - - -  
Mail to: habitatq25  
Mail From: Caterwaul  
Date: Tuesday 22-Dec-87 20:19 EST  
Male

- - - - -  
Mail to: habitatq25  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:25 EST  
19

- - - - -  
Mail to: habitatq25  
Mail From: Eric  
Date: Tuesday 22-Dec-87 20:25 EST  
Male

- - - - -  
Mail to: habitatq25  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:15 EST  
Again????  
Still 51. 8(

- - - - -  
Mail to: habitatq25  
Mail From: Chameleon  
Date: Tuesday 22-Dec-87 21:16 EST  
(Still of = or)  
and still female

- - - - -  
Mail to: habitatq25  
Mail From: Mysterio  
Date: Tuesday 22-Dec-87 21:34 EST  
29

- - - - -  
Mail to: habitatq25  
Mail From: Mysterio

Date: Tuesday 22-Dec-87 21:34 EST  
male ( the last time I checked)

- - - - -

Mail to: habitatq25  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:59 EST  
40.

- - - - -

Mail to: habitatq25  
Mail From: SkyLine  
Date: Tuesday 22-Dec-87 21:59 EST  
Male.

- - - - -

Mail to: habitatq25  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:08 EST  
34

- - - - -

Mail to: habitatq25  
Mail From: Cimaron  
Date: Tuesday 22-Dec-87 22:08 EST  
female

- - - - -

Mail to: habitatq25  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:13 EST  
23

- - - - -

Mail to: habitatq25  
Mail From: Del March  
Date: Tuesday 22-Dec-87 22:14 EST  
male

- - - - -

Mail to: habitatq25  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:27 EST  
25

- - - - -

Mail to: habitatq25  
Mail From: Gary M  
Date: Tuesday 22-Dec-87 22:27 EST  
male

- - - - -

Mail to: habitatq25  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:30 EST  
.  
22

- - - - -

Mail to: habitatq25  
Mail From: Becky  
Date: Tuesday 22-Dec-87 22:30 EST  
.

Female ::adjusting sweater::

- - - - -

Mail to: habitatq25  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:41 EST  
25

- - - - -



Mail to: habitatq25  
Mail From: DragonFyre  
Date: Tuesday 22-Dec-87 22:43 EST  
male

- - - - -  
Mail to: habitatq25  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:49 EST  
31

- - - - -  
Mail to: habitatq25  
Mail From: John Apple  
Date: Tuesday 22-Dec-87 22:49 EST  
male

- - - - -  
Mail to: habitatq25  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:51 EST  
24

- - - - -  
Mail to: habitatq25  
Mail From: Ks Lass  
Date: Tuesday 22-Dec-87 22:51 EST  
female

- - - - -  
Mail to: habitatq25  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:18 EST  
About a decade older than Rob Martyn.

- - - - -  
Mail to: habitatq25  
Mail From: Cornelius  
Date: Tuesday 22-Dec-87 23:19 EST  
male

- - - - -  
Mail to: habitatq25  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:39 EST  
34

- - - - -  
Mail to: habitatq25  
Mail From: Kelly Daze  
Date: Tuesday 22-Dec-87 23:40 EST  
female

- - - - -  
Mail to: habitatq25  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:46 EST  
33

- - - - -  
Mail to: habitatq25  
Mail From: CLB  
Date: Tuesday 22-Dec-87 23:46 EST  
male

- - - - -  
Mail to: habitatq25  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:12 EST  
29

- - - - -

Mail to: habitatq25  
Mail From: RAOULTFOOL  
Date: Wednesday 23-Dec-87 00:12 EST  
male

- - - - -  
Mail to: habitatq25  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:23 EST  
37

- - - - -  
Mail to: habitatq25  
Mail From: Sky Dragon  
Date: Wednesday 23-Dec-87 00:23 EST  
male

- - - - -  
Mail to: habitatq25  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:31 EST  
As of next month: 30

- - - - -  
Mail to: habitatq25  
Mail From: Elven Mist  
Date: Wednesday 23-Dec-87 00:31 EST  
Female

- - - - -  
Mail to: habitatq25  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:33 EST

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37

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- - - - -  
Mail to: habitatq25  
Mail From: Ogl  
Date: Wednesday 23-Dec-87 00:33 EST

.  
Male

.  
- - - - -  
Mail to: habitatq25  
Mail From: CrusRabbit  
Date: Wednesday 23-Dec-87 00:41 EST  
m

- - - - -  
Mail to: habitatq25  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:40 EST  
22 years old

- - - - -  
Mail to: habitatq25  
Mail From: celebrindl  
Date: Wednesday 23-Dec-87 01:41 EST  
male

- - - - -  
Mail to: habitatq25  
Mail From: Bonnie  
Date: Wednesday 23-Dec-87 02:44 EST

:  
Over 21  
:

- - - - -  
Mail to: habitatq25  
Mail From: Bonnie  
Date: Wednesday 23-Dec-87 02:44 EST  
:  
Female  
:

- - - - -  
Mail to: habitatq25  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:36 EST  
32

- - - - -  
Mail to: habitatq25  
Mail From: AGGIE  
Date: Wednesday 23-Dec-87 03:37 EST  
very female

- - - - -  
Mail to: habitatq25  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 04:06 EST  
32

- - - - -  
Mail to: habitatq25  
Mail From: THE WALL  
Date: Wednesday 23-Dec-87 04:06 EST  
Male

- - - - -  
Mail to: habitatq25  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:52 EST  
11

- - - - -  
Mail to: habitatq25  
Mail From: JoeyTl  
Date: Wednesday 23-Dec-87 18:52 EST  
Male

- - - - -  
Mail to: habitatq25  
Mail From: Greg P  
Date: Wednesday 23-Dec-87 19:57 EST  
32

- - - - -  
Mail to: habitatq25  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:41 EST  
\*I\* am female... I'm not sure what  
Aelora is right now.

- - - - -  
Mail to: habitatq25  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:47 EST  
5 minutes older than I was 5 minutes ago

- - - - -  
Mail to: habitatq25  
Mail From: Aelora  
Date: Wednesday 23-Dec-87 21:47 EST  
Still female at the keys... as far as  
Aelora is concerned, I don't know.  
- - - - -

Mail to: habitatq25  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 19:00 EST  
26

- - - - -  
Mail to: habitatq25  
Mail From: ICwhatUmin  
Date: Thursday 24-Dec-87 19:00 EST  
Male

- - - - -  
Mail to: habitatq25  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:44 EST

.  
31

- - - - -  
Mail to: habitatq25  
Mail From: Paul H  
Date: Thursday 24-Dec-87 19:44 EST

.  
male

- - - - -  
Mail to: habitatq25  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:32 EST  
36

- - - - -  
Mail to: habitatq25  
Mail From: QZOOKEEPER  
Date: Friday 25-Dec-87 16:32 EST  
f

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