Explanation of the bug report form:

We'd like the players to fill out one or more of these every time they playtest. One form should be good for up to four bugs (you can just attach more copies of the form for more bugs, of course). The form should be relatively self-explanatory. The information at the top should be filled out once per test session, and then the entries below used to describe bugs as they are discovered. "Region#" should be the number given by pointing at the ground and pressing the HELP key. The little box labelled "Repeatable?" should be checked if the player is able to cause the problem to repeat at will.

The section labelled "for official use only" will be used here to track the bugs.

"Number" will simply be a serial number assigned to the bug, for future reference.

"Type" is our categorization of the nature of the problem:
repeat N -- repetition of bug #N
user -- user error: the player simply made a mistake
documentation -- the player made a mistake, but we should change the
 documentation to be more clear about what he should have done.
design -- the player made a mistake, but what he did was reasonable and
 we should change the design or the user interface to match the
 players' expectations

- bug N -- bug, priority N. Priorities range from 1 to 4:
 - 1 -- OH MY GHOD! FIX IT NOW!!!
 - 2 -- Serious problem, fix ASAP
 - 3 -- Moderate problem, fix at first convenient opportunity
 - 4 -- Minor problem, fix when there's nothing more important to do

"Who" indicates who is responsible for taking care of this problem:

- a -- Aric
- c -- Chip
- j -- Janet
- r -- Randy
- ? -- somebody else

If multiple people are listed, they should be in order of importance to the task.

"Status" indicates the present status of the problem/fix:

pend -- PENDing work

work -- we're WORKing on it

coded -- fix is CODED/written and ready to test

test -- fix is installed on the TEST system and appears to be working release -- fix is RELEASEd on the production system for player testing done -- fix has passed user test on the production system. It's DONE.