

Hall of Records

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Introduction

This document is adapted from an earlier document about the Hall of Records (Habitat document #32). While the earlier document described the records to be kept in the Hall of Records, this one describes the manner in which they are to be kept: the text accompanying each in the Book of Records and the method of computing each from the information in the various databases.

The Records

These are the records which we have defined so far. In each category we will list the 10 top (or bottom, depending on the nature of the record) Avatars.

Wealthiest

Text:

WEALTHIEST: The 10 Avatars with the
largest bank accounts today.

1. nnnnnnnnnn \$aaaaaaaaa
2. nnnnnnnnnn \$aaaaaaaaa
- ...
9. nnnnnnnnnn \$aaaaaaaaa
10. nnnnnnnnnn \$aaaaaaaaa

where: nnnnnnnnnn is the name of the avatar and aaaaaaaaaa is the amount of money (in tokens).

Computation:

Sort avatars by descending order of `avatar.bank_account_balance`, take top 10.

All-Time Wealthiest

Text:

ALL-TIME WEALTHIEST: The 10 largest bank
account balances ever achieved.

1. nnnnnnnnnn \$aaaaaaaaa
2. nnnnnnnnnn \$aaaaaaaaa
- ...
9. nnnnnnnnnn \$aaaaaaaaa
10. nnnnnnnnnn \$aaaaaaaaa

where: nnnnnnnnnn is the name of the avatar and aaaaaaaaaa is the amount of money (in tokens).

Computation:

Sort avatars by descending order of `HS$max_wealth`, take top 10.

Longest Lived

Text:

LONGEST LIVED: The 10 oldest Avatars today.

```
1. nnnnnnnnnnn 111 days
2. nnnnnnnnnnn 111 days
...
9. nnnnnnnnnnn 111 days
10. nnnnnnnnnnn 111 days
```

where: `nnnnnnnnnn` is the name of the avatar and `111` is the avatar's age (in days).

Computation:

Sort avatars by descending order of `HS$lifetime`, take top 10.

All-Time Longest Lived

Text:

ALL-TIME LONGEST LIVED: The 10 oldest Avatars that ever were.

```
1. nnnnnnnnnnn 111 days
2. nnnnnnnnnnn 111 days
...
9. nnnnnnnnnnn 111 days
10. nnnnnnnnnnn 111 days
```

where: `nnnnnnnnnn` is the name of the avatar and `111` is the avatar's age (in days).

Computation:

Sort avatars by descending order of `HS$max_lifetime`, take top 10.

Most Times Killed

Text:

MOST TIMES KILLED: The 10 most killed Avatars.

```
1. nnnnnnnnnnn ddd
2. nnnnnnnnnnn ddd
...
9. nnnnnnnnnnn ddd
10. nnnnnnnnnnn ddd
```

where: `nnnnnnnnnn` is the name of the avatar and `ddd` is the number of times the avatar has been killed.

Computation:

Sort avatars by descending order of `HS$deaths`, take top 10.

Most Travelled

Text:

MOST TRAVELLED: The 10 Avatars alive today who have moved around the most.

```
1. nnnnnnnnnnn ttttt
2. nnnnnnnnnnn ttttt
...
9. nnnnnnnnnnn ttttt
10. nnnnnnnnnnn ttttt
```

where: nnnnnnnnnnn is the name of the avatar and ttttt is the number of region transitions.

Computation:

Sort avatars by descending order of HS\$travel, take top 10.

All-Time Most Travelled

Text:

ALL-TIME MOST TRAVELLED: The 10 Avatars
ever who have moved around the most.

```
1. nnnnnnnnnnn ttttt
2. nnnnnnnnnnn ttttt
...
9. nnnnnnnnnnn ttttt
10. nnnnnnnnnnn ttttt
```

where: nnnnnnnnnnn is the name of the avatar and ttttt is the number of region transitions.

Computation:

Sort avatars by descending order of HS\$max_travel, take top 10.

Most Active TelePorter

Text:

MOST ACTIVE TELEPORTER: The 10 Avatars
alive today who have TelePorted most.

```
1. nnnnnnnnnnn ppppp ports
2. nnnnnnnnnnn ppppp ports
...
9. nnnnnnnnnnn ppppp ports
10. nnnnnnnnnnn ppppp ports
```

where: nnnnnnnnnnn is the name of the avatar and ppppp is the number of teleport rides.

Computation:

Sort avatars by descending order of HS\$teleports, take top 10.

Most Territory Explored

Text:

MOST TERRITORY EXPLORED: The 10 Avatars
who visited the most regions for the
first time.

```
1. nnnnnnnnnnn rrrrr regions
2. nnnnnnnnnnn rrrrr regions
...
9. nnnnnnnnnnn rrrrr regions
10. nnnnnnnnnnn rrrrr regions
```

where: nnnnnnnnnnn is the name of the avatar and rrrrr is the number of regions explored.

Computation:

Sort avatars by descending order of HS\$explored, take top 10.

Most Time In Habitat

Text:

MOST TIME IN HABITAT: The 10 Avatars who have spent the most time here.

1. nnnnnnnnnnn mmmmmmm minutes
2. nnnnnnnnnnn mmmmmmm minutes
- ...
9. nnnnnnnnnnn mmmmmmm minutes
10. nnnnnnnnnnn mmmmmmm minutes

where: nnnnnnnnnnn is the name of the avatar and mmmmmmm is the number of minutes in Habitat.

Computation:

Sort avatars by descending order of HS\$online_time, take top 10.

Best Dressed

Text:

BEST DRESSED: The 10 Avatars most stylishly attired, according to the editors of Avatar's Wear Daily.

1. nnnnnnnnnnn
2. nnnnnnnnnnn
- ...
9. nnnnnnnnnnn
10. nnnnnnnnnnn

where: nnnnnnnnnnn is the name of the avatar.

Computation:

Choose 10 Avatars at random, with a bias towards the ones already on the list.

Most Treasures Found

Text:

MOST TREASURES FOUND: The 10 Avatars who have found the greatest number of rare and valuable artifacts.

1. nnnnnnnnnnn ttt items
2. nnnnnnnnnnn ttt items
- ...
9. nnnnnnnnnnn ttt items
10. nnnnnnnnnnn ttt items

where: nnnnnnnnnnn is the name of the avatar and ttt is the number of treasures found.

Computation:

Sort avatars by descending order of HS\$treasures, take top 10.

Most Outspoken*Text:*

MOST OUTSPOKEN: The 10 most talkative
Avatars.

1. nnnnnnnnnnn tttt
2. nnnnnnnnnnn tttt
- ...
9. nnnnnnnnnnn tttt
10. nnnnnnnnnnn tttt

where: nnnnnnnnnnn is the name of the avatar and tttt is the talk rating.

Computation:

Sort avatars by descending order of HS\$talkcount, take top 10, show number divided by 1000.

Most Active*Text:*

MOST ACTIVE: The 10 most active Avatars.

1. nnnnnnnnnnn
2. nnnnnnnnnnn
- ...
9. nnnnnnnnnnn
10. nnnnnnnnnnn

where: nnnnnnnnnnn is the name of the avatar.

Computation:

Sort avatars by descending order of HS\$travel/HS\$lifetime, take top 10.

Most Sedate*Text:*

MOST SEDATE: The 10 least active
Avatars.

1. nnnnnnnnnnn
2. nnnnnnnnnnn
- ...
9. nnnnnnnnnnn
10. nnnnnnnnnnn

where: nnnnnnnnnnn is the name of the avatar.

Computation:

Sort avatars by ascending order of HS\$travel/HS\$lifetime, take bottom 10.

Most Expressive*Text:*

MOST EXPRESSIVE: The 10 Avatars who are
the biggest letter writers.

1. nnnnnnnnnnn
2. nnnnnnnnnnn

...
9. nnnnnnnnnnn
10. nnnnnnnnnnn

where: nnnnnnnnnnn is the name of the avatar.

Computation:

Sort avatars by descending order of HS\$mail_send_count, take top 10.

Biggest Thief

Text:

BIGGEST THIEVES: The 10 Avatars who have taken the most items away from other Avatars.

1. nnnnnnnnnnn tttt thefts
2. nnnnnnnnnnn tttt thefts
...
9. nnnnnnnnnnn tttt thefts
10. nnnnnnnnnnn tttt thefts

where: nnnnnnnnnnn is the name of the avatar and tttt is the number of thefts.

Computation:

Sort avatars by descending order of HS\$grabs, take top 10.

Most Dangerous

Text:

MOST DANGEROUS: The 10 Avatars who have killed the largest number of their fellow Avatars.

1. nnnnnnnnnnn kkk kills
2. nnnnnnnnnnn kkk kills
...
9. nnnnnnnnnnn kkk kills
10. nnnnnnnnnnn kkk kills

where: nnnnnnnnnnn is the name of the avatar and kkk is the number of kills.

Computation:

Sort avatars by descending order of HS\$kills, take top 10.

Most Cowardly

Text:

MOST COWARDLY: The 10 Avatars who have escaped danger by artificial means the greatest number of times.

1. nnnnnnnnnnn eee escapes
2. nnnnnnnnnnn eee escapes
...
9. nnnnnnnnnnn eee escapes
10. nnnnnnnnnnn eee escapes

where: nnnnnnnnnnn is the name of the avatar and eee is the number of escapes.

Computation:

Sort avatars by descending order of HS\$escapes, take top 10.

Most Ghostlike

Text:

MOST GHOSTLIKE: The 10 Avatars who spent the greatest part of their time in Habitat as ghosts.

1. nnnnnnnnnnn pp.pp%
2. nnnnnnnnnnn pp.pp%
- ...
9. nnnnnnnnnnn pp.pp%
10. nnnnnnnnnnn pp.pp%

where: nnnnnnnnnnn is the name of the avatar and pp.pp% is the percentage of time spent as a ghost.

Computation:

Sort avatars by descending order of HS\$ghost_time/HS\$online_time, take top 10, convert to percentage for printing.

Least Ghostlike

Text:

LEAST GHOSTLIKE: The 10 Avatars who have spent the smallest part of their time in Habitat as ghosts.

1. nnnnnnnnnnn pp.pp%
2. nnnnnnnnnnn pp.pp%
- ...
9. nnnnnnnnnnn pp.pp%
10. nnnnnnnnnnn pp.pp%

where: nnnnnnnnnnn is the name of the avatar and pp.pp% is the percentage of time spent as a ghost.

Computation:

Sort avatars by ascending order of HS\$ghost_time/HS\$online_time, take bottom 10, convert to percentage for printing.

Biggest Chameleon

Text:

BIGGEST CHAMELEON: The 10 Avatars who change their appearance most often.

1. nnnnnnnnnnn
2. nnnnnnnnnnn
- ...
9. nnnnnnnnnnn
10. nnnnnnnnnnn

where: nnnnnnnnnnn is the name of the avatar.

Computation:

Sort avatars by descending order of `HS$body_changes/HS$lifetime`, take top 10.

Most Telepathic*Text:*

MOST TELEPATHIC: The 10 Avatars with the greatest usage of ESP.

1. nnnnnnnnnnn
2. nnnnnnnnnnn
- ...
9. nnnnnnnnnnn
10. nnnnnnnnnnn

where: nnnnnnnnnnn is the name of the avatar.

Computation:

Sort avatars by descending order of $(\text{HS}\$esp_send_count + \text{HS}\$esp_recv_count) / \text{HS}\$lifetime$, take top 10.

Busiest*Text:*

BUSIEST: The 10 Avatars doing the most things.

1. nnnnnnnnnnn
2. nnnnnnnnnnn
- ...
9. nnnnnnnnnnn
10. nnnnnnnnnnn

where: nnnnnnnnnnn is the name of the avatar.

Computation:

Sort avatars by descending order of `HS$requests/HS$lifetime`, take top 10.