OK gang, here's the first summary report. The format is a little rough, but
it's quick. At some point we should figure out how to resolve the official
task list with our long list of minor items and the cumulative bug list.

Format: Number in left-hand column is priority. Next column to the right is
status: 'T' = testing, 'W' = working on it, ' ' = pending, 'I' = just an idea
right now. Next comes the initials of the people responsible for the item,
then the item itself.

Currently active official task list items:
```
2   j c make book help give title (#77)
2   j create program to generate book of records (#21a)
3 W c implement Ghu (#54)
```

General items on internal list:
```
1 T c flipped doors put you in wrong spot on region entry (off by 8 to right)
1 W a Hook up Beach, Back-40, and Really Quite Confusing Desert
2   c a host is not checkpointing heads?
2   a change 'patterns' on the two wands in th magic shop. add ring/moonwalk
2   a teleport for tavern at end of road (or magic teleporting bush)
2   c Mailbox and Dropbox help are not appropriate
2   j checkpoint avatar/contents on turn to ghost
2   j max occupants for region
2   r multi-object FIDDLE
2   ? Publish first Rant, and populate newstands
2 T c Supply Pawn Machine Values
2 T c Vendo help not yet working
2 T c generalize ground HELP to flat, trap, super trap
2 T r Generate online map of populopolis and put at Ymporium
2 T r Lefty's needs key numbers, and for containers to be in correct states
2 T r Merge tokens even if you have a full pocket (requires C64 work)
2 T r fix library (remove reading rooms)
2 T r make paper pink
2 W a weapons free zone in the city limits
3   c describe graphics chars in manual
3   r Check prices in all vendos
3   r add more fortunes to fortune machine
3   r c ghost/avatar only door restrictions
3   r make clone recurse
3   r spray cans run out (host destroys) after n uses
3 T c add chores for vendo SELECT, magic
3 T c check customizer text
3 T r spray cans work on heads
4   ? camera object
4   a customizer: 4-5 selections of heads -- host chooses vector to send
4   j change host flag for ghost (Y hi-bit) so avatars' XY pos are maintained
4   r Give objects the power to PROMPT the user ('What is the secret word?')
4   r a magic GO
4   r c g book binder machine
4   r c g xerox machine
4   r make host send avatars word balloon color in customizer byte
4 T c put game pieces into background on put or throw
?   ? Batch process: Close all unlocked doors
```

```
?   ? Batch process: Remove curses, immunities
? I ? Turn to fly on teleport
? I ? teleport to Auditorium, and you arrive as a ghost.  good for meetings
? I ? traps that spring monsters
? I ? wands that identify everyone in the room

Playtest 4.7 problems 4/15:
1   r Touch typing not keeping up
1 T r garbage chars in typed text
1 T j *you have mail* going to everyone in region
1 T r Janet got hung (Awaiting tape & log)
1 T r j c Cathy could not get in the first time (investigate)
1 T r word balloon in wrong place.
2 T a Club has width (collisions), floats in hand
2 T a Cratinabox is messed up
2 T a Yellow room bookcases not restricted.
2 T a You can Exit a region thru a closed door (wall was sky)
2 T a sign in front of arcade is a sky!
2 T c Countertop help should be more explicit
2 T r Club does not work as a weapon
2 T r del should erase AND backspace in text mode.
3   r Ugly key in lefty's
3 T a Change counters into tables
?   r Check mailer with full sheet (Awaiting Tape)

playtest 4.7 problems 4/16:
1 T r Janet never got past Habitat logo
2   c Ghosts can't pass through arcade doors
2   r a Game pieces in arcade DO on ground leaves afterimage
3   r Get pointed info BEFORE throttle wait
4   ? You can enter a region thru a closed door
4   c j Doors should know which region you came from
4   r Game pieces make noise when set down
?   ? Quantum would like changes in keyboard routine
?   ? Screen Flash (what is this ?)

playtest 4.7 problems 4/19:
2   c r couldn't put down wand after auto-teleport
3   a c check widths on plants and trees
3   a dnalsi island teleport booth address field is wrong
```