

Stuff To Do

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Introduction

The purpose of this document is to describe in technical detail the first few adventures and activities we intend to install in *Habitat*. These include: the D'nalsi Island adventure, Randy's Region Rally, the game of Capture-The-Flag, "Cooties", The Quest For The Tome Of Wealth And Fame, theaters, talk shows, and arcades. The emphasis of these descriptions will be on specific implementation details. We will also discuss a few additional activities that have not yet been designed in enough detail to provide a complete technical specification. These are game shows, the *Habitat* Stock Market, and the Machiavelli game.

Please note that some these games and activities involve a process of exploration and discovery by the players and therefore rely on a certain degree of secrecy. However, to describe the implementation, some of these secrets will by necessity be revealed here. *Please regard this document as somewhat more confidential than usual and in particular avoid allowing it to fall into the hands of users.* We don't want to spoil the surprise.

D'nalsi Island

The D'nalsi Island Adventure is a simple quest. The object of the hunt is a stolen magical amulet. The amulet has no intrinsic powers or value that would be of particular interest to players, but there is a reward offered for its recovery, and that is the motivating hook to get the players going.

The quest begins with an article in the *Weekly Rant* announcing that the Great Amulet of Wondrous Worth has been stolen from the Back-Forty home of the wizard Dada Salesch. The copy of the *Rant* containing this article also holds a few other indirect clues. These are advertisements for the Populopolis Public Library, Lefty's Locksmithery, and Randy's Adventure Ymporium.

Those who pick up on the main clue will go to the Back-Forty and find the house of the Not-So-Wise-Man, Dada Salesch. In front they will find a sign that says "Not in right now. Buy notes & map." and vending machine. The vending machine will sell copies of the notes and map for the puzzle (map, T10; notes, T1). The notes give additional clues and offer a reward for the return of the Amulet. The map provides the general layout of D'nalsi Island itself. In addition, Randy Farmer has volunteered to play the role of Salesch, so that, when he is on the system, players visiting the wizard's house will be greeted in person and actually be able to ask questions. However, this merely enriches the experience rather than being an essential part of it.

Since it *is* an island, the only way to get to D'nalsi is by TelePort. The next step of the puzzle is to figure out the TelePort address. This is actually given on the map, but in a way that is not immediately obvious. We expect, however, that the clever will figure it out, and travel to the island.

D'nalsi Island itself is fairly desolate place. There is a TelePort booth in the middle that is the way on and off the island, though this booth has an unlisted address. The island also contains a several holes filled with minor, insignificant artifacts. The first adventurers who come prepared with shovels will be able to obtain these items (shovels may be obtained at Randy's Adventure Ymporium or at the General Store downtown). There are a few red herrings, but the main locations of interest are three caves. The caves are dark, so the players will need to come with torches or flashlights (like shovels, lights may be purchased downtown).

The cave regions are connected normally, but the orientation changes with almost every region, so that without a compass it could be hard to find your way around.

The first two caves are empty. The third, however, contains a few items of note: besides some small rocks scattered around, in one chamber there are three rocks (two large, one medium) that form a triangle with its apex against the back wall. In the center of the triangle is a hole. The hole contains a note that says "WRONG" (the note, of course, will be rigged so that people can't take it out of the cave). The back wall, however, has an invisible opening just above the apex of the triangle. **GO** here and you will enter the Secret Chamber!

In the Secret Chamber there are no rocks, just a hole. The hole contains a locked chest that cannot be removed from the region. The chest has lock #2000. A key #2000 can be obtained at Lefty's Locksmithery. Inside the chest is the Amulet. The player, of course, has to figure out that key #2000 is what is required to open the chest. The clue for this can be found in the Library.

The Library contains numerous of books, some of which contain significant clues and others of which serve simply to fill out the collection so that clue books are not the only things there. The most significant clue in the Library is contained in a history of organized crime in *Habitat*. The note from Salesl contains a hint that this is subject you should be researching. With the clues collected so far, this book makes it clear that the thieves who took the Amulet belong to "The Mob". It also explains that The Mob uses a few standard key numbers in its locks, and gives the numbers. One of these numbers is #2000, which opens the chest in the cave.

Randy's Region Rally

Randy's Region Rally is a variation on the ever popular road rally game, played in the *Habitat* world. It begins with an announcement from the Oracle, broadcast every few minutes from the fountain at the center of town:

Attention!

Attention!

Ahem-----

Welcome to:
The First Habitat Region Rally!

First find the tracks of a silly YikYak.
It lives in the 40,
that we call 'The Back'.

It wears pointy shoes,
and walks very strange.
Not forward nor sideways,
when it roams on it's range.

To find The Back-40,
(If you are new),
find Randy Rd cross.
Walk into the blue.

The first part of the clue
to the answer, you'll find,
If you read off the digits
and divide it by nine.

Good Luck

Solving the puzzle of these clues leads the player on a path through the "Back Forty", where a "Burma Shave" style sign provides an additional clue. Following the clues properly leads the player to #47 Foon Ave. The most obvious mis-step leads to #36 Wrong Way. At each location will be a vending machine selling the next clue, a note on a piece of paper.

The false clue at #36 Wrong Way reads:

Welcome to my humble home,
Want some clues? I'll give you some:

The street you're on now gives you a clue,
Where to go next, and what you should do.

You you feel glad?
Should you rejoice?
Does it help you to know?
That others made this choice?

The real clue at #47 Foon Ave. reads:

How about a picnic at 'The Beach'?
It'll put those riches in your reach.

'The Beach' can be found This Way...
Look for the place where stars shine.
and go to a star, just yours, not mine.

Find the Hut of the Yabba-Dabba-Flit
Once for each rock in its pit,
Count to the Left as you flee.
Write this down, 'tis confusing you see.

Down then, and Right for each blade
Count them, don't rest in their shade.
Number the trees, both dead & alive.
The Sign in the sky is really no jive.

This clue should lead the player to the beach, where a sign written in the sky provides the next clue. This clue in turn leads the player to the Desert (via TelePort) where they will find yet another vending machine dispensing clues. This machine sells two "books". One is a warning that says:

Welcome to the Really Quite Confusing Desert.

ENTER AT YOUR OWN RISK.

No known maps exist.

Avatars that have weak hearts or get
disoriented easily should not enter
without proper equipment.

The other is a fragment of a manuscript:

STARE WARS: act IV page 99

LUNK: "In the name of all that's RIGHT,
the rebellion shall win"

DIRTH: "I will put DOWN your puny

(DIRTH gestures, and LUNK starts grasping his throat with his RIGHT hand then falls DOWN to the ground writhing in pain.)

LUNK, gestures with his LEFT hand and sends a sofa flying into DIRTH, thus releasing LUNK.

LUNK: "UP with the rebellion!"

LUNK escapes by using his laser-chainsaw to cut the power.

note to the scriptwriter: is this the RIGHT way to get out of this scene? Fondly: the producers.

Embedded in this bit of silliness are instructions for navigating through the Desert to a region containing a large sign. The sign says:

D i g i t s A r e
a T e l e p o r t
N u m b e r

The region also contains a lamp. The lamp is on. Turning off the lamp reveals hidden text in the sign interspersed with the letters of the other message. This says:

T W O M O R E :
2 3
F O R 9 d i g i t s

The various clues that have been followed so far have all contained numbers. Stringing these numbers together in order, including the last two digits hidden in the sign, yields a TelePort address. If the player misses the last two digits, he will wind up TelePorting to a false endgame region. This region contains a TelePort booth and a sign that says:

Abandon Hope.
^
<?>
v

This region points to itself in *all* directions. The only way out is by TelePort. The *real* endgame region contains a TelePort booth, a magic button, and a sign that says:

Push button!
v
v
v
v

Pressing the button wins the game. It comes back with a balloon message that says "Congratulations, you have won Txxxx Tokens!" The first Avatar to press the button wins a big prize (say T1,000). The prize decreases with each winner, until it reaches some minimum (say T10). If a player presses the button more than once it says "Sorry, you can only win once."

The main thing that needs to be implemented to make the rally possible is the button that wins the game. This will simply be a type of magic that checks a bit in the Avatar record on the host. If the bit is clear it sets it and does the things needed to register a winner. If the bit is set it sends the "sorry" message.

Of course, we will need a scratch bit in the Avatar record to use for this purpose, so we will have to add a field. However, we want to add a field of several scratch values that can be put to various uses as activities come and go in the world.

Also required is the mechanism that will allow the Oracle to broadcast the starting message. This is being worked on.

The two special endgame regions have been created and are ready to upload. The special objects required to place the clues (signs, vending machines and so on) have all been created in a special "holding pen" region. We will write a simple Stratus command script that will use Twiddle to place these objects at the appointed time and another to remove them when the rally is over. In addition, the text for the various books/papers that hold clues needs to be placed in the text database (some of it is actually already in). As you can see, however, the text *has* been written.

Capture-The-Flag

Capture-The-Flag is the first Avatar sport. It is played on a field consisting of several interconnected regions and is modeled on the human sport of the same name.

Habitat Capture-The-Flag is played by equal-sized teams of up to five Avatar players apiece. This limit is deliberately set at the region occupancy limit minus one, so that a team cannot block a region simply by filling it. Each team has a goal region that is at that team's end of the field. Each team also has a flag that starts the game in the team's goal region. Each goal region also contains a special magic button whose role will be explained shortly.

There are three sizes of play field, small, medium and large consisting of five regions, 12 regions and 30 regions (are these the right numbers?) respectively. The different sizes of field have been designed because we are not yet sure how the play will work out and we want to experiment. It may turn out that each provides a unique experience and we will want to keep all three, or it may turn out that one size is ideal, in which case we will eliminate the others.

The playing area has an entrance region that directs passers-through to one of three exits which lead to the entrances to each of the three different fields. Each field in turn has a special entrance region with three exits. The three exits are for the blue team, the black team and spectators respectively. Each of the team entrances connects to that team's goal region, while the spectator entrance connects to the middle of the field. The special entrance region has a fairly sophisticated exit daemon that handles the various exits.

The spectator exit will only allow the passage of ghosts, and sets a bit in the record of each player passing through that will be checked by the de-ghosting code to prohibit de-ghosting inside the playfield. Of course, passing through in the other direction clears the bit so that the spectators can resume normal behavior off the field.

The team exits will not allow the passage of any Avatar who is carrying anything in his hands or pockets. This is to prevent cheating by carrying weapons or magic items onto the field or by carrying large objects that will block field regions by filling memory. This prohibition is bi-directional so that players can't steal the flags from the field either. In addition, each team exit keeps a count of the number of players who are on the field and will not allow more than five on a side. The daemon also changes the Avatars who pass through to the team colors (and changes them back when they leave). Finally, it sets a bit in the Avatar record that prevents players from turning into ghosts while they are on the field.

To make this game possible we will need to add a few more fields to the Avatar struct. The bit to prohibit ghosting/de-ghosting is one, but one of the scratch bits discussed previously can be used for this purpose. The major addition will be a place to save the Avatar's "natural" color/pattern information when on the play field. However, such a storage area is desirable anyway because enables a variety of possible game elements that involve temporary changes to an Avatar's appearance.

Play is quite simple. The object is to grab the other team's flag, bring it back to your team's goal, and push the button. Pushing the button in the goal region while the other team's flag is present in the region scores a point. We can tinker with the rules about what constitutes winning. It may be that, as in real Capture-The-Flag, scoring once wins the game. Depending on how difficult it turns out to actually be to score, we may wish to play to some higher number of points. This is a subject for experimentation during beta-

test.

There are two unresolved design issues, one major and the other minor. The minor issue pertains to starting or resetting the game: we don't want the game to start until each team is present in full and the two flags are in their proper starting locations. This is a minor issue, however, because although we would like to automate this process, it *can* be handled by the cooperation of the players themselves using ESP. The major issue pertains to score keeping: how do we announce to all the players when a team scores and, if more than one point is needed to win, where do we actually store the score of a game in progress? Announcement can probably be handled using some form of synthetic ESP message. Score keeping will require a special mechanism of as yet unknown nature. However, we do expect it to be possible without undue difficulty.

Cooties

"Cooties" is our name for one of a class of games that includes a form of Tag. The mechanism that we will use also leads to the possibility of Avatar diseases.

"Cooties" begins with the appearance in some public place of a magic button accompanied by a sign that says "DO NOT PRESS THIS BUTTON!!!" An Avatar who disobeys the sign and presses the button anyway has his head replaced with a "cootie" head. All the Avatar needs to do is "tag" another Avatar, whereupon he gets his old head back and the tagged victim acquires the cootie head. One Avatar can tag another simply by walking up to him and **DO**ing him empty handed. Once you have had the cootie head you are immune to having it again. The head continues to go from Avatar to Avatar until everyone has had it or we decide the game is over (probably it runs for a day or two).

The mechanism underlying this is relatively simple. In the Avatar record we need a place to keep the identity of the Avatar's "normal" head and a bit showing whether an Avatar has had the cootie head in this game or not. The normal head number can be kept in the "natural appearance" fields discussed above, while the "had the head" bit can be one of the previously mentioned scratch bits. We will also require a "tag" routine and a special magic button. These are both quite simple to implement.

Several variations on this theme are possible.

By keeping a "tag" *counter*, instead of a bit, we can have a spreading plague: instead of requiring one "tag" to get rid of the undesirable head we require two. This causes the number of Avatars with the head to increase exponentially. Setting this counter to an arbitrarily large number makes infections relatively permanent.

The "tag" mechanism can be different: If, instead of having to explicitly tag someone, the region entry handler randomly tagged someone every time you entered a region, we would have an actual plague. Similarly, the mechanism by which the first player becomes infected could also be involuntary — there could be a special region that is the source of the trouble. Or it could be started by random TelePort "malfunctions".

The infection itself need not be a cootie head. For example, it could be a "smiley face" head — of course, we would modify the SPEAK routines so that anything anyone said while wearing this head would be translated into "Have a nice day!". Similarly, a fly head might result in having every utterance turned into "Bzzz Bzzzzz Bzzz." The infection need not take the form of a head at all. We may wish to add a general purpose "curse" field to the Avatar record that can be a hook for all manner of devious things.

By the way, we can warn players in advance that shenanigans like this are going on with a special message of the day: "Beware of the deadly Mutant-Head Plague."

Quest For The Tome Of Wealth And Fame

The "Quest For The Tome Of Wealth And Fame" is a simple ongoing activity that pits a series of individual players against the world. The Tome itself is a special book (it looks like a stone tablet) that is at once the instructions for the players and the object of the Quest. The Quest is an ongoing activity that will be moderated through announcements published in the *Weekly Rant*.

We begin by hiding the Tome somewhere in the world and publishing an announcement containing a clue to its whereabouts in the *Rant*. We then wait for somebody to find it. The Tome has special READ

code on the host that takes note any time it is read of who the reader was and where. When the finder reads it he will discover it contains instructions. These tell him to hide it again (with certain constraints on where it may not be hidden) and report to the Oracle. It also promises a reward of T10 for each day that it goes undiscovered. In addition, the Tome contains a list of the top N prize winners so far. Whenever the Tome is found and a player is rewarded, we publish an announcement in the *Rant* telling the name of the prize winner, the name of the finder, and the location where it was found. Every time we pay a new prize that is in the top N, we update the Tome text accordingly.

Theaters and Talk Shows

It is a relatively simple matter to set up online theaters in *Habitat*. All that is really required is one or more regions to act as the stage(s) and willing groups of Avatars to act as the cast and audience. Several establishments in downtown Populopolis have been designed with the idea that they will be used as theaters. Some are general purpose stages that may be used for anything. Others have been decorated for particular purposes. For example, there is Costello's Comedy Club that has been set up to look like a sleazy New York City night club. Another stage is set up for conducting a television-style talk show.

These facilities can be used as is. However, there are a few additional devices that we can add to make them more convenient and attractive to players who might be interested.

- *Usher's Wand* — This device enables the holder to turn other Avatars into ghosts, in order to clear out stray audience members who may be blocking the show from beginning.
- *Dummy Actor* — When activated it lowers the number of Avatars allowed in the room by one. These devices can be used to reduce the occupancy limit of the stage to the cast size when the cast is less than six. This is another aid to keep the audience out of the show.
- *Audience Gage* — When you press the button on this device, it displays a balloon message to the Avatars in the room (but not to the ghosts) that tells the number of ghosts in the audience.
- *Volunteer Grabber* — When you press the button on this device, it picks a random ghost and turns him back into an Avatar.
- *Stagehand's Helper* — When activated this device makes the activator invisible. It only works in stage regions *and* the invisibility is only temporary. If the invisible Avatar leaves the region or turns into a ghost and then back into an Avatar, the invisibility effect ends. The purpose of this is to allow Avatars to temporarily become invisible on stage in order to act as stage hands.

All the above items are special purpose magic wands. They will be "permanent" equipment in stage regions, set up so that they cannot be removed. Stages should also contain a box for keeping all this junk in when it is not needed so that it doesn't clutter up the place.

Scheduling the use of the stage facilities is the responsibility of the sysop handling the Bureau Of Scheduling Bureaucrat-In-A-Box. Avatars who wish to reserve the facilities may do so simply by speaking their request to the appropriate Bureaucrat in City Hall. Space will be scheduled on a first-come first-served basis initially. However, if regular theatrical groups form we may wish to semi-permanently assign particular time slots to them to use as they wish.

Encouraging use of these facilities will be the job of the Oracular operators. Notices will be published in the *Rant* announcing the availability of the stage space and setting forth the procedures for using it. We will also want to publish a brief *Habitat* book on the use of stages and the various devices that they are equipped with.

The Arcade

It is possible to play certain types of board games in *Habitat* using a few simple types of objects and specially designed "board" regions. The special objects are the game-piece and the die.

The die object functions just like its real-world counterpart. It displays a pattern of dots representing a number from one to six. **DO**ing it 'rolls' the die and causes it to change to one of the six possible states at random.

The game-piece object is a simple marker whose various states represent the two colors of checker, the various different chess pieces, and so on. Avatars can **GET** and **PUT** it remotely. That is, it isn't

necessary to walk to a piece to manipulate it. When an Avatar **GETs** a game-piece it transports itself automatically into his hands. Similarly, an Avatar **PUTs** a piece it flies to the location indicated. This means that the pieces can be manipulated on a board without requiring the Avatars to move themselves around also.

The game boards are simply bare regions with geometric backgrounds constructed using the ordinary graphics primitives that the system already supports. A region for playing a game has an appropriate background together with the appropriate number and types of pieces for a particular game. As a convenience, we will also add a magic button that “resets” the board to a standard starting configuration.

Using the above building blocks, we can readily support Checkers, Chess and Backgammon. With a little cleverness we can probably also support Go-moku (“Pente”). We *cannot* support Go or Othello because of the number of pieces required. Other games may be possible, however we are only going to go for the “big three” to start with.

The Arcade is organized into a series of playing areas, one for each type of game. Marked hallways lead the “board rooms” themselves. Each playing area has several board rooms that are available to anyone who cares to use them.

Game Shows

Game shows are a special variation on the theater theme that appear to be a good match for the *Habitat* environment. However, current design has only extended as far as the definition of some general mechanisms. There are not yet any designs for specific game shows, though this will come given time. What we have devised so far are designs for some simple props that seem to cover most of what we might want to do with the game show format. These props include:

- *Spinning Wheel* — This is a “Wheel-Of-Fortune” style parimutuel wheel. Functionally, it is like a die except that it has more states, one of which is animated.
- *Contestant Booths* — This is a set of two or three (or however many contestants there are) special magic buttons. Each looks like a podium. Pressing one of these buttons causes the booth to light up (change color really) and rings a bell or sounds a buzzer of some kind. For some games, the booths in a room can be made interdependent, so that if one is lit, the others will refuse to work. For other games they will operate independently.
- *Emcee Booth* — This is another podium-like magic button. When activated it clears all the contestant booths in the region.
- *Flip Cards* — These are a special style of sign. Each is a sign containing a letter or word that can be flipped (using the **DO** command) between two states. One state displays the text. The other shows a plain (i.e., colored or patterned) surface.

With these objects, it should be possible to readily simulate the play of a broad spectrum of television game show -style games. However, if there is game show format that we cannot support that we decide we wish to have, it should be a relatively straightforward procedure to devise other props in a similar vein that will do the job.

Stock Market

The *Habitat* Stock Market is a design now under development. The idea is to start with a simple, statistical pseudo-business game that is really just a pari-mutuel gambling game in disguise and force its evolution into a simulated but functional mock-securities industry operating within *Habitat* for the entertainment of the subscribers.

The initial mechanism is the same as other forms of commerce in *Habitat*: vending machines and pawnshop machines. Stocks and bonds will be represented by special styles of book that we have created for the purpose. In the Stock Exchange there are vending machines selling these “securities” and a pawn machine that buys them back. The prices fluctuate up and down according to some internal model that we maintain.

This mechanism serves the basic needs of the game. However, there are a few details that remain to be worked out. One is that we’d like there to be something analogous to a ticker tape that announces the

rises and falls of the prices of the securities as they change. The main thing that we need to design, however, is the mechanism that will actually regulate the prices. The simplest idea is to simply use the prices of real stocks in the world, possibly scaled by varying “fudge factors” to conceal the source. It is unclear if this is legal, however. If it is, it is the approach we would prefer. If not, a more complicated statistical simulation will need to be created.

Ultimately, we would like to add a means whereby Avatars can issue stock of their own and place it on the market for sale. Player stock brokers would regulate the values based on supply and demand, just as the market does in the real world. These internal stocks would represent shares of ownership of internal corporations whose assets (Tokens, goods and “real estate”) would have value within the context of *Habitat*. Thus, there would be some basis for valuation of these stocks. We would therefore have all the makings of a true market. However, significant details about the mechanisms required to manage such a market remain to be worked out.

Machiavelli

Machiavelli is our working title for a sort of game-within-a-game that we are developing. *Machiavelli* is a socio-political game that requires no technical implementation whatsoever. It involves the inner machinations of a secret society whose ostensible purpose is to “rule *Habitat*”. Just what “ruling” means is deliberately vague, as are many other specifics. The object of the game itself is to become the head of the secret society. Unlike the other activities described here, putting *Machiavelli* into operation is a pure design and organization problem. The basic idea has been described in greater detail elsewhere and will be refined further in future documents. We mention it here for mostly for the sake of completeness.

Appendix A — Text of note from Dada Salesh

I am the Powerful Wizard “Salesh”! (Really, I am!) I will pay the sum of XYZ Tokens to the first Avatar or team to find my Amulet and return it to me.

The following information about thieves/scumm that I 'ported back to my house (with my WONDROUS powers) may be helpful to you:

- 1) They had a map of D'nalsi Island with them. (I have taken the liberty of making copies of the map for you, available for a small fee...)
- 2) As I snatched the map away, the uglier of the two said, “You’ll never find it! HA! HA! HA!” and flashed a sign of some sort: he formed a triangle with the thumbs and index fingers of each hand, palms forward.

The only advice I can think of to get you on your way is this: there is no form of water transportation in the world, so they must have 'ported to the island.

Equip well & Good Luck.

Dada Salesh, big bucks wizard for hire.

Appendix B — Library Book: The History of TelePort

The TelePort was invented by the great tinkerer Avatar, Foontrafian Subtrax. It took many years to perfect the technique, and many a test animal was lost to the void. It is still rumored to this day that, when the conditions are JUST RIGHT, a TelePorting Avatar may end up with animal parts in place of his normal limbs and/or head. Rest assured that this is ONLY a rumor. Regardless of the rumored risks, the TelePort has become the single most valued addition to the universe, opening whole new realms for exploration. Socially the “Port”, as it is called by most everyone, has restructured the world forever. Thank You, Foontrafian!

How a Port address is chosen:

TelePort booths are generally registered in the TelePort Book, published in every major city. There are some standards, loosely adhered to, when assigning a 'Port address: major intersections are usually "<Majorstreetname> Cross", cul-de-sacs are usually "<Streetname> <Compassdirection> End", Oracle fountain plazas are usually "Plaza <Compassdirection>", and so on. For example, "Bleem St Cross", "Foon Ave N End" and "Plaza SW" are all typical Port addresses. However, people have been known to spend large amounts of money to buy personal booths and NOT register them. These booths usually have customized addresses that have personal meaning to the owner, so the address is not forgotten.

Appendix C — Library Book: The History of Organized Crime in Habitat

Organized crime has never really been a big problem in Habitat. There is only one major gang, and it is now almost extinct. If it has a name, none of its members have ever spoken it publicly. The only way they can identify each other is by some secret hand signal.

The Mob (as they are colloquially known) was formed by a small number of Avatars bent on self destruction. All but a few members have been caught, (easily) tried, and sent into the void. Their crimes are nearly always mis-handled or bungled in some major way.

One good example of their foolhardiness is reflected in their security control: they have consistently used only 2 styles of locks & keys, styles #2000 and #4747. As is widely known, these are the two most common locks in the known world. You can see why they would have financial problems...

Appendix D — Other library books that ought to be written

History of Avatars
History of The Oracle
History of History
Head Fever
Avatar Life
Atlas of the World
Avatars I Have Known
Tuff Turf

Appendix E — The Tome Of Wealth And Fame

Congratulations! You have found the Tome Of Wealth And Fame! YOU are now responsible for what happens next.

Upon successful completion of your duties, you may receive a cash reward. Also, if you do a really good job, for NO EXTRA CHARGE you will have your name engraved on this tablet for all ETERNITY so treasure seekers will know that YOU have joined the ranks of Master Adventurers.

To collect your prize you must:

- 1) READ ALL of this tablet.
- 2) HIDE it in a place that will make it hard to find.
- 3) SHOW it to NO ONE.
- 4) NOT HIDE it in a turf.
- 5) NOT HIDE it in a locked container.
- 6) When it is hidden, seek an Oracle and speak the magic phrase "Willy Willy Nilly Billy".

If you obey these rules correctly, then you are eligible to receive the prize. The Oracle will determine whether you have complied with the rules. The next time the Tome is found by another Avatar, you will receive T10 for each day between the time you spoke the magic phrase to the Oracle and the time it was found. Good Luck! Try not to hide it anyplace stupid.

Top Tome Hiders: <list of master adventurers>