Sender Ungrim~

Date Mon Dec 20 06:16:54 1999~

Stamp 945688614

To immortal~

Subject mud~

Text

mud died

ung saw

ung cast resurrect

mud lives

ung

~

Sender Kyrus~

Date Tue Dec 21 23:51:16 1999~

Stamp 945838276

To ungrim~

Subject Balancing of Kyrus~

Text

I agree that this attributes on Kyrus are way unbalanced...

I think to counter this bug you should take hp/mana's

away from him.

I think that 500hp should be taken, followed by 800mana.

I think you will agree that that much is fair to take away.

Thanks,

-Kyrus

~

Sender Egrimm~

Date Thu Dec 23 13:42:36 1999~

Stamp 945974556

To Haruka Kyrus Misery Iason Killuminati ~

Subject Me being gone~

Text

What up niggas,

WEll i'm gonna be gone for the next couple days so i hope you will all have fun and

when i get beack we can raid bg for all the knight and lord gear. I should level when i get home too

Hope you all have fun and for gods sake lets get some more fucking clans up in this beeeotch

Egrimm

~

Sender Ungrim~

Date Thu Dec 23 20:25:44 1999~

Stamp 945998744

To immortal~

Subject Remort~

Text

Saw some insane stats on one of them remorters (1400/1400 at lvl 43)

So I've decided to disable the command until BB finds time to look at it

Any questions, complaints etc, throw em my way.

Ungrim.

~

Sender Kyrus~

Date Sat Dec 25 15:58:40 1999~

Stamp 946155520

To blackbird~

Subject A Christmas request.~

Text

Hey, I have come to hear upon some bad news. I was told

That this character, who is remorted is no longer going

to be around, since the remort system has been removed.

I was wondering if it is possible, however, to keep the name

'Kyrus' around. I was like to see this happen by renaming Haruka

to Kyrus. This would allow me to still play a character that is named

Kyrus, and hance keep the name going.

Please get back to me on the subject.

Thanks alot,

-Kyrus Frost

~

Sender Loiosh~

Date Tue Dec 28 16:16:48 1999~

Stamp 946415808

To mystiva~

Subject back stab~

Text

need 7 levels to get it...

takes 7 trains to get it...

warrior at level 14, mage at level 20

~

Sender Loiosh~

Date Tue Dec 28 16:59:31 1999~

Stamp 946418371

To elysia~

Subject thank you~

Text

have some things if you want something for the crown

can get you better armor if you want

or money, your choice

most of what I'm carrying you can't use yet

however I don't know if you want anything

would have just told you but when I try it says you're afk try again later

~

Sender Dresna~

Date Tue Dec 28 17:04:46 1999~

Stamp 946418686

To tweak ~

Subject hehe~

Text

TWEAK TWEAK!!!!

~

Sender Auchit~

Date Tue Dec 28 19:46:35 1999~

Stamp 946428395

To Immortal~

Subject Teleport~

Text

Casting teleport on others is great, but this is a spell that you should be able to cast on yourself too.

preferably have it default to yourself if you don't give it a target

Auchit

~

Sender Ungrim~

Date Wed Dec 29 19:27:41 1999~

Stamp 946513661

To auchit~

Subject Jail~

Text

Aint, she got nuffin on me

She just knows my name, thazzit, brought her to my friend's house (who's gone for holidays)

hehehehe

Scared the shit outta me for a minute though

cya later

~

Sender Bremen~

Date Wed Dec 29 22:03:35 1999~

Stamp 946523015

To Immortal~

Subject Merry X-Mas and Happy New Year~

Text

Hope Everyone is doing Ok and having fun!!

I just got a job working for Turbine, the developers

of Asheron's Call... Life is good. I miss everyone.

My E-Mail is rob@darkduality.com

Drop me a line, let me know you are all OK!

Bremen is confused as to what is/isn't going on.

P.S. Did I mention that I get to play GAMES at WORK!!! WOOOHOOO!!!

~

Sender Auchit~

Date Thu Dec 30 15:55:06 1999~

Stamp 946587306

To Ungrim~

Subject RE:Jail~

Text

Yea, work and all, had to leave quick...

Still kind of disturbing though... a youth with a chip on her shoulder could get

A lot of guys in trouble if she wished.... kind of scary...

Some of them just don't look like teenagers..

Enjoy your holiday,

Later bro..

~

Sender Haze~

Date Fri Dec 31 02:37:19 1999~

Stamp 946625839

To immortal~

Subject Bud the pet shopkeeper (mercenary guild)~

Text

Um, might want to knock his gold down. He carries over 500K and while he

is a shopkeeper in Dresden I think players have discovered a way to kill him/

Haze

~

Sender Soulcrusher~

Date Fri Dec 31 16:58:31 1999~

Stamp 946677511

To Immortal~

Subject Re: Bud the pet shopkeeper (mercenary guild)~

Text

Thanks Haze.. fixed. Happy FY2K!

Soul.

~

Sender Soulcrusher~

Date Fri Dec 31 17:19:00 1999~

Stamp 946678740

To All~

Subject Y2K Bug Is Loose~

Text

The Y2K Bug has been spotted below the Center Oak Tree.. stay away as this

particular bug is extremely aggressive... as well as loaded with gold.

You have been warned! Oh, and Happy New Year!!

Soul.

~

Sender Haruka~

Date Fri Dec 31 18:08:12 1999~

Stamp 946681692

To all~

Subject Y2K~

Text

Just to let all of your know, Y2K has been exterminated.

No thanks needed,

-Haruka Frost

~

Sender Gravestone~

Date Sat Jan 1 01:30:59 2000~

Stamp 946708259

To all~

Subject Happy New Year~

Text

Happy New Year all, hope it is a safe and happy holiday.

~

Sender Egrimm~

Date Sat Jan 1 03:00:11 2000~

Stamp 946713611

To Haruka Kyrus~

Subject whoops!!~

Text

hey dude, i guess i watched to much of the cheech and chong movie and i missed you

playing on here. Sorry about that but i like their movies.

Egrimm

~

Sender Blackbird~

Date Sat Jan 1 06:26:24 2000~

Stamp 946725984

To all~

Subject Happy New Year~

Text

Same from here to all of you :)

And may your life be prosperous, bla bla bla :)

BB

~

Sender Blackbird~

Date Sat Jan 1 06:27:02 2000~

Stamp 946726022

To immortal~

Subject re: remort~

Text

Ok, I guess I have to look at it next week :)

BB

~

Sender Blackbird~

Date Sat Jan 1 06:57:16 2000~

Stamp 946727836

To immortal~

Subject re: remort~

Text

If the remort system would have been buggy, Brownbear would have had the same.

He has normal stats.

BB

~

Sender Blackbird~

Date Sat Jan 1 07:10:47 2000~

Stamp 946728647

To immortal~

Subject Kyrus~

Text

I've restored a pfile from 10 Dec, owned by Kyrus.

He was having 2500 hp at that time.

Somewhere we still have a sort of bug.

BB

~

Sender Blackbird~

Date Sat Jan 1 07:28:42 2000~

Stamp 946729722

To imp~

Subject bug~

Text

Ok,

I found one in Aquest. After you quit and relog in, your aquest time is zero

and you can quest again. So no time delay in questing.

BB

~

Sender Blackbird~

Date Sat Jan 1 07:38:38 2000~

Stamp 946730318

To imp~

Subject Kyrus~

Text

Log Kyrus: aquest time Log Kyrus: tell iason You should quest too...and grab all the items and abort Log Kyrus: reply Kickass :P

Ok, I guess I found the bug

BB

~

Sender Blackbird~

Date Sat Jan 1 07:46:37 2000~

Stamp 946730797

To imp~

Subject Kyrus~

Text

Fri Dec 31 01:44:21 1999 :: Kyrus has picked up 1042478 gold. [Room: 2535]

This was bud.

BB

~

Sender Blackbird~

Date Sat Jan 1 07:56:46 2000~

Stamp 946731406

To imp~

Subject Re: Kyrus~

Text

Ok,

I think I know how he has done this. He's really into questing for HP/Mana etc

He says himself in the logs he can get one exchange for trains in an hour, which

is pretty fast in my opinion. Also he abuses the bugs in this system.

I'll see if I can make aquest more Kyrus-proof.

BB

~

Sender Ungrim~

Date Sat Jan 1 08:21:32 2000~

Stamp 946732892

To immortal~

Subject Happy Debugging~

Text

Take it easy all, may 2k bring us what we want.

May it give Soul his health

Graves his own T3

BB a new nest

Haze some of his purple stuff

Vlad some new fangs

Bremen a new tree

An well, Eclipse, too bad bud, your big bang

didnt come thru hehehe.

Uncle Ung, 1993 pints to go this year.

~

Sender Soulcrusher~

Date Sat Jan 1 13:23:24 2000~

Stamp 946751004

To Immortal~

Subject Rebooted~

Text

Rebooted mud to load up "poor" version of bud and other shopkeepers.

Soul.

~

Sender Blackbird~

Date Sat Jan 1 22:27:21 2000~

Stamp 946783641

To all~

Subject questing~

Text

Hero's can't abort quests anymore.

This is done because Hero's should know the mud so well, they

can handle every quest.

BB

~

Sender Blackbird~

Date Sat Jan 1 22:45:01 2000~

Stamp 946784701

To immortal~

Subject getting hp/mana/move~

Text

I want to make the gain of hp/mana/move from training dependent on the number of hp/mana/move you have.

Thus if you have a lot of hp, the training won't give you automatic 10 hp, but will be less

BB

~

Sender Tweak~

Date Sat Jan 1 23:07:31 2000~

Stamp 946786051

To dresna~

Subject tweak?~

Text

TWEAK TWEAK TWEAK!!

~

Sender Anka~

Date Sat Jan 1 23:19:53 2000~

Stamp 946786793

To all~

Subject questing~

Text

If you are now on a quest, and you quit, it will be considered as a total abort.

You'll need to sit out the time for the quest + the penalty for the aborting the

quest before you can start a new quest.

BB

~

Sender Blackbird~

Date Sat Jan 1 23:39:09 2000~

Stamp 946787949

To imp~

Subject questing~

Text

Ok, the changes I made avoids the bug exploit Kyrus has performed.

Now I want to add that they really fetch the item, the questor assigned, and don't

hand in an old one, they already collected before,but were too late to collect.

BB

~

Sender Haze~

Date Sun Jan 2 17:35:59 2000~

Stamp 946852559

To immortal~

Subject why?~

Text

Why make things more difficult on players? What purpose does it serve?

Unless you have fixed the bugs with questing such as the questmaster

asking you to kill mobs in newbie rooms, safe rooms, mob chutes, etc,

then you have only made questing that much more irritating as if it

already wasn't a hassle barely worth bothering with.

Haze

~

Sender Pheonix~

Date Sun Jan 2 23:37:53 2000~

Stamp 946874273

To ALL~

Subject I like potatoes~

Text

I just thought everyone would like to know a little

something about me, I like potatoes.

Now that I have poured out my heart why don't

you all tell me a little about yourselves.

The Once and Future Champion of the World

~

Sender Sapphyr~

Date Mon Jan 3 00:06:21 2000~

Stamp 946875981

To all~

Subject quest aborts for heros~

Text

There are quests heros can't do. Like ones that send us to

mudschool or that require killing shopkeepers

~

Sender Gravestone~

Date Mon Jan 3 01:49:21 2000~

Stamp 946882161

To immortal~

Subject things to do~

Text

well I logged in tonight and lo and behold there are 8 people on

so for one I dont think this mud is dead yet. But some changes

have to be made to keep it going and this is what I was thinking...

we need to get rid of the detect stealth, why would you want to play thief

if anybody can detect you? One of the main advantages of being a thief

was being able to stealth and not be detected.

Get rid of the hero quest, yea it was nice to have for a time but its become a bit

out of date, people just look at it as a hassle now and we still have an overabundace

of hero characters.

look back at what made this mud fun to play when it was just DLL?

simplicity, good areas, and castles. Now the castle code is in for I see a few

people that have the moniker in front of their name. Here is what I propose...

we put the castles in fully, opening it up for 4 pc's to create and run.

we get rid of those things that just throw the game out of wack, like farslay...

yea they are nice features and excellent code, but what is the fun of that when they

figure out the components, then we just have a bunch of people that can kill you from

afar.

I think the key is that we need to expand this game, no need to make a entire new game

when we have one already running :)

lets get rid of the random stats and put in the old ones, people like finding eq and knowing what it does

and so on and so forth, but what I do propose is that we put the limited high level gear in (the..

code that bb did is excellent) which will A) enhance pkill B) make people look for better items

and so on and so forth.

so what do you think? get back to me when you can.

Gravestone

~

Sender Diablerie~

Date Mon Jan 3 02:36:39 2000~

Stamp 946884999

To all~

Subject TOC's future, my opinion...~

Text

The following note is to fully express my opinion on where TOC should be

headed in the coming months. It does not necessarily reflect the opinion of

any other members of the staff here. The code changes I'm suggesting do not

take a great deal of work and I am willing to make them on my own if the

powers that be desired that.

1.) A PK environment with no option for playing the game past level 15 without

participating in the pk system.

2.) Addition of functional limited object code, a limited object

is an object which exists in a set number of instances throughout the world.

Meaning if another player has the Sword of Starlight you will have to kill

him to acquire it.

3.) Balance the class/guild combinations including the addition of a minimum

of 50 skills/spells, with the removal of certain late additions such as

detect stealth, enchant item, and smite.

4.) Mobprogs.

5.) The addition of preset castles with associated powers, including a full

castle relic system, if your castle loses it's relic you lose your powers

until you regain it.

6.) Removal of heroquesting, removal of remorting, removal of "purchase" via

experience system. When remorting you become a completely new and functional class or race.

Removal of random object stat system.

7.) Miscellaneous additions, add in the ROM 2.4 code which is functional and

useful, user defined prompts, affect locations, dynamic object effect system

I can honestly say that I could make these additions and changes on a test

port and add them into the game within a months time.

~

Sender Sapphyr~

Date Mon Jan 3 03:08:51 2000~

Stamp 946886931

To soulcrusher gravestone~

Subject goodbye~

Text

I don't want to get into a whole lot of my thinking about this,

but I have a lot of other stuff going on and I don't really see the people

who I used to come here to see.

In short, if I stay here, I know I'll just find myself irritated at everything

not being the way I want it to. And there is not much point in griping

about things I have no time, energy or patience to change.

It's been fun

If you want to keep in touch, I am still reachable at mhnadel@cinenet.net

~

Sender Sapphyr~

Date Mon Jan 3 03:13:36 2000~

Stamp 946887216

To all~

Subject goodbye~

Text

In short, I am too busy in rl to play and I don't need the temptation.

It was fun while it lasted, but it's time to move on.

I hope I at least proved that a hobbit m/c could achieve greatness

or at least achieve true compulsion as I gained everything and got

it to 100%.

~

Sender Ungrim~

Date Mon Jan 3 05:55:57 2000~

Stamp 946896957

To Blackbird Soulcrusher~

Subject Recent events.~

Text

Hehe, it's 2k, and all of a sudden people get interested again, funny.

Just read a few notes, mainly those by Graves and Diab, and wanted to share my thoughts.

Both start with saying we need new things, then in the next line, they want to destroy

that that was added. Ironic, no?

Diab names a number of things that would seriously change the mud itself, which in itself

is fine by me of course, but was a source of problems in the past.

Another note I feel I have to place here is that his code is usually really bad.

Not trying to bring him down or anything, but I've seen other things by him that corrupted

a lot of other code hehe.

I'd feel safer if BB and I, and maybe Graves or Eclipse would imp it.

Just sharing my thoughts.

Le Ung.

~

Sender Soulcrusher~

Date Mon Jan 3 10:17:57 2000~

Stamp 946912677

To Immortal~

Subject Re: stuff~

Text

I like the recent flurry of suggestions, etc. Some very good ideas coming out.

I'd like to see the current IMP staff continue to work on things tho, now that we have

Graves back, perhaps we can actually get these things going for once.

Please keep them coming, Diab has some very good suggestions, and Graves has pretty much

echo'd them as well. Lets get them all out now, and then we can come up with a plan of attack.

Soul.

~

Sender Auchit~

Date Mon Jan 3 12:41:55 2000~

Stamp 946921315

To All Blackbird~

Subject Hero Questing~

Text

Like Sapphyr Said,

How about you fix current bugs before adding new code to it?

I'm not against makeing Heoro's quest..

But before you give them a penalty, fix the shopkeeper, mudschool bug first.

And for most, BG2 or deeper quest are just as immpossible.

Auchit

~