

THE GOOD WIZ GUIDE

Life as a Wiz in British Legends

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Becoming a Wiz

Congratulations! Most adventure games end when you've solved all the puzzles. You will find that life in British Legends (BL) is just beginning! By the way, if you're female, don't be alarmed at the use of the word Wiz. It's a generic term which refers to both Witches and Wizards.

Now that you've worked your way up through the ranks and gained the points needed to qualify as a Wiz, you are obviously anxious to use your new powers. The most important thing to remember as a Wiz is that your position is one of RESPONSIBILITY. This document will help you come to terms with your new-found status and keep the power from going to your head! Always remember that Wizzes are not only British Legends' masters but also its most trusted servants. Wizzes who repeatedly go against this guide or the warnings of other wizzes can be barred from wizhood permanently.

The Function of a Wiz

Points are no longer useful to you so you no longer have to worry about dropping treasure in the swamp or being killed. This frees you to look after people.

A Wiz acts as a controller and monitor of the game and, in an informal manner, keeps the game functioning well. A Wiz may help and hinder people at will, but always remember that you were once a mortal, too, and that all players have feelings. Get all sides of a story before dealing out punishments. You will become used to the responsibility of being a Wiz and learn from other Wizzes' examples. If you ever feel unsure about something, consult your fellow Wizzes before making an important decision (such as FODing an offensive mortal).

Now that you've made it to Wiz you might feel inclined to give people who hindered you on the way a few Fingers-of-Death. Don't! Put petty mortal arguments behind you and act in a manner appropriate to your new status.

Differences in the game

You will notice changes in the way the game behaves towards you, not least of which is the ----* prompt, which denotes your new and grand status. Wizzes are also given an honorary marker in the cemetery.

For each room there is a "Wiz name" which is used in Wiz commands such as GO. These are usually abbreviated forms of the full name although some are somewhat obscure. A room's Wiz name is displayed when you

LOOK. Your Wiz map shows all the Wiz names, but here are a few useful locations:

DECK	Deck of Galleon	SWAMP1	Treacherous Swamp
WOE1	North part of Isle of Woe	START	Narrow Road
ROST	Ring of Stones	BROST	Beneath Ring of Stones
DTREAS	Druidical Treasure Chamber	ISANCT	Inner Sanctum
KTREAS	King's Treasure Chamber	EMINE	Entrance to Mine

There are also a few rooms especially for Wizzes, including HOME, LIMBO, STORE and XMASBX.

When in the Wizzes' HOME, you are invisible to mortals in the game. This is a good place to relax and chat with fellow Wizzes without interruptions from mortals.

STORE contains many things which can be used by Wizzes to brighten the game up. Such things as firestones and extra rabbits can add spice to the game and make things more fun (and maybe more dangerous!) for mortals making their way to Wiz. Do not take anything from STORE until you're accustomed to your new powers.

LIMBO is a room with no exits, from which a mortal cannot quit. If a mortal is really annoying, you can put him in Limbo to have a quiet chat with him. (You will not automatically be invisible.)

XMASBX is a special area. It is very tempting, especially for new Wizzes to empty its contents and scatter them around BL. Don't do this. By all means, take a look at what's there, but leave the contents well alone until about December 17-31. Otherwise you spoil the magic of a real BL Christmas, when you are free to spread gifts around The Land.

A Wiz can also visit all the DEAD rooms. These rooms have descriptions such as "You poison yourself simpleton" and are deadly to mortals (i.e. a mortal is thrown into a DEAD room when he does something stupid such as eating the mistletoe). However, Wizzes can sit in DEAD rooms quite happily. For a Wiz, BL will display ALL the objects in a room, including those destroyed (mobiles with less than 0 stamina or otherwise destroyed items). This takes a bit of getting used to, but is very useful when you get more experience. The command USERS gives a Wiz a list of all the players' locations and what each player is carrying. This can be a bit long-winded. For a list of players only the command QuickUsers (QU) is recommended.

Wiz Commands

Here is a list of new commands available to you and an explanation of their functions. Obviously you will want to experiment with your new powers, but ask another Wiz if you're not sure about something since it may prove disastrous if you simply try it. Minimum abbreviations are in uppercase.

GO <room>	This command teleports you to <room>. (<room> is the Wiz name for the room.)
SuperGet <object>	Collects <object> from anywhere in The Land unless it is already held.
SNOOP <player>	Snoop on <player>. (Described below.)
FOD <player>	Terminates <player>'s life. (Described below.)
FOD <item> In <room>	Destroys <item>.
Look <room>	Gives description of <room>.
Get <item> From <room>	Collects <item> from <room>.
Drop <item> In <room>	Deposits <item> in <room>.
PEACE	Stops all fighting in the game. (This command is often very annoying to mortals.)
WAR	Ceases PEACE and allows fighting again.
LAUGH <message>	Displays <name> laughs <message>
FREEZE	Freezes all mobiles in their current positions.
MELT	Starts mobiles moving again after FREEZE.
SUMMER	Ceases rain or snow.
WINTER	Causes snow instead of rain.
Score <player>	Gives full score of <player>.

A Wiz may SNOOP on a player or object with the command:

SNOOP <player> or SNOOP <object> In <room>.

This will display all BL's output to <player/item> on your screen preceded by a vertical line (|) to distinguish between your output and theirs. No prompts (----*) will be displayed while you are snooping. You can stop by typing UNSNOOP. (Snooping can be extremely confusing, but you will get used to it after a while and enjoy watching mortals explore The Land.)

The FOD command is extremely powerful. It causes permanent death, so it should be used sparingly. FOD is mainly for use on people using obscene language or handles. Talk to a mortal before you use FOD.

In general, wizzes should not FOD each other. Although their deaths are not permanent, it doesn't make sense to repeatedly kill each other and let mortals see "Susan has just arrived" "Susan has just passed on" "Susan has just arrived", etc.

There will be exceptions to every rule, of course. If someone asks to be foddied, for example, (WISH,FOD ME, I WANT TO SEE WHAT IT'S LIKE) then it's fine to do so. Some wizzes like to give one another a "friendly FOD", a bit like a pat on the back. Even "unfriendly" ones can be OK if the other wiz is causing mayhem, but be sure to follow it up with a discussion of the situation.

A Wiz also has great control over BL's mobiles and objects. To find out the attributes of any object use the command:

STAMINA <object> In <room>

Stamina will return a display like this:

```
Name [object]
Room [room]
Move every [movement] count [count]      (Shown if the item moves)
base value [base] current value [value]
weight [weight]
prop [prop] scoreprop [scprop]
stamina [stamina]
```

[Movement] is how often a mobile moves in seconds; it can be altered by the command:

SPEED <object> In <room>: <new movement>

[prop] reflects the current status of the object; some objects such as doors have different statuses (open, closed, etc). This property can be set by the command

SET <object> In <room>: <new property>

To bring previously destroyed (0 stamina) mobiles to life again or to make it possible to KILL normal items (an object's [weight] is an indication of its strength) the following command is used:

RES <object> in <room>: <new stamina>

A Wiz can also pick up any object in The Land, including some things that are part of BL's game structure e.g. the yew tree, doors, the Slab and fires, not to mention all the mobiles that cannot be picked up by mortals. Be very careful when carrying objects that cannot normally be moved since this can confuse the game and create trouble. Try to "rearrange the furniture" as little as possible. Although it can be amusing in a quiet game, the players become irritated if it's done too often. Picking up objects that provoke the "I hope you know what you're doing..." message and multiplaced objects such as rain can cause the game to crash, so don't play with them. Many objects can also hold or contain other objects (e.g. dwarves and fires).

Sometimes you can't use GET and DROP to move items (for instance, if you are carrying the egg). In these circumstances, use the commands:

PICKUP <object> FROm <object/mobile>

LETGO <object> IN <object/mobile>

Spells

A Wiz has a 100% chance of casting any spell and is immune from magical attacks. A complete list of spells can be obtained by entering SPELLS, although some of a Wiz's spells are superior (for example, SUMMON does not cause the victim to drop what he/she is carrying). Use spells with discretion, and do not single out mortals to pick on.

A Wiz can become INVISible at will, which will conceal him/her from mortals in the game. The (----*) signifies invisibility. This is especially useful for checking on suspect mortals without their being aware of your presence.

Wiz Ethics and Responsibilities

A Wiz has to deal with many events in British Legends. This section gives some common situations and hints on how to handle them.

"It isn't fair!!"

This is a common wail when a player has just been killed! Basically anything one mortal does to another is legal, although there are a few things mortals can do which go against the 'rules' of BL. However, if a mortal dies due to some Wiz action this is unfair (unless the Wiz is playing a different character with no Wiz aid). If a player dies due to Wizard actions, directly or indirectly, his character should be restored.

Do NOT attempt to kill mortals as a Wiz. It is totally irresponsible behavior and ultimately results in the loss of Wiz-ship. Handing out weapons such as longsword, etc., is also illegal. Let the mortals find the weapons by themselves. Obviously a player who has just been killed will be upset and the gift of a few pieces of minor treasure might not be a bad idea. However, if the persona was killed legally, arguments such as "I paid \$500 getting to Legend and I'm not going to lose it that easily" are unacceptable. Part of BL is being killed and everyone goes through the upsetting experience on their way to Wiz. Some minor (already swamped) treasure will compensate, but do not hand out huge amounts just because someone has been killed legally. If they're any good they'll win their points back quickly, having learned a lesson.

"Help! I'm stuck in the cupboard"

Mortals frequently get themselves in sticky situations and part of the fun of being a Wiz is watching them wander about trying to solve the puzzles.

In the above example, if the mortal has the bow, but someone else is carrying the baton, instead of simply letting him out of the cupboard, encourage him to engage in diplomacy with the baton-owner; point out that he might let the prisoner out if he were offered a share of the loot!

How much you help mortals is very much a matter of personal judgement. However, you will learn that helping them too much encourages them to be lazy and to expect you to do everything for them - and where's the fun in that? In general, if you decide to assist them, offer hints rather than providing the solution. In response to the request "What do I do with the Idol?", it is much better to reply: "Well, what do

you THINK you do before an Idol?", than simply telling them to pray. There is no need to respond to every mortal request. In many cases you will be busy talking with fellow players. Quite often other mortals in the game will be willing to take over giving hints to players.

Incidentally, it is completely illegal to give special assistance to any friends who helped you become a Wiz. If you promised to help them, you were lucky a Wiz wasn't around to sort you out. You must break your promise.

Swearing and Communication

The communication aspect of BL is obviously open to antisocial people who wish to annoy others by swearing. If swearing occurs between two players it may be their business, but when publicly broadcast, it is offensive. It also violates CompuServe's Rules of Operation. People shouting or saying swear-words should be dealt with immediately. If one person gets away with it, others tend to vie with each other in being shocking. People who swear in BL are probably doing so because they don't understand the game, since no-one ever gets to Wiz by behaving this way.

There are basically two types of obscenity merchants, the unknowing novice and the deliberate mischief-maker. If you encounter someone swearing, talk to the player: the former will probably respond to a warning. The latter will get worse. Tell the player his behavior is unacceptable and warn him that repeated offenses could cost him his persona. We suggest that you DUMB the player for the first offense, summon him to LIMBO the second time, and FOD him the third. NEVER use the FORCE spell to make it seem as if a player is swearing.

People who give themselves obscene or offensive persona names should be FODded immediately. BL has an extensive list of forbidden names, but no computer program has been written yet which will defeat the determined obscenity merchant!

"Give me an icon!"

However generous a Wiz should be, you also must avoid being over-generous. This is a common problem among new Wizzes. There are some mortals who will constantly ask for treasure. It is always tempting to give in and appear to be the nice guy, but you must be firm with such players. Handing out treasure encourages mortals to ask for more and gives you a reputation as a "soft touch". By all means, supply needy mortals with objects they need to perform tasks, but cannot recover - for example, if a player wants to jump off the cliff and the gear he needs is in the swamp, it's quite reasonable to get it for him (provided it was swamped accidentally). But don't just spread treasure everywhere. After all, you had to work for it! Don't hand brands or keys out to a higher-level character just because he asks for them... he is certainly capable of finding them himself!

"Take me to the island!"

Just as some mortals beg for treasure, others are too scared to cross the sea or venture into dangerous areas. Do not become a taxi service. Encourage them to work. The art of good Wizship is to retain a healthy respect for Wizzes among mortals without turning them into fawning serfs or gaining a reputation as a bully.

Novices and How to Treat Them

Another part of a Wiz's job is helping newcomers make their first steps into BL. New players find their first games very confusing (remember your first game?). A Wiz can be a great help. Begin by telling the novice about communications, then perhaps taking them on a small guided tour around the game. BL relies on a regular intake of new novices and encouragement and advice from Wizzes help the new players a lot. Give a novice a tour of The Land, making it plain that what he is seeing is just a taste of the game. (The locations DECK through START listed earlier make a good tour.)

Novices quite often get killed because they are inexperienced. Sympathize with them when they moan and tell them how many times you got killed on the way to Wiz! This also applies to other players with greater points. Unless you were superbly lucky, you too know the agony of being killed when you're a Legend.

"Can we have a reset please?"

Sometimes BL will become exhausted of its treasures and the treasure-minded mortals will call for a reset. Before performing a reset, make sure that it is really needed and that most of BL's treasure has been swamped. Contrary to what some mortals believe, there is treasure in BL past the cottage! Finally, if you are sure that there are no areas of the game left uncompleted, or that all the treasure the current players could collect has been swamped, you must ask for any objections anyone might have. Even if one mortal objects, you must not perform the reset, unless the game really has been played out or the person is objecting just to be spiteful. Even though wizzes can reset the game without everyone having to leave the game, don't make this a habit. Letting someone to stay behind to finish a puzzle while others go on to a new game can backfire. Once you have left a reset game you can not enter it again. Teammates can become separated, wizzes might not be around in case of trouble, and it is hard on the computer (which can cause system slowdowns). Resist the temptation to reset whenever a novice asks. Anyone who knows what a reset is is NO novice! It helps if people can explore the game and spread out a little, and delaying resets will encourage that. However, if it's pretty well played out and there are a fair number of points in the swamp, resets should be available. ALWAYS coordinate with other wizzes, to avoid ending up with multiple games with only a few people each. The command to reset the game is RESET.

Creating Your Own Mortal Personas

Mortal personas operated by people who also have Wiz personas, who use them to kill ordinary mortals, create more problems than any other area of Wiz behavior. Because Wizzes know the game better than mortals, it's hardly surprising their own mortals tend to rise faster through the ranks than players who've never made it to Wiz. Inevitably this gives rise to accusations of cheating.

There is no reason why you shouldn't use a mortal to polish off the odd troublemaker or bully, or even to see how good an upper level character is. The boundaries of decent behavior are crossed when you use mortal personas to dominate the game and carry out things you would like to be able to do as a Wiz, but aren't allowed to. If you end up a worse bully than the people you're trying to put down, then you spoil the game for others - and fellow Wizzes should treat your mortals accordingly! Make sure your mortals don't do anything other mortals would be condemned for doing such as bullying, victimisation or looby-looing.

Do not persecute mortals. Do not set your cap for one legend and go after him to the exclusion of all others. If you intend to "go after" a mortal with one of your mortals, it's courteous to tell the other wizzes that you're going to do it, so they can back you up if the mortal claims that there was wiz intervention. It's definitely handy to let the other wizzes know who your mortal characters are, but this information should never be passed on to mortals.

It's a fact of BL that because Wizzes have so much power, subconsciously they think their mortal personas are entitled to be equally omnipotent. Avoid this attitude. Above all, if a mortal is rude to one of your mortals or kills one, never, ever use your Wiz powers to take revenge.

Because it's so easy to cheat (e.g. you could hide the longsword as a Wiz, QUIT, come back as a mortal, get the LS and run through the object of your disaffections), Wizzes must be seen to be whiter than white in this respect. Mortals are quick to accuse Wizzes of cheating at the best of times, and to blame the personal intervention of a Wiz for their misfortunes. Never give them a valid excuse to do so.

It's quite all right to build up mortal personas of your own in the usual way, but once again, don't behave arrogantly or oafishly just because you can go straight back to being a Wiz. Some BL Wizzes impose an ethical code on themselves and never use a mortal persona to attack a mortal of a lower rank than themselves. This is a matter of personal choice. Provided you stick to these guidelines, you can honestly respond to all mortal complaints that you have every bit as much right to enjoy playing the game as they have.

Managing Mortals

You will invariably come across examples of mortals indulging in trickery, deceit, and thievery. A common habit amongst mortals is to use one persona to do the dangerous work of collecting treasure and then coming on as another persona to get the points. This is called "looby-looing", and is against the spirit of BL. If you see someone doing it, stamp it out either by removing the goodies as soon as they quit, or by arranging something nasty (e.g., a very large rat) to attack them when they appear under the guise of their other persona to claim the loot. Be suspicious of any high-level persona who comes in for only a few moments, then disappears. If you catch people at it, explain they're doing something wrong first - they probably don't realise it's unfair. A certain amount of collaboration between friends/relatives is to be expected, but if it gets to the stage where you think that, were the players not related, they wouldn't behave that way, it's time for action. For example, it's OK for someone to use 3 terminals to do the icons so long as it is done the "fair" way, where the persona which killed the golem gets 2 icons and the other 2 personae get 1 each. If one swamps all 4, then that's unfair!

Part of a Wiz's job is being a resident psychoanalyst. A Wiz should try to understand players' feelings when they are killed and help people who need it. People often need an emotional boost when playing BL, so try to understand everyone's feelings and be a full participant in the mortals' game, without appearing to be tyrannical or interfering!

Never get involved with mortals' arguments. Never help a mortal kill another mortal. Answer moans about how something "isn't fair" with stories of your own days as a mortal and all the unfair things you had to put up with in the good old days when BL was "really tough"!

It's OK to tease mortals by setting up traps and puzzles for them, as long as they are in good fun. Rendering a game unplayable for someone, or actually causing their death, is not acceptable.

Arch-Wizzes

Although Wizzes are BL's masters, there is a rank above Wiz. The status of Arch-Wiz is not reached by gaining points. Arch-Wizzes are BL's administrators, and exist to look after the game on a higher level than Wizzes. Arch-Wizzes keep a quiet eye on the Wizzes and in the case of persistent misbehaving, can demote a Wiz, temporarily or for good.

Nevertheless, Arch-Wizzes should not be expected to run the game. Wizzes are trusted to use their own judgement. If a situation arises that you and your fellow Wizzes truly don't know how to deal with, then consult an Arch-Wiz.

Club Rules

Becoming a Wiz is like joining an exclusive club with its own traditions of good manners and arcane rituals. You will find that your fellow Wizzes will be very helpful to you. Do not be afraid to ask them for advice or help with Wiz commands, especially in your early days. Start by using the Wiz, (message) command, which is usually favored. You'll find Wizzes are far more open with each other than you imagined when you were a struggling mortal; between themselves they crack jokes, discuss the merits of individual mortals and generally enjoy all the benefits of an exclusive club.

Unfortunately, even Wizzes have occasional arguments. If this happens, it is an accepted rule that such arguments take place unseen to mortal eyes and are resolved amicably. Never do anything which will lower the esteem in which mortals hold Wizzes. After all, the reason which keeps them playing is the quest to join the hallowed ranks to which you now belong.

In conclusion...

Remember the golden rules:

- * Be firm, but fair.
- * Don't be over-generous.
- * Keep the game FUN for others, as well as yourself.
- * Don't make arbitrary decisions.
- * XMASBX is for Christmas.
- * Don't give Wiz maps to mortals.
- * Never take revenge.
- * Don't favor friends' personae.
- * Be helpful and polite.
- * When in doubt, ask.

We hope you will enjoy your new powers and enjoy your new ability to concentrate on the social aspects of the game. We hope you will find yourself making friends with fellow players, both mortals and Wizzes, from around the world.