

The Good Wiz Guide

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1 Introduction

1.1 Becoming a Wiz

You are now a wiz! Congratulations! Most computer games come to an end when you've solved all the puzzles or killed all the bad guys. However, you are about to find that your life in MUD is just beginning.

Now that you've made it to wiz you have new powers at your disposal. However, you have to use these powers wisely, and **responsibly**. Always remember that wizzes are not only MUD's masters and mistresses, but also its most trusted servants.

1.2 The Good Wiz Guide

The Good Wiz Guide (GWG for short) aims to point you in the right direction so that you, and other players, can have fun. However, as MUD is a constantly changing game, the GWG exists only as a set of guidelines to show the basic ethics. You may well find that the site where you play has its own individual rules that have been set by the playing wizzes.

1.3 The Function of a Wiz

The first change you must make, now that you are a wiz, is in your attitude towards the game. No longer do you have to make points or worry about being killed; this frees you to look after other players.

A wiz acts as a controller and monitor of the game, and keeps it running and functional. A wiz may help or hinder people at will, but always remember that you were once a mortal, too, and that other people do have feelings! Try to get all sides of a story before taking action, and try to keep control of the situation — a difficult task at the best of times! If you ever feel unsure about something, consult a fellow wiz — especially before making important decisions such as whether or not to FOD a mortal. Sometimes it's a question of doing the least bad of several possible evils rather than making a right or wrong decision.

Now that you've made it to wiz, you may want to take revenge on the people that hindered you on your way to wiz, or reward those who helped you. **Don't even think about it!** As a wiz, you must put mortal affairs behind you. Put petty things like this out of your mind, and act in a manner appropriate to your new status.

Mortals are expected to helplessly blunder through the Land of MUD until they discover how to use things. Blundering wizzes, however, are not a pretty sight. If in doubt, ask!

1.4 A First Look

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	Elizabethan Tearoom
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

For a wiz, the game 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.

2 Your First Day as a Wiz

2.1 Wiz Training

However wizzes may choose to describe wizzing, most agree that it is not easy to be a good wiz. You not only need to master the technical complexities and memorise dozens of new commands, you must also learn to think and act like an impartial arbitrator, leaving behind your mortal biases. Fortunately, you need not start on your path alone: we have a formal training program for new wizzes.

Shortly after you make wiz, the arch-wizzes will assign you a big brother or sister (BB or BS for short), an experienced wiz who will be your guide during your initial steps.

Your trainer will have many responsibilities. You will spend many hours together, discussing the ethics of wizzing, wiz responsibilities, various dos and don'ts, and the mechanics of wiz commands. When your training is over, your BB/BS will request that you be 'permed'. Once permed, you will be responsible for the consequences of all your actions. However, it does not mean that your training will be complete: on the contrary, consider it one of your duties to improve continuously your understanding of the game. Never hesitate to ask other wizzes for assistance.

2.2 Wiz Only Rooms

There are several rooms in MUD that are accessible only to wizzes. The main rooms are: HOME, LIMBO, STORE, USWAMP, XMASBX, and the various 'death' rooms.

HOME is a room intended to provide a resting place for wizzes when they want to be away from the mortals. When in the Wizzes' HOME, you are invisible to mortals in the game. Most wizzes, however, opt to choose another room as their permanent residence.

LIMBO is a room without exits. LIMBO is a perfect room for telling people off in for a number of reasons. Mortals cannot quit from this room (apart from losing contact with the host machine). The room is spell-proof so mortals can't cast spells from here. As LIMBO is such a nasty room, we suggest you use it only if you are going to FOD a mortal, or intend to scare them severely.

STORE is a room that contains some useful items such as extra swords, wafers, and firestones which can be used to add spice to a reset and make things more fun (or more dangerous!) for mortals making their way to wiz.

USWAMP (Under the swamp) is the room where all objects dropped in the swamp go.

XMASBX (Christmas box) is a special room to which only wizzes have access. It contains items for use on special occasions. Most of the stuff in there is for the Christmas period, about the 17th to 31st December. By all means take a look in there but please don't scatter the contents around MUD unless the date warrants it!

A wiz can also visit all the 'death' rooms. These rooms have descriptions such as "You poison yourself simpleton" and are deadly to mortals (i.e. a mortal is thrown into such a room when he does something stupid such as eating the mistletoe). However, wizzes can sit in these rooms quite happily.

Be careful about entering rooms that contain lots of objects, such as USWAMP, as this will slow the game down and might even crash it.

2.3 Wiz Commands

When you type COMMANDS as a wiz, the output will be very different from what you are used to as a mortal: it will contain a near-complete list of all wiz-only commands. Some, you probably encountered as a mortal, but the wiz version may be loaded with extra features. Others are brand new. Don't worry: you don't need to learn all commands at once.

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:

SN00P <player> or SN00P <object> In <room>.

This will display all the game'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>

The STAMINA command 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 (negative 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 the game's 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>

2.4 Experimenting

Short version: don't. Unless you really know what you're doing, of course!

As a mortal, you were encouraged to experiment, to try all conceivable uses of objects that you found, to try out new commands in every meaningful situation (and perhaps even meaningless ones). Now that you're a wiz, the opposite should apply!

This is not an arbitrary measure that exists merely to curb your curiosity. Wiz commands are immensely powerful and some of the most powerful commands and features are very unforgiving. It is easy to make mistakes that render the game unplayable or cause an outright crash.

Experimentation also isn't needed because as a wiz, you are privy to information that was not available to you as a mortal. You may also ask your fellow wizzes or the arch-wizzes anytime if you require assistance.

That said, it's okay to experiment with things that are decidedly safe. For instance, you may wish to check out what you need to do to reset the dragon and make the puzzle work again. This kind of experimentation shall not pose a problem; it's the "gee, I haven't seen this object/feature before, I wonder what happens if..." kind of approach that you are being warned against. If you don't know what something is for, or how something works, the way to find out is by asking your fellow wizzes about it! If no one knows the answer, feel free to ask the arch-wizzes.

3 Wiz Ethics and Responsibilities

MUD wizzes hold remarkable powers in the game. With power come responsibilities: while you are under no obligation to play the game as a wiz, if you nevertheless elect to do so, you must live up to wizdom's high standards.

3.1 Managing Mortals

In general, you may often find mortals are a tiresome bunch, always whining for treasure and expecting help from you. Part of your job as a wiz is to help keep them in line, making sure that the hard-working players fare better than the whiners do.

As you may have noticed, a good chunk of a wiz's life is being a psychoanalyst. A wiz should try to understand players' feelings when they are killed, and help those that need it. People often need an emotional boost when playing MUD, so try to appreciate everyone's feelings, and be a full participant in the mortals' game without appearing to be a tyrant or an interfering busybody! As you may be aware, MUD has a strange ability to magnify the personality quirks of the people that play it, and in many cases they forget that it's only a game!

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 that you had to put up with on your way up "the slippery pole" when MUD was really tough!

As a wiz, you will find that mortals will often come to you with questions, queries and demands. The paragraphs below aim to show you how to handle some of the more common requests from mortals.

3.1.1 "I want my points back!"

This is a common wail when a mortal has just been killed. Basically, anything that one mortal does to another is legal. However, if the mortal died due to direct wiz interference, then the arch-wizzes should be told immediately as they can deal with the matter far better than wizzes.

Players who have just lost high-level personae are likely to be upset, and a small gift of a few pieces of minor treasure is sometimes warranted to ease their grief. Also, you might like to have a chat with them and help them find out the mistake that they made, which resulted in their death. Ignore arguments such as "It cost me \$400 getting to legend and I'm not going to lose it that easily!" — people pay (alas, not to us; to their Internet Service Provider) for their time in the game, not for their personae's points! Part of MUD is being killed and all players go through this upsetting experience on their way to wizdom. If they are any good they will recover their points quickly and won't make the same errors again.

3.1.2 "Help! I'm stuck behind the portcullis!"

Mortals often get themselves into sticky situations and part of the fun of being a wiz is watching them blunder about trying to solve puzzles for which you know the answers.

How much you help them is very much a matter of personal judgement. However, if you are too 'soft' with them then they will never learn anything by themselves and will whinge to you until you tell them the answer. In general, if you do decide to help them, try and give hints instead of telling them 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 tell them that they should pray.

There is no need to respond to every mortal request. In many cases you will be far too busy to help everyone. Mortals soon learn if you make it plain that you have far better and more important things to do than help them every time they get stuck. Please try and keep wizhood as charged with mystique as possible; it spoils it for other players when they make wiz if they already know exactly what a wiz can do!

It is also completely illegal to give special assistance to anyone who helped you on your way to wizhood. If you promised to help them, or to give them treasure, you must now break your promise.

3.1.3 "Give me the crown!"

However much a wiz may be understanding and generous, you must avoid being a "soft touch". This is a common problem encountered by new wizzes and honorary wizzes. You should NEVER give players points if they whine for them — just think what they would be like if they ever reached wiz primarily by being given treasure by you and other wizzes! However tempting it is to be the "nice wiz", do not yield to the temptation of giving points away just to stop a mortal whining — you'll only get more whines as a result!

3.1.4 "Take me to the island!"

This is another common wail by mortals. Some are too scared or lazy to venture into dangerous or distant areas. Don't let mortals treat you as their slave: they should work to gain their points. Only give in to "reasonable" requests, e.g. the reason a player can't cross the sea is because you have just accidentally stolen their boat!

3.1.5 "Can we have a reset?"

Some mortals seem only to know the places where treasure is that involves no risk. Players of this kind are usually the first to ask for a reset. If the Land is empty of treasure, or the players on are not good enough to complete the puzzles you may consider resetting the game. However, if the players know the puzzles but "can't

be bothered" to do them then it is usually best not to reset the game. Always ask all players if they want a reset before resetting the game; someone may well be waiting for the dragon to die and wouldn't want a reset.

3.1.6 "I have lag! I lost carrier!"

Alas, because MUD relies on unreliable connections (the Internet, telephone lines) for network communications, from time to time people experience delayed system response or get disconnected from the system. This is generally known as "lag" and "losing carrier". It is policy to regard such incidents as part of normal game play and not grant restores unless warranted by exceptional circumstances.

In place of restores, it is better to prevent carrier-loss incidents from happening in the first place. Thus, if you suspect that a persona is no longer controlled because the player that owns it has lost carrier, you may wish to intervene and move that persona to a safe place. However, before you do so, it is best to first understand how MUD handles carrier losses.

If MUD is informed that a player has lost carrier (i.e., if the player is connected via the Internet and the telnet session unexpectedly terminates) it will immediately remove that player's persona from the game. If the persona is in a fight, the removal is equivalent to being killed.

More controversial are situations where players lose contact with their personae, perhaps temporarily, but no actual carrier loss occurs. This often happens due to transient errors on the Internet or just general network congestion. It is often difficult to determine that this is the case; snooping the player reveals nothing out of the ordinary (other than that they may seem unusually passive.) If you suspect that a persona is no longer controlled by the player, you may consider moving the persona to a safe place. However, it is generally best to let their equipment loose, rather than moving mortals who are armed to the teeth to the Tearoom (where their equipment can be painlessly stolen, for instance.)

If the uncontrolled persona is in a fight, then, depending on the circumstances, take the appropriate action. If the opponent is a mobile and the persona would win easily, then it is quite all right to FOD the mobile concerned and then exorcise the player. However, if the persona is fighting the dragon, another player, or is losing to a mobile then think seriously about your next actions before doing anything. A mortal that would have killed another mortal is going to be quite upset if you exorcise one of them from the fight.

In all situations discussed above, personae will behave normally. If you snoop them and talk to them, you will see the effects of your commands in your snoop (unless they are deaf of course.) Unfortunately, it sometimes happens that players lose control of their personae due to a programming error in MUD. In this case, although these personae are still in the game, they may be completely unresponsive; if you snoop them, you see nothing, even if you talk to them or perform some other action that would normally generate output on the players' screen. If this happens, it is time to use the EXORCISE command to remove the uncontrolled persona from the game.

Sadly, some players abuse the "lost carrier" problems and lose carrier intentionally to get out of a fight they would have died in, to try and get reinstated. Unless the player that lost carrier was a very low level and you witnessed the carrier loss incident, **never** reinstate them immediately. If you do reinstate a low-level persona tell the arch-wizzes immediately. Instruct anyone that has lost points due to a lost carrier to contact the arch-wizzes with the date, time, and circumstances. Never promise a player that they will be reinstated.

3.1.7 Novices, and How to Treat Them

Another part of a wiz's job is helping newcomers make their first steps into MUD. New players often find their first games very confusing (remember your first game?). A wiz can be of great help, beginning by explaining how to communicate, and perhaps taking them on a personalised guided tour of MUD. MUD relies on a regular

intake of new players, and help from you may be all it takes to encourage a new player to take up permanent residence in this magical land! Try to encourage new players, and act as their mentor as they make their first steps.

Novices and other lowlife often get killed by other players as they are "easy meat". Sympathise with them, and tell them how many times you were killed on your way to wiz. This also applies to players who have just lost a high level persona. Unless you were unusually superb or lucky, you too know the agony of dying.

3.1.8 Testing Mortals

The main reason why you may wish to test mortals is to see if they know the game and its workings. However, tests should not be viewed as a condition for making wiz, nor shall they take the form of harassment.

Tests can take many forms, e.g., trapping mortals in the dwarf realm or making the game generally harder for them altogether. It is up to your own judgement how far and often you test mortals but, if you are vindictive and never congratulate and reward them when they pass one of your tests superbly, then you may well have to face allegations of being a bully to a player!

If mortals fail one of your tests then tell them they were being tested and failed as soon as you can. Indeed, it is generally best to let mortals in advance know that they are being tested, and to offer them the opportunity to decline. You may also like to make suggestions to them so they can improve their game play and won't fail again. If you do your tests right, you may find that mortals will not only look forward to them as an opportunity to learn more about the game, they will see it as a special honour, a sign of your confidence that they are nearing wisdom when you test them.

3.1.9 Special Events

Special events such as spectacles, trivia sessions, or treasure hunts can be great fun. They can also be the cause of a lot of grief if they are not properly organised. Here are a few recommendations that can help you make these special occasions as much fun as possible to every player involved.

First and foremost: no special event shall be mandatory. While it may be unavoidable to reset the game at the start of an event, and there may also be a lot of shouting and other mayhem occurring that disrupt normal game play, mortals shall be entitled to not participate. Do not feel offended if a mortal elects to do so. If a mortal chooses not to participate and reaps extra benefits from the event that is held, it is not the mortal's fault: it is the event that needs to be better organised next time!

Participants also should not enjoy undue benefits as a result of your event. For instance, think twice before declaring a no-fighting rule; this may give a free ride to legends on wiz-runs during your event.

The value of any prizes you offer shall be proportional to the level of effort and risk that participation in your event represents. Handing out crowns for answering simple trivia is not recommended.

Your event must also be game-related. However important your hobby of collecting stamps or vintage typewriters may be to you, keep in mind that others come here to play in a timeless, magical realm, not to listen to technical details of a 1912 Remington as part of your trivia quiz.

Lastly, remember that MUD's players come from the world-wide community of the Internet, with culturally diverse backgrounds. Baseball may mean a lot to you if you're American, but it means very little to a player from Finland, for instance.

3.2 Rules and Enforcement

MUD is not just a game; it is a community. As any community, MUD also requires rules to ensure orderly existence. Fortunately, MUD's rules are few and far between; they are generally designed to weed out abusive behaviour and cheating, while allowing players to play without worrying about possible violations.

Before we get into specifics, let's not forget two fundamental principles:

Rules Apply to Wizzes!

Just because you're a wiz doesn't mean that you can ignore the game's rules. On the contrary, you are held to an even higher standard than mortals. Mortals are given the benefit of the doubt as they may not know all the rules; you, on the other hand, are expected to know and observe all of them with no exceptions. Swearing, cheating, abusive behaviour by wizzes is not tolerated!

Wizzes are not MUD Police!

Always remember that people generally come to MUD to play, not to violate rules. Generally, it's better to let a minor violation go unnoticed than to create the impression that mortals are continuously monitored by Big Brother's watchful eye. Also, sometimes even as a wiz, you may not have all the facts; in that case, it's best to refer the situation to an arch-wiz.

3.2.1 Swearing and Communication

The communication aspect of MUD is obviously open to anti-social people who wish to annoy other players by swearing. Swearing between two consenting players is their own business (although you may still wish to remind them that they may be snooped by others), but when swearing is publicly broadcast, it is offensive. People shouting swear-words should be dealt with immediately, as if one person gets away with it then you could end up with everyone else swearing to see how far they can go with you. Other forms of abuse, such as racist terms, should be treated in a similar fashion.

There are two types of people that swear: the ignorant novice and the obscenity merchant. It's best to try and find out what type of player you're up against. The novice will probably stop when you explain why people don't like others shouting out swear-words as MUD is a family game. The obscenity merchant may well act like a new player and when they think you have gone start all over again so it's probably best to become invisible and watch them for a while after you tell them off. We suggest you dumb a player that swears for the first time, throw them off or dump them in LIMBO for the second offence, and FOD them if they still don't repent. **Never** use the FORCE spell to make it look as if players are swearing, and treat anyone who does so as if they were swearing themselves.

People who log in with obscene or offensive names should be LIMBOed and you should explain that the name they have chosen is unsuitable. Most players will understand and accept your request for them to change their name. However, if they start to argue then FOD them, and if they keep on playing using offensive names then report them to the arch-wizzes, as they have the means to deal with this type of player at their disposal.

3.2.2 Looby-Loosing

Basically, looby-losing is persistently using one persona to take the risks so that another can then rush on and grab the rewards. In a situation where a player gets into trouble, maybe losing stamina and quits then comes back with another persona to grab the treasure that is fine. It's only naughty if the other persona is there only to get treasure without risks. By its very nature looby-losing takes a long time and is fairly easy to spot.

If you do suspect someone of looby-losing then inform other wizzes so they, too, can keep an eye on the player. Tell the mortal that you are watching out for looby-losing, explaining the nature of the offence if necessary. If you do actually catch players looby-losing then it is best to dump them in LIMBO and explain why

looby-losing is against the spirit of the game. Tell them that if they continue to looby-loo, they should expect some nasty mobiles attacking them when they come back to grab the stuff, and may well eventually be FODded! However, don't FOD or punish a mortal for a single (probably innocent) instance of picking up an item left behind by his other persona, or for checking out a seemingly empty game with his lowlife for signs of invisible killers before venturing in with his legend.

3.2.3 Multilining

Multilining is best defined as communication between two personae during game play outside the game for the purposes of gaining an advantage within the game. Multilining can be done by one player or multiple players. Not all communication outside the game qualifies as multilining; it is perfectly all right to chat with a fellow player on the telephone while both of you are playing, as long as the current game is not the subject of your discussion.

One player playing two personae simultaneously can also be multilining. In this case, the two personae can be said to communicate within the player's head; whatever one knows immediately becomes known to the other as well.

Multilining is unfair because it cannot be controlled or monitored within the game. For instance, if a mortal DUMBs a fellow player, it can reasonably be expected that the victim will be unable to call for help; outside-the-game communication would render this effort to DUMB meaningless.

Note that not all communication outside the game is multilining. Two players may be playing while chatting about unrelated things on the telephone, while using in-game methods for communicating about game-related subjects. A single player may enter the game with multiple personae (for instance, to do icons in an otherwise empty game); as long as all communication takes place in the game, and the icons are shared in the end, this is also acceptable.

It shall be the players' behavior, not what you know (or think you know) about their relationship outside the game that should determine whether you go after them for multilining. If you clear, unmistakeable, repeated signs that two personae communicate outside the game, it is okay to discipline them; otherwise, give them the benefit of the doubt and remember that you're not MUD police.

3.2.4 Persistent Offenders

Unfortunately, there will always be a certain element that will try time and time again to cheat or disrupt the game. These players will probably become known to you very early in your wizhood as they are more than likely to try and get you into trouble. Always deal with these players very carefully, as you may well find yourself making a mistake that other players will complain about.

If the situation arises when you have to punish mortals then try and have a talk with them before you use wiz powers to punish them. Explain to them the rules that were violated, the reasons for their existence, and warn them that if they persist, more severe punishment may be the result. Always make sure another mortal isn't snooping the player you are telling off.

If you then feel you have to use wiz powers to punish the mortal, remember that FODding or BANNing them should always be the last resort. Try to mete out smaller punishments first; a loss of points is often all that is needed to deliver the message. FODding someone is viewed by most wizzes as the ultimate sanction and giving in, as there is nothing more you can do to try and reason with the player concerned. It is an admission of failure!

If you FOD or BAN a mortal in anger, it is best to report the occurrence to the arch-wizzes.

There may be situations where you strongly feel that cheating has taken place but you are not entirely certain. In this case, it is best to do nothing and refer the case to the arch-wizzes. They have tools at their disposal (such as the game logs and network monitoring utilities) that can help better understand the situation and determine whether an offence has indeed taken place.

3.3 Additional Rules and Guidelines

In addition to the rules that apply to mortals and wizzes alike, there are a number of additional rules that control specific aspects of wiz behaviour. As with all rules, the aim is not to rigidly enforce them at all costs; rather, they provide a standard from which you may deviate if you wish or if circumstances so warrant, but you better be prepared to defend your actions if you do so!

3.3.1 British Spelling

Chiefly because MUD was created by a British author, it uses British spelling and grammar throughout. It is best to follow this tradition in your proof strings. Consistent spelling will help maintain the game's professional appearance and also will help avoid confusion among mortals (who may, for instance, attribute special significance to seeing the same word with two different spellings rather than just recognise it for what it really is: sloppiness.)

It is important to ensure that anything a mortal gets to see looks professional and correctly punctuated. If you're not sure of the spelling of a word that you wish to use in a PROOF or whatever, then please ask someone how to spell it or check yourself! Bad grammar and spelling should not be tolerated. "Badwizard the wizard who likez his nam cuz its so kool" has no place in our Land as an immortal.

3.3.2 Wiz Interference

This is the most frequently heard mortal complaint of all. "I died because of blatant wiz interference!" shout mortals who assume that when the beggar beat them, the dragon fried them, their container with goodies inside disappeared, or the goat attacked them, these must have been caused by evil wizzes wanting to see them die.

But suppose that this is exactly what happened. It may be unpleasant for the mortal but is it illegal? Not at all! Wizzes are entitled to interfere with the game, in fact in many cases they are actually expected to do so. After all, they are players just like mortals and surely, they subscribe not just to be idle spectators but to be active participants in the game!

What is illegal is abusive or biased interference. But how can you tell what is abusive or biased?

Interference becomes abusive if it presents the mortal with no option or choice; if it, in effect, is equivalent to directly causing the mortal a loss of points or persona. Turning on the snow to prevent a mortal from sailing is merely evil (although it, too, can be considered abusive if it is done repeatedly). Forcing a mortal to attack the dragon is equivalent to F0Ding and should only be done if you really have a reason to punish the mortal. Mind you, in those cases, it's probably better to actually use F0D openly, so that the mortal is aware of the punishment.

Biased interference is another matter. It is easy to define biased as treating one mortal differently from another, but it would not be accurate to do so. Suppose, for instance, that a mortal insults you repeatedly. As a wiz, you are obviously entitled to respond in any way you see fit, including actions that single out the offending mortals, making life more difficult for them. What you aren't entitled to is to show bias for reasons outside your existence as a wiz. You cannot favour a mortal for being a friend in real life; similarly, you cannot hinder a mortal who killed your persona before you made wiz. And you are most certainly not entitled to use your wiz to take

revenge for what happened to one of your mortal personae; in addition to bias, this would also be a blatant case of looby-loo.

Even if your interference falls within the guidelines presented here, mortals will cry foul play if your interference is blatant, clumsy, or easily detectable. Don't underestimate mortals; experienced players have an instinctive feel for the game and can easily detect something out of the ordinary. They also pay surprising attention to detail. It is all right to interfere with mortals openly, so that they are aware that a wiz is messing with their existence; however, if you wish to remain hidden, better make sure that you make it difficult for mortals to detect your presence. Moving a mobile that the mortal just located with WHERE halfway across the Land or dropping a mobile that the mortal just disposed of are all signs of clumsiness.

3.3.3 Impersonation

Sometimes, it is fun to pretend that you're someone else and confuse the hapless mortals. However, you must make sure that you never go too far with this mischief. Under no circumstances should you impersonate a mortal and behave in a way that has real-life implications. Pretending that Soandso the sorcerer wants to kill Clueless the necromancer is fine; pretending that Soandso the sorcerer cannot play right now because he's stoned, he's in jail, etc. is definitely not an acceptable use of your powers of illusion.

Impersonating a fellow wiz is generally a very bad idea. Impersonating an arch-wiz is strictly forbidden, as it could open up countless possibilities for abuse.

3.3.4 Reset Logs and Saving Resets

MUD automatically saves a detailed log of each reset on disk. These logs can be reviewed by arch-wizzes and are regularly used to resolve controversial situations. However, in order to limit the disk space used by logs, it is necessary to purge them periodically. If you wish to inform the arch-wizzes of an important event, it is best not to wait too long.

3.3.5 Wiz Information

As a wiz you are trusted to keep information that is only available to wizzes. If you know mortals socially, you should never tell them anything that they can't find out for themselves. If you give them information that is wiz privileged then not only are you spoiling it for them when they make wiz, you are also in danger of losing your wizhood.

If you see a mortal using information that could only have come from a wiz then either ask the mortal where they got the information or inform the arch-wizzes about it. If you do decide to pursue the matter by yourself, check out the mortal's story. You may order them to reveal the source of their information, but be careful not to corner yourself into a situation where your sole recourse is a FOD; word among mortals about wizzes who act like thought police can spread quickly. Always make sure that the remedy you're trying to apply is not more harmful than the damage that was done in the first place!

3.3.6 Rules That Aren't

However omnipotent you feel as a wiz, you shall not attempt to set policy. That is a role reserved for the wiz community as a whole and for the Land's arch-wizzes. You have every right to enforce your personal preferences while you are in the game; you have no right to present your personal preferences as MUD's operating rules.

Examples of "rules that aren't" from the past include:

The infamous "two-level rule". Some mortals, and apparently some wizzes, too, are under the impression that it is illegal for a mortal to initiate an unprovoked attack against another who is more than two levels below the attacker. This is not so. Mortals are entitled to attack anyone they wish, although it stands to reason that you step in if their behaviour becomes abusive (for instance, if they repeatedly attack novices for easy points.)

The "no wiz impersonation" rule. As a wiz, you have every reason to feel offended if a mortal pretends to be you or another specific wiz. You are also entitled to take action, including FODding the mortal if necessary. But there are situations where a mortal does not pretend to be a wiz, merely tricks mortals into thinking that this is so; for instance, a mortal may speak as a 'Someone' to an inexperienced player, instructing the victim to attack the dragon. This is not illegal! Unless mortals explicitly claim to be wizzes (or worse yet, a specific wiz) they are entitled to try and trick their fellow mortals, even if it causes the victims' death.

As a further observation on this subject, it is important to note that rules are often proclaimed in an attempt to curb abusive behaviour while maintaining fairness. When wizzes see a highlife repeatedly attacking lowlives, the temptation is high to simply declare a two-level rule, rather than "singling out" the offending mortals and telling them to cease and desist. What's wrong with this approach? Everything.

"Thou shalt not attack those more than two levels below you" is a rule that cannot stand by itself; it must soon be amended. Does an attack by a legend on a sorcerer qualify as harassing lowlife? How about an attack that was provoked? How can you verify that provocation indeed occurred? What if the attacker claims that the victim said something offensive just as no wiz was snooping either? What if the fight is an honourable duel? What if the attack on lowlife is an attempt to prevent a known killer from again reaching a dangerous level? What if the attacker is a wiz-mortal going after an abusive player?

Can you keep track of all these exceptions and formulate your rule such that it can still fit on a single screen?

Consider the alternative that wizzes often strive to avoid: rather than declaring a rule, simply tell the offending mortal to cease and desist. Are you singling out this mortal unfairly? Not at all! The singling out was done by the mortal when the indiscriminate attacks began. You are not punishing a mortal for harassing your personal friends or for offending you outside the game; your order is a direct response to actions in the game.

3.4 Being a Good Wiz

Being a good wiz entails much more than efficiently managing mortals and observing or enforcing the game's rules.

In case it needs to be said, always remember that being drunk or under the influence of drugs is not an excuse. If you play while intoxicated, you do so at your own risk; but don't be surprised if your hangover pains and aches include waking up to being a mortal again!

3.4.1 Clumsy Wizzing

Although we tell mortals otherwise, no wiz — indeed, no arch-wiz — knows everything about the game. However, that should not be an excuse for clumsiness; as a wiz, you should always strive for excellence.

Clumsy wizzing can take many forms, from simple typos to botched attempts at making the life of a mortal more difficult. Try to be as professional as possible; your goal should be to ensure that mortals never see anything that they would recognise as wiz clumsiness.

Remember: it is better not to act than to act in haste. Most instances of clumsy wizzing are a result of hasty, "spur-of-the-moment" action.

3.4.2 Abuse of Wiz Powers

As you will have already seen, being a wiz involves thinking about your actions and acting in the appropriate manner. It is very important to be seen to be firm but fair in the mortal's eyes. If you play your wiz as a bully then people won't want to interact with you; conversely, if you play your wiz as someone that always gives in to mortal whines you will never have any peace as the mortals will abuse your kindness.

Never try to kill mortals using your wiz; it is totally irresponsible and will ultimately result in your losing your wiz. You're free to dispose of unruly mortals of course (assuming other means to persuade them to change their behaviour have failed), but in those cases it's best to be up front about it and use FOD rather than sly and subversive means.

3.4.3 Fellow Wizzes

Becoming a wiz is like joining an exclusive club with its traditions of good manners and arcane rituals. You will find that your fellow wizzes will be very helpful to you. Don't be afraid to ask them for advice or help, especially in your early days. Start by using the WIZ, <message> command to ask for help, as this will send your request to all wizzes playing at the time. You'll find wizzes are far more open with each other than you imagined when you were a mortal. You'll soon be cracking jokes, discussing the merits (or lack of merits) of individual mortals, and indulging in other enjoyable pastimes.

Try to respect the wishes of other wizzes; if certain wizzes don't like being hugged or kissed every time you enter their location then please don't.

All wizzes are equal. As a new wiz you may want to take advice from more experienced wizzes but remember, it is the level, not the amount of time you have been a wiz, that counts.

Occasionally, wizzes have arguments. If this happens, there is an unwritten rule that such arguments take place unseen to mortal eyes and are resolved amicably. Never do anything that will lower the esteem in which mortals hold wizzes. Wizzes should always try to present a united front to mortals: if you disagree with what another wiz has done, it's all right to tell a mortal that it's being discussed, but never say the other wiz is wrong.

The following guidelines are to ensure the wiz community continues to operate as it was meant to.

- Wizzes should not indulge in personal attacks on, or character assassinations of, fellow wizzes. Swearing at them is particularly to be avoided.
- Wizzes should not make accusations about other wizzes that they cannot back up with evidence. Calling a fellow wiz a multilining cheat is only excusable if that wiz is indeed a multilining cheat.
- Wizzes who are asked by a fellow wiz to explain their actions should do so, or, if they're unable to at that time, should say so and provide the explanation at their earliest convenience.
- Wizzes who cause grief to others should handle the situation themselves, rather than leave it to friends or colleagues to sort out.
- Wizzes should apologise if they have done something that adversely affects another wiz.
- Wizzes should not ignore wizzes who greet them, even if it's only a quick "sorry, can't talk, I'm busy". If you are away from your keyboard, or busy creating a quest with all output turned off, tell other wizzes in advance that you're going to be unresponsive.
- Wizzes should not ask questions of, or otherwise communicate with wizzes who said have they're busy, unless what they have to say is very important.
- Wizzes should treat known wiz mortals the same way as they treat any other mortal.
- Wizzes who pass on second-hand information about a fellow wiz should be prepared to tell that wiz their sources should they be asked.

- Wizzes should disregard none of the above "as a joke" claiming that their victim will understand it was "only in fun".

3.4.4 Rearranging the Furniture

Try to "rearrange the furniture" as little as possible; although in a quiet game it can be amusing suddenly to find the portcullis at the narrow road between lands, players will find it irritating if it happens too often. Rearranging the furniture can also cause crashes or other results that arch-wizzes may find irritating.

3.4.5 Mistakes

You'll probably find that sometimes you've overreacted to a situation or made a bad decision under pressure. It's even been known late at night for wizzes to get drunk or stoned and wreak the most appalling havoc. It is always advisable to tell the arch-wizzes what you've done, however dreadful. MUD has been running in various shapes and forms for several years and the arch-wizzes have seen just about everything that can go wrong with both wizzes and mortals.

It is arch-wiz policy never to criticise wizzes in front of mortals. However, de-wizzings do happen on rare occasions, in which case the reasons may be made public.

The game is good enough for you not to abuse your new status. All you're asked is that you remember the responsibility that comes with your new-found power and to respond under pressure with the general good of the game in mind.

3.4.6 Role-playing Wizzes

Except in very exceptional cases, wizzes should not go around spoiling mortals' fun — e.g., visible, shouting, making their presence known, dropping mobiles on mortals.

The following are a few suggestions that can help you establish, and settle into, your chosen role as a new wiz.

- Wizzes should not interfere with a mortal in such a way that the mortal can detect it (at the time) unless the mortal is being punished, in which case the mortal should also be told after that it was a punishment.
- Wizzes who are about to do something of consequence to a mortal should tell any other wizzes what they're about to do, so as to avoid possible conflicts.
- Wizzes shouldn't give out unsolicited treasure, HUGs, KISSes and so on. If a player gets a HUG from a wiz, it should be an honour, not an expected perk.
- If mortals want your help, make them work for it first, e.g., answer a question about the game, or perform some minor task for you.
- Wizzes should never publicly mention things external to the game, like what's on TV, what you had for tea, message number 1332 on the BB, etc. Doing so is acceptable in private conversations if you're talking one-on-one to someone whose delusions have already been shattered.
- Wizzes shouldn't rearrange the game unless there is a point to it. Showing novices what wizzes can do is not such a point — keep them guessing!
- Proofs should always be done such that mortals can't immediately tell that it's a wiz doing it rather than a new addition to the game. Line them together, don't do one-offs.
- Wizzes should not attempt to chat up mortals.
- Wizzes who make sloppy proofs should suffer for it.
- Wizzes should always reprimand mortals who are cheeky, unless they are also aggrieved for some reason, in which case they should be allowed or helped to cool off and only be punished if they continue to be disrespectful.

- Wizzes should not use their powers gratuitously and without forethought. Merely having powers isn't a license to use them, unlike the case with mortals, where if the game allows it, you're pretty well OK to do it. Wizzes have to be responsible and discerning.
- Game-hogging events such as spectaculars should be held infrequently, preferably advertised in advance. They may be novel and fun, but not everyone likes them, and unless they're handled well they'll spoil the overall atmosphere.
- Wizzes should neither confirm nor deny game-related rumours. They shouldn't exactly lie to mortals, but being vague or dismissive in response to a question is fine.
- Wizzes should never try to give the impressions that there are no wizzes playing — mortals should think there's always a wiz lurking around in the background somewhere.
- When a wiz tests mortals, the mortals should know they're being tested, and should feel they've achieved something if they pass. A rough ride to wiz is desirable, but only if the player has learned from it on the way. It's not of intrinsic worth.

3.4.7 Wiz-Mortals

Mortal personae, owned by players that also have a wiz, create more problems than any other area of wiz behaviour. Most exist only to kill others and so the average mortal hates them.

There is no reason why you shouldn't use a mortal persona to polish off the odd troublemaker or bully, or even to stop people making it to wiz who you don't think are ready for it yet (though don't let them know that!). The boundaries of decent behaviour are crossed when you use a mortal persona to dominate the game and do things you'd like to do as a wiz but aren't allowed to. If you end up a worse bully than the people you are trying to kill then you spoil the game for others — and fellow wizzes should treat your mortals accordingly.

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

Because it is so easy for a wiz to cheat, wizzes must be seen to be whiter than white. Mortals are quick at the best of times to accuse wizzes of cheating, and to blame wiz intervention for their personal misfortunes. Don't give them the chance: think twice or thrice before doing anything that could directly cause a mortal's death. If that does come to pass, be prepared to remedy the situation.

Mortals owned by wizzes are still mortals and if they do something that needs punishing then you are quite within your rights to punish them. Often, if you talk to the mortal and explain your grievances they will listen. However, if they carry on then when you punish them you should be harsher on them as they ought to know better! If a mortal which is run by a wiz acts in a manner that would result in a real mortal being banned, the wiz in question could be dewizzed — since a wiz, once again, should know better.

If you believe that a fellow wiz wrongly punished your mortal, you may come back with your wiz to initiate a rational discussion (but never to undo the actions of your fellow wiz). However, keep in mind that doing so may not be looked upon favourably by the wiz community. Since mortals cannot resort to the option of "going upstairs", when you do so, you may be accused of abusing your privileges. If you believe that you can reason it out with your fellow wiz, you are entitled to try; however, in many situations, it may be better to send a complaint to the arch-wizzes (which is the only remedy that regular mortals can resort to.)

Please don't give special assistance to wiz-owned mortals; such actions will lead to complaints by other mortals, as this is unfair to other players.

Your mortal personae should be built up the usual way. Please remember to try not to behave arrogantly or oafishly just because you can go straight back to being a wiz.

Some MUD wizzes observe an ethical code and never use a mortal persona to attack someone of a lower level than themselves. This is a matter for personal choice, not a community-wide guideline or rule. Provided you stick to these guidelines, you can honestly respond to all mortal wails about "unfair wizzes" by saying you have every bit as much right to enjoy playing the game as other players.

Never, ever tell any mortal who other wiz mortals are (or even that they are a wiz!) Although you have the right to reveal your own identity, it is generally considered a bad move to do so, especially if you run a killer mortal. However, there are exceptions; the mortal who just managed to dispose of your obnoxious killer persona may be especially proud if told in confidence of the persona's real identity. Such occasions (which, needless to say, should be very rare) may also help to counter the widely held mortal belief that wiz mortals are unbeatable assassins because they receive unfair assistance.

3.4.8 Second Wizzes

It is not permissible for one player to have more than one active wiz persona at any given time. If you make wiz on another persona, you are expected to get rid of that wiz within a reasonable amount of time. "Reasonable" is up to your interpretation (you are, after all, supposed to be a wiz in good standing, with a solid sense of good judgement!) but generally, it should not mean more than a few days, a couple of weeks at most (i.e., it's okay to have some fun with a role-playing mortal that you bring to wiz, just don't overdo it!) Note that 'switching' to another wiz persona is still permitted, but then again, it was never against the rules to change your wiz name in the first place, although such changes were discouraged.

The fact that you have the ability to make wiz incognito using an e-mail address and IP address not associated with your main persona is fully recognized. However, you can only make and **keep** your second wiz by pretending to be someone else completely, and deceiving your fellow wizzes to the extent that you'll go through your wiz training without your identity ever being revealed. If you try this and at anytime before, during, or after your training your real identity comes to light, the consequences will be most serious, including the possibility that **all** your wiz personae will be **FODded** and you will be banned from making wiz on this system.

The ban on additional wiz personae applies even when your primary wiz persona is suspended or terminated for some reason. In other words, if you lose your wiz as a result of disciplinary action, you cannot make wiz the next day using another persona, and thus render the punishment ineffective.

Exceptions from this policy may be granted under specific circumstances.

3.5 Arch-Wizzes

Although wizzes are MUD's masters, there is, alas, a rank above wiz. Arch-wizzes are appointed by MUD's owners and administrators (or, may themselves be MUD's owners and administrators), and exist to look after the game on a higher level than wizzes. Arch-wizzes also keep an eye on wizzes, and in the case of persistent misbehaviour can demote a wiz, temporarily or for good. However, you will have to behave very badly for this to happen to you, so don't worry too much about the occasional small mistake.

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. However, arch-wizzes should not be expected to "run" the game; that is the job — and the source of a lot of the fun — of the wizzes.

Arch-wizzes need to be trusted. If a wiz complains about an arch-wiz, there's a requirement that the way the complaint is handled be recognisably fair, with no sweeping under the carpet. In these cases, the following escalation procedure is followed:

1. The wiz and the arch-wiz try to resolve their difficulties as equals, as if they were both ordinary wizzes.
2. If it's unresolved, the arch-wiz can use the "I'm an archwiz and you should do what I tell you" argument to resolve it.
3. The wiz can also request that another arch-wiz come in to adjudicate. This arch-wiz shall take an impartial view, and will normally make an adjudication (which might be even worse for the wiz if the investigator thinks they're trying to get away with something). Note that it most certainly is NOT the criteria of the investigation that the arch-wiz about which the complaint was made come out without criticism.
4. If the gravity of the situation warrants it, the arch-wizzes may consult each other or may choose to consult the entire wiz community to solicit their views.

4 Conclusions

Remember these golden rules:

1. Be firm but fair.
2. Be professional.
3. Don't be over-generous or abusive.
4. Don't play MUD police.
5. Don't make arbitrary decisions.
6. Don't give wiz information to mortals.
7. Remember that rules apply to wizzes, too.
8. Don't rearrange the furniture.
9. Remember that all mortals are mortals – including your own.
10. When in doubt, ask.
11. Always be whiter than white.
12. Treat fellow wizzes with courtesy.
13. Use good judgement.
14. Always obey arch-wizzes; the place to disagree is the Wiz BB, not the game.
15. Above all, always remember that it's a game: try to have fun and make sure others are having fun also!

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