

JOIN PARTY Conditions

You need to add to your potential Party Member NPCs the following Joining conditions.

Possible Party Members are:

Iolo; Shamino; Dupre; Spark; Jaana; Julia; Sentri; Katrina;
Tseramed; Trellek; Rowena; Forsythe

Maximum number of entire Party is 9 (Avatar + 8 members).

IOLO: joins anytime Party is less than 9

SHAMINO: joins anytime Party is less than 9

DUPRE: joins anytime Party is less than 9

SPARK: joins anytime Party is less than 9

JAANA: joins anytime Party is less than 9

JULIA: joins anytime Party is less than 6

(otherwise says "Thou art travelling with a crowd too

large for my tastes")

SENTRI: joins anytime Party is less than 6

(otherwise says "Thou art travelling with a crowd too large for my tastes")

KATRINA: joins anytime Party is less than 6

(otherwise says "Thou art travelling with a crowd too large for my tastes")

X TSERAMED: joins anytime Party is less than 9, but will NOT join

if Trellek is in Party ("I don't travel with monkeys")

X TRELLEK: joins anytime Party is less than 9, but will NOT join

if Tseramed is in Party ("I don't travel with Emp killers")

X ROWENA: joins if Party is less than 9

X FORSYTHE: joins if Party is less than 9

(Note: Julia, Sentri, and Katrina won't join if the party is

more than 6; however, if they are already in the party and

someone else joins and makes the total count more than 6,

they will stay in the party)

use variations of the following routine under key word
"Join":

example, for Iolo:

```
Count = 0;
Party = ~GetParty ();
foreach member in Party {
    Count = Count + 1;
}
if Count < 9 {                                //modify this line to suit NPC
NPC    JoinParty (_Iolo);
}
else {
    ["I do believe thou hast enough travellers already!"];
}
```

for Trellek or Tseramed, the 6th line above would read:

```
if Count < 9 and _Trellek not in Party {
    JoinParty (_Tseramed);
}
```

got it?