

To: AMORRIS
From: RBENSON
Subject: New Type Names
Date: 10-04-91 Time: 9:42a

To: ANDREW MORRIS, BETH MILLER, JACK HERMAN

The following types are changed. Please make the changes in your shops and all that are affected so that they'll compile when the game is made.

AXE_2H (formerly 2-Handed Axe)
HAMMER_2H (formerly 2-Handed Hammer)
SWORD_DECORATIVE (formerly Decorative_Sword)
SWORD_CUSTOM (formerly Custom_Sword)
SWORD_2H (formerly 2-Handed Sword)

Additionally, the NPC "Boy" (the child nudist) has been out. The "Mama" may be out as well if the Editor isn't fixed (it'll only accept 255 NPCs for some strange reason).

Jack should be on conversations again this weekend, but today he's still on docs. Beth & Andrew should make the above corrections in Jack's convos today.

Dungeon convo writers: you need to have a good idea of what's gonna happen in your dungeons beginning early next week--say MONDAY (!!). (Ha!). The reason being is that when Bruce starts creating the dungeons each of us will sit with him as he builds them and create the places together. So you need to kind of know what your people are doing. If you SHARE a dungeon with another writer, sometime today get with that writer and talk about it. Try to come up with an agreeable plan of action (whether your people's stories are interrelated, etc.).

Additionally, today, please STUB your new NPCs. In other words, create a usable #_____ and write a bit of text just so they'll compile and we can click on them in the next game. (I'll do Jack's.)

--RB

Leath-Leggings
Leath-Armour
Leath-Helmet