

# What this port repaired

*Usurper 0.25, the native ATDT door. 398 corrections to the original game, for the sysop.*

This document lists every defect corrected in this port of Usurper, three hundred and ninety-eight of them, grouped by the part of the game they touch. It is meant to be read away from the board, with a coffee, before you take the questions. Each entry says what was wrong and what happens now. Entries marked as noticeable are the ones where a player who has been on your board for a while will see the difference and come asking about it.

Usurper is Jakob Dangarden's 1993 DOS door game. There has been no new DOS release since 2015, although the source was kept up until 2025, and this port is built from that final source. It is a native door for ATDT, written fresh in PHP, not a wrapper around the old program.

Until now the rule for this port was to reproduce the original's own defects on purpose, down to the misspellings, so that a board running here behaved exactly like a board running the real thing. The owner has reversed that rule. Where the original code plainly did not do what it was written to do, the port now does what it was written to do.

What has not changed is the balance. The numbers, the prices, the drop rates and the game's data tables were deliberately left alone. A weapon costs what it always cost, a monster hits as hard as it always hit, and the odds at every counter in town are the author's. The repairs below are about broken machinery and broken sentences, not about tuning.

**noticeable** marks a repair a player who knows your board will see and ask about. The rest are quieter: a message that reads properly, a number that adds up, an item that no longer goes missing.

## Fighting: the dungeon and the duel

15 repairs

*The heaviest repairs in the round are here, and several of them change how long a fight lasts.*

### Defensive spells stopped nothing in the dungeon

**noticeable**

**WAS** Armor, Shield, Fog of War, Power Hat, Transformation and the Prismatic Cage took your mana, announced that they were up, and then soaked none of a monster's blow. Every hit underground landed in full.

**NOW** The spell's shielding is now subtracted from a monster's blow along with your armour, the way it has always worked in fights against other players. Clerics, magicians and sages are noticeably harder to kill in the dungeon.

### Armoured monsters wore their armour for show

**noticeable**

**WAS** The haunt demon, the summoned undead and every scripted ambush were given a set of armour, and then the game checked the wrong thing and let your blow through whole.

**NOW** The armour's strength is what counts now, so an armoured monster soaks part of each hit. Armoured fights, the haunt demon above all, run roughly twice as long.

### **A paladin's soulstrike was worth a quarter of its cost**

noticeable

**WAS** In team fights, king challenges, the bank robbery's guard fights and the royal prison's fights the damage was rolled twice, so the move burned its full price in hitpoints and delivered about a quarter of what the same move delivered in a face to face duel.

**NOW** It is rolled once everywhere now, as it always was in a duel, so the move is worth its cost wherever it is thrown. Veteran paladins will feel this immediately.

### **The soulstrike message named the wrong number**

noticeable

**WAS** When an enemy paladin hit you with a soulstrike, the line on screen named the hitpoints he had burned rather than the damage you took, so the number never matched the health you actually lost.

**NOW** The damage dealt is printed now, which is usually a much smaller number than the one players were used to seeing.

### **One defeat story in eight buried the wrong man**

noticeable

**WAS** One of the eight ways the paper could report your death said you had attacked somebody and then named that somebody as the corpse, even though you were the one who fell.

**NOW** The story names the player who actually died.

### **Gang mates went unmentioned at a town takeover**

noticeable

**WAS** Taking an unclaimed town always printed the lone wolf message, ending with the suggestion that you go and find some gang members, even with four of them standing right beside you.

**NOW** Your gang is named in the takeover and you congratulate each other. A leader who really is standing alone still hears the old line.

### **Looted blades sat unused in offline hands forever**

noticeable

**WAS** A character being run by the game with a weapon in each hand could never swap in something better: the two upgrades written for it could not be reached from any fight, so good blades sat in the pack for good.

**NOW** Those characters upgrade their weapon when they loot a better one, and the old blade goes into the pack. Offline opponents slowly become better armed over a season.

### **An offline fighter checked your fingers instead of his own**

**WAS** When a character being run by the game won a fight and picked up a ring with both of its own fingers full, it looked at the rings you were wearing rather than its own, so against a ringless opponent it never upgraded however good the loot.

**NOW** It looks at its own hands now. A better ring gets worn and the old one goes into its pack.

### **A third execution story nobody had ever read**

**WAS** The author wrote three lines for the paper when you execute a foe who has begged for mercy, but the toss that picks between them could only ever reach two of the three.

**NOW** All three turn up now, so the news has a little more variety.

### **'Goblins armor absorbed'**

**WAS** The line that tells you how much of a blow a monster's armour soaked up dropped the possessive, on your own blows and on a team-mate's.

**NOW** The possessive is there.

### **An offline fighter's second hand took the worse weapon**

**WAS** When a character nobody was playing picked up a better weapon, it moved its old one across to the empty hand. The test for the second hand compared the new weapon rather than the old one it was about to put there, so a worse piece could end up in the hand. Rings had the same fault.

**NOW** The piece that would actually go on is the one compared.

### **The dying warrior's misspelled story**

**WAS** The wounded warrior's scene spelled lying as 'laying', said his people were 'teared apart in a civilwar' and called the raiders an 'orchish' band.

**NOW** Spelled correctly; nothing else about the scene changed.

### **'it's ugly head' and a missing full stop**

**WAS** The demon that haunts the dungeon rears 'it's ugly head', and one of the monk's nine partings had no full stop where the other eight do.

**NOW** Both mended.

### **A death letter that named no killer**

**WAS** A caller who begged for mercy and was killed anyway got a Your Death letter that left a blank where the monster's name belongs, because the killer is recorded only on the other road to death.

**NOW** The letter names the monster.

### **Offline fighters wore gear their class forbids**

**WAS** A character nobody was playing who won a piece of equipment put it on without the class test that governs everything else it wears, even though the same character could neither buy that piece nor be handed it.

**NOW** The class test applies, and a forbidden piece stays in the pack.

## **Casting**

10 repairs

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*Spells now land where they were meant to land, and the messages about them speak to you properly.*

### **Thirty-two monsters were immune to every spell**

noticeable

**WAS** Monsters listed with no magic resistance at all, thirty-two of them including Godzilla and the Supreme Balrog, plus every monster the game summons during a fight, shrugged off everything: the mana went, nothing happened, and no message explained why.

**NOW** No resistance now means the spell always lands. Monsters that really do resist magic still get their saving throw, exactly as before.

### **Spell messages that talked about you in the third person**

**WAS** Your name was filled into spell messages with the bare words your and you, which produced 'yours missiles', 'your disappears out of sight!', 'A duplicate of your suddenly arrives!' and, when a spell landed on you, 'you seems to be blinded!'.

**NOW** Those messages speak to you properly now: 'You disappear out of sight!', 'You seem to be blinded!', 'You manage to steal 4,120 gold from Goblin!'. Messages about monsters and other players read exactly as they always did.

### **Half of every damage spell's wording was unreachable**

**WAS** Every damage spell was written with two different lines to describe the hit, and the coin toss that chooses between them handed back the same line both times, so the second line was never seen at a single target and never seen at all against another player.

**NOW** The toss works, and both lines now turn up.

### **Yours missiles, and you staggers**

**WAS** Magic Missile read 'Goblin staggers under the impact from yours missiles!' when you cast it, and 'you staggers under the impact...' when another player's missiles hit you.

**NOW** It reads 'your missiles' when you cast, and 'You stagger under the impact from Bortaks missiles!' when you are the one hit.

### **A disease that struck nobody**

**WAS** Casting Disease where every monster in the fight was already sick took fifty mana and then announced 'A disease struck !' with a blank where a name belonged.

**NOW** It says plainly that the disease finds nobody left to infect, and it no longer describes a strike that did not happen.

### **A resisted Poison still poisoned**

noticeable

**WAS** The line saying a monster had been poisoned was skipped when it resisted the spell, but the venom was applied anyway, so the resisted spell went on hurting it every round.

**NOW** A monster that resists is not poisoned.

### **A lone monster in a later slot could not be targeted**

noticeable

**WAS** When only one monster was left and it was not in the first slot, a single-target spell went at the empty first slot and did nothing.

**NOW** The spell lands on the monster that is actually standing.

### **The spell list's experience figure was one level off**

**WAS** The list of spells you have not yet learned told you how much experience you still needed, and quoted the figure for the level after the one the spell comes at.

**NOW** It quotes the experience for the spell's own level.

### **The Demon attacked the wrong monster**

**WAS** The Magician's summoned Demon went for a fixed slot rather than the monster the round was aimed at, so it could claw an empty slot or the wrong foe.

**NOW** It attacks the round's target.

## Two spells lost their possessive

**WAS** Fear read 'from Bortak presence' and Energy Drain's line lost the victim's possessive.

**NOW** The author's own form is used for both.

## What your screens tell you

6 repairs

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*Four of these are cosmetic and one of them will have your whole board writing to you on the first morning.*

### Weapon and armour power printed eleven times too large

noticeable

**WAS** The classic status sheet multiplied both figures by eleven: a weapon worth 66 was printed as 726, armour worth 13 as 143. The fighting always used the real, smaller numbers, so the sheet had been lying to players for thirty years.

**NOW** It prints the numbers the game actually fights with. Nothing about any character changed, only what is shown, but be ready for it: on a board that has been running a while, every one of these numbers will suddenly look eleven times smaller than it did the day before.

### Everybody could read the elvish runes on a chest lid

noticeable

**WAS** Every character who found a treasure chest in the dungeon could read the writing on the lid, so everybody knew whether it held poison gas, healing potions or a scroll before opening it. The elf-only reading was worked out and then thrown away one step before it was used.

**NOW** Only an Elf reads what the runes mean. Everyone else sees the runes themselves and opens the chest blind, which is the gamble the game intended.

### Around-body gear answered to the second weapon switch

noticeable

**WAS** The dungeon decided whether robes and the other around-body gear could be found by reading the setting for carrying a second weapon in your left hand. With second weapons off, no around-body item could ever be found; with around-body items off, the dungeon kept handing them out and the game then refused to let you wear them.

**NOW** Each setting now governs its own kind of gear, so what you switch off is what stops appearing.

### The expert street line left out the Healing Hut

**WAS** Players who turn on the short menus see a single line of letters instead of the full street, and that line did not carry the key for the Healing Hut, even though pressing 1 has always taken you there.

**NOW** The key is on the line, so an expert can see every stop in town again.

### The fifth login line nobody had ever seen

**WAS** Just above your mail at login the game prints one of five little lines, but a counting mistake meant it could only ever pick from the first four. The fifth was written and never once shown to a player.

**NOW** It is back in the rotation, with its spelling put right: it reads 'You're being observed ...'.

### The status sheet printed @MANA@

noticeable

**WAS** The classic status picture asks for the caster's mana with a code the game's picture reader never learned, so every Cleric, Sage and Magician saw the code itself where the numbers belong.

**NOW** Your mana and its maximum are shown.

## The backpack and what you wear

10 repairs

*Gear that was quietly destroyed, health that did not add up, and the bottle that sold magic by the glass.*

### The Blue Bottle sold maximum mana by the glass

noticeable

**WAS** A Blue Bottle added 1,500 to your maximum mana every single time you bought and drank one, with no limit at all, so gold could simply buy unlimited magic.

**NOW** The bottle costs the same and is sold at the same counter, but the permanent rise happens the first time you drink one. Every bottle after that refills the mana you have instead of pushing your ceiling higher, and the game tells you so.

### Picking a forbidden item burned your round

noticeable

**WAS** Choosing an item you are not allowed to use during a player fight, and being told so, still cost you that round's attack and any special your race or class would have used.

**NOW** A refusal costs you nothing now and your blow still lands.

### Health above the maximum after taking gear off

noticeable

**WAS** Taking off a helmet or any other piece that raises your maximum hitpoints left your current hitpoints above the new maximum, so you walked around healthier than the gear allowed until something wounded you.

**NOW** Your hitpoints drop to the new maximum the moment the piece comes off.

### Gear destroyed at login when a sysop closed a slot

noticeable

**WAS** When a sysop switched off one half of a pair of slots, the second weapon hand, the second neck or one finger, the piece sitting there was destroyed at everyone's next login, even though that kind of item was still perfectly legal.

**NOW** It is handed back into the backpack instead. Only a kind of item you have banned outright is destroyed, and a piece still has nowhere to go if the backpack is completely full.

### A ring worn on a closed finger, then confiscated

noticeable

**WAS** On a board with both finger slots switched off, a ring still went on the right finger and gave you its powers, and was then quietly taken away and destroyed at your next login.

**NOW** The game simply says you cannot use that kind of item, and the ring stays in your backpack.

### Eating your way below zero hitpoints

**WAS** Eating a Pomegranate or drinking a Dusty Bottle when you were nearly out of health left you on a hitpoint total below zero that nothing in the game recognised, and you kept playing down there.

**NOW** The loss stops at one hitpoint.

### A necklace that answered with silence

**WAS** With both neck slots switched off, choosing to use a necklace printed nothing whatsoever, so you could not tell whether the key had even been read.

**NOW** It says you cannot use that kind of item.

### Putting on a helmet announced the wrong gain

**WAS** Putting on a piece that adds hitpoints announced that your hitpoints had increased, when only your maximum had moved and your current health had not changed at all.

**NOW** Both putting on and taking off now say maximum hitpoints.

### Backpack columns that would not line up

**WAS** In the backpack listing the right hand column did not start in the same place on every line: it jumped about nine spaces left on the last line, and food and drink entries never lined up with gear at all.

**NOW** The left column is measured by what you actually see on the screen, so both columns start in the same place on every line.

### A lit bracket instead of a key

**WAS** In '[L]eft hand/finger' the highlight fell on the bracket rather than on the L you press.

**NOW** The L is lit.

## The bars, the Church and dark deeds

35 repairs

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*The daily allowances were leaking into each other, and one of the leaks paid for unlimited virtue. Bob's brawl and its beer contest, the Dormitory's soul ladder and the chest thief had faults of their own.*

### Unlimited chivalry for a gold a time

noticeable

**WAS** The Church never counted your good deeds for the day, so you could donate one coin over and over and collect virtue forever, and your deed count quietly went into the minus, which other parts of the game share.

**NOW** Give to the poor, the collection and the Blessing all answer with the realm's own out of deeds line once the day's deeds are spent.

### The beer contest drank the Church's good deeds

noticeable

**WAS** The beer drinking contest quietly spent the daily good deeds the Church hands out, and told you that you were too exhausted from being virtuous: three donations to the poor closed the contest for the day, and a contest closed the Church.

**NOW** The two are separate now. The contest draws on the bar's own daily allowance, the same one your brawls come from.

### The Inn let you in on one fight and charged two

noticeable

**WAS** Storming a room at the Inn let you in with one player fight left and then charged two, leaving your fight count showing a negative number.

**NOW** The Inn tells you plainly that an assault takes two player fights, and it costs exactly that.

### One player fight bought a night of murders

noticeable

**WAS** Murdering a sleeper in the dormitory asked you to have a player fight in hand and then never used one up, so a single fight paid for an unlimited number of murders and the status screen never moved.

**NOW** A successful murder pays the one fight the menu demands.

### **Troll Rum killed the wrong people**

noticeable

**WAS** Troll Rum in a cocktail killed assassins, when the game's own notes say it is elves who cannot touch the stuff: an elf could drink a cup of neat troll rum and stroll out, while an assassin of any race died of a drop.

**NOW** Troll rum is deadly to elves now, and still to assassins.

### **A demon summoned at a barbarian always misfired**

noticeable

**WAS** Paying the Court Magician to send a demon against a barbarian could never work: the misfire was certain, and your gold and your dark deed went with it every single time.

**NOW** A barbarian is still the hardest target on the board, but the summon has a real chance of landing.

### **The nerve punch hurt the wrong man when it missed**

noticeable

**WAS** In a bar duel, a missed nerve punch said on screen that the other man had countered and hit you, and then took the damage off him instead of you.

**NOW** A missed nerve punch hurts you, exactly as the words on the screen say.

### **The stranger in robes charged before you answered**

noticeable

**WAS** The stranger at the bar took one of your dark deeds for the day the moment he walked up to you, before you had answered him, so turning him down cost you a deed for nothing.

**NOW** You only pay when you actually follow him out into the alley.

### **A burglary charged you for changing your mind**

noticeable

**WAS** A burglary took one of the day's dark deeds as soon as you picked which item to steal, so backing out at the last question still cost you a night's daring, while backing out one question earlier was free.

**NOW** Both ways of walking away cost nothing, and the deed is spent when you actually open the window.

### **A burgled prize that nobody ended up holding**

noticeable

**WAS** If your backpack filled up during a burglary the prize was wiped out of the world: it left the owner's chest and nobody ever held it, and the owner's letter still reported a theft.

**NOW** The item stays in the chest, the game tells you that you cannot carry it, and neither the paper nor the victim's letter claims a theft that did not happen.

### **Two characters no stray demon could ever find**

**WAS** When a summoned demon went astray it could never pick the first or the last character on the board, so two accounts were quietly immune to a hazard everyone else lived with.

**NOW** A loose demon can land on anybody.

### **The paper named the wrong trial of the Secret Order**

**WAS** Dying in the first trial was reported as failing the second, and dying in the second was reported as failing the first.

**NOW** The paper names the test you actually failed, and words it properly.

### **The Knifehand by two other names**

**WAS** The move you train and pick from the list as the Knifehand was called a Nifehand in one fight and a Nicehand in another, so the move's own name never appeared in the blow by blow, whoever threw it.

**NOW** Both fights say Knifehand.

### **A missing apostrophe in the bartender's line**

**WAS** When a drink is nearly all one ingredient the bartender said 'Holy Smokes!!! Thats alot of X!'

**NOW** It reads 'That's alot of X!' now. The cheerful alot is the author's and stays.

### **The bar brawl's mob fought the wrong people**

**WAS** When a charging brawler turned on another brawler, the test that should have stopped him hitting his own race skipped the next race in the list instead.

**NOW** He picks anyone but his own kind.

### **A kick on the floor healed you**

noticeable

**WAS** A misplaced bracket turned the stamina a kick costs a stunned caller into stamina gained, so being kicked on the floor left you fresher.

**NOW** It costs one or two points.

### **The vitamin cure did nothing**

noticeable

**WAS** The man in robes sold you a vitamin cure and announced the strength it gave you, but never added it.

**NOW** The strength is added.

### **Drinkers stuck in a cancelled contest**

**WAS** When the beer contest could not find enough drinkers and was called off, the ones it had already seated were never let go, and stayed marked as busy in the Realm.

**NOW** They are released when the contest is called off.

### **A contest that never happened cost you the day's**

**WAS** If no contest could be put together, the day's contest was spent anyway.

**NOW** It is spent only when the contest starts.

### **The contest mixed up his and her**

**WAS** Sorting the drinkers by score moved their names and scores but not their sex, so the lines about each drinker's beer used the wrong pronoun.

**NOW** Each drinker keeps their own.

### **The bar fights' spelling**

**WAS** The bar duel and the brawl carried a run of misspellings (recieve, trow, chokeholt, neatly, forearmes, lycky, rudness, 'You take run', 'a uppercut', 'laying' for lying) and several possessives without their apostrophe.

**NOW** Mended, keeping the brawlers' way of talking.

### **A stray s after a drinker's name**

**WAS** The Boozer news from the Orbs printed a stray letter after the drinker's name.

**NOW** Removed.

### **An anonymous drink gave itself away**

noticeable

**WAS** A drink sent anonymously was signed '\*Unknown\*' where a poisoned one is signed '\*Anonymous\*', so the game's own rule that the two must look alike was broken and a free drink could be told from a poisoned one.

**NOW** Both are signed '\*Anonymous\*'.

### **The soul ladder skipped a step**

**WAS** The scale that names a character's soul by their darkness had one range written as a single number, so everyone past 27,001 read 'devils right hand' and 'extremely evil' never appeared. The kindness scale beside it had the step right.

**NOW** The step is there.

### **The Dormitory's possessives**

**WAS** Every line in the Dormitory that names a sleeper's bed, hand, head or team-mate dropped its apostrophe, 'a cowards deed' likewise, and the kindness scale said 'extremely virtuous'.

**NOW** All mended.

### **A stolen item could be copied**

noticeable

**WAS** The chest thief was handed the item first and the chest emptied afterwards, so two thieves at the same moment, or an owner taking the item out during the fight, left two copies.

**NOW** The item comes out of the chest first and is handed over only if it was still there.

### **'watchinge'**

**WAS** One misspelled word.

**NOW** Spelled right.

### **The Demon ignored the level-limit setting**

**WAS** The sysop's switch that lets the magician's spells reach any level worked for diseases and not for the Demon, which still refused anyone below you.

**NOW** Both follow the setting.

### **A warning about a target already refused**

**WAS** After turning a target down, the magician went on to warn you of the risk of casting at it anyway.

**NOW** The warning comes only for a target he will take on.

### **The stray demon had two blind spots**

**WAS** The dice that pick a stray demon's victim could never land on the first or the last player, and on a board with one player it could not pick anyone.

**NOW** Anyone can be picked.

### A spear that was not there

**WAS** After the Secret Order trial the Iceman could offer an Ice Spear whose record was empty.

**NOW** It is not offered.

### The drug news called everyone himself

**WAS** The Drug Palace's news used 'himself' for every caller, where the steroid news beside it already used the caller's own pronoun.

**NOW** The caller's own pronoun.

### Groggo's name was fixed in one line

**WAS** One line of the magician's spell named him Groggo directly, although every other line uses the name the sysop gave him.

**NOW** It uses the configured name.

### The Shady Shops' spelling

**WAS** A run of slips in the alchemist's, the magician's and the drug dealer's lines: intensely, 'Foul Deed!', side effects, its contours, realities, junkie, 'class make', 'Disease Spellupon', a stray bracket, 'laying' for lying, and 'Be more specific!' run into the next sentence.

**NOW** Mended.

### The Inn-Keeper's name setting did nothing

noticeable

**WAS** The settings reader filled in the Inn-Keeper's name only when that line was blank, so a board that named him, as the stock settings file does with Garth, still showed the built-in Grull.

**NOW** He goes by the name the sysop set, Garth unless changed.

## The markets and the Beggars Wall

13 repairs

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*Two whole pieces of the market that the game had the words for but never asked about, and a shelf that would not sell its last row.*

### Private sales and team sales that could never be made

noticeable

**WAS** The market always had room for a private sale or a sale to your own gang, and the board even had the words ready to print for them, but nothing ever asked the seller, so neither kind of sale could exist.

**NOW** When you hand an item to Ugly Joe he asks whether anyone may buy it, only your team-mates, or one person you name. The board says so, the counter enforces it, anyone who may not buy it is told why, and you can still buy your own listing back to take it off the shelf.

### Unsold goods vanished when their time ran out

noticeable

**WAS** An item nobody bought simply disappeared when its days on the shelf were up: it never came back to you, nobody else got it, and no message ever explained it.

**NOW** Ugly Joe takes it off the board and sends it home, into your pack or, if your pack is full, into your chest at home, with a letter telling you what happened. If there is no room anywhere he holds on to it rather than let it vanish.

**Alabat would not sell the last row on his shelf**

**WAS** Alabat checked the number you typed against how many foods and drinks exist in the game rather than what was actually on his shelf, and he checked it too strictly, so on a well stocked board the last listing could not be bought and he said nothing at all.

**NOW** Every number he lists works.

**A thank-you letter that forgot the gift**

**WAS** The letter a beggar sent after you gave him alms did not name the amount you gave, because the amount had been overwritten before the letter was written.

**NOW** The letter thanks you for exactly what you handed over.

**A generous gift the beggar never noticed**

**WAS** A gift of more than 500 coins was meant to warm a beggar towards you, and the test could never be true, because the amount had already been replaced with a small unrelated number. No gift, however large, ever did anything.

**NOW** A gift over 500 has a one in two chance of winning him over, and he says so. The keeping of how the beggars feel about you belongs to a part of the game that is not built yet, so for now it is his words that change.

**An empty market board that said nothing**

**WAS** Ugly Joe's bulletin board showed a blank page whenever every listing had been sold or had aged off, and never told you the shelf was bare.

**NOW** It says 'Nothing for sale!'

**A misspelling in the club murder at the wall**

**WAS** The club murder at the Beggars Wall read 'You scan the vicinty for a nice weapon.'

**NOW** It reads vicinity.

**The Wall's misspelling had been kept on purpose**

**WAS** The Beggars Wall carried a misspelled word, and the port's own standing note said the misspelling was kept deliberately, so nobody would tidy it away.

**NOW** The word is spelled correctly and the note that recorded it as deliberate went with it.

**Doubled apostrophes at Alabat's counter**

**WAS** Two of Alabat's refusals printed a double apostrophe, 'You don''t have the gold.'

**NOW** Both read normally now, at the buy counter and when he turns down a cursed item.

**Two of Alabat's sentences ran together**

**WAS** Offering Alabat a cursed item in the sell everything sweep printed two sentences with no space between them.

**NOW** They are parted, and it reads 'NAME is cursed! I don't buy cursed items!', Alabat says.'

## Changing your mind at the wall did not stop the walk

**WAS** After you decided not to give to a beggar, the game said you had changed your mind and then went on offering you the next beggars down the wall.

**NOW** The walk ends there.

## Five slips on the Beggars Wall

**WAS** A murdered beggar lay 'laying in a pool of blood', he 'reach for' something and 'grasp for air', a grateful beggar would 'bless you for your kindness', and one sentence opened with a lower-case he.

**NOW** All mended.

## '1 gold coins'

**WAS** Alabat's bulk sale printed the plural for a single coin, where his single sale already used the singular.

**NOW** Singular for one.

## The town: the bank, the shops and the level masters

12 repairs

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*Money that went to the wrong place, and a shopkeeper who was not doing the job he was written to do.*

### Bank transfers landed in the wrong pocket

noticeable

**WAS** Money you sent to another player's bank account was dropped into his pocket instead of his account, and if his pockets were already as full as the game allows the coins were thrown away while you still paid for them.

**NOW** The money goes into the account the menu named. A transfer that cannot be delivered refuses whole and you keep your gold.

### Raising three levels at once paid less than three visits

noticeable

**WAS** Saying yes to raising several levels together quietly paid less than raising them one at a time: under certain masters, three levels taken together gave one point on some stats where three separate visits gave three.

**NOW** Both roads pay exactly the same, so the convenience option costs you nothing.

### The armour keeper picked the last piece, not the best

noticeable

**WAS** When you asked the armour keeper to pick out gear for you, he handed you whichever suitable piece happened to sit last on his shelf rather than the best one your money could buy, so a rich customer walked out in a worse robe than he could afford.

**NOW** He picks the best piece your budget allows, which is what he was always supposed to do and what the weapon shop already did.

### The hitpoint ceiling let wounded characters through

noticeable

**WAS** A character past the ceiling on maximum hitpoints stopped gaining them while healthy, but started gaining again if he walked in wounded, which also handed him a free full heal.

**NOW** The ceiling looks at your maximum hitpoints, the way it looks at every other stat, so it behaves the same whether you are hurt or not.

### **Charisma past 999 could not haggle at all**

**WAS** The shopkeepers' willingness to haggle was written as a list of charisma ranges that stopped at 999, so a character charming enough to pass that number could not talk a single coin off any price, which is the opposite of what charisma should do.

**NOW** The top of the list has no upper end now, and every step below it is exactly as it always was.

### **The magic shop's offer broke in half**

**WAS** When the magic shop offered to buy your ring or amulet, the sentence snapped in the middle: one line ended with the number of coins and the next line began with the word coins.

**NOW** It reads as one sentence, the way the weapon and armour shops already printed the same offer.

### **'Goodbye!.'**

**WAS** The bank's reply to a caller who declines the guard job ended in both an exclamation mark and a full stop.

**NOW** 'Too bad. Goodbye!'

### **The troll's refusal lost its comma**

**WAS** After a haggle, the weapon troll's refusal to a caller who could not pay read without the comma it carries everywhere else.

**NOW** It matches the troll's other refusal.

### **The sale offer broke in two**

**WAS** The weapon and armour shops' offer for a piece you sell broke onto a second row in the middle of the sentence, where the magic shop prints it whole.

**NOW** One sentence, on one row.

### **Capitals in the middle of the level master's lines**

**WAS** Asking to learn from a different master printed 'Your' and 'You' with capitals in mid-sentence.

**NOW** Lower case.

### **'You leave your masters hut.'**

**WAS** The level master's farewell dropped its apostrophe.

**NOW** 'You leave your master's hut.'

### **'You can buy it, but you not use it!'**

**WAS** The armour shop's and the Magic Shoppe's warning about a piece your alignment forbids dropped a word.

**NOW** 'you can't use it', as the weapon shop says.

## The castle, the throne and the prison

16 repairs

*A crown that was cheaper to take than it should have been, and two menu keys that had nothing behind them. The townsfolk's night storm of the Castle and the prison's rescues and releases had faults of their own.*

### One guard defended the whole castle

noticeable

**WAS** When you stormed a castle that already had a ruler, you only ever had to beat one royal guard, no matter how many the King or Queen was paying for out of the treasury.

**NOW** Every guard on duty must be beaten, one after another, before you reach the royal bedroom. Guards who are in prison, dead, or already awake and playing still cannot answer the call, and the crown still hears about each of them.

### A rescued prisoner kept his sentence and his wounds

noticeable

**WAS** A prisoner broken out of jail by somebody else was let out still carrying the rest of his sentence and still bleeding from his stay, while a prisoner who escaped on his own, or walked out of an unlocked door, left with a clean sheet and his health restored.

**NOW** A rescue works the same way as every other way out of the cells.

### A tax refund key with nothing behind it

noticeable

**WAS** The King's Special Tax Menu offered a tax refund, and pressing that key did nothing at all. There is no refund screen anywhere in the original game.

**NOW** Rather than invent a feature the game never had, the menu stops advertising it. The other four keys are untouched.

### A Level-Masters entry that was never built

noticeable

**WAS** The Royal Office listed a Level-Masters option, and pressing it answered that the part was still under construction.

**NOW** The entry is gone and the key simply redraws the office, like any other unused key.

### Misspellings on the castle, prison and challenge screens

**WAS** Whose, released, won't, that's, magician, conjunction, throne and ruler's were all written wrong, and the Court Magician was misnamed on the line directly under his own correctly spelled title.

**NOW** They are spelled properly. Nothing else about those screens changed.

### Three ungrammatical lines around the crown

**WAS** The Great Hall greeted you with 'upon your arrival your are', the crown challenge said 'nobody can can have a go', and the jail break briefing said you must 'get pass' the guards.

**NOW** They read 'you are', 'nobody can have a go' and 'get past the guards'.

### 'Greeting your Highness!'

**WAS** The login greeting for a queen lacked the s the king's greeting has.

**NOW** 'Greetings your Highness!'

### **Three castle misspellings**

**WAS** The treasury and the tax notices carried 'They Royal Purse', 'transferred' twice and 'relieved'.

**NOW** All spelled right.

### **The King's refusal at the prison did not stop him**

**WAS** A monarch who tried to break a prisoner out was told that it would not do, and then the break-in went ahead regardless: the refusal never cleared the choice, where the Royal Guard's does.

**NOW** The refusal ends the attempt.

### **An abandoned release still set a prisoner free**

**WAS** When the monarch gave up waiting to fetch a prisoner for release or execution, only the waiting was cancelled and the order stood, so a prisoner who answered later still walked free, or was beheaded after the Crown had moved on, losing a resurrection if the order had been signed.

**NOW** The order is withdrawn along with the fetch.

### **'has closed the cell-door!' and out he went**

**WAS** The prisoner was moved out of the cell before the game checked whether the Crown's release still stood, so a prisoner told the door had closed was out of the cell at the next save all the same.

**NOW** The prisoner leaves only on a release that stands.

### **A refused rescue reported an escape**

**WAS** When a rescuer knocked and the prisoner, awake in the cell, refused to go, the rescuer was told 'refused to leave the cell!' and then 'walked out of the cell!' straight after it.

**NOW** The second line follows a yes alone.

### **Corpses stormed the Castle**

**WAS** The night's walk that sends a townspeople to storm the Castle never asked whether it was alive, or a real record at all, so a corpse could swim the moat, and on a lucky roll clear it of every creature, before it was turned back.

**NOW** Only an active, living townspeople storms.

### **The drowned challenger kept going**

**WAS** When the night's storm lost its moat roll the paper printed the Fatal Swim story and the monarch was written that the challenger had died, but its hitpoints were never touched, so it walked on to the guards and the royal bedroom.

**NOW** A challenger who drowns is dead, as a caller who drowns is.

### **The guards fought a dead challenger**

**WAS** The night's guard fights went on after the challenger had died, so every guard after the fatal fight wrote another FAILED DUTY letter and fought the corpse again for another Infiltration story in the paper.

**NOW** The fights stop when the challenger falls, as a caller's do.

## An empty throne was defended by a stranger

**WAS** With nobody on the throne the night's storm fell back on the last townspeople in the file, soured its feelings toward the challenger, healed it to full and fought it in the royal bedroom as the monarch.

**NOW** An empty throne is simply taken, with the usurper's story and its line in the List of Monarchs, as it is when a caller walks in.

## Love, marriage and the Gift Shop

21 repairs

*A present that cost you the wrong kind of deed, a marriage the Crown could end without ending it, and the Love Corner's own faults: a poison that charged you twice, couples told they were cheating on each other, and a milestone chain that only ever praised the shortest marriage.*

### A box of chocolate cost you a dark deed

noticeable

**WAS** The Gift Shop asked whether you had a good deed left for the day, and then charged you a dark deed for the chocolate, and a good one further down as well. Buying a present for somebody you love spent the darkness you were saving for the shady side of town, and spent it twice over. The branch had been copied from the box of scorpions above it, where a dark deed is the right price.

**NOW** Chocolate costs one good deed, the counter the shop actually asks about, and nothing else. The scorpions still cost a dark one.

### A marriage the Crown dissolved left both of you still married

noticeable

**WAS** When the ruler dissolved a marriage, the record between the two was rewritten with the ban, but each character kept the married mark on their own sheet. The two went on being shown as a married couple everywhere that mark is read, after the Church had declared the marriage unlawful.

**NOW** The mark comes off both of them with the marriage. The ban on that pair marrying each other again stands, which is what the dissolution was for.

### 'who's relation you would like to ruin'

**WAS** The gossip-monger's dirty-tricks question used the contraction where it meant the possessive.

**NOW** 'whose relation'.

### 'Who's relations would you like to examine?'

**WAS** The same slip in the gossip-monger's spying question.

**NOW** 'Whose relations'.

### 'everything' and a missing apostrophe at the gossip-monger's

**WAS** The gossip-monger's greeting misspelled everything, and the line about her fondness for gossip gave her name a bare s with no apostrophe.

**NOW** Both are spelled right.

### **'married 2 times times before'**

**WAS** Looking up somebody else's marriage history printed the word twice.

**NOW** Once.

### **'You have dinner Ann'**

**WAS** The dinner date's own line lost the word that makes it a sentence.

**NOW** 'You have dinner with Ann and enjoy yourself!'

### **'They two of them were necking'**

**WAS** The dating story in the paper opened with the wrong word.

**NOW** 'The two of them'.

### **A married towns person was married to nobody in particular**

noticeable

**WAS** Courting a married towns person printed 'is married to his wife!!' with a double space where the spouse's name belonged, on all four courting roads, and the faithful line had the same gap.

**NOW** The spouse is named, and the faithful line reads cleanly.

### **Poison cost a dark deed you had not spent**

noticeable

**WAS** The Gift Shop took a dark deed the moment you picked a name for the poison, and another when it went out, so sending it cost two and changing your mind still cost one.

**NOW** One dark deed, taken when the poison is sent.

### **'has sent you flower!'**

**WAS** The line an online caller sees when a bouquet arrives dropped its plural.

**NOW** 'has sent you flowers!'

### **'the parents divorce'**

**WAS** The custody lines at a divorce dropped the possessive, in both copies of them.

**NOW** 'the parents' divorce'.

### **Only the first marriage milestone was ever praised**

noticeable

**WAS** Coming home, a married caller is congratulated on how long the marriage has lasted. The checks ran from the smallest number up, so the first one always matched and the longer milestones were never reached.

**NOW** Each milestone has its own words.

### **A silent key at home**

**WAS** An unmarried caller who pressed the key got no answer at all.

**NOW** It says you are not married.

### **'0 day.'**

**WAS** The married-days line used the singular for everything up to one, so a wedding-day marriage was '0 day.' old.

**NOW** '0 days.'

### A married couple told each other was cheating

noticeable

**WAS** Jealousy letters had no check for the pair being married to each other, and the surprise box of chocolates has no marriage check either, so a spouse opening chocolates their own husband or wife sent had both of them mailed that the other was cheating.

**NOW** A couple married to each other is never told the other is cheating with them.

### The wrong pronoun in a jealousy letter

**WAS** The second jealousy letter took its pronoun from the wrong person, so a wife could be told her husband was 'she'.

**NOW** The cheat's own pronoun.

### The first name counted got two rows

**WAS** The History Room's lists of who is most loved and most hated searched the names already counted only from the second one on, so the first character named started a second row at its next mention, and both rows counted everything after it.

**NOW** One row a character.

### The sender ate his own chocolates

**WAS** The news story about a box of chocolates named the sender twice, as the one who gobbled them and the one they came from.

**NOW** It names the one who ate them and the one who sent them.

### The wrong pronoun in the refused-gift letter

**WAS** The letter telling a sender that the gift went unopened used the sender's own pronoun for the one who refused it.

**NOW** The refuser's pronoun, as the drink's and the roses' letters have it.

### Spelling on the gift and drink roads

**WAS** Two cocktail names read 'Raving Lunetic' and 'Ramapant Evil', a detected poison was 'the poison the Drink', and the broadcast notices ended 'experience points!.'.

**NOW** Lunatic, Rampant, 'the poison in the Drink', and no stray full stop.

## Gangs and sending things to team-mates

16 repairs

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*Three ways a gift to a team-mate could be destroyed on its way, and two halves of a gang standing that were never both handed over. A gang war also credited the wrong fighter with a kill and wrote to the wrong gang. In the fights the game runs by itself, the casters' wards and binding spells were wasted.*

### Food, drink and robes sent to a team-mate were destroyed

noticeable

**WAS** Sending a team-mate food, a drink or an around-body piece such as a robe destroyed it: your own copy disappeared and nothing ever reached them.

**NOW** The gift goes into their backpack, and when their backpack is full they say out loud what they dropped instead of the gift vanishing without a word.

### **A ring sent to a two-ringed team-mate vanished**

noticeable

**WAS** A ring sent to a team-mate who already wore a ring on each hand, both better than yours, was destroyed on the spot with no message.

**NOW** It goes into their backpack like any other gift they do not want to put on.

### **Team-mates put on anything you handed them**

noticeable

**WAS** A team-mate would wear whatever you sent for an empty slot, even gear far too heavy for them or gear that cost them hitpoints, attack or defence, and then carried the penalty.

**NOW** They only put on what they can actually use. Anything else goes into their backpack.

### **Two ways into a gang, two different standings**

noticeable

**WAS** The two ways of adding somebody to your gang handed over different halves of the same standing: a hired character never counted as holding the town, so they got no share of the nightly town money and built up no days towards the gang's record, and a bribed character did not inherit the gang's Gym.

**NOW** Both roads hand over the whole gang standing.

### **The gang record broke itself night after night**

noticeable

**WAS** The all-time record for holding the town was checked against a random bystander instead of the gang being looked at, so the holders kept breaking their own record in the paper night after night, and now and then a genuine new record was thrown away and never printed.

**NOW** It is compared against the gang that actually holds the town.

### **Sleeping members sat four columns out on the roster**

**WAS** In the team roster, any member asleep at home had their whole line shifted four columns to the left, so their level, class, weapon, armour, potions and hitpoints did not sit under the right headings.

**NOW** Every row lines up.

### **A misspelling when your team-mate is online**

**WAS** The message shown when the team-mate you picked is already in the game read 'directly insted.'

**NOW** It reads instead.

### **A missing apostrophe on a cursed gift**

**WAS** A team-mate refusing a cursed item said 'I wont take any CURSED items!'

**NOW** He says won't.

### **A dead winner looted, or a live one did not**

**WAS** When two characters the computer runs fight, the rules for each side falling are written twice, once per side. One copy decided whether the winner could strip the body by asking whether you, the caller, were alive, instead of the winner. So in the night's gang wars a winner who had died in the same blow could still go through the loser's belongings, and in a war where you had fallen a living winner took nothing.

**NOW** Both copies ask about the winner.

### **Your mates' kills in a gang war were counted as yours**

**WAS** The game keeps a count of who has killed whom. In a gang war you lead, the fights your team-mates won were counted on your record against the dead, as though you had struck the blow, and the mate got nothing.

**NOW** The mate who won the fight is counted as the killer.

### **The victor's letter named the wrong gang**

**WAS** In a gang war, the letter to a defender who killed his attacker named the defender's own team as the one he had beaten, or nothing at all on the leader's road.

**NOW** It names the attacking gang.

### **The last gang never made the rankings**

noticeable

**WAS** The rankings sorted and showed every gang but the last one discovered, so a board with a single gang said 'No teams created.'

**NOW** Every gang is ranked.

### **Two team misspellings**

**WAS** Two team messages misspelled team and touch.

**NOW** Both spelled right.

### **Two slips on the sack screen**

**WAS** One sack line had a space before its comma, another began a sentence in lower case.

**NOW** Mended.

### **Warding spells did nothing in the fights the game runs**

noticeable

**WAS** In the fights the game runs without you, gang wars, the bank guards' duels, bounty hunts and the townsfolk's own quarrels, the attacking side's Armor, Shield, Fog of War, Power Hat, Invisibility, Transformation or Prismatic Cage was credited and then cleared just before its armour was counted, so none of it ever stopped a point.

**NOW** The attacking side's wards count on its armour line, the way they count in your own fights. The defending side's wards were never read at all in these fights, and are left as the original has them.

### **Binding spells were wasted in fights nobody watched**

**WAS** Fog of War, the three freezes, Web, Fear, Escape and the Prismatic Cage switched themselves on only inside the lines that print the fight, so in every fight the game ran unseen the caster paid the mana and the turn for nothing.

**NOW** They take effect whether the fight is shown or not, as they do when you cast them.

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*The night's bookkeeping ran out of order in places, which cost one character his takings and the crown its guards.*

### The five old hands woke up wounded

noticeable

**WAS** The five long standing characters the game runs bought new gear in the night that raised the most hitpoints they could have, then woke up filled only to yesterday's smaller maximum and walked around hurt all day.

**NOW** They get the same full night's rest the rest of the townsfolk already had, so they wake at full strength with their new gear counted.

### Spoilage letters for potions that never spoiled

**WAS** The potion bottles of the characters the game runs were refilled each night and then counted against yesterday's number, which left every one of them over the limit and mailed each of them a letter about spoiled potions, every single night.

**NOW** The count reads the refilled bottles, so they sit exactly at the limit and nobody is told about spoilage that never happened. A human hoarder still loses half his overage.

### Hundreds of letters to people with no mailbox

**WAS** Every night the game wrote letters to characters it runs itself, who have no mailbox to open, and those dead letters sat in the post office for a month getting in the way.

**NOW** A letter nobody can ever read is refused at the door, exactly as the original game did.

### Three misspellings in the night's own messages

**WAS** The birthday story for an ailing character, the letter telling a guard he had been sacked, and the king's tax income letter each carried one.

**NOW** 'isn't feeling to well' reads too well, and two sentences that said payed now say paid. Nothing else about those messages changed.

### No child ever grew up

**WAS** The night's child maintenance gave a child a birthday only while it was younger than eighteen, and sent it out into the world only once it was older than eighteen. A child who reached eighteen stopped aging, so the second test could never follow the first: no child ever left home, and the Birthday letter for that day, the Child Lost letter and the Grownup news were all written for a day that never came.

**NOW** The birthday gate is now younger than nineteen, so an eighteen year old child has one more birthday, the one the author's own test waits for. The parents get the Birthday and Child Lost letters, the news reports the grownup, and the child's record is retired, all exactly as the original wrote them. Nothing about how often a birthday comes, or what a child costs, changed.

### Nobody paid tax under the starting king

noticeable

**WAS** A fresh board comes with a king already on the throne, but the game's reset never wrote his name into the night's own royal record. The paper cheered his reign every night, yet the tax was collected only under a king named there, and the royal upkeep that keeps a computer king's tax moving ran only for a king in the townsfolk's file. Until somebody took the throne, no tax was collected and the crown did nothing at night but be cheered.

**NOW** The starting king reigns like any other: the tax is collected and his upkeep runs. The owner's ruling.

## Spelling in the game's data

3 repairs

*Words the original authors mistyped into the lists of monsters, gear and help text, now corrected in both the shipped lists and the tool that rebuilds them.*

### Paldins, in the paragraph explaining the Paladin

**WAS** Several of the built in help screens and background stories were misspelled, the worst of them being the character creation help that called Paladins Paldins in the very paragraph explaining the class.

**NOW** Those words are spelled correctly, along with excel, indisputably, ramshackle and Sorcerer. The wording, the old fashioned voice and the line breaks are exactly as they were.

### Monsters that asked whether you belive in God

**WAS** Monster battle cries and item descriptions carried the original authors' typing mistakes: monsters asked 'Do you belive in God?', promised to 'stay forver', and armour was praised for its 'absorbaton capability'.

**NOW** They are corrected. Because a sysop can rebuild these lists from their own game data, the same corrections went into the rebuilding tool, so a rebuild produces the corrected wording instead of quietly bringing the old mistakes back.

### The same club sold under two spellings

**WAS** The game keeps one list of gear for classic boards and another for new style boards, and four items were spelled differently in each: the same 13,000,000 gold club was Aboslyms Club in one and Absolymys Club in the other, and there were a Lion's Thooth, Thooths of Asa, and Claws of Hipppolyt with three p's.

**NOW** Both lists use the correct spelling. Prices and power are exactly as they were, so nothing about the items themselves has changed.

## The game's own data files

1 repair

*One name the original hands to a newborn, which has not aged well.*

### A child could be born with a racial slur for a name

noticeable

**WAS** The townsfolk name their newborns from two lists the original writes out the first time it needs them, three hundred and one boys' names and two hundred and ninety-one girls'. The seventh name on the boys' list is a word that was merely dated when Usurper was written in 1993 and is a racial slur in English today. Nothing in the game filters it: a computer character has a baby overnight, the name is drawn, and it appears in the newspaper, on the Child Producers board and in that family's list from then on, under your board's name.

**NOW** That one entry now reads Spike, which sits in the same register as the names the author wrote around it (Bull, Flicker, Wasp, Butch). The list keeps all three hundred and one entries, so the odds of every other name are unchanged, and every other name is the author's own. This is the only place in the port where a data table has been altered for anything other than a transcription error, and it was your call, not the port's.

## The children: the nursery, the cellar and the orphanage

24 repairs

*The whole family half of the game, which the port built in one round: the lists were unreadable, two roads did nothing at all, and one letter said the wrong thing entirely.*

### The children lists never lined up

noticeable

**WAS** Your own family's list numbered its first row three rather than one, and every list of children in the game (your own family, the realm's children, the orphanage roster, a kidnapper's victims) padded its columns by counting the colour codes as visible characters, and printed header labels that did not sit over the columns they named. The kidnapped list also broke every row in half after the ransom figure.

**NOW** The numbering starts at one, every cell is measured on what a caller actually sees, the labels sit over their columns, and a victim takes one row.

### The marks beside a child's name were worked out and never shown

noticeable

**WAS** The lists computed each child's marks, the flags that say a child is adopted, kidnapped, in the orphanage or of royal blood, widened the name column to make room for them, and then printed the name without them. The orphanage roster also printed a parent whose name had been cleared as 'the human'.

**NOW** The marks print beside the name, and a parent with no name reads as Unknown, the way the realm list already wrote it.

### Home's kidnapped-children key opened with a debug dump

noticeable

**WAS** Pressing K at Home printed, before deciding anything, four lines for every kidnapped child in the realm: the kidnapper's name, that kidnapper's internal id, the ransom, and your own id. It was left in from debugging and it showed other players' business to anybody who pressed the key.

**NOW** The key answers the question it asks. The dump is not in this port.

### The children's party changed nothing

noticeable

**WAS** The nursery's party moved each child's soul, up for a good party and down for a bad one, in memory only: no child was ever written back to the file. The whole point of the road, that a party marks your children, did nothing at all.

**NOW** A party is saved, so the souls of the children who came really do move. The amounts are the original's.

### The kid fight paid the wrong parent

**WAS** When your child won a fight in the nursery, the experience for the other child's parents was handed out by comparing the child's parent-is-a-computer marker with your own. Two human parents never differ there, so the letter and the experience went to the wrong side, or to nobody.

**NOW** It goes to the child's other parent, found by name, which is what the sibling routine in the same file already did.

### A townspeople could never divorce you over a transfer

**WAS** Handing your child to the Royal Care-House can cost you a marriage to a townspeople. On the father's side the check compared a one-character field with a fifteen-character id, so it could never be true and a townsfolk father never reacted.

**NOW** Both sides compare the ids, so the marriage is at risk whichever of you is the father.

### **The abortion told the father he had been spied on**

noticeable

**WAS** After an abortion the father got a letter headed 'Spies!' saying the mother had spied on his personal relations: the text of the road below it, pasted in by mistake. Nothing told him what had actually happened.

**NOW** He gets a letter headed Abortion, carrying the line the same piece of code shouts to everybody else on the board.

### **A ransom stayed payable for a child already home**

**WAS** Home's kidnapped-children key and its pay-a-ransom road both decided what to show by the kidnapper's name alone. A name left on a record after the child came home opened an empty cellar and offered a ransom for a child who was standing in the room.

**NOW** Both roads test the name, the kidnapper's id and where the child actually lives, which is the test the cellar's own list already used.

### **Paying a ransom ended by saying none of your children were kidnapped**

**WAS** The pay-a-ransom road set its found flag only when you agreed to pay. Say no to every question, or pay for one child of two, and it finished with 'None of your children are kidnapped!' after walking you through them.

**NOW** The line appears only when there was really nobody to ask about.

### **A freed child kept its ransom**

**WAS** Releasing a child or sending one to the Royal Orphanage cleared the kidnapper but left the ransom standing on the record, so the figure followed the child around.

**NOW** The ransom is cleared with the kidnapper.

### **Sharing custody named nobody**

**WAS** The refusal when custody is already shared printed the name of your spouse, and the road exists only for the divorced, whose spouse name is empty. It always read 'You already share custody with !'

**NOW** It names the child's other parent, which is who the sentence is about.

### **A busy child still cost you your access**

**WAS** Handing a child to the Royal Orphanage while somebody else had that child in hand failed, but your own access had already been removed, the record written and the other caller's hold torn down. The abandon road beside it did the same work in the right order.

**NOW** Nothing is written unless the child is really yours to hand over.

### **The Crown's orphanage bill was counted by heads**

noticeable

**WAS** The Royal Orphanage's expenses line multiplied the number of wards by the daily cost. The night charges each ward its age times that cost, so the King was told a figure that had nothing to do with the bill, and it is the only warning before an unpaid ward is thrown to the wolves.

**NOW** The line quotes what the night will really charge.

### **A failed kidnapping cost two dark deeds**

**WAS** Being caught while kidnapping a child charged your dark deed count twice on the way to the jail.

**NOW** It costs one, like every other deed.

### **A child refused once was busy for the rest of your call**

**WAS** A child who was not at home, or ill in bed, was taken in hand before the refusal and never let go, so every later road over that child in the same call answered that the child was busy.

**NOW** The hold is released with the refusal.

### **Every parent was a human under a ransom demand**

**WAS** The two lines that say whose parents are being informed of a ransom asked for each parent's race with a flag that overrides the answer with Human. Whatever the parents were, both lines said human.

**NOW** Each parent's real race is printed, as the child lists print it.

### **The nursery fight's busy refusal named your own child**

**WAS** When the child you picked to fight was in somebody else's hands, the refusal printed your own child's name.

**NOW** It names the child that could not be reached.

### **The Child Makers board's columns wandered**

**WAS** The board of the realm's most prolific parents padded each row to a fixed width counting the colour codes as characters, so the dots and the count sat in a different place on every line, and the two doors into it (the Score Corner and the Love Corner's History Room) painted different screens for what is one board.

**NOW** The counts sit under their heading and both doors open the same board.

### **A ransom paid to a townspeople reached nobody**

**WAS** The original kept players and townsfolk in two files and paid a ransom only into the players' one, which its author noted in a comment at the spot. A ransom paid for a child held by a townspeople left your purse and arrived nowhere.

**NOW** This port keeps every character in one file, so the coin arrives. It is the one repair here that moves money into a townspeople's pocket.

### **Letters addressed to nobody**

**WAS** Where a child had only one parent on record, the roads that tell 'the other parent' still posted a letter to an empty name.

**NOW** No letter is written when there is nobody to write to.

### **Colour ran on past a name**

**WAS** Four lines in the chapter opened a name's colour and never closed it, so the rest of the sentence, and in one case the rest of the letter, came out in the name's colour. One more re-opened red where the original went back to the text colour.

**NOW** Every one of them closes at the name, as the rest of the game does.

### Spelling and grammar through the chapter

**WAS** Paied for paid in four places, exchange for exchange in three, transfered for transferred in twelve, Orphanage for Orphanage, expanditures amounts to for expenditures amount to, a evil for an evil, all they way for all the way, box for boxes, a kidnapper's plural taking a singular verb in five lines, a king's title run into his name, a lower-case pronoun opening a sentence, and eleven possessives written without their apostrophe.

**NOW** All corrected, and nothing else about those lines changed.

### The nursery refusal was missing a word

**WAS** When your good deeds for the day were spent, the nursery answered 'You too tired.'

**NOW** It reads 'You are too tired.'

### The kidnapper's bill did not match the letter

**WAS** The letter told a kidnapper what keeping the child would cost, and the night took a different sum.

**NOW** The sum in the letter is the sum taken.

## The ending: the Final Quest

3 repairs

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*The last fight of a mortal career, at the bottom of the dungeon: one typo and two checks that could not fire.*

### The old woman's line opened with a stray quotation mark

**WAS** Behind the golden door at the end of the game, the old woman's offer of help ended on a line that began with a double quote closing no speech: "'the old woman says.'

**NOW** The line reads 'the old woman says.' under the speech it belongs to.

### A reigning monarch who beat the Supreme Being was never seen to abdicate

noticeable

**WAS** When the winner of the final fight wore the crown, the game was meant to sack the Royal Guard, burn the king's orders and print the abdication in the Royal News. But it cleared the winner's crown as part of retiring the character before it looked to see whether they wore one, so that whole passage could never run and the throne simply went quiet.

**NOW** The crown is checked before the character is retired, so a reigning hero abdicates in full: the guards are told, the orders go, and the Royal News carries the line.

### Two reserved divine names were only refused once a god existed

**WAS** A hero choosing to become a god may not take the name SYSOP or the name of the supreme creator. The check for those two names sat inside the loop over the existing gods, so on a board with no god yet, the loop never ran and either name was accepted.

**NOW** The two reserved names are refused first, then the existing gods' names, on a fresh board and a full one alike.

## The shops, the huts and the Love Corner

8 repairs

*Eight typos and slips met while the shop counters, the healers' huts and the Love Corner's screens were rebuilt to the original's shape.*

### The weapon troll said 'I'll se what I can do'

noticeable

**WAS** On the 'best weapon for your gold' road, Tully the troll said 'Alright, I'll se what I can do...'.  
**NOW** He says 'see'.

### Tully's 'says' opened a row of its own

noticeable

**WAS** On the same road the line 'I have exactly what you are looking for!' ended its row, and ', Tully says.' began the next one by itself. The new-mode shop's copy of the passage keeps the sentence whole, so the break was a slip in the classic one.  
**NOW** The sentence prints whole on one row.

### 'any weapon You can afford' carried a capital mid-sentence

noticeable

**WAS** When no weapon fitted the purse, the troll said 'Sorry friend! I don't have any weapon You can afford.'  
**NOW** It reads 'you'.

### The armorer's refusal ended in '!.'

noticeable

**WAS** A caller trying to buy armor while still wearing some was told 'Get rid of your old armor first!.'  
**NOW** The stray full stop is gone.

### The magic shop's quest paper was spelled 'converning Rugwars'

noticeable

**WAS** Talking to the magic shop's owner, the first paper offered read '(1). Papers converning Rugwars criminal activities.'  
**NOW** It reads 'concerning Rugwar's criminal activities'.

### One person 'trust you', several 'trusts you'

noticeable

**WAS** The Love Corner's personal summary had its singular and plural swapped for trust: 'N people trust you.' for one person and 'N person trusts you.' for more, against every neighbouring sentence of the same summary.  
**NOW** '1 person trusts you.' and 'N people trust you.'

### Two defeats read 'defeated by X 2 time!'

noticeable

**WAS** The Personal screen's record of defeats tested its plural one step late on the second line, so two defeats read '2 time!' where the first line already counted its own the right way.  
**NOW** '2 times!'

### Three relation lines lost their apostrophe

noticeable

**WAS** 'X is Ys enemy.', 'Xs passion is you!' and 'Xs passion is Y.' printed the possessive with a bare s.  
**NOW** 'Y's enemy', 'X's passion'.

## The Gym: the room, the barrels and the rope

20 repairs

*The Gym opens in this port: its keys, its barrels, its masseur and its tug-of-war, with twenty of the original's own faults repaired on the way in.*

### The wrong owner was left out of the Gym's resignation letters

noticeable

**WAS** When a member burned his membership card, the Gym's owners were all told except one: the routine that writes to a crew was asked to skip the first owner it found instead of the member who was leaving, so one owner never heard.

**NOW** The member who left is the one skipped, so every owner of the crew gets the letter.

### A sentence in the Gym opened in lower case

**WAS** Deciding not to give up control of the Gym answered 'that was a wise decision!'.

**NOW** It reads 'That was a wise decision!'.

### 'is a already a member!'

noticeable

**WAS** Handing a club-card to somebody who already had one said '<name> is a already a member!'.

**NOW** It reads 'is already a member!'.

### 'You a place to work out!'

noticeable

**WAS** The letter telling a caller he had been given a club-card said 'You a place to work out!'.

**NOW** It reads 'You have a place to work out!'.

### A missing apostrophe in the Gym's ban notice

**WAS** Throwing a member out of the Gym told the other owners you had 'kicked <name>s sorry butt'.

**NOW** The name takes its apostrophe.

### 'You managed to lift 1 barrels!'

noticeable

**WAS** Lifting beer barrels at the Gym always said 'barrels', even for one, where the hall of fame beside it says 'barrel' for one.

**NOW** One barrel is one barrel.

### 'lifted 1 beer barrels!' in the paper

**WAS** The Barrel Champion story in the newspaper carried the same plural for a single barrel.

**NOW** One barrel is one barrel there too.

### Retired characters stayed on the Barrel Masters board forever

noticeable

**WAS** The barrel champions' file carries a flag for a record that no longer belongs to anybody, and no road in the game ever set it: a character who was deleted or who left the world kept his place on the board for good.

**NOW** The flag is set when a character is retired, so the board lists the living.

### **Four sentences at the masseur ran two into one**

noticeable

**WAS** The masseur's lines printed a second sentence hard against the first, with no space between them: 'Ahhh..nice feeling...Your Hitpoints maxed out!' and three of its kind.

**NOW** Each sentence takes the space it needs.

### **'triumphantly!.'**

**WAS** A crew leaving the rope after a tug-of-war left 'the Gym triumphantly!.', with a full stop after the exclamation mark.

**NOW** The stray full stop is gone.

### **'will never fight your your cause!!'**

noticeable

**WAS** A character who thinks too little of you to join your side of the rope said he 'will never fight your your cause!!'.

**NOW** He says it once.

### **'<Name>s Team' in the tug-of-war letters**

**WAS** The letter telling a character he had been picked for a side said 'You were selected to fight in <Name>s Team.'.

**NOW** The name takes its apostrophe.

### **'to fight against <Name> Team.'**

noticeable

**WAS** The letter to the other side dropped the possessive altogether: 'You were selected to fight against <Name> Team.'.

**NOW** It reads 'against <Name>'s Team.'.

### **'<Name>s team won!' in the paper**

**WAS** Both tug-of-war stories named the winner and the loser without the possessive.

**NOW** Both take the apostrophe.

### **'TUG-Of-War' in three newspaper lines**

**WAS** The three stories the tug-of-war writes spelled the game's name with a capital in the middle of the word.

**NOW** They spell it Tug-of-War, as everything else does.

### **A rope emptied on the last pull was called a draw**

noticeable

**WAS** The tug-of-war tested for the time running out before it tested whether a side had won, so a crew that pulled the rope all the way over on the very last of the eighty pulls was told the contest ended even.

**NOW** A win on the last pull is a win; a draw is a rope that never moved far enough.

### **Bringing in your crew filled the wrong side's roster**

noticeable

**WAS** Marching your own crew onto the rope checked the OTHER side's roster to decide whether there was still room, so it could stop while your own side had empty places, or keep going when it had none.

**NOW** The side being filled is the side that is counted.

### A crew member nobody could seat was left marked as busy

noticeable

**WAS** When a crew was marched to the rope, each member was claimed for the contest before there was a place for him. If no place was left, the claim stayed: the character was busy in a contest he was not in, and nothing ever said so.  
**NOW** A member no place takes is released again, and not announced.

### 'the The Gym'

**WAS** A doubled article in the Gym's refusal letter.  
**NOW** Mended.

### Two words missing in the tug of war

**WAS** The tug's team search and its no-team refusal each dropped a word.  
**NOW** Both mended.

## The Gym: the fight for control

11 repairs

---

*The brawl between the crew that wants the Gym and the crew that holds it, where six of the eleven repairs change who walks out owning the place.*

### Running from the fight for the Gym handed over the Gym

noticeable

**WAS** A challenger who took one look at the odds and fled was not in the fight at all, and yet the routine walked on to the part that writes the ownership across both crews with the outcome never decided: the coward took the Gym.  
**NOW** Fleeing costs the fight and changes nothing: the Gym stays where it was.

### A won fight was reported as a loss once the challenger was floored

noticeable

**WAS** After the challenger was knocked out his crew could still win, and the game then read the two crews the wrong way round: it printed YOU LOST!, listed the wrong crew as the new owners, crossed the letters to both crews and left the Gym where it was.  
**NOW** The verdict is read from the side the challenger came in on, so a win after he goes down is a win.

### The challenger's own fight experience was announced and never paid

noticeable

**WAS** Every fighter earned experience in the brawl for the Gym and the screen told the challenger his share, but the two routines that pay it out both skip the challenger's own record, so his share went nowhere.  
**NOW** The challenger is paid what the screen tells him.

### A crew that won after its leader went down never got the Gym

noticeable

**WAS** A challenger knocked out in the brawl was taken off to his farewell before the part that writes the ownership across both crews, so his crew could win the Gym and never be given it.  
**NOW** The ownership is written first, so the crew keeps what it won.

**The tenth fighter never reached the brawl**

**WAS** The brawl for the Gym holds five a side, and the muster that fills it stopped one short of the ten places, so with two full crews the last character in file order was left outside.

**NOW** Ten fighters are mustered, five a side.

**A challenger with no stamina could not lose**

**WAS** A fighter with no stamina left is skipped by the brawl and can never be a target, so a challenger in that state stood through every round untouched and every ending handed him the Gym.

**NOW** He is put on his feet with a point of stamina when he is mustered, and fights like anybody else.

**'devastating'**

**WAS** The choke-hold line in the brawl spelled devastating with an e.

**NOW** It is spelled devastating.

**'<Name> grab hold of'**

**WAS** When a computer fighter pulled somebody's hair the line read '<Name> grab hold of ...'.

**NOW** It reads 'grabs hold of'.

**Missing apostrophes through the brawl and its stories**

**WAS** The strikes and both newspaper stories dropped the possessive: 'in <name> body', '<name> hair', '<name>s crew', '<name>s pitiful attempt for power'.

**NOW** Each takes its apostrophe.

**'New Gym owners!' against 'New Gym Owners!'**

**WAS** The story written when a crew took the Gym without a fight spelled its own headline differently from the one written after a fight.

**NOW** Both read 'New Gym Owners!'.

**A walk-over left your crew stuck**

**WAS** When nobody defended the Gym, the mates the muster had called were never released, and stayed marked as busy in the Realm.

**NOW** They are released before the news goes out.

*The Quest Hall, the Quest Master's chambers and the journey itself. Three of these repairs decide whether a Quest you are given exists, what a failure costs you, and what the paper says you did.*

### A Quest the Crown refused to grant was announced in the paper

noticeable

**WAS** The news item that says a Quest has been taken up was written after the test that decides whether it was, and outside both answers to it. A caller told 'Unable to claim this Quest!' still had the story printed: the paper carried an event that never happened.

**NOW** The announcement is written where the shout beside it already was, under the arm that succeeded.

### The money penalty for a failed Quest took experience instead

noticeable

**WAS** The penalty for failing a Quest set in money printed 'The PENALTY ... is N gold coins!' and then took that number in experience points. The reward of exactly the same shape, a few lines further down, pays money properly.

**NOW** The money penalty takes money, and never past zero.

### A Quest offered by letter could name a Quest that was never saved

noticeable

**WAS** The letter offering a Quest to a named player was posted before the monarch was asked whether to save the Quest at all. Answer No, and the letter named a Quest that had never entered the file: the reader was shown a blank page.

**NOW** The letter is posted when the Quest is saved, which is where the original posts it.

### 'You have no unfinished Quests!' could never be printed

**WAS** The line sits inside the walk over the Quest file, so it needs the walk to run, and on a realm with no Quests the walk never runs. The road printed its heading and stopped.

**NOW** The line prints whenever the walk found nothing, an empty realm included.

### 'No Quests available!' could not be printed either

**WAS** The same shape one level up, on the board that lists the Quests on offer: a fresh realm answered (L), (A) and (C) with a heading, a rule and nothing else, and no word about why.

**NOW** The board says so when it has nothing to show.

### The Quest Hall's short key line named a key the room does not answer

**WAS** The expert prompt listed an L the room has no arm for, and left out the F that is the room's own point: the list of the Quests you have not finished.

**NOW** The line reads (C,F,Q,S,R,?).

### '... was unable to finish his Questin time.'

**WAS** Two pieces of the newspaper line were joined with no space between them.

**NOW** The space is there.

### **A failed Quest printed QUEST FAILED! twice**

**WAS** The experience penalty printed the banner and its rule a second time, directly under the pair the road had just printed.

**NOW** Once, the way the other penalties print it.

### **A difficulty of zero read out of memory that was never written**

**WAS** The routine that turns a Quest's difficulty into a word has no answer for zero and handed back whatever the machine happened to be holding at the time. No living Quest carries zero, so no player ever met it.

**NOW** Zero answers with an empty word, and no eleventh difficulty is invented.

### **'A higher diffuculty means ...'**

**WAS** A misspelling in the sentence the Crown reads while setting a Quest.

**NOW** Difficulty.

### **'You have entered Master Ulgmogs chambers.'**

**WAS** The possessive apostrophe is missing from the line that greets you in the Quest Master's chambers, and the name had lost its colour with it.

**NOW** The apostrophe is there, inside the name's own colour.

### **'Travel and Slay the Beasts? ? ([Y]/N)'**

**WAS** The question already ended in a question mark, and the prompt adds one of its own.

**NOW** The prompt's question mark is the only one.

### **One finished Quest could start another**

**WAS** After a Quest was completed the counter it had been checked against was reused for loading monsters, so a later Quest whose count matched was offered at once, past the day's limit.

**NOW** One Quest at a time, within the limit.

## **Talking to the other callers**

9 repairs

---

*The line you send to somebody else online, the trade you strike with them, the Inn's chat rooms and the townsfolk who talk back.*

### **'The other part has left!'**

**WAS** The line shown when the other side walks out of a trade is missing a letter.

**NOW** Party.

### **A trade could push healing potions past the realm's own ceiling**

noticeable

**WAS** The door into the potion trade refused only a receiver who was already at the ceiling, and the amount itself was then capped at two thousand million. A receiver one potion short of the limit could be handed thousands. The same gift sent by letter counts properly.

**NOW** You may send what fits under the ceiling, and no more.

### **'<name>s loyalty increased!'**

**WAS** The dropped possessive again, in the line a gift to a team-mate prints.

**NOW** The apostrophe is there.

### **A chat room you did not ask for**

**WAS** Typing a number outside the list of rooms, or a word, left the choice at the value it started with: you were seated in The Round Table without a word about it.

**NOW** A pick the list does not carry is refused, and asked again.

### **The random caller picker picked the wrong list**

**WAS** The routine that picks a random online caller counted the right callers and then took a record from the whole online file by that number, so its line could go to a fake, a god, a shadow or nobody.

**NOW** It picks among the matching callers.

### **Online callers never heard their letters arrive**

**WAS** The check that tells an online receiver a letter has arrived asked only whether a god was online, so a mortal who was playing was never told.

**NOW** The receiver is told in their own kind.

### **Quoted letters lost their quotes**

**WAS** The letter editor's check for doubled quotes counted its own passes instead of the quote marks, so every line that already carried a quote was dropped from a reply.

**NOW** It counts quote marks.

### **A bad-word list could hang a node**

**WAS** The sysop's bad-word filter searched the whole line again after every replacement, so a list that turned a word into something that still contained it, 'ass' into 'class', never finished and the caller's node hung.

**NOW** Each line is cleaned in a single pass.

### **Answering a letter from someone online cut your mail short**

**WAS** Replying to a letter whose sender was playing at that moment threw you out of the mailbox: the letter was never asked about for deletion, it came back unread the next time, and any letters after it waited for another visit. The same fault on a god's road is listed under Life as an Immortal.

**NOW** The reply goes, the letter is shown again with its Delete question, and the reading carries on.

*The wall of posters, the bounty you put on somebody's head, the Most Wanted board and the townsfolk who go hunting at night. Eight of these decide who gets paid, or whether the wall works at all.*

### 'The many posters on the wall indicates ...'

**WAS** The subject of the sentence is the posters, not the wall.

**NOW** Indicate.

### 'the distinction between the fugitive and the hunter'

**WAS** A misspelling in the room's own description.

**NOW** Between.

### 'Cloks, long knives and daggers'

**WAS** A misspelling in the same description.

**NOW** Cloaks.

### '(N)pcs only' on one screen and 'NPCs only' on the next

**WAS** The same choice, spelled two ways on two screens a keypress apart.

**NOW** NPCs, both times.

### The board jammed shut after fifty bounties in the life of the realm

noticeable

**WAS** The test for a full board read the size of the file instead of counting the posters on it, and the file never shrinks: a collected bounty leaves its slot behind for the next one to reuse. Once fifty posters had ever been written, every further attempt was answered 'currently full', with the wall empty.

**NOW** The fifty are counted live.

### "You can't afford it!" fired only by accident

noticeable

**WAS** The refusal was decided by the sum you typed together with a counter left over from listing the board, which is not even set on the first bounty of a call. The right refusal came up by chance, and the wrong one the rest of the time.

**NOW** The sum you type is measured against the gold you have.

### A poster with an unreadable collection rule ran two rows together

**WAS** The column that says who may collect had no answer for a value outside its three, and printed neither a word nor a line ending, so the next poster ran on into it. No room in the room can write such a poster.

**NOW** Anything else reads 'Anyone', and the row ends.

### The Most Wanted board's Worth column sat one place left of its own numbers

**WAS** The heading ended at column 30 and the sums under it at 31.

**NOW** The heading moves one place right, and the columns after it keep the places they already lined up with.

### **The Most Wanted board could print a stranger's whereabouts under a wanted name**

noticeable

**WAS** The board looked each name up twice without ever testing whether it had been found, so a name in neither the players' nor the townsfolk's file left the character before it standing: that stranger's location, health and level were printed under the wanted name.

**NOW** One lookup, and a name that is nowhere gets a blank status and the level the poster itself recorded.

### **The Most Wanted board reordered equal bounties**

**WAS** The sort refuses a swap only between two rows it is already comparing in the same pass, so two heads worth the same sum could change places from one night to the next for no reason.

**NOW** Equal bounties keep the order they were in, highest first.

### **'<Name>s life is worth'**

**WAS** The dropped possessive, in the nightly Most Wanted story.

**NOW** The apostrophe is there.

### **The letter to whoever posted a bounty named the wrong person**

noticeable

**WAS** The line telling the poster who had collected was built from the caller instead of the winner, while every other line in the same block names the winner. Where the caller lost the fight, the poster was told the dead man had collected the bounty on his own head; during the night watch there is no caller in the fight at all.

**NOW** The winner's name, like the lines around it.

### **'(N)PCs only' and '(P)layers only' did nothing whatever**

noticeable

**WAS** You are asked which of three ways a bounty may be collected, and charged for the answer. The answer was written into the poster and read nowhere: whoever killed the target collected, whichever of the three you had paid for.

**NOW** A bounty marked for players is collected by players, one marked for townsfolk by townsfolk, and 'Anyone' by anybody.

### **Posters on characters who had left the realm were never swept**

**WAS** The nightly step that clears them asks a routine that cannot answer no, so the step was dead and the posters stayed on the wall.

**NOW** The name is tested against the characters still in the game.

### **A bounty's expiry was never written down**

noticeable

**WAS** The realm's setting for how long a poster lasts was applied only in memory, and only while choosing which old slot a new poster should overwrite. Nothing was ever saved, so an expired bounty stayed on both boards and stayed claimable.

**NOW** Expired posters are retired in the nightly sweep.

### **A townspeople's successful hunt was paid twice**

noticeable

**WAS** The hunt paid the hunter itself, after the fight had already paid the same hunter through the usual road, and it tested neither whether the bounty had already been collected nor whether the hunter had survived.

**NOW** Every payment goes through the one road, once.

### **A hunt where both died was published as the single word 'his'**

**WAS** The arm overwrote the newspaper line it had just built with the possessive it meant to put inside it.

**NOW** The line stands, with the possessive where it belongs.

### **A hunter left on one hit point collected, and was filed under the wrong heading**

**WAS** The payment is decided at more than none and the news at more than one, so a hunter on exactly one hit point took the bounty and then appeared under 'Player Fight!' instead of 'Bounty Hunter'.

**NOW** Both read the same.

### **The night's hunting could not end on a realm whose townsfolk were all dead**

noticeable

**WAS** All three ways out of the hunt are counted inside the part that runs only for a townsfolk to go hunting. After a bad night, with a live poster still on the wall, none of the three could move.

**NOW** The hunt is bounded by the same hundred passes the original's own brake counts to.

## **Odds and ends about the town**

18 repairs

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*The Crown's Angel and its Dark Avenger, the level masters' Crystal Ball and their summoning, the graveyard, the records and the screens that read the realm's own settings back to you.*

### **The Royal Angel announced five cures and cured nothing**

noticeable

**WAS** Each of the five lines is printed and not one of them clears the ailment: blindness, the plague, smallpox, measles and leprosy were all announced healed and all still there afterwards.

**NOW** Each cure happens as it is announced.

### **The Dark Avenger announced five diseases and gave none**

noticeable

**WAS** The same shape the other way round, and it is what the Court Magician's own menu promises the monarch it will do.

**NOW** Each affliction lands as it is announced.

### **A deposed monarch's errand still landed for a caller who was playing**

**WAS** The test that stops an errand from a monarch who has lost the throne guards the road that arrives by letter, and not the one that arrives while you are online, so a caller who was playing got the whole errand while one who was not got nothing. It is the same errand by two roads.

**NOW** Both roads ask the same question.

### **The town control record could be filed against the wrong gang**

**WAS** The guard read whichever character the scan through the file happened to stop on, rather than a member of the gang being filed.

**NOW** It reads a member of the gang.

### **The Crystal Ball said it could not find a character it had just offered you**

**WAS** The marker that remembers a name was found is set only when you accept one, so a caller who was offered names and turned every one down was told 'Sorry, couldn't find that character.'

**NOW** Offering a name counts as finding it.

### **The summoning had the same fault on the same road**

**WAS** The level masters' other road, which fetches a pupil to you, sets its own marker only inside the branch where you accept.

**NOW** Offering a name counts as finding it there too.

### **'Pay ? (Y/[N])' with two spaces**

**WAS** The question ends in a space of its own, and the prompt adds another.

**NOW** One space.

### **'And You don't have that kind of gold!'**

**WAS** You is capitalised in the middle of its own sentence, where the same sentence elsewhere in the game is not.

**NOW** And you.

### **'And You can't afford it!'**

**WAS** The second place in the same unit with the same habit.

**NOW** And you.

### **'<name>s coffin'**

**WAS** The dropped possessive, in the Team Corner's revival of a dead team-mate.

**NOW** The apostrophe is there.

### **'The revival process takes a couple of hours'**

**WAS** The sentence has no full stop, and the next one starts on a fresh row.

**NOW** The full stop is there.

### **'broke <Team> old record for Town Control'**

**WAS** The dropped possessive again, in the newspaper line about the town.

**NOW** The apostrophe is there.

### **'You have the the Smallpox!'**

**WAS** A doubled word in what the Dark Avenger tells you.

**NOW** The one the.

### **'Dark Avengers poison'**

**WAS** The dropped possessive, in the same block.

**NOW** The apostrophe is there.

### **'met with a Angel'**

**WAS** Wrong English, and the same author wrote 'an' on the other road of the same errand.

**NOW** An Angel.

### **'considering to comit suicide' in the Who is Online list**

**WAS** A misspelling in the word the Realm shows about a caller on that road.

**NOW** Commit.

### **The king's order file was deleted twice**

**WAS** The suicide road deletes it, and then deletes it again with nothing in between that could have made it come back.

**NOW** Once.

### **The game's own name for same-sex relationships**

**WAS** The realm has a setting that allows same-sex courting and marriage, and the game's own name for it is a word that reads as a slur in present-day English. It is printed on the settings screen a player can read, and on the sysop's panel.

**NOW** The setting does exactly what it always did, and nothing about who may court or marry whom has changed. Only the word on the screen is different: the settings screen now reads 'Same-sex relations are allowed', or not allowed, and the sysop's panel names it the same way.

## **Fighting beside your team-mates**

5 repairs

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*The fight engine now carries up to four mates on a raid, which is what the bank robbery needs. Building it showed what the original did to the mates it already had.*

### **Every team-mate on a raid swung with the first mate's weapon**

noticeable

**WAS** When a team-mate fights beside you the game copies that mate's record for everything it needs, then rolls the blow from the FIRST mate's record whichever mate is swinging. Mates two, three and four hit with somebody else's weapon and strength.

**NOW** Each mate swings with their own.

### **A mate who landed the killing blow lost their share of the loot**

noticeable

**WAS** The game pays every surviving mate their share of the experience and gold, then writes the killer's record back from a copy taken before the payout. The one who did the work was the one who got nothing.

**NOW** The killer keeps their share like everyone else.

### **An Assassin mate could never backstab in classic mode**

**WAS** The test for whether a mate is armed reads the two-handed gear that only exists in the new mode, so in classic mode a mate Assassin was always judged unarmed and never got their backstab. Your own backstab test asks the right question two hundred lines up.

**NOW** The mate's test asks the same question yours does.

### **'NAME searches the corpse and finds' was written 'search'**

**WAS** The line for a mate looting a corpse reuses your own 'You search the corpse and find' with a name in front of it and the second verb mended, so the first verb did not agree with its subject.

**NOW** Searches.

### **A corpse 'laying in a pool of blood' on the party roster**

**WAS** The same lay for lie slip that turns up in the beer raid.

**NOW** Lying.

## **Taking your team into the Dungeons**

21 repairs

---

*The original lets you take up to four team-mates into the Dungeons. This port had not built that road until now, and building it turned up ten faults of the original's own and nine slips in its letters.*

### **Every dead mate was told the wrong killer**

noticeable

**WAS** The letter to a mate who died beside you read the killer's name from the wrong slot, one place out, so the first mate was told the name of whatever killed you, the second the name of what killed the first, and so on.

**NOW** Each mate's own killer travels with them, and the letter and the paper name it.

### **Two dungeon events forgot what happened to your team**

noticeable

**WAS** The wounded stranger's event worked on a copy of your team, so a mate who handed over potions kept them, and everything the troll war party did to your mates, wounds, deaths, experience and gold, was thrown away when the event ended, while the letters told the mates it had happened.

**NOW** The gift leaves the mate's pack and the fight's results are saved like any other fight's.

### **A fifth team-mate claimed for nothing**

**WAS** With four team-mates available, the search for townsfolk mates still ran and claimed one more, written past the end of the list: that character was held for your whole visit and never appeared on it.

**NOW** The gathering stops at four.

### **A letter to a mate who was left behind**

**WAS** The 'took you to the Dungeons' letter went out before the mates you refused were dropped from the party, so a mate who stayed home was told they had gone.

**NOW** Only the mates who actually came get it.

### **A found item handed to a fallen mate**

noticeable

**WAS** The lot for which mate finds an item counted only the mates who could act, and then read the number as a place on the full list, so with the first mate down the item could go to the empty slot: a line with no name, and the item gone.

**NOW** The lot picks a mate who can act.

### **Letters about a fight that never happened**

**WAS** After robbing the graves, the letters telling your mates they had fought hordes of the Undead were sent off values that were only set if the Guardian woke, so a quiet dig could still write to them about a battle.

**NOW** The letters go out after that fight, to the mates who stood when it began.

### **A cut-down retreat lost the team's fight**

**WAS** A caller killed while running away left the game before the team was saved, so the wounds, deaths and kill shares of that fight were never written.

**NOW** Every death saves the team first.

### **The final victory was not saved for the team**

**WAS** The last fight of the game saved your team-mates when you lost it and not when you won it, so their wounds, deaths and share of the reward from the greatest fight of all were thrown away.

**NOW** The team is written on both roads.

### **Coins destroyed at the bank's ceiling**

**WAS** Before buying potions a mate's purse went into the bank, and the purse was emptied whether or not the bank, full to its two billion ceiling, accepted the deposit.

**NOW** The purse is emptied only when the gold is actually banked.

### **A gassed mate killed by nothing**

**WAS** A mate the gas trap killed had no killer recorded, so the paper and the letter home named an empty monster.

**NOW** They are named killed by a poisonous trap, as you are when it gets you.

### **'teammeber'**

**WAS** A misspelling on the team list.

**NOW** Spelled right.

### **A stray quotation mark**

**WAS** A mate's battle cry ended in a quotation mark nobody opened.

**NOW** It is gone.

### **A capital in the middle of a mate's sentence**

**WAS** 'I need healing potions, But I have no ...'

**NOW** 'but'.

### **'congratulates you to the successful assault'**

**WAS** The wrong preposition in a team letter.

**NOW** 'on'.

### **'You were lead by'**

**WAS** Nine team letters used the metal where they meant the verb.

**NOW** 'led'.

### **'You fought excellent'**

**WAS** An adjective where the letter wanted an adverb.

**NOW** 'excellently'.

### **'waits for his turn and then drag'**

**WAS** In the camp event's narration the second verb did not agree with its subject.

**NOW** 'drags'.

### **'halted you to participate'**

**WAS** A letter's sentence that did not hold together.

**NOW** 'Your good character kept you from taking part in this act of violence.'

### **'You payed'**

**WAS** The letter to a mate ordered to buy a treasure map used the wrong past tense.

**NOW** 'You paid'.

### **A packed piece vanished from a team-mate**

**WAS** When a team-mate took a monster's piece of equipment the screen said he put it in his backpack, and then he was saved only if he had worn it, so a packed piece was lost unless a later mate wore it.

**NOW** The first mate who keeps the piece, worn or packed, keeps it.

### **A capital You in the middle of a sentence**

**WAS** The letters about a monster's equipment claimed after a fight began their second clause with a capital: 'After killing a monster You found'.

**NOW** Lower case.

## **Steal Beer: the Inn's barrels**

12 repairs

---

*The raid on Garth's beer, with its watch-dogs, its bones, its team-mate and its storage room. Three of these decide whether a well-played raid can succeed at all.*

### **Avoiding the watch-dogs was the losing move**

noticeable

**WAS** Your stamina for the raid is set in exactly one place: inside the fight with the dogs. Bring a team-mate who lures them all away, or pay for enough bones, and you reach the storage room with no stamina at all, collapse on the first barrel and lose the deed, the bones money and the loot. Playing it perfectly was punished.

**NOW** Your stamina is set when the raid starts, before the approach.

### **A second raid in one visit inherited the first raid's team-mate**

noticeable

**WAS** The raid's state, the team-mate included, is cleared only when the room's menu repaints, and an expert (or anyone with auto-menus off) never repaints it between raids. The second raid counted a ghost mate's barrels, halved your gold and experience to pay them, and named them in the paper.

**NOW** Every raid starts clean.

### **The collapse in the storage room reported you dead and left you alive**

noticeable

**WAS** Run out of stamina among the barrels and the call ends, your mate is sent a letter saying you died, and the paper calls you Pathetic Thieves who were finished off by the watchdogs. Nothing wrote a death. You logged in the next day untouched, having been reported dead in print. The three other ways to collapse on the same raid all kill.

**NOW** It kills, as the letter and the paper already said it did. The owner's ruling.

### **Your mate's consolation letter reported twice the loot you took**

**WAS** The letter doubles the count to undo a halving that never ran on that road.

**NOW** It reports what you took.

### **'Lets get out of here!', , NAME screams!'**

**WAS** Two pieces of one line each carried a comma and a space, and the contraction had no apostrophe.

**NOW** One comma, and Let's.

### **A news line that opened with a small letter**

**WAS** The lone thief's story begins with the pronoun table's lower-case he or she, where every other line in the raid begins with a capital.

**NOW** A capital.

### **Two [Press a key] prompts in a row after beating the dogs**

**WAS** The pause inside the victory block is followed at once by the pause that closes the block around it, so you pressed a key twice with nothing printed between.

**NOW** One pause.

### **'Garths Beer', 'Garths Inn', and two more missing apostrophes**

**WAS** Four possessives in the raid are written without their apostrophe; the same unit writes 'Garth's sons' correctly.

**NOW** The apostrophes are there.

### **'laying' for 'lying', twice**

**WAS** A mate's body 'laying on the ground' and a son 'LAYING STUNNED ON THE GROUND'. Fixed in both places or neither, so the raid stays consistent with itself.

**NOW** Lying, both times.

### **'WHO'S AFRAID OF PUPPYS!'**

**WAS** A misspelt plural inside a shouted boast. The shout stays; the spelling goes.

**NOW** PUPPIES.

### **A team-mate brought on a raid stayed claimed until you logged off**

noticeable

**WAS** The claim on a mate is released on two roads out of the raid and leaked on every other: the abort, the retreat, all three deaths against the dogs, and the collapse. Until you logged off, nobody else could bring that character anywhere.

**NOW** Every road out releases them.

### **'You managed to knock out 1 dogs.'**

**WAS** The tally prints the plural for a count of one, for the dogs and for the sons.

**NOW** One dog, one son.

## **The Hall of Dreams and the Whore House**

8 repairs

---

*The two houses, ported as the author wrote them. The Hall was the less finished of the twins, and most of these bring it level with its sibling.*

### **The Hall of Dreams gave darkness without spending chivalry first**

noticeable

**WAS** Every other darkness gain in the game, the Whore House's included, goes through the routine that burns your chivalry down before your darkness rises and caps it at thirty thousand. The Hall's nine gains were added straight onto the darkness field. A chivalrous woman came out of the Hall both holy and dark.

**NOW** The Hall's gains go through the same road as everybody's.

### **The Hall of Dreams never told a woman who else was there**

**WAS** The who-is-here line sits on the expert branch of the room's menu alone, and expert mode is off by default, so the Online Ear did nothing in this one room. It is the only room in the game shaped that way.

**NOW** It shows on both branches, as the Whore House does.

### **Elynthia the dwarf-woman gave 'a lesson in fearless Gnoll-sex'**

**WAS** Her success text is Irma the gnoll girl's, copied whole. The author's own pattern elsewhere (troll-sex for the troll, Gnoll-sex for the gnoll) gives the word.

**NOW** Dwarf-sex. The owner's ruling.

### **You picked Sonya and met Sony**

**WAS** The selection list names her Sonya; her own room sets the name to Sony and prints it six times on screen and once in the paper.

**NOW** Sonya, everywhere. The owner's ruling.

### **Sarah's experience line was printed in the header's yellow**

**WAS** A copy-paste carried the visit header's colour down one line. Every other award line in the house, and the very next line in Sarah's room, is the text colour.

**NOW** The text colour.

## Twenty-two typos and slips across the two houses

**WAS** approached, opinon, suffient, notorius, an orphaned quotation mark, a missing word or two, and their kin. In-character speech keeps its register; the spelling is corrected.

**NOW** Corrected.

## 'Laying on the bed is a huge beer-skin'

**WAS** The same lay for lie slip as the beer raid's, in Tod's room.

**NOW** Lying.

## A computer wife was sent a letter nothing would ever read

**WAS** The Whore House mails a married caller's wife about the visit, and hands the mail routine a hard-coded 'human' instead of the wife's own kind, which bypasses the gate that routine exists to apply. The author's own comment says he knew.

**NOW** The letter goes only to a human spouse, like every letter in the game.

## The murder alleys

6 repairs

---

*The alleys, the arrest, the trial and the gallows.*

## A flag that could never be false, around an empty branch

**WAS** The Execute flag is set and cleared inside a block that ends the program, so the test on it afterwards always passed and its else-branch was the author's own empty stub. Dead code; the two roads the die selects are built directly.

**NOW** The two roads are built without the flag.

## The Realm was told you went to prison before anything was decided

noticeable

**WAS** The moment you were caught, every other caller was told you had been sent to PRISON. You then chose whether to fight the guards or surrender; fighters could walk free, and of those who surrendered two in three were hanged. The line was true on one outcome of three.

**NOW** It is said when the sentence is passed.

## An empty last-words line still printed its header in the paper

**WAS** Answer Yes to last words and then press Enter and the paper carried 'NAMEs last words :' over nothing. A caller who typed two quote marks was swallowed by the same test.

**NOW** Nothing typed, nothing printed.

## 'NAMEs last words :'

**WAS** The header's possessive had no apostrophe.

**NOW** NAME's.

## 'The kings will are quite clear on the case of murder.'

**WAS** It is the court speaking, and it is ungrammatical rather than dialect.

**NOW** The king's will is quite clear.

## Thirteen more slips in the alleys, the trial and the gallows

**WAS** carelesness, notorius, miltia, thightened, feets, 'and and', 'gallow' for gallows twice, 'The executioner take you', 'the lame womans', 'the child's', 'townpeoples', 'offer you to guide him', 'as he was going to get a reward', a lower-case I, and a story that began 'he was arrested, and short after executed'.

**NOW** Spelled and punctuated properly.

## The bank robbery

12 repairs

*The vault, the guards, the fight, the player guards and the loot. Four of these decide who is told what, and one decides who defends the bank.*

### 'You discretely inspect the guards...'

**WAS** A misspelling.

**NOW** Discreetly.

### The Rob option lit up the wrong character

**WAS** The menu painter colours the second character of a row as the hotkey; this row was written 'R(O)b!' so the parenthesis was lit and the O was not.

**NOW** The O is lit, like every other key in the room.

### No unaffiliated computer guard ever defended the bank against a loner

noticeable

**WAS** The loader for computer bank guards excludes a guard whose team matches yours, and does not check that the guard has a team at all. A teamless robber and a teamless guard match on empty strings, so every guard without a gang was excluded, for the commonest kind of robber there is. The loader for player guards one block above checks properly.

**NOW** The computer loader checks the way the player loader does. The owner's ruling: robbery is harder now.

### Whether a player guard was told they defended the bank depended on the wrong record

**WAS** The letter is addressed to the guard you fought, and its gate reads whichever record the loader happened to load last.

**NOW** The gate reads the guard's own record.

### Surviving mates were told the leader died on every robbery

noticeable

**WAS** The Escape! letter, which tells a surviving mate the leader was killed, was sent before the game checked whether the leader was killed. A leader who won posted it and then posted the same mate the Successful Robbery letter.

**NOW** It goes out only when the leader really fell.

### The team gather had no bound

**WAS** It fills mate slots without a cap; a fifth qualifying mate writes past the end of a four-slot array. Latent, because the game's team size is five including you.

**NOW** It stops at four.

### A mate killed by the bank's own guards did not stay dead

noticeable

**WAS** On the success road only the living and the paired mates are written to disk, so a mate who fell to the Captain, a Guard or the Pitbull kept the hit points and record they had before the robbery.

**NOW** Every named mate is written, alive or dead.

### The paper's Robbers count left out the robbers the guards killed

**WAS** The counter is raised only inside the fights against player guards, so a mate cut down by the bank's own guards was never counted.

**NOW** It counts all of them.

### A failed robbery kept its mates and its player guards spoken for

noticeable

**WAS** Neither of the robbery's two death roads released the characters it had claimed, while the success road releases them all. After a failed robbery nobody else could bring those characters anywhere until you logged off.

**NOW** Both death roads release them.

### A letter's rule two characters short of its header

**WAS** The rule under 'While defending the Bank' is twenty-two characters under a twenty-four character header. Every other letter in the unit matches.

**NOW** The port draws every letter's rule from its own header.

### The guard job's pitch quoted the wrong wage

**WAS** Applying for guard duty quotes level times one thousand plus strength times nine; the night watch pays level times fifteen hundred plus strength times nine. The pay is unchanged; the quote was wrong.

**NOW** The pitch quotes what the job pays.

### A wrong guard number fought the first guard

**WAS** The guard picker defaulted to the first guard when the number you typed had nobody behind it, which undid the check that was meant to refuse it.

**NOW** The number is refused.

## The online duel and your setup screen

16 repairs

---

*Two callers fighting each other live, plus the phrases and the description you set on the setup screen. Half of these are things the duel promised and never did.*

### You could not challenge anyone standing where the challenge key is

noticeable

**WAS** The (O)nline war key lives on the Anchor Road, and the list of rooms an opponent may be challenged in stops one short of the Anchor Road. Two callers who both walked out there to fight were told for ever that the other was busy.

**NOW** The Anchor Road is on the list.

### **Quiet mode promised to refuse challenges and never did**

**WAS** The Online Ear screen says a Quiet caller will refuse messages and challenges. The message road checks it; the challenge road never looked.

**NOW** A Quiet caller refuses a challenge, in the same words the message road uses.

### **The (H)eal key on the duel menu did nothing**

noticeable

**WAS** It is on the menu, in the accepted keys and in the wire protocol, and neither side had a line of code for it. It spent your turn, healed nothing and showed your opponent nothing.

**NOW** It quaffs, prints the game's own healing line, and your opponent sees the quaff. At full health it says so and still spends the turn, as the offline engine does.

### **No spell description ever crossed the wire**

noticeable

**WAS** The routine that sends a spell's two description rows wrote them into record two of a two-record file on one side and into its own inbox on the other. Your opponent saw the spell hit and never what it was.

**NOW** The rows reach the other side, in the victim's own person.

### **Losing a duel undid the frisking and doubled your purse**

noticeable

**WAS** The loser's exit saved back a copy of their record taken BEFORE the winner emptied their purse and swapped their gear. The gold the winner took existed twice, and the swapped weapon and armour were back where they started.

**NOW** The winner's side owns the loser's record; the loser writes only their own experience loss.

### **You could never shorten your description**

**WAS** A blank line in the four-line editor blanked that row and left the rest standing, against the editor's own promise. Blank line one and you kept an empty row above your three old ones.

**NOW** A blank line ends the description there.

### **One news item left a player's name in the body colour**

**WAS** The other five items in the same file paint the name in the player colour.

**NOW** All six agree.

### **Both callers read as 'fighting NAME' long after the duel**

**WAS** Neither side restores its who-is-online word when the duel ends, and the room only refreshes it on a change of location.

**NOW** Leaving the duel restores it.

### **A caller who died as their opponent vanished walked away with no hit points**

noticeable

**WAS** The news chain tests 'the opponent went quiet' before 'I died' and skips the death exit for the second, so a caller with no hit points was returned to the Anchor Road alive.

**NOW** A death is a death.

### **A timed-out round printed a line from uninitialised memory**

**WAS** The read routine assigns its result only when it did not time out, so on a timeout the waiting side printed whatever the variable happened to hold before calling the fight off.

**NOW** It prints nothing of its own before the abort lines.

### **The winner's closing handshake could wait forever**

noticeable

**WAS** It loops with no counter, no timeout and no test for the other side's file, waiting for a sign-off an opponent who dropped carrier would never write.

**NOW** It has the same cap the trade road has.

### **The winner of a duel was charged a resurrection**

noticeable

**WAS** On a board where the killed may not play again that day, the game charged BOTH duellists, printing the winner's remaining count in the middle of their own victory. The config line says 'players killed in online battles', and the author's own comment says loser.

**NOW** Only the loser pays. The setting now says so on the sysop's panel.

### **The paper named the two duellists the wrong way round**

**WAS** Every news item opens with the node's OWN caller as the challenger, whichever side posts it, so an item posted from the acceptor's side read 'Beta challenged Alpha!' when Alpha had challenged.

**NOW** The one who pressed the key is the challenger, whoever posts.

### **Your spells did nothing to a waiting opponent**

noticeable

**WAS** The pass that lets an Angel, a Demon, a Duplicate or a Transformation strike the waiting side ran on a copy of the record and then reloaded it from disk before anything was saved.

**NOW** The blow lands and is written.

### **'You need healing, but dont have any potions!'**

**WAS** A missing apostrophe in the healing routine's own line, which the dungeon prints too.

**NOW** Don't, in both places.

### **The frisking showed weapon and armour power times eleven**

noticeable

**WAS** The classic swap screen multiplies the power by eleven for display, where the shops store and every blow uses the plain number. The status sheet had the same fault and was the first thing this port repaired; the duel's frisking, and the offline duel's, still had it.

**NOW** The plain number, in both duels.

*The Temple, from the mortal's side: giving away gold and gear, changing faith, and the letters a sacrifice posts to the god who receives it.*

### The sacrifice letter dropped the sentence it had just worked out

noticeable

**WAS** The altar works out a second sentence for the letter it posts to a god after a sacrifice, then writes the letter with a blank line where that sentence belongs. The author left himself a note about it at the top of the file. Where a form of the sentence did print, it named the god who received the gift rather than the god you believe in, which is the whole point of the message: it is the complaint of a god watching a follower give gifts elsewhere.

**NOW** The sentence is in the letter, on its own line, and it names the god you follow.

### Good Deeds could be spent past zero at the altar

noticeable

**WAS** The room checks you have a Good Deed left once, on the way in, and then lets you sacrifice as often as you like from the menu, taking a deed each time. The counter is a small signed number, so it went negative and kept going.

**NOW** The deed is checked before each gift, and refused in the game's own words when there is none left.

### A header printed where no list followed

**WAS** Turning down the confirmation that gives up your faith still printed the heading that introduces the god list, and then put you back on the menu.

**NOW** The heading prints only when the picker follows it.

### A god's power change lived only as long as the god's session

noticeable

**WAS** A sacrifice changes the god's experience. When the god happened to be logged on at that moment, the mortal's side skipped the write and left the change to the god's own session, which held it in memory until it ended: a dropped carrier lost it, and every other road in the meantime saw the old figure.

**NOW** The change is written at once, online or not, and an online god still gets the lines.

### 'gold gold coins'

**WAS** The line that tells you what an item is worth adds the word gold to a number the game's own money routine has already finished with the words gold coins.

**NOW** One set of words.

### A full stop after an exclamation mark

**WAS** The two lines an online god is sent when a follower sacrifices end 'experience points!' and then a full stop.

**NOW** The full stop is gone.

### Spelling in the sacrifice room and its post

**WAS** 'Unexepected Sacrifce!', 'immortal', 'untolarable', a sentence opening in lower case after a full stop, and a bracket that is opened and never closed.

**NOW** Unexpected Sacrifice, immortal, intolerable, the capital letter, and the bracket closed.

---

*What an immortal does to the people below: blessings and curses, prison and release, recruiting a rival's follower, and the stories the paper carries about it.*

### Cursing a child printed '\*nothing happened\*' noticeable

**WAS** A god may curse a mortal's child. The road was written and left unfinished: it asked for the child's name, printed that nothing happened, and spent nothing. Everything downstream of the curse was already built and waiting. The night watch carries the parents' grief for a cursed child, and the child's own record has the two fields that name who cursed it.

**NOW** The child's health is cursed, the god who did it is written into the child's record, the deed is spent, and the parents grieve that night. The god is told 'NAME is cursed.', which is the one sentence this round adds to the game.

### The believers list counted the wrong file noticeable

**WAS** The key that lists a god's flock loops over the townspeople using the number of records in the player file. Where the two files differ it either stopped short of the end or ran past it.

**NOW** Both files are read to their own end.

### A divine release left the sentence on the books noticeable

**WAS** The realm's release only changes where the mortal is. The castle's own release also clears the days left to serve and the state the prison left them in, so a mortal a god set free was still counted as serving time.

**NOW** The release does what the castle's release does.

### A deed spent on a god that no longer exists

**WAS** When the game cannot load the immortal a townspeople follows, it prints its own error line and returns, having already taken the acting god's deed for the day.

**NOW** The deed is refunded. The error line is unchanged.

### Two lines spoken under a borrowed name noticeable

**WAS** Two roads load a mortal's record into the variable that also holds the god, and the broadcast and the letter that follow read the name out of it. What went out was whichever record had last been read.

**NOW** Both lines are spoken by the god's own name.

### A refusal printed for a search you called off

**WAS** The picker prints its not-found line whenever nothing was chosen, which includes the case where you pressed the key that abandons the search.

**NOW** Abandoning the search says nothing.

### A letter written for a townspeople

**WAS** The examine key posts a letter telling the examined character that a god has looked at them. The post routine only ever delivers to human players, so a letter written about a townspeople went nowhere.

**NOW** The letter is written only when the examined character is a caller.

### Abandoning the picker said you had no god

**WAS** The entry road offers a list of your immortals with a choice that abandons it, and treats that choice the same way it treats a caller who owns none: with a refusal that is untrue for anyone who got as far as the list.

**NOW** The abort is silent.

### The letter bell rang for gods only

**WAS** A god writing a letter tells the receiver on the wire that it has arrived, and looks for someone listening among the gods alone. A mortal is the common case.

**NOW** An online mortal is told as well.

### A news story named the wrong god

noticeable

**WAS** The story written when one god takes a follower from another names, on its second line, the god who lost the follower instead of the one who recruited them. The sibling story a few hundred lines further down gets it right.

**NOW** The recruiting god is named, as the sibling story does.

### Spelling and capitals among a god's powers

**WAS** 'Chose category of people', 'who's relation you would like to ruin', 'Evil tongues claim' in two stories, and two sentences that begin in lower case after a full stop: 'return tomorrow.' and 'try again later!'

**NOW** Choose, whose, tongues, and both sentences capitalised.

### A god's believers could wrap round

**WAS** Taking a believer from a god who had none left rolled the count over to its largest value.

**NOW** It stops at zero.

## Life as an Immortal

10 repairs

---

*The god list, the status sheet, the immortal's own town and the night that pays for a flock. Several of these are numbers a god was shown that were not true.*

### The believers count was read from a stale number

noticeable

**WAS** A god's status sheet, the Followers column of the god list and the night's own pay all read a stored counter. Only one road of the four that move a townspeople's faith ever wrote it, so a god could be paid experience for followers who had already walked away, and the list could show a flock that no longer existed.

**NOW** Every reader counts the town itself. The stored number keeps its real job, which is the mark the realm compares against to tell a god they have gained or lost believers since their last visit.

### The god list ran the rank into the level and cut it short

noticeable

**WAS** The Rank cell is filled with the title and the level run together with no space between them, then padded to thirteen columns. 'Lesser Spirit1' is fourteen characters, so a level one god lost its number altogether, and every other rank read as one word: 'Minor Spirit2'. The header above the column was drawn for a twenty column cell.

**NOW** A space between the two, and the twenty columns the header was drawn for.

### **The Followers count missed its column**

**WAS** The count was right justified in a field that ended the column before the heading's word began, so every count stood under the Rank column instead of under Followers.

**NOW** The count now ends under the last letter of its heading.

### **A key that answered nothing**

noticeable

**WAS** The ask for power road has an arm for power exactly at the level's threshold and an arm for power above it, and nothing at all for power below it. A god can lose experience at the altar, so the state is reachable and the key simply did nothing.

**NOW** Below the threshold gives the refusal the threshold gives.

### **Possessives printed without their apostrophe**

**WAS** Lines at the altar, in the letters, among a god's powers and on the wire glue an s straight onto a name, and one drops the possessive altogether: 'Manwes Fire Wagon', 'forced into Zeuss flock', 'Zeuss powers are growing!', 'informed of Alpha decision later'.

**NOW** Each prints the name, an apostrophe and an s, which is the form this port uses throughout.

### **'Havre' on the god's status sheet**

**WAS** The experience row of a god's status sheet is labelled Havre, a word that appears nowhere else in the game. The record the number comes from names the field experience, power.

**NOW** The row says Power.

### **A settings row printed the wrong number**

**WAS** The tail of the line that sets how often townspeople change faith prints the number belonging to the line above it, which sets how often they change relations. A sysop reading numbers off the screen would have edited the wrong setting.

**NOW** Each row carries its own number.

### **A room that cleared the screen before every prompt**

noticeable

**WAS** The god's own town takes its refresh flag by value, so the flag is set again before every prompt and the room clears the screen each time round. Anything a key had just printed went with it. The twin room in the realm uses the shared flag and behaves.

**NOW** The town repaints when the location changed and when you press the key that asks for it, which is what its twin does.

### **'deitys'**

**WAS** The line describing the altars in the god's own town spells deities as deitys.

**NOW** Deities.

### **Replying to an online player cut your mail short**

**WAS** A god answering a letter from a player who was online was thrown out of the mailbox, and the letter came back unread the next time.

**NOW** The reading carries on as for any other letter.

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Every one of these three hundred and ninety-eight corrections is cited to the original Pascal source in the port's code and its review document, at the exact place the repair was made, so any of them can be looked up and checked against what Jakob Dangarden actually wrote. Where the original's intent was not obvious, the citation names the sibling code that settled it: the shop that already picked the best piece, the duel engine that already rolled the soulstrike once, the author's own comment naming elves as the ones who cannot drink troll rum. Nothing here was changed on taste alone.

Most of the list is readable from inside the game too, on the Credits screen (what is left out there is spelling in files a player never meets at a prompt), so a player who wants to know why a number on their status sheet changed overnight can read it for themselves without troubling you.