KLASSIKER DER SPIELEGESCHICHTE

MUDS

30. APRIL 2014
Elektro-magnetische Telegrafie

Morse-Stiftschreiber von 1846; in dieser Form ging der Morse-Apparat in den USA in Betrieb.
Mattie Kuhn

Telegrafen Community

11 = I am ready
GA = Go Ahead
SFD = Stop for Dinner
GM = Good morning
1 = Wait a moment
2 = Get answer immediately
FREE MESSAGES.

62. In order to relieve the wires of the pressure of free business, and of any improper use thereof, the messages of an unofficial character, to and from employees of the Company, must be restricted to their own urgent social messages, and in every case such messages shall be approved by the Manager of the office from which it is sent. The copies of such messages to be regularly filed with the free messages.

63. The Official Correspondence over the wires between Managers, Operators, and other employees of the Company, must be limited to matters of an urgent nature and that will not bear the delay of the mail. Use the mail for all matters that will not suffer by the delay.

64. Messages for Theatres, Shows, Concerts and places of amusement of any kind, will in no case be transmitted over the wires of this Company without payment of the usual charges.
Beziehungen

«I got my divorce . . . and soon afterward married a telegrapher from Nova Scotia. I'd met this operator over the wire in 1903, while working» (Mattie Kuhn)

Ella Cheever Thayer: Wired Love: a romance of dots and dashes, 1879

Flirtation by Telegraph*  
Probably from Harper’s Weekly, ca. 1875, National Museum of American History, Smithsonian Institution, Archives Center
J. C. R. Licklider, 1915-1990
1950 MIT Lincoln Lab
1959-1962 BBN, PDP-1, time-sharing
1960 *Man-Computer Symbiosis*
1962-1964 ARPA (IPTO)
1968 MIT, Project MAC

1968: The Computer as Communication Device
FIGURE 6.1  Drawing of September 1969
(Courtesy of Alex McKenzie)
Netzdienste

1971

E-Mail (RFC 385)
Remote Job Entry (RFC 105)
Telnet (RFC 137)
FTP (RFC 114)

Text der ersten Email:
QWERTYUIOP

An der PDP-10 von BBN verschickte Ray Tomlinson 1971 die erste Email. William Crowther vom IMP-Team schrieb um 1975 das Videospiel Adventure.
The Game of Dungeons

A Dungeons and Dragons game pitting the players against the evil forces lurking within the dark and dangerous Dungeons. TheOBJECTS: Seek out the Orb and Grail, and enter the Hall of Fame.

3729147 Dungeon Trips Thus Far

Adventurers Retired to HOF: 115
The Dungeon Hall of Fame

<table>
<thead>
<tr>
<th>Name</th>
<th>Level</th>
<th>Order</th>
</tr>
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<tbody>
<tr>
<td>David</td>
<td>131</td>
<td>112</td>
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<tr>
<td>Steve Hudson</td>
<td>129</td>
<td>121</td>
</tr>
<tr>
<td>Ken Williams</td>
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<td>121</td>
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<td>G. Bush</td>
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<td>8 Kaplan</td>
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<td>174</td>
</tr>
</tbody>
</table>

Written by: Flint Pellet & Dirk Pellet
Originally by: Gary Whittaugh & Ray Wood

Press NEXT to enter The Dungeons, or:
DATH, notes, HELP, help, Start, BUCK, leave.

PLATO

Spasim, 1974

dnd, 1974

Airfight, 1974

Moria, 1975
Hunt the Wumpus (1972)
Mazewar, 1974

PAUSE INIT DONE statement executed
To resume execution, type go. Other input will terminate the job.
go
Execution resumes after PAUSE.
WELCOME TO ADVENTURE!!   WOULD YOU LIKE INSTRUCTIONS?

SOMEBODY NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
FORTUNES IN TREASURE AND GOLD. THOUGH IT IS RUMORED
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID
TO WORK IN THE CAVE. I WILL BE YOUR EYES AND HANDS. DIRECT
ME WITH COMMANDS OF 1 OR 2 WORDS.
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWATHER)
(IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING, AROUND YOU IS A FOREST. A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.
Nachfolger

Zork, Infocom: Tim Anderson, Marc Blank, Bruce Daniels, Dave Lebling, 1977
MUD1
Multi User Dungeon
1978

Roy Trubshaw
Richard Bartle

telnet://british-legends.com:27750
Path.
You are standing on a path which leads off a road to the north, to a cottage south of you. To the west and east are separate gardens.

Flower garden.
You are in a well-kept garden. There is an unexpectedly sweet smell here, and you notice lots of flowers. To the east across a path there is more garden.

Cliff.
You are standing on the edge of a cliff surrounded by forest to the north and a river to the south. A chill wind blows up the unclimbable and unscaled heights. At the base of the cliff you can just make out the shapes of jagged rocks.

As you approach the edge of the cliff the rock starts to crumble. Hurriedly, you retreat as you feel the ground begin to give way under your feet!

Leap
You are splattered over a very large area, or at least most of you is. The rest of your remains are, even now, being eaten by the seagulls (especially your eyes). If you’d have looked properly before you leaped you might have decided not to jump!

Persona updated.
Would you like to play again?
MU*

MUD – Multi User Domain / Dimension / Dungeon
MOO – Multi User Dungeon, Object Oriented
MUCK – Multi-User Chat/Created/Computer/Character/Carnal Kingdom | Multi-User Construction Kit
MUSE – Multi User Shared Environment
MUSH – Multi User Shared Hallucination
MUX – Multi User eXperience

http://www.livinginternet.com/d/da_own.htm
Themen

http://www.mudconnect.com/mud_category.html

Adult-Oriented Muds - Contains content not suitable for minors
Amber - Based on Roger Zelazny's Amber novels
Anime - Based on Japanese animation
Babylon 5 - Based on the popular television show
Christian-Based Muds - Themes based on Christianity
Comic Books - Based on comic book themes
Cyberpunk - Based on William Gibson's Cyberpunk Genre
Dark Fantasy/Horror - Muds with a dark fantasy and/or horror theme/genre
Default Telnet Port - Muds running on the default telnet port (port # 23)
Default WWW Port - Muds running on the default web port (port # 80)
Diablo - Based on Diablo
Dragonball - Based on Dragonball
DragonLance - Based on DragonLance
Dungeons and Dragons - Based on TSR's Dungeons and Dragons®
Eddings - Based on the works of David Eddings
Educational - Muds used for educational purposes
Final Fantasy - Muds which are based on Final Fantasy
Forgotten Realms - Based on TSR's Forgotten Realms
Free Muds (Broad Category) - Muds which are free to play
Furry Muds - Muds based on anthropomorphics
Futuristic Muds - Muds which are set in the future
Gothic - Based on a Gothic genre
Harry Potter - Based on Harry Potter
Historical - Based on actual or fictional history
Level-based muds - Muds whose training and equipment systems are level-based
Leveless and Classless muds - Muds which are based around leveless and classless training systems
Medieval Fantasy - Based on a medieval fantasy environment
Modern Day - Muds set in modern times
Newbie Friendly - Muds that are extra friendly for newbie players
Non-Player Killing Muds - Muds not allowing any form of player killing

Original World - Muds which claim to have a completely original world
Palladium - Muds based on Palladium’s books (RIFTs, Robotech, Heroes Unlimited, etc)
Pay to play Muds - Muds requiring registration or other fees to play
Pern - Based on Anne McCaffrey’s Pern Series
Player Killing Muds - Muds allowing unrestricted player killing
Pokemon - Muds based on Pokemon
Post Apocalyptic - Based on a post apocalypse scenario
Pure Player Killing Muds - Muds based strictly on player killing
Research Oriented - Muds used for research
Restricted Player Killing Muds - Muds allowing restricted player killing
Roleplaying Muds - Roleplaying is accepted within the game. (Also try these categories roleplay-encouraged and roleplay-enforced)
Science Fiction - Muds that deal with science fiction
Sexually-Oriented - [ADULT ONLY] Muds containing sexually oriented material [ADULT ONLY]
Shadowrun - Muds based on Shadowrunner
Skill-based muds - Muds whose training and equipment systems are skill-based
Social muds - Muds which primarily provide an outlet for social interaction
Star Trek Muds - Based on the Star Trek TV series or movies
Star Wars Muds - Based on the Star Wars movies
SuperHeroes - Based on superheroes
Sword of Truth - Based on the Sword of Truth book series by Terry Goodkind
Talkers - List talkers and talker-style muds
Talkien - Based on the works of J.R.R. Talkien
Transformers - Based on the 'Transformers' theme
Ultima - Based on the world of Ultima
Vampire: The Masquerade - Muds based on 'Vampire: The Masquerade'
Warhammer - Muds based on Warhammer
Wheel of Time - Based on Robert Jordan’s "Wheel of Time" series
World of Darkness - Based on White Wolf Studio’s "World of Darkness"
X-Files - Based on the X-Files TV show and motion picture
Player Types (1990, 1996)

i) Achievement within the game context.
Players give themselves game-related goals, and vigorously set out to achieve them. This usually means accumulating and disposing of large quantities of high-value treasure, or cutting a swathe through hordes of mobiles (ie. monsters built in to the virtual world).

ii) Exploration of the game.
Players try to find out as much as they can about the virtual world. Although initially this means mapping its topology (ie. exploring the MUD’s breadth), later it advances to experimentation with its physics (ie. exploring the MUD’s depth).

iii) Socialising with others.
Players use the game’s communicative facilities, and apply the role-playing that these engender, as a context in which to converse (and otherwise interact) with their fellow players.

iv) Imposition upon others.
Players use the tools provided by the game to cause distress to (or, in rare circumstances, to help) other players. Where permitted, this usually involves acquiring some weapon and applying it enthusiastically to the persona of another player in the game world.

Richard Bartle: HEARTS, CLUBS, DIAMONDS, SPADES: PLAYERS WHO SUIT MUDS
http://mud.co.uk/richard/hcds.htm
Hierarchien

Novice
Player
Wizard / Immortal
God / Implementer
Developer
Virtual Communities (1993)

The technology that makes virtual communities possible has the potential to bring enormous leverage to ordinary citizens at relatively little cost--intellectual leverage, social leverage, commercial leverage, and most important, political leverage.

Howard Rheingold, Virtual Communities. Homesteading on the Electronic Frontier
»I am concerned about the degree to which people find virtual communities enchanting. We have people who use LambdaMOO who are not in control of their usage who are, I believe, seriously and clinically addicted. . . . These people aren't addicted to playing video games. It wouldn't do the same thing for them. They're communication addicted. They're addicted to being able to go out and find people twenty-four hours a day and have interesting conversations with them. We're talking about people who spend up to seventy hours a week connected and active on a MUD. Seventy hours a week, while they're trying to put themselves through school at Cambridge. I'm talking about a fellow who's supposed to be at home in Cambridge to see his family for the holidays, missed his train by five hours, phoned his parents, lied about why he was late, got on the next train, got home at 12:30 in the morning, didn't go home, went to a terminal room at Cambridge University and MUDded for another two hours. He arrived home at 2:30 in the morning to find the police and some panicked parents, and then began to wonder if maybe he wasn't in control.
These are very enticing places for a segment of the community. And it's not like the kinds of addictions that we've dealt with as a society in the past. If they're out of control, I think that's a problem. But if someone is spending a large portion of their time being social with people who live thousands of miles away, you can't say that they've turned inward. They aren't shunning society. They're actively seeking it. They're probably doing it more actively than anyone around them. It's a whole new ballgame. That's what I'm saying about virtual societies.«

MUDflation

Somebody in some post mentioned something about MUDs having an inflation problem. The response I have for this is: YES!!!
The reason is intuitively obvious even to the most casual observer — when a mobile recreates itself whole from nothingness, it also creates more coinage. So the amount of money in the game goes up and up and up.

A REAL cool solution would be to have the prices in the shops go up as the game realizes there is more coinage floating around. One drawback in this scenario (and it’s a big one) would be that the newbies (who don’t have all the extra money) log in to find recalls costing 10K apiece. The cash isn’t evenly distributed, which makes this inherently unfair, (even tho it IS just like real life. :)

A pretty brilliant "temporary" solution was come up with by one of the Imps of JediMUD: he sold off a pretty powerful, incredibly rare item to the highest bidder. Presto change-o, seven million coins out of the game. An intrepid Immortal duplicated this feat using all of his "old" eq (Jedi has just gone through an equipment downgrade, and the dust hasn’t settled yet), and disposed of another 11 million.

Anybody got any other ideas on how to deal with MUDflation? :)

4/6/93

https://groups.google.com/forum/?hl=en#topic/rec.games.mud.diku/AF7YKv84aVc
...the commands you type into a computer are a kind of speech that doesn't so much communicate as _make_things_happen_, directly and ineluctably, the same way pulling a trigger does. They are incantations, in other words, and anyone attuned to the techno-social megatrends of the moment - from the growing dependence of economies on the global flow of intensely fetishized words and numbers to the burgeoning ability of bioengineers to speak the spells written in the four-letter text of DNA - knows that the logic of the incantation is rapidly permeating the fabric of our lives.

Julian Dibbel
Cyberspace (1995)
Different MUDs institutionalize marriage in different ways, but in the LPMUDs that I study, predictable norms of monogamous heterosexuality are playfully reproduced. One can generally find a chapel, a priest, and heterosexual newlyweds, provided with familiar props such as rings, wedding dresses, and bouquets. Couples might subsequently pool bank accounts, or talk on a special private channel enabled by their wedding rings. They sometimes even adopt other players as their children."

Mizuko Ito: Virtually Embodied: The Reality of Fantasy in a Multi-User Dungeon (1997)
Ich bin viele

»Ich spalte mich auf. Das gelingt mir immer besser. Ich kann mich selbst als zwei, drei oder mehr Jemanden betrachten. [...] Während ich in einem Fenster in eine Art Streitgespräch verwickelt bin, versuche ich mich im MUD eines anderen Fensters, an ein Mädchen heranzumachen, während vielleicht in einem anderen Fenster ein Tabellenkalkulationsprogramm oder irgendeine andere technische Sache abläuft... Und dann erhalte ich eine Echtzeitmeldung [...] und ich vermute, daß es RL ist. Es ist schlicht ein weiteres Fenster. RL ist nur ein Fenster unter vielen [...] und es ist gewöhnlich nicht mein bestes.«

Student, zitiert aus:
Sherry Turkle: Leben im Netz. Identität in Zeiten des Internet, 1997
A Story About A Tree (1998)

There's a children's book, The Velveteen Rabbit, about a stuffed plush rabbit which desperately wishes to become Real. And in the end, the love of the little boy whose toy it is makes this come true.

In the end, the social bonds of the people in a virtual environment make it more than just a game. They make it Real. Sometimes it takes a moment of grief to make people realize it, and sometimes people just come to an awareness over time, but the fundamental fact remains: when we make a friend, hurt someone's feelings, suffer a loss, or accomplish something in an online world, it's real. It's not "just a game."

Raph Koster

https://www.legendmud.org/Community/karyn.html
In the Jungle of MUD (1999)

Sex is tricky on the MUDs. Because you can be anything you want to be - a tall Xantian with purple eyes or a gorgeous earthling hunk - there is quite a bit of gender swapping going on. "A lot of men pretend to be women so they can have more virtual sex," says Amy Bruckman, an M.I.T. researcher studying social interaction on MUDS. "A lot of women pretend to be men so they'll be left alone." Tracy (not her real name), a 28-year-old writer, often assumes the identity of a macho, beer-guzzling, care-for-nothing college student. She says it gives her a chance to see how the other half lives - and to work out her frustration with the men she meets in her life off-line.

Committed MUDders find the experience highly addictive - much to the consternation of parents and computer-system administrators. Some students play as much as 80 hours a week, neglecting their schoolwork and overloading their local computer networks. Amherst College banned MUDs from the campus computer system in 1992; Australia has gone so far as to banish them from the continent.

[...]

Nobody has yet found a way to make money from MUDa, but commercial exploitation may not be far behind. Howard Rheingold, author of a new book on virtual communities, points out that many MUDs already have elaborate systems for tracking the points that players amass by finding treasures or killing enemies. Those systems could just as easily be used to amass dollars, says Rheingold. "As soon as somebody figures out a way to play for real money, you're going to see some real action." «

In the Jungle of MUD
Virtual worlds you can hook into - and get hooked on - are the latest rage on the computer networks
By ELLEN GERMAIN WASHINGTON

http://mud.co.uk/richard/tm130993.htm
a model of the LAM of BayMOO
produced by Thomas Vollaro and Susan Sealer
MUD Genres

http://mud.co.uk/muse/escape.htm
http://www.mudconnect.com/
http://nordmud.de/dml/

http://mudstats.com/
Morgengraun
http://mg.mud.de

1 über 15000 Räume,
2 über 2000 Monster,
3 über 70 Quests,
4 8 verschiedene Rassen,
5 12 verschiedene Gilden
6 und jede Menge Spaß!
Barrierefreies Spiel

Mit grafik aus schaltet man die Anzeige von Grafiken aus.

lang (zeigt in jedem Raum beim Betreten die komplette Langbeschreibung an),
kurz (zeigt nur jeweils die Kurzbeschreibung an),
ultrakurz (zeigt überhaupt nichts an, was sich zum Zurücklegen längerer schon bekannter Wege anbietet).

Audioausgabe mit Screenreadern

Bleibt nur noch zu sagen: schaut es Euch einfach mal an, lasst Euch die Welt zeigen und habt viel Spaß im MorgenGrauen! Als Ansprechpartner stehen Euch mit ihren Erfahrungen gern Mogur, Xutelius und Heli zur Verfügung.

http://mg.mud.de/hilfe/blind.shtml