



Ponifia.Sec evict Rebel from Plywood Hill Castle!



Onlookers watch from a safe distance as Jane blows up the front gates [Photo: gingy]

In a night of explosive high-drama, a squad of Ponifia.Sec operatives led by Godmother Tricky Trouble stormed the castle on Mount Plywood in Pike, in a bid to evict Rebel.

The elusive and mysterious Rebel claimed the castle along with moo sidekick Trisky late last year, raising her flag and using the powerful searchlight to beam her symbol onto the castle walls, Batman style. She has lurked inside the castle walls for some months, presumably using it as one of her bases of operations.

Her underground cavern, along with its traps and puzzles were revealed in Gazette issue 6.



Rebel held the castle for months [Photo: gingy]

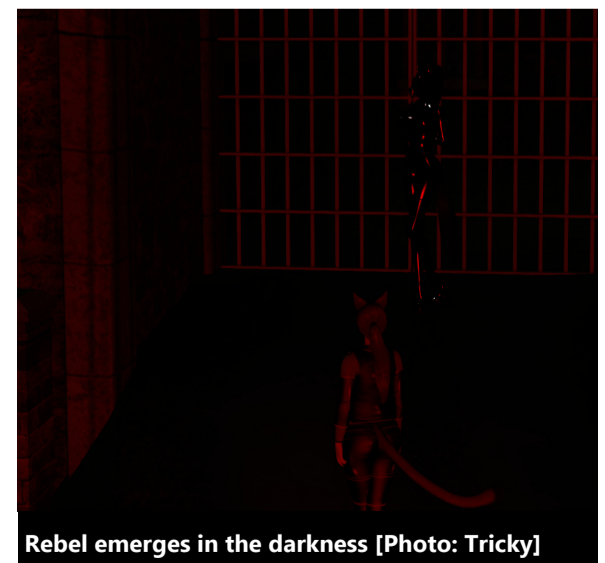
The first challenge for the raiding party was to open the gates and for this task, Ponfia called upon their Pyro-Kitty Jane Sorrowman, infamous for blowing up the

windmill in the first court case over 18 months ago. She expertly attached two sticks of dynamite to the gate in readiness for the raid planned later that day.

At the same time, a forward-thinking member of the Ponifia team decided that the castle would need a fresh supply of gas to heat the property once in Ponfia hands and duly ordered a large shipment from Pingle Gas Supplies and this was carted by ponies up to the gates and parked. I think you can see where this is going...

It all happened very quickly once Tricky Trouble arrived and commanded the raid to begin. Jane ignited the dynamite and all hell broke loose, with the explosion and proximity of the gas cart threatening to take out a lot more than just the castle gates. The power of the explosion threw Jane such a long way, she almost needed the outer castle walls to stop her from being catapulted right into the sea. As Jane explained later, "I would like to note, every explosion threw me from the gate to the fence. I put my body on the line to try to get it open."

As the noise from the explosion continued to echo around, an obsidian figure appeared, the light reflecting on her smooth skin as she crept menacingly out of the smoke. The Rebel had been awakened and she immediately set about defending the castle.



Rebel emerges in the darkness [Photo: Tricky]

Chaos ensued with multiple shots heard and Rebel used her various tricks and devices. The fog of war shrouded the castle for some time before it became clear that Ponfia.Sec operative Gingy had managed to taser the Rebel from a hidden vantage point.



Ponfia.Sec take down Rebel [Photo: Cookie]

More shenanigans followed, with operative Lexi suggesting she had a great idea, encouraging Gingy to drag the incapacitated Rebel into one of the rooms before blocking the entrance with a Tardis, with no plan to get Gingy out. The sacrifices we make... Gingy did eventually manage to get out, probably catapulted through a window after one of Rebels super bumps. Probably the most head scratching moment of the evening was when onlookers peered through the window at Rebel to find Fleur was there with her, now her captive. How did this happen?! As someone mused later, "Fleur will always find a way..."

Once the Tardis had been removed and hostage Fleur released, Rebel was eventually bundled into a cart and the prisoner escorted back to the stables in an armed convey. The prisoner cart backed up to the pit, ready to drop Rebel in, but in common with previous attempts to capture Rebel "...with one big leap she was free."



Rebel is transported to the stables [Photo: Cookie]

Multiple attempts by Ponizei and Ponifa over previous months have failed to capture this cunning, elusive and very shiny mare. Once again, The Rebel is free, hiding in the shadows to plot and scheme, no doubt already planning her next move.

In the meantime, the castle is now formally in Ponifa hands, their flag raised high; now the defacto headquarters for the Ponifa. Tricky Trouble smashed a bottle of vodka against the castle walls declaring the castle now formally named Ślęza. The Battle of Plywood Hill Castle had ended.

An Interview with Anavision Ana!



Ana Lacroix is Anavision Ana [Photo: gingy]

gingy: Hi Ana, thank you so much for coming to talk to the TT Gazette. I know we have planned to do this for a while, so I am glad we finally found a suitable slot. Rain used to bring me to Tall Tails whilst it was in the early build phase and I remember standing near a half-built fence whilst you demonstrated a very early build of Anavision to interested onlookers. Little did I know it would grow into the amazing tool it is today!

gingy: So for those who don't know, how would you describe what Anavision is?

Ana: I would say it is a toy that can be used to control the experience of someone in Second Life. It is a kind of restriction / bondage toy used for kinky play. It revolves around what you see on your screen, it can change how you see the world. It can help you focus on your most important significant other. Or it can be a very mean toy to tease someone with. Or to reach your subspace. It depends on your kinks I guess.



Anavision comes in a pretty box. [Photo: Agni]

gingy: So what inspired you to create Anavision?

Ana: It all started with a request from Magic to make something that would be better at handling masks, to improve immersion. But it was so much fun to make, that I kept adding stuff, like the 'mean texture everywhere' trick.

gingy: Does Magic think you succeeded with the goal she set you?

Ana: *laughs* "What do you think...?" Yes! She is of the opinion that I succeeded in the assignment. Maybe even that I did overdid it a bit, hehe. She is and always has been, a big motivator for me to keep working on it.

gingy: You kindly offer the tool free to TT members and sell a version on the SL Marketplace. So are you a millionaire yet?

Ana: A millionaire? Well, I must admit it is popular and yes, it has sold much more than I expected, but we also have to pay for the two sims, so selling it helps us and the whole TT community, though of course it's not enough to cover the cost of running two sims.

gingy: Ah the money is reinvested into TT, of course. Fun fact: I just calculated that to buy a million Lindens would cost \$3,125...

gingy: There were rumours of some form of integration with Trickys nose ring, is this true and do you think it might happen?

Ana: Well, we talked about integration and discussed it a bit but we did not find the time yet to really work on it. The intention is still there, but the ring and Anavision already complement each other really well.

gingy: Yes I can imagine you both finding the time would be tricky. Pun intended. Is it bad that I often feel I should remove Anavision for mainland carting to reduce script count?

Ana: Well... since this year, SL servers have become much more powerful. You see it everywhere. So, it is less of an issue than before. Also, Anavision is not that heavy, it's only a few scripts. I would say just leave it on if you are using it for the bridle view for example. See if that works okay on that particular day on mainland rather than just removing it prior to setting off.

gingy: Do you have any future upgrade plans for Anavision?

Ana: Yes, I am still working on some additions and improvements. I like to try to accommodate the ideas and wishes that people have. Hearing about user experiences and how it might be improved helps me a lot. Although some wishes might be too outrageous or unique for one particular goal, or do not fit my "vision."

gingy: Can you give me an example of some of the features you have considered?

Ana: I am working on opening it up more for integration, maybe with the TT ring, but also so that users can use their own scripts and objects to interact with it. So it could interact with objects, other toys, furniture or react based on where you are. I do not have big plans for more visual additions because I believe all that I need is already in

there. But I like to facilitate the creativity of others that want to integrate with their outfits, tacks etc. So that's why I made and added the ReScript and the ReNamer goodies to the package.

Agni: A while back I wondered if a "missing glasses" view could be achieved, some sort of short-sightedness - pretty much like Depth of Field works in the viewer?

gingy: *Looks at Ana's glasses*

Ana: well.. you know about ReScript of course... With that you could modify your glasses and add the proper RLV commands to get that out of focus effect. With the latest spheres that Kitty implemented, you can do so much more than just black spheres. For AnaVision itself, I feel it might get too complicated for users. But with ReScript you can go wild and crazy with RLVa spheres. So maybe that is something to experiment with.

gingy: There is now a trainer signoff required for the TT nose ring... do you think there should also be one for using AnaVision?

Ana: Well most people only use a small subset of what it can do. The ring is more focused on ponyplay whereas a lot of options in AnaVision you might not use with ponyplay. So I would say no, just knowing the basics is enough and they should be easy to learn.

gingy: So moving way now from AnaVision and onto more general SL topics, are there any features coming to SL soon that excite you?

Ana: Oh.. there are some rumors that I hope will be true but I believe it is far-fetched.. a complete rewrite of the graphics engine! So it would look like the latest games we have nowadays. They started anew with Sansar of course. I am afraid good old SL has a lot of legacy limitations that are hard to overcome.

Ana: I must say the improvements so far like ALM and the new EEP, the server move to the cloud and the performance upgrades kept me interested in SL.

gingy: Well I think we now know the answer to one of these, but what features do you wish LL would focus on?

Ana: Well... keep the focus on a good user experience. Graphics are not everything, it should foremost be stable, not crash, have smooth sim crossings, fast object loading and rezzing... And then graphics yes.

gingy: SL is often overlooked as being the original Metaverse. Can it be the future Metaverse as well?

Ana: I tried Sansar, even with VR glasses. But SL has things that I did not find elsewhere, namely friends and community. I don't know about the future, but I believe SL can live on for another two decades easily.

gingy: I did have a brief play with Sansar before it was sold off, and it barely had 1/10th of the capability we have.

Ana: Yeah. The clothing, the shops, the marketplace... building... and no kink. But I did manage to make something shiny to wear. *grins* PC and graphics continue to improve though and the mesh in SL can look amazing nowadays, so I hope too that SL will keep up.

gingy: You made a comment earlier on saying that servers are more powerful now. Have you seen an improvement in performance?

Ana: oh yes, just look at the statistics. With ctrl-shift-1. Remember "scripts run" was important when you want to use vehicles, cars, pony carts? If that is below 100%, the simulator struggles to keep up with running scripts. Remember we said like you need at least 30-50% in order to even cart at all... And we needed to reduce the number of running scripts on the sim to below 5000 which was challenging. But now... most sims now are now mostly at 100% This may not be that visible, but it makes a huge difference for the experience and lag.

gingy: Yes, true. It has been very interesting talking to you Ana, thank you very much for your time and what you have done for sight restriction in TT and Second Life! *grins*

AvaVision is available on Marketplace [here](#) but is available free to Tall Tails Members. Wear your member tag and locate the goodies station near the cart rezzing station closest to the stables.

Click [here](#) for more information about AnaVision, ReScript and ReNamer.

A Shameless Plug for Affinity

Like a lot of people at the moment I have been looking for ways to cut back on costs. I would cancel Netflix, but Crown season 5 is coming out soon. Even though, like in Titanic, we know how it ends before we even start to watch it.

I decided to cancel my Adobe subscription and when I pressed the cancel button they cheerily informed me it would cost me £185.23 to cancel. They then happily thanked me for continuing with my subscription when I backed off.

In my keen search for decent alternatives, I came across the Affinity suite which provides very reasonable one-off costs (~£50) for their versions of Photoshop,

Indesign and Illustrator. I have to say I have used Affinity Publisher for this edition of the Gazette and I have been very impressed with the usability and features so do [check it out](#).

New Achievements Pack!



An exciting new set of achievements have been released in a new pack called Poitiers.

Remember, you don't have to be a full Tall Tails member to be allowed to try for these achievements and the badges are beautiful.

Don't forget to go to the TT Office and update your achievement card to the latest version to avoid the glare of a trainer should you present an old achievement card for sign-off.

- **Winter Holiday** - a cart ride in the Snowlands you need to complete under 24 minutes.
- **Pikeseer** - while blind and hobbled, locate and visit 6 landmarks on the Tall Tails Pike sim and return to the eternal flame within 17 minutes.
- **Cliff Jumper** - earn three consecutive green times below 14.35 seconds on the Hop & Drop steeple course.
- **Descend** - earn a single green time below 26.05 seconds on Carina's Descent steeple course.
- **You Spin Me Round (Like A Record)** - complete a 20 minute Whip Circle session with a trainer covering Basic V1 and V2, with no breaks and no mistakes!

No trainer is required to witness the steeple achievements because you can provide photographic evidence but anyone caught cheating will get a memorable but unpleasant visit from Molly!

Detailed information on all the achievements [here](#).

TT 2022 Halloween Party

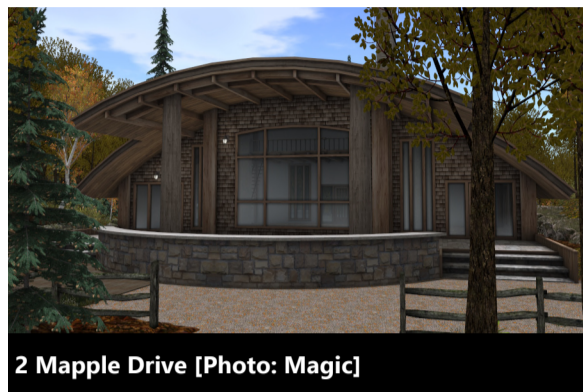
This is a work-in-progress project with details to be formally announced but I have managed to get some inside gossip!

This will be a party with some banging tunes from our wonderful residential DJs and guests are expected in Halloween fancy dress! I have also have it on good authority that there may be some Pirates of the Caribbean style stranded ship and lots of undead!

We also have a date! The Tall Tails Halloween Shindig will be on Friday 21st October at 12PM SLT.

But there is no reason you can't start preparing your super scary outfit ready for the night.

TT Rental of the Week!



2 Mapple Drive [Photo: Magic]

In a new regular feature, we will put a TT property which is available for rent under the spotlight. We will talk about features of the property and estimated costs.

This week we feature the lovely house at 2 Mapple Drive.

I should explain upfront that to rent a property at Tall Tails, you have to be a member of the community, so either a Groom, Trainer or a Pony.

2 Mapple Drive is a modern cabin style home with two floors and a basement. The spacious main entrance faces the road the property is named after while the rear door leads out to a private garden area. The property is bordered on all sides by trees and walls, these mark the boundary for the property.

The front porch has two entrances to the building, these lead into one large spacious room. While the property does have some dividing walls to give privacy the space is open to interpretation for any potential renter to change and adapt as they see fit, its more contemporary design allows the space to be a living area, kitchen and study all combined, or for artificial dividers to be installed to provide a more traditional room layout. The stairs lead to an overhanging bedroom area. The room has a balcony that looks out over the downstairs area and the front garden.

The house supports a very large garden area; the front garden provides a connection to the roads at Tall Tails and can be used as a driveway for keeping pony carts and also is the location to find the entrance to the property's basement area. The back garden can be reached either through the house or down the side alley next to it, this space was designed with relaxation and privacy in mind.

The outside area of the home comes already landscaped and changes with the seasons at Tall Tails. Things can be changed

if desired but must be approved by the sim owners.

This property also includes a basement area accessed via a hatch door, this basement is a part of the house and can be used however the renter sees fit to use it.

While homes are considered sacrosanct and private, the renter must understand that people passing by on cart rides can be a regular occurrence!

How much does it cost?

Rent prices are decided by the amount of Land Impact (LI) that the renter wishes to have. 2 Mapple Drive property can be rented for between 200LI and 400LI. 1LI is charged at 3L\$ per week.

With that in mind, here are some example weekly rental prices:

- 200LI is 600\$
- 300LI is 900L\$
- 400LI is 1200L\$

Are these rents perhaps higher than you might have hoped? Perhaps yes, but keep in mind that properties at Tall Tails come at a premium as, not only are you renting on a major SL Ponyplay sim, but the environment has been hand-designed and is consistently maintained. The owners take pride in the look of the estate and want to attract renters who take pride and care in their homes.

For those that want to support the wonderful estate in a different way, there is a donation pig in the Bit & Bridle pub. All donations gratefully received.

For any questions about property rentals, please contact Magic Lacroix or Molly Lacroix direct.

The Sorry Tale of M4zi's Lamp Post

Many will know that this was M4zi's favourite spot, which rewards her with commanding views over the stables. As Jane states, "...I know M4zi basically lives atop the lamp."

M4zi arrived at the lamp on the day in question to find to her horror that it had toppled over. In an interview later she stated "I found the lamp post fallen over, and I was sad. It showed no sign of instability. I looked around and found that it was dug out from underneath! I assume the stoats had something to do with it given their usual shenanigans."

A Gazette investigation reveals that actually the lamp post was toppled over by Team Molly. "M4zi kept jumping on the lamp post and claiming it was hers, so one day we toppled the lamp post, barricaded it up, and

added silly physical barriers that you could knock over."

It was reported that M4zi then turned the accident site into a shrine so Team Molly cleared the mess up and rebuilt the lamp post but it continued to get jumped on, so to save costs on repairs, they turned the lamp post into a cardboard cutout.

Feeling sorry for M4zi, Jane explained that she planted a light bulb to try and grow a new lamp for her. Jane states "...a light bulb did start to sprout but it was about that time Sorrow Enterprises was commissioned with the supplying of a new fresh bit of cardboard to the Lacroix adopting leading edge cardboard technology. Turns out they planned to put down a cardboard cut out of the lamp in the former lamp's place, I'm assuming as a memorial of sorts, or waiting on the bulb to grow into a full lamp."

So you would think the tale would end there, but no...

Distraught that her original lamp post was gone, M4zi accuses Jane of committing fraud by claiming she 'planted' a new lamp post. Now M4zi claims "Now I am tortured with a fake cardboard lamp post".

So there you have it, the whole sorry tale.

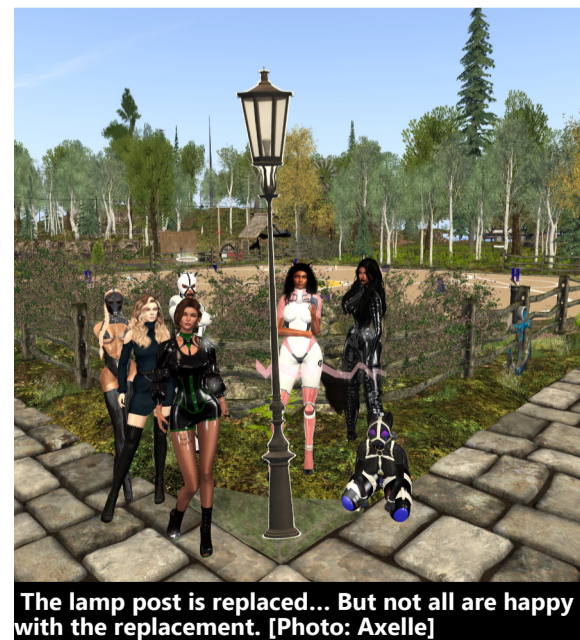
Submit your Stories

If you have any stories or articles you would like considered for inclusion, please give gingly a nudge in-world or on Discord.

Thank you to everyone that took great pictures I could use here, Molly and Magic for the property details and Cookie for her Discord post about the raid of the castle.

Also, a thank you to Axelle, Jane, Molly and M4zi for the lamp post story details and to Agni for assisting me with the interview with Ana.

A huge thank you my Mistress Tricky Trouble. Just because.



The lamp post is replaced... But not all are happy with the replacement. [Photo: Axelle]