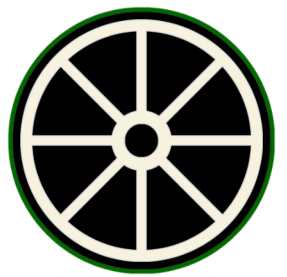


Tall Tails Gazette



Monday April 10 2023 | No. 19

Local Fisherman Blockade Harbour in Tuna Dispute.



Small boats blockade the harbour in protest at Molly's Tuna ban [Photo: Alexia]

In an official announcement on Monday 14 March, Molly stated "Due to Rahi's attempted murder of me using a Ponizei cart, effective immediately there is a tuna ban in place across all Tall Tails sims".

The message ends with a friendly "Thank you and have a nice day" which will be lost on the ears of the many kittys of TT who rely on their daily tuna treats.



Rahi: Accused! [Photo: Molly]

Soon after the official announcement from Molly followed announcements from the Ponifia, Ponizei and TTFD.

The Ponifia were first with Godmother Tricky Trouble "Due to the latest ridiculous TT regulations regarding tuna ban. Ponifia, the well known charity organisation, once again steps forward to help TT citizens. We do have tuna for our personal use. It's stored outside of TT. We will share. You know where to find us."

Then it was the turn of Ponizei chief Axelle Beorn with "The Ponizei supports this initiative and will contribute with its own shipment of premium

tuna."

And finally even TTFD had something to say about the unfolding drama: "Since everyone else has made a announcement. The TTFD fully support the legitimate tuna ban and request any kitty accepting tuna left out for them ensure it is within date and unopened. If there is any issues from consuming abandoned tuna, report to the TT vet."

Soon after these messages were issued the local fishermen made their feelings known by blockading the harbour to deny the entry of container ships.

Special reporter Alexis reports:

"In retaliation to the new tuna ban, local tuna fishermen who are effected by this legislation return to Pearl Harbor to deliver their fresh catch to free. Working together, they have also blockaded the small harbor, denying entry to container ships. The fishermen hope that by closing the harbor and effecting the comfort of the local legislators that they can force the local government to reverse their latest decree."



Classy Ponizei: Tuna by the bins. [Photo: Axelle]



The Godmother launches a relief plan [Photo: Tricky]

Current & Upcoming Events

You can tell the year is really getting going now with this edition of the Gazette stuffed full of exciting events!



More shiny badges to win! [Graphic: Molly]

- **Molière Achievement Pack** - Molière sees a return to the traditional 10 badge pack format, this time there is an emphasis on some of the steeplechases and slaloms as well as something for the maids. It is hoped that these new achievements are of interest and gives citizens something to aim for.

Be sure to visit [this wiki](#) to get all the requirements you need to earn the new badges and reach out in Discord if you need help.

As always with a new release of achievements, be sure to head to the staff building on sim to pick up the latest version of the Achievement notecard.



Get Pimping! [Graphics: Molly]

- **Pimp My Cart** - We are many moons away, but don't forget that during this years Week of Madness TT will be hosting its third ever Pimp My Cart competition. You can check out all the entries for our previous years on the wiki if you would like to see the wonderful creations from the [2021](#) and [2022](#) events.

The competition is a grand affair, with multiple awards handed out. Each entrant is invited to deliver a short presentation to introduce their cart and there is also a live roadtest.

This year it will be happening on 3rd of June, so get thinking about what cart YOU could make so you can be a part of the madness!

And remember, anybody can join! You do not have to be a member of Tall Tails to take part.



Its Easter already! Eggs to find! [Graphics: Molly]

- **Easter Egg Hunt 2023** - The hunt begins on 6th April at 3PM SLT and finishes on 10th April at 11am SLT. There will be a prize draw on 10th April at 12PM SLT.

Pony Caravan Hints, Tips and Etiquette

It is so great to see the Pony Caravan still so popular after all this time. I think we have all learned a lot about how to get the most out of these events but here are a few practical tips to help us further enjoy these mainland Pony Caravans even more.

- **Relog before starting** - When you are on the mainland and everything is set up and ready to go its worth you and your team all relogging. This ensures that your current avatar states are properly saved to the server. If you are unlucky enough to suffer a viewer crash, this means you that when you and your team log in again, you won't be back at the stables and/or locked in items previously unlocked.
- **Set Draw distance to 80** - It is reported that people suffer less sim crossing crashes when they have a low draw distance set. You can type **dd 80** into the local chat to do this quickly and easily.
- **Check script count** - Try and remove as many items as you can to keep your script account as low as possible. This is particularly an issue at a sim crossing where every running script has to be transferred to the new sim - you can imagine that a full cart with ponies and passengers with heavy scripts can cause quite a strain. You can check your own script

memory right clicking your name and selecting 'Script Info'.

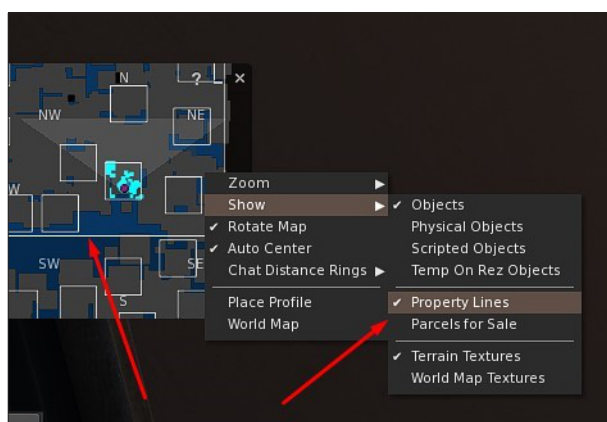
The more people sit in the cart, the more memory needs to be moved into the new region at the same time. Two people with 8,000KB each is worse than five people with 1,000KB each.

As for ponies, there are ways to keep tacks 'lightweight' but intact aesthetically by unscripting unnecessary items and using tools like the TT Tack System (built into the TT nosering) or Ana's ReScript. Certain SL Stables are averaging between 2,000KB and 4,000KB for mainland purposed tacks.

- **Cruisette Hud** - A free navigation hud is offered in the Pony Caravan group message. Its very easy to use and helps you navigate and avoid missing those key turnings. It also indicates where the rez zones are, should you have issues and need to rez a fresh cart. It also provides helpful hints about upcoming hazards such as double sim crossings.

There are also some basic Pony Caravan etiquette 'rules' we should all seek to follow.

- **Don't Race** - Its very tempting to race the Pony Caravan but actually it is not a competitive event, its about doing something together as a community. So the goal is to relax, enjoy the company and the experience. Speeding up and overtaking other carts is against the spirit of the event.
- **Mini-map region crossings** - The mini map can be set up so you can see upcoming region crossings and the reason this is useful is explained next. Right-click on the Mini Map so the menu appears. Select **Show | Property Lines** so that it is ticked. Then Sim and Parcel boundaries will be shown.



Sim Crossing on Mini Map [Graphics: Tori]

- **Care with region crossings** - Region crossings take some time, if you are very close behind the cart in front of you, chances are you will enter the region shortly after them. This leads to longer crossing times for both carts and might cause your cart and the cart before to spawn in the new region together, causing a prim collision and possibly some 'flying off' because of it.

Leave some space, if the other cart is still 'stuck' in the crossing, stop and wait a bit. Most times you will see them finish the crossing and then you can go on to cross yourself.

Its also worth being aware of a viewer bug where you will see carts stuck as a kind of 'ghost' as they are have in reality they have already crossed and are on their way. If you

are unsure whether its a ghost cart or not, right click it. If it goes away it was ghosted and you may resume your crossing.

- **Caravan Guides** - Please follow the advice of the Caravan Guides. They are they there to help the Caravan run as smoothly as possible. They will direct lining up traffic in the departure zones and staggering start times appropriately. They also also there to help you on your journey if you need help or advice.
- **Keep Double-Crossings empty** - Sometimes SL roads are very close to region corners, meaning your route will have two region crossings within a very short distance.

To reduce lag and the chance of a crossing going badly, don't cross into the middle region until the cart before you is out of it, stop and wait if necessary.

- **Respect Stopped Carts** - Given these tips, it is probably clearer now why it is likely you will encounter stopped carts. It's not hard to identify why they might be stopped, specially if they are close to the region border.

Please wait behind any carts stopped in the middle of the road until its clear what the situation is. If a cart needs to stop to wait for someone to relog, please try and do so on the side of the road so not to disrupt the flow of traffic.

Do not be ashamed of using edit to move your cart into a better position if needed.

Remember, the main purpose of the Pony caravan is to have a relaxing experience and a good time with other members from the ponyplay community.

Thank you for Magic for her notes on this topic which formed the basis of this article. Don't forget the next Pony Caravan is on Saturday 15th April at Noon SLT!

Cracking Vana's Digital Archives

By Special Reporter Vana Vaniva

By 'not really' sort of chance, Insanity landed in my lap and we all know how she gets - running around uncontrollably. So I decided to upgrade it's locks with some state of the art digital encryption. The only way to release Insanity from it's binds was by solving an encryption challenge. It started out as something that was meant for Insanity alone, but soon others became curious and started to get involved. Soon an Insanity support area was set up on Discord where participants actively tried to solve the challenge.

The challenge started with a single clue that was left in the Ponifia stall: A polaroid image depicting a hot pink square. This was the colour of tack that Vanity first worn when she joined TT. Amusingly, several people cracked that puzzle in different ways. Some used photo forensic tools, others Photoshop to uncover the mystery. Embedded in the Polaroid was a QR code that when scanned led to the unlockinsanity.link website. When first landing there it wasn't long before people started to understand that a client certificate of sorts was needed. The challenge led to a search for the client certificate request form, or as Tori deemed it, 'the secret file'. A filled in copy was found at the Ponifia Glue factory quite quickly but it took

several days for people to search for the actual request form which was hidden between some other files in the small first floor office.

With the proper request forms in hand, encrypted USB flash drives started to show up which were confiscated by Ponizei. Axelle took it upon herself to personally hide them from peering eyes in a hope to decrypt them herself. The fingerprinted USB drives proved resilient and only allowed their designated owner to try and decrypt them. But how that was done remained a mystery for quite some time. An early find of something called the "Compatibility Matrix" had puzzled the contestants in the challenge, curious why they were matched up with others. It was Cookie 'the convict' Crumble that reasoned her way into uncovering using the UUID of the person they were compatible with to unlock the import passwords to the Client Certificate even before the blackboard with a chalk drawing of how the matrix worked was found.

When more encrypted drives started to show up, Axelle hid them in the Ponizei helicopter to try and get them off sim. Meanwhile, the contestants were hell bent on finding their drives and searched up and down the lands of Tall Tails. With multiple people now in possession of the required certificate, they started to decipher the website. This revealed a poem, leading to wild speculation of its meaning. The key line of the story being "hiding in plain sight". Many hypotheses were explored, even the source of the website was dissected, uncovering even more clues. The technical minds of the contenders were focused hard on this seemingly complicated puzzle. It wasn't until Shannon stepped in to look at it from a different perspective that a code was found hidden into the certificate of the website itself. The code mentioned a number, the meaning of it unknown.

The mystery continued and participants were sure the code must be mean something: but what and to whom. After some more number crunching it was found that it was actually an EPOCH number. Which mentioned a date. Vana's Rezdya to be exact. And with that number in hand, the terminal was searched which accepted the input code. It was Shannon once more who found the terminal at the Ponifia glue factory. She pushed in the number and waited.... nothing happened.... many combinations were tried until finally 14122008 was entered and the terminal started buzzing. It connected remotely to the phone that was in the Ponizei building paired with the flash drives that were stealing as much intel as possible, leaving all traces of Shannon on the Ponizei system... a little trick from Vana to try and hide her crime. The whole challenge being a cover for her act which remains unsolved to the Ponizei, but that makes sense considering they hardly solve any crimes...

A note from the author:

I really enjoyed making this challenge and was pleased to hear useful feedback from the contestants on parts they liked and didn't like. So in the future a new event might be created which would focus mostly on "in-sim" searching and puzzle solving. So a big thank you for everyone participating, it was very enjoyable.



The teasing graphic that opened the puzzle to all of TT [Graphics: Vana]



A Cryptic clue left on a blackboard [Photo: Vana]



An ominous warning to Cookie [Photo: Vana]

Pingles Big Ideas - Ranked!



Since joining us at Tall Tails, Pingle is well known for coming up with - lets say - fresh and original ideas, so we thought it would be fun to revisit them and rank them in terms of their impact on Tall Tails.

Some will be aware of her latest idea for Silent Flower, but it is too early to gauge the impact that might bring, but we do plan to have an article about it soon.

1 - TT Drugs Scandal and Conviction

The TT Drugs Scandal and conviction tops our list because it resulted in a sim-wide multi-week event concluding a court case in which Pingle was convicted and co-accused conspirator Agni walked free.

This event was more controversial than previous ones like the one involving rebel graffiti gangs, due to the involvement of drugs, which understandably had some people reluctant to get involved. But as you will read, most classic Pingle ideas so contain at least a dose of controversy. This scandal together with the resulting court case was covered in [Gazette issue 10](#).



Pingle is wheeled into court to face trial. [Photo: Tori]

Her subsequent conviction and punishment led to another item in this list, the TT Cleaning Service covered below.

2- The Pingle Gas Cart

Pingle came up with the concept of the gas cart in a Ponifia bid to help the citizens with rising energy costs. She found plenty of 'willing' ponies to pull the extraordinarily heavy cart up the hills and along the bridleways of the estate.

The reason it is placed at number two in our list is

is because the gas cart was placed outside the locked castle gates an hour before the planned Ponifia raid to take the castle back from the notorious rebel known as... well... Rebel.

As revealed in [Gazette issue 15](#), when Ponifia explosive expert Jane Sorrowman triggered the dynamite to destroy the gates, the gas cart also ignited, causing a massive explosion that blew Jane from the castle gate right across to the border fence.



The gas cart before it exploded. [Photo: Cookie]

One might argue there was a flaw in the planning to park the gas cart near the castle in readiness for the Ponifia taking up formal residence.

So that might explain why we don't see the gas cart on the hills and bridleway of TT any more.

3 - Ponifia Vodka Distillery and Farm



Vodka Stills at the Ponifia distillery. [Photo: Tori]

Many citizens may not be aware that this even exists, but there is a TT hub called the Ponifia Vodka Distillery which does have the capability to actually produce vodka.

It relies upon machinery and tools from DFS (The Farming experts). The ingredients to make the vodka can be planted and grown and when ready are added to the still and 7 days later you had enough to create one bottle of vodka.

This was a wonderful and original idea, but a lot of work was needed to keep the farm and distillery going which led to workers having to spend time away from the TT estate to keep things going. Eventually some of the essential ingredients were planted in Pingles own garden on her TT land, but again the sheer amount of time needed to keep it going outweighed the benefit.

A lot of bottles of vodka were produced when the distillery was operational and who knows, maybe one day it will be started up again.

4 - The Rock Cart



Hazel tries to pull the heavy rock cart. [Photo: Tori]

I bet there are many TT ponies and mares that will shudder when they remember the Pingle log cart. Pingle set up this transport service to deliver logs arriving at the harbour to a storage warehouse.

This cart wasn't just heavy to pull. It was extraordinarily heavy and required a lot of skill and patience to lug it up and along the narrow paths of TT.

Pingle also made a transport cart to pull huge logs and one with heavy canons.

We have not seen any of these on the paths and bridleways of Tall Tails recently which can only come as a blessing to our ponies and mares.

5 - The Pike Oil Rush

The only person that seemed to be happy with the discovery of oil in the grounds of (at the time) Tricky Troubles mansion was Pingle. The oil derrick was hastily assembled, splattering oil all over the mansion grounds.

Pingle did not understand all the fuss. As far as she was concerned, oil is good for the environment as it comes from plants from a long time ago.

In her mind, this was a financial gold mine not to be missed and all efforts should be focused on finding other oil reserves on the TT estate. She even had a plan ready to bring in Ponifia.Sec to deal with protesters.

Before the stoats even had a chance to squeak, it seems that following a quiet intervention from Molly, the oil derrick was quietly removed and not another word said about it.

6 - The Pingle Pringles Cart

One of Pingles first creations after arriving at Tall Tails was the creation of the Pringle cart. I assume everyone is familiar with Pringles... a luxury crisp snack that comes in a number of flavours.

Rather than come in a bag, this snack comes in a very distinctive red tube design. For some people this has also helped clarify the inspiration for her name and no doubt had the executives of Pringles rubbing their hands in joy at this unexpected rich bounty of free advertising...



The Pringles Cart dispenses Pringles. [Photo: Tori]

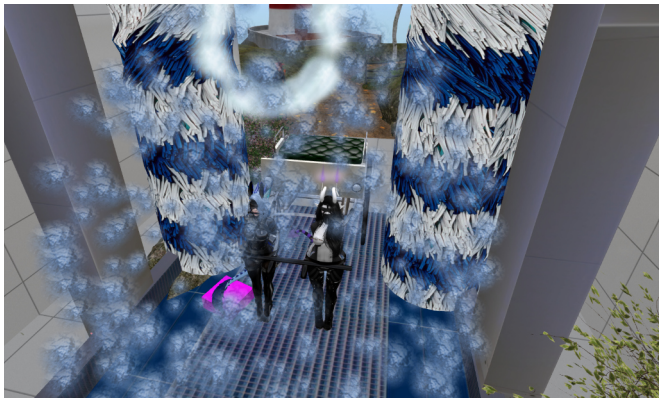
This cart used that same design and dispenses crisps as it travels the estate, causing Molly to incur considerable clean-up costs.

7- TT Cleaning Service

As a result of her conviction in the TT livestock drugging scandal, Pingle was punished to a period of time doing community service, including maid service.

Pingle to this day denies that she was ever forced to clean Mollys and Axelles house, but the fifteen witnesses who were present beg to differ...

Pingle was not impressed with what she considered to be inefficiencies in being a maid and this inspired her to launch two new unique services. The first was the cart wash service. The ugly machinery with its giant brushes were installed on her driveway and she was drumming up business in no time. For about two weeks TT had the cleanest carts of all the pony estates.



Pony & Cart Washing Service [Photo: Pingle]

The second idea involved her purchasing a second-hand fire engine and repurposing it to work as a giant water hose cleaner. Suffice to say, TT's Queen Molly arrived back at her mansion later that day to find it flooded... and is still trying to figure out how best to explain it to her insurance company,



TT Community Service Truck [Photo: Pingle]

8 - The Trisky milk cart

Pingle also proudly reported that she made a special cart for Trisky with the bold claim that she had never made so much milk after she pulled it.



Triskys special chicken cart. [Photo: Pringles]

What people might not know is that poor Trisky is very scared of chickens and tends to panic.

Pringle Silent Flower

I recently reached out to ask Pingle about her about her latest concept, Silent Flower.

"When Axelle tried teach me flower she almost lost her mind on the way. She used all her methods known to her, but her french accent was hard to understand. On my learning path, I mistakenly called it silent flower as I was working to learn them both. It became a good laugh for me and others."

"But that inspired me to invent silent flower, that now exists in two version V1 and V2."

And Finally...

We at the Gazette hope everyone had a wonderful Easter and found lots of eggs at the TT annual Easter Egg Hunt!

As always, a big thank you to my patient proof readers and reviewers.

A big thank you to my amazing sister and Mistress Tricky Trouble.

We have the amazing TT Week of Madness to look forward to in late May but in the meantime, be sure to start working towards those new achievements in the Molière pack!



Danna looking shiny and chilled hot. [Photo: Cookie]



Axelle and Jolene at the ProAm. [Photo: Berry]



Pingle adopts a novel approach to cleaning [Photo: Pingle]