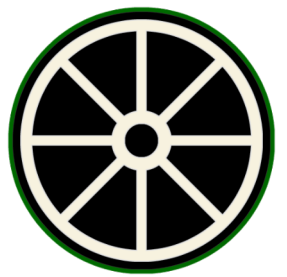


# Tall Tails Gazette

Monday December 11 2023 | No. 23



## The Bulldozers Are Coming! - TT will be flattened.



THE OFFICIAL REBUILD CAMPAIGN POSTER ADOPTS A LIGHT-HEARTED APPROACH TO THE MAJOR IMPENDING BUILDING PROJECT. [PHOTO: MAGIC]

A dark mood is hanging over the estate as rumours have started to surface about the real reasons behind the massive planned redevelopment of the Tall Tails estate.

Greedy fat cats are hovering in the shadows of TT licking their lips, secret plans in hand (or paw? How far do I take this analogy?) to line their pockets with gold (or rather MollyGold). Rumours are surfacing abound. The Bit and Bridle will become a nail salon. The vet will become a Lindenland store where everything costs 1L. The stable will be much smaller in size so up to 10 ponies will have to share a stall. The games area will be knocked down to make way for an American candy store.

There were titters of amusement from citizens claiming that the main reason for the bulldozers coming in was to make way for yet more expansion of TT's burgeoning fire and rescue infrastructure. "You can't walk 10 feet without tripping over a fire & rescue safety sign or a water hose attachment point", cackled one such citizen. "We must have the best protection against fire on the whole continent but at least none of our resident kitty's are stuck up a tree for long."

Another theory doing the rounds is that this provides an opportunity for TT royalty to use this as an opportunity locate more caches of buried MollyCoins that were perhaps missed during original hunt, although lets face it, Kitkat probably already has those in her secret stash.

Your trusty Gazette approached Queen Molly to seek the truth of what is really behind this huge redevelopment. Getting time with Her Majesty is quite challenging, but I did manage to field two questions.

Question one was "Why are we doing this?" to which the answer was "I guess just because we are due a cleanup and change. We learnt a lot of lessons when building the original Meadow but due to how the sim works we never could go back and fix them."

In terms of impact to citizens, she patiently explained "The main stable will be first thing to vanish. The new stable is ready and will be placed within the first few

days and we will work outwards from there. People will find the sim is slowly gobbled away and replaced by new parts as we plan to build in quarters. The windmill is the space least likely to see much change."

Hazel has also explained that certain achievements might not be available or will need to be adjusted after the rebuild. This is particularly the case with Mapple Cartway and Sightseer. Cherry, Blossom, Got Milk and Supercharged may be unavailable for a period of time.

So we have heard nothing to dispel the rumours and it's also interesting to note that the beating heart of TT Government HQ will remain untouched... how convenient. Many are still very suspicious about what the real reasons are but something is for sure, the bulldozers are coming. Can we expect the bastions of environmental resistance - the Stoats - to lie in front of the bulldozers? And more interestingly, would that actually work?

Turns out Molly knows the Gazette quite well and knew there might be a provocative front story with this rebuild news so she has bullied Cookie into producing a puff piece to apparently balance out these claims. This "Rebuilding Tall Tails" article is on the last page of this edition.

But we can take comfort that bulldozers can't go into the sea, so at least our beloved ocean views will remain unchanged. American candy anyone?

### Seasons Greetings!

Its been another amazing year at TT so let's take a moment to reflect on those amazing moments and look forward to what amazing things we can look forward to in 2024!

We are blessed with having people here from all around the world and its still amazing that technology allows us to live together in this virtual home of ours.

Wherever you are in the world, however you celebrate this season, we at the Gazette want to wish everyone involved at TT a fantastic winter break and a happy new year.

### Current & Upcoming Events



- **Winter Sumo Championship** - Saturday 13<sup>th</sup> January 2024 at 12PM SLT. No registration is needed, you simply turn up in tack and get yourself strapped into a sulky to take part. Bragging rights extend right up to the 2024 Week Of Madness.



- **Winter Silent Dressage** - Saturday 6<sup>th</sup> January 2024 at 12PM SLT. More [details here](#).



- **TT Winter Blowout 2023** - Thurs 21<sup>st</sup> Dec at 11.30am. To get us in the mood for Christmas Steph will be playing her infamous Christmas Metal set and and Teleria will have us swaying to her Electro Swing.



- **Pony Caravan "Bootleggers Backroads"** - Sat 30<sup>th</sup> Dec at 12PM SLT. The festive pony caravan was a big hit last year so we are thrilled to see its return again this year.



- **TT Forum "Circus or Quiet Life"** - Tues 19<sup>th</sup> Dec at 12PM. Not everypony likes the grand stage. And not everypony likes things to be quiet. Come join us for the customary TT Xmas Forum on December 19th (at Noon SLT @ the Bit and Bridle) and say goodbye to the B&B in its current form!
- **TT Greedy Night** - Thurs 28<sup>th</sup> Dec at 12PM. Buff up on your Greedy skills and come a join a table for this festive games night.



# The MollyCoin Gold Rush - Results and Reflections



THE NOW INFAMOUS MOLLYCOIN. [PHOTO: MOLLY]

## An Unusual Find

As with most major events in TT the eventual fury and chaos had humble beginnings. Mara spotted something glistening in the headlights of her cart by the Bit & Bridle and when she went to investigate, she discovered an unusual and unique gold coin. On one side was the TT wheel and on the other the regal head of Queen Molly.

Mara looked around the area a little more and found a scroll containing some clues and two more gold coins. Rather surprisingly, goody goody Mara then told the Gazette what she had found rather than quietly locate and take all the treasure for herself...

## Enterprising Citizens

Of course Tall tails is renowned for its smart and enterprising citizens so within just a few hours there were spades and an iPad available to help people locate and dig for treasure. The chaos ensued!

## The Awards Ceremony

Once all the coins had been found and the dust had been settled, an awards ceremony was held in the Bit & Bridle on 5<sup>th</sup> October to recognise citizens who had won prizes in a number of fun and interesting categories. The winners were as follows:

### Most Coins Collected

- Ponifia: 521
- Ponizei: 363

### Top Ponifia Contributors

- pingledingle (73)
- Agnieszka Kiyori (67)
- Poppy UwU (66)

### Top Ponizei contributors

- Alexis Morningstar (66)
- Shard Soyinka (51)
- Jenelle Wolfblade (37)

### The Biggest Finder Award (Top coin finders)

- Medi (85)
- pingledingle (79)
- Kitkat (73)

### The Dig-tastic Award (Most times digged)

- Medi (150)
- Kitkat (125)
- Winterfox (118)

### The Scan-tastic Award (Most times scanned)

- Alexis Morningstar (423)
- Winterfox (410)
- Vana (388)

### The Finders Keepers Award (Most coins redeemed)

- Kitkat (64)
- Medi (61)
- Shay Finchy (20)

### The Pickpocket Award (Most coins from players)

- Tricky Trouble (43)
- Pingledingle (18)
- Alexis Morningstar (15)

### The Generous Doner Award (Most coins transferred to another person)

- Dancer (23)
- Pingledingle (22)
- Sammie Doll (15)

### "In Our Debt" Award

- Adora (Briefly had a balance of -1 at one point).

### "Hide Me Well" Award

- Vana (Using the code developer as an RP way to hide a stash of coins).

### "Its Not Easy Being Green" Award

- Axelle (Leading her team in challenging circumstances).

### The "Search and Evade" Award

- PingleDingle (Passed coins between each other as Axelle was searching them).

### The "Digging in the Dark" Award

- Shard (Night crew).

Well done to all our diggers and all our award winners!



HAZEL'S STASH OF MOLLYCOINS IN HER STALL. [PHOTO:HAZEL].

## With Thanks To

Events like these take some time and planning so Mara and Tori would like to thank the following people for their amazing help.

Molly and Danna for the amazing and stunning MollyCoin. Agni, Vana and Tricky for their extensive advice and testing. Magic for all the photos she took for the Gazette article. Cookie for providing us with a crane to move the coin machines in place. Mels from E-Girls for providing the Experience Bump Attach Script. Saga for creating those cool coin deposit terminals.

But also to every single person who picked up the tools and started searching and digging!

Now this code from Mara to support treasure hunts has been implemented and tested, word has it that we might see something similar in the future.

And as for those MollyCoins some of you have.... It is recommended that you keep them safe because you never know when they might be needed again...

## Reflections

Riding around the estate by cart during the goldrush, I was constantly surprised by the number of citizens with determined faces holding a set of clues in one hand, an iPad in the other and a spade in the other. Oh wait... anyway... it was a sight to behold. Whatever hour during the goldrush period whether night or day, the hunt continued. There were stories of highway robbery and claims of controversial Ponizei stop and search tactics. There were tales of heroism and deception. For example, we learned the story about the Ponizei squad that stopped Pingle and her gang. Each member of the gang was searched by the Ponizei captain and found to be carrying zero MollyCoins... how strange. But it later came to light that they transferred the MollyCoins between them in such a way that the one being searched was never caught in possession!

Then there was the story of Vana who was a pony at the time who entrusted her stash of MollyCoin's to Mara, co-creator. As a pony or mare you were very vulnerable to stop and search or robbery. As creators, Mara and Tori could not legitimately participate in the game so giving them coins to look after was a clever rouse.

In terms of the implementation, there were challenges. For instance, it was hard to predict how many coins needed to be buried at the start. The creators didn't want it to be all over in a day but equally not drag on for weeks until everyone was bored to tears with it. Tori was insistent that a specific number of MollyCoins could be buried and that it wasn't a fake limitless supply. So when a cache was empty, it really was empty and no more coins would be found there. From the very first hour many more citizens participated than predicted and the coins numbers had to be bumped up a lot to keep the hunt going for long enough.

Thank you to everyone that took part and made it so much fun. As with other ambitious projects we have witnessed at TT, all the time and effort creating them is rewarded when lots of people use and enjoy it.

### Coin Deposit Terminal



### Coin Deposit Terminal





# An interview with the Godmother!

**As leader of the Ponifia organisation and Mistress of the whip circle and Lady of Pike, Tricky Trouble needs no introduction and an interview with her is well overdue.**

**Tricky:** Ekhm Tori, I don't recall enslaving whip circle and this leader has a title, you could just say the Godmother.

**Tricky:** However, I remember enslaving you so I expect you kneeling during this interview and addressing me properly.

**Tori: Yes Mistress... \*mumbles and gets to her knees\* and you wondered why I didn't interview you sooner?**

**Tori: Anyway... when did you first discover ponyplay?**

**Tricky:** How old am I? Let's check... that would be about 4 and a half years ago. I was young, fresh, full of energy and without RL obligations.

**Tricky:** I was enslaving everything and it happened that I captured a series of girls that were doing ponyplay.

**Tricky:** I got overexcited and joined under cover to PFS as a pony... and I was really terrible. It was Axelle that trained me my very first time... and my very second time too.

**Tricky:** That was whip circle and flower dressage. She regretted that quite soon and after a month of me causing drama after drama by being a super needy pony, I finally unrevealed myself as Tricky and made a fresh start as groom. I didn't expect to become a trainer because I did not plan to do the required sign offs, but Tay was pushing me. Then I became a trainer, then senior trainer, a short time later PFS blew up and we landed in TT. The same Axelle that disliked me in the beginning pulled me in. By this time she could not live without me. Who can blame her? This is how I became one of the TT Founders - I had found a way to add value to the community.

**Tori: Obviously, no interview with you would be complete without asking you to talk us through the story of how the Ponifia was formed.**

**Tricky:** Ponifia is a long story. It was created to counterbalance Ponizei and from my need to create things. Also, if you are born as leader you need to lead something. Unlike the Ponizei, I had no support from anyone really for a long time.

**Tricky:** Ponizei had a headquarters, billboards, promotion - they were well known. I was very stubborn about making Ponifia a thing. It started with the mysterious signs saying we will deal with your problem if you leave a message. I also created a Ponifia contest to determine the best groom/trainer and the most wanted mare. And no I won't share the results as I still keep the results a secret.

**Tori:** Ok, so Axelle came top then...

**Tricky:** When I created Ponifia, the other groups started to hit. It was difficult to remain, especially when someone else created Ponifia's group and appeared as the founder and started inviting people. I arranged a relaunch and called it The Grand Ponifia.

**Tricky:** For a long time it was a secret organisation and I claimed it didn't exist at all. Although as a secret group, I don't think it could not compete properly with the other groups. I don't remember how it became a charity though.

**Tricky:** In PFS, Ponifia was growing slowly and steadily and finally it became a thing, although I never really had any support there. However in TT, the idea of Ponifia was supported by Molly and Magic and when

Pike was built, they gave Ponifia official hideout, which is the workshop in the harbour.

**Tricky:** But success didn't come quickly. When we first arrived at TT, only Tay and I remained, and we were the sole members of Ponifia for half a year and I was close to shutting it down.

**Tricky:** It was Axelle saying: it's your thing, you can't do that. I didn't. Soon after, we had become a great group with our own home, great people joining and support from the stable. The progress we made during this time was down to those new members using their initiative and I am grateful for that.

**Tori: There are rumours that Ponifia has recently been recruiting new members. Can you tell me anything about that?**

**Tricky:** We perhaps became a bit too settled and things were quiet so I decided it was time to refresh the group. We retired couple of members. They mostly have no time for SL and who knows, maybe they will re-join in better times.

**Tricky:** I treat Ponifia like my second family, after my slaves. I would like it to be an active faction that enhances RP in TT. I believe the way to achieve that is having people being close to each other and enjoying their time together without it feeling like it has to be done solely out of "duty". I believe that if they stick around the group they will benefit. I don't know, but I believe it, which is why I drew a line under what we had before and formed the "second generation".

**Tori: What other changes can citizens expect?**

**Tricky:** Nowadays Ponifia are based more around their castle than their original hideout. I want to start a secret club, which would be casual meetings around the castle which anyone may join. The meetings won't be announced ahead of time and are more intended as more static activities when people don't have the capacity to do things like pony training. Anyway, this is just an idea in my head at the moment and is still evolving.

**Tricky:** I would like to make better use of some of the facilities we already have in TT, especially in Pike which is full of potential to undertake some "interesting and unique" business ventures. At some point I will pay more attention to the hideout as well.

**Tori: I understand Vana had a visit from Magic asking to see the signed approval for new building work going on in the castle grounds. Can you explain what this new building work is?**

**Tricky:** Do you talk about the kennels? Yes, we want to channel a desire that has been around TT for a very long time. TT is a ponyplay sim and it will remain so, however, people sometimes feel limited by having this one primary theme, so this a private initiative to enable those desires to be channelled without changing the sim's primary theme. It is not only puppy play, we want to provide more strict rules and protocols around the castle. I bet Vana will want to comment on this as well because the kennels are her project. This is also a good moment to thank Cookie for the great work she is doing with the construction project.

**Tori: Is there a reason behind why you often dress in white?**

**Tricky:** Yes, but this story is really not interesting. It is enough to say I trapped myself with one theme like Axelle did and she must wear green now. I already drifted away from that, but I do keep white as the official Godmother's colour.



TRICKY TROUBLE, THE GODMOTHER. [PHOTO: TORI]

**Tori: Do you have a favourite outfit?**

**Tricky:** No, I like variety, I like change and I am easily bored. I am sentimental too so I always keep something or feel sadness when too much is changed.

**Tori: Last year you moved into the castle on Plywood Hill after successfully evicting The Rebel. Are you and the family enjoying living there?**

**Tricky:** Sometimes I miss my old house. It's a house that has been moved from PFS and it's probably the only building that has been moved from PFS one-to-one including the surrounding area. I loved the bench with a sea view.

**Tricky:** However, the castle is really cool. It fits my noble origin. I would have moved there earlier if I could have. Excluding the higher floors that I want to keep as fully private, the lower floors are semi open for people. If you see people sitting in the living room, you may knock the door and wait for permission to enter, but please be aware that people may be temporarily AFK.

**Tori: Please can you tell us the story of how Vana came to join you?**



**Tricky:** You like this story, don't you? I like it too. I bought her for 1500 lindens. You gave her a lot of bad advice including offering her a safe haven in our basement... because you seemed to think that would be a safe place for a bound girl.

**Tricky:** She's got kidnapped by some guy earlier in the day and I called the guy and we agreed a purchase price. He unlocked her cuffs and she became mine. She was so cute, confused and frightened back then... How could I resist?

**Tori:** There is a rumour you have a boyfriend, how is that going?

**Tricky:** I have a boyfriend, and what is more important is that he knows he is my boyfriend, Sadly he has had to focus on RL right now but he is a really good man although sometimes very frustrating but there again, I like bossy men. You know I am always the top of the top and rarely obey, although it is more likely I will obey a man than a woman. He is the reason you saw me as a pony or puppy without me changing my name. I have also found out that Mark worked together with the family on some of these ideas. We had fun and it helped me refresh.

**Tori:** There are rumours that Silly has returned to TT. Are these rumours true?

**Tricky:** I hope so.

**Tori:** Can you tell us more about how whip circle at TT evolved to include v1 and v2?

**Tricky:** I would like to know it too. V1 and V2 versions was a thing in PFS when I started ponyplay we adopted it to TT. However, I do have couple of unusual whip "circles" in my inventory. Vana made a great course of one of them called the Whip Flower and she re-mastered the rules. I recommend everyone to try and learn it.

**Tori:** Do you still do a variant of whip circle where the commands are given in Polish?

**Tricky:** In theory yes, in practice I haven't done it for some time. I will need to revive it along with some other things.

**Tori:** There was a lot of controversy when it was discovered that Ponifia had built a glue factory. It seems to have gone quiet since the fire and glue seeping through the portal causing havoc in TT (see [issue 17](#)). Is it now closed down and unused?

**Tricky:** The glue factory works and ponies are sent there regularly... where do you think your glue comes from? Or all of the latex you see around? It's just that noise is not good for a business.

**Tori:** The Ponifia created nosering is still the de facto livestock control device in TT. There are rumours that you are working on a new version. Is there any truth to these rumours?

**Tricky:** <Sighs>. Yes and no. I started a new version of the nosering. Then I started another one and another one and things evolved. I will release something - its a secret for now - although I will say it will be released in stages.

Thank you for giving up your time to be interviewed Mistress and I am sorry it took so long for us to get around to doing this.



## The Festive Pony Caravan Returns!

I am thrilled to announce that there will be another festive Pony Caravan this year. As people know, usually the caravan is held on a Saturday night but last year a different day was picked in to have an event between Christmas and new year. This year this festive slot conveniently falls on a Saturday so we are expecting a another bumper attendance.

This festive caravan starts in the east of Sansara and will end in the snow in the west at the Ponifia

Distillery. I mean it couldn't really be called a festive event without involving snow and booze right?

The traditional After Ride party will be at TT, hosted at the frozen lake with DJ Jimko doing a House music set.

Although to clarify, although the theme is vodka smuggling, this will not be a GTFO event. Be careful on those icy roads and hills!

In another lovely festive twist, Hazel has announced she is asking for some volunteers to pull her wonderful festive sledge on this caravan. Her sleigh is called Sandy but she has a word of warning for would-be applicants: "Sandy has room for 9 animals of any kind. Santa's sleigh is very valuable, old, and a bit rickety, so you'll need some careful pre-planning if you want to pull this off".

If you want to join Sandy for this once-in-a-lifetime chance to pull Santa's actual sleigh, please fill out the [application form here](#).



THE SPECIAL FESTIVE PONY CARAVAN RETURNS AND IS CALLED 'BOOTLEGGERS BACKROADS'. [PHOTO: MAGIC]



BOOTLEGGERS BACKROADS HEADS EAST TO WEST IN SANSARA FINISHING AT THE PONIFIA DISTILLERY. [GRAPHIC: MAGIC]



YOU CAN APPLY FOR THE CHANCE TO PULL THIS AMAZING SLEIGH ON THE FESTIVE PONY CARAVAN! [PHOTO: HAZEL]



# Rebuilding: Tall Tails

November 20<sup>th</sup> 2023 TT history was made...

“...The TT main sim will be undergoing a full rebuild starting in January next year... Luckily, there is a comprehensive benefit scheme available to all ponies during this period which will be handled and funded by the Ponizei... Molly x”

Special reporter Cookie talks about the coming rebuild and pesters Molly and Magic Lacroix with questions we are all hopefully wanting to know so...

**Beginning shortly after the new year construction will begin on the sim rebuild.**

This means that starting early January the southwest side of Meadow (the swamp area) will be bulldozed then landscaped to allow the placement of the new stable.

Followed by the new dairy and surrounding roads before spreading out.

**What will happen to the old stable and all the ponies stalls?**

The short answer is, it will be demolished. We are doing this early on to help increase the prim limit to help with the build.

This does unfortunately mean the pony stalls will be removed. Good news is that there will be new stalls for ponies to choose from all under the same roof.

These will be first come first serve!

**I like my stall, can I keep it the same?**

As everything is still early in the planning stage there may end up being prim limits or some other restrictions but since the stalls are all now inside stalls some decorating wont fit, most decoration should be able to move over. Since this is a total rebuild you will be able to have your old neighbours or find new stall partners to cuddle with.



THE IMPRESSIVE-LOOKING NEW STABLE BUILDINGS. [PHOTO: COOKIE]

**Is anything being saved in meadow? I love everything we already have!**

At the time of writing the only thing planned on being saved is the windmill

“...the windmill corner will remain. It is a historic and important place for Tall Tails”

But as with any build project everything is subject to change so we may find a few other features sticking around.

**So if everything is going what does that mean for the achievements like Sightseer and Maple Cartway?**

**Good question!**

That means those achievements along with the dairy ones will be unavailable until after the rebuild, even then they will need updating to fit into the new sim. Like anything, this may change and new badges might be made.

**So better get them now while you still can!**

**If the sim is being rebuilt, doesn't that mean the Ponizei station will be removed... does that mean the Ponizei wont be in charge any more?**

The Ponizei will still be patrolling the sims but they will be relocated to the tunnels in Pike.

**So there will be no Ponizei presence on meadow, does that mean there's no laws now?**

There will still be laws in Meadow, they will be around to look after the homeless ponies and mares. They will also be responsible for making sure the construction site is safe for everyone.

**Is there anything people can do to help?**

The best thing people can do to help is give the builders space to work as distractions will slow everyone down, especially if they have to keep rescuing stuck ponies falling into holes in the landscape.

**Lastly, why do a rebuild? Blame Axelle!**

**Thanks to Magic (and not Molly) for answering my questions, but now onto the important info.**

**What can we look forward to with the new build?**

■ **NEW STABLE**

The new stable will revolve around a new central building which will house a staff room, office, tacking area with work space and a social area all in view of the new stalls.

■ **NEW DAIRY**

The dairy, under the supervision of Head Moo Trisky has now been moved into a smaller barn to bring everyone closer when they do their milking duty, This is also to bring the pony stuff from the old basement and brought up to everyone else to help get them involved in the milking community.

■ **NEW FIELDS**

To help the whip circle, flower and dressage field fit into the new build, they will be given a whole new look which will hopefully have the added benefit of improved frame rates.

■ **NEW BUILDINGS**

The lovely harbour town will be expanding into meadow with new buildings like shops, homes and services like the maid cafe, new Ponizei station and TTFD.

■ **BIT & BRIDLE**

The Bit & Bridle will not be spared the rebuild and will be rebuilt in style of the new sim.

We can tell you that the new B&B will be in the style of a classic English pub with space for drinks, activities and a special performer space for our lovely resident DJ's.

■ **THE TT WINDMILL**

Obviously perfection cannot be improved upon... so the iconic windmill will be remaining with plans to keep as much of the surrounding area as possible.



SPACE FOR ALL PONIES TO BE UNDER THE SAME ROOF. [PHOTO: COOKIE]

**“The rebuild has brought upon me an almost uncontrollable desire to chase Cookie around the sim with a newspaper”**

**Molly Lacroix**