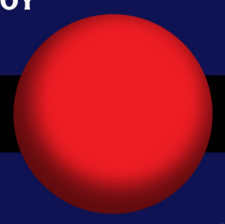


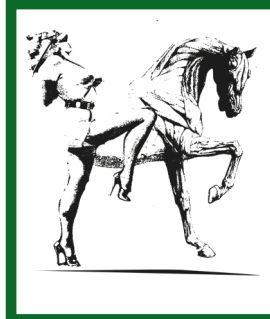

3rd July 2021
12pm SLT

After Party
-TBD

RED BALL EXPRESS
PONY CONVOY



We're Up Late



Special Report
Part Three:
The Bouncing Pony.

Military force to challenge existing order?

TT Pony Army is quietly training and arming itself



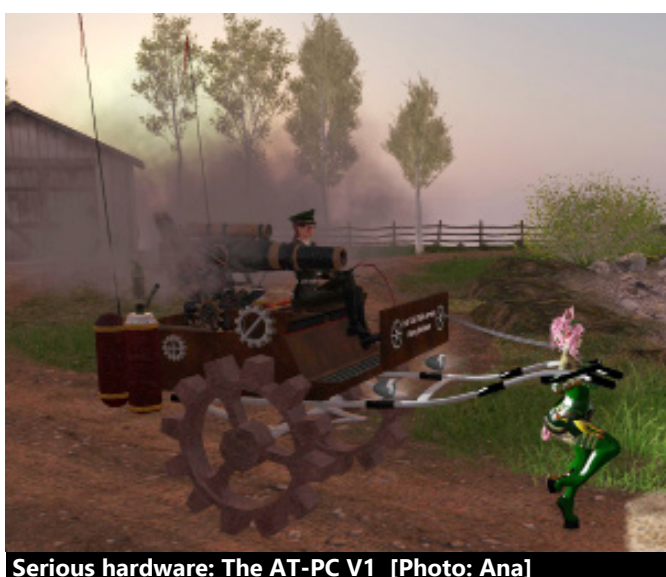
Pony Army Formation Training. [Photo: Axelle]

A Pony Army regiment has been formed at TT under the leadership of General Loren. They have a specially designed cart with a mounted gun and Pingle has been training them to move in neat and tidy formations.

The sight of multiple ponies following behind an in sight and what an untidy mess it can be. Pingle has been looking to address this, so ponies keep their shape on the move and how to behave when the trainer turns to face them.

It's an interesting concept, but is this hiding a bigger power play, perhaps seeking to challenge the power struggle between the Ponizei and the Ponifia? What are their intentions? What are their allegiances?

As always, your trusty Gazette will continue to monitor this new rising force and report any rumour or developments as they emerge.



Serious hardware: The AT-PC V1 [Photo: Ana]

Nightmare on Choo Choo Street



The ride after-party gets into full swing [Photo: Magic]

The Caravan on the 12th June traversed Route 9 passing FFF stables on the way. At the end of the route we were treated to an exciting train journey on the Zany Zen Railway (ZZR) and then boarded a bus to take us back to TT for a wonderful party in a circus tent hosted by DJ Sin.



All aboard the Choo Choo Express! [Photo: Ana]

This was the first caravan I have attended as a groom rather than pony and I was excited about us having a fun and memorable adventure.

But I had a nightmare - pun intended. My system crashed eight times and of course after each crash, reappeared back home with my alphas messed up.

All credit to my navigator Agni and our two ponies Sakura and Yuki who took deep breaths and stayed positive. Thankfully, I had the cheerful jazzy music of Caravan Radio playing to keep me calm.

When my team teleported me back to the cart following each system crash, I was unable to take my seat, presumably because the cart thought I was already sat there. As such, we went through about six carts! Early on, Miss Magic kindly pulled over to give us a cart to use, but this was duly broken about ten minutes later. I am sure my repair bill is in the post...

I could fume and rant, cursing the various failings of Second Life but this would not be entirely fair.

We had two ponies, all of us had a large number of scripts running, and I rushed them into sims which were already overloaded. In short, we did not prepare ourselves properly with light tacks or respect busy sims. I think I had become complacent as this had not happened to me on previous caravans.

So I will be booking myself into the next mainland tack workshop as I was unable to attend the last one!



The workshop I needed! [Photo: Magic]

The Bouncing Pony

Miss Tricky continues her lighthearted look at different types of ponies following on from 'Cute Pony' and 'the Piece of Garbage' categories covered in previous editions. In this edition she covers the 'Bouncing Pony'.

You look at someone, they are a trainer. You blink and they are a pony. Blink again, they are a trainer. They are usually a trainer by default but if training they wear a tack. Sometimes they spend days in tack. You are not sure if you should call them a pony or not. If they sit on furniture in tack, you should react because ponies shouldn't sit on sofas and so forth, but should they really be considered a pony? Five minutes ago they were a strict dominant.

Usually, bouncing ponies are switches with a strong dominant side. Understandably, a natural dominant might want to switch and be a pony at times. Technically there is nothing wrong with switching in and out of tack like this, but it's confusing and problematic for trainers that would like to keep some sort of order. The answer of course is that whilst in tack they should behave like a pony to avoid any confusion arising. This is also not very fair for the others ponies that completely immerse themselves into the pony role.

Sadly though, a bouncing pony doesn't get the chance to properly experience pony life. Sure, they are in tack but they do not truly experience that complete loss of control. They are not really helpless and lack the experience of true restriction over days, weeks or months. They may well consider themselves an experienced pony but without the true loss of control they have missed out on a key element of being a pony.

It requires a strong personality but it is possible to tame the bouncing pony. If you are strong enough, you may be able to force the bouncing

pony to remain in tack for couple of days under your control, which could be a very rewarding experience for you. You have to stay consistently strong and not give up after a few harsh words from the pony. You may be tested and pushed to your boundaries. If the pony says they need to dominate and wants to be out of tack, this usually means that but it doesn't mean that they don't want you to force them to stay a pony against their apparent will. It's very easy to misread this.

The answer is to state clearly upfront, that you are going to enforce your will unless they specifically OOC safeword. Then, attempts by the pony to top from bottom can be confidently punished or ignored.

Stay tuned for another category next time!

Take the Red Ball Express!



The Red Ball Express, run by Shard Soyinka on behalf of the TT Night Crew, caters to members who are unable to make it to events held at the typical noon-SLT time of pony caravans.

Following their scouting caravan, a day ahead of the main Pony Caravan event across Second Norway, they recently hosted a GTFO convoy event around the Atoll, hauling cargo from the Orchard.

If you find yourself up late, during the North American evenings, keep an eye out for the next Red Ball Express event!

Rebels 'not so secret' Lair



Some might suggest that the wanted poster shown above is a public declaration of failure by the Ponizei to capture the notorious Rebel who continues to evade them.

But to be fair, Rebel is fleet of foot and just as you spot her, she slips away again out of sight having usually sprayed her trademark signature, the only evidence she was actually ever there.

She harasses carts innocently making their way across the estate and constantly goad the Ponizei. It is not thought she is associated with the Ponifa, she pretty much has her own agenda. And what agenda is that you may ask? An undercover team has revealed her secret lair and exposed the treasure trove of riches that lie within...

Baskets of the finest apples and bottle upon bottle of the finest apple cider are all stashed there. A pony's wet dream! But fools rush in!



Look what I also found! [Photo: Danna]

Far from me to suggest of course, but is this evidence of illegal cider production going on under our very noses?



Secret shots inside her lair! [Photo: Devi]

Before you head down to the mines under the stable buildings to try and find it, be warned! When the Rebel is not in residence, it is thought the lair is shrouded in a thick fog. It also jam packed full of traps and alarms and she has a number of cells in which to keep nosy, curious trespassers captive.

The Gazette gets an office!



Gazette HQ. [Photo: Devi]

The Gazette is proud to announce that it has been given an office to use in the area of Pike currently being landscaped. Its a quiet spot with commanding views out to sea, a perfect place to capture and document the various activities going down at Tall Tails.

On being given the keys to the building Devi set out making a sign to adorn the entrance way, but to her horror, when she went to hang it, she found it had been sprayed with some unsightly graffiti.



Graffiti already. Bad. [Photo: Devi]

With the Graffiti Triad, at the time, locked as ponies, the eye of suspicion must look elsewhere.

If only it was possible to determine who the perpetrator was... Perhaps the Ponizei will assign their finest detectives to investigate...

But turn away from this unsightly vandalism and you can cast your eyes on Molly's latest pride and joy - A giant cock-shaped rock rising proudly out of the sea. "I always wanted to make a giant cock-shaped rock" Molly exclaimed with pride.



A giant cock-shaped rock. [Photo: Devi]

Stoats! Wanted!



Endangered species? [Photo: Devi]

I must confess that I didn't know what a stoat was until I experienced their mayhem first hand as we were battling the high seas at the TT Regatta event.

The wanted poster says it all. "Wanted for piracy on the high seas. Assault with a deadly boat and for looking excessively cute in a tricorn. Under no circumstances should you approach alone".

During the regatta, they boarded a number of boats bringing with them their very unique form of chaos and disorder. They have a penchant for nibbling clothes so you may end up wearing less clothes than you started with.

Who are they? Where do they hide? Can we rely on the Ponizei to capture them?

With a reward of 1,000L on the table, no doubt some enterprising citizens will organise a hunting party soon.



What the hell is GTFO?



GTFO! might be something you shout at a group of Ponizei agents that forcibly enter your property but in this context, it means "Get The Freight Out".

On Sunday night (20th June) we were treated to an excellent briefing and workshop about GTFO by Loren, Eesoov and Amber.

Do you need to read this? Yes! GTFO will be used as the basis of some future TT events so worthwhile understanding and trying for yourself so you can get fully involved. It's easy to learn and Agni and I managed the whole end to end process after the workshop with no issues.

My plan here is to concisely brief the key elements for those who were unable to attend or want a concise recap.

The Concept

- GTFO has been around for a while and the idea is to get cargo from one place to another between GTFO hubs which are scattered around the mainland. Tall Tails has its own GTFO hub at the Orchard.

- There is also a riskier smuggling option!

- The Tall Tails Orchard is on the Atoll where there are about 60 hubs available for freight road delivery.

- The aim of GTFO was to get people out and about on mainland and have fun and we hope this is the first step to us having a TT Freight Empire!

- GTFO can use most vehicles in SL, cars, planes, helicopters, hovercraft and excitingly for us, pony carts.

- The hub at the TT Orchard has GTFO carts available so you can rez and use.

- The GTFO development team are working on a new version of GTFO built from the ground up which may have more exciting features and access to exclusive stuff you can purchase with their currency.

- By getting involved and learning the tool now, we will be able to hit the ground running when Generation 2 (G2) comes out – but this may be 12 months away.

- GTFO is hud driven. The first thing you will need is a GTFO PACK. There are two GTFO kits available. The free trial kit, even though it costs L\$1 it will be refunded to you. Then there is the full kit which costs L\$699.

- The free trial kit is fully functional but you can only go up to level 5 whereas the full version provides an unlimited experience.

How to use the HUD

- You will need to wear the GTFO HUD.

- Click the hud and a menu will pop onto your screen. Click 'Find Hubs' it will bring up a list of GTFO hubs close to your location. (Bear in mind you need to be on the mainland – such as the TT orchard - for this to work).

- Select a Hub and fly / sail / drive / teleport to it. Make sure to keep the GTFO HUD attached. You can use the HUD to open the Map to help with navigation, if you like.

- Click on the HUD and select [Get Cargo].

- Jobs list the amount you'll be paid on delivery and the haulage fee you must pay to carry them – this is held in "escrow", and "refunded" to you if you complete the delivery within an expected time frame (or may be lost to you if you do not).

- Use the HUD's Get Cargo option to display a paged list of available cargo options suitable for your vehicle, the amount payable to you on delivery and the haulage contract fee. When you have decided on a cargo, click [Load Job].

- WAIT for the cargo to "load", as indicated in the HUD.

- On arrival, the HUD will inform you that you can off-load the cargo.

- Text chat is used to notify you of your arrival at a destination, the results of a successfully completed task (above), G\$ earned, and more.

- Smuggling is an option when you reach G\$3000. Smuggling can have consequences if caught, you forfeit the cargo and get a heavy fine if caught by customs. With smuggling, when you get to your destination and start to offload, a customs official, in chat speak it will tell you a custom official is inspecting your paperwork, which you do not have. In this version this is determined by a random calculation.

Setting up Your Vehicle

- GTFO is a bit fiddly when it comes to vehicles - They need to be GTFO approved. This means that the HUD will check if you are sitting in an approved vehicle. Luckily for us, Marine's Dogcart is.

- We need to drop TWO things into our cart contents from the GTFO box - the API script and a notecard.

- Create a new Notecard and rename to GTFO!DOGCART and put like an x in the text area so the notecard is not empty.

Q&A

Q: If the HUD requires a deposit, how do you get your initial funds?

A: You start with a base balance.

Q: What if you go broke?

A: It is possible to go broke in GTFO, but you can get free low grade jobs to build your money back up.

Q: What currency is used?

A: The GTFO currency is described as G\$. It's game money which has nothing to do with Linden\$

Q: What about the Ponizei taxes on goods and exports?

A: "The TT high court has ruled, in case TT-08/15, that the Ponizei has no taxation powers.

Q: Are there differences in allowed delivery times whether you deliver by road or air?

A: A helicopter can more easily deliver in time than a car or a pony cart on the road. What GTFO currently does, is draw a straight line from HUB to HUB and measure the distance then depending on your vehicle type, defines a time to deliver. This is especially bad for Road and Train, since they depend a lot on the roads shape. In a normal delivery, time is not that important - you get 'paid' the same if you are late. With smuggling however, you better make it in time. So yes, a helicopter gets a different time as a car to offset the advantage of flying straight to destination.

Q: Where specifically do I deliver the cargo?

A: GTFO is sim based and as soon you enter the sim you get a message you arrived and can technically make your delivery but its part of the RP to find and park at the hub to deliver. So, the goal is to watch out for the GTFO signs. The beacons on the map always show the center of a sim and not the real freight hub. The beacon marks the region, not the hub location in it. It is understood that G2 will be parcel based.

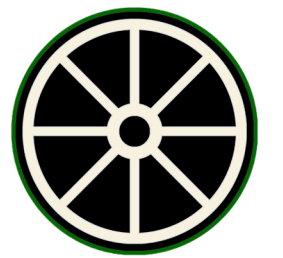
Q: So how does the payout work?

A: The cart owner gets the full payout and experience points. Others sitting on the cart are considered crew and get half.

Q: Can everyone on the cart including ponies load their own deliveries?

A: Yes

A big thank you to Amber, Eesoov and Loren supported by Holly, Alexis, Magic and Molly for the excellent workshop and to everyone else that attended and contributed. This article is based on the briefings and conversions from that workshop.



Have you got a story, a picture, advert or article you want published? Please contact Devi to get involved.

Thank you to everyone for not shouting at me when I use their wonderful pictures and text here - I hope I have got the credits rights.

If you want to join the reporting team please give me a nudge. It will be great to see new interviews and insights into new developing stories!

-Devi