

****HALLOWEEN SHOOT INSTRUCTIONS****

A. Please turn off any AO.

B. Please turn on sounds if you wish to hear the game sounds.

1. Left click the haunted house on the ground in front of the booth and choose Stand.
2. Accept the Gun that is given to you and add it.

Local chat will say "Safety On" showing the gun cannot be fired.

Wait for the game level menu.

3. From the menu choose a game level by left clicking on:-
Very Easy Easy Hard Very Hard

Local chat will say "Safety Off" showing the gun can now be fired.

4. Enter mouselook, aim at a ghost, witch, cat or bat and press your left mouse button to fire.

There are sounds when the ghost is rezzed and if you hit it.

5. The gun has 10 shots - you will be told when you have used them all. Press Page Up to reload.

6. The game runs for 2 minutes. Your score is shown at the end of the game.

7. You may end the game early by stepping off the haunted house.

8. Please do not shoot the pumpkin.
We need it for the pie!

QUICK START

- A. Right click and choose stand on the haunted house.
- B. Accept and add, (or wear), the gun.
- C. Choose a game level from the menu.

****Notes to help you****

Mac Page Up

Use Fn and press up arrow

Mouselook in Firestorm

The easiest way to enter mouselook is to left click the mouse icon at the top middle of the Camera Control window.

Also check mouselook is enabled and also the mouselook crosshairs as follows:-

Avatar > Preferences > Move and View > Mouselook Tab

Make sure Enable Mouselook functionality is checked.

Make sure Show Mouselook crosshairs is checked.

Detaching the gun

Use "Detach from Yourself" option in inventory to stop the gun animations.

If you use the Detach option from the PI chart to remove the worn gun the gun animations may not stop. To stop the gun hold animation from the top tool bar on your viewer, (Firestorm):-

Avatar >>Avatar Health>>Stop Avatar Animations

****HALLOWEEN SHOOT OWNER INSTRUCTIONS****

Land impact

Static Game LI 3

Game in play LI 4

Optional instructions prim LI 1

Max LI in play 5 with instruction prim out.

Rights needed to rez and play

The owner must have rez rights, (build rights), to rez the game.

Players do not need rez rights to play the game, but they do need to be able to run scripts on your land.

The game is copy only.

Dimensions:

Shooting booth approx 8m wide x 4.1m deep x 5m high

Ground area approx 8m wide x 8.6m deep

A prim of the footprint is included to help you site the game.

Rez the Halloween shoot game and move into position using edit.

For others to use the game they need to be able to run scripts on your land.

If you have more copies of this game or the Duck shoot game rezzed please keep them more than 10m apart

I suggest that for optimum performance it faces North, South, East or West.

The game is no modify - the reason being that any resizing would upset the ghost rez positions.

Rez the instructions prim if you wish.

The game is ready to play.

The game may be played by anyone on your land who is allowed to run scripts. They do not need to have build rights, only script run rights.

It is important that users start the game in order:-

- A. Left click and choose stand on the haunted house.
- B. Accept and add, (or wear), the gun.
- C. Choose a game level from the menu.

Owner Note on the Gun

The gun does not fire any projectile - it just identifies the ghost target and goes "bang".

This means that the game can be played by people on your land with no rez rights - only script running rights.

However to guard against misuse of the gun it will only "fire" and go "bang" whilst the avi holding it is standing on the haunted house.

Whilst it can be worn and aimed at other times it will not "fire" or go "bang".

This has been done to reduce any possible chance of misuse.

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Should you break or lose your purchase I will replace it provided I have some proof of purchase such as your transaction ID.

If a delivery fails please contact me and I will resolve the matter.

(Please check my profile picks to see if, under the tab "Vacation" I am away RL - this may mean a slight delay in responding).