



## TARA'S CREATIONS HUNT OWNER INSTRUCTIONS

**There Is No Tax To Be Paid. You As The Owner Only Pay The Original Purchase Price. You Are Then Responsible For The Amount You Assign To Each Coin/Object.**

**\*No Tax**

**\*No ATM**

**\*No External Servers**

**\*No Linden Fractions**

**\*You & Your Players/Hunters Can Track All Transactions. They Will Appear In Your LL Transaction Log**

**All TC Hunt Objects are Yes Copy, (No Mod, No Transfer). You can put out as many as you want.**

**TC Hunt Group:** [secondlife:///app/group/4beb9c07-6f43-011d-1e1a-263134896155/about](https://secondlife:///app/group/4beb9c07-6f43-011d-1e1a-263134896155/about)  
**TC Hunt was created by Tara's Creations and is dedicated to all those who use the Tara's Creations Hunt System to earn lindens. Both Landowners & Players. This group is for information on how to play or how to use the system as a Landowner. For specific Instructions:**

[TC Hunt Land Owner Information](#)

[TC Hunt Player Information](#)

**The group is open & free to all and there is never any need to wear group tags.**

It is strongly suggested that all Landowners to join the group immediately. Once you do, get in touch with a Mod, they will give you a Landowner tag, which will allow you to post up to 5 notices a day. Also, put out the group join signs on your land so all your hunters will join to get your information. Remember, there is never any need to wear the group tags. The group is for information, questions and suggestions only.

You can always find the most updated instructions @: <http://bit.ly/2KUfYMu>

## ★ To Find Available Collections

Either go to <http://maps.secondlife.com/secondlife/Urban%20Dream/80/110/23>

Or to Tara's Creations on the MP @: <https://marketplace.secondlife.com/stores/38740>

& filter on the word Hunt. New Collection Packs come out around twice a week, so it is a good idea to check often.

To see them on the net: [TC Hunt Available Collections](#)

## ★ What is the Hunt About

After watching, hosting and participating in many hunts in SL many seem to follow the same pattern. An object is placed out which the person must find and either they are awarded a prize or Lindens. Once the place of the "hidden object" is found it is clear that anyone who comes afterwards will find out where it is. The whole object of the hunt is then kind of purposeless.

The TC Hunt in short comes in many packages. Coins, Flowers, Animals etc. (They will be released one at a time, beginning with Coins as these seem to be the most popular). There is also a script pack which will allow you to place the scripts in any object (Copy, Modify or Full Perm) that you wish to. All the parameters of the object from amount, scan range, time etc. are set by the owner. Including if you wish for the object to "die" after it is paid out or to replay (see below). In other words any object on your Sim/Parcel can become a hunt object. For instance: If

your sim is full of flowers and gardens you can purchase the "TC Hunt Flower Packs" to blend in with the ambiance. The player cannot then just derender objects. Even searching for Description or Name will do them no good. It is a **"real hunt"**.

## ★ THE MAJOR PROBLEMS WITH CURRENT HUNTS

When it comes to Linden Money & Object Hunts there seems to be many problems.

A. Funds are not given directly to the Avatar. These funds must be gathered from an ATM machine placed on the actual creators ground and then must be collected, usually up to a specific limit.

B. There is absolutely no way under the current systems to track transactions. The owner fills the coins, the amount is parceled out to avatars belonging to the creator and it is kept in a database where a constant amount for that avatar is accrued. The actual host of the system is in a black box as to who clicks on what and how much they got. There is essentially no way for the player or host to actually track if what the player is getting is really what he is supposed to be getting. **Because you cannot track it!**

C. Once coins or objects are placed out, unless the host wants to spend all their SL time moving coins and gems around, the coins are discovered and the hunters just de-render everything and therefore everyone knows where they are. So there is no hunt in real terms. All the host is doing is just pouring in funds into coins, often being charged an exorbitant company tax to do so.

D. While the system may work for some really good hunters, to line their pockets with some money, it has no real positive value for the Sim/Parcel Owner. It also causes a great deal of fighting between hunters especially when there is an option to "steal" coins. It also allows the hunter to TP away and come back and then pick up their coin.

Considering all the above, **Especially trying to give value both to the hunter and the one who funds the hunt**, after much thought I decided it was time to script a hunt which would allow maximum control for the owner, not rely on any servers and yet keep the spirit of a real hunt alive. **This gives value to both parties. Both the hunter and the person who funds the hunt.**

*Any mention of coins below can refer to coins or any other object. This hunt is designed for the owners to allow any object to be part of the hunt. The object can be anything you see on the sim/parcel. From a huge tree to a small snail. It does not necessarily have to be a coin!*

## ★ WHAT IS THE TARA'S CREATIONS HUNT ABOUT

1. It allows you control over range of the avatar from the actual object.

2. It allows you control over the time it will take until the object can be "collected" and funds will be given out.
3. It IMMEDIATELY pays out to the Avatar who is hunting, and that payment appears in your transaction list.
4. It allows you control over how much money each object will be worth.
5. There are no Linden Fractions though. (The lowest amount is 1L, highest 10L)
6. It allows you to decide whether the object will "die" after money is collected or it can be replayed.  
(Allowing it to die will guarantee that giving out the location of the object to other avatars will do others no good! They will have to hunt for themselves.)
7. If you allow the object to Replay, the same avatar cannot use it twice in a row.  
Replay will set a Random time between 3-24 hours when the coin will appear again. You will be sent an IM how much time that is when the coin pays out. This will guarantee more visits from hunters constantly looking to see if the objects are back in play, never knowing when they will really appear!
8. Since this allows for scripts to be placed in any Full Perm object (with the script pack), de-rendering objects etc. will NOT do any good for the hunter. Of course you can also use the normal coins if that is what you like.
9. You can rename the object to hide any sort of name therefore making it incredibly difficult for a "search" to reveal which objects are part of the hunt.
10. Objects are automatically given random Description Names, (if replayed these names change again), so searching for a description will not help the Hunter.)
11. You can set the object to Group only!

## ★ A SPECIAL NOTE ABOUT THE SCRIPTS

I mention a few times putting the scripts in your own objects. This can **only** be done if you purchase the **Script Pack Add-on**. If you try and take the scripts from the objects into your inventory and put them in your own objects they will **not** work. You must have the **SCRIPT PACK ADD-ON** to do such a thing.

## ★ RUNNING THE HUNT - A FEW SUGGESTIONS FOR LAND OWNERS

1. Use the ambience of the Sim to hide the objects. Obviously if you are using coins then this is usually not possible.
2. The Tara's Creations Hunt will be releasing different packages of objects. Such as Flowers, Seashells, Animals., etc, All these will be available on the MP and In-World as add-ons. They will add to the ambience of your parcel/sim. You will be able to place

some out with scripts inside and others without. That will further force people to actually Hunt.

3. Make sure you understand all the options on the hunt object when you put it out. (Below)
4. Defaults on Hunt Objects are listed below.
5. Do not leave coins or objects in the same place for days on end. Hunters learn exactly where they are and just come back to click on them if they are in play. This defeats the whole purpose of a hunt. Mix it up. Move them from time to time.
6. If you use mostly coins, obviously these will be found immediately. So make use of the counterfeit coin as well but do not overdo it.
7. Don't use the defaults for everything. Change the wait and Scan time. A smaller scan number will force the avatar to wait in that area for the object to pay out. A longer wait time will force them to wait a longer time and leave other objects for other Avatars. Remember if they are not in range or off the sim relying on a counter, the object will not pay out and go back into immediate play!
8. Face the reality of what a Hunt is really about. Hunters love getting paid immediately upon completion. Or getting the object they hunted for immediately. Making them wait for their winnings, or using a system of fractions which will convolute all their possibilities at following their winnings automatically, is simply non-productive and counter-intuitive. There is no black box here which the hunter must rely upon. **The game is the hunt itself. Finding the objects you have hidden!**

## ★ HOW TO OPERATE THE HUNT OBJECT

As the Owner you need to be aware of 2 CRITICAL points.

1. When you place an object out, or put the scripts within any object - Remember to grant **DEBIT PERMISSIONS**, by pressing the Allow Access. If you do not grant Debit Perms funds will never be delivered to the Avatar.
2. You need to have enough funds in your account to handle the amount on the coins you put out. In other words if you put out 50 coins and you set different amounts for each coin/object your SL account must have that overall amount inside of it. If not the transaction will fail due to lack of funds!

## ★ USING THE SUPPLIED HUNT COINS/OBJECTS

1. All the supplied objects have the scripts already inside. The coins are all 2 Prims (not Mesh) and thus 2LI.
2. Other supplied objects will usually be Mesh and have an LI of 2. However, some may be different so it is up to you check as some objects can be sophisticated.

## ★ USING THE SCRIPTS TO PUT INTO YOUR OBJECTS

If you purchased the Add-On which contains the scripts:

1. In the box you will find another box which contains all the pieces you need to create a Hunt Object of something you own.
2. Just place ALL 3 scripts + the Note Card into that object and you now have a hunt object.

***Be aware: use only objects that you have full perms on, or objects with at least mod & copy. If you place these scripts in a non-copy object and then set it to "die" you will lose that object forever.***

***Do not ever place these scripts in a no-copy object. Simple as all that.***

★ After giving perms ("Allow Access"), click on the object. You will see a Dialog Box come up with options. (You need to be within 8 meters of the object). ONLY THE OWNER SEES THIS BOX. Players do not see anything except the IM's sent to them. So let us go through all your options.

(If you click on an object that has already been played and reappeared or you did a Check on it, you may have to click twice for the menu to appear!)

## ★ THE MENU SYSTEM (NORMAL)

1. **Rotate** → Leads to a sub-menu Rotate On & Rotate Off. This is self-explanatory. If you wish the object to rotate click On. If you want to stop rotation - Off.
2. **Bright** → Leads to a sub-menu Bright On & Bright Off. Same as above except it makes the object Bright or turns Bright off.
3. **Group** → Leads to a sub-menu Group Only or Everyone. If you ONLY WANT MEMBERS OF YOUR GROUP to access these objects (Group of the land), the use Group Only. Anyone not wearing the Group tag will be told in IM they require a Group Tag to continue. If you do not care about Group then click Everyone, and any person will be able to access the objects.
4. **L\$ Amount** → This is where you define how much this coin/object is worth on payout. You can make it worth anywhere from 1 Linden - 10 Linden. The choice is yours.
5. **Time** → This defines the amount of time in seconds on the countdown until the coin can be picked up. Once the object is clicked a countdown will start to appear.
6. **Rename** → **Highly Suggested** to avoid finding the objects with Search. Clicking on this will open up a Text Box. Type in your new name for the object. Make sure you click SUBMIT. (Clicking Ignore will do nothing!).

7. **Resize** → This menu will allow you to resize the object up or down. You may want to make it tiny or huge. This is up to you and up to the ability of SL to do this to the object.

8. **Scan Range** → **Critical Here**. This is the range from the object within an avatar must remain to collect when the counter is done. If the avatar is not on the sim or is out of the range that you set, then the coin will revert back into play.

9. **Check** → This is for the owner to check the operation of the object. Clicking on Check will go through the entire process.

10. **Reset** → Resets all scripts in case of emergency. You should actually never need to use this. Once you do reset it will revert to defaults (listed below), so if you made changes you will have to set it up again.

11. **End Status** → **Critical** - You can either set the coin to DIE which will immediately remove it totally and destroy it after it pays out, or you can put it into REPLAY. In case of replay, the object pays out, and then will disappear for a random amount of hours, minutes and seconds. The length of time for which it will remain transparent will be IM'd to you as well.. It is never less than 3 hours by the way and never more than 24 hours. But it is based upon a random algorithm.

12. **Exit** → Exits the Menu

## ★ DEFAULTS

When the coin/object is rezzed the following defaults are in play unless you change them via the menu:

\*SUGGESTION - Mix up the Scan Ranges, Time, Amounts, etc. Try not to use the defaults on every object. It takes approximately 60-90 seconds to set one up (including changing the name of the object!)

1. Scan Range = 40 Meters
2. Amount Paid = L\$ 1
3. Timer for Countdown = 30 Seconds
4. End Status = Coin Dies
5. Group = Everyone (No specific group)

## ★ Multi-Face Object/Coin:

These operate exactly the same way as the normal coins. However, when the coin is rezzed or replayed the texture on the coin will change (based upon the coins in the Box you bought). So if a hunter tells someone to look for Quarter the next time it may or may not be the same texture. In other words, one coin which will randomly change its texture at each use.

## ★ Mystery Object/Coin:

These operate as follows.

1. In the menu you will notice there is absolutely no Linden Amount ability. The mystery coin sets an amount at random between 1-10L when it is rezzed or replayed. This amount is not known, either to the Owner or Player, until the coin pays out. If the coin is set to replay the next time it reappears it will be set to again to a random amount between 1-10 Lindens. Make sure you have enough in your LL account!
2. When the coin is rezzed or replayed the texture on the coin will change (based upon the coins in the Box you bought). So if a hunter tells someone to look for Quarter the next time it may or may not be the same texture.

## ★ Counterfeit Object/Coin:

These operate as follows.

1. In the menu you will notice there is absolutely no Linden Amount ability. The counterfeit coin is exactly that. It does not pay out anything, but will go through the entire process of counting and waiting down etc. It looks like any other coin. You can set out a couple of these if you wish to make it more difficult on your customers and they learn that not everything will pay out so they have to hunt harder. **My suggestion: Do not overuse these coins/objects. They can and will lead to frustration for the hunter if too many are placed out.**
2. When the coin is rezzed or replayed the texture on the coin will change (based upon the coins in the Box you bought). So if a hunter tells someone to look for Quarter the next time it may or may not be the same texture.

## ★ Moving or Deleting Object/Coin:

Since all TC Hunt objects are Copy, if you wish to get rid of an object/coin you can simply delete it. If that object is not in play and is transparent, but you know approximately where it is, just go to the area and press Ctrl-Alt-T. You will see all transparent objects in Red. Find the object as you can now see it. Right click and Delete. (Remember it is Copy so you can Delete.)



Moving an object is simple. Either delete it from where it is and place the set the parameters of the new object in another place, or drag it to another place.

## ★ The Simple Math:

As you know, once you purchase a pack or packs that is it. Tara's Creations & TC Hunt **take nothing else from you. No Tax. No hidden surprises.** So if you put out 200 coins and let us say they are worth as you defined them 1L each, you will need 200L in you LL account. That is it. If you set them to replay, you can delete or add based upon your budget. **The Best: No One Takes A Cut Of Your Money! You gain and the hunter gains. Period.**

**Just follow your LL Transactions pages and you will know exactly what was paid out, from what object, when and to whom.**

(Imagine if you put out 200 coins @ a 50% Tax and put 50L into each coin. That will cost you up front  $200 \times 50 = 10,000L$ ! And out of that 10,000L, well 5,000L is automatically gone as a tax! Even if a there was only a 10% tax you would still lose 1000L from your overall basket. **This does not happen in Tara's Creations TC Hunt!**)

## ★ HOW THE AVATAR PLAYS:

**Any mention of coins below can refer to coins or any other object. This hunt is designed for the owners to allow any object to be part of the hunt. The object can be anything you see on the sim/parcel. From a huge tree to a small snail. It does not necessarily have to be a coin!**

- ✓ When you click on any hunt object you are told in IM the amount of the coin's worth, the range, and the time of the countdown. It is entirely up to you to make sure you are within range at the end of the countdown. Clicking on many coins at once will work but it is not advisable unless you are very quick with answering the dialogs.
- ✓ Essentially unless it is a coin, any object on the Sim or parcel you are on can be a hunt object. It is not marked in any way. Therefore a de-render or search will do you no good.
- ✓ The only way to know if an object is actually part of the hunt is to click on it.
- ✓ You must be within 8 meters of the object to click on it. If you are farther away you will receive an IM to move closer.
- ✓ Once you find an object that is a Hunt Object by clicking you will be told in IM as follows:
  1. The time it will take until you can pick it up. (This is owner defined.)
  2. A Counter will appear in Hover Text.
  3. The distance you can be from the object when the counter finishes (again this is Owner defined). This is VERY IMPORTANT. If you are not in the Sim or farther than the distance from the object, then you will lose your chance at claiming the Lindens.

4. Once the counter is finished, and if you are within range, a Dialog Box will appear which will show a number on top., You must press the exact number in the Dialog. If you press the wrong number you will have lost your chance at collecting the Lindens.

You have 60 seconds to answer the question. If you do not do so within that time, then the coin will revert back into play for others to pick up.

5. Assuming you are within range and you answer the Dialog correctly you will IMMEDIATELY be transferred the amount for the coin. (The amount the coin is worth is also Owner Defined.)

6. Amounts are NOT in cents. They are from 1-10 Linden. Again. if all is good then you will be have that amount the coin is worth transferred to you immediately. You will see and so will the owner in your SL transactions.

★ **NO ATM! NO SERVERS! NO WAITING TO COLLECT YOUR WINNINGS!**

## **\*OTHER RULES TO KNOW ABOUT**

✓ The owner can define the coin to "die" after collection, in which case it totally is wiped out. This allows the owner to place coins in different places all the time. This is a Hunt. Therefore you really need to hunt for the coins. Not just memorize where they are and come back time and again to the exact same place.

✓ The owner can define the coin to replay after collection (and not Die), in which case the following will happen:

1. The coin will disappear for a random amount of time and then reappear ready for the next play after it gives out the winnings.

2. Even if you come back to the Sim in 2 or 24 hours and find the coin in the same place and it is visible but you were the last to click on it & win, you will not be allowed to click on it again. In other words, you cannot click on the object twice in a row once you won. Someone must click on that coin before you can access it again. **You cannot go again and again in a row on that same coin.**

3. **Coins cannot be stolen from you once you click on them. No one can come by and "steal them".**

✓ There are **no points** to keep track of. There is no list of who got what or how much another person earned.

## **★ REMEMBER:**

✓ When you click you are told in IM the amount of the coin's worth, the range, and the time of the countdown. It is entirely up to you to make sure you are within range at the end of the countdown. Clicking on many coins at once will work but it is not advisable unless you are very quick with answering the dialogs.

1. **Stay in range & answer the question in dialog by clicking on the correct number and winnings are immediately given to you.** The coin is then hidden for a random time or it dies (depending upon the owner preferences.)

2. Out of Range - Coin reverts back into play

3. Wrong Answer - Coin reverts back into play

Reverting back into play - since you were the last one to click on it, you cannot do so again until another avatar plays that coin.

If you do stay within range and answer the question correctly, **The money is immediately transferred to you.** You will see it appear as if someone paid you. You can check it in your SL Transactions page as well. There is no ATM to run to. No Waiting.

★ If for any reason the transaction fails - you will also be notified. This is almost always due to one of two problems:

1. The Owner forgot to grant Debit Perms when the object was rezzed.

2. The Owner no longer has any more funds in their account.

(In such a case please contact the owner of the Hunt Objects, not the creator!)

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★ You are welcome to contact me @ Tara's Creations [Random Sixpence] with any suggestions or complaints. The product is constantly being tested.

★ The hunt is created for your pleasure. Enjoy :)

Love

Tara

Tara's Creations