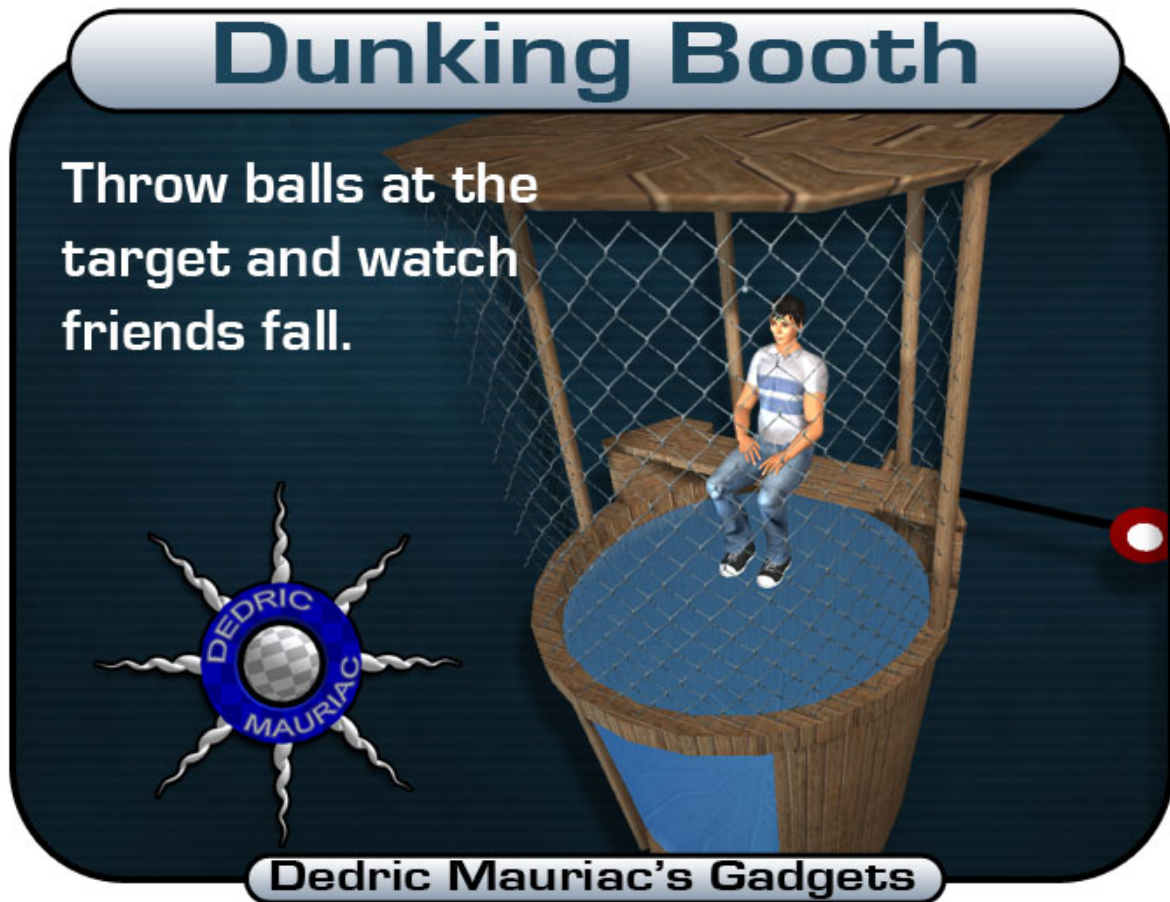


Victorian Dunking Booth Manual

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Dedric Mauriac's Gadget Shop

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# Overview

The Victorian dunking booth is a fun game at events that allows players to dunk friends in a tube of water to support charities, fundraisers, or having a great time at festivals and carnivals. One player sits in the booth while another throws balls at a target.

## Setup

### Unpacking

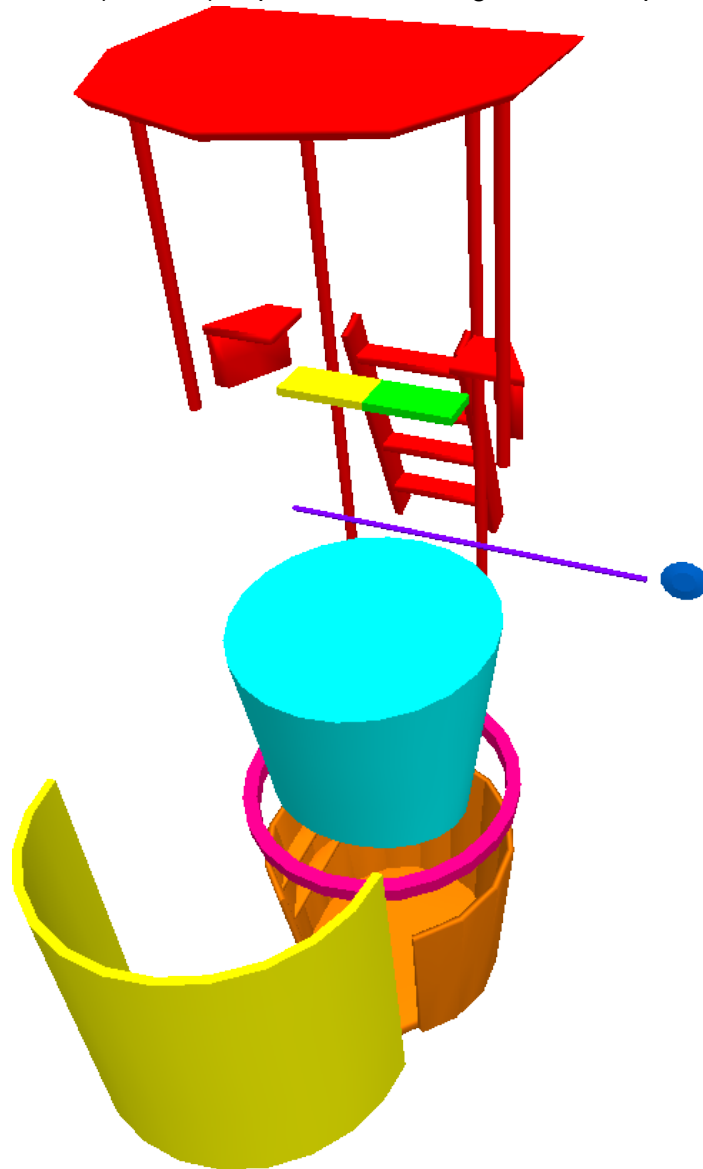
Look for the object in your inventory named “\*DMGS\* Victorian Dunking Booth (Boxed)”. Drag the item from your inventory into the world. A packaged (2 prim) box will appear. Click on the box and choose “Copy To Inventory”. This will create a new folder in your inventory with the same name as the box and containing all contents.



*Note: If your parcel does not have enough space, or permissions to place the object in-world, then find a parcel that has at least two objects available and allows you or your group to place the object. A public sandbox may be one such place to visit for this purpose.*

## Placing objects

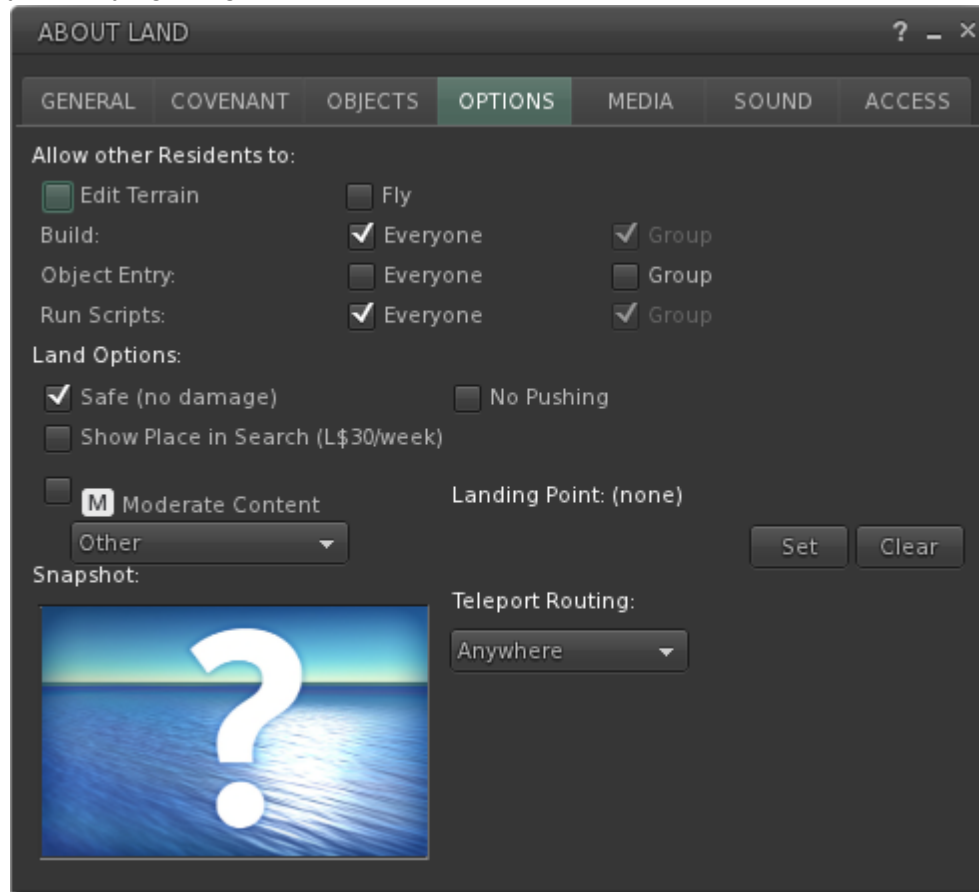
The dunking booth needs to be placed in-world. This should be on a parcel that you own, rent, or have permission from the owner to use. The product is composed of nine objects. You must have nine objects available (or more) to place the dunking booth on a parcel.



## Parcel Settings

The default options for a parcel will allow the Victorian dunking booth to work out of the box. If adjustments have been made, there are specific parcel settings that are required in order for the game to operate. If your parcel is too restricted, you may need to subdivide a section of it

specifically for playing the game with its own elevated options.



## Build

The player needs to have permissions to build objects in order to play. This allows a temporary ball to be created when the ball thrower fires.

Everyone	No change is needed. Everyone will be able to play the game.
Group Only	Anyone playing must belong to the group that the parcel is set to.
None	Only the owner of the parcel will be able to play the game.

## Run Scripts

The player needs to have permissions to run scripts in order to play. In addition, the owner (you) also need to be able to run scripts. Ideally, the “Everyone” check box would be checked.

Everyone	No change is needed. Everyone will be able to play the game.
Group Only	Set the object to the same group as the land (deeding to group is not necessary). Anyone playing must be in the same group.
None	Only the owner of the parcel will be able to play the game. In addition, the owner of the parcel must be the owner of the game as well.

## Damage

The thrown pies are considered to be bullets, and can do damage and/or kill a player if the land is set to allow damage. In the about land settings, choose the options tab and ensure that “Safe (no damage)” is checked.

## Region Settings

If you are on a private island, some settings (rarely) may have been turned off. If the product is not working, you may need to view the region settings. If a region setting is not setup properly, you may need to contact an estate manager to change them up for you.

Scripts	Under the debug tab, ensure that “Disable Scripts” has not been checked.
Collisions	Under the debug tab, ensure that “Disable Collisions” has not been checked.
Physics	Under the debug tab, ensure that “Disable Physics” has not been checked.

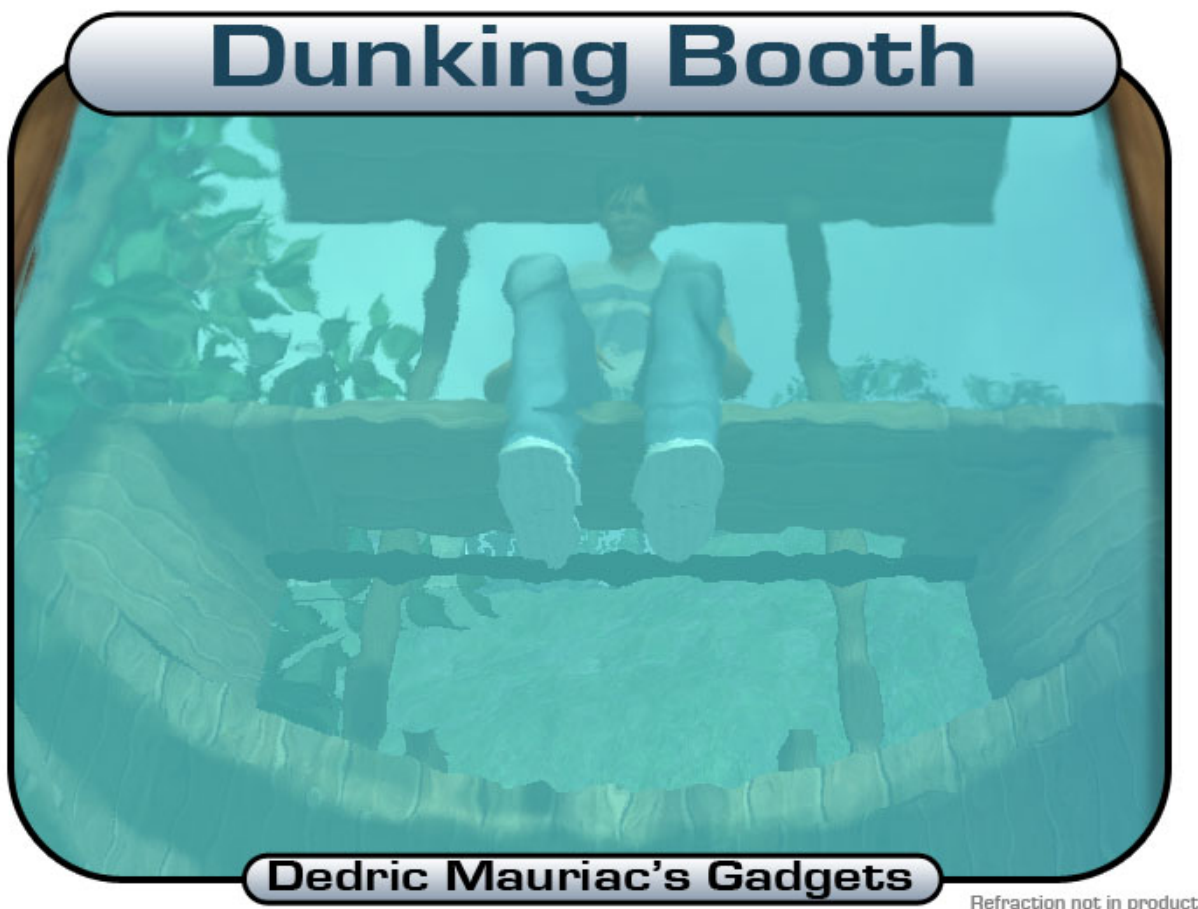
## Rewards

The dunking booth will reward someone for hitting the target if you place items in its inventory. This is ideal for promotional items since the player could potentially get an unlimited amount of items by continuing the throw balls at the target. You may place as many items as you like into the dunking booth. A random item will be chosen and distributed to the player.

# Game Play

## The Dunkee

The game allows a person to sit just above the tub, known as the “dunkee”. This person is not necessary to play the game, but it does add fun to the game. As long as no one else is sitting on the tub, just click it. The default action will allow you to sit.



## Menu

To open the menu, a player will interact with the product by clicking on it. If no one is sitting on it, then they will find that the default action is to sit down. After they sit, they may click again to get the menu. The player will be presented with a dialog menu. You may still get to the dialog menu if no one is sitting on the dunking booth by right-mouse-clicking the product and choosing “Touch”.



The menu has a few options that are available, depending who you are and what is happening at that moment.

## Rules

A quick summary of the rules are displayed in chat.

*Wear the object "\*\*DMGS\* Dunking Booth Ball Thrower 2.0 [wear me]" and enter mouse look (Press the "M" key). Click to throw. The longer you hold the mouse button down, the faster it will go. Try to hit the target to dunk the person sitting down.*

## Get Thrower

A dunking booth ball thrower will be given to you. It would be named similar to "\*\*DMGS\* Dunking Booth Ball Thrower 2.0 [wear me]". This option only appears if the owner permits it.

## Dunk

Sometimes it may be difficult for people to hit the target. In other scenarios, the person sitting on



the dunking booth simply needs to cool off. Use this option to dunk the person without the need to hit the target. Only the owner will see this option.

## **Hide Thrower**

This option allows you to prevent the dunking booth from handing out ball throwers. The player will no longer see the “Get Thrower” option. This is useful if you have a separate vendor setup to sell the balls during charity and fundraising events. Only the owner will see this option.

## **Show Thrower**

This option allows you to enable the dunking booth to hand out free ball throwers. The player will see the “Get Thrower” option. Only the owner will see this option.

## **Manual**

Provides a link to [the most recent version of this document](#) on Google Docs.

## **Buy This**

Provides a link to [the marketplace listing to buy this product](#). This option does not show up for the owner.

## **Review**

Provides a link to [review this product on the marketplace](#). This option only shows up for the owner.

## Throwing Balls

The player must wear the ball thrower to play the game. They will be told how to use it when it is worn.

*Enter mouse-view [M] to fire. Hold your button longer to throw faster.*

The player needs to aim at the target and throw the balls. The player may throw as many balls as they like. Many people may throw balls at the same time. Wind, gravity, speed, and distance will affect where the balls will land. As the balls are thrown, the player will be animated to appear that they have thrown a ball.



## Dunk!

Once the target is hit, the seat parts in the middle and the “dunkee” falls into the tub. They swim around as bubbles move up to the surface of the water. After five seconds, the person will find themselves out of the water, dry, and setting on the seat.



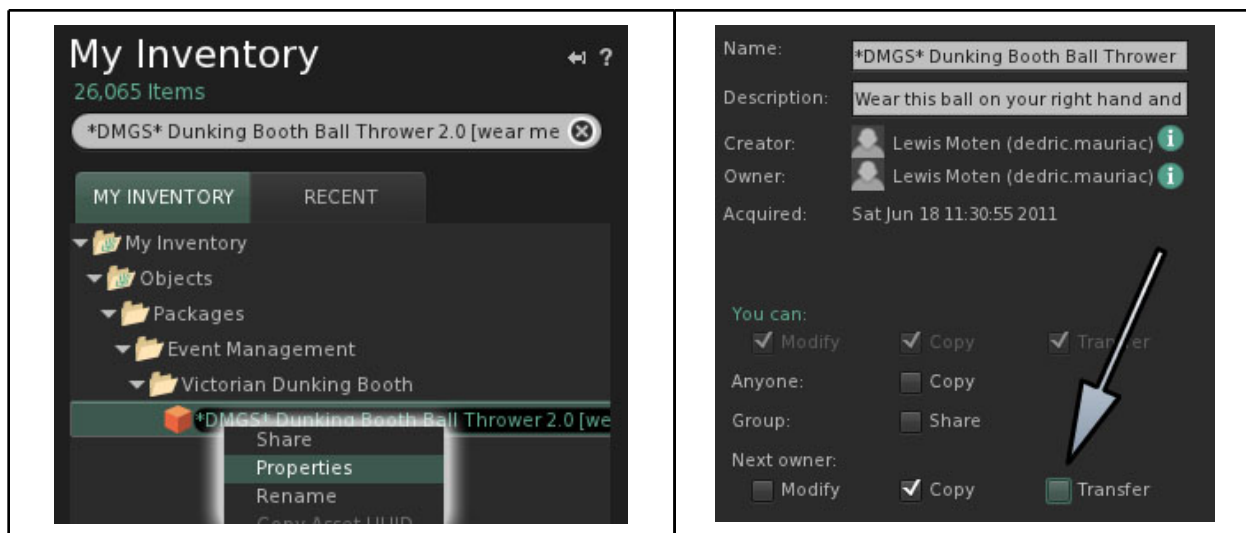
If you have placed any promotional items within the contents of the dunking booth, a random item will be chosen and given away to the person who hit the target.

## Making Money

The dunking booth offers a way to make money selling ball throwers. By default, it hands out free throwers to anyone who asks for one through the menu. You can turn this feature off, and create your own vendor nearby to sell the ball thrower. The recommended price would be L\$5. For charity events concerning real-world organizations, a minimum donation may be set up to L\$500 so long as it is a hosted event with someone attending the area.

If you setup a vendor, it is recommended to setup the ball throwers to be no-transfer so that

others will be encouraged to purchase their own from your vendor. Right-mouse-click the ball thrower and choose to view it's properties. Make sure that under "Next owner", they may copy, but not transfer the object.



NOTE: Anyone who had acquired a ball thrower from another dunking booth game (free or paid) could use it with your dunking booth without purchasing the ball thrower from you.

## Troubleshooting

The game does not recognize the ball has hit the target.

Fix: Make sure you have the current ball thrower that the game hands out. Older versions will not be recognized.

## Known Issues

- Tiny's look silly throwing balls
- Tiny's look silly sitting on the booth
- The player does not prepare to throw the ball when holding it ([VWR-25971](#))

## History

1.0

- Created for Caledon Team Relay for Life of SL "Jail n' Bail" event (July 2006)

1.1

- Changed how seat & water were rezzed

1.2

- Added ability to hand out prizes for hitting target

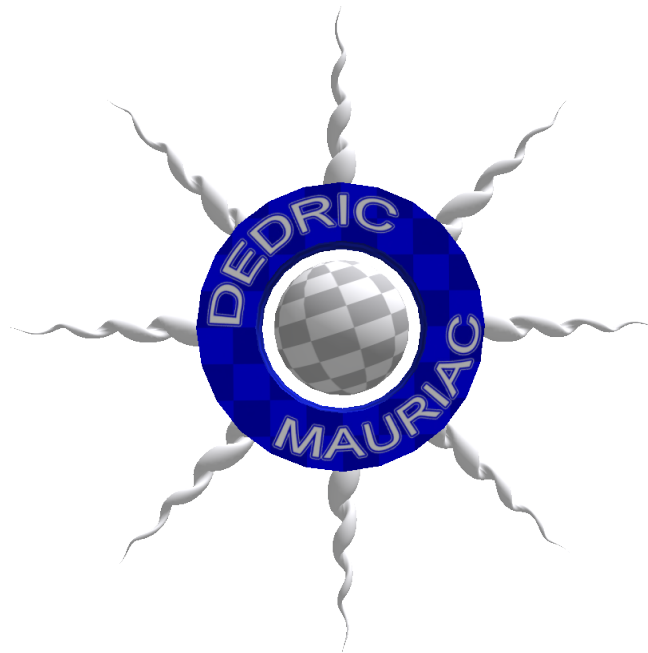
2.0

- Consolidated 10 scripts into 1
- Infinite balls
- Added particles when dunked
- Redesign
- Compiled with mono
- Removed need for ball vendor, but made option still viable
- Changed how balls are held
- Worked with balls to perform faster
- Removed need to rez water & seat (no more mess!)
- 25% less prims
- Bypass owner permissions to play sounds (AssetID)

# About the Creator

Lewis Moten has been creating various interactive objects within the virtual world since November 28, 2005. He is often known as Dedric Mauriac of Dedric Mauriac's Gadget Shop. Lewis will often post updates about his progress on his blog on a daily basis.

In the real world, Lewis has held positions filling the role as a software architect, graphic illustrator, technical writer, software analyst, technical lead, and database administrator over the course of his professional career. He is capable of wearing multiple hats and leading others to provide efficient and high quality software solutions. His technical expertise is reflected through his creations in the virtual environment.



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Facebook: <http://www.facebook.com/pages/Dedric-Mauriacs-Gadget-Shop/153827441354586>

Marketplace: <https://marketplace.secondlife.com/stores/2422>

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