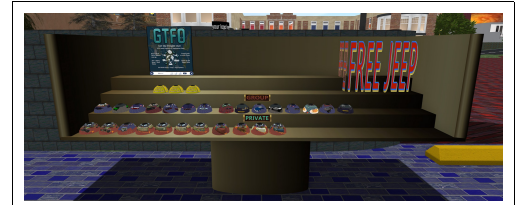


## Drivers of Second Life

### Welcome to TCGWS in Milda!

There are several vehicles on site that you can use. Some will work for public regardless of group and some will require the group “Thunderchild Gallery Workshop.”

Vehicles are available in rezzers generally in a cabinet, on the floor, or have a panel menu for them. Rezzed vehicles generally delete on stand. If they don't, please return them if you are done. If you want a vehicle that doesn't have the “Delete on Stand” script, See AJ.



Cabinet with Vehicle Rezzer at TCGW in the blue parking Lot.

The Info Hub has information and calendars for your view. It is in the middle of Milda under the balloon deck, just to the left of the landing point. The buttons to join any of our three groups are there. These will join you to the group in the “Everyone” spot.

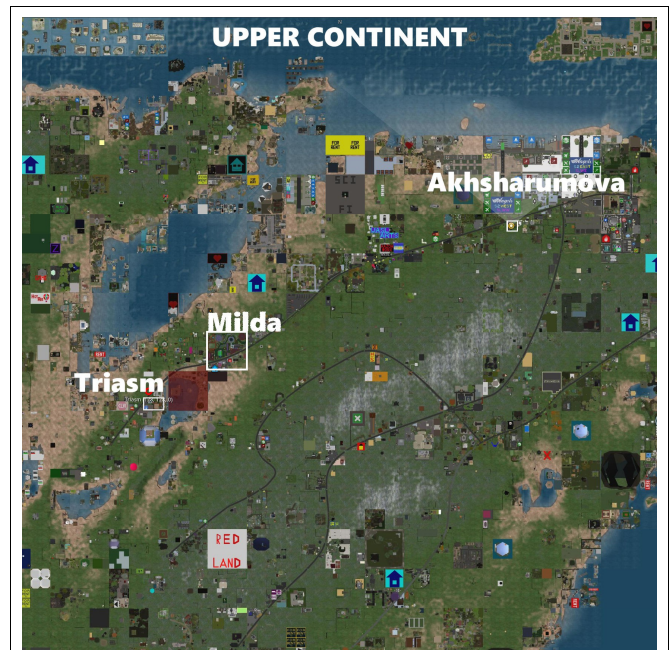
Status and message boards are in the Info-Hub, the security office of the space stations and a few more location.

### LOCATIONS

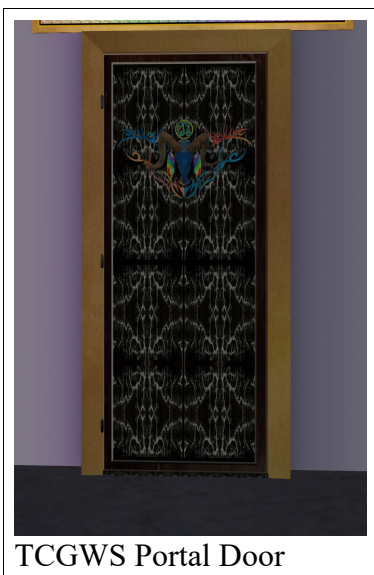
There are six locations total. The three main sites are along Route 8 on the north part of the continent, East to West they are

1. Akhsharunova, AJ's Texture Gallery
2. Milda, TCGWS & Space Station Thunderchild
3. Triasm, KOCK.rocks BiPolar Radio & Space Station Fighting KOCK

The stations have vehicles available for use. The stations' manager is Iris Herouin.



Sites on Route-8



TCGWS Portal Door

The Space Station Thunderchild has a teleport to it from the Portals Area/Landing Point in Milda.

The Space Station Fighting KOCK has a teleport to it from the ground next to the Elevated Landing Platform on the north side of Route 8.

There are three smaller parcels on other continents are in Fishii, Sagwa and Milu. Each has vehicles to rez and use. Milu also has boats and is open to the ocean. You can teleport of any of the sites from the TCGWS portal doors. There are generally lots with rezzers for snagging a vehicle and going. with minimal vendors

## VEHICLE PARKING

To park your vehicle for short periods of a day or two is okay. To park for a week or more, a meter can be set up for you at any or all the sites. General Fees are based on your LI needed. Standard is L\$1 per LI per week. It is cheaper with purchase of longer periods that come with bonus weeks and discounts.

**DoSL and GTFO members costs are 50% off the standard pricing. See AJ for this option.**



Rezzers and Panels at AJ's Texture Gallery in the Parking Garage.

## VEHICLES

### Vehicles that anyone can grab regardless of group

**Horses.** Teeglepet Animesh Riding Horse Rezzor 1.2.1 with a horse at the Hitching Post will give you options for your pony. You can get off for a bit and the horse stays for a while until you back on. But don't stay off too long and not all parcels may let your horse stand around for you.

**Racing Hoverboard and Firefly Jet Bike** are from Abranimations. They are pretty cool. Both have round rezzers that keep one on top. Hoverboard in parking lot and around the parcel. The Jet Bike is on the sky dock. You may find "permanent" ones that come from my inventory laying around or stashed away. You can ride these and they don't disappear when you jump off, unless you're on an other's parcel.

**Jeep 4x4 17 li 2 av.** This was a gift to the shop and anyone can use it. It is a Full Perm Vehicle, so take one home if you want. It's a nice run around jeep and you can take turns sharing the drive.

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**Vehicles that may require a group membership are rezzed under the local group, Thunderchild Gallery Workshop.** If you want one of these vehicles and I'm on line, hit me up.

**STINGRAY 73 2.0.** You'll want to fine tune the controls for your driving experience via it's menu. There are quite a few settings, but specifically, look at the steering and gears under controls.

**GS Mesh 4X4 Red2.** You'll want to fine tune the controls for your driving experience via it's menu. There are quite a few settings, but specifically, look at the steering and gears under controls.

**[SURPLUS MOTORS] Sim Runner v7.0: Sim Runner.** This is a nice little run around. We call them “Slings” where I'm at. You'll want to fine tune the controls for your driving experience via it's menu. There are quite a few settings, but specifically, look at the steering and gears under controls.

**Isil~ XF-2 Raven (1.81).** These are on the sky docks. Fun little space combat jet. Use the menu to get the HUD and gestures.

**RELIANT TANA.** These are on the sky docks. This is a small space cargo / fighter ship. You'll need a password to fly it or come along for a ride. It's main role if for role playing games.

### **OTHER**

I've started reviews of the products I've collected and use to date. You can find my reviews on the product's page on the SL Marketplace, however, I've found that not all purchases in world allow you to leave reviews on the SL MP. I've written them anyway, and you can find the links here:

[http://sl.thunderchild.net/ProdReview/!\\_TrackingSheet-ProductReviews.html](http://sl.thunderchild.net/ProdReview/!_TrackingSheet-ProductReviews.html)

**CURRENTLY DRAFTING**

**TCGWS Primary Links Document.**

<http://sl.thunderchild.net/doc/TCGWS-DocPrimeLinks.pdf>