

HubInfo-LindenGoldHunters.docx

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The Linden Gold Hunt and Fishing games are on all sites. Milda and Triasm are on Route 8, and Malyshkin is the north back area of TCGWS in Milda.

The quick list of DO's and DO NOT's.

- Age requirements are 15 to 30 days, some parcels are set to 60 days.
- **DO NOT AV fly**, Use the Hoverboards or fireflies provided. They work with the collision teleports (rocks at any altitude) to get you around.
- **DO NOT** teleport between coins and gems.
- **DO NOT** teleport your friends to coins or gems.
- **DO NOT** right-click to sit on coins and gems or objects near them.
- **DO NOT** wear attachments that augment your running or flying abilities. Everyone plays with the same set of abilities.
- **Close the doors and cabinets behind you.**
- **Watch for group restrictions when entering areas.**
- **There are No Coins or Gems in residential buildings or quarters.**
- If you get banned by an orb or auto game monitor, it will be for 6 hours. Other violations may get placed on the ban list. Then you have to find me.
- You can be naked if you like, you can skinny dip in the water. You cannot have an erection in public view.
- Some of the provided seats have cuddling and other adult activities, so be mindful of your choices.
- There are warnings on the LGH announcements and one every time you collect a coin or gem.
- The orbs do a 10 to 30 second warning. Warnings are an extended courtesy and not a rule.
- Staff may or may not warn you before banning. Watch your messages and popups.

Flying and teleporting are not allowed in the LGH game areas. The parcels are fly and TP anywhere. Orbs monitor the game zones for flying and TP violations in the game areas. The coins and gems for hunting are in the same areas as the Fishing. General no fly zones are as follows.

- **NO FLYING from** the Ground up to 150 to 250 Meters.
- **NO FLYING Sky Areas** are set to a radius around the platform or sphere the area is in or set to custom areas. These will extend several meters past the coins and gems there.

There are times that you get stuck in a prim and can't get out. You can either double-click to TP a short distance to get out, or you can re-enter the grounds from the announcement teleport link or use our TP HUD for getting to the locations. Teleporting across the parcel or any distance will get noticed and get you banned, use the portal doors for that.

Orbs, staff and other players are watching for violations. Orbs will ban you for 6 hours. Staff may band you for longer periods if not permanent for repeat violations. Should you get banned for violations, it may be permanent and reported to LGH. Again, you'll have to talk with the LGH Game Master and local Admin before being removed from the permanent ban.

GAMES & ACCESSORIES.

LGH coins and gems are all over in 3D. So, curiosity and exploration are qualities to use. Explore, click on, touch, bump things.

There are around a thousand spots that coins and gems may appear in the parcels. To get around the parcels, there are teleporters, vehicles and collision teleport devices that work with the vehicles. The collision teleports will TP you when your vehicle hits the object. These are mostly rocks and asteroids. The Racing Hoverboards or Firefly Racers are the easiest to use for this. These are available on rezzers on the grounds.

Watch for levers, ramps, moving walls to reveal coins and gems. Some doors have levers that will open and close them. You can get to all the sites by using the Portal Doors or a vehicle.

Enjoy and have fun. Please feel free to ask questions.

Thanks, AJ