

Bounty Hunting

Posted by stark - 07 Jul 2012 19:49

Bounty hunting is a lucrative but dangerous profession but can yield some nice credits. The difficulty lies in two fold, locating the target and how difficult the target is. Some more difficult bounties are done in chains locating can be a immediate or slow process. All bounties are reliant on when the player is online. To help let players know the availability of the targets their name will be provided as well as last known locations including probable times.

Do not use mini map or radar when locating your bounties unless otherwise stated. Just because you do not see a player in the sim doesn't mean the target is not aware that you are looking for them. Feel free to IM the player target to let them know your looking or to coordinate efforts. All bounties are players who have agreed to play the NPC combat encounter.

If they're any limitations to a contract it will be stated in the description. Bounties can be located in two locations. Some will appear on the board in CIC on outpost 15 while the majority of bounties will be found on a special bounty blog.

Below is an example of what a bounty contract looks like.

Status

Bounty Name

Player name

Availability

Last known location

Reward

contractor

Bounty information

rules of engagement

contract expiration date

Dead or Alive

Whether the target is killed or taken alive makes no difference to K9. It is treated the same for any bounty and is left to the target players discretion. Maybe the player wants to live to be a bounty another day or perhaps the player wants to kill his bounty off to enhance the drama of the RP. Either way once a bounty is defeated the reward can be collected and the ultimate fate of the bounty is left to the player who plays the bounty.

Rules of engagement

Some bounties rewards can only be collected if they meet the requirements in the rules of engagement description. This allows the level of difficulty to be scaled so it either provides an advantage for the player or the bounty. For instance if there is a restriction on the use of jetpacks then a reward is not collected if you use one to attack a bounty. Or if it says its ok to use the radar to locate the bounty but not the mini map. The rules of engagement are predefined to help create a unique combat and rp scenario.

So you want to be a bounty

If you have a character or npc you would like to play as a bounty let one of the staff members know, what we will need to know from you is your availability, a brief history of your bounty and your current weapons and performance level. High scripted players or players who lack combat experience will not be considered. Nor anyone who plays an unreasonable notorious character. Such as someone with infinite resources and military tanks, gunships, battle mechs. The simpler you make your character the easier it will be to get them into the action. Any and all submitted bounties can be withdrawn at any time if we feel the player is unfit to continue.

Time Limits

Most bounties will be open ended but some might be time sensitive. Or offer a bonus reward if the contract is completed in a timely fashion. Again all bounty contracts are dependent on the availability of the playing character and will vary from contract to contract.

Random encounter script

We have available a script that once rezzed will inform the owner when a player comes into proximity of the sensor. Since no one is expected to play a bounty 24/7 it will help lessen the responsibility of players who might have other things going on. When a registered bounty hunter comes close to the sensor it will IM the owner who can then touch the sensor name and TP into the sensor location. This allows the bounty to change appearance and get ready for action when they are needed and still allows players to look for them even when they are not in sim. If you want to be available for contracts while doing other things please let us know so we can help you set this up.

Registering as a bounty hunter

In order to collect bounties you first must be registered as a bounty hunter through the local BountyNet™. In order to do this simply email

This e-mail address is being protected from spambots. You need JavaScript enabled to view it

with your name or talk to any of the staff in VASC or INSILICO mars group. All bounty registrations cost 500 credits (not lindens) to purchase except the security and operations departments.

Where to start

all current bounties are listed on our blog which can be viewed via terminals around Insilico or here bountytm.blogspot.com/

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