Guide – Wiseman in Corn Maze

In the center of the corn maze, there is an NPC character. The script for this NPC can be found in '**wise-man.txt**'.

There is also a box nearby. When the user clicks on this box, a number of posters appear throughout the maze. The script for this box can be found in '**posters-box-main.txt**'.

The user must find and click each one of these posters.

The script of one of the poster objects can be found in '**poster.txt**'. It sends a message to the main box that keeps track which posters have been collected. The poster is displayed or hide using llSetAlpha and it also rotates when it is clicked to show the face of the object with the poster text.