

6.0 MISCELLANEOUS

6.1 Types of Games & Options

CTF2187 was designed to be a very versatile game system with a wide variety of game options. In order to make a good decision as to what type of game you would like to play it is important to understand your options.

The first option is to determine the frequency of turns for your game. Though the time between turns can vary from game to game there are three basic types: Slow, Standard and Fast paced games. Slow games are designed for players who don't have much time to do turns, who like to spend a lot of time plotting and planning and for overseas and Canadian players who have to contend with slow mail service. Generally the length of time between game turns in a Slow game is 3 to 4 weeks or 21 to 28 calendar days with 24 being the norm. Standard Pace games are what most players choose and average 2 to 3 weeks between turns or 14 to 21 calendar days with 18 being the norm. Fast games are usually selected by those players in California or nearby states who get their turns back and mailed in very quickly. Fast games usually average between 9 and 15 days between turns with 14 being the norm. For all of the above options we will run the game as soon as all the turns are in or on the turn due date (after the day's mail has been picked up and sorted), whichever comes first. During mail slow-downs (postal strikes or national holidays) the time between turns will be extended slightly or the deadline postponed a few days to give everyone a chance to get his turn in.

The second major option is the type of game you wish to play. There are three basic types of games: those with Two Sides, those with Four Sides and Free-For-Alls. Games with Two Sides are by far the most common and usually consist of two teams with 5 to 9 Bots and 1 Command Post per side. Games with Four Sides are pretty much the same as those with Two Sides but consist of four teams with 3 to 5 Bots and 1 Command Post per side. Free-For-Alls can consist of any number of individual Bots and sometimes contain a number of neutral Command Posts that will attack anyone within range.

When selecting your options please choose them carefully. Not only will they affect the characteristics of the game you will be in but also how long it will take your game to start. For example, the typical game consists of a Standard Pace game with Two Sides. If you choose this option your game will begin rather quickly and you won't have long to wait. However if you select something unusual, such as a Slow paced Free-For-All, it may take a long time (perhaps many weeks or months) before we get enough players to start the game. We will try to keep everyone informed as to the progress of such unusual games in the Newsletter so you will know when they are starting.

In order to assure that your game begins as soon as possible it is strongly recommended that all players (especially new players) select the Two-Sided game option with the most convenient turn pace for you (preferably a Standard Pace game). To further speed things along you can select multiple options such as Standard or Fast paced Two-Sided game.

6.2 Game Protocol

In order to work together as a team it is important to select a Team Leader or Commander. The Team Leader has no special powers or abilities but is merely the individual entrusted with devising Team strategy and accumulating team information. Please remember that a Team Leader has no power over your position and you are always free to do whatever you want and run your Battle Bot in whatever manner you desire (though, of course, you cannot attack your own Command Post or teammates).

There are a number of ways to determine who will be the Team Leader. Whatever manner is selected, the chosen Team Leader must accept the responsibilities and take them seriously in order to be effective. This means collecting information from your teammates and compiling a game map, a list of your opponents and any other pertinent information and distributing the compiled information to all your Team members. It also means devising a team strategy and coordinating the efforts of your teammates in order to achieve the maximum in effectiveness.

There are quite a number of ways to select a Team Leader, and how your team does so is entirely up to you. The following is a list of the most common methods of selecting a Team Leader in the order of preference for game protocol:

1. The Pilot with the highest rank. The Pilot with the highest rank is theoretically the Pilot with the most game experience and therefore the best one to follow.

2. In cases where there is no single Pilot with the highest rank it is usually best to select the Pilot that is commanding the heaviest Bot. The heavier the Bot the more damage it can take and the longer it will survive. Thus it is advantageous to select as leader the Pilot who will most likely survive until the end of the game. Changing leaders in mid-game can be disastrous. Also heavier Bots usually have the heaviest weapons and thus are able to provide the most firepower in order to make the Team battle plan work.

3. If neither of the above two methods is able to determine a Leader then let the lowest Bot ID# determine who is in command. The lowest ID# is normally the default used to determine the Team Leader when everything else is equal.

6.3 Diplomatic Messages

When a Pilot begins a new game he will be given the names and addresses of the controlling players of each of his teammates (excluding those who have selected the Privacy Option). This allows for prompt and direct communication with one's teammates in order to coordinate strategy and tactics.

Sometimes a player may wish to contact one of his opponents in order to compliment him on a skillful maneuver or to chide him for a foolish one. Or perhaps he would like to contact one of the Pilots listed in the Newsletter in order to trade tactical insights or to make arrangements to play on a team together or against each other (for a grudge match) in a future game. To do so you can use a Diplomatic Message.

While most communications are accomplished directly between players using either the phone or by mail, Diplomatic Messages are delivered through the Game Moderators. Diplomatic Messages are addressed to a specific Pilot (using his ID number and name). The actual message can contain anything a player wishes to share (within good taste) including his name, address and phone number. They can be anonymous if you so desire.

Diplomatic Messages must be written on a 3x5 card or on a piece of paper folded or cut to 3x5 size. On one side of the 3x5 card write "TO: (Pilot ID#) (Pilot Name)" and "FROM: (Your Pilot's ID#) (Your Pilot's Name)" and write your message on the other. You may include your real name, address and/or phone number if you wish so that you may make direct communications later.

6.4 Standby Positions

Despite the short duration of CTF2187 games we may occasionally have players who decide, for various reasons, to stop playing. Rather than simply have these positions become dormant or revert to computer control we prefer to offer them to other players as Standby positions.

As a Standby Player you get control of an established Pilot and the Bot position he controls in the current game in which he is participating. From that point on the position is yours as if you had originally set it up. The Pilot can be anything from a rookie position in its first game to a long-time veteran with a great deal of experience and an enhanced Rank and character Attributes. The Bot you take over will be in anything from poor to perfect condition. Your set up for such a position will be free of charge.

To be placed on our list of Standby Players simply send us a 3x5 card with your name, address, account number and the number of standby positions you would like to have. Also mention what pace of game you would accept (Slow, Standard, Fast or Any Pace). We will then put you on the bottom of our standby list. As standby positions become available we will take the top name on the list and assign him (or her) to the next available game. If the player wants more than one standby position we will then place him on the bottom of the list to wait for his next position. Otherwise, he will then be removed from our list of standbys.

6.5 CTF 2187 Advanced Rules

While the mechanics of playing CTF2187 are rather simple the number of options and amount of information can be quite extensive. For those players who are interested in additional information about the game we have an Advanced Rule Book available. The Advanced Rules contain information on such things as designing your own Battle Bot, Advanced Strategy and Tactics, new Bots and more detailed information on things such as Action Points, Heat and Weapons. While such information is obviously useful it is by no means required for play. The Basic Rules fully describe everything you will need to know to play effectively.

