

8.0 SETUPS

8.1 Combined Pilot/Arena Setup

In order to actually play [CTF2187](#) you must have a Pilot set up and ready to play and your Pilot must be set up in a game. The Combined Pilot/Arena Setup form allows you to do both at one time with no additional charge. For this reason it is the most common setup form used by new players.

When filling out this form you must first provide us with your name and address. If you already have an account with us you should provide your account number as well. If you don't have an account or don't know your account number then just leave this portion blank.

Next you must provide us with your Pilot's name and gender. The name can be anything you desire (within the limits of good taste) up to 20 characters in length including punctuation and spaces. Some samples include "Malcolm Swift", "Shadow Demon" and "Vlad the Destroyer".

After naming your Pilot you must define his or her Characteristics by distributing 15 Development Points among his six Primary Characteristics: Intelligence, Intuition, Precision, Reflexes, Constitution and Luck. Each Characteristic is an important element in the success or failure of your Pilot so distribute your Development Points carefully. It is strongly recommended that you put at least one Development Point into each Characteristic and at least two points into your Constitution. Remember, if your Pilot dies due to the concussion of a Head shot then you are out of the game, no matter what the condition of your Bot. No more than five Development Points can be placed in any one Characteristic. All Pilots begin play at the Rank of Cadet.

If you would rather that your name and address not appear on other players' turn results then you should select the Privacy Option. However, doing so will make it difficult for your teammates to contact you to discuss team strategy.

Next you need to select the type of Bot your Pilot wishes to operate in his next game of the Arena. The choice is entirely up to you but you should select a Bot whose characteristics will suit your style of play and who will be most compatible with the design of your Pilot. For example a Light Bot requires a nimble Pilot with a skillful play style to take advantage of terrain and the Light Bot's high number of Action Points. A Heavy Bot is much easier to play because it has a large number of powerful weapons and can sustain tremendous amounts of damage. The most common choice for new Pilots is the well-balanced Ravager. You must also select an alternative Bot of a different tonnage to command in case your first choice is not available. If no second choice is indicated one will be selected for you. In most cases your first choice will be used unless we need to make adjustments to help balance out the opposing teams and get you into a game more quickly.

Finally you need to select the type of game you would like to play. Since most games are usually the Two-Sided contests all you really need to select is the Game Pace: Slow, Standard or Fast. If more than one Game Pace is acceptable then list your priorities for these choices. By selecting more than one Game Pace it will be much easier to place you in a game and we will be able to set up your Bot that much sooner.

8.2 Pilot Setup

The Pilot Setup form is used to set up a Pilot before you decide to enter a game in the Arena. Because of the availability of the Combined Pilot/Arena Setup there is very little reason to use this form unless you wish to see your Pilot's Setup results while waiting to enter a special game (such as a tournament) or a game with friends.

When filling out this form you must first provide us with your name and address. If you already have an account with us you should provide your account number as well. If you don't have an account or don't know your account number then just leave this portion blank.

Next you must provide us with your Pilot's name and gender. The name can be anything (within the limits of good taste) you desire up to 20 characters in length, including punctuation and spaces. Some samples include "Malcolm Swift", "Shadow Demon" and "Vlad the Destroyer".

After naming your Pilot you must define his or her Characteristics by distributing 15 Development Points among his six Primary Characteristics: Intelligence, Intuition, Precision, Reflexes, Constitution and Luck. Each Characteristic is an important element in the success or failure of your Pilot so distribute your Development Points carefully. It is strongly recommended that you put at least one Development Point into each Characteristic and at least two points into your Constitution. No more than five Development Points can be placed in any one Characteristic. All Pilots begin play at the Rank of Cadet.

If you would rather that your name and address not appear on other players' turn results then you should select the Privacy Option.

8.3 Arena Setup

The Arena Setup is used to enter an already-established Pilot into the Arena. This form is normally used by experienced Pilots after completing a contest in the Arena to enter a new game.

When filling out this form you must first provide us with your name and address. You should also provide your account number as well. You must provide the name and ID# of the Pilot you are entering in the Arena. Remember, a Pilot can only participate in one game at a time. Thus in order to use this form for a Pilot, he cannot be participating in another game already in progress.

Next you need to select the type of Bot your Pilot wishes to operate. Because a Pilot's skill with a specific class of Bot (Light, Medium or Heavy) increases with each subsequent game played it is often advantageous for a Pilot to use the same Class of Bot as he used previously. You must also select an alternative Bot, of a different tonnage, to command in case we need to make adjustments to balance out the opposing teams. If no second choice is indicated one will be selected for you. In almost all cases your first choice will be used unless we need to balance out the teams.

Finally you need to select the type of game you would like to play. Since most games are usually Two-Sided contests all you really need to select is the Game Pace: Slow, Standard or Fast. If more than one Game Pace is acceptable then list your priorities for these choices. By selecting more than one Game Pace it will be much easier to place you in a game and we will be able to set up your Bot that much sooner.

