

1.0 BACKGROUND INFORMATION

1.1 History of the Games

Throughout the ages Mankind's History has been dominated by Warfare. The desire to dominate and subjugate one's neighbors has always proved stronger than the desire to negotiate and compromise. Whatever the reason for the conflict, be it territorial, economic or political, mankind has usually resorted to violence and warfare to resolve his disputes.

In the late 20th Century it had become painfully clear that full-scale warfare was simply no longer feasible as a means of settling disputes. Because of advanced technologies and weapons systems the huge cost in lives and the total destruction of national economies made it clear that warfare had to become a thing of the past. Not that Mankind's desire for warfare to settle disputes was in any way diminished. It was simply realized that a new alternative to total war had to be devised.

After years of discussions and endless debates the newly-formed Council of Nations proposed that international disputes be settled by a limited engagement of forces from the contending parties. This not only reduced the cost of conflict in terms of lives and economic drain but also allowed for little change in the status quo of world power as the more powerful nations with their greater resources were able to field better-armed and equipped forces. It also helped smaller nations, which would now stand a chance against the formerly (to them, at least) invincible superpowers.

As the plan of the Council of Nations took hold the sides of the antagonists gradually began to decrease from Corps- and Division-sized engagements to much smaller battles in less isolated areas. With such small battles, artillery and warplanes could no longer take part and the emphasis began to localize on the remaining dominant high-tech weapons: tanks.

Two curious developments came about as the combats became smaller and more controlled. The first was that it became possible for the Networks to cover the combats almost fully with a minimum of risk to the TV crews. They immediately jumped at the concept and ratings soared as people from around the world sat glued to their sets watching the glory of the combats and the outcome of international conflicts. The second curious event was the growth of elite mercenary units that would hire themselves out to the poorer countries that found it difficult to maintain costly armored forces for use in the "games." It became quite financially advantageous to hire a completely armed and equipped mercenary force to fight in the Arena rather than to keep an up-to-date standing force of elite warriors around.

For over a hundred years now the "Games", as they have come to be known, have continued to grow and evolve. The tanks and infantry of the past have combined into one and have become the massive war machines known as Battle Bots. Standing three stories high and weighing in at an average of 60 tons, they are the queens of the battle field. Each is armed with the latest in high-tech tactical weaponry and is commanded by an elite Pilot trained specifically to fight in the Games.

You are now one of the few, one of the elite, trained to fight in the Games. You sit in the cockpit of your 90-ton Titan and prepare to move into position as the Barrier Wall goes up. Around you tens of thousands cheer as you and your teammates enter the Arena. This is CTF2187!

1.2 Description of the Games

For the last 20 years the nature of the Games has become rather standardized. There are numerous variations and each game is a new and exciting challenge.

For the most part the elite Bot Pilots have no interest in the causes for which they fight. They fight for glory, prestige and personal honor. Their only goal is to win, at any cost. However, victory is determined by defeating your opponent, not killing him. Thus most Bot Pilots are skilled veterans who learn from their mistakes. The more experience a Pilot has the better able he is to fight and to fight well. Unfortunately, because of the high risks involved, deaths are not uncommon and so there is always a need for new Pilots.

Most Pilots sign up for a contest as an individual and are assigned to a Team about to enter the Arena. The Pilot is put into immediate contact with his teammates so that they can coordinate their actions to defeat their opponents. A Team that cooperates closely usually has the advantage over a Team without group cooperation. However, the outcome of the contest is determined by the individual skills of the Bot Pilots. A coordinated group of unskilled Pilots may have great difficulty defeating a group of independent-minded veterans.

Each of the Arenas varies in size, shape and terrain configurations. However, they do have a number of things in common. Each is surrounded by a powerful force-field known as the Barrier Wall. Once the Game begins the Barrier Wall is activated and Bots cannot move or fire through this impenetrable wall. Each Arena contains a variety of terrain through which to maneuver. Generally this consists of Hills, Ridges, Forests, Buildings and Lakes. The terrain configurations are very important and skillful use of terrain can prove decisive in determining the Game's outcome.

With the exceptions of the Free-For-Alls, most Games consist of two or four Teams. Each Team will have a number of Battle Bots approximately equal in weight and number to those of its opponents. In addition, each Team will have one or more Command Posts to defend. These Command Posts are well-armed and heavily armored. It is important to protect your Command Post in order to minimize your opponent's scoring potential while destroying your opponent's Command Post in order to maximize your scoring potential.

1.3 Method of Play

In order to begin play each player must set up a Pilot to control his Bot. Pilots can be trained separately or as part of your Arena (or Bot) Setup. You assume the role of the Bot Pilot and control his destiny.

Once you have trained a Pilot you are ready to enter the Arena. You select the Bot type you wish to control (which can change from game to game) and list the game variations you prefer to help us select the appropriate game for you. Try not to be too selective. The more specific you are in picking your options the harder it will be to place you in a game and the longer it will be before you can begin play.

You may wish to submit your Arena Setup with those of your friends so that you can all be in the same game and play on the same Team. If not, we will assign you to another group of independents (this is the case with most games) and you will play with them as a Team.

Once we have placed you in a game we will send you a complete printout detailing the basic game information, your Pilot Status, Bot Status, Visual Sighting Display (a map), Scanner Reports, a custom turn sheet and everything else you will need to begin play. In addition we will send you a list of your teammates including information on the Bot, Pilot and the player controlling the position as well as his address (unless he has selected the Privacy Option). The setup results will also tell you the due date for your next turn. This is the date by which we must have your turn so that we can process it. If we do not receive your turn by the time the game is run we will use your Standing Orders instead. After we have processed everyone's turn for the game we will mail the results to everyone so that they may prepare for the next turn.

After approximately 5 to 10 turns (depending on the Victory Conditions) the game will end and you will be notified of which team was victorious and who was the individual winner. Your Pilot will gain bonus Experience Points based on his performance in the Arena which you can use to improve your Pilot's Characteristics. Then your Pilot will be ready to enter a new contest in the Arena.

When a contest is completed two winners will be declared: the winning team (except in Free-For-Alls) and the best individual Pilot. The winners are determined by adding up all the accumulated Victory Points and dividing this figure by the total starting Bot tonnage for that position (team and individual). This figure is your Victory Rating. The team with the best Victory Rating is declared the winner and the Pilot with the best individual Victory Rating (from either team) is declared the individual winner. You will receive approximately one Victory Point for every point of damage you inflict on an enemy Bot and approximately two Victory Points for every point of damage you inflict on an enemy Command Post.

