CTF QUICK START GUIDE

This guide will provide you with information on how to participate in the CTF. Topics covered are, logging into the game portal, starting a game, and CTF guidelines. For more detailed instructions on how to play the game, refer to the game guide at the following link:

https://redvsblue.threatgen.com/resources/ThreatGEN-RvB-Guide-Book-1.6.pdf

CTF RULES & GUIDELINES

For player game stats to be submitted to the leaderboard, the following guidelines must be met:

- Players must play a **single player game or play against another player**
  (Hotseat mode is not supported by the CTF leaderboard)

- **Each game must be played through completion**.
  (Games that are exited early will not submit stats for either player to the leaderboard.)
- For game balance, it is highly recommended to use the default settings. However, the maximum turn count and the turn timer can be reduced to produce quicker games for events with greater time constraints.

GAME SETTINGS

If you do choose to change the game settings, you can access the settings screen by clicking on the gear icon at the bottom of the start menu.

STARTING A GAME

Each player must have a registered and confirmed account on the game portal. Registration information will be provided by the event coordinator. *Please note that this event does not use self-activation. Once registered, players must wait for an event administrator to confirm their account.*

To participate, players can choose to play single player against the computer opponent, or versus another player. Both single player and player versus player will record stats to the leaderboard.

SINGLE PLAYER

Players can play as the Blue Team or the Red Team against a computer ("A.I.") opponent of the opposite team.

PLAYER VS. PLAYER

In player vs. player mode, players connect to the game server via internet connection and can play against each other remotely. Games are setup in the game lobby. When setting up a game, players may change their name from the default generated name and choose which side they want to play as (only the host may choose).

Only two player names are allowed to join each game. One player as the Red Team and one as the Blue Team. Once both players are in the game waiting room, the Blue Team player will be allowed to start the game.

Regardless of what mode you are playing in, or which team you choose to play as, the Blue Team always starts first.

CONNECTED

CHANGE PLAYER NAME:

RVB-PLAYER-5115

HOST GAME

50000	STARTING CASH (BLUE TEAM)
3	STARTING STAFF (BLUE TEAM)
5	HACKER RESOURCES/ACTION POINTS (RED TEAM)
180	TURN TIMER (IN SECONDS)
75	MAXIMUM NUMBER OF TURNS (0 = UNLIMITED)
0	RANDOM NUMBER STARTING SEED
☐ PRIVATE INVITE ONLY	

HOST AS BLUE TEAM   **HOST AS RED TEAM**

FOR MATCH PAIRING CHAT
HTTPS://DISCORD.GG/WBVHMJMDR6

NOTE: Having more than one person on a team is encouraged at events, as it creates interaction and creative discussions. However, all players on a team must be able to see the single computer screen that is logged into the game. Having multiple logins for a single team is not available.

Again, for game balance, it is highly recommended to use the default settings unless you wish to adjust the maximum turn count and the turn timer for quicker games.