

PBTerm

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PBTerm Registration

Un-registered PBTerm nags you in several ways and does not allow the use of all of the configurable side buttons. For a mere \$10US these annoyances can be removed and full functionality restored. If you are willing to put up with the annoyances and the lack of functionality, however, far be it from me to impose my capitalistic inclinations on your lifestyle. Either way: Have fun!

To register PBTerm, send **\$10US** (money order or check for US funds drawn on a US Bank) to:

David R. Michael
1032 East 66th Place South #824
Tulsa, OK 74136

I will send you the Validation Key. If you provide an **email address** I will send it that way (much faster).

PBTerm Registration - International and Credit Card Users

DavidRM Software has contracted with Kagi (www.kagi.com) to handle international and credit card registrations of PBTerm. Using the Register.exe application included with PBTerm, enter your payment information. This information will then be faxed, printed and mailed, or emailed to Kagi for processing. When notification of your payment has been received, I will send you the Validation Key which will remove all nags and limitations.

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By using **PBTerm** the user indicates agreement with the above.

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Dedication

PBTerm is dedicated to my wife, **Susan**, and my son, **Davis**.

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Credits

PBTerm was designed and programmed entirely by David R. Michael (davidrm@busprod.com).

PBTerm16 was designed and programmed entirely by Douglas E. Michael (dug@busprod.com).

All artwork for PBTerm and PBTerm16 was designed by David R. Michael, Douglas E. Michael, and Don Michael, Jr.

PBTerm Splash Logo Copyright © 1996 by Don Michael, Jr. All Rights Reserved Worldwide.

Paintball Net (PBN) Copyright © 1996 by Douglas E. Michael. All Rights Reserved Worldwide.

Special Thanks

Mark "Cyborg" "ASSASSIN" "Deadpool" Burkhardt is responsible for many user interface changes. He thought of improvements and nagged me until I made them.

Ed "Bob Nova" Smith created the shift-left-click target cursor.




Michael "Sabot" Prill put PBTerm through the ringer, testing every new feature until it worked the way he wanted.

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Paintball Net - Welcome

WELCOME, one and all, to the coolest way to burn up Internet bandwidth: **Paintball Net**.

SUMMARY: When you first enter the game you will be located in the "holding area." Your position is shown on the [map](#) (upper left-hand corner of the screen) by a , typing "[stat](#)" will give you a summary of information about your character. You can move around by typing [north](#), [south](#), [east](#), or [west](#) (note how the  on the map moves as you tell it to). Inside the holding area there are stores (the  on the map) that contain equipment for you to [buy](#) and [wear](#).

* Once you specify "[game ready](#)", you will join the next game when it starts. *


Of course, you will want to buy a weapon and learn how to [target](#) and [fire](#) it before you join a game. Games are arranged to start a few minutes after the previous game ends. To find out how long before the next game starts or the current game ends, use the [game](#) command. The game will warn you one minute before a game begins. When a game starts, everyone that has specified: "game ready", will be randomly teleported to some other place on the map (typically within 25 spaces of someone else who is playing). You will then be able to earn points by splatting other players. There are also non-player "[Bots](#)" that are in the game as well. You will also get points for surviving until the end of the game (if you splat someone). The surviving players all get money, with the most money going to the top two survivors. The amount of money depends upon how many played the game and how many survived.

SEE ALSO: [commands](#), [movement](#), [target](#), [fire](#), [game](#), [top10](#), [bots](#), [PBTerm Moving & Firing](#)

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Paintball Net - Bots

"Bots" are game controlled players in a game. They aren't very smart, but they can be hard to deal with at times. If a bot runs into you, it sprays you with paint and you are out of the game. You can shoot bots too, and they give you bonus points just like shooting a real player; however, bots are kind of narrow so they sometimes appear to walk right through paintballs that are flying at them. Bots are represented on the map by a  (color will vary by type of bot). The bots are dispersed 1 minute after the start of each game.

You can help decide the number of bots in a game by setting the number that you desire (between 1 and 5) with the "bots" command:

syntax:

bots #

Where # is the number of bots that you wish to have in the game. When a game starts, every players number is averaged into a final number of bots.

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Paintball Net - Features

Features of PBN:

- text/graphical overhead map view (see: [Map](#))
- fully configurable screen (see: [Screen](#))
- multi-player interaction
- many unique items (i.e. binoculars, launchers, refracto suit, ...)

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Paintball Net - Alias

syntax:

```
alias [<alias_name> <alias_command> \& <alias_command> ...]
```

When you realize that you hate typing, use the ALIAS command to redefine any command to a few keystrokes. A common use of the alias command is to speed up the typing of the target commands. For example, if you entered:

```
alias tn target north
```

you would be able to move your target in the northern direction by simply typing "tn".

To get a listing of all of the aliases you have defined, type "alias" by itself.

To erase an alias you no longer wish to use, type "alias <alias_name>". For example, if you entered: "alias tn", the game would erase any alias you have defined that is named "tn".

To change an alias, simply define it again, and the new definition will overwrite the old one. In instances where you want to do more than one command at a time in an alias, you will need to separate your commands with "\&". For instance, you could define an alias that first targets north, then fires, you might call this alias "tns". To define this alias, type: "alias tns target n\&fire".

For those of you who wish to allow parameters, the aliases allow up to three distinct parameters. Use "%1", "%2", "%3" to reference the first, second, and third parameters respectively. An example would be an alias for reload. You want to be able to type "reload rifle box" and have the game reload your rifle from a box that you are carrying in your backpack. The alias you would need to define is:

```
alias reload remove %1\&get %2 backpack\&dump %2 %1\&put %2 backpack\& wear %1
```

Once you define this alias, simply typing "reload rifle box" will remove your rifle, get the box from your backpack, dump the box into the rifle, put the box back into your backpack, and then wear your rifle. Of course, because this alias references the parameters (%1 & %2), then this macro will also work if you are wearing a pistol and have a bag in your backpack and then type "reload pistol bag".

Burst mode alias

Sometimes it is handy to fire several shots in a burst. The following alias will redefine the fire command to repeat itself 3 times. Use the unburst alias to return to normal firing.

```
alias burst alias fire fire \& fire \& fire  
alias unburst alias fire
```


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Paintball Net - Bug Reporting

syntax:

```
bug <bug_report>  
idea <good_idea>  
typo <typo_report>
```

If you encounter a bug or typo in the game, or you just wish to make a suggestion, use one of these three commands.

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Paintball Net - Buy

syntax:

```
buy [item]  
list
```

"list" lists what you can buy in the store you are in ("buy" without any parameters also works).

When you specify an [item] with "buy" (i.e. "buy rifle") you will get the item you specified and the amount of money equal to the cost of the item will be taken from you.

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Paintball Net - Conversation

syntax:

```
chat <verbage>  
shout <verbage>  
say <verbage>  
whisper <verbage>
```

"chat" sends <verbage> to everyone else that is logged on. All chatting goes to the chat window.

"say" sends <verbage> to everyone who is standing within a few squares of where you are standing.

"shout" sends <verbage> to everyone who is standing within 25 squares of your current location.

"whisper" sends <verbage> to those players that are standing in the same square as you are.

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Paintball Net - Commands

syntax:

commands

"commands" lists all of the commands available for you to use.

NOTE: You can execute several commands at once by separating them by "&" when you enter them. For example, if you entered: "target north&fire", then your target would move north and then whatever weapon you are wielding would fire.

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Paintball Net - Drop

syntax:

drop <item>

"drop" will take an item that you are carrying or wearing and drop it onto the ground you are standing in.

SEE ALSO: [put](#), [get](#), [buy](#), [sell](#), [look](#)

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Paintball Net - Dump

syntax:

dump <item> <container>

Use this command to dump the items in <item> into <container>. It will only dump items until the <container> is full. To reload the paintball gun in your right hand from a bag of paintballs in your left hand, type "dump bag gun".

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Paintball Net - Movement

syntax:

north
south
east
west

Typing either "north", "south", "east" or "west" will move you that direction on the map. If you happen to move near the edge of your map display, the game will redraw your map with you at the center again. How fast you move depends upon what terrain you are moving over.

See Also: [PBTerm Moving & Firing](#)

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Paintball Net - EMail

syntax:

email <address>

The email command lets you set your valid email address. This address is used in the registration process. Once you are registered, you will not be able to use this command to change your email address. No-one other than the system administrator will be able to see your email address.

Once you have done this, type "register."

SEE ALSO: [register](#)

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Paintball Net - Fire

syntax:
fire

The fire command is used to fire the weapon you are wearing. Use the target command to aim your weapon.

SEE ALSO: [target](#), [PBTerm Moving & Firing](#)

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Paintball Net - Game

syntax:

`game [last/ready]`

`game [set/reset survival/hunt/invaders/flags/cooperative/team]`

Shows you the stats of a game. If you do not specify last, it shows you the status of the current or upcoming game. If you specify 'last', you will be show the stats from the last game. Specifying "game ready" tells the game that you want to play in the next game when it starts.

Use "game set" to vote for a particular type of game (see list above). Use "game reset" to not vote for a particular type of game.

SEE ALSO: [top10](#)

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Paintball Net - Get

syntax:

```
get <item> [<container>]
```

"get" either gets an item from the ground or from inside another object.

To get a rifle off of the ground, type "get rifle".

To get an arrow from a quiver, type "get arrow quiver".

SEE ALSO: [drop](#), [put](#), [buy](#), [sell](#), [look](#)

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Paintball Net - Help

syntax:

help <command>

Use this command to get help on a command.

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Paintball Net - Look

syntax:

```
look [<item>]  
look [<char>]
```

"look" without any parameters shows you a list of who is standing next to you and what is lying on the ground. If you specify an item to look at, then you are shown the status of that item as well as a list of what is in it (if anything). If you specify the name of a character that is standing next to you, then you will be given a list of what that character is wearing.

SEE ALSO: [get](#), [put](#), [drop](#)

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Paintball Net - Put

syntax:

```
put <item> <container>
```

Use this command to put <item> into <container>.

To put a bullet into your rifle, make sure you are holding the bullet and are either holding the rifle or can see it lying on the ground. Then type: "put bullet rifle" and, unless the rifle is full, the bullet will be put into the rifle. Type "look rifle" to see what is in it.

SEE ALSO: [get](#), [drop](#)

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Paintball Net - Target

syntax:

```
target <north/south/east/west/home>
```

This command is used to aim your weapon. A red "O" will appear on the map where your weapon is currently aimed. If it turns into a white "X" then you are either aiming further than your weapon can fire, or you are aiming at a place that is out of your sight. The "target home" command will return your aim back to your current position.

Hand to hand weapons (like swords, and clubs) also use the target command, but differently. If you are within range when you target someone with a hand to hand weapon (typically standing right next to them), then you will automatically attack them with your weapon. I've found it handy to reassign some keys on my keyboard to automatically send "tar n", "tar s", "tar e", "tar w" and "fire" so that I can more easily aim and fire my weapon.

See Also: [PBTerm Moving & Firing](#)

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Paintball Net - Note

syntax:

```
note to <to_list>
note current/next/previous/first/last
note subject <subject>
note reply
note + <text>
note respond
note show
note forward
note -
note remove
note abort/clear/erase
note delete
note send/post
```

The note command is a general purpose command that lets you post and read notes to and from other users. A brief description of each variation follows:

VERY IMPORTANT NOTE: Notes are sent to and from USERS, not CHARACTERS. To find out the name of a USER, use the name in parentheses on the who list when the person is on. If the USER has a multiple word name (like "Dug Michael"), then you will need to put it in single quotes (like 'Dug Michael') when you refer to that user in a <TO_LIST> (see the NOTE TO and NOTE FORWARD commands).

>>> NOTE TO <TO_LIST>

Use this command to assign who the note will be sent to. You can specify multiple users to send a note to. The following example will cause the note you write to go to "Frank" and "Rob Jordan"

EXAMPLE: note to Frank 'Rob Jordan'

>>> NOTE SUBJECT <SUBJECT>

Use this command to assign a subject to your note.

>>> NOTE + <TEXT>

For each line of text in your note, you will need to use this command. For example, to append the following text to your note:

Hello there!

I'm having a good time!

You would need to type:

note + Hello there!

note + I'm having a good time!

>>> NOTE SHOW

While you are entering a note, type "note show" and it will show you how your note is shaping up.

>>> NOTE -

If you wish to delete the last line that you entered on your note, type "note -" and it will be deleted.

>>> NOTE ABORT/CLEAR

If you decide to abort writing your note, type "note abort" or "note clear". >>> NOTE SEND/POST

When you are done writing your note, use this command to send it. >>> NOTE CURRENT/NEXT/PREVIOUS/FIRST/LAST

Use this command to see the current/next/previous/first/last note available to you.

>>> NOTE REPLY/RESPOND

If you wish to send a note to the sender of the current note and you don't want to have to go to all of the trouble of using the "note to" and "note subject" commands, simply type "note reply" and a new note with the appropriate "to" and "subject" fields will be created.

However, if you wish to send a note to everyone who the current note was sent to, use "note respond" and a new note with the appropriate "to" and "subject" fields will be created.

>>> NOTE FORWARD <TO_LIST>

If you get a note that you want to send to someone else, use the "note forward" and the current note will be sent to the users that you specify in <TO_LIST>.

>>> NOTE REMOVE

If you wish to remove a note that is addressed specifically to you, use the "note remove" command. If the note is addressed to "all" you can NOT remove it. If the note is addressed to other USERS as well as yourself, the note will still go to them, but it will be removed as far as you are concerned (unless you wrote it, in which case you will always be able to read it until you actually delete it).

>>> NOTE DELETE

Use "note delete" to delete the current note (but only if it's a note that you sent).

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Paintball Net - Remove

syntax:

remove <item>

Use the "remove" command to move a worn item into one of your hands. For instance, if you have a rocket launcher worn on RIGHT SHOULDER, RIGHT HAND, LEFT HAND, then you type "remove launcher" and the rocket launcher will be held in your RIGHT HAND (so you can reload it).

SEE ALSO: [wear](#)

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Paintball Net - Screen

syntax:

```
screen chat <#lines>
screen color/mono
screen map <#width> <#lines>
screen refresh
screen lines <#lines>
screen center
screen up/down/left/right
```

This command is used to change the format of your screen.

"screen chat <#lines>" changes your chat window to be #lines tall.

"screen map <#width> <#lines>" the size of your map window to #width characters wide by #lines tall.

"screen lines <#lines>" sets the whole screen to #lines tall.

"screen color" sets your display to display color images (ANSI).

"screen mono" sets your display to display shades of your default color.

"screen fast" sets your display to 1 shade of your default color.

"screen refresh" redraws the entire screen.

"screen center" centers the map on you.

"screen up/down/left/right" moves the map the specified direction

"screen mrterm" sets your display for fast ANSI (MRTerm specific)

"screen fastest" use MRTerm specific ANSI without color

"screen legend" toggles the legend window

NOTE: It is not recommended to use the screen commands when accessing PBN with PBTerm or PBTerm16.

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Paintball Net - Sell

syntax:

```
sell <item>
```

Use this command to sell an item you are holding or wearing. You must be in a store in order to sell. If you sell a container, everything in the container will be sold as well.

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Paintball Net - Stat

syntax:

stat

Use this command to get information about your character such as:

- Your statistics (bonus, splats, and accuracy)
- How much money you have
- How much weight you are/can carry
- What items you are holding and wearing

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Paintball Net - Top 10

syntax:

top10 [category]

Use this command to get a list of the top 10 players of the following categories:

- BONUS ---> shows the top 10 players of all time for bonuses
- SPLATS ---> shows the top 10 players of all time for splats
- ACCURACY ---> shows the top 10 players of all time for accuracy

Prepending any of the categories with EVER will show you the same stat for the characters who have the best of that stat in all of the games that have been played (example: 'top10 ever splats'). Prepending any of the categories with LAST will show you the same stat for the last game that was played (example: 'top10 last splats').

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Paintball Net - Quit

syntax:

`quit`

If you want to leave the game, just quit.

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Paintball Net - Register

syntax:

```
register  
register <regpassword>
```

Once you have a valid email address, use this command to get your special registration password sent to you at your email address. Once you've received your registration password via email, then use this command to enter it and become a registered user.

SEE ALSO: [email](#)

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Paintball Net - Wear

syntax:

wear <item>

Use this command to wear an item you are holding. An item must be worn before it is effective (i.e. you must wear your weapon in order to be able to fire it). If an item is to be worn in a certain location (like your left shoulder) and something is already worn there, then you won't be able to wear the item.

A gun or grenade in your right hand is automatically considered "worn."

SEE ALSO: [remove](#)

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Paintball Net - Who

syntax:

who

Use this command to find out who else is playing the game. The format of the output of the WHO command is:

PLAYERNAME(USERNAME:ACCESSLEVEL)[STATUS]Splats:NNN Team:TeamName

PLAYERNAME is the name of the PLAYER

USERNAME is the name of the USER that plays PLAYER

ACCESSLEVEL is the accesslevel of the USER, access levels are:











- 0: unregistered user that has NOT attempted registration
- 1: unregistered user that HAS attempted registration
- 2: normal registered user
- 5: paying PBN user
- 10: unregistered user of a Registered PBTerm
- 12: normal registered user of a Registered PBTerm
- 15: double-registered user of a Registered PBTerm
- 90: administrative personnel (can reset games played, etc.)
- 100: an implementor/programmer

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Paintball Net - Map

The map is the picture located in the upper-left section of your screen. Each square on the map represents a different type of region:

-  **Plains**
-  **Hills**
-  **Mountains**
-  **Valleys**
-  **Ocean**
-  **Lakes**
-  **Rivers**
-  **Forests**
-  **Jungles**
-  **Deserts**

Other pictures on the map represent players and items:

-  **Player**
-  **Other Player**
-  **Other Player**
-  **Object**
-  **Paintball**
-  **Grenade**
-  **Bot**
-  **Store**

SEE ALSO: [screen](#), [Terrain Key](#), [Picture Key](#)

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Paintball Net - Legend

The legend is the display window that appears just to the right of the map window. It displays your player name, your amount of cash, a legend to describe the terrain on the map, and various objects (such as locators) will have their displays in the legend window.

SEE ALSO: [screen](#), [map](#), [regions](#)

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Paintball Net - Regions

Each of the different regions have different attributes:

- '#' Ocean: is very slow to move through (and occasionally blocks view)
- ':' Lake: is very slow to move through
- '=' River: is very slow to move through
- ' ' Plain: is fast to move over and hard to hide in (even w/ camo)
- '▣' Hill: is up high (lets you see over stuff) and kinda slow to move on
- '^' Mount: is up HIGH and very slow to move on
- 'v' Valley: is kinda slow and blocks your view (and you from view)
- '/' Desert: kinda slow, kinda easy to hide in
- '!' Forest: kinda slow, easy to hide in
- '&' Jungle: slow, easy to hide in

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Paintball Net - More

syntax:


more

When there are more lines to be output than will fit on your screen at one time, the game will pause and put [MORE] at the last line of your screen. When it does this, typing "more" will show you the rest of the output. A good example of this happens when you type "help map".

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Paintball Net - Tokens

Tokens () are items that are spread out in a game area when the bots are dispersed for a game. The tokens, if found (they are rumored to be hard to find), can be sold at any store. It is also rumored that the number of tokens is proportional to the number of players in the game.

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Paintball Net - Delete

syntax:

delete <password>

If you wish to delete your current character (so you can start a new one), use this command.

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Paintball Net - Password

syntax:

```
password <current> <new>
```

To change your user access password, use the PASSWORD command. If you have a space in your password, you will need to enclose it in single quotes. For EXAMPLE, if your current password is "my old" and you wish to change it to "my new", then use:

```
password 'my old' 'my new'
```

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Paintball Net - Tutorial

The tutorial system teaches you the basics of playing Paintball Net. To start the tutorial on line, type "tutorial first". When you are done with the first tutorial, type "tutorial next" and it will proceed to the next tutorial screen. Typing "tutorial" by itself re-displays the current tutorial screen. If you start the tutorial and want to stop it before you go through all of the screens, use "tutorial quit".

Use the browse buttons above (<< and >>) to step through the tutorial.

PBTerm


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
Paintball Net - Tutorial

Screen Layout

The screen display has a MAP WINDOW in the upper-left corner. Below the MAP is a CHAT WINDOW and below that is the MAIN WINDOW. To find out how to change the sizes of the different windows, type "help screen".

Map Window

The MAP WINDOW shows the world which you are in. Think of it as you would any old paper map that you see in a road atlas. Where you are is marked on the map by a . Other players are indicated by a

. To find out what all of the characters represent, use "help map".

Main Window

The MAIN WINDOW displays game information and messages. The MAIN WINDOW starts with the first line under the CHAT WINDOW and extends down to the INPUT WINDOW (where you type commands at).

Chat Window

The CHAT WINDOW displays any communications from other players. It starts with the first line under the MAP WINDOW and extends for the length you specify with the "screen chat #lines" command (see "help screen").

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Paintball Net - Tutorial

Character Status

You can find out much information about your character by using the "stat" command. Try typing "stat" now. It tells you:

- how much MONEY you have
- how much weight you are carrying
- how much BONUS you have earned in games
- how many SPLATS you have done
- your accuracy (SPLATS/SHOTS) in games
- what ITEMS you are wearing and holding
- whether you are in a game or not (and current game stats)


SEE ALSO: [stat](#)

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Paintball Net - Tutorial

Moving Around

You can move around in the world by using the commands "north", "south", "east", and "west" (which can be abbreviated by "n", "s", "e", and "w"). Try typing "north" right now and watch how the  on the screen moves up.



SEE ALSO: [movement](#), [PBTerm Moving & Firing](#)

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Paintball Net - Tutorial

The Stores

On the map you will see a square with an  on it. This is a store. There are three stores in the world. You might need to explore a bit to find the others. Move your  until you are "in" the store (using "n", "s", "e", and "w"). You will know you are in the store when it tells you the name of the store in the MAIN WINDOW. Once you are in the store, type "list" and it will list all of the items that you can buy at that store.


SEE ALSO: [buy](#), [movement](#), [PBTerm Moving & Firing](#)

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Paintball Net - Tutorial





Buying your First Weapon

Go to the "Supply Depot", it should be the closest  to where you entered the game at. Once you are there, type "list" to get a listing of what you can buy there. There should be two items there listed for \$0. One of these is "a beginner Paintpellet shooter". To buy it (it's free), type something like "buy 'a begginer paint'" or "buy shooter" or "buy paintpellet" (any of these variations will work).

Checking how much Ammo you have

The shooter you just bought has a limited amount of paint pellets in it. Type "look shooter" to see how much ammunition is left in it. To refill the shooter, just sell it back and buy another one--the new one will have 10 new paintpellets in it. Refills are available for paintball guns, but not for the free shooter.

Aiming your Weapon

Make sure you are wearing your weapon by typing "wear shooter". Now, try typing "target north". You should notice a  just above the  (you) on the map. This  is called your target, and it marks the spot where your shot will hit when you fire your weapon. You can move your target around by using the "target north/south/east/west" commands. If you wish to move your target back to the  location quick, use "target home".

Try the following exercise:



"tar n" (you can abbreviate, so "tar n" is the same as "target north")
"!" (the "!" command repeats the previous command)
"tar w" (notice how the target is now 2 north and 1 west of you)
"tar h" (your target will move back to on top of the "Y" and disappear)

You might want to define some simple aliases (see "help alias") to make it easier to move your target around.

Firing your Weapon

Once you have targeted the desired location, type "fire" and your weapon will fire a shot towards the targeted location. If something gets in the way, the shot will SPLAT it. Try the following exercise:

"tar n"
"tar n"
"tar n"

"fire" (watch the "." (shot) fly from the  to the  on the map) If you didn't see the shot fly, just type fire again.
"tar h" (to re-center the target on you)

SEE ALSO: [buy](#), [dump](#), [fire](#), [target](#), [PBTerm Moving & Firing](#)

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Paintball Net - Tutorial

Communicating with other Players

You have the following commands available to you for communicating with other players:

"chat" to communicate with EVERYONE in the game

"shout" to talk to only those that are up to 25 squares away

"say" to talk to the people who are standing near you (up to 3 squares)

"whisper" to talk to only the people who are standing where you are

SEE ALSO: [commication commands](#)


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Paintball Net - Tutorial

Brief Overview of a Game

Games start a few minutes after the previous games end. The amount of time between games, as well as how much time a game takes, depends on the number of people playing. Once a game starts, all of the players that are readied, are transported to a game field located in the world. Once there, they can shoot (and hit) each other. If someone gets hit (splatted), he or she will be out of the game. The object is to splat everyone else in the game. Once there is only one player left, or if the game time runs out, the game ends and those who survived and splatted at least one other player are given a reward depending on how many they splatted, as well as how many players started the game.

Games also have computer controlled players called "bots" that will splat you if they can catch up with you. The "bots" are represented on the map by a . The "bots" will not be placed into the game field until 1 minute after the game starts (to give you time to hide from them).

While in the game, you might find a few tokens lying around on the ground, these are good for selling at the store to get more money.

SEE ALSO: [bots](#), [game](#), [tokens](#)

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Paintball Net - Tutorial

Getting the Status of the Current/Next Game

While a game is running, whether you are in it or not, you can find out how long until the game ends by typing "game". If there is no game running, the "game" command also tells you how long it will be before the next game starts.


Seeing Who is in a Game and Who Isn't

Use the "who" command to tell who is ready for a game and who is in the current game.

Getting Ready to Join the Next Game

When you are ready to play the next game, type "game ready". If you decide you don't want to play the next game, type "game ready" again.

What will happen when the Game Starts

When the game starts, you will be teleported to a game field. The game field is bounded on all sides by a force field (represented by a bunch of  's) that won't allow you to leave. Once you are on the game field, anyone else can splat you. Once you are splatted, you are out of the game. However, until you try to move or fire your weapon, you will remain in the spot that you were shot at. If you try to move or fire, you will be teleported back into the holding area. One minute after the game starts, the "bots" and "tokens" will be spread around the game field.

What to do when the Game Starts

I recommend the following actions:

- hide from site (getting the appropriate camouflage will help you blend in)
- stay in hiding until the bots are dispersed
- when the bots are dispersed, try to take them out one-by-one
- while finding the bots, you will want to avoid other players as well as search for tokens
- once all of the bots have been splatted, go get those other players

SEE ALSO: [bots](#), [game](#), [tokens](#), [who](#)

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How to use PBTerm

PBTerm is the Windows(tm) 95-hosted client for **Paintball Net**.

PBTerm Quick Start

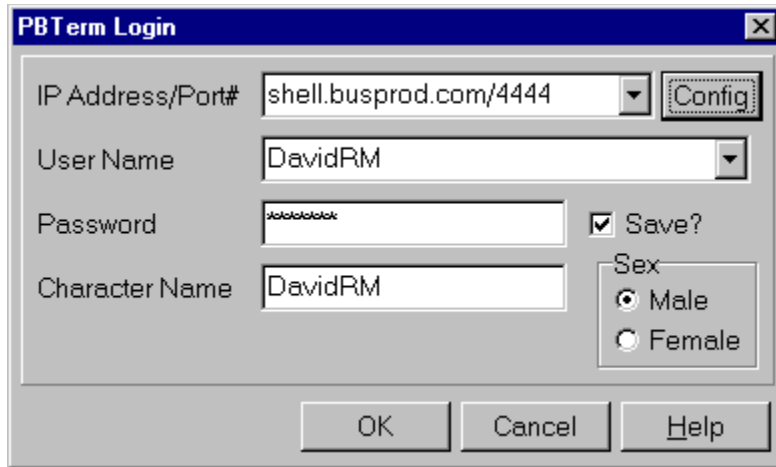
- [Connecting to a PBN Server](#)
- Connecting to a PBN Server using a Shell Account
- [Terrain Key](#)
- [Picture Key](#)
- [Moving & Firing](#)
- [Talking to Other Players](#)
- [Sending Notes to Other Players](#)
- [Programming the Shortcut Buttons](#)
- [The PBN Tutorial](#)

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Connecting to a PBN Server

To open a connection to a PBN Server, either choose the File | Open Connection menu item, or click on the Connect Shortcut Button. This will open the PBTerm Login dialog box.



The image shows the PBTerm Login dialog box. It has a title bar with 'PBTerm Login' and a close button. The dialog contains the following fields and controls:

- IP Address/Port#**: A text box containing 'shell.busprod.com/4444' and a 'Config' button to its right.
- User Name**: A text box containing 'DavidRM'.
- Password**: A text box with masked characters (asterisks) and a 'Save?' checkbox checked.
- Character Name**: A text box containing 'DavidRM'.
- Sex**: A group box containing two radio buttons: 'Male' (selected) and 'Female'.
- At the bottom, there are three buttons: 'OK', 'Cancel', and 'Help'.

IP Address/Port

Currently, the default PBN Server address is already loaded. If you wish to connect to a different PBN Server, simply type the IP Address and the telnet Port #, separated by a forward slash (/). PBTerm will automatically store all PBN Server IP Addresses that you enter.

Config

PBTerm uses the active PPP connection by default. However, if you do not have an account which provides a PPP (for instance, a Unix shell account), you can use the [Configure Connection](#) dialog to set up your comm port and phone number.

User Name

This is the name the Server will know you by. PBTerm will automatically store all User Names you enter. It will not, however, automatically track which User Name goes with which IP Address.

Password

Enter the password you want here. Passwords are not stored.

Save Password?

If checked (the default) the password will be saved for this user on the selected server.

Character Name

This is the name other players on the PBN Server will know you by. A player can have only a single character per PBN Server.

Character Sex

This is the sex of the character.

Connect!

When all the information is entered correctly, press the OK button to connect to the PBN Server!

Special Note











When connecting to a PBN Server for the first time, the player must inform the PBN Server of his or her [email](#) address and [register](#) before he or she can become a full-fledged character.

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Terrain Key

Paintball Net includes many different types of terrain, which affect both movement and visibility.










	Plains	fast movement, very hard to hide in (even w/ camo)
	Hills	high elevation, slow movement
	Mountains	very high elevation, very slow movement
	Valleys	slow movement, blocks visibility if within
	Ocean	very slow movement, occasionally blocks visibility
	Lakes	very slow movement
	Rivers	very slow movement
	Forests	slow movement, blocks visibility
	Jungles	slow movement, blocks visibility
	Deserts	slow movement, blocks some visibility

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Picture Key

PBTerm uses many icons to display different features and objects on the map.

-  **Player** this is you
-  **Other Player** not in a game or on your team
-  **Other Player** an enemy!
-  **Object** on the ground (usually [tokens](#))
-  **Paintball** either on the ground or flying at you
-  **Grenade**
-  **Bot** only seen in a game
-  **Store** either Suppy Depot, Guido's Guns, or The Armory
-  **Target** used for aiming and firing

PBTerm

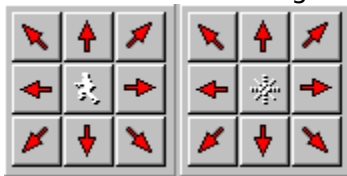
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Moving & Firing

Combat requires mobility and firepower. Everyone starts the game with the first, but no one starts with the second. If you have not purchased your weapon yet, click [here](#) to find out how to do it.

Using the Compasses

There are primary two methods of both moving and firing. The first, and most obvious, uses the Movement & Firing Compasses.



By clicking the arrows with the mouse, the player can move around the map and aim his weapon. By **shift-clicking** the arrows of the Movement Compass, the Map is moved up, down, left, and right. This is handy during games for viewing as much of the gamefield as possible. The center button of the Movement Compass centers the Map around the player. The center button of Firing Compass will home the target, or, if **shift-clicked**, will fire.

Point-and-Shoot Movement & Firing

A more intuitive approach to movement & firing is to click on the Map itself, using the mouse to indicate where you want to move or fire. **Clicking the left mouse button** will generate the necessary [movement commands](#) to move your character to the designated spot.

Clicking the right mouse button, or shift-clicking the left button, will generate the necessary [target commands](#) and automatically [fire](#) your weapon.

Point-and-Shoot Movement uses the most direct route, not the fastest or best concealed. Thus, it might be useful to lead your character where you want him using short "hops" instead of telling him to run all the way across the gamefield. Another reason for using incremental movement is: no other commands can be processed by the character until he reaches his goal.

If you have problems moving or aiming with this method, click on the center of the Movement Compass to re-center the screen and/or click on the center of the Firing Compass to home the target. This should clear up the problem.

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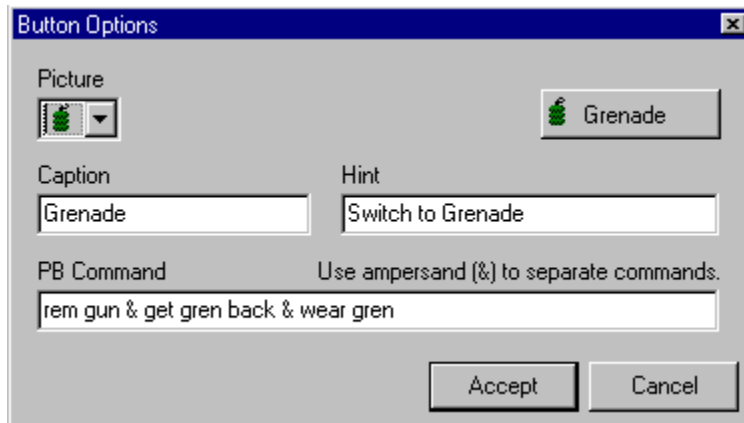
Programming the Shortcut Buttons

PBN supplies an [alias](#) functionality to reduce the amount of typing a player must do. PBTerm increases this functionality by providing eight (16) Shortcut Buttons that can be "programmed" with PBN commands.

The first six (6) Shortcut Buttons come pre-defined with some of the most commonly used commands. These pre-defined Shortcut Buttons can be re-configured by the user to whatever they wish. The other 10 (or 12 if in a high resolution mode) are not pre-configured and are only available after registering PBTerm.

Configuring the Shortcut Buttons

The Shortcut Buttons are fully configurable by the player, including options to set the button graphic, the caption and the flyover hint as well the PBN command. **Right-click** on a button to configure it.



Picture

Select the picture for the button from the list provided.

Caption

This is the text that will displayed on the Shortcut Button. This text is limited to twelve (12) characters.

Hint

This is the text that will displayed in the flyover hint box. This text is limited to 20 characters. If nothing is entered here, the Button Hint will default to the Button Caption.

PB Command

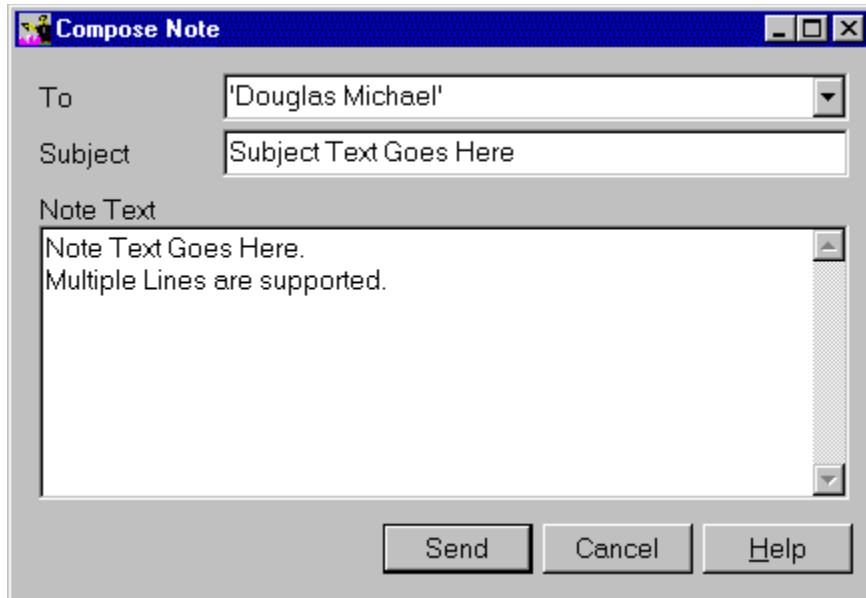
The current command will be displayed in the PB Command edit field. This command can specify multiple PBN commands to perform in sequence. Separate commands with an ampersand (&).

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Sending Notes to Other Players

There are two ways to send notes to other players. The easy way is described here. The hard way is described [here](#).



To

Put the name of the player or players you wish to send the note. Separate multiple player names with a space. If a player's name contains spaces, enclose the name in single quotes (e.g., 'Douglas Michael').

Subject

Put the subject of your note here. The subject is not required but can be helpful.

Note Text

Type the content of your note here. Wordwrapping is supported, and carriage returns can be used as well.

Send


Press this button to send the note. If you have not entered a player's name in the To or you have not entered any text for the note, you will not be able to send the note.

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Version History

v1.50 - Update Release, February 9, 1997

- Various aesthetic changes
- Fixed Auto-Ready bug
- Maximum text in chat window increased
- Clicking on your player icon () now centers the map display
- New, improved [note reading](#) interface (press Ctrl-N)
- Added [buying screen](#) (press Ctrl-Y when your in a store)
- Added [online help reader](#) (press F2)
- Added [alias editor](#) (press Ctrl-E)
- Added scroll locking (press Ctrl-K)
- Changed movement plotting to a more intuitive "straight line"
- Added support for [dial-up shell accounts](#)
- Added sound effects (can be turned off and on)
- Added Use True Movement option (allows moving and firing) (press Ctrl-D)
- Movement, True and otherwise, much less prone to "berserking" than before

v1.10 - Update Release, December 29, 1996

- New screen layout, including a wider map area
- Most "accessories" are now floating toolbars with "sticky" positioning
- Added "Read Last" and "Read Prev" to the Notes menu
- Bots are now colored according to PBN settings
- More -- and more configurable! -- [Shortcut Buttons](#)
- Keyboard shortcuts for most common commands
- "Compose Note" dialog no longer modal
- Added a "Ready" indicator to player information
- Added "Auto-Ready" option

v1.03 - Update Release, November 2, 1996

- Various aesthetic changes
- Revised terrain and object graphics
- Added separate chat window

v1.02 - Update Release, October 14, 1996

- Various aesthetic changes
- Improved targetting

v1.01 - Update Release, September, 1996

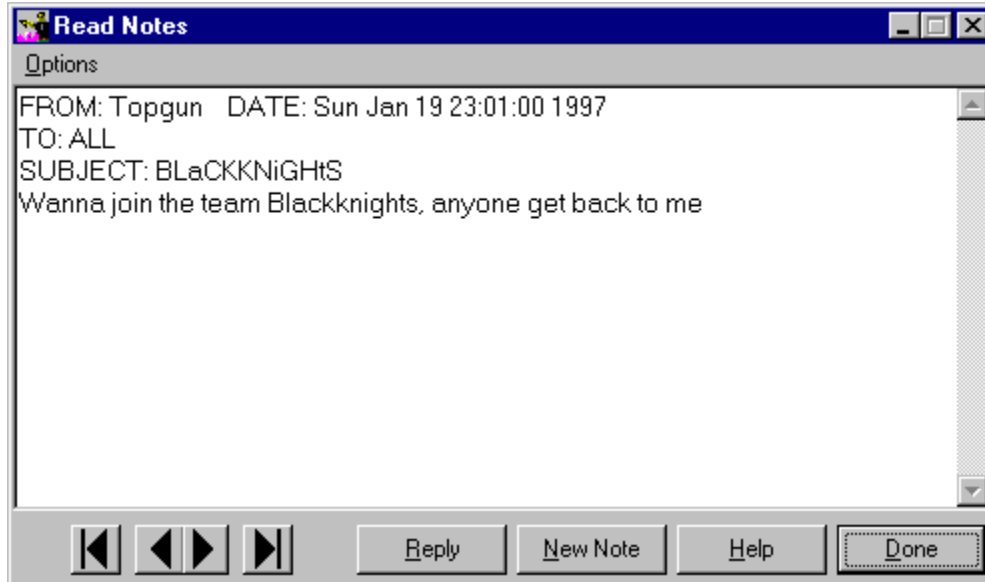
- Various aesthetic changes

v1.0 - Initial Release, August 9, 1996

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Read Notes



Note Navigation

- ◀ First Message (note first)
- ◀▶ Previous Message (note prev)
- ▶ Next Message (note next)
- ▶ Last Message (note last)

Reply

Press this button to reply to the current note.

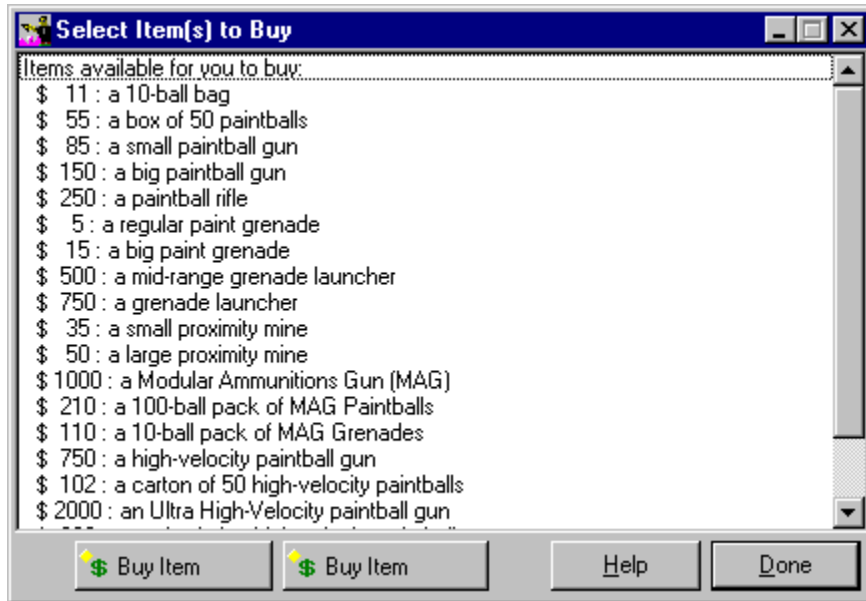
New Note

Brings up the Compose Note dialog.

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Buy



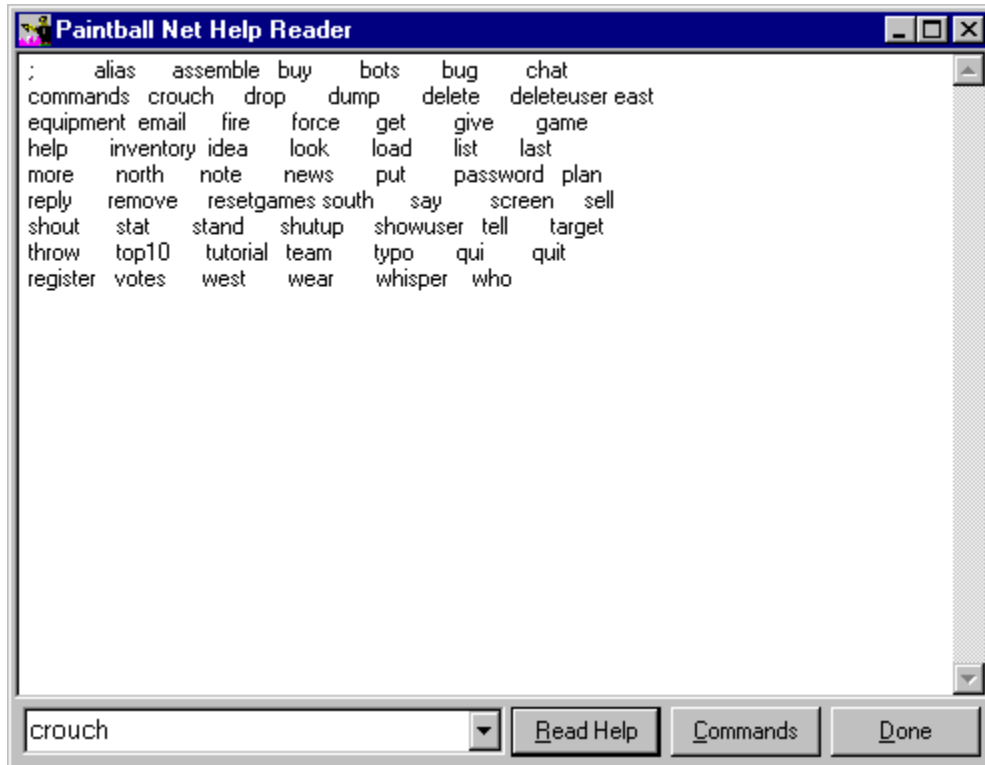
Buy Buttons

These buttons can be configured like the [Shortcut Buttons](#) of the main screen. Use "%1" to indicate the item being purchased.

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Online Help Reader



Read Help

Enter the command you need help on, and the Paintball Net help for that command will be displayed.

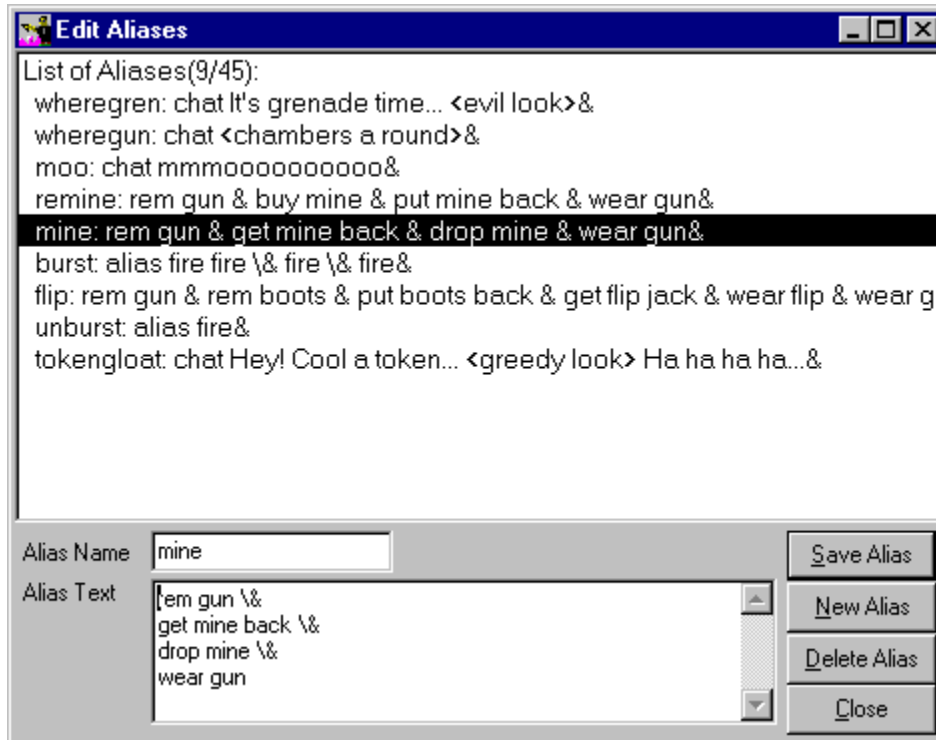
Commands

Brings up the list of Paintball Net commands.

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Alias Editor



Select an alias from the list, and it will be displayed in the Alias Name and Alias Text.

Aliases are broken into multiple lines for display purposes only. This has no effect on the alias itself.

For help on creating aliases, see [alias](#).

Save Alias

Saves the alias as defined in **Alias Name** and **Alias Text**.

New Alias

Clears both the **Alias Name** and **Alias Text**.

Delete Alias

Deletes the alias in **Alias Name**.

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Connecting to a PBN Server with a Shell Account

If you do not have an Internet account that allows for a PPP connection, you will need to use this dialog to configure your connection parameters.



Use Active PPP Connection

This option will need be unchecked to use a shell account.

Comm Port

Select the comm port which has your modem. This is usually Com1 or Com2.

Baud Rate

Set this to the baud rate of your modem, or to the next higher value if the baud rate of your modem is not on the list.

Modem Configuration

Enter the necessary configuration string for your modem. Use ^M to insert a carriage return into the configuration string. Unless you experience problems, I recommend not changing this from the default: **ATZ^M**

Detailed Instructions

After the connection is established, use the command field on the main form to log in to your account. Use the scrolling area as a "terminal" while you are logging in. Once you have logged in, you need to connect to the PBN server using the telnet command in this format:

```
telnet <IPADDR> <PORT>
```

For instance:

```
telnet shell.busprod.com 4444
```

PBTerm will automatically detect when Paintball Net becomes active, and send the necessary login information. If Paintball Net does not start, hit ENTER on a blank line so that PBN will disconnect. Then connect again.

