

INTERNET BOLO

Internet Bolo sounds neat! How can I play, find a game, etc.?

As mentioned before, you need to have a Macintosh running Bolo 0.99.2, with a direct connection to the Internet with MacTCP installed.

Therefore, if you can telnet, gopher, or check your mail directly with your Mac, you can play Internet Bolo. Just check UDP/IP in the first dialog box, type in the IP address of another Mac playing Bolo, and go! Don't use UDP/IP Multicast yet, since MacTCP doesn't support it.

Here's a summary of the various known ways of accessing the Internet directly:

1. A Mac with MacTCP installed connected via an ethernet card to a network that has a direct connection to the Internet.
2. A Mac with MacTCP installed connected via a LocalTalk connection to a network that has a direct connection to the Internet. The router must be able to assign IP numbers.
3. A Mac with MacTCP installed connected via a SLIP/PPP connection to a machine on the Internet. This, due to modem speed, is very slow, and is not recommended, except if you're playing with one or two other SLIP players.
4. A Mac with MacTCP installed connected via Appletalk Remote Access to another Mac connected to the Internet. You have to set your configuration to either Ethertalk or LocalTalk in MacTCP, and have a router on the other end be able to assign IP numbers. This, also, is very slow and not recommended, unless you're playing with one or two other ARA/Internet players.

Remember, the proper port to use is 50000.

To find an Internet game, there are various ways to do it. There is a BoloTracker, set up by Mike Ellis, out there that gets and gives information about Internet games in progress. For example, if you start a new game, there's an option to select whether or not the BoloTracker will be notified. If it is, your IP address and other vital information, such as the map's name, number of pills and neutral pills, number of players, etc., will be sent to the Tracker. This information will be updated throughout the game and made available to folks who wish to examine it. If you want to see what games the BoloTracker has registered, just telnet to [gwis.circ.gwu.edu](telnet://gwis.circ.gwu.edu) 1234.

There is also a program called Bolo Finder, by Peter Lewis, which will telnet to the BoloTracker itself and display the pertinent information. You can get it at mac.archive.umich.edu, in the directory `/mac/game/war/bolo/tracker`.

You can also organize games and discuss strategy with folks on the IRC channel `#bolo`.

Now, before you go off "Bolo-Tracking" and start randomly joining games, THINK. If you're in France, and the game is Australia, and you join, you'll cause massive lag, destroying the game for everyone. Some suggested joining guidelines follow:

- * If there are more than 6 players in a game... stay out
- * If there are more than 4 players and no bases free... stay out.
- * If there are 2 or more people from outside the country... stay out.
- * If you get the "Network Delay too long" error... stay out. Don't

repeatedly try to join.

* Most importantly... if someone asks you to leave (esp. if there are no free bases), then it is common courtesy to leave.

Also, while you're joining, check the Network Info box. If you see a massive amount of "Recovering" or "Active/Passive Restart" or "Failed" and a total ring delay over 325, then quit, before you destroy the entire game. (Yes, we know it will hang your Mac for an indefinite matter of time. That will be hopefully fixed in the next release.)

Remember, if someone asks you to leave - LEAVE. There are plenty of games out there.

What if I'm in Europe? How do I find a game?

European Bolo tracker host site address: ray.abo.fi (130.232.80.3)

Quoted from kwhitty@finabo.abo.fi:

Ultimately, all EuroBolo-ers will set the machine name in the "BoloTracker..." box in Bolo to ray.abo.fi. They would also set the preferences in Peter Lewis' Bolo Finder program (or Matt Slot's next version of Bolo Tracker) to ray. Games in Europe would be registered on ray, while US games would still be registered on gwis.circ.gwu.edu.

I connect to the Internet via modem, and use telnet and FTP with good speed, but when I play Internet Bolo, it's just TOO slow. What's up?

Stuart Cheshire speaks: I don't know much about modems (as you probably know, I don't have a modem, I have Ethernet...) but I believe some of these modems try to be 'helpful' by compressing your data for you. To do this, they have to hold your data until they have enough to compress. Bolo doesn't really send enough data to be worth compressing, so the modem holds what it has for half a second while waiting to see how much more is coming. After half a second it realizes that no more is coming, and then sends it. This does not help net lag. Turn off all your modem's compression and error correction features, and Bolo will work much better.

Yes, it had to come eventually. So, tell me about the rankings.

You can rank your Internet opponents now, with the results being posted every week or so to a.n.b. What you do is send email to zalnasky@mbcrr.harvard.edu, with the names of your opponents and what ranking you would give them. Here are the ranks:

Bolo-God 7
Bolo-Emperor 6
Bolo-King 5
Bolo-Prince 4
Bolo-Warlord 3
Bolo-Knight 2
Bolo-Serf 1

You can get a copy of the current rankings by fingering rbd@bilbo.baylor.edu.

(Maintainer's note: Realize that the ranking system is very subjective. Don't let it define your manhood.)

Issues of etiquette

Besides the Internet etiquette mentioned above, there's some other things you should be aware of.

* If someone asks you to leave, leave. There's no excuse for destroying another group's game, due to lag or other reasons.

* If it's rather obvious you're losing and want to leave, at least concede the game to the other side. Don't just quit.

* Profanity via messaging is frowned upon. Don't harass other players for no good reason. The object of the game is to play to have FUN, not to prove you're master of the universe. If you want to assert your manliness, go kick sand in people's faces at the beach: Don't play Bolo.

* Don't cheat or hack Bolo to give yourself advantages over other players. If you suspect someone is cheating, a recommended procedure follows:

(From Dan Rudman, rudman@engin.umich.edu)

1. Identify the party suspect of cheating. Identify the behavior which is hacked.
2. Message via selected players (with the hacked party UNselected) that you suspect said player of hack, and define the hacked behavior.
3. All other parties should acknowledge in the positive or negative whether or not they agree and can verify.
4. If most of the players verify back with you, then you may announce it to all and see what happens. Smart hackers will admit it and just drop out of the game. If for some reason they do not, please make a note of their player name and IP address and post it to the newsgroup. Be sure to include all the players names who verified.