Gumboy Tournament Server

What is it?
Gumboy Tournament Server (server) is a program which enables players to play Gumboy via the Internet. The players will only be able to connect to your server after you have registered it.

Introduction
You need an internet connection to make the program fully functional. If you do not have an Internet connection, the program can only be used on a local network. When Windows asks whether you want to block or allow the game to run on the network or Internet, make sure you choose allow if you want to play. **The server only works if the communication is not blocked.**

How to launch a server?
1. First start the Gumboy Tournament Server program (if it is not already running).
2. Enter your **Server Information** in the **Settings** section**:**
   Server name, e.g.: Chokoserver
   Short description, e.g.: Grand contest today!
   Port (compulsory information, leave the original value)
   IP Address (public IP address of your network. If you do not know your IP address, leave the space empty and the server will automatically try to determine it. If your server cannot connect to the game it means it did not find the IP address.)
   State, e.g.: Slovakia
   City, e.g: Trstená

3. After entering the information click **OK**. Then select **Start Server.** Your registration will be sent, and the game will be allowed on the server.
4. The registration information will be displayed in the Current State Log in the program's Main Menu.

The Server has been registered, what do I do next?
This is the moment the **players can connect to you server via the Internet.** Once there they can select a game and start to play.

Is there anything else to set?
All the other parameters will stay the way they were set originally. The following can be changed in the Settings section:

Language. This allows you to change the language of the game**.**

Start Server automatically when starting Windows. If you want your server to start automatically after turning the computer on check this checkbox.

Report problems/bugs to the developers. You can contribute to the debugging of the program by using this application. The report will be sent when the server is registered and running**.**

Register the server on the Internet. Once the server has been registered the players can see it and connect to it. If it has not been registered, a player must know its address and enter it manually**.**

More settings options will appear after clicking Advanced Settings.

Robot created games. This application allows you to create games with artificial players (robots) who will be waiting for the human players to connect. Your server will make sure that every time a human player connects there will be at least the robot games available. Besides the robot games, your server can still offer games created by human players.

You can set the standard parameters of the robot created games by clicking Set Three Original Games.

You can add or erase a game by clicking Add or Erase.

Detailed explanation:

Games – a list of robot created games.

Selected game information follows:
Name – the name of the game, e. g. A Small Game
Description – a short description of the game, e. g. The Robots are Coming.
Bots – number of robots waiting in the game for the human players.
Teams – number of teams. If there are no teams enter 9.
AI – the level of the robot intelligence in the range from 1 to 5 (1=amateurs, 5=experts).
Location – a location the game will take place in (can be selected randomly).
Contest – the type of game which will be played.

You can set the **Refresh Rate**. The minimum recommended refresh rate is 40. The higher the refresh rate the more powerful the server computer must be.

Maximum number of players. You can set the maximum number of players who can connect to your server. Robots do not count because only a small amount of the computer's power is needed to maintain them.

Application Priority. Set high priority for a smoother functioning the application.