Zone Continuous

Objective
So you think you have what it takes? Well join the game and prove yourself worthy. But be warned. Be on your guard. Zone Continuous is more than just a standard game. It is a mix of fun and skill with a constant flow of new players added as the game progresses. Let the games begin!

Description
Zone Continuous is a game in which players compete against each other in a solo free for all. Each player attempts to get the highest score they can achieve in their allotted time.

Game Play (and Pack Starting)

- Zone Continuous is a unique game which runs for the duration set in the Game Time parameter on the main Rift ControlCentre screen. During this time, players come and go, joining and playing in the game for an allotted time period. Therefore, despite the player's pack shutting down after the player's allotted time, the overall game does not end and continues to run.

- After the game has been started, a simple procedure must be followed to start packs. A pack is started by pointing the remote hand-held device at the pack and pressing the "Start" button. This alerts the system that this pack wants to participate in the game.

- Note: A pack cannot be started if the game time remaining is not sufficient to allow the pack to play for its allotted time period. For example, if the allotted time period is 10 minutes and the game time has only 8 minutes remaining, the pack cannot be started.

Game Play (continued)

- Players begin the game with a standard phasor and the usual 10 second deactivation time.

- Players must fire three successive shots into a base to destroy it. The player is allowed three seconds per shot. If a player is not successful at firing a shot into the base before the three seconds elapses, the base recovers (resets) and the player must now start again with their attempt to

fire their three shots into the base to destroy it.

Parameters

Parameter	Description
Game Pre-Start Time	Length of time (in seconds) after the game has been started before the players' packs actually start up and activate in game mode. (The default is 15 seconds.)
Player Deactivate Time	Length of time (in seconds) that a player's pack remains deactivated after it has been tagged. During the deactivation time, the player's weapon will be disabled. After the deactivation time has elapsed, the player's pack will reactivate and begin operating again. (The default is 10 seconds.)
Player Shot Rate	The number of shots that can be fired from the player's weapon in one second. For example, if "Player Shot Rate" is set to "3 shots sec", the player would be able to fire three shots from their weapon every second. (The default setting is 2 shots per second.)
Base Mode	<table><thead><tr><th>Base Mode</th><th>Description</th></tr></thead><tbody><tr><td>Off</td><td>Bases will be off</td></tr><tr><td>Normal</td><td>Bases will be on and will not defend themselves against attack</td></tr><tr><td>Defence</td><td>Bases will be on and will defend themselves against attack by firing back after a short delay when they have been destroyed</td></tr><tr><td>Aggressive</td><td>Bases will be on and will defend themselves against attack by firing back immediately (no short delay) when they have been destroyed</td></tr></tbody></table>
Player Game Time	Length of time (in minutes) after a pack has been started that it will play the game for. As an example, entering a value of 15 will set the pack to play for 15 minutes. Once the game is in

	progress, changing this parameter will have no effect on the duration a pack will play for (the pack will play the game for the length of time that was set when the game was first started). (The default is 10 minutes.)