



The manual for the profile is OctopusMTT

<https://inhuman-poker.net>

Settings for determining the stage of the tournament.

1. Open the tournament lobby.
2. See the required values.

€100 GTD BOUNTY HUNTER
€100 GTD Bounty Hunter - €0.5 Buy-in - 8Max - Regular
Running for 2 h and 29 mins | Started at 11:50 BST, May 17

Status Running	Prize €118.68	Entries 52/258	Buy-in <small>i</small> €0.50	Open My Table
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Prize Pool: €118.68 Regular Pool: €59.34 Bounty Pool: €59.34 Entries: 214 Re-Entries: 44 Places paid: 40 Next Payout: 40 - €0.44 13 to 16 €0.71 17 to 20 €0.59 21 to 24 €0.53 25 to 32 €0.47 33 to 40 €0.44	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="background-color: #800080; color: white; text-align: left; padding: 2px;">General</th> <th style="background-color: #800080; color: white; text-align: left; padding: 2px;">Game</th> <th style="background-color: #800080; color: white; text-align: left; padding: 2px;">Structure</th> <th style="background-color: #800080; color: white; text-align: left; padding: 2px;">Stats</th> </tr> <tr> <td style="padding: 2px;">Starting Time:</td> <td colspan="3" style="padding: 2px;">11:50 BST, May 17</td> </tr> <tr> <td style="padding: 2px;">Starting Chips:</td> <td colspan="3" style="padding: 2px; border: 2px solid green; background-color: #e0f2e0;">10,000</td> </tr> <tr> <td style="padding: 2px;">Starting Level:</td> <td colspan="3" style="padding: 2px;">25 / 50 ante 4</td> </tr> <tr> <td style="padding: 2px;">Level Duration:</td> <td colspan="3" style="padding: 2px;">10 minutes</td> </tr> <tr> <td style="padding: 2px;">Late Registration:</td> <td colspan="3" style="padding: 2px;">Finished</td> </tr> <tr> <td style="padding: 2px;">Rebuys / Addon:</td> <td colspan="3" style="padding: 2px;">No / No</td> </tr> <tr> <td style="padding: 2px;">Multi-Entry / Re-Entry:</td> <td colspan="3" style="padding: 2px;">No / Up to 1</td> </tr> <tr> <td style="padding: 2px;">Min / Max Players:</td> <td colspan="3" style="padding: 2px;">10 / 5,000</td> </tr> <tr> <td style="padding: 2px;">Progressive bounty:</td> <td colspan="3" style="padding: 2px;">At least €0.23 will be rewarded for each eliminated player</td> </tr> </table>	General	Game	Structure	Stats	Starting Time:	11:50 BST, May 17			Starting Chips:	10,000			Starting Level:	25 / 50 ante 4			Level Duration:	10 minutes			Late Registration:	Finished			Rebuys / Addon:	No / No			Multi-Entry / Re-Entry:	No / Up to 1			Min / Max Players:	10 / 5,000			Progressive bounty:	At least €0.23 will be rewarded for each eliminated player		
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Satellites			Tables (7)		
Table ▲	Players	Largest	Smallest	Player	Chips ▼
975659724	8	152,413	6,579	Simin1988	147,1...
975659928	7	110,100	21,068	OREOL61	77,604
975660170	8	147,114	16,216	HummerIII	57,371
975660782	7	61,456	12,052	zigals	54,181
975661163	7	122,663	27,006	C-Master	34,180
				Total	€0.32

3. Load the profile to the robot.

4. Open the functions and specify the desired values.

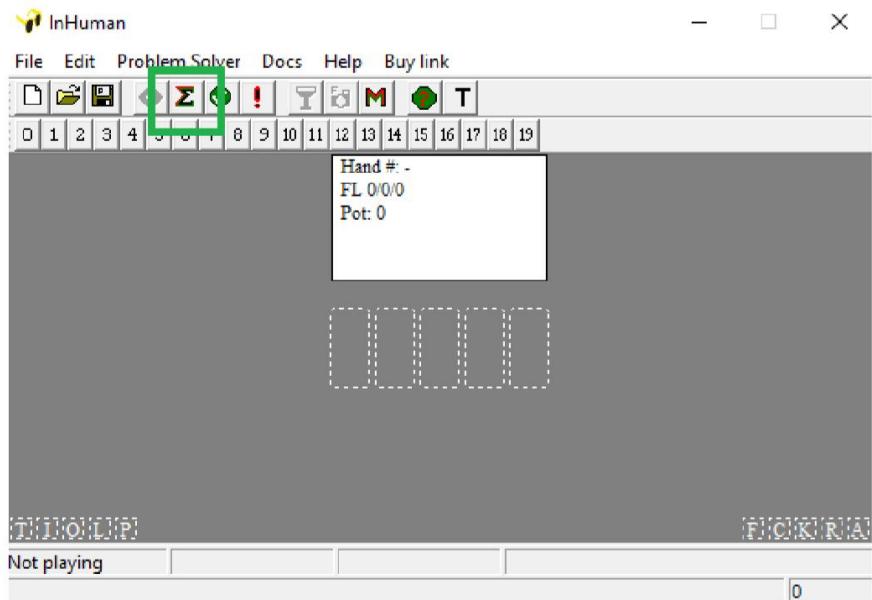
//Indicate The Starting Chips

##f\$IndicateTheStartingChips##

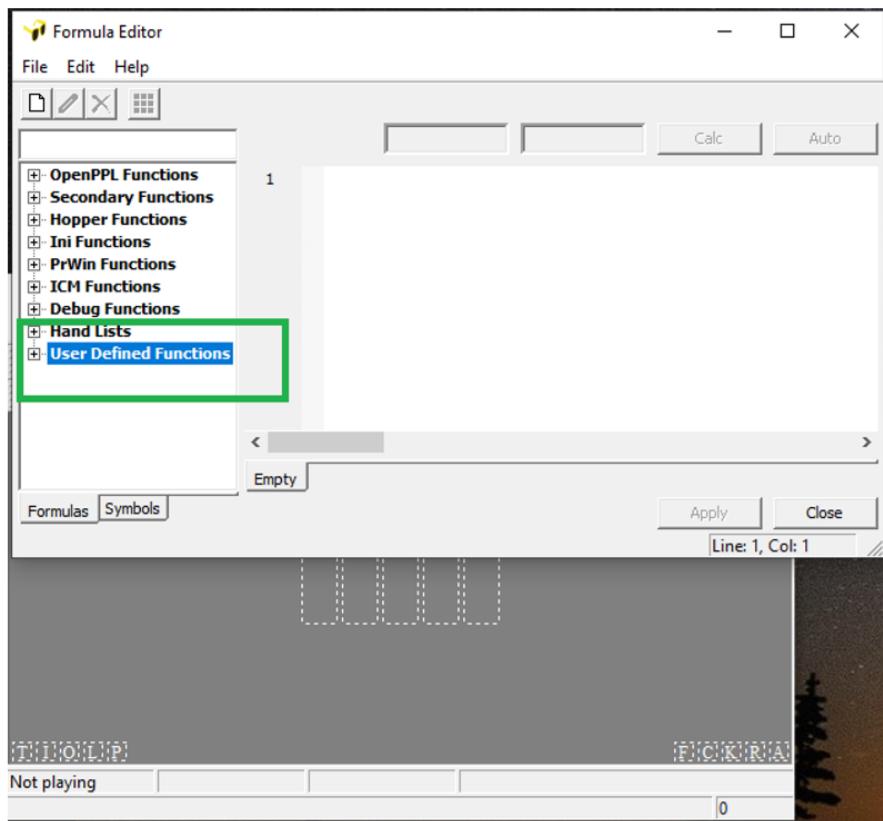
//Indicate The Starting Big Blind

##f\$IndicateTheStartingBigBlind##

1.



2.



3.

Formula Editor [13.1.2.0] f\$IndicateTheStartingBigBlind

File Edit Help

Formulas Symbols

Line: 1, Col: 1

```
1 50
2
3 /**
4 /**
5 //Indicate I
6
```

[T] [H] [O] [L] [P] [F] [O] [C] [K] [R] [A]

Not playing 0

This screenshot shows the Formula Editor window for the function f\$IndicateTheStartingBigBlind. The code block contains a single line: '50'. The line number '1' and the value '50' are highlighted with a green rectangular selection box.

Formula Editor [13.1.2.0] f\$IndicateTheStartingChips

File Edit Help

Formulas Symbols

Line: 1, Col: 1

```
1 10000
2
3 /**
4
```

[T] [H] [O] [L] [P] [F] [O] [C] [K] [R] [A]

Not playing 0

This screenshot shows the Formula Editor window for the function f\$IndicateTheStartingChips. The code block contains a single line: '10000'. The line number '1' and the value '10000' are highlighted with a green rectangular selection box.

