

ARENA LOADING INSTRUCTIONS FOR AMIGA

In order to play ARENA you require an Amiga with at least 512K of ram and a colour monitor or television.

To load ARENA you must do the following:

- 1) Set up your Amiga in the usual fashion. If this presents difficulties please refer to the 'Introduction to the Amiga' manual (which was supplied with your Amiga system) in Chapter 2 'Setting up the Amiga'.
- 2) Switch on your monitor or television and then your Amiga.
- 3) When the display prompts for your Kickstart disk insert it in the internal drive as usual.
- 4) When the display prompts for a workbench disk remove the kickstart disk and insert ARENA disk into the internal drive.
- 5) ARENA will now start up automatically. Within a few seconds the Psygnosis Logo will appear. This indicates that loading is proceeding normally.
- 6) If the above sequence has not occurred within 30 seconds there may be a problem with either the program disk or your Amiga system. Check that your system is connected together properly and that the above sequence of instructions have been followed correctly. If you are sure that your computer is functioning (other software works correctly) and loading difficulties are still being experienced then take the disk only back to the place of purchase for replacement.
- 7) Once ARENA has completed loading the event selection screen will reveal itself.
- 8) Leave the ARENA disk in the disk drive during play.
- 9) Now refer to the section "STARTING A NEW PLAY" in the ARENA instructions booklet provided.

IMPORTANT

ARENA now supports JOYSTICK control. The equivalent of the ENERGY KEYS is rapid left/right movement of the joystick. The JUMP KEY is represented by the FIRE BUTTON.

After each attempt at an event a cartoon style adjudicator will walk onto the screen and pass his opinion on your performance. You can now suppress this feature by pressing the HELP key at any time during game play. Pressing the HELP key again will turn this option back on again.

TAKING YOUR TURN

Each player will take his or her turn in rotation. If you have been eliminated from an event you will not be allowed another turn. For example if you have had three attempts at a height in the HIGH JUMP and failed each time, you will be eliminated from the event and the points scored for your highest clearance will be recorded. When it is your turn your name will be highlighted in red on the event scoreboard. The computer will alert you with a beep. You "tell" the computer you are ready to start your turn with a double click on either of the mouse buttons. The computer will register this with a beep and a flash of the screen. You are now competing and should be ready on the keyboard. Until you have done this the display remains static.

THE PROGRESS BAR

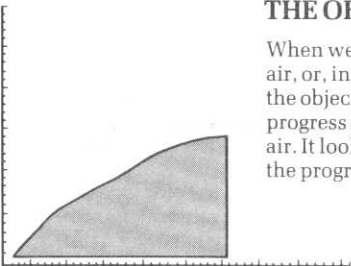
Where an event requires the player to "run up to" the jump or throw area, it is not possible to show the whole of the "run up" due to the scale and size of the graphics used. We use the "PROGRESS BAR" to plot the player's progress down the runway to the target area. This appears at the top left of each display and looks like this:



As the player moves down the runway, a red bar will be plotted above the scale icon, as shown by the shaded area above. The target area is marked by a small red rectangle.

THE OBJECT FLIGHT GRAPH

When we are tracking an object such as the javelin or the shot through the air, or, in a jumping event the player, we offer feedback on the progress of the object on the OBJECT FLIGHT GRAPH. This appears above the progress bar and will be "inked in" as the object or player flies through the air. It looks like the illustration with the shaded area representing the progress of the object to-date.



HUNDRED METRES

Each player will take one turn and one turn only to register a time.

You will start this event on the blocks. You will move automatically into the "Get Ready" position on the instructions of the starter. He will raise the gun ready to start the event and reset all stop watches. At this point, if you touch the keyboard before the starter's gun has gone off you will record a false start. Two false starts and you will be eliminated from the event with no score. The event is geared for maximum speed on the ENERGY KEYS throughout the run. You can "dive" for the tape by pressing the JUMP KEY but beware, if you do this more than a few strides from the finish you will actually lose momentum and come to a halt. It needs to be timed accurately.

The scoreboard will show your time and points awarded as so:

NAME	PTS.	TIME
IAN	702	11.51

LONG JUMP, SHOT PUT and JAVELIN

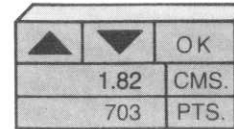
In each of these events you will be allowed six attempts to record a best score. Turns are again in rota order with play commencing in the usual way. The event scoreboard will be displayed at the top of the screen as so:

NAME	PTS.	DIST.	JUMPS TO GO
JOHN.	604	5.98	4

The scoreboard will show your best attempt to-date, the points value for that jump/throw and the number of jumps/throws you have remaining.

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HIGH JUMP and POLE VAULT

SET HEIGHT

In both these events you will be allowed up to six turns at new heights chosen each time by you. This is done by means of the Set Height icon shown to the left.

This will be "offered" to you at the start of the event and after each successful jump. Should you fail at a particular height you will be allowed three and only three attempts. After a fail you cannot change the height you are attempting, you must clear your chosen height to progress in the event. You may however, choose any height you wish for your first attempt. When you have completed a jump successfully, you may increase the height by any amount you wish at your next turn. The Bar can be moved up and down by pointing at the up and down arrows and pressing the LEFT HAND mouse button. When the height is at the desired level, point at the OK button and press the LEFT HAND mouse button. You will now be taken back to start your next attempt.

The scoreboard will show under the "TRYs" column the attempts you have had at a particular height, indicating each attempt with a 9 for a failure to clear, and a 0 where no attempt has yet been made. The points value reflects the best clearance to-date. As with all events the scoreboard will be shown at the head of each screen and for the HIGH JUMP and POLE VAULT it looks like this.

NAME	PTS.	JUMPS	ATTEMPTS			
			MTRS	TRYs		
COLIN	817	4	4.13	9	9	0

HIGH JUMP

As we have discussed in the Set Height paragraph above, if you fail at a particular height you remain "locked in" to that height until you have cleared it and then you may progress to a new height, but remember, you are only allowed three attempts at each height and three failures means you go out of the event.

The game play of this event is very similar to the LONG JUMP. You accelerate across the runway keeping an eye on the progress bar using the ENERGY KEYS. As you approach the take-off area you need to accelerate and then time your jump to take place between the left and right uprights. To do this, you need to start the jump by hitting the JUMP KEY a short distance before the jump itself, we help a little by providing markers on the runway. You must maintain your key rate on the ENERGY KEYS until you are well clear of the bar.

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“SCOREBOARD” – SHOW THE SCOREBOARD

This icon will reveal the scoreboard showing the scores for all players in all completed events plus totals. A double click on the “O.K.” icon will revert to the event selection screen.

“QUIT” – QUIT THE CURRENT GAME

This will simply re-initialise the machine and clear ARENA from memory. Confirmation will be required by double clicking on the ‘O.K.’ icon, or cancellation by the “CANCEL” icon.

“NEW” – START A NEW GAME

On selection you will be presented with a screen to allow input of the number of players and their names. The maximum number of characters in the name is 11. For each input field type in your response and hit the RETURN key which will then take the cursor to the next field. The only valid edit key is BACKSPACE. Once you have entered all fields you can confirm your entries by double clicking on the ‘O.K.’ icon. If you are not happy with your entries double click on the RE-ENTER icon. Once you have double clicked on the O.K. icon all event scores and status flags will be cleared and you are now ready for a new play at ARENA.

A PLEA

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