ARENA

INSTRUCTIONS

A R E N A

INSTRUCTIONS

To Libby

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GETTING STARTED

Please refer to the 'Loading Instructions' sheet. This is packed separately in the product box.

STARTING A NEW PLAY

If you have just loaded ARENA and the selection screen as on the inside front cover of the box has been revealed to you, then you are ready to select either "NEW" (start a new game) or "LOAD" (load a previously saved game from disk) as required. Please refer to the appropriate section of this manual for further guidance. These are the only two valid icons when the game is first loaded from disk. On returning from one of these options you will now be in a position to proceed and select your first event.

HOW TO SELECT AN EVENT

To select an event you simply point the mouse pointer at the event required and double click either of the mouse buttons. The events which have been completed are edged with a red rectangle and cannot be selected, those which are available to compete in are edged with a blue rectangle. You may select the events in any order you wish.

KEYBOARD TECHNIQUE

The keyboard is the only way to play ARENA. There are three key groups to learn. Speed or strength can be built up by "pounding" two groups of keys alternately, from now on refered to as the "ENERGY KEYS". The groups are any of (A), (S), (Z), (X), for the left side and any of (;), ('), (.), (/) for the right side. The program only counts in alternate pairs so watch your co-ordination to maintain a right-left, right-left . . . sequence. To trigger a jump, throw, vault or put, the space bar has to be hit. From here on the space bar will be refered to as the "JUMP KEY". The recorded level of power and/or speed will be shown on the power slide in the top left hand corner of all displays. It will show levels ranging from 0 to 9 as illustrated on the left.

FEATURES GENERAL TO ALL EVENTS

There are two icons in the top right hand corner of the screen, they are "QUIT EVENT" and "PAUSE".

If you position the mouse pointer in the "QUIT EVENT" icon and double click either of the mouse buttons, the event will be immediately terminated and all scores to date for that event will be deleted from the score table. All the completed events will retain their scores and status.

Double clicking either of the mouse buttons whilst the pointer is in the PAUSE icon will suspend the execution of the program and the screen will fade. ARENA can be restarted by again pointing into the PAUSE icon and double clicking either of the mouse buttons.

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.

LONG JUMP

You are allowed six attempts to record a good jump. You use the ENERGY KEYS to pick up speed on the runway. As you approach the board keeping an eye on the PROGRESS BAR, you need to reach maximum speed. You must be ready to time your jump; the closer you get to the board the better chance you have. Hitting the JUMP KEY will move you into the jump sequence instantly and should be timed to coincide with your arrival on the board. During the jump sequence the use of the ENERGY KEYS needs to be maintained right up to the point of landing. You will lose a considerable amount of distance if you do not keep up the ENERGY KEY rate through to the point where you hit the sand.
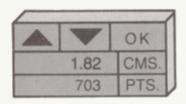
SHOT PUT

Again you will be allowed six attempts to record a best. You commence this event standing at the back of the circle. You have to build up power as you go into the hop position, you then hop across the circle. As you move across the circle hitting the jump key starts the PUT. You need to leave this as late as possible to record the maximum distance. You can however foul the circle by touching the edge. During all this you have to maintain the key rate on the ENERGY KEYS. As you start to put the shot another strike on the JUMP KEY is required to release the shot, this should be done to coincide with the arm extending to release the shot, the later you can leave this the more effect it will have. Once the shot is in flight the ENERGY KEY rate has to be kept up to maintain the optimum flight path.

JAVELIN

Turns and number of attempts as above. The key to success in the JAVELIN event is speed on the runway, using the ENERGY KEYS, and starting the throw at the last possible second using the JUMP KEY. You have to avoid the foul throw by not transgressing the end of the runway. You must keep up the ENERGY KEY rate during the throw. Again further distance may be gained by "helping" the javelin along during its flight using the ENERGY KEYS.

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.

POLE VAULT

The POLE VAULT is identical to the HIGH JUMP event in number of jumps, number of attempts and setting bar height. There are runway markers provided and the JUMP KEY should be hit to start the vault. We give you considerable lee-way in starting your vault. If you time the JUMP KEY correctly the computer will "flash" the screen and the vault will start at the correct location. As you reach the top of your flight you must hit the JUMP KEY again to release the pole. The critical techniques in the event are to accelerate into the take-off area and then keep momentum up on the ENERGY KEYS until you have cleared the bar and you are dropping to the mat.

THE POINTS SYSTEM

As in a traditional decathlon event, points are awarded on the following merit system:

POINTS	100m	Long Jump	High Jump	Shot Put	Pole Vault	Javelin
200	14.1	4.28	1.25	6.62	1.94	22.30
300	13.5	4.69	1.40	7.86	2.25	28.00
400	13.0	5.11	1.50	9.17	2.57	34.10
500	12.5	5.54	1.60	10.55	2.90	40.59
600	12.0	5.98	1.71	12.01	3.24	47.56
700	11.5	6.43	1.82	13.55	3.60	55.09
800	11.1	6.90	1.93	15.19	3.97	63.17
900	10.7	7.39	2.05	16.92	4.36	71.81
1000	10.3	7.90	2.17	18.75	4.78	81.00

SELECTION PAGE ICON OPTIONS

All these icons are selected by pointing the mouse at the required icon and a double click on either button.

"SAVE" – STORE THE CURRENT GAME TO DISK

It is possible to save up to 6 part-complete plays of ARENA on the ARENA WORK DISK. The ARENA WORK DISK will be of a totally non-standard format and can only be read or written by the ARENA program. When you first come to save a play of ARENA have a blank or overwritable disk available and this disk must then be dedicated as the ARENA WORK DISK, this disk does not need to be formatted first. You cannot then use this disk for any other purpose until you reformat it.

When you have selected this option you will have to select a number in the range 1 – 6 by pressing a numeric key 1–6. This is the identity under which the current play will be saved.

"LOAD" – LOAD A PREVIOUSLY SAVED GAME

This will allow you to load a previously saved play from disk. It is the reverse of SAVE with a play stored under the identity 1–6 being reloaded from the ARENA WORK DISK.

"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

Thank you for buying this copy of ARENA. We at PSYGNOSIS endeavour to produce the highest quality entertainment products for the sophisticated 16 bit market. We enclose in our product a feedback post card. We would be grateful if you the purchaser/player would complete this card and return it to provide the vital information we need to continue to create the products you want.

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All program code, program design, audio visual design, animation, packaging design and concepts by Ian Hetherington.

All graphics sourced, drawn and digitised by Colin Rushby.