

 **LOTHLORIEN'S**

ARENA

**A Wargame applied
to a futuristic setting
using superb animation
and graphics.**



Spectrum 48K

ARENA

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ABOUT THE GAME

ARENA has been deliberately designed to carefully combine the most attractive features of both computer wargames and arcade games. Your progress around the Arena protecting your command tank, exploring the terrain and seeking out the enemy tanks requires you to develop and use a sense of battlefield tactics. Once you have pinned down an opponent into a fight the game demands your quick reactions at arcade games to manoeuvre and destroy your opponent by gun fire on the Vector graphics screen. This arcade sequence is not designed as a glossy diversion which is irrelevant to the outcome of the game, but is rather an essential and integral part and success in the game can only be achieved by the successful combination of your skills in both the arena and Vector parts of the game. We believe this combination of skills and interest is unique in the computer games field and will appeal to both the wargamer who still feels young enough to handle a joy stick and the arcade game enthusiast who is seeking an extra dimension and challenge in his computer games.

ARENA

THE BACKGROUND

During the second half of the 21st Century, as the nations of Earth expanded deeper and further into space, colonising the planets of far solar systems, they faced a major dilemma at home.

Conflict and feud still developed between them on earth; yet the very technology and weapons which took them through space, posed the greatest threat ever to earth's own security should they be used to resolve earth-bound conflict.

On February 30 2027, the United Nations passed the historic 'ARENA' legislation which had a three fold effect:

- A) All returning stellar battle fleets were forbidden from entering the solar system. Any battle fleet, regardless of its nationality which crossed this modern day Rubicon, would be immediately attacked by the combined resources of earth's defences.
- B) War on earth was totally outlawed.
- C) Earth bound conflicts and disputes were to be resolved by a return to a medieval concept; the nation's champion and his prowess in the jousting Arena.

By late 2030 the magnificent Battle Arena had been built on the west coast of Sweden fully equipped to give live television coverage over the entire planet and for transmission to the space way-stations on the edge of the solar system.

The weapon system adopted were based on late 20th Century battle tanks with up-to-date technology.

The Arena itself allowed for 4 set piece battlefields to be produced at random or, should both sides request it, a totally random battle field could be agreed.

Conflict was judged over a series of 4 bouts and in each bout, each contender had to select a different weapon system all of which comprised a master tank, commanded by that nation's champion and 5 slave tanks of identical design which could only be activated and controlled directly by the champion from his command tank.

Truly, did the champions themselves quickly grow to become the world's most elite group combining the skills and charisma of pop stars and star athletes of previous generations.

You have been selected to compete for the currently vacant position of champion of England following last month's death in combat, of your predecessor during a bout against Wales concerning the excess use of Welsh water by the English mega cities of the Midlands.

To succeed, you must demonstrate your command of the battle field tactics together with a keen mental agility.

Searching the battle field for signs of your opponent, you have the facility to view the areas of the battle field and the locations of your slave tanks. The speed with which you absorb reports and give orders to your slave tanks will determine your life expectancy in this most hazardous career.

The hallmark of the true champion however, is to be seen during actual combat. Control of all weapon systems is effected only from your command tank, combat being displayed on your master console giving vector graphic display of the movement and action of enemy units.

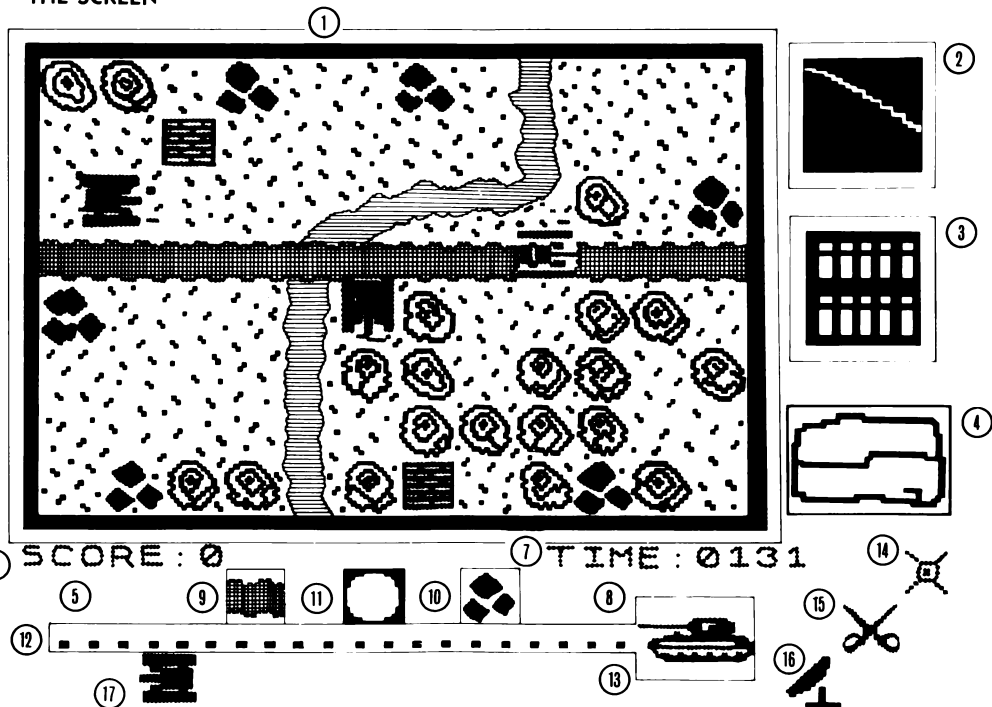
Ammunition is strictly limited, and you are well advised to hold your fire until you can see the whites of their V.D.U.'s.

Have you skill and application to become the champion?

Are you a survivor?

KEYS, COMMANDS AND SYMBOLS

THE SCREEN



1. Main map display area showing either the Arena area centred around the position of the tank you are currently commanding or the view down the gun sight in the arcade sequence during battle mode.
2. Battle mode radar screen (not used during the Arena mode). Your position is at the centre cross, all trees, houses and stationary tanks are shown as dots. Moving enemy tanks are moving black dots and shells will be shown as fast moving dots.
3. Ammunition status report showing the number of shots remaining for that tank.
4. Arena mode radar screen which shows the road layout in this particular design and the position of your own tanks as black dots. There are eight different road designs.

5. Your command cursor for activating the icons. All icons must be selected by placing your cursor over them and pressing 'fire'.
6. Score tally, this simply indicates the number of enemy tanks you have destroyed during this round.
7. Elapsed time, you have a thousand seconds to complete the destruction of the enemy force.
8. Pause icon, by placing your cursor over the IM in the word TIME and pressing 'fire' the game can be paused. Press 'fire' again to restart.
9. Route icon to order your tanks to their destination by the quickest road route.
10. Route icon to order your tanks to select an over land route to their destination.
11. Move icon, activates the movement cursor on the screen to select the destination of your tank, press 'fire' to indicate your choice and you must then select the route icon of either 9 or 10 above.

During battle mode this move icon acts as a direction indicator with an arrow pointing in the direction which you are currently moving. Using left or right movement commands will alter the direction of travel.

12. Message screen, particularly look out for mine warnings and tank under attack — you must immediately switch to commanding that tank and if under attack, you are advised to quickly enter BATTLE MODE.
13. Damage report screen, as your tank receives damage from either mines or shell fire this screen will colour red from the bottom. when completely red the tank has less than 5% strength remaining.
14. Mine icon, this allows light tanks to position a pressure sensitive mine under their current location. Up to 3 mines per tank may be planted but the tank must move away immediately. The mine can be planted while moving.
15. Battle mode icon. This will take the tank which you are currently commanding into the arcade battle sequences. The time elapse is automatically paused and no movement takes place on the Arena screen. You can now move around an area equivalent to a square 8 tanks length x 8 tanks width and all trees, buildings, and tanks in that area will be displayed in Vector graphics. If your tank is destroyed you will automatically be returned to the Arena mode. If you destroy the enemy, or he escapes or cannot be found you can return to Arena mode by pressing 'ENTER'.
16. Radar report. Your radar will detect all tanks, except stealth, when in Arena mode and will flash yellow / green when an enemy is detected. You will not be told which tank has picked up the radar contact.
17. Tank selection icons show your tanks 1-6 (reading left to right) tank 1 being your command tank. These icons change colour depending upon status.
 - a. Yellow — you are in command of this tank and the tank currently has orders.
 - b. Flashing yellow / blue — you are in command of this tank but it does not have orders.
 - c. Red — you are not in command but the tank has current orders.
 - d. Flashing red / green — you are not in command and the tank does not have orders.
 - e. Black — the tank has been destroyed and disappears from the display. It cannot be activated as an icon.

Selecting one of the six tank icons puts you in command of that tank, and alters the ammunition display 3 and damage report 13 to show that tank's status.

THE COMMANDS

The game will best be played using a joystick and is compatible with cursor joysticks, Kempston and Interface 2. When using a joystick the only keyboard command that you will require is the 'ENTER' key to return from battle mode to Arena mode.

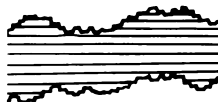
If using the keyboard then the game allows the facility to redefine the keys, the table below gives the key functions as set after loading.

Key	Arena Mode	Movement Orders	Battle Mode
Q	Icon cursor Up	Movement cursor Up	Move forwards
A	Icon cursor Down	Movement cursor Down	Move Backwards
O	Icon cursor Left	Movement cursor Left	Change direction anti clockwise
p	Icon cursor Right	Movement cursor Right	Change direction clockwise
SYMBOL / SHIFT	SELECT ICON	CONFIRM DESTINATION	FIRE
ENTER	_____	_____	ARENA MAP MODE
CAP Shift / Space	QUIT	QUIT	QUIT

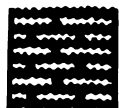
ARENA SCREEN SYMBOLS



Rearming site
(you can only rearm
at your own site)



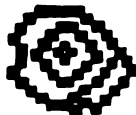
Rivers



House



Light Tanks



Hills



Heavy Tanks



Woods



Stealth Tanks



Roads



Hover Tanks

PLAYING THE GAME

1. GETTING STARTED

You must first choose your method of control selecting either keyboard or your choice of joystick (Kempston, Cursor or Sinclair Interface 2). When using the keyboard you have the option to redefine the keys. You must now choose the type of game:

a. **Tournament Game** — this is the method for which the game has been designed. You start by selecting your own type of tank but have no choice over your opponent's choice. Victory will be rewarded by another round in the tournament. Your score will be carried forward and your opponent will now play a harder game with more surprise attacks and more intelligent and aggressive tactics. The tournament will continue for an unlimited number of turns until you are finally defeated.

b. **Challenge Game** — this is designed more as a practise mode each game being free standing and scores are not carried forward. Your opponent plays only at his basic level and you have the option to choose both your tanks and his tanks. Using the Quit option immediately after the Arena design has been printed to the screen will enable you to alter the design (always chosen at random) until you have one that is to your liking.

2. INITIAL FAMILIARISATION

To play Arena it is necessary to be able to quickly distinguish your own tanks from the enemy, especially during Battle Mode. Start by using the Challenge Game and select each tank type in turn. Once the Arena is displayed study the tank outline on the Arena map. Familiarise yourself with the Icon controls and then take command of a tank. If you now select Battle mode you can now manoeuvre around the vector graphics screen inspecting your own tanks from different angles to note how they appear on the screen. If you feel especially vindictive you can practice firing at them (they won't fire back).

In Battle Mode it is important to remember that you can destroy your own tanks as well as the enemy and recognising the type of tank can save expensive mistakes. (If you both have the same tank type you cannot distinguish enemy tanks and must therefore ensure that you have no other tanks in the area before entering Battle Mode).

Use the Quit button and now inspect the next tank type.

3. THE WEAPONS

a. **Light Tanks** — a fast tank, especially on roads, which is lightly armoured and has a lower calibre gun. Hence the amount of damage inflicted is less than for other tanks and its ability to absorb damage is also less. It is the only tank which has the capability of planting mines (3 per tank). It cannot cross rivers.

b. **Heavy Tanks** — a slow moving heavily armoured tank with a large calibre gun. Inflicts heavy damage on opponents and can absorb large amounts of damage before being destroyed but does have some vulnerable points, and its large size and slow movements make it an easy target to aim at. It cannot cross rivers.

c. **Stealth** — a tank of moderations in terms of speed, gun calibre and armour. Its major advantage is that it can not be detected by radar and because tanks are only visible on the Arena map when in line of sight, you will receive no radar warning of its presence. It can cross rivers.

d. **Hover** — a trackless tank giving great speed over almost all terrain features, including rivers. It has a heavy calibre gun as per the heavy tanks but is much more vulnerable to damage as it is only lightly armoured. It is not an easy target to hit and is especially good in cross country routes.

When damage results are calculated they are a combination of the type of gun firing, the armour type on the target tank plus a random factor to determine how vulnerable a spot has been hit by the shell. Therefore, the number of hits required to destroy a particular tank is not a constant but will always be subject to some variations.

4. THE ARENA

All the important decisions on the disposition of your tanks and your tactics must be made during this part of the game.

The use of the Movement Icon will create a flashing cursor over that tank on the Arena map. Your joystick or movement keys will now move that cursor around the Arena map, scrolling when necessary. You are limited to how far you can scroll unless another of your tanks has already moved over that area of the Arena. When you are happy with the destination, press 'fire' and then select the Route Icon when requested. The clock is stopped whilst you move the Movement cursor. At various points your tanks may become blocked by impassable terrain or a bottleneck in the road. Such tanks will then cancel their orders and flash to await new orders.

If a tank detects mines you will receive a message report but it will not alter its move, that is left to your reactions.

If a tank is in danger of being attacked it will report on the message screen. Failure to quickly take command of that tank and enter Battle Mode will result in the tank being fired on by the enemy in the Arena screen and damage will be inflicted. N.B. You cannot fire at the enemy whilst on the Arena screen.

5. BATTLE MODE

Upon entering Battle Mode, all other movement and possible contact by tanks on the Arena screen is frozen but will immediately re-start once you return to the Arena screen.

When manoeuvring in the Battle screen it is important to watch your direction indicator on the Movement Icon and the Battle radar screen.

Trees and houses on the screen will not be destroyed by gun fire but will protect tanks hidden behind them although these can be seen through the drawing of the house on the screen.

Only one enemy tank is active at a time, if you destroy it another which may be in the area will immediately become active. If you can see the enemy tank on your main battle screen, it will only be able to fire at you when it is facing you. Similarly you must have it in your sights if you hope to hit it. If you cannot see the enemy he can fire at you but you will be unable to fire at him. You may see his shell on the battle radar, you may see his shell on the main battle screen, you will see debris from your tank on the battle screen if you are hit.

Pressing 'Enter' immediately exits you from the Battle Mode and any shell which has been fired but has not hit home will be counted as having missed its target.

N.B. Your computer opponent has the same constraints as you have in moving and in ammunition and will also require to visit his re-arming point.

6. SCORING

The score figure on the screen display only records the number of enemy tanks destroyed so far during the round, it is irrelevant to scoring game points. Unless you survive the first round of the tournament or unless you win on the Challenge Game you will not score any points whatsoever. If you are victorious then your points will be equal to the number of 'seconds' remaining from the original one thousand seconds allowed after deducting the time taken to achieve your victory. These points will be carried forward in the next round of the tournament.

7. WINNING and LOSING

- a. If your command tank is destroyed you will immediately lose.
- b. If you run out of time and the elapsed time reaches 1000 you will lose.
- c. If you destroy all enemy tanks within the time period you will win.
- d. If you destroy the enemy command tank you will immediately win and score the highest points.

VICTORY HINTS

The key to your survival and victory is to develop a quick response and interpretation of incoming information and the constantly changing conditions in the Arena. However, a reckless exposure of your command tank will almost certainly lead to your early defeat and it should be protected at all costs. The following points should help you to develop your skills at the game.

- a. Discover the relative strengths and weaknesses of the different tank types and apply this knowledge to the particular Arena design you are currently fighting.
- b. Once the Arena design has been decided, use the pause command to give yourself time to decide your initial tactics. If things get too fast at any time, pause will give you some thinking time.
- c. Do not spend too much time examining the Arena from one particular tank, events may be overtaking you elsewhere.
- d. Remember which direction you have sent each tank and use your Arena radar screen to track their current positions.
- e. Do not give movement orders which are going to cause your tanks to become congested. This will only halt your movements and is particularly important when trying to start the game using road routes.
- f. Choose your road or overland routes with care — overland can be extremely effective but tanks can be trapped by unpenetrable terrain especially rivers.
- g. Use your ammunition sparingly and return to base to re-arm immediately after a major engagement.
- h. Watch your screen display for messages and the flashing radar signal to indicate that one of your tanks has detected an enemy.
- i. Remember that enemy tanks will not be shown on the Arena unless they are in line of sight of your tanks. The enemy may well just be over the hill or behind the house.
- j. When using mines remember where they are planted and avoid that area. Once a mine has been planted, your tank must be ordered from the area at once. Discover, by experience, the most likely areas that your opponent will plant his mines.
- k. Remember on the Arcade screen that only one enemy tank will be active at a time. A second, inactive tank may present an easy target but beware that you too, are not in turn presenting the active tank with an easy kill. Watch the top radar screen for moving enemy and incoming shells but do not shoot your own tanks.
N.B. If you are fast enough you can shoot down incoming shells.
- l. If you find that the enemy are using light tanks be on your guard for mines.

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