

ARENA WARS



exdream
entertainment

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1 PREFACE / GAME DESCRIPTION

Arena Wars [AW] is an innovative 3D real time strategy game, combining the gameplay and interface of conventional real time strategy games with the fast-paced action of first person shooters.

Arena Wars is not only a multiplayer game supporting up to eight players but also a single player game. In multiplayer mode, players from all over the world can either challenge each other or form teams to fight fierce battles via game servers. Single player mode offers action-packed single player missions against one or more computer opponents.

There are three different game modes:

- o Capture the Flag
- o Bombing Run
- o Double Domination

The idea of the game is not simply to destroy your opponent, but to steal his flag, to place a bomb in his base or to seize and hold domination points for a defined period depending on the game mode that has been selected. The winner is the player who scores the defined number of points first; for example, in a Capture the Flag game with a capture limit of 5 the winner is the first player to capture the opponent's flag five times and to carry it back to his base successfully.

2 STORY

It's the year 2137. From a military training simulation a new kind of sport has evolved: Arena Wars. The sport has attracted the greatest minds and the richest syndicates across the globe, each seeking to become legends in their own right, balancing strategy, speed and teamwork.

Only the best can win the tournament and become immortalized in the new world of Arena Wars.

3... 2... 1.. FIGHT!

3 INSTALLING AND STARTING THE GAME

Insert the Arena Wars CD into your CD-ROM drive. If autorun is activated the autoplay menu will appear. Simply click on "Install" to commence installing Arena Wars. If autorun does not work you can start the autoplay menu manually by clicking on the "Start" button on your Windows taskbar, click "Run" and type "d:\autorun.exe" [without the "" at the beginning and the end of the line], where "d:\" designates your CD-ROM drive. Another way to start the autoplay menu manually is to access your CD-ROM drive via "My Computer" and double click on "autorun.exe".

Arena Wars requires .NET Framework 1.1, DirectX 9.0b and multimedia codecs for Windows Media Player 9 from Microsoft in addition to the game data.

The installation routine will check your system by default and look for previously installed versions of these applications. All the required data is on your CD and will be installed if necessary.

Note! Arena Wars will not run properly without these required applications, therefore you should always install the game with the default standard options [check for .NET Framework 1.1, DirectX 9.0b and Windows Media Player 9 codecs].

The Readme file contains important technical details and the latest changes. You can access the Readme file by clicking on Start/Programs/Arena Wars.

Before starting the game for the first time, you will be prompted to configure your player name, the game language, graphics settings, texture caching etc. You can always change these settings later in the game via the Options menu.

4 MAIN MENU

When you start the game for the first time, the Main Menu appears. Here you can select:

Multiplayer Internet [see chapt. 19]

Connect to the Arena Wars server to team up with other players or challenge them online.

Multiplayer LAN [see chapt. 18]

Challenge other players in your local network, or team up to fight against computer opponents.

Single player [see chapt. 13]

The single player mode boasts an extensive tutorial. You can create custom games or participate in tournaments.

Replays [see chapt. 16]

Here you can watch replays of saved games.

Editor [see chapt. 17]

Create new maps with this landscape map editor or modify existing ones.

Options [see chapt. 5]

Adjust your configuration and game settings, for example your graphics settings or your player name.

Credits [see chapt. 22]

Find information about the developers and contributors.

Exit

Exit Arena Wars and return to your operating system

5 OPTIONS

The basic game settings are adjusted here. You can choose your player name and player logo. A variety of sound and graphics options are available to suit your individual

preferences. The resolution as well as quality and quantity of effects can be altered to improve performance.

6 CONTROLS

You can control almost everything in the game with the mouse. For example, **left clicking selects units or items**, **right clicking orders units to move or attack**. However, there is also a hotkey for nearly every action to make it easier for you to give orders like building new units or executing a unit's special ability while you are fighting.

Important hotkeys (all hotkeys will be displayed at the bottom end of the screen in tooltips and may be changed under options):

MAIN MENU:

- M** = Multiplayer Internet
- L** = Multiplayer LAN
- S** = Single player
- R** = Replays
- E** = Editor
- O** = Options
- C** = Credits
- X** = Exit

IN-GAME:

- F1** = Build Buggy
- F2** = Build Spider
- F3** = Build Walker
- F4** = Build Destroyer
- F5** = Build Berserker
- F6** = Build Artillery
- S** = Stop Unit
- H** = Hold unit at current position
- A** = Attack
- B** = Buggy special Self-Destruct
- X** = Spider special Mass-Rockets
- W** = Walker special Jump-Jet

- T** = Destroyer special Teleport
- E** = Berserker special Energy-Storm
- R** = Artillery deploy/mobile modes

- Backspace** = Execute special of all selected units
- Left / J** = Scroll left
- Right / L** = Scroll right
- Up / I** = Scroll up
- Down / K** = Scroll down
- Q** = Toggle items

REPLAY:

- F1** = Toggle view to player 1
- F2 to F8** = Toggle view to player 2 to 8
- F9** = Observer view
- P** = Pause
- N** = Default speed
- +** = Increase speed
- = Decrease speed

7 BUILDINGS AND RESOURCES

You do not have to build a base or collect resources in Arena Wars. Each player has \$1000 at their disposal to build units. When a unit is destroyed, the full value is instantly credited to your account so you can produce new units right away.

7.1 THE BASE

The base of each player consists of a teleporter where the units are built. Completed units will gather at the assembly point, which is shown by the player's logo.



7.2 THE POWER PLANT

Depending on the game mode, the power plant assumes a slightly different role. In Capture the Flag mode (see 12.1), it

provides energy for the flag base and the teleporter. While a power shield protects the teleporter, the power plant is defenseless and can be destroyed.



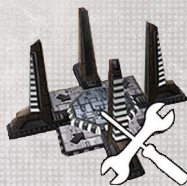
When the power plant is destroyed, it causes a huge explosion at the flag base annihilating all units in its vicinity. This will devastate players defending their flag with all or most of their units. The power plant will rebuild itself within a few seconds but you are unable to build units during that period.

In Bombing Run mode (see 12.2), the power plant is connected to the bomb drop zone. Destruction of the power plant will cause an explosion at the bomb drop zone destroying all nearby units.

In Double Domination mode (see 12.3) you have to keep two points under control at the same time, each of them is connected to a power plant. Once your opponent has taken his domination key to one of these points and seized it, you have two options to gain control. You can seize it yourself or destroy the corresponding power plant to reset the domination point to neutral. Again, the explosion will destroy all units close to it.

7.3 UPGRADES

You can find upgrade facilities at various locations on the map. Use these to upgrade your units and enhance their abilities. To upgrade a unit you will have to move it into the upgrade facility.



An upgrade will cost you \$200, plus the amount required to build the unit. You must have that amount in your account before you can start upgrading. When the upgrade is finished, you will get your money back and all units of this particular type will have received the upgrade as well.

Upgrade facilities can be attacked and destroyed. In that case, the upgrade will be lost and the building is once again neutral. Upgraded units will have a different look and a yellow star attached.

7.4 WARP GATES

Warp gates allow you to take shortcuts and move across the map swiftly. They are especially useful for multiplayer maps, as they enable you to reach players further away and not only the ones adjacent to you. There are regular and one-way warpgates.



8 SPECIALS

All units have "specials" which give them additional abilities for a brief period. For example, the Destroyer is able to teleport itself, the Walker is able to fly. A right click on the selected unit or using a hotkey will activate these specials. When using the Buggy's, Destroyer's or Berserker's special you will have to right click a second time on the map to set the destination. Each special requires energy to be executed. The energy for the special is displayed below the life energy bar of a unit and it recharges itself continuously. The special is available when the bar turns blue.

→ See 11 UNITS for a detailed description of the specials.

9 ITEMS AND ITEM PLACES

Items may add enhancements or special abilities to units, or they may be detrimental. The items are the actual resource in the game. When you obtain an item, you will randomly receive one of the four effects from the corresponding color.

Collected items are not instantly used; instead, a bar on the left side of your screen displays an item icon. You can hold up

to five items before using them on a unit. The latest item you picked up will appear at the top of the bar. If you collect more than five items, the one at the bottom of the bar will be dropped from the list. There are various item places all over the map. Collected items can be used on any unit – either your own or your opponent's – by left clicking on the item icon and then right clicking on the chosen unit. Once activated, each item will be active for a defined period. However, when an item is applied to a unit carrying a flag, a bomb, or a domination key, it will only remain active for half of its normal duration.

10 ITEMS OVERVIEW



Unlike unit specials, items can be applied to units carrying a flag, a bomb, or a domination key.

- o Green items protect units or give them more energy
- o Yellow items give units special abilities
- o Red items damage units
- o Blue items have global effects

Therefore green and yellow items should be used on your own or allied units, red and blue items on hostile units.

10.1 GREEN ITEMS

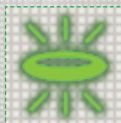
10.1.1 Regeneration

The unit regenerates constantly for 30 seconds. It also receives additional special energy and 50 % increased hit-points for the duration.



10.1.2 Holy Armor

This item doubles the unit's hit-points. You can apply it twice to the same unit or once to two different units.



10.1.3 Invincibility

The unit is surrounded by a shield and cannot be harmed for 15 seconds. It will also be immune to other items.



10.1.4 Fog Protection

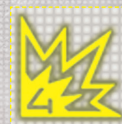
Fog surrounds the unit for 20 seconds protecting it and any other units nearby from direct hits. Area damage (for example, Asteroid Attack), however, will still harm the unit.



10.2 YELLOW ITEMS

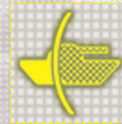
10.2.1 Quad Damage

This will cause the unit to inflict four times its usual damage for 20 seconds.



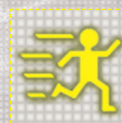
10.2.2 Invisibility

This will render the unit invisible for 25 seconds so that the opponent can neither see nor attack it.



10.2.3 Speed

The unit receives a 50 % speed bonus for 20 seconds.



10.2.4 Toxic Missile

The unit will fire toxic missiles. Up to five consecutive hits will stack on the same unit and cause increasing intoxication levels: the first level will cause 100 hit-points damage for 15 seconds, level five will cause 500 hit-points damage for 15 seconds.



10.3 RED ITEMS

10.3.1 Weapon Block

The unit will take the damage from its own shots rather than inflicting it on other units for 15 seconds.



10.3.2 Insanity

The owner no longer has control over the unit. It moves around and even allied units are randomly attacked for 10 seconds.



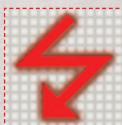
10.3.3 Slowdown

The unit slows down by 50 % and it will lose hit-points while moving. You can apply this item twice and the effect lasts for 16 seconds.



10.3.4 High Voltage

The unit and all nearby units will receive damage from high voltage for 16 seconds.



10.4 BLUE ITEMS

10.4.1 Virus

The player affected by virus is not able to build any units and loses the minimap for 16 seconds. Additionally the virus deactivates all green and yellow items.



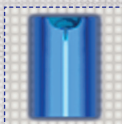
10.4.2 Time Freeze

Time for the affected player passes at half the normal rate for 8 seconds. This means that building units will take twice as long and they will move 50 % slower etc.



10.4.3 Ion Cannon

You can aim the Ion Cannon at any point on the map. It will cause heavy damage to that area when it is fired. After a short period of recharging, you can fire it for a second and a third time.



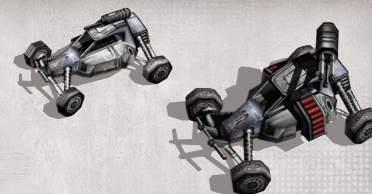
10.4.4 Asteroid Attack

Asteroids will constantly fall on the specified area of the map for 25 seconds causing heavy damage.



11 UNITS

11.1 The Buggy



The Buggy is a fast, light armored unit that causes only minor damage. It is very effective against the Artillery, but beware it also takes the most damage from the Artillery. Due to its high speed, it is especially good at Capture the Flag missions and when used to collect items.

Special: Self-destruct [Kamikaze]. The Buggy launches like a rocket and explodes causing a lot of damage over a wide area. However, as soon as you activate the special the Buggy will lose half of its hit points, so it might be destroyed before impact.

Upgrade: The upgraded Buggy is faster, has slightly increased armor, does more damage and its special will also be more powerful.

Cost: \$ 50

11.2 The Spider



The Spider is a small mechanoid with four legs. It has a long range and therefore qualifies as a support unit. It is very effective against the Walker but very susceptible to Berserker attacks.

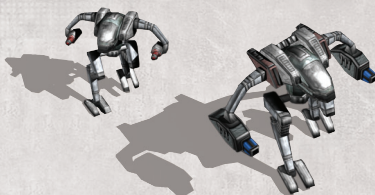
Special: Mass Rockets. The Spider can load up to 15 rockets and fire them all at once.

Upgrade: The upgraded Spider is faster, more heavily armored and the rockets cause more damage. The duration of the special is increased and the damage caused by the weapons is devastating.

Cost: \$ 75

11.3 The Walker

The Walker is a mechanoid with medium armor and laser weapons. It is very effective against the Destroyer but is very vulnerable to the Spider. It is especially good at capturing the enemy flag due to the combination of good armor, speed and its special action.



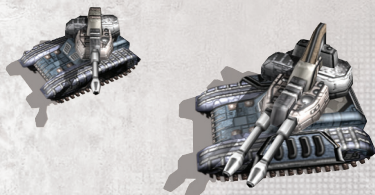
Special: Jump Jet. The Walker has nozzles, which enable it to take off and fly. It is able to fire on ground units while airborne but only the Spider's rockets will hit it.

Upgrade: The upgrade slightly increases armor and speed. Additionally, the Walker receives a plasma cannon, which causes a lot more damage and has a longer range. The Walker's flight speed also increases considerably.

Cost: \$ 100

11.4 The Destroyer

The Destroyer is a heavily armored, yet slow moving tank with great firepower. It is very effective against the Berserker but does not stand a chance against the Walker.



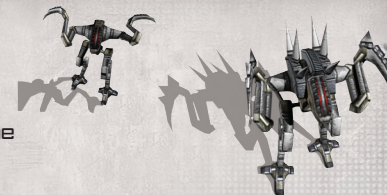
Special: Teleport. The Destroyer is able to teleport itself twice within a limited radius. This makes up for the slow movement rate and allows it to launch a surprise attack against an opponent.

Upgrade: The upgrade increases armor considerably and the unit receives a double cannon inflicting even more damage. The destroyer is now able to teleport itself up to three times.

Cost: \$ 125

11.5 The Berserker

The Berserker is a heavily armored mechanoid able to inflict heavy damage on several units at the same time by firing spikes. It is very effective against the Spider but is susceptible to Destroyer attacks. Its speed and heavy armor make it especially good at Capture the Flag missions.



Special: Energy Storm. The Berserker unleashes several energy bolts inflicting heavy damage on all units in the target area.

Upgrade: The Berserker gains more speed and increased armor, its special has a wider range and it fires the spikes in a v-shaped arc rather than in a straight line.

Cost: \$ 150

11.6 The Artillery

The Artillery has to be mounted (deploy mode) to be able to fire. It has the longest range of all units and inflicts very heavy damage. Due to its long range, it excels when used to defend the flag and to attack enemies from a distance. The Artillery is very effective against the Buggy; however, it also needs to watch out for fast approaching Buggies, because they can easily avoid the long-range shots.



Special: Healing Aura. The Artillery heals all nearby units, friend or foe. It will heal three times better when it is in mobile mode, but it is not able to heal itself at all.

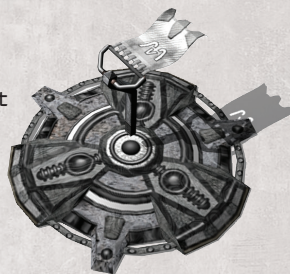
Upgrade: The Artillery moves faster and has increased armor. The most important upgrade, however, is a faster and more precise shot with an even longer range than before. The Healing Aura also increases another three times.

Cost: \$ 175

12 GAME MODES

12.1 Capture the Flag (CTF)

Each player owns a flag base with a flag. The goal of the game is to collect the enemy flag and return it to your own base. Each successful capture scores one point. The player to reach the capture limit first has won the game.



The unit carrying the flag moves slower than usual and is unable to execute specials. Any items used on it will last for only half of their usual duration.

If a flag is dropped anywhere on the map the opponent or the owner may pick it up. Once the owner moves a unit across the lost flag it is "returned" and resets at the home flag base. This makes it easier for you to retrieve your own flags when they are far away from your base.

To pick up the flag at your opponent's flag base you have to reach the outer ring of the base and the flag will automatically move to your unit; to pick up a flag anywhere on the map you have to move your unit right across it.

Each player also owns a power plant that provides energy for the base. While a power shield protects the teleporter, the power plant is defenseless and can be destroyed.

Destroying the power plant causes a huge explosion at the flag base annihilating all units in its vicinity. This will devastate players defending their flag with all or most of their units. The power plant will rebuild itself within a few seconds but your opponent will not be able to build units during this time, which makes it easier for you to capture his flag.

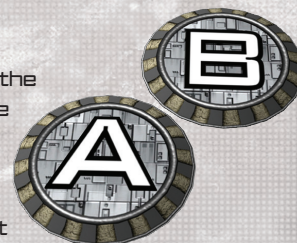
12.2 Bombing Run (BR)

You have to place a bomb in your opponent's bomb drop zone and when it explodes, you score. Bombs are neutral and anyone can pick them up. Once you place the bomb into the drop zone, it takes a maximum of 20 seconds to explode. Removing the bomb from the drop zone before it explodes freezes the countdown. (Note: bombs will only explode at drop zones). As soon as the bomb is correctly deposited in a drop zone again, the countdown will continue, so the bomb becomes gradually more dangerous and more difficult to remove.



12.3 Double Domination (DD)

There are two domination points on the map, A and B. The player has to seize both points and then keep control of them for 20 seconds to score. To seize a point, you have to take a domination key, which you can find at your home base, to a domination point. As soon as you seize a domination point, the key will reappear at your home base so you can take it to the other point.



Once your opponent has taken his domination key to one of these points and seized it, you have two options to gain control. You can seize it yourself or destroy the corresponding power plant. The explosion will destroy all nearby units and reset the domination point to neutral.

13 TOURNAMENTS (SINGLE PLAYER)

All tournaments consist of 10 missions/levels. At first, the opponents are easy but during the tournament, they will increase in difficulty. You will receive a "scalp" each time you complete a level. The "scalp" is the opponent's player logo that you can use for yourself from now on. Once you have defeated all opponents of a tournament, you will receive a trophy icon that indicates this tournament has been finished successfully.

13.1 1 vs. 1 Tournament Capture the Flag

You have to accomplish 10 CTF missions against just one computer opponent.



13.2 2 vs. 2 Tournament / Cooperative Tournament Capture the Flag

You have to accomplish 10 CTF missions teaming up with a computer ally against two computer opponents.



13.3 Bombing Run Tournament

You have to accomplish 10 BR missions against a computer opponent.



13.4 Double Domination Tournament

You have to accomplish 10 DD missions against a computer opponent.



13.5 Fun Tournament

You have to accomplish 10 missions of the various game modes. All levels are a little crazy, for example: 1 vs. 4 opponents, extremely small maps, an extremely high number of items available, unbalanced levels etc.



13.6 Insane Tournament

You have to accomplish 10 missions of the various game modes. The difficulty is, however, somewhat... "insane"



14 CUSTOM GAME (SINGLE PLAYER)

You can play all multiplayer maps teaming up with one or more computer allies against one or more computer opponents. The computer difficulty level can be selected as well as an additional handicap for each computer opponent. This way you can simulate and practice multiplayer games. It is also possible to test modified or self-created maps. Finally, you can choose to let computers play against each other and merely participate as an observer.

15 TUTORIAL (SINGLE PLAYER)

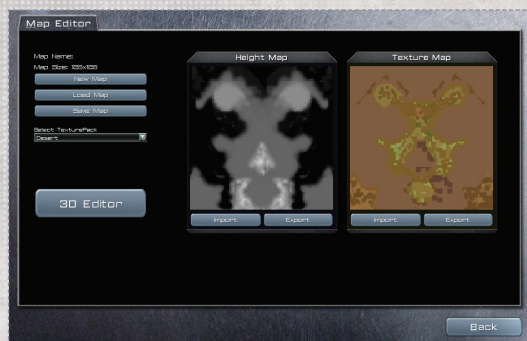
The tutorial explains the basics of Arena Wars. It introduces the rules, the interface and all the elements of the game in easy steps. Once you have successfully completed the tutorial you will have learned all you need to know to embark on the missions. The loading screens also offer further help and explanations, displaying tips and tricks for you to read while loading. This help is also accessible via the Single Player menu.

16 REPLAYS

Every game in Arena Wars can be recorded and viewed as a replay later. During a replay, you are able to adjust the game speed and perspective. You can watch all actions of a human player in player view, which means seeing things exactly the same way the player saw them during the game.

Players can exchange replays easily. However, to watch them you need to have Arena Wars because the files are not stored as video files but rather as game data.

17 EDITOR



You are able to create your own maps and levels with this editor. You can choose from three landscape options: grassland, desert, and volcano. The intuitive editor interface allows you to control everything with your mouse and programming knowledge is not required to create your own levels.

All landscapes may be individually shaped by placing textures and objects. You can also adjust the lighting to immerse your terrain in bright sunshine, dusk, or dawn.

As soon as you have placed all relevant game objects like teleporters, flags, power plants etc. you can test your map in a custom game.

The computer AI is able to adapt to all maps and does not need adjusting. To identify map problems more easily you might find it useful to let two computer opponents play against each other and observe.

18 MULTIPLAYER LAN

You can play Arena Wars in a local network. Up to 12 players may participate at the same time; however, only eight players will be able to play, the other four can merely participate as

observers. The player starting the network game hosts the server. If this player leaves the game, another player will step into his place. You can activate additional computer opponents in network games to fill up teams.

19 MULTIPLAYER INTERNET

The Multiplayer Internet mode allows players to meet, chat, team up or play against each other via the internet. Arena Wars has a dedicated game server administering both chat and games.

The server manages the games but they take place on the players' systems. Each player receives a rank according to the number of games he has played. You can view these ranks by accessing the Ladder Ranking on the server.

It is also possible to store a list of friends and their details in a Friends List. The Friends List will show you whether your friends are online and what they are doing on the server so you can find them easily and join them.

19.1 Logging in

You need a valid activation key to be able to log onto the Arena Wars server and activate your account. This key will be emailed to you. When you log in for the first time, you will have to enter the serial number (CD Key) that is printed on the back of the manual.



Once you have logged in you can create a new player. You can create as many players as you want but bear in mind that periodically, inactive players and accounts may be deleted. If you want to keep your account and your players, you will have to use them.

19.2 Server Icons

It is possible that several icons could be displayed at the same time, i.e. "Ignore" will always appear on top of all other icons concerning this player.

These are the server icons:



This is the standard Arena Wars icon for players



Text mode: The player can only chat but not play. (Start the "AWOnlyChat.exe" to talk to the player)



Demo mode: The account is valid for a limited time and you can only play on certain maps.



Channel operator (private chat only): The player can kick and ban players and change the topic.



Follow mode: As soon as this player joins a game or a chat channel, you will also go there.



Friend online: This is displayed on your Friends list.



Ignore: You are ignoring this player



Friend offline: This is displayed on your Friends list.

To indicate connection speed these icons are displayed after a player name:

[No icon] Ping below 100 ms [very good]



Ping up to 250 ms [good]



Ping up to 500 ms [playable]



Ping above 500 ms [very bad]

19.3 Playing online

If you want to host a game, click on "Games" and then click on "Create Game". This way other players can join you.

If you want to join a game, click "Join Game" or simply double click the selected game.

19.4 The Ladder System (Player Ranking)

Every game that is played on the server qualifies as a ladder game. Each player receives points for every game that they played, even if they lost. The Ladder lists all players according to their achievements. An *evaluation formula* determines the points each player will receive for the ladder system.

Evaluation formula:

Each player receives one point for every game that they played. If you lose the game you receive one point, if you win the game you will receive another 1 to 9 points depending on the *skill factor*:

Skill factor:

1 (minimum value): The winner has 200 points more than the loser does

5 (medium value): The winner and the loser have the same amount of points

9 (maximum value): The winner has 200 points less than the loser does

Example: Player A wins a game against Player B. Player B has 200 points more than Player A:

Player A receives 10 ladder points – 1 basic point and 9 skill factor points.

Ladder points are updated as soon as a game is finished. The Ladder Ranking is updated every 5 minutes.

We do not want the ladder to rise indefinitely and want to ensure that everyone still has a chance to catch the top players up; therefore, the points will be reduced daily by 1 % (rounded up). This will guarantee consistency within the ladder if, for example, you have less than 100 points you will not lose anything, from 101 to 199 you will lose 1 point, at 550 you will lose 5 points etc. This means if you want to keep up your high rank of 550 points you will have to achieve at least 5 points every day by defeating an equally good opponent.

The ranking is updated every five minutes, the deduction of points occurs every 24 hours.

A similar system applies for multiplayer games with more than two players or several teams fighting each other. In team games, the team player assessments are added up, divided by the number of players in a team and then compared to the ladder points of the opposing team (each player in the defeated team gains one point). In an FFA game (free for all, each player vs. all other players), the points for each player are added up, divided by the number of opponents and then compared to the ladder ranking of the winner.

The minimum duration for a ladder game is 3 minutes. Matches shorter than 3 minutes will not be evaluated.

Observers cannot win or lose, simply observing a match or watching a replay will not affect your ladder ranking.

19.5 Ladder Ranking

The world ranking in an online game is always interesting, exciting and a challenge to compete. Every game will win you ladder points so you can advance in rank.

Find the online ladder rankings on www.ArenaWars.net

Additionally your player profile in the internet mode will display the following ranking icons:

0 – 9 points:	Buggy
10 – 24 points:	Spider
25 – 49 points:	Walker
50 – 99 points:	Destroyer
100 – 149 points:	Berserker
150 – 199 points:	Artillery
200 – 249 points:	Power Plant
250 – 349 points:	Upgrade Facility
350 – 499 points:	Upgraded Buggy
500 – 699 points:	Upgraded Spider
700 – 999 points:	Upgraded Walker
1000 – 1499 points:	Upgraded Destroyer
1500 – 2499 points:	Upgraded Berserker
Over 2500 points:	Upgraded Artillery

20 VOICE AND WEBCAM SUPPORT

Arena Wars supports real-time voice and live webcam broadcasting while playing online. This way you can watch live video footage and see whether your opponent is angry or happy. You can even save all webcam and voice data for your replays.

21 SERVICES AND SUPPORT

If you encounter any problems while installing or playing Arena Wars you have a choice of various support facilities:

Tips and latest changes

You can find **important technical information** in the "**Readme.html**" in your Arena Wars directory (by default: C:\Programs\Arena Wars\).

Ascaron Forum

The Ascaron forum is located at www.ascaron-forum.com. This is a platform where fans and players can discuss and exchange their experiences. The developers also frequent these boards.

Patch / Website:

A patch is a program designed to optimize an already installed program. On the Arena Wars website, you can find out whether there are any patches available.

Websites:

www.ascaron.com

www.arena-wars.com

Due to the multitude of hardware and software components and the wide variety of system configurations, it is very difficult to eliminate all problems concerning the installation or operation of any software product. Even though we make every effort to eliminate these problems through extensive testing, isolated errors may still occur but should be easy to fix.

In the unlikely event, that you encounter any problems while playing Arena Wars you can contact our service number:

+49 (0)5241 96690 (Monday - Friday 14.00 - 17.00 hrs GMT)

Please make sure you are at your PC while phoning and have all the relevant hardware information ready.

You can also contact us online at:

http://www.ascaron.com/gb/gb_service/gb_service_kontakt.asp
and fill out the contact form.

IMPORTANT NOTICE

Please include your hardware configuration and the **dxdiag.txt** file with all support queries.

Here is how to create your **dxdiag.txt** file:

1. Click on "Start" in your Windows task bar and then click on "Run"
2. Type "dxdiag" in the dialogue field and click "ok"
3. The DirectX diagnostic tool will start now, please be patient while it checks your system
4. Click on "Save all information" to create the file dxdiag.txt

If you wish to write to us or contact us by fax, you can do so:

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Fax: +49 (0)5241 966610

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We will exchange defective or faulty CDs. Please send us the defective CD and we will return a new one immediately. This warranty does not extend to damage caused by improper handling. However, if your CD does suffer scratches or other damage from mishaps we do offer an exchange for a handling fee of 10 € (or £7.00). Please enclose a cheque for 10 € (or £7.00) made payable to "Ascaron Entertainment", when you send your CD to us.

This warranty expires 1 year after your first purchase of the title. For older titles, we are unable to provide any warranties. The exchange service is a voluntary service of Ascaron Entertainment and does not constitute a legal claim.

22 Credits

exDream entertainment

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exDream entertainment:

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Karsten Wysk - EFFECTS, WEB

MUSIC

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Between Us!

OUR SPECIAL THANKS GO TO...

... our Beta testers ~
Manuel Nitschke [Netfreak],
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Stefan Schwarzien,
Felix Politt,
Marion Kronenberg,
Daniele Gasparini,
Daniel Kress [ViperOK],
Stephan Braun [DeSert-Fox],
[Pest Control],

[The Hatrick.Org Clique] ~
Helga [The Mistress],
Wickesy [Hand Jive],
Wayne [Funt Claps],
Andiell [The Crooklocker],
briandclifford [BigGayBear],
Legolees [Voice of Reason],
nick_s [Morrissey],
Ad_the_Lad [Abductee],
MOD-allanfc [Big Girl's Kilt],
re_spice [Whistles]...

... Radio SAW for some voices ^^

... Island Games (hi there)

... all the Beta testers of Arena Wars, who provided a lot of determination, effort and fun during the open Beta test

... Stefan "MrRenz" Renz aka "Dosenbier rockt" for the Arena Wars song