



Scanned

by

Thalton

MEAN ARENAS SCENARIO

The Year is 2093. There is mass unemployment everywhere as industry after industry becomes automated. Machines replace man in the place of work. Only one industry survives, Television! To keep the masses entertained and avoid unrest the TV companies are given huge grants by the government. Shows must become more and more spectacular as the war for ratings wages. But now a new show has taken top spot. A game show with a difference that looks as though it will keep that spot. This show is "MEAN ARENAS".

Ordinary people are given the chance to leave their dull, poverty ridden lives behind by winning a fortune in the arenas. This is no give away however, the money is well earned and the price of failure is steep. The contestants enter the arenas and must collect all the cash from each one. Trying to stop them are the GUARDIANS, a series of vicious robots who are programmed to kill anyone they meet. Also the arenas themselves are lethal. Flame throwers, Rocket launchers, Acid pits and many other dangers await the contestants. If a contestant Completes all 26 arenas they may keep all the money they collected, enough to last a lifetime. If they fail the network takes care of all funeral expenses. Now it is your turn to enter the MEAN ARENAS. Riches and glory await you, but so do the guardians!

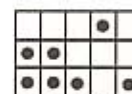
MEAN ARENAS GAME OBJECTIVE

In the game you take the part of a contestant in the "Mean Arenas" TV show. You must collect all the coins from each arena to complete it. If you successfully complete every arena you have won the game. Most of the arenas have no time limit and you must avoid the guardians and hazards while collecting coins. The speed levels however have strict time limits and if this is exceeded you lose a life. To help you the speed levels contain no guardians but the the arenas themselves contain more hazards and puzzle elements.

Coins are the most important things for you to collect as they are vital in completing each arena. You may also collect gold bars and prizes to gain points, Bonus symbols to gain lives and a selection of weapons and other objects to help you defeat the guardians. While some levels may be straightforward collection runs, others will provide you with puzzles. You must find keys to open doors, match gems with shaped blocks to unblock corridors, wait for paths to appear through dangerous acid pits, Etc .



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Between levels the show's hosts BUZZ and BOB will appear to give you tips on the upcoming arenas.

As you progress through the game the arenas become larger and tougher. You must find your way through mazes of teleporters and tricky icebound corridors, pick your way past mines and man traps, avoid flame throwers and rocket launchers and survive the many other dangers that will quickly take your life. Mean arenas goes far beyond a simple collection game. To succeed you must have lightning reflexes and be able to solve devious puzzles.

LOADING MEAN ARENAS

Reset your machine and insert disk one into the default drive. If you have a second drive insert disk two. The game will load automatically. Follow any on screen instructions. Virus Warning: Always ensure that your disks are write protected to prevent virus infection.

PRE-ARENA COMMENTATORS

Before an arena is entered the shows hosts Buzz and Bob appear. Using animation and digitized speech they tell you what type of arena is coming up and some of the dangers you must watch out for. During the course of the game Buzz and Bob will tell you many things accompanied by humorous animation sequences.

Also on this screen is the Mean Arenas level guide. This provides a short scrolling message for each arena giving tips on how it may be completed and listing some of its dangers.

CONTROLS

Joystick will move the player

Fire -use weapon (use bomb if no weapons available)

Space bar -use bomb

'P' -pause game'ESC' -escape from game

'F1' -show guardians and coins on radar

'F2' -show coins only on radar

'F3' -show guardians only on radar

'F4' -show Arena map on radar

'F6' -Pre Arenas commentation toggle On/Off

'F8' -Monitor selection On/Off

'F9' -Select Monitor Passwords

'F10' -Select Monitor Messages

FRONT END SELECTION MENU

There are three options on the main menu.

These are as follows :-

Start Game - Starts the game.

Options - Takes you to the options screen. (See Below)

High scores - Displays current top 10 high scores.

OPTIONS SCREEN

Options are scrolled through using up and down on the joystick. Left and right changes the desired option.

From this screen the following options are available :-

1 Player mode

2 Players mode.

This option toggles between one and two player games. In two player mode the players take turns to enter the arenas.

Player 1 Options

Takes the player to the Player 1 sub menu. (See Below)

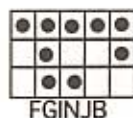
Player 2 Options (only available in 2 player mode)

Takes the player to the Player 2 sub menu. (see below)

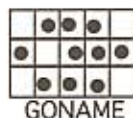
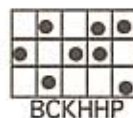
Front end music on/off Toggles the title music on or off.

Enter password

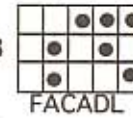
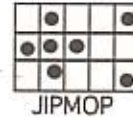
Here the you may enter a password you have collected in the Arenas. The



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password system works in the following fashion. As you enter a new arena your statistics (Damage, Lives, Weapons, Score, Etc.) are encrypted into a password which is then placed in the arena and can be collected as a password disk. Writing down your passwords enables you to save your game.

Enter tutorial arena

This starts you in a special tutorial arena which is designed to show you what you can expect to find in the real arenas. There are plenty of message disks around to explain things to you. We advise you to enter the tutorial arena the first time you play.

Restart last arena

This option starts you in the arena last played. It remembers your lives energy etc. and whether the game was one or two player. Unlike entering a password, restarting the last arena also remembers your arena status.(guardians killed, coins collected etc.)

Exit options Returns you to the main menu.

SUB MENUS.

PLAYER 1 OPTIONS

Joystick port 1/2

Toggles joystick control between ports 1 and 2.

Pre arena commentators on/off

Toggles the pre arena commentary on/off

In Game Commentators on/off

Toggles in game speech on/off

Death commentators on/off

Toggles the end game commentary on/off

Death music on/off

Toggles the end game music on/offAuto select monitor

Auto select monitor governs whether or not the monitor screen is fetched up automatically when the player collects a message disk during the game.



LDHAPC



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GDMBLK



JMONAD

View Passwords Collected This lists the passwords collected in your last game.

Return to main options

Returns you to the main options screen

The commentary and music options are designed to save loading time if playing on an amiga with only one meg. If you have more than one meg Mean Arenas creates a ram disk and stores data in this to cut down on loading time.

The player 2 sub menu is identical to the player 1 sub menu but concerns player 2.

STATUS PANEL

This is used to find the positions of guardians and uncollected coins. The radar has four settings which can be selected using keys F1 to F4. See the controls section for a description of the radar settings.

B - Bombs This shows the number of bombs you have collected

C - Weapons This shows how many weapons you have collected

D - Object in use

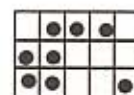
Some objects such as the stop sign or speed boots appear in this window when you collect them. An energy bar appears below the object to illustrate how long it will be in effect. If you have an object in this window and then collect another such object an explosion will occur killing all guardians in the arena. The old object will be destroyed and will be replaced by the object last collected.

E - Gem Key Carried

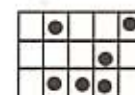
When you collect a Gem Key a picture of it appears here. You can only carry one Gem Key at any one time. Collecting a Gem Key while already holding one will swap them.

F - Normal keys carried.

When you pick up keys they are shown here. There is only room in the window to show three keys but the game will remember all the keys you



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collect.

G - Lives

Your lives appear in this space shown as helmets. As with keys there is only room for three to be shown but the game remembers all your lives.

H - Score

Your current score is displayed here

I - Damage bar

Each time you are touched by a guardian or come into contact with one of the arenas hazards your damage is increased. When your damage bar reaches maximum you lose a life.

J - Bonus/Credit

The current state of your Bonus/Credit is shown here. Every bonus symbol you pick up will light up a letter in the bonus section. When the word bonus is fully lit a letter in the word credit is highlighted then the word bonus is unlit. When the word credit is fully lit you receive a free life.

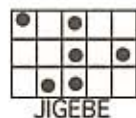
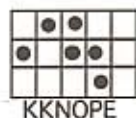
ARENAS

Throughout the game the arenas change in both style and size. The arenas are divided into four zones, Robozone, Dungeonzone, Rainbowzone and Starshipzone. Each zone has its own graphical style and atmosphere.

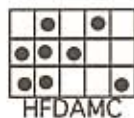
Some arenas are straight forward mazes while others contain more puzzles or hazards. In size they can cover between one and eight floors. There are also four 'Speed Arenas' in which you must complete the arenas within a given time. There are no guardians in the speed arenas but there are many more obstacles, hazards or puzzles.

Should You fail to complete the arena within the given time you will lose a life and continue on to the next level. However, if you complete the speed Arena any time left will be converted into points.

Many of the arenas contain secret teleporters which can be found by shooting at special wall blocks. These teleporter may transport you to secret areas, rooms or even whole new arenas.



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ARENA STATUS SCREEN

After an arena has been completed the arena status screen appears. On this screen the following statistics appear for both the last arena completed and the entire game :-

Coins collected	Gold bars collected
Gem keys used	Normal keys used
Bonus symbols found	Guardians destroyed
Lives remaining	Last arena score
Total score	

This screen allows you to keep track of more than just points. Many of our game testers take great satisfaction in destroying as many guardians as possible.

ARENA DETAILS

TELEPORTERS- To use a teleporter simply walk onto it. The teleporters mainly teleport you to a different place within the same floor of an arena. Some teleporters can transport you to a different floor and may be used as an alternative method to the stairs (see below).

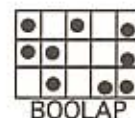
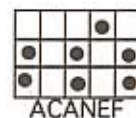
STAIRS- These are used to go between the floors of an arena, either to the floor below or the floor above.

INTER-ARENAS-TRANSPORT-SYSTEM- These tram like transport systems carry you at high speed along a set track. The transporters are one way devices and leave you when you disembark. If you hit a guardian while riding the transport car the guardian is killed.

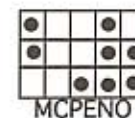
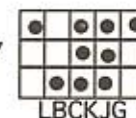
OBSTRUCTIONS AND HAZARDS FLAME THROWERS -Flame throwers are positioned on the walls of the arenas and will blast a flame at set intervals. As well as damaging you they can also destroy some Guardians

ROCKET LAUNCHERS -These are also positioned as above and work in much the same way, however they do have a larger range and destroy more types of guardians.

WALL SPIKES -As above except smaller range and they don't destroy



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guardians.

TRAP DOORS -If you walk onto an opened trap door you will fall to the floor below, this will cause a small amount of damage to you and will also be stunned you for a short time while you recover from the fall.

CONVEYOR BELTS -These will move you in the same direction as the belt, however they are not necessarily an obstruction and can be used to gain extra speed.

ACID/WATER/LAVA PITS -You should avoid these pits since they will drain your energy very quickly.

MINES -Needless to say you should not walk over a mine, doing so would not be good for your health. This is of course easier said than done. In the Dungeon Zone the mines will appear as a man trap.

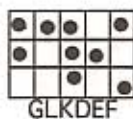
ICE -When You walk on the ice you slide in the direction you were last moving in and will not stop until you reach a wall or a normal floor tile. When moving on ice you cannot change direction until you come to a stop.

STEPPING STONES -These are sometimes used to make a passage across the Water/acid. Be careful, they sometimes sink then rise again.

LASER DOORS -If you walk through an activated laser door you will take a small degree of damage and will be jolted backwards by the laser causing you to slow down.

SWITCHES -You can flick a switch by walking into it. This may block or unblock one or two passages by a block that comes out of the floor of the arena.

PRESSURE PADS (A) -The first type of pressure pads appear as blue squares set into the arena floor. These pads are activated every time you walk over them and may be used an infinite number of times. Pressure pads have many uses throughout the game and may do any of the following things. Change the layout of certain areas of an arena, Make hidden sections of an arena appear, Release rockets and/or turn other hazards on/off, Reverse the flow of conveyor belts, Reveal hidden objects, Etc.



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PRESSURE PADS (B) -These appear as yellow diamond shaped pads set into the arena floor. They may perform any of the functions listed above but may only be used once.

GUARDIANS The main hazard in the arenas are the guardians. There are twenty nine guardians in all, each with differing intelligence, speed and capabilities. Although guardians can be destroyed using weapons, fire shields and bombs, new guardians will soon replace them. The new guardians appear at set positions in each arena. The guardians task is to seek out and kill the player. They use their own teleport systems to move around and will home in on you. You can not use the guardians teleporters and they can not use yours.

Different guardian types can move over different terrains, they are grouped as followed:

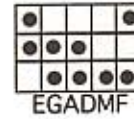
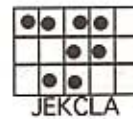
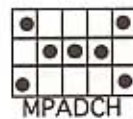
1. Flying -These guardians can fly over certain terrains such as water/acid, mines, trap doors, etc. This gives them an advantage over you and makes it easier for them to cut you off.

2. Walking -These guardians move like you. They will not move onto water, ice, conveyor belts, mines etc. If one of these guardians falls through a trap door the fall will kill it.

3. Track -These guardians follow the same terrains as walking guardians with the addition of ice since the tracks can grip the ice.

4. Ghost -There are two types of ghosts both of which can follow any terrain including through the walls of the arenas. They are hard to avoid but not very fast and cause little damage.

5. Coin drop -Terrain as flying. The Coin Master will drop coins as you pick up other coins throughout the arena. It would be wise to destroy this guardian in order to stop it dropping coins continuously.



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OBJECTS

The objects that appear in the arenas can have good or bad effects for you. To pick up an object you must walk over it.

Objects are as follows :-

1. Weapon Function - Each weapon gives you one shot when the fire button is pressed. The weapon is multi directional and will fire in four directions at once. The weapon will kill all guardians.

2. Bomb.

Function - When a bomb is activated it kills all guardians on the screen. Useful in emergencies.

3. Freeze Guardians.

Function - Freezes all guardians for a limited amount of time.

4. Fire Shield

Function - Surrounds you with a spinning ring of fire. Any guardian touched by the fire is destroyed. Wears off after a given time. If you collect a fire shield before the previous one has run out the resulting clash of flame will cause an explosion killing all guardians on the current floor of the arena.

5. Shield

Function - Protects you from all damage for a given time.

6. First aid

Function - Restores your energy bar to maximum.

7. Gold.

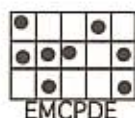
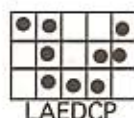
Function - Supplies same points as ten coins.

8. Minus Gold.

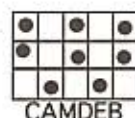
Function - Takes away points.

9. Nuke.

Function - Kills all guardians in the arena.



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10. Prizes.

Function - Gives you points. The larger the box the more points. Prizes give 250, 500, 1000 or 2000 points.

11. Slow Down

Function - Slows your movement for a given time.

12. Speed Up

Function - Speeds up your movement for a limited time.

13. Peace

Function - Causes the guardians to stop pursuing you for a limited time.

14. Spinner.

Function - Spins you on the spot for a short while.

15. Zapper

Function - Causes heavy damage to the player.

16. Keys.

Function - Opens doors.

17. Gem Keys.

Function - When matched with a block with a hole the same shape as a gem carried the gem causes the block to sink. Gems are a variation of keys but specific gems must be matched to specific blocks whereas a key opens any door.

18. Exit.

Function - Automatically completes the current arena.

19. BonusB

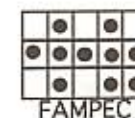
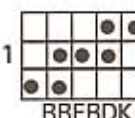
Function - Each time a B is collected a letter lights up on the status panel to spell the word BONUS. When the full word is lit you receive 5000 points and a letter is lit in the word CREDIT on the status panel. When the word CREDIT is fully lit you receive an extra life.

20. Special Bonus.B

Function - When a guardian is killed it may drop a special bonus. This first



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appears as a small parcel and if picked up it will give you 250 points. If left it will turn into a B and function as a Bonus (See above). If left again the B turns to a B+. This if collected will completely light the BONUS on the status panel and consequently a letter of CREDIT giving all the relevant points. If a B+ is left it will eventually disappear.

21. Extra Time.(Speed Arenas Only)T

Function - Gives you an extra 30 seconds of time on speed arenas

22. Message/Password disk

Function - When collected and viewed on the monitor the disk will either provide a password for the current level or a message containing useful information for you. Some of the above objects appear on the status panel along with a timer bar so that you can see how long the object will last. If another such object is collected before the previous one has run out an explosion occurs that will kill all Guardians on the current floor of the arena. The object collected last will then appear on the status panel.

CREDITS

GAME DESIGN
PROGRAMMING
GRAPHICS
SOUND ROUTINES
SOUND SAMPLES
MUSIC

Paul Atkinson Alex Kewin
Paul Atkinson
Alex Kewin
John Atkinson
Alex Kewin
Digital Masters



POCANC



MDGJJA

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HMHPIC



HOCPOO

INTERNATIONAL COMPUTER ENTERTAINMENT LTD

Dear Customer

Please let us take this opportunity to thank you for purchasing
MEAN ARENAS.

We hope that you have hours of entertainment from the game. Here at ICE we value your opinion of the game and would be grateful if you would take the time to fill out this registration form, along with your comments about this game. We would also be glad to hear your ideas about what you would like to see in future games.

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COMPUTER:
MODEL:

PRODUCT NAME:

AGE:

Please fill in your comments on the following page.

COMMENTS AND IDEAS

Thank you for your time and effort. We look forward to receiving your ideas.

Yours sincerely
All at ICE

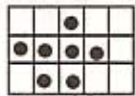
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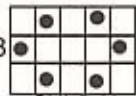
In order that we can continue to produce games for the home computer market it is important that we reduce piracy. Please do not copy this game or allow anyone else to copy it and in so doing continue to allow us to provide you with top quality games for your computer.



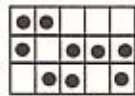
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FEACGH

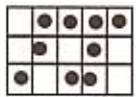


GHLDNA

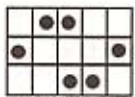


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FLEEN



MOBGEA

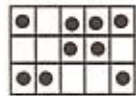


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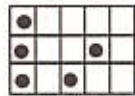


IHAMBO

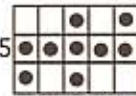
PAGE 14



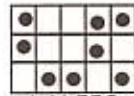
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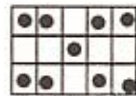


GACOKA



LALEFC

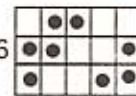
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GOBDEE



HHIPPO



IOHILN

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NIIOGI

INTERNATIONAL COMPUTER ENTERTAINMENT LTD

BRIDGE HOUSE
MERRYWALKS
STROUD
GLOS
GL5 1QA

TEL : 0453 756993

FAX : 0453 756998