

Arena Games

v.3.0

About Arena Games:

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Written By: Jeff Derstadt

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Written in C using Symantec C++ 7.0.3

Shareware:

Arena Games is shareware for \$10. Send to:

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Story:

Arena Games is an RPG type game that deals with the best part of any RPG: battling monsters!! You can visit any shop by clicking on its picture. The shops include a weapons shop, magic shop, armor shop, and a temple. You can buy weapons at the weapons shop, armor at the armor shop, magic spells at the spell shop, and you can cure yourself at the temple. Of course, these things require a fee. You earn money and points by defeating monsters. The money can be used to purchase items, spells, etc. After your score reaches a certain number, you will advance levels. The game is won by defeating a dungeon master who appears before you when reach around the 16th level. BTW, things cost a lot! You can gamble (under the town menu) to gain money. This should only be done if you are in dire need of cash because you can also loose money there!!!

New Features in v.3.0:

- New Graphical User Interface including buttons, menus, and windows
- 256 color graphics
- Armor shop
- Ability to gamble
- Unlimited savable characters

- Monster/Character icons & big pictures
- Three character classes with different abilities
- Random NPC encounters
- Sound!
- New 'interactive' combat mode
- More tougher monsters to fight
- Unlimited Levels!

Character Classes:

You can choose between three character classes: Fighter, Mage, and Thief.

Each class has certain base abilities and will gain abilities as the game progresses.

Fighter:

Can use all armor & weapons

Worst backstab ability

No magic

Best ArmorClass

--as level increases will gain backstab proficiency and use of spells

Mage:

Can use all magic

Okay backstab ability

Can only use some weapons/armor

Worst ArmorClass

-- as level increases will gain weapon/armor proficiency and backstab ability

Thief:

Best backstab ability

No Magic

Can only use some weapons/armor

OK ArmorClass

-- as level increases will gain weapon/armor proficiency and use of spells

Hitpoint Advancement:

Fighter 1-12

Mage 1-6

Thief 1-9

Combat:

Attack: a standard attack

Backstab: less of a chance to hit, but does double damage

Dodge: will only do half damage, but the monster will not hit you
Spells: cast a spell (can hold six)
Flee: flees from battle

If you have any additional questions or comments, please E-Mail me at the following places:

AOL: Talek
Internet: Talek@aol.com

Thank for your support!!

Jeff Derstadt