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*Dear User,*

*You have before you the combined vision of Jason Regier and Mark Jordan: AmoebArena™. Take this document as your guide into the world of the vicious and viscous, let it slide you smoothly into the basic elements of strategic gameplay. Enjoy.*

**Jason and Mark**

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## TECHNICAL REQUIREMENTS

System 7.0 or greater	256 Color capability	We do not recommend running AmoebArena with either RAM
5 Megabytes of RAM (8 MB recommended)	QuickTime 2.1 or later	Doubler or Virtual Memory as they adversely affect performance.

## THE BIRTH OF THE GALAXY'S FAVORITE GAME

It is the year 2309 and war has been universally abolished. However, greed and evil have remained completely intact over the years. When spacefaring cultures met in the deep void, conflicts of interest arose and tempers flared to dangerous proportions. Interstellar warfare loomed on the not-so-distant horizon. Rather than risk the destruction of their civilizations, the early star travelers formulated an alternative means of resolving their conflicts. A space station dedicated to providing neutral ground for the peaceful resolution of trade disputes was built... the AmoebArena.

Stalelated spacefaring negotiations end not in bloodshed, but are resolved instead on the microcosmic playing field. Parties interested in various territories pit their microscopic armies against one another

and attempt to crush the competition. To the victor goes the disputed territory. Superior planning, strategy, and wit can prove quite profitable for those up to the challenge of AmoebArena.

The AmoebArena station was named for its chief designer, Neurotron Prime, a cybernetic genius with a penchant for strategy games. The game is played by commanding four unique types of single-celled organisms extracted from the planet below the AmoebArena orbital station. Battles ultimately evolved into the gambling attraction of the galaxy, tempting those star-hopping gamblers willing to risk their own fortunes on heroes the size of bacteria.

Enter now and seek your glory in the one and only AmoebArena.

## GETTING STARTED

*QuickTime 2.1* must be installed for AmoebArena to operate properly. To install *QuickTime 2.1*, open the **QuickTime Installer** folder and run the appropriate **QuickTime Installer**.

AmoebArena is designed to run completely off the CD. However, you can gain some performance by installing some of the files (6.5 MBs) onto your hard drive and then launching AmoebArena from your hard drive. Keep in mind that this is completely optional.

To install some of the AmoebArena files onto your hard drive, open the **Optional Installation** folder and run the **AmoebArena Installer**.

To run the game, simply double-click on the pink **AmoebArena™** icon either from your hard drive or directly from the CD.

The title will zoom forth from the space station, and wobble rhythmically to the music of master composer, Manse Dajix.

cally to the music of master composer, Manse Dajix.

Once the title begins to jiggle about, you may move the cursor near the top of the screen to activate the menu bar. The various menus will permit you to begin a normal game, play a previously defined scenario, open a saved game, or construct your own scenario. The menu bar will automatically hide itself again when you move the cursor away from the top of the screen.

If you wait for a bit at the jiggling title screen, the game will enter the self-playing demo mode. Computer opponents will automatically commence playing on a randomly selected board. Although menus are deactivated during this demo mode, you may exit back to the jiggling title screen by clicking the mouse or pressing a key.

## WHO'S WHO IN THE UNIVERSE

As you compete for territories in the Zeta Sector, you'll face nine of the most ruthless, egotistical, and funny looking AmoebArena players in the universe. Four contestants may be controlled by human players.

They differ from one another only in personality. The five remaining contestants are controlled by the computer and each has an individual playing style. Here's a quick look at the players you're likely to meet:



**LORD HOGG**—A shrewd businessman and entrepreneur. In the coming competition, he hopes to increase his wealth and amass a large fortune in interstellar pork bellies.



**COUNT CUERNO**—An enormous man with a big ego to boot. He's a respectable player, with a nose for a good game. A victory in the AmoebArena will allow him to leave his mark in history and prove that he's more than just a handsome face.



**AMATHEA**—Victim of an accident at a paint factory, she was labeled a freak of nature. After losing her home, her job, and the Alpha Centaurian she loved, she's back in the ring. She's determined to use the victory money to promote her *Marvelous Mauve* makeup line and to do a little redecorating back on her home planet.



**MANSE DAJIX**—Master composer, galactic rock star, and insane party animal, he lives in the lap of luxury. Well, lived, that is. Since his last album, *Starship To Funkotron*, was a tremendous flop, he's been strapped for cash. He's hoping that a good performance in the games will bring him wealth and boost his album sales.



**CALLIPYGIA**—Bio-tech giant and inventor of the *Cranial Dirt Herder™*, Callipygia wishes to grab hold of Zeta Sector to market her Symbiotic Tape-Worm™ weight control systems. Although a well-rounded player, the odds don't favor her in the upcoming games.



**SPITBACCA**—It just wants to eat. Everything. Spitbacca's personal voracity often carries over into its playing style. Unfortunately, its head is more stomach than brain.



**SLORGAKK**—Cyber hit-man for the *Maximum Interface Corporation*, Slorgakk considers AmoebArena a restful diversion after a long day of carnage. His brutality is amplified by cool analyses of foes and clean execution of high level strategy.



**BELCHASAURUS REX**—Pirate, adventurer, cold-blooded killer (literally). Belchasaurs Rex finds the slippery sliding motion in AmoebArena a strangely soothing aspect of his otherwise harsh life. However, sometimes he gets carried away and mixes business with pleasure.



**NEUOTRON IV**—Transported back in time from the year 3029, it has been sent to acquire land on which to build summer resorts for its cyborg companions. If, by some mistake, you run up against three of these misanthropic fiends, you're in for a rough ride.

## NORMAL GAME

Upon selecting the **Normal Game** option from the **Game** menu, a box depicting four separate human players will appear. Now is the time to choose who will engage in the coming microbial conflict.

The radio button below the name of each player determines whether control of the player will be human or computer. Once you have selected the controller of the player, the arrows immediately to the left of each player's image will allow you to page through alternate opponents.

If you have selected a human player, the up/down arrows control your representative's appearance. If you have selected a computer opponent, then the arrows control not only what the computer opponent will look like, but also the computer's style of game. The names of the players may be edited by the user at this point.

Once you have selected the players, click the **OK** button. You are now ready to extend your pseudopods toward victory.

## BEGINNING THE GAME

First, you will be greeted with a display of Zeta Sector. The legal claims to a particular territory have been disputed and at this time you are shown the interstellar property at stake.

Next, you will see the actual game surface—a black board, sectioned off by a purple grid. On this grid, you can see four distinct regions (4x4 squares, 16 squares total) colored blue, red, yellow, and green. These 4x4 regions are the respective players' territories, known as *Home Base Squares*, upon which they may place their pieces.



The status bar at the top of the screen displays the number of pieces of each type remaining to be placed. When placing pieces, the cursor will change to reflect the type of piece which will be placed.

To place a different type of piece, go to the status bar and click on the desired type. The cursor will then change and the user will place the new piece type when she/he clicks in the appropriate *Home*

*Base Squares*. The color of the pieces in the status bar indicates whose turn it is to place pieces. Computer opponents will automatically place their own pieces.

In the **Normal Game**, each player begins with two *Cytotozoids*, two *Amoeboids*, one *Mitoplast*, and three *Blockers*. Once each player places his/her pieces on the board, the colored regions will fall away, leaving the standard playing field and allowing play to commence.

At the beginning of each human player's turn, the mouse pointer will appear as a number. This number represents the total number of actions available to the player on this turn. The number will decrease after

each action a player makes; when it reaches zero, play will pass clockwise to the next player.

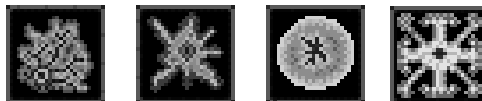
When a piece is not highlighted, the user can quickly determine whose turn it is from the status bar, which will be similarly colored.

## PLAYING PIECE CHARACTERISTICS

Click on a piece owned by the current player. The piece will be highlighted, and the status bar will change to reflect the statistics of the current piece. You might see something like the following:



Each piece has various values for MP (Movement Points), DP (Damage Points), HP (Health Points), and RP (Reproductive Points). Here are the statistics for each of the four types of pieces when they are placed:



Name	Cytotozoid	Amoeboid	Mitoplast	Blocker
Movement Points (MP)	2	2	2	2
Damage Points (DP)	3	1	Special	Special
Health Points (HP)	3	4	1	8
Reproductive Points (RP)	3	3	0	0

## MOVING PLAYING PIECES

Once a piece is highlighted, clicking in any unoccupied adjacent square will cause the piece to move to the new location and lose 1 MP. A piece can only move as long as its MP are greater than zero. MP are replenished at the beginning of each turn.

HP represent the health of a piece. When a piece loses all of its HP, it screams, dies, and disappears from the board. DP represent the amount of damage a piece will inflict on another piece. When a piece attacks, it takes away the number of HP from the target equal to the attacking piece's DP.

The *Cytozoids* and *Amoeboids* share the unique characteristic of RP, which determine when a piece may reproduce or improve its statistics. Each time a *Cytozoid* or *Amoeboid* kills an opponent, the

attacking piece's RP are reduced by 1. When a given piece's RP reaches zero, a special dialog will appear which allows the current player to cause that piece to reproduce or increase its statistics.

If the piece reproduces, Home Base squares will appear in all empty squares adjacent to the piece. The player must then click in one of these Home Base squares to reproduce the piece.

After choosing an action from the special dialog, the active piece will reset its RP to the original value of 3. Computers also reproduce or improve the statistics of their pieces when their RP hit zero. If a computer chooses to improve a piece's statistics, this choice is made secretly.

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## ATTACKING

Methods of attack vary a great deal from piece to piece. A *Cytozoid* may attack if the player highlights it and then clicks in the square of an adjacent opponent. This attack costs the *Cytozoid* one MP. If the *Cytozoid* kills its target, then it automatically flows into the square occupied by its victim and it loses an additional MP. Regardless of whether the attack is successful, it counts as one action out of the three the player receives each turn.

In contrast to the *Cytozoid*, the *Amoeboid* cannot attack directly. Instead, it must always move to an unoccupied square. However, if any enemy pieces are adjacent to the *Amoeboid* after it moves, then each of them is attacked as a free action. This attack does not cost any MP, but each *Amoeboid* may only make one such attack per turn.

Like *Cytozoids*, *Mitoplasts* attack directly. When a *Mitoplast* does so, it will launch its genetic code, thus converting the enemy piece into an ally, now controlled by the owner of the *Mitoplast*.

In the **Normal Game** mode, a *Blocker* cannot truly attack another piece. Because of their unusually large size, however, *Blockers* can intimidate smaller opposing units if the controlling player elects to move the *Blocker* onto an opponent's piece. If the square directly behind the target piece is empty, the mighty *Blocker* will command the piece to move and it will flee from the square, allowing the *Blocker* to occupy the vacated space.

A *Blocker* cannot intimidate pieces in such a way that they might move off the board or into other pieces. Because of their equal size, *Blockers* may not intimidate other *Blockers*. If the board contains pits, *Blockers* can push enemy pieces into pits. Pieces pushed into pits are destroyed.

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## WINNING THE GAME

A player wins the game by clearing the board of all enemy pieces. Play will also end if the only remaining opposing pieces are *Blockers*.

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## FORFEITING YOUR TURN

If a player feels it is wiser to skip their turn, they may select the **Forfeit Turn** item from the **Game** menu. The player will forfeit all further actions during the current turn and the turn will progress to the next player. If the current player has actions remaining in the turn but is unable to move any more pieces, they will automatically

forfeit the remaining actions and the turn will pass to the next player. If, at any time, a player has no pieces which can move, their moves will be automatically forfeited until it is possible for them to move again.

---

## PAUSING THE GAME

If several computer opponents are playing, the user may find it convenient to pause the action in the middle of a computer opponent's turn. To do so, select the **Pause Game** menu item. To continue play, select the same menu item, which will have changed to read

**Unpause Game**. If you switch to another application in the middle of the game, the music will fade away and if a computer opponent is currently thinking, it will pause until you return to AmoebArena.

---

## LEAVING THE GAME

The **Abort Game** menu item under the **Game** menu, after asking if you are sure, will quit the game in progress and return the user to the title screen.

The **Quit** menu item under the **Game** menu will ask you for confirmation if you are in the middle of a game, and will then completely quit the AmoebArena application.

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## TOURNAMENT PLAY

AmoebArena tournament play begins by displaying the map of the Zeta Sector. Each player begins with three stars in his/her/its possession. Before each round of tournament play, the voice of *Neurotron Prime* will ask the player to choose his/her/its conquest. The star they choose will be added to the stars they possess if they win the board. A player may only choose a star that is *linked* to a star she/he/it currently owns. *Linked* stars are connected by a glowing white line. If a player possesses no stars, the player is eliminated from the tournament.

The tournament may be played in two modes. **Armageddon!** awards victory to the player in possession of every star in Zeta Sector. **Round Limits** awards victory to the player with the most stars in his, her or its possession after a certain number of rounds of play. The default number of rounds is ten, but can be set to any number of rounds the user desires. If there is a tie after the round limit is up, the tied players play one final tie-breaker round. The winner of the tie-breaker wins the tournament.

## NEUROTRON'S CHALLENGE

The user may play **Neurotron's Challenge** for control of all of Zeta Sector. Once **Neurotron's Challenge** is selected from the **Game** menu, the player selection dialog will appear. Only one human player is allowed to compete in **Neurotron's Challenge** at a time.

The computer players you select at this point will be the computer players against which you compete for the remainder of **Neurotron's Challenge**. Once you select your character and your opponents, you will advance to a screen depicting the Zeta Sector.

You will then begin competition for the first system—the Rigel System—on a preset board where game play progresses as usual. If you win the game, you will return to the picture of Zeta Sector, where a flag is placed over the system you have just conquered.

Remember, for the human delegation, **Neurotron's Challenge** is an all-or-nothing contest. If you lose, you are presented with the Game Over screen and return to the title screen. As long as you win, however, you will advance through Zeta Sector, conquering systems as you go.

Once you have conquered the 10th and final system, you will get a rewarding glimpse into the future and take a triumphant spin outside the station in your pressure suit.

## CREATING AND PLAYING A SCENARIO

The user has the option to create and play original scenarios. At the title screen, select **Use Scenario Editor** from the menu bar. Once the board editing screen appears, pull down the menu **Scenario Editor** and select **Create Scenario** to make your own scenario, or select **Load Scenario** to modify a pre-existing scenario.

If the user wishes to create new scenarios, then he or she will be greeted with a window in which the starting number of pieces are defined. You may not define more pieces than will fit on the board and, before saving, you must make sure there are enough home base squares to place all the pieces you have allocated. Once the user defines the numbers of each type of piece available to the players, there remains the task of assembling the main board.

The four monitors that normally present an image of the players involved in a game now contain colored squares. By clicking on these colored squares, then clicking on the desired squares on the purple grid, the user defines the players' home base squares.

The user may also place pits on the board by clicking on the **Pit** box in the status bar, then clicking on the destination square. Players may not move their pieces onto the *Pit Squares* voluntarily. However, a piece may be killed if it is pushed into a pit by an opposing *Blocker* or if the **Allow Pit Movement** preference is checked.

If the user wishes to clear a *Home Base Square* or *Pit Square*, they need only click in the **Clear** box near the status bar and then click in the square to be emptied.

Once the user is satisfied with the new scenario, select **Save Scenario** from the menu bar. Then select **Exit Editor** to return to the title screen. From here, the user may play a game using his or her scenario by selecting **Play Scenario** from the **Game** menu. The user will be asked to select the scenario file to open and then will see the familiar player selection dialog box. Once completed, play begins as usual.

Using the **Scenario Editor**, it is possible to create scenarios for two or three player games in addition to the standard four-player games. To do so, the user creates a scenario as usual, but defines the number of pieces for the excluded players as zero and does not place any *Home Base Squares* down for these excluded players. When the user wishes to play such a scenario, she or he will be shown the player selection dialog box, but the unused opponents will not appear.

## SAVING AND RESTORING GAMES

If the game play grows too intense, you may wish to save it for later indulgence. You may save a game at any time by selecting **Save Game** from the menu bar. To retrieve the saved game later, select **Load Game** from the menu bar.

## OPTIONS AND PREFERENCES

The volume of sound effects and music may be controlled independently by selecting the desired sound level from the hierarchical menus under the **Options** menu. If the current sound level is uncomfortable, do NOT adjust the output level using the Sound control panel; use the provided hierarchical menus.

The preferences dialog contains a number of options to make your AmoebArena gameplay more enjoyable. Click on the checkbox to enable/disable these options.

When the **Hide Background** option is selected, the screen area surrounding the playing board is black. The menu bar remains visible, but to switch to other applications the standard application menu to the right of the **Balloon Help** Menu must be used.

The **Accelerated Animation** option will dramatically speed up portions of the game graphics, including the piece jiggling while waiting for a move. You'll most likely always want this option turned on.

The **Show Star System Movies** option will toggle the displaying of information about the territory at stake after showing the star map during the Normal Game, Neurotrons Challenge, and Scenario modes.

The **Show Player Fade-In Movies** option will determine whether players do their introductory fade-in sequences at the beginning of a match.

The **Show Player Expressions** option will toggle whether player expressions, including winning and losing the game, are displayed.

**Enable Idle Animation** will allow the players to make restless twitching movements when you take a while to think.

**Enable Piece Jiggling** toggles whether or not the pieces are allowed to jiggle around while waiting for a human to move.

**Allow Pit Movement** is an option for advanced gameplay. With this option selected, at the end of each round (after all players have moved) one pit will move one square in a random direction. If the pit happens to move under a piece, the piece is killed instantly. This forces players to be wary of getting too close to pits, and may be especially troubling to inexperienced players.

All preferences, including sound and music volumes, are saved in a file called **AmoebArena Prefs** in the **Preferences** folder within your **System Folder**. If you are experiencing problems with AmoebArena, throw away the **AmoebArena Prefs** file and a new one will be created when you restart the game.

## GETTING IN TOUCH WITH CASADY & GREENE

If you need to get in touch with our tech support staff, please be ready to give us the following information...

1. Your AmoebArena version.
2. A description of your system configuration, including...

*Macintosh System Model  
System Software Version  
System RAM  
Startup Files In Use On Your System  
Available memory at launch of game*

3. A detailed description of your problem including where and when it happens.

We'll probably be able to give you the most help if you're sitting in front of your computer and can take some time to work with us in solving your problem.

Technical support is available by phone Monday—Friday from 8:30am—4:30pm PST.

*Casady & Greene Technical Support: 408/484-9228  
Casady & Greene FAX: 408/484-9218*

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