Arcane Arena Manual version 1.0

GENERAL

Arcane Arena is a game of gladiator combat that takes place on a mysterious island filled with mythical beasts and fearsome spells, insert cliche here.

Using a client/server model, Arcane Arena is a persistent world, massively multiplayer game. By utilizing a unique battle system in which individual speed charactaristics effect the real-world rate at which they receive turns, battles capture both the adreline rush of real time games and the complex, tactical satisfaction of turn based games.

GAME ABSTRACT

The goals are to provide a comprehensive battle system which takes spatial, and temporal aspects of a fight into account and is absolutely as simple as possible. Simplicity of information and options will be key in a time-limited combat. The system's rules and options need to be complex enough to provide room for the expression of skill, if it's just hacking at each other, it's not cool. Chess has 10 rules, but it's complex.

There are four main characteristic scores and they are Strength, Dexterity, Intelligence, and Speed. Strength, Dexterity and Intelligence are raw scores that affect your ability in battle, casting spells and available mana. Speed determines how quickly you can act. (Obscure, we know...)

A players' ability in battle is affected by their characteristics, weapon, armor and experience level. These are all raw scores and are determined by a combination of your characteristics, experience points and equipment.

Weapons and armor each have baseline stats that can be modified upwards by magic. In an effort to make a magic rich game, magic can affect any and all ability scores, regardless of whether that score is related to offense, defense or a characteristic.

CHARACTERS

All of the raw scores in the game do not have any maximum. That allows people to continue to improve their characters over time regardless of their level. New characters start with all their core stats equal to 14. Mana is initially 20.

MAIN CHARACTERISTICS:

Strength - a minimum strength is required to use various weapons. Strength gives bonuses to your maximum melee damage (but not minimum) based on the following equation: $(Str - 10)/2$.

Dexterity - Dexterity affects your ability to hit in combat as well as your ability to dodge. See the section on to hit skill and combat for details.

Intelligence - Intelligence affects how much mana you get when you gain an experience level. For all spells cast at you that are not auto-hit spells, Intelligence increases your defense score by $Int/4$.

Speed - All actions you take are entered into a game queue, or buffer. The

rate at which these actions are taken off the queue and performed by the Arcane Arena server is determined by your Speed statistic. During battle, your speed can range from approximately 1.2 seconds/turn to 6 seconds/turn.

OTHER CHARACTERISTICS:

Health - As the character takes damage, this number will fall. If it falls below 0, the character is dead. This number can be increased by spending experience when you go up a level, or via potions and magic. Health is regained slowly over time at the approximate rate of 1 point every minute. Health is acquired faster if the player does not move.

Mana - When created, this stat equals 20. It increases as described previously. As a player casts spells, this number will go down. Once it's at 0, no more spells can be cast. Mana is regained in the same manner as health.

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REFERENCE STATISTICS

Weapon Damage - This statistic is the total damage score of all the players equipped items (the range score in parenthesis) plus the players' strength bonus (for melee weapons) and is provided as a reference.

To Hit Range - This range is the summation of all the players weapon/dexterity/magic/level bonuses and describes the range of values that can be randomly generated when trying to hit an opponent. A rolled to hit score that is higher than the rolled defense score of the opponent will do damage.

Defense Range - This range is the summation of all the players armor/dexterity/magic/level bonuses and describes the range of values that can be randomly generated when trying to defend an attack. A rolled defense score that is higher than the rolled to hit score of the attacker will not cause the defender any damage.

EQUIPMENT STATISTICS

As stated before, every weapon, armor or artifact item can affect any and all of a players statistics. Each weapon and armor type has a baseline set of scores. Artifacts are always magical and affect some statistics, but can not be used as weapons.

There are two types of weapons and they are missile and melee. Missile weapons are not usable in close combat and do not use Strength bonuses for damage. The range of missile weapons is unlimited, but your ability to hit your target is better the closer they are. You will only be able to use missile weapons if you have an unobstructed line of sight to your target.

MOVEMENT

Movement is done in real time for every aspect of the game. Equipping, unequipping, moving, casting, attacking, using items, talking, looking and entering all cost at least 1 movement. It often costs more than that simply because a human can't enter the commands as quickly as they are processed (except in battle). Your Speed characteristic determines the frequency of when your commands are processed.

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COMBAT

Combat all takes place in a full screen, non-scrolling combat arena. There are several shortcut buttons on this screen for executing macros, using items, casting spells, and switching to your backup weapon.

Hitting

Detecting a hit or miss during combat is based upon calculating an overall "to hit" score and an overall "needed to hit" score. There are random factors

affecting both of these. If the overall "to hit" score is greater than the overall "needed to hit" score, then the attack hits. Combat is identical between players and monsters.

Melee To Hit Range

rnd(20) + attacker To Hit score + attacker level

Missile To Hit Range

melee To Hit score - dist. to target in tiles

Defense Range

armor value + defender level + (defender Dex/4) + rnd(10);

Thus, for example, a 10th level player with a to hit score of 40 attacking a 5th level player with an armor value of 35 and a dex of 20 would have the following range of melee to hit/needed to hit values:

To Hit Range: 51-70

Defense Range: 46-55

The attacker might get an actual roll of 60, and the defender one of 50. Because the attacker's number is higher, so it's a hit. Luckily the computer will do the math for you, and you need only worry about your To Hit and Defense Ranges. In general, evenly matched opponents will miss each other roughly 50% of the time.

Fleeing

Moving off of the edge of the battle area will cause your character to leave the battle. Fleeing will cause the character to drop up to 10% of their money. That money will be left behind as a money chest. Fleeing a monster will evade that monster. Fleeing another player may be only temporary depending on how badly they want the money you leave behind.

Allies

Forming alliances is critical to winning any multiplayer game. While players can ally with each other, it is still possible to attack allies (even with accidental friendly fire) during combat. Experience gained for killing a monster by a group of allies is divided evenly amongst them. Item spoils from the kill go to the player who made the killing blow.

Summoned monsters will be allied with the player that summons it as well as any players who are allied with the summoner. In other words, it'll be on your allied groups' side.

GAINING EXPERIENCE LEVELS

Players that acquire enough experience points will advance a level. They automatically gain 10-20 Health and Intelligence mana. They then have the option of increasing one of Strength, Dexterity, or Intelligence by 2; Speed by 3; or increasing one of Health or Mana by 5.

Each required amount of experience points to gain another level is twice your current experience level amount, starting at 1500. i.e. getting 1500 experience points moves you to level 2, 3000 is level 3, 6000 is level 4, 12000 is level 5, etc. A player kill counts for five times the experience of a monster kill.

This system allows a player to develop a character according to the traits that the player likes. It is a means of naturally introducing character classes instead of dictating artifical ones. For instance, a player that wants to be a mage can always choose to increase the characters' mana or Intelligence skill every time that character gains a level. Between that and buying items that enhance magic, one character can be a powerful wizard while another an archer, and a third, a big dumb guy with an sword.

Level leap-frogging

It is possible to kill something worth enough experience to increase you more than one level. If this happens, you will only gain one level immediately. Subsequent levels will be gained with each additional kill that you make.

Aborting the level up list

If you are given the level up selection list and you click outside of it or hit 'esc' to make it go away, it will appear again the next time you make a kill.

Gain Experience Potions

Gain experience potions will never cause you to go up a level. They always increase your experience points by up to 50% of what you need to get to the next experience level. In other words, if you are level 3 with 3000 exp. points and drink a gain exp. potion, you will gain up to 1500 experience. If you are level 3 with 4500 exp. points you will gain up to 750 experience. This was done to balance the power of this potion.

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SPELL CASTING

All spells have a minimum mana requirement. Using extra mana for a spell will either increase the Power or Duration of that spell. The spells are divided into six categories. They are aggressive, summoning, illusion, beneficial, creation and augment spells.

Aggressive spells act just like missile weapons in that they have no distance prohibitions, but the farther away your target, the greater the chance the spell might "miss". The more mana spent on an aggressive spell, the greater it's power.

All the other spell categories must be cast within six squares of the player. The exceptions to this are spells whose effect covers multiple spaces, like a Summon Wall or Teleport spell. In these cases, only the initial target (i.e. the first click), must be within the 6 square limit.

Summoning and Illusion spells are indentical except Illusions cost less, and can be dispelled with the very mana-cheap "Dispel" spell. Illusion Walls don't block movement, and Illusion Fires don't burn. Extra mana cast on a summoned or illusion monster increases the duration it stays in play.

Beneficial spells allow you to heal, cure poison, dispel and teleport. With the exception of dispel and cure poison which are fixed cost, extra mana increases the effectiveness of these spells.

Creation spells allow you to create inannimate obsticals such as water, fire and stone. There is also a destroy object spell and an earthquake spell which does damage to everyone adjacent to you.

Augment spells allow you to temporarily boost the abilites of yourself and others. The duration this augmentation lasts is determined by the amount of mana used.

WEAPONS, ARMOR, AND ARTIFACTS ENCYCLOPEDIA

Artifacts:

There are rumored to be some hidden rings in the game which give you magical bonuses.

NAME	ARMOR	STR	SPEED	Notes
Boots	+2			
Leather Gloves	+2			
Gauntlets	?			
Leather Helm	+3			
Metal Helm	?			
Wood Shield	+4			
Metal Shield	+6			
Leather	+10			

Armor

Chainmail	+15
Banded Mail	+20
Platemail	+25

SPELL BOOK

Current Spells color guide:

- **Aggressive**
- **Create** (go)
- **Summon** (go)
- **Illusion** (go)
- **Augment** (go)
- **Beneficial** (go)

Energy Bolt (Damage/Aggressive)

This spell fires an electrical bolt at its target. If it hits it does (1/2 mana spent) + (random 1/2 mana spent).

Range Type/Equation: Missile Fire.

Poison Ray (Damage/Aggressive)

For every X mana, poison will do 2X damage if not stopped. The damage is inflicted at a rate of 1/6th per turn, so after six turns, it's over. Poison effects are cumulative, so casting this spell more than once will cause more damage for a longer period of time.

Range Type/Equation: Missile Fire.

Vampire's Gaze (Damage/Aggressive)

This spell drains between 1/4 and 1/2 mana spent health from the target and gives it to the caster.

Range Type/Equation: Missile Fire.

Gorgon's Gaze (Damage/Aggressive)

This spell adds .1 of a second to the victim's battle timer for each 2 mana spent. Duration is 10 turns.

Range Type/Equation: Missile Fire.

Plague Bomb (Damage/Aggressive)

This spell acts initially just like a poison ray except that when it strikes it creates an expanding ring of plague to those nearby. Poison duration is 6 rounds to any who get poisoned. Ground zero poison damage (if left uncured over the six rounds) is equal to mana spent. Potential poison damage to adjacent enemies is halved for each concentric ring around ground zero. This spell will affect friend and foe alike.

Range Type/Equation: Missile Fire.

Energy Storm (Damage/Aggressive)

This spell acts initially just like an energy bolt except that when it strikes it creates an expanding ring of damage to those nearby. Ground zero damage is equal to mana spent/6 + rnd(mana spent/6). So, ground zero max damage is equal to 1/3 mana spent. Potential damage to adjacent enemies is halved for each concentric ring around ground zero. So, max damage for enemies immediately adjacent to the target is 1/6 mana spent. Enemies 2 spaces away would have max damage of 1/12 mana spent. This spell will effect friend and foe alike.

Range Type/Equation: Missile Fire.

Create Water (Creation)

This spell creates a water filled mote on the battlefield between any two points you specify. It costs 2 Mana + 1 per square filled to cast. Water does not block line of sight. It does block all movement.

Range Type/Equation: Auto Hit if square is empty.

Create Fire (Creation)

This spell creates a line of magical ground fire on the battlefield between any two points you specify. It costs 3 Mana + 1 per square filled to cast. Fire does not block site or movement, but any turn in which you are standing in fire you take 5 points of damage.

Range Type/Equation: Auto Hit if square is empty.

Create Poison Fog (Create)

This spell creates a line of poisonus fog on the battlefield between any two points you specify. It costs 4 Mana + 2 per square filled to cast. Fog does block line of sight and any turn in which you are standing in poisonus fog is the equivilent of being hit with an 8 Mana Poison Ray.

Range Type/Equation: Auto Hit if square is empty.

Create Wall (Create)

This spell creates a magical wall on the battlefield between any two points you specify. It costs 4 per square filled to cast. Walls block line of sight and all movement. They're also convenient for hanging paintings.

Range Type/Equation: Auto Hit if square is empty.

Destroy Obstacle (Create)

This spell transforms one square of the battlefield to floor thus removing any walls or other obstacles. It costs 12 Mana to cast and cannot be cast on any square which is occupied by a living creature. If a wall is destroyed a small amount of damage is inflicted on all adjacent creatures.

Range Type/Equation: Auto Hit if square is empty.

Earthquake (Create)

This spell creates a powerful earthquake arouind you; all creatures within 3 spaces of the caster take 20 points of damage.

Cost is 50 Mana.

Range Type/Equation: Auto Hit.

Familiar (Summon)

This spell will pull a Wizard's Familiar, bound to you, from another plain of existence. It costs 2 Mana to summon, plus 2 for every turn you want to keep it in phase with our world after 6 turns. Familiar's are very fast and agile, but weak.

Range Type/Equation: Auto Hit.

Orc (Summon)

This spell will summon an Orc, bound to you, from another plain of existence. An Orc costs 4 Mana to summon, plus 2 for every turn you want to keep it in phase with our world after 6 turns. Orcs are known for their bad tempors, and are about as tough as an average human.

Range Type/Equation: Auto Hit.

Ogre (Summon)

This spell will pull an Ogre, bound to you, from another plain of existence. An Ogre costs 6 Mana to summon, plus 3 for every turn you want to keep it in phase with our world after 6 turns. Ogres are known for being big and tough... and for having a taste for Human.

Range Type/Equation: Auto Hit.

Cleric (Summon)

This spell will summon a Cleric, bound to you, from another plain of existence. A Cleric costs 6 Mana to summon, plus 3 for every turn you want to keep it in phase with our world after 6 turns. Clerics are healers, and will cast both heal and cure poison spells on you and your allies as needed. Each spell cast is not very strong, but Clerics have large mana reserves and will keep casting indefinitely. Unfortunately, the healing arts dictates that they themselves are about as tough milk toast. Look at them mean, and they crumple.

Range Type/Equation: Auto Hit.

Titan (Summon)

This spell will pull a Titan, bound to you, from another plane of existence. A Titan costs 8 Mana to summon, plus 4 for every turn you want to keep it in phase with our world after 6 turns. Titans think of themselves as Gods, and there are few who dare to correct them. Titan's carry Energy Bolts.

Range Type/Equation: Auto Hit.

Demon (Summon)

This spell will summon a Demon from Hell and bind him to you. It costs 10 Mana to summon, plus 6 for every turn you want to keep the demon in our world after 6 turns. Demons can cast Earthquakes and can teleport with ease.

Range Type/Equation: Auto Hit.

Illusion Familiar (Illusion)

This spell summons an illusionary Familiar. It costs one mana to summon plus 1 mana per turn the illusion persists after 6 turns. Illusions are exactly like the real thing with the exception that they exist only in your mind. If you successfully dispel them, which is more an act of will then a true spell, they vanish. "Do not attempt to bend the spoon, for that is impossible. Bend your mind."

Range Type/Equation: Auto Hit.

Illusion Orc (Illusion)

This spell summons an illusionary Orc. It costs 2 mana to summon plus 1 mana per turn the illusion persists after 6 turns. Illusions are exactly like the real thing with the exception that they exist only in your mind. If you successfully dispel them, which is more an act of will then a true spell, they vanish.

Range Type/Equation: Auto Hit.

Illusion Ogre (Illusion)

This spell summons an illusionary Ogre. It costs 4 mana to summon plus 1 mana per turn the illusion persists after 6 turns. Illusions are exactly like the real thing with the exception that they exist only in your mind. If you successfully dispel them, which is more an act of will then a true spell, they vanish.

Range Type/Equation: Auto Hit.

Illusion Fire (Illusion)

This spell summons an illusionary Fire. It costs 1 mana to summon plus 1 mana per square filled. Illusion creations are exactly like the real thing with the exception that they exist only in your mind. If you successfully dispel them, which is more an act of will then a true spell, they vanish.

Range Type/Equation: Auto Hit.

Illusion Wall (Illusion)

This spell summons an illusionary Wall. It costs 2 mana to summon plus 1 mana per square filled. Illusion creations are exactly like the real thing with the exception that they exist only in your mind. If you successfully dispel them, which is more an act of will then a true spell, they vanish.

Range Type/Equation: Auto Hit.

Zoom (Augment)

This spell will decrease the players battle timer by .5 second. It costs 3 mana to cast plus 2 mana for each turn you want the effect to persist (+6 turns). Multiple casts of this spell are cumulative, and the duration is averaged.

Range Type/Equation: Auto Hit.

Berzerk (Augment)

This spell will increase all damage done by the target by 5. It costs 3 mana to cast plus 2 mana for each turn you want the effect to persist (+ 6 turns). Multiple casts of this spell are cumulative, and the duration is averaged.

Range Type/Equation: Auto Hit.

Shield (Augment)

This spell will decrease all damage done to the target by 5. It costs 3 mana to cast plus 2 mana for each turn you want the effect to persist (+ 6 turns). Multiple casts of this spell are cumulative, and the duration is averaged.

Range Type/Equation:Auto Hit.

Eagle Eye (Augment)

This spell will increase the Dexterity of the target by 5. It costs 3 mana to cast plus 2 mana for each turn you want the effect to persist (+ 6 turns). Multiple casts of this spell are cumulative, and the duration is averaged.

Range Type/Equation: Auto Hit.

Group Zoom (Augment)

This spell will increase all allies in range and the casters Battle Timer by .5 seconds. It costs 9 mana to cast plus 6 mana for each turn you want the effect to persist (+ 6 turns). Multiple casts of this spell are cumulative, and the duration is averaged.

Range Type/Equation: Auto Hit.

Group Berzerk (Augment)

This spell will increase the damage done by all allies in range and the casters by 5. It costs 9 mana to cast plus 6 mana for each turn you want the effect to persist (+ 6 turns). Multiple casts of this spell are cumulative, and the duration is averaged.

Range Type/Equation: Auto Hit.

Dispel (Beneficial)

This spell will dispel any illusional monster if effective. A dispel allways has at least a 50/50 chance of succeeding. Your odds improve as your intelligence

grows above 17 or by adding Mana to the spell. The cost is 1 mana plus 1 for every extra 5% chance you want to increase your chance of success. There is always a 5% chance that a dispel will fail.

Range Type/Equation: Auto Hit.

Antidote (Beneficial)

This spell negates all poison on the target. It costs 5 mana.

Range Type/Equation: Auto Hit.

Heal (Beneficial)

This spell will heal the target. It heals 1/2 mana spent plus random(1/2) mana spent.

Range Type/Equation: Auto Hit.

Universal Heal (Beneficial)

This spell will go through the caster's ally list and heal them a maximum amount that is equal to the mana spent/number of allies. Make sure you use enough mana to heal all your allies a little or the spell won't have any affect on them.

Range Type/Equation: Auto Hit.

Universal Antidote (Beneficial)

This spell will cure as many of your allies as you have allocated mana for (5 mana/ally). If you spend 15 mana it will cure up to 3 allies.

Range Type/Equation: Auto Hit.

Teleport (Beneficial)

This spell will allow the caster to teleport any player or monster any number of spaces to a target location. Mana cost is equal to the number of spaces travelled. Line of sight is required to the player/monster being teleported but not to the target location.

Range Type/Equation: Auto Hit.

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LINKS

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