

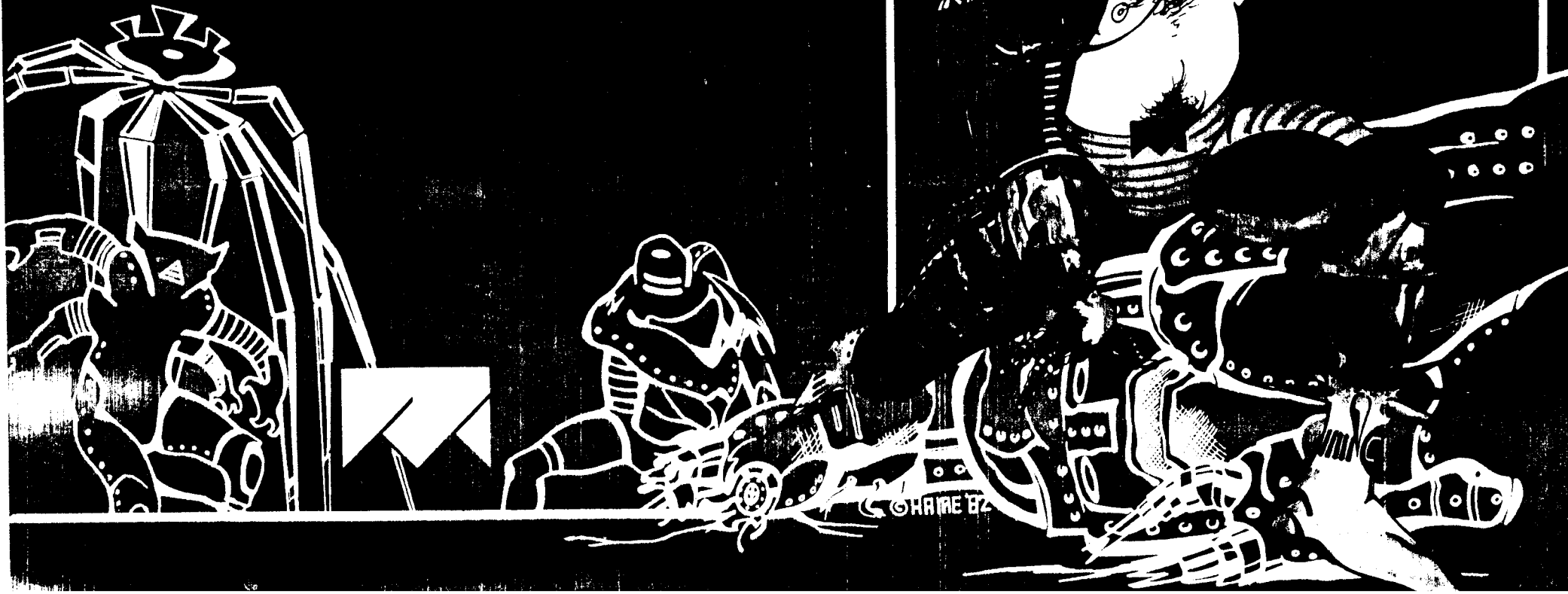
Med Systems Software

ARENA

BOOOO

BY SIMON SMITH

Three hundred years in the future, the gaming grids are dominated by the human/machine hybrids known as Cyborgs. As the newest achievement of the cybernetic sciences, your final testing demands that you battle, and defeat, the most dangerous robotics in the universe. Humanoid robots, killer hyper-spheres and giant spider creatures test your relays. Up to forty enemies converge on you as you frantically fire your arm pistol. As you clear each arena, your opponents move faster, take more hits, and mutate into additional nightmarish creations.



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LOADING INSTRUCTIONS

Atari Disk Users:

Med Systems disk adventures are auto-boot disks. To load them turn off your Atari system, then turn on disk 1. After the busy light goes out, insert the disk in drive 1 and turn on the computer. The game will load and run automatically.

Atari Tape Users:

The Atari cassette version is an autoboot cassette.

To load the program:

1. Turn off your Atari system, remove all cartridges, and check to be sure that the tape recorder is properly connected.
2. Place the cassette into the recorder and rewind. Use side A of the cassette.
3. While holding down the START key on the computer, turn on your computer. You will hear a single BEEP.
4. Press PLAY on the tape recorder, then press RETURN on the computer. The program will load and run automatically.

Arena 3000 can be played with either one or two joysticks. If one is used, it must be plugged into Controller Jack 1. The joystick controls the movement of the Cyborg, and the joystick button fires. You will always fire in the direction you were last travelling. If two joysticks are used, they should be plugged into Controller Jacks 1 and 2. As before, the joystick in Controller Jack 1 controls the movement of the Cyborg. The second joystick controls the firing. No button pushing is needed to fire if two joysticks are used. Since your firing is more restricted, the game is harder with one joystick, and the scores will be lower.

Arena 3000 is played in waves, called Arenas. Each arena has a certain number of opponents. There are eight possible opponents, and an Arena can be all one type, or several different types. The arenas get harder as you go along. At the beginning, the opponents will be killed with one shot. Later, it may take more than one hit, or they may mutate into other creatures. Each opponent has its own pattern of movement.

You begin the game with 3 Cyborgs. At the beginning of each new Arena, you will be told how many Cyborgs you have left. You get a bonus Cyborg for each 20,000 points. You will hear a particular sound effect whenever you reach a bonus.

	Opponents		
Hyper-sphere	100	Ty Fighter	150
Robot	200	Satellite	200
Saucer	300	Baiter	500
Crab	550	Spider	550

Limited Lifetime Warranty

The programs are protected to prevent unauthorized copying. We guarantee these programs to load. If you have trouble, we will replace the program if you return it within 30 days of purchase to Med Systems or the dealer from which you bought it. At any time, you may return the program for replacement if you send Med Systems the original media and a \$5.00 replacement fee.