ARENA II
Rules of Play
DRAFT VERSION

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"It is not the critic who counts, not the man who points out how the strong man stumbled, or where the doer of deeds could have done them better. The credit belongs to the man who is actually in the arena; whose face is marred by dust and sweat and blood; who strives valiantly; who errs and comes short again and again; who knows the great enthusiasms, the great devotions, and spends himself in a worthy cause; who, at the best, knows in the end the triumph of high achievement; and who, at worst, if he fails, at least fails while daring greatly, so that his place shall never be with those cold and timid souls who know neither victory nor defeat."

Theodore Roosevelt

1 Introduction

The Imperial City is the capitol and spiritual center of the Thousand Lands. Ruled by the lofty and rarely seen Eternal Emperor, the Imperial City is home to all the wonders and splendors to be found in the Thousand Lands. The streets are crowded with exotically attired nobles, shouting vendors, strange caged beasts and other marvels. From the icy wastes of the far Northern Tundra to the steaming jungles of the Tarantula Lands, every citizen of the Thousand Lands dreams of a visit to the Imperial City.

And at the center of the Imperial City is the Arena District, where the finest warriors from across the Empire come to battle for honor and prizes. Rising from the center of the city in ten tiers, the Arena District forms an immense pyramid that towers over the Imperial City and culminates in the shining gold and silver towers of the Imperial Palace.

On the outskirts of the Arena District lie the Novice Arenas, where the untested come to find success in blood and combat. In tiny, ill-lit wooden arenas they strive against one another, desperately trying to master the skills and recognition that will gain them entrance to the next, more prestigious level. Most never make it. Some go broke before finding success. Others are turned away by the Arena Masters. But each year a privileged few open their lockers and discover the golden token that permits access to the next level of the Arena District.

These few successful gladiators are sometimes seen in the lower City, riding luxurious palaquins, wearing shining armor, girded with jewelled swords. But for all their riches, these gladiators often wear the same hunted look as their novice brethren. In the dank, dark locker rooms of the Novice Arenas, the rumors tell of an endless progression of Arenas up into the High City, of gladiators broken by an endless life of combat. But when the fitful sunlight filters down into the Arena, and the Judge rings the battered bronze gong to signal the start of yet another fight, these rumors are quickly forgotten, and there exists only, as always, the battle!

2 Overview

ARENA is a computer-moderated, PBEM game of gladiatorial combat. As a player, you will create one or more gladiators, select their weapons and armor, guide their training, find them teammates, choose their strategies and tactics, and cheer them on as they do battle in the ARENA.

Turns consist of any number of simple, one-line commands and are submitted by electronic mail to the Arena server. Turns are processed immediately and the results returned by electronic mail. Every night at midnight battles are fought and results sent to all participants. At the same time, the world and everything in it is updated (“the midnight update”).

Turn reports consist of responses to commands, reports on the world and your gladiators, and battle descriptions. A typical turn report might look like this:

```
TURN REPORT: srt@sun-dimas.aero.org

CHARACTER REPORTS:

NAME: [8] Dirk
DESCRIPTION: A one-eyed man with a limp.
EPITAPH: My god!  It's filled with light!
WHERE: The Arena District (-10,2)
MONEY: 4
ARENA: [4] An Arena at (-10,2) The Arena District
NEXT MATCH: none
INSULTS:
  [1] Try that again, why don't you?
OVERALL RECORD: 0-1-1
ARENA RECORD: 0-1-1
SURRENDER: 75
DEFENSE: 50
STAMINA RESERVE: High

BODY:
  Head: +perception, excellent condition
  Torso: +sturdiness, excellent condition
  Weapon arm: ++strength, excellent condition
```

```
  Shield arm: -speed, excellent condition
  Legs: excellent condition

SKILLS:
               Attack        Parry      Riposte  Main Gauche
   Chop:         0%           0%           0%            0%
 Thrust:        15%           0%           0%            0%
   Bash:        55%          30%           0%            0%
 Shield:         0%          20%           0%            0%

INVENTORY:
    [26] spear (excellent condition)
*   [6] staff (poor condition)

RECENT MATCHES:
  (9/29/94) vs. Halfnight, 8 rounds, lost.

LOCATION:

At location The Arena District [1]  (-10,2).
    The Arena District is a bustling, exciting place filled
    with street vendors, gladiators and exotic beasts.
  Seen here:
    [28] Arena General  (Entrance Fee: 17)
         Arena General is the local provider of low-cost
         health care.
    [8] Dirk
```

The turn report shows that srt@sun-dimas.aero.org has one gladiator named Dirk. Dirk's various attributes and possessions are shown, along with some of his history and a short description of his current location.

Gladiators fight battles by entering arenas where they are matched up with an opponent by the Arena Masters. Gladiators are sequestered in the arena for one day following the announcement of a match to give them time to prepare for their opponents and to give the public time to place wagers on the outcome of the battle. A battle report gives a round-by-round description of the battle and, at the end, a summary of the important events that occurred during the battle:

```
Round: 1.
Dirk executes a fearless spinning attack at Challenger!
Challenger diverts it with his rapier!
Dirk strikes at Challenger.
[...]
Challenger connects with a slight attack to Dirk's shield arm.
With a pitiful sob, Dirk drops his weapon and collapses!
```

```
The following events occurred during this battle:

  Dirk was defeated.
  Dirk improved his Bash Attack by 3%.
  Challenger improved his Thrust Attack by 1%.
  Challenger improved his Thrust Parry by 1%.
  Challenger wins 100 gold!
  Total action on this fight was 9 gold.
```

Between matches, gladiators heal, train, purchase new equipment, and explore the Arena District.

2.1 Commands

Turns consist of any number of simple, one-line commands. A typical turn might look like this:

```
NAME Dirk
SET DESCRIPTION "A one-eyed man with a limp."
MOVE 10 6
ENTER 4
```

This turn sets Dirk's description, moves him to a particular place in the Arena District, and has him enter a building there.

Commands consist of a command keyword followed by one or more arguments. For example, the NAME command starts with the command keyword "NAME" and has one argument, the name of a gladiator. Command keywords can be in uppercase or lowercase, and cannot be abbreviated.

Command arguments are either keywords, strings or numbers:

- Keyword arguments (such as ‘‘DESCRIPTION’’ in the example above) can be in uppercase or lowercase, and can be abbreviated. Take care using abbreviations, however, as ambiguous abbreviations may be interpreted in an unexpected way.

- String arguments should be enclosed in double quotes if they contain any spaces (compare the ‘‘NAME’’ command and the ‘‘SET DESCRIPTION’’ command in the example above).

- Number arguments should be integers, as in the ‘‘MOVE’’ and ‘‘ENTER’’ examples above.

A list of all the legal commands and their arguments is given in Section 11 of these rules.

2.2 Objects & Identifiers

Every object in ARENA – gladiator, building, item, etc. – is assigned a unique integer identifier. This identifier is usually shown in square brackets as part of the name of the object. For example:

```
LOCATION:

At location The Arena District [1]  (-10,2).
    The Arena District is a bustling, exciting place filled with
    street vendors, gladiators and exotic beasts.
  Seen here:
    [28] Arena General  (Entrance Fee: 17)
         Arena General is the local provider of low-cost health care.
    [8] Dirk
```

This turn report extract shows three objects and their unique identifiers: the Arena District itself [1], Arena General (a hospital) [28], and Dirk [8].

In commands, objects are referred to by their identifier. For example, to enter Arena General, Dirk would issue the following command:

```
ENTER 28
```

The sole exceptions to this rule (as noted later) are the CREATE and NAME commands, in which gladiators are referred to by their names.

Note that when objects are destroyed or leave the game, their unique identifiers will be reused.

3 The Gladiator

A gladiator is described by various attributes, abilities, skills and strategies. Some of these can be set by the player; others must be acquired through training.

3.1 General Attributes

Each gladiator has a number of general attributes: a name, a description, an epitaph, and a list of insults.

A gladiator is given a name when created. Gladiators are created with the CREATE command. For example:

```
CREATE Dirk
```

creates a new gladiator named ‘‘Dirk’’. If a name contains spaces, it should be enclosed in double quotes, e.g.,

```
CREATE "Dirk the Bold"
```

Once assigned a gladiator name cannot be changed, so select names carefully.

Each gladiator has a one line description. The description is set using the DESCRIBE command. For example,

```
DESCRIBE "A one-eyed man with a limp."
```

describes Dirk as a one-eyed man with a limp. Note that the description contains spaces, and so was enclosed in double quotes. The description may be changed as often as you like.

Each gladiator has a one line epitaph. In the sad case of the gladiator’s death, he will utter the epitaph as a final, witty comment on his life. The epitaph is set by the SET EPITAPH command. For example,

```
SET EPITAPH "My god!  It’s filled with light!"
```

would give Dirk an epitaph opaque enough for a Stanley Kubrik film. Note the use of double quotes.

Each gladiator can also have up to ten insults. Each insult is a slur on his opponent that the gladiator can use at appropriate times during a battle. If the insult contains a ‘‘%s’’, the opponent’s name will be inserted in place of the %s. Insults are set using the INSULT command. For example,

```
INSULT "Hey, %s, your shoe is untied!"
```

Again, note the use of double quotes.

Each gladiator maintains a list of up to ten insults and selects randomly from that list. If the INSULT command is used without an argument, all insults are erased.

3.2 Body Attributes

Each gladiator has a body consisting of a head, torso, weapon arm, shield arm, and legs. Each body part has various attributes: strength, sturdiness, speed, vigor, intelligence, perception and healing. Each attribute starts out at zero, and may be raised or lowered by the player.

Here’s an example of what a typical gladiator’s body attributes might look like:

```
BODY:
  Head: +perception, excellent condition
  Torso: +sturdiness, excellent condition
  Weapon arm: ++strength, excellent condition
  Shield arm: -speed, excellent condition
  Legs: excellent condition
```

In this example, the gladiator has +1 head perception, +1 torso sturdiness, +2 weapon arm strength, and -1 shield arm speed.

Attributes are raised or lowered by use of the RAISE and LOWER commands:

RAISE <attribute> <body part>
LOWER <attribute> <body part>

For example, the following command raises the healing attribute for the legs body part:

```
RAISE healing legs
```

Not all attributes make sense for all body parts. The following two tables shows the effect raising each attribute has on each body part. Note that lowering an attribute has the opposite effect.

Body Part	Strength	Sturdiness	Speed
Head	no effect	More hit points.	no effect
Torso	no effect	More hit points.	no effect
Weapon Arm	Increased weapon damage.	More hit points.	Increased chance to hit. Initiative bonus.
Shield Arm	Increased shield bash damage.	More hit points.	Increased chance to shield block.
Legs	Carry more.	More hit points.	Improved defense (dodging).

Body Part	Vigor	Intelligence	Perception	Healing
Head	no effect	Improved learning by study.	Improved learning from opponents.	Faster healing.
Torso	Increased stamina recovery.	no effect	no effect	Faster healing.
Weapon Arm	no effect	no effect	no effect	Faster healing.
Shield Arm	no effect	no effect	no effect	Faster healing.
Legs	Increased initial and maximum stamina.	no effect	no effect	Faster healing.

You may raise and lower a gladiator's attributes according to the following rules:

1. Once raised, an attribute cannot be lowered.
2. You cannot raise an attribute beyond +3.
3. You cannot lower an attribute beyond -3.
4. The total of all attributes cannot be greater than +3.
5. The total of all negative attributes cannot be less than -3.
6. Attributes listed as "no effect" in the above tables can be neither raised nor lowered.

3.3 Weapon Skills

A variety of weapons and weapon skills are available to gladiators. Weapons are divided into four types: chopping weapons (e.g., axes, longswords), thrusting weapons (e.g., daggers, rapiers), impact weapons (e.g., clubs, maces), and shields. Four basic weapons skills can be learned for each type of weapon. In order of increasing difficulty, these are: attack, parry, riposte and main gauche.

ATTACK is the skill of using a weapon to strike an opponent.

PARRY is the skill of using a weapon (or shield) to deflect an opponent's attack.

RIPOSTE is the skill of using a weapon (or shield) to launch a counterattack immediately following a successful parry.

MAIN GAUCHE is the skill of attacking with a second weapon wielded in the shield arm.

The following chart shows the weapons skills for a typical gladiator:

```
SKILLS:
               Attack        Parry       Riposte  Main Gauche
   Chop:         0%           0%           0%            0%
 Thrust:        15%           0%           0%            0%
   Bash:        55%          30%           0%            0%
 Shield:         0%          20%           0%            0%
```

There are two ways to gain weapon skills: study and experience.

Study is accomplished by use of the STUDY command:

STUDY <weapon type> <skill>

For example, to study the attack skill for thrusting weapons, you would use the following command:

STUDY thrust attack

The STUDY command costs 100 gold when used to learn a new weapon skill and results in an initial proficiency of 20%. Subsequent uses of STUDY cost 25 gold and result in a 2-5% increase in the skill level. STUDY cannot be used to improve a weapon skill past the expert (50%) level.

The second way to improve a weapon skill is through experience. Each time a gladiator successfully uses a skill in a battle situation, there is a (100-current skill level)% chance that he will improve his weapon skill by 1-5%. A gladiator can improve a skill only once per battle.

It is also possible for a gladiator to lose proficiency if a skill goes unused.

For each weapon category, the attack skill must be learned to expert (50%) proficiency before the parry or riposte skill can be learned. Similarly, main gauche cannot be learned until a gladiator is an expert with either parry or riposte.

The exception to this rule is the shield category, which is learned in the order (1) parry, (2) riposte.

3.4 Weapon Techniques

Weapon techniques are special tactics or styles of fighting that give a bonus of a few percent to a particular weapon skill. Certain rare techniques also add a bonus to damage. Each weapon technique has both a name and an identification number:

```
TECHNIQUES:
  [84286] Power Punch (Bash Attack) +4% bonus
  [18625] Dancing Devil Kick (Bash Attack) +2% bonus
```

A gladiator may know any number of weapon techniques and the effect of the known weapon techniques is cumulative. In the above example, the gladiator would receive a +6% bonus to all bash attacks.

Weapon techniques differ in one important way from weapon skills. As a technique becomes well-known, defenses against the technique are fashioned and the technique soon loses its effectiveness. For that reason, when a technique becomes known by 7 gladiators, it will lose its effectiveness and disappear.

Weapon techniques can be learned in three ways.

First, weapon techniques can be discovered via the RESEARCH command. Each use of the RESEARCH command costs 50 gold and has a 20% chance of revealing a weapon technique for a particular weapon skill. The format of the RESEARCH command is:

RESEARCH <weapon type> <skill> [<name>]

For example, to attempt to discover a bash parry technique, a gladiator would use:

```
RESEARCH bash parry "Dirk's Whirl"
```

If a new technique is discovered, it will be called “Dirk's Whirl”. If no name is provided, the Arena will make up a name for the new technique.

Second, weapon techniques can be learned from a gladiator who already knows the technique by using the LEARN command:

LEARN <technique id>

Note that this command requires the technique id, not the name of the technique nor the weapon skill. For example,

```
LEARN 84286
```

could be used to learn the “Power Punch” technique shown above. The only way to learn the technique id for a weapon technique is to be told it by someone who already knows the technique.

The LEARN command costs 50 gold per use.

Finally, weapon techniques can be learned by observing them in action. Every time a gladiator fights an opponent who uses a weapon technique, there is a 10% chance that he will learn the weapon technique via observation. Intelligent gladiators have an increased chance to learn a technique via observation.

3.5 Combat Variables

In addition to body attributes, weapon skills and weapon techniques, the behavior of a gladiator in combat is controlled by several combat variables: surrender level, defense/offense level, and stamina reserve.

The SURRENDER variable controls when a gladiator will surrender. The SURRENDER variable represents the percentage level of damage that will cause a gladiator to surrender. The SURRENDER variable is set by use of SET command. For example,

```
SET surrender 85
```

sets the surrender level for this gladiator to 85%. When this gladiator suffers damage equal to 85% of his total hit points, he will surrender. SURRENDER values in the 75-100% range are recommended. Note that higher SURRENDER values may result in the death of the gladiator.

The DEFENSE variable controls whether a gladiator is concentrating on defense or offense. By concentrating most of his attention on either defense or offense, a gladiator can raise his performance in that area by a few percentage points (and with a corresponding loss in the other area). The DEFENSE variable represents the percentage of effort to be devoted to defense (the remainder will be devoted towards offense). DEFENSE is also set with the SET command. For example,

```
SET defense 100
```

sets this gladiators defensive level to 100% (and his offense level to 0%). With this setting, the gladiator will improve his chances to dodge and parry attacks by a few percent. But even with this extreme setting, the gladiator will still make attacks – but they will be at a reduced chance of success. SET may also be used to set the OFFENSE level – this is just the converse of the DEFENSE level.

The RESERVE variable controls how much stamina a gladiator holds "in reserve". Stamina is used to fuel both attacks and defenses, and excess stamina can be expended to improve a gladiator's attack chance. The RESERVE variable controls how much stamina a gladiator will hold back during battle. Stamina over this limit will be spent to improve the gladiator's attack chances. The reserve level can be either HIGH, MEDIUM or LOW and is set using the SET command. For example,

```
SET reserve medium
```

sets a medium level of stamina reserves.

4 Weapons & Armor

Various types of weapons and armor are available for purchase in stores located throughout the Arena District. Any gladiator with sufficient funds can purchase weapons and armor and use them in the arenas.

4.1 Weapons

The following table shows the weapons generally available in the Arena District, their characteristics, and their usual cost:

Name	Type	2HD?	Dam	Cost	Len	Lbs.	Other
Battle Axe	Chop	No	3	58	2.0	4.9	
War Axe	Chop	Yes	4	66	3.0	8.5	-MG
Club	Impact	No	2	41	1.8	3.1	
Mace	Impact	No	3	61	2.1	4.5	
Morningstar	Impact	No	3	57	2.4	5.1	-MG
Hammer	Impact	No	3	60	2.1	4.7	-MG
War Hammer	Impact	Yes	4	72	3.1	9.5	
Dagger	Thrust	No	1	27	0.6	1.3	+MG
Staff	Impact	Yes	2	40	7.2	4.3	
Halberd	Impact	Yes	3	52	6.6	6.1	-P
Scythe	Chop	Yes	3	56	7.0	6.3	-MG
Pike	Thrust	Yes	3	28	10.0	9.5	-P
Spear	Thrust	Yes	2	33	6.0	5.0	-P
Epee	Thrust	No	2	51	2.4	2.3	+P, -MG
Foil	Thrust	No	2	48	2.4	2.5	+P, -MG
Broadsword	Chop	No	3	61	2.4	4.5	-P, -MG
Longsword	Chop	No	3	52	2.4	6.1	-P, -MG
Scimitar	Chop	No	3	61	2.4	4.5	-MG
Rapier	Thrust	No	2	48	3.0	2.2	+P, -MG
Shortsword	Thrust	No	2	51	2.1	2.0	-MG
2hd Sword	Chop	Yes	4	66	6.0	9.1	-P

Notes

- Length is given in feet.

- Weapons have a type (Chop, Thrust, or Impact) corresponding to the types of weapons skills.

- Two-handed weapons prevent the gladiator from using a shield or a main gauche weapon in his shield hand. Two-handed weapons also cannot be used as main gauche weapons.

- Damage for each weapon is rated on a scale of 0-4. Higher numbers indicate greater damage. The scale is roughly linear, so that a damage 3 weapon on average will do about three times the damage of a damage 1 weapon.

- Cost is only an indication of the relative costs of the weapons. Actual costs may vary.

- Heavier, longer weapons are more tiring to use than shorter, lighter weapons.

• -P indicates that the weapon carries a penalty when used to parry. +P indicates that the weapon carries a bonus when used to parry. Similarly, -MG/+MG indicate penalties or bonuses when the weapon is used as a main gauche.

• Weapons not appearing in this table may also be occasionally available in some stores.

4.2 Armor

Armorers provide the gladiators of the Arena District with armor in a wide variety of types and styles.

Four styles of armor are generally available: helmets, vests, coats and pants. Helmets protect the head, vests protect the torso, coats protect both the torso and the arms, and pants protect the legs.

Seventeen types of armor are commonly available. The following table lists these types, the protection they provide against various types of attacks, and the weight and cost of an entire suit (helmet, coat, pants) of that type.

Name	Chop	Thrust	Impact	Weight (lbs)	Cost	Stackable?
Cloth	0	0	2	4.4	5	Yes
Padding	1	1	3	6.0	7	Yes
Soft leather	1	1	1	6.5	16	No
Hard leather	2	2	2	6.5	32	No
Cuir-bouilli	3	4	2	12.0	59	No
Woven cord	2	2	3	15.0	42	No
Ring mail	4	5	3	22.0	51	No
Studded leather	2	3	3	15.0	33	No
Chain mail	6	2	3	44.0	48	No
Double mail	7	4	3	48.0	65	No
Wood brigandine	6	5	3	30.0	64	No
Metal brigandine	9	8	4	48.0	92	No
Laminated	9	9	2	44.0	94	No
Wooden splint	6	5	2	22.0	65	No
Metal splint	9	8	2	38.0	92	No
Metal plate	11	11	4	54.0	113	No
Ribbed plate	12	12	4	54.0	126	No

Notes

• Protections are rated on a scale from 0-12. The scale is roughly linear, so an armor with protection of 8 would stop roughly four times the damage of an armor with protection 2.

• Heavy armor is more tiring to use and may affect a gladiator's agility.

• Cost is only an indication of the relative costs of the different types of armor. Actual costs for a particular piece of armor will vary.

• Stackable armors (cloth, padding) may be worn underneath other armors, adding cumulatively to the armor rating.

• Armor types not appearing in this table may also be occasionally available in some stores.

• Armor types may be mixed. That is, a gladiator could wear metal plate pants with a soft leather vest and a woven cord helmet.

4.3 Shields

Shields are also available from the armorers in the Imperial City. Three types of shields are available, as shown in the following table:

Name	Coverage	Weight	Cost
Buckler	Torso and shield arm	4.0	10
Round Shield	Head, torso and shield arm	6.0	14
Kite Shield	Head, torso, shield arm and legs	8.0	20

Unlike armor, a shield is an active defense. The user of a shield must have the "shield parry" skill. If he does, he will attempt to use his shield to parry blows aimed at the covered areas. A parried blow does no damage.

Shields are available in three materials. The type of material of a shield affects its weight and its resistance to wear and tear. Leather shields are the lightest, but wear fastest. Wooden shields have average weight and durability. Metal shields are somewhat heavier but very durable.

4.4 Wear and Tear

Both weapons and armor are subject to wear and tear. Even well-crafted weapons and armor will eventually become useless as they are damaged in melee.

A rough indication of the current condition of an item is shown alongside the item in all inventories:

```
[26] spear (excellent condition)
[6] staff (poor condition)
```

The scale of this indication is: terrible, poor, average, good, excellent.

When an item becomes useless it is removed from a gladiator's inventory.

4.5 Stores

Armor and weapons are typically obtained by purchase at a store. Various stores are scattered about the Arena District. The best-known of these stores is Gertin Bros., a famous and usually well-stocked blacksmith located at (-10,0) in the Arena District.

Upon entering a store, the gladiator will be given a description of the store and the items available for sale:

```
4: enter 3

  You are now in [3] Gertin Bros. Blacksmiths (0, 0).

In the store Gertin Bros. Blacksmiths [3].
  For sale:
    [10] halberd (excellent condition)  $52
    [9] mace (excellent condition)  $61
    [15] wooden splint vest (excellent condition)  $27
    [20] leather buckler (excellent condition)  $3
    [18] metal plate pants (excellent condition)  $29
    [16] soft leather vest (excellent condition)  $5
    [19] studded leather coat (excellent condition)  $20
    [23] wooden kite shield (excellent condition)  $13
    [27] spear (excellent condition)  $17
    [22] ring mail vest (excellent condition)  $7
    [14] morningstar (good condition)  $23
    [13] metal round shield (excellent condition)  $12
    [12] hard leather pants (excellent condition)  $3
    [11] longsword (excellent condition)  $15
  Seen here:
    [8] Dirk
```

To purchase an item from a store, a gladiator should enter the store and then issue the BUY command with the id of the item he wishes to buy, e.g.,

```
BUY 16
```

If the gladiator has sufficient money, the item he is buying will be placed in his inventory and the cost of the item deducted from his gold.

Stores will also buy back armor and weapons, although at a reduced price. To sell something back to a store, use the SELL command.

4.6 Item Aliases

A potential problem arises when multiple players are interacting with a store. Between the time you receive a turn report showing the contents of a store and the time you send in a turn to purchase an item, how do you know that the item won't be purchased by another player?

When an item is purchased from a store, it is replaced by an exactly equivalent item with a new id number. For example, after Dirk purchased

```
       [16] soft leather vest (excellent condition)  $5
```

from Gertin Bros., a new item:

```
       [28] soft leather vest (excellent condition)  $5
```

was added to the store's inventory. This assures that an item will remain available between the time you see it and the time you purchase it.

Furthermore, the new item may be purchased using the id number of the original item – the id number of the original item acts as an ''alias'' for the new item. So in this case, the command:

```
   BUY 16
```

would work to purchase item [28]. This means a player won't have to submit multiple attempts to buy something which fail simply because the item id is changing.

Aliases are erased at midnight each day. For this reason, it is best to try to buy an item on the same day that you obtain its id.

4.7 Using an Item

To make use of a piece of armor or a weapon, the gladiator must issue the USE command with the appropriate item id:

```
   USE 16
```

Note that if an item has an alias, the alias id can also be used. This permits a player to purchase and use an item in the same turn, even if the item purchased turns out to have a different id than expected.

Items in use are noted on the gladiator's inventory with an asterisk in the far left column of the inventory:

```
   INVENTORY:
```

```
        [26] spear (excellent condition)
    *   [6] staff (poor condition)
```

In this, case [6] is in use and [26] is not.

More than one weapon and armor can be in use at the same time. If more than one weapon (or similar piece of armor) is in use, then the first item in the inventory is the actual item in use. Other items in use are being carried as ‘‘backups’’. For example, consider the following inventory:

```
    INVENTORY:
        [26] spear (excellent condition)
    *   [6] staff (poor condition)
    *   [9] mace (excellent condition)
    *   [15] wooden splint vest (excellent condition)
    *   [16] soft leather vest (excellent condition)
```

In this case, the gladiator is using [6], [9], [15] and [16]. Initially, the gladiator will attack with the staff [6] and wear the wooden splint vest [15]. If he should lose his staff, he will switch to using his mace [9]. Similarly, if he should lose his vest, he will switch to using the soft leather vest [16].

One exception to this rule is stackable armor. If a gladiator using a piece of stackable armor and it can be worn underneath another piece of armor the gladiator is using, both pieces of armor will be used. For example:

```
    INVENTORY:
        [26] spear (excellent condition)
    *   [6] staff (poor condition)
    *   [9] mace (excellent condition)
    *   [15] wooden splint vest (excellent condition)
    *   [32] cloth vest (excellent condition)
```

In this case, the gladiator will wear the cloth vest [32] underneath the wooden splint vest [15].

The order of items in a gladiator’s inventory can be changed using the POP command (see Commands).

Note that a gladiator carries all used items into the arena with him, and all these items count towards carried weight.

5 The Midnight Update

At midnight of each day, the Arena world is updated. Battles are fought, new battles are scheduled, and store proprietors update their inventory.

During the store update, popular items may have their prices marked up, unpopular items may have their prices marked down, and the items on display may be rotated. If you attempt to purchase an item that you saw in a store before the last midnight update, you may be surprised to discover that you've purchased something completely unexpected! This happens when an item is taken off the shelf and its unique item identifier is reused for a new item. So avoid this possible error by always checking to be sure the item is still available on the day you try to buy it.

6 Combat

Combat between gladiators takes place in various arenas scattered about the Arena District.

6.1 The Arenas

When a gladiator is created, he is assigned to an arena by the Arena Masters. The arena a gladiator has been assigned to and its location in the Arena District are shown on the character report:

```
CHARACTER REPORTS:

NAME: [8] Dirk
DESCRIPTION:
EPITAPH: My god!  It's filled with light!
WHERE: The Arena District (-10,2)
MONEY: 4
ARENA: [4] An Arena at (-10,2) The Arena District
[...]
```

In this case, Dirk has been assigned to "[4] An Arena" which is located at (-10,2) in the Arena District.

Each ARENA contains no more than 30 members. New characters are assigned to Novice Arenas, where they compete against other new characters. To graduate from a Novice Arena, a gladiator must attain 30 wins against the other members of his Arena. When this occurs, the gladiator will be promoted to a new Arena in the next level of the Arena District, and be permitted to travel into the next level.

The Arena Masters forcibly retire gladiators who accumulate 30 losses before they reach 30 wins. Thus, the competition to win and advance to the next level is particularly keen.

To obtain a match, a gladiator should move to the location of his Arena and enter the Arena. At midnight of that day, after the scheduled battles have been fought, the Arena Masters will match up all the gladiators inside the arenas and announce the next night's battles. Once a gladiator has been assigned a match, he is not allowed to leave his arena (but he may execute any other commands).

At the Novice level, the Arena Masters currently charge a fee of 50 gold to enter an Arena. This may change. Whatever the fee is, if a gladiator wins his match, his fee is returned along with his opponent's fee. If a gladiator loses he receives nothing. In the case of a tie, the entrance fee is returned to both gladiators.

Generally speaking, gladiators are only permitted to enter and fight in their assigned arenas. Rumor persist of so-called "Black Arenas" in the Arena District, where unscrupulous fight promoters hold unsanctioned fights between gladiators from different arenas. Note, however, that the Arena Masters count only sanctioned fights toward the win/loss limits.

6.2 Combat Algorithm

In sanctioned arenas, matches consist of 10 rounds. Each round each gladiator has 10 chances to land a blow. The match ends when a gladiator surrenders, is killed, or when time runs out.

A gladiator's chance to hit is determined primarily by his weapon skill, weapon techniques, and weapon arm speed. If a gladiator has excess stamina available, he will also apply this to increase his chance of hitting.

The damage a gladiator does with a successful blow is determined primarily by his weapon damage and his weapon arm strength.

Each gladiator begins the fight with some initial stamina and regains some stamina between each round. The initial stamina and the amount recovered between rounds is affected by the vigor attribute.

Each successful weapon hit uses stamina. Heavier weapons use more stamina. Blocking a blow with either a weapon parry or a shield block also uses stamina. Carrying too much weight can also cost stamina.

6.3 Damage and Healing

After a match, a gladiator will typically find that he has sustained some cuts and bruises. The condition of the gladiator is shown in the BODY section of the character report:

```
BODY:
  Head: +perception, excellent condition
```

```
Torso: +sturdiness, poor condition
Weapon arm: ++strength, good condition
Shield arm: -speed, terrible condition
Legs: good condition
```

Healing occurs during the midnight update. Approximately 25% of the impact damage and 15% of the cut damage a gladiator has suffered is healed every night. These rates vary with the healing attribute.

A gladiator can also be healed by entering a hospital. For a posted fee, the hospital will immediately cure all damage a gladiator has suffered. A well-known hospital (Arena General) is located at (-10,2) in the Arena District.

7 The World

The Arena District is a square area located at the center of the Imperial City. It stretches from (-10,-10) to (10,10). The outermost ring of the Arena District is called the Novice Area:

```
    +------------------------------+
+10 |                              |
    |  +------------------------+  |
    |  |                        |  |
    |  |                        |  |
    |  |                        |  |
    |  |                        |  |
    |  |                        |  |
    |  |      Inner Levels      |  |
    |  |                        |  |
    |  |                        |  |
    |  |                        |  |
    |  |                        |  |
    |  |                        |  |
    |  +------------------------+  |
-10 |      Novice Area             |
    +------------------------------+
    -10                          +10
```

New gladiators are restricted to travel inside the Novice Area. No gladiator may leave the Arena District.

There are a variety of interesting (and uninteresting) buildings in the Novice Area. Some well-known buildings are located at (-10,0). The location of a gladiator's arena is shown on his character report.

7.1 Movement

To move to a particular location in the Arena District, use the MOVE command. For example,

```
MOVE -10 0
```

would move to (-10, 0) in the Arena District. Gladiators may use only 2 MOVEs per day, but there is no limit on how far you may move.

To enter an arena or building, use the ENTER command. For example,

```
ENTER 3
```

could be used to enter a building with the id [3].

To exit a building or arena, use the EXIT command:

```
EXIT
```

8 Teams

Gladiators can form teams to compete for recognition in the gladiator community. Each week the team with the best overall record is recognized and rewarded by the Arena Masters. The Arena Masters also occasionally arrange team challenges.

8.1 Team Captain

Each team of gladiators has a captain. The captain controls who is permitted to join a team. To create a new team and declare himself the captain, a gladiator should use the CAPTAIN command. For example,

```
CAPTAIN "Conan's Toughs"
```

would declare a gladiator to be the captain of a new team called Conan's Toughs. Notice that since the name has a space in it, it must be enclosed in double quotes. There is a cost of 100 gold to create a new team.

To quit as the captain of a team, a gladiator should use the ABDICATE command. For example,

```
ABDICATE
```

drops this gladiator as captain of his team.

The CAPTAIN command can also be used to step into a vacancy created by a previous captain abdicating. The syntax is the same as when creating a new team. Note that captaincy is a first-come, first-served honor; the first member of the team to submit a CAPTAIN order will become the new captain. There is no charge to become captain of an existing team.

8.2 Team Members

Teams may contain up to ten gladiators (including the captain). To invite a gladiator to join a team, the captain of the team should use the ADMIT command. For example,

```
ADMIT 8
```

would invite [8] Dirk to join this team.

To join a team to which he has been admitted, a gladiator should issue the JOIN command:

```
JOIN "Conan's Toughs"
```

This example would join the Conan's Toughs team, provided this gladiator had been previously admitted. There is a 25 gold fee to join a team.

To leave a team, a gladiator should issue the UNJOIN command:

```
UNJOIN
```

This will remove the gladiator from his current team.

A captain may also eject any member of his team. To do this, the captain should use the EJECT command:

```
EJECT 8
```

This command would eject [8] Dirk from the captain's team.

9 Betting

The Arena District attracts crowds of spectators and a natural desire to gamble on the outcome of the gladiator matches. Recognizing that this could very well lead to tampering with match outcomes, the Arena Masters have installed a strictly legal pari-mutuel betting system.

In a pari-mutuel betting system, the odds and payoffs are determined by the betting on each side. For example, if [8] Dirk fights [12] Oleg and there is a 100 gold bet on Dirk and a 10 gold bet on Oleg, then if Dirk wins the 100 gold bet will pay back 110 gold (for a profit of 10 gold), and if

Oleg wins the 10 gold bet will pay back 110 gold (for a profit of 100 gold).

To place a bet upon a match, a gladiator should use the BET command. For example:

```
BET <amount> <who>
BET 100 8
```

bets 100 gold on [8] Dirk to win his next match. There is a small amount of action by spectators on every match – typically 5 to 20 gold – so every winning bet is guaranteed to make at least a small amount of profit. A gladiator may bet on anyone except his own opponent.

A list of the following night's matches is published in the Arena News every night at midnight. Bets are accepted up until the start of the first match.

10 Turn Format

ARENA turns are submitted via electronic mail to the Arena server at "arena@sun-dimas.aero.org". Each turn consists of one or more commands for one or more gladiators.

Each gladiator's turn begins with the NAME command. (On the turn a gladiator is created, the turn begins with the CREATE command.) For example, a turn for [8] Dirk would start with the command:

```
NAME Dirk
```

The name command can be followed by any number of other commands. These commands all apply to the gladiator specified by the NAME command. For example:

```
NAME Dirk
MOVE -10 0
ENTER 3
BUY 26
EXIT
MOVE -10 2
ENTER 4
BET 20 8
```

would move Dirk to the location of Gertin Bros., enter, buy a weapon, exit, move back to the location of his arena, enter the arena, place a bet upon himself, and then wait for his match.

An important point to remember about submitting a turn:

- The "From:" line of the mail message – both the user name and the machine – is used to determine who is sending the turn. The sender who creates a gladiator must submit all future turns for the gladiator. This means that you must send all future turns from the same account and machine from which you send the initial turn.

10.1 Getting Started – An Example

To get started in Arena, you need to send a mail message to the Arena (“arena@sun-dimas.aero.org”) with commands to create a new gladiator. For example, your turn might look like this:

```
CREATE "Oleg the Loudmouth"
MOVE -10 0
ENTER 2
```

This will create a new gladiator named Oleg the Loudmouth, move him to (-10,0) in the Arena District, and enter [2] (which is usually the id for the Gertin Bros. store).

11 Command Reference

The following table lists all the available ARENA commands:

Command	Description
ABDICATE	Quit being the captain of a team.
ADMIT <gladiator id>	Admit <who> to your team
BALANCE	Show your current balance.
BET <amount> <gladiator id>	Place a bet of <amount> on <gladiator id>.
BUY <item id>	Purchase the item <item id>.
CAPTAIN <team name>	Name yourself captain of a team.
CREATE <name>	Create a new character.
DROP <item id>	Drop <item id> out of your inventory.
EJECT <gladiator id>	Eject <gladiator id> from your team.
ENTER <building id>	Enter <building id>.
EXIT	Exit to the outer location.
INSULT <insult>	Add to a gladiator’s list of insults.
JOIN <team name>	Join a team.
LEARN <technique-id>	Learn a weapon technique.
LOWER <attr> <bodypart>	Lower an attribute on a body part.
MOVE <x> <y>	Move to a particular location.
NAME <name>	Identify the gladiator being commanded.
PASSWORD <passwd>	Apply password.
PLAYER <name>	Sets the name of the player.
POP <item id>	Pop <item id> to the top of the inventory.
RAISE <attr> <bodypart>	Raise an attribute on a body part.

RESEARCH <wpn type> <skill> [<name>]	Try to discover a weapon technique.
REPORT	Print a report on this character.
RETIRE	Retire this character from the Arena.
ROSTER [arena/ALL]	Print a roster of gladiators.
SELL <item id>	Sell <item id>.
SET <variable> <value>	Set a variable.
SET_PASSWORD <passwd>	Set a password.
STUDY <weapon type> <skill>	Study a skill.
UNJOIN	Unjoin a team.
UNUSE <item id>	Unwield/wear/apply <item id>.
USE <item id>	Wield/wear/apply <item id>.

The following sections describe each command in detail.

11.1 ABDICATE

Syntax: ABDICATE
Cost: None
Limits: Can only used by team captains.

The ABDICATE command is used to quit as captain of a gladiator team. It can be used only by the captain of a team.

When a captain ABDICATEs his position, the captain position of the team is left open and will be filled by the first team member to issue a "CAPTAIN" command.

11.2 ADMIT

Syntax: ADMIT <id>
Cost: None
Limits: Can only used by team captains.

The ADMIT is used to admit a gladiator to a team. It can only be used by the captain of the team.

The ADMIT command permits a gladiator to issue a corresponding JOIN command to join a team, but he will not be a member of the team until he issues the JOIN command. The ADMIT command must be issued before the corresponding JOIN command.

11.3 BALANCE

Syntax: BALANCE
Cost: None
Limits: None

The BALANCE command reports on the player's current balance. While the beta test of ARENA is being run free of charge, later versions may be commercial. This command shows the player how much money he would have spent so far.

11.4 BET

Syntax: BET <amount> <id>
Cost: None
Limits: 1. Gladiator must have <amount> gold.
2. Gladiator <id> must be scheduled to fight.
3. A gladiator may not bet on his opponent.

The BET command places a bet of <amount> gold on gladiator <id> to win his next fight. Because the Arena Masters run a pari-mutuel betting system, the amount won will depend upon the amount wagered on both gladiator <id> and his opponent.

11.5 BUY

Syntax: BUY <item id>
Cost: Varies.
Limits: 1. BUY works only in stores.
2. The gladiator must have enough money for the purchase.
3. <item id> or an alias must be available for purchase.

The BUY command purchases an item from a store. If <item id> is available, and the gladiator has sufficient funds to purchase the item, then the cost of the item will be subtracted from the gladiator's gold and the item added to the gladiator's inventory.

If <item id> is not available but another exactly similar item is available, then that item will be purchased. <item id> will act as an alias for the new item (so that the new item can be immediately USEd).

11.6 CAPTAIN

Syntax: CAPTAIN <team name>
Cost: 100 gold or None.
Limits: See below.

The CAPTAIN command is used to create a new team or to assume the vacant captaincy of an existing team.

To create a new team, the CAPTAIN command is used with a new team name. The new team name must be unique (i.e., different from all existing team names). A new team will be formed and the gladiator will be made the captain of the new team. If the gladiator was a member of an existing team, he will be UNJOINed from the existing team. The cost to create a new team is 100 gold.

To assume the vacant captaincy of an existing team, the CAPTAIN command should be used with the name of the existing team. The captaincy of the named team must be vacant, and the gladiator using the CAPTAIN command must already be a member of the team. There is no cost to assume a vacant captaincy.

11.7 CREATE

Syntax: CREATE <name>
Cost: None
Limits: Each player may have only 3 gladiators.

The CREATE command is used to create a new gladiator. The name of the new gladiator must be unique (i.e., different from all existing gladiators). If the name of the gladiator contains spaces it should be enclosed in double quotes.

The new gladiator will have no skills, attributes, etc.

11.8 DROP

Syntax: DROP <item id>
Cost: None
Limits: None

The DROP command is used to drop an item from a gladiator's inventory. The dropped item disappears from the world: it cannot be picked up, bought or retrieved.

11.9 EJECT

Syntax: EJECT <gladiator id>
Cost: None
Limits: None

The EJECT command is used by a team captain to remove a member from his team. The ejection is automatic.

11.10 ENTER

Syntax: ENTER <building id>
Cost: Varies.
Limits: The gladiator must be in the same location as the building to be entered.

The ENTER command is used to enter a building (e.g., store, arena). The gladiator and the building being entered must be in the same location (i.e., the same (x, y) coordinates).

There may be a cost to enter a building. For example, Novice Arenas cost 25 gold to enter. Hospitals also charge. Generally, buildings that charge entrance fees will advertise those fees in their descriptions.

There may also be a limit on the number of gladiators allowed inside a building at one time.

11.11 EXIT

Syntax: EXIT
Cost: None.
Limits: Gladiators cannot leave their assigned arenas while they have a fight scheduled.

The EXIT command is used to leave a building (e.g., store, arena) and return to the outer location.

11.12 INSULT

Syntax: INSULT [insult]
Cost: None.
Limits: A gladiator may have only 10 insults prepared.

The INSULT command is used to add a new insult to a gladiator's list of insults. At appropriate times during battle, the gladiator will randomly select an insult from his list of insults and taunt his opponent with it.

The insult should be enclosed in double quotes.

A gladiator list of insults may have only 10 insults. New insults will push old insults off the bottom of this list.

If this command is used without an argument, all the insults for the gladiator will be erased.

11.13 JOIN

Syntax: JOIN <team name>
Cost: 25 gold
Limits: A gladiator must be previously ADMITted to a team in order to JOIN it.

The JOIN command is used to join a team. The gladiator issuing the JOIN command will join the named team if he was previously admitted to the team by the team captain.

A gladiator may be a member of only one team at a time. Joining one team automatically unjoins the gladiator from any other team he belongs to.

11.14 LEARN

Syntax: LEARN <technique-id>
Cost: 50 gold
Limits: See below.

The LEARN command is used to learn a weapon technique from the technique id. The technique id is shown in the TECHNIQUES portion of the character report:

```
TECHNIQUES:
  [84286] Power Punch (Bash Attack) +4% bonus
  [18625] Dancing Devil Kick (Bash Attack) +2% bonus
```

In this example, 84286 is the technique id of Power Punch. The only way to obtain the technique id of a technique is through the character report.

Note that as a technique becomes well-known, defenses against the technique are fashioned and the technique soon loses its effectiveness. For that reason, when a technique becomes known by 7 gladiators, it will lose its effectiveness and disappear. This may well occur immediately after a gladiator has learned the technique via LEARN, if he is the 7th gladiator to learn or discover the technique.

11.15 LOWER

Syntax: LOWER <attr> <bodypart>
Cost: None
Limits: 1. Once raised, an attribute cannot be lowered.
2. You cannot raise an attribute beyond +3.
3. You cannot lower an attribute beyond -3.
4. The total of all attributes cannot be greater than +3.
5. The total of all negative attributes cannot be less than -3.
6. Attributes listed as "no effect" in the attribute tables can be neither raised nor lowered.

The LOWER command is used to lower the attribute on a particular body part. The legal attributes are: strength, sturdiness, speed, vigor, intelligence, perception and healing. The legal body parts are: head, torso, weapon arm, shield arm, and legs.

Only some attributes for some body parts can be lowered. Refer to the tables in the section "Body Attributes" for details. Note that lowering an attribute always has a negative affect on a gladiator's performance.

11.16 MOVE

Syntax: MOVE <x> <y>
Cost: None
Limits: Gladiators may only MOVE twice per day.

The MOVE command is used to move to a particular x,y location within a locale. For example, if a gladiator is in [1] The Arena District, then the command

```
MOVE -10 0
```

will move the gladiator to (-10,0) in the Arena District, which happens to be the location of the Gertin Bros. store.

Every locale has a certain size and geometry. The Arena District, for example, is a square locale with dimensions from (-10,-10) to (10,10). Most stores, hospitals and other buildings have no inside dimensions, and so you cannot MOVE around inside of them. There may also be other limits on where you can move. In the Arena District, for example, a gladiator cannot move into one of the inner regions until he has the proper token.

The MOVE command may only be used twice per day for each gladiator.

11.17 NAME

Syntax: NAME <name>
Cost: None
Limits: Must be a gladiator name controlled by you.

The NAME command is used to identify which gladiator you are commanding. The name given must be an existing character controlled by you (i.e., created using the same e-mail address as the current orders). If the name contains spaces, be sure to enclose it in double quotes.

11.18 PASSWORD

Syntax: PASSWORD <passwd>
Cost: None
Limits: If a player has a password set, then PASSWORD must be the first command executed.

The PASSWORD command is used to answer the password set with the SET PASSWORD command.

Normally ARENA requires only that commands for a gladiator come from the same e-mail account as the message that originally created the gladiator. For additional security, the player can also protect his gladiators with a password. This permits multiple players to share one account.

Regardless of password protection, one e-mail account is still limited to 3 gladiators.

11.19 PLAYER

Syntax: PLAYER <player name>
Cost: None
Limits: None.

The PLAYER command is used to set the name that by which an ARENA player will be known. Initially the player name is set to the player's e-mail address, but the PLAYER command allows the player to change this (to be anonymous, for example).

11.20 POP

Syntax: POP <item id>
Cost: None
Limits: None.

The POP command is used to rearrange a gladiator's inventory. The identified item is moved from its current location in the gladiator's inventory to the top of the inventory.

The order of items in a gladiator's inventory is important for determining what items are in use. For example, to determine what weapon a gladiator is using, the inventory is searched from the top for the first weapon being used (see the USE command).

11.21 RAISE

Syntax: RAISE <attr> <bodypart>
Cost: None
Limits: 1. Once raised, an attribute cannot be lowered.
2. You cannot raise an attribute beyond +3.
3. You cannot lower an attribute beyond -3.
4. The total of all attributes cannot be greater than +3.
5. The total of all negative attributes cannot be less than -3.
6. Attributes listed as "no effect" in the attribute tables can be neither raised nor lowered.

The RAISE command is used to raise the attribute on a particular body part. The legal attributes are: strength, sturdiness, speed, vigor, intelligence, perception and healing. The legal body parts are: head, torso, weapon arm, shield arm, and legs.

Only some attributes for some body parts can be raised. Refer to the tables in the section ‘‘Body Attributes’’ for details. Note that raising an attribute always has a positive affect on a gladiator's performance.

11.22 RESEARCH

Syntax: RESEARCH <wpn type> <skill> [<name>]
Cost: 50 gold
Limits: None.

The RESEARCH command is used to attempt to discover a weapon technique. Each use of the RESEARCH command costs 50 gold and has a 20% chance of discovering a weapon technique.

The technique discovered may already be known to other gladiators.

If the technique is new, and <name> has been provided, the new technique will be called <name>. If <name> was not provided, the technique will be assigned a name at random.

11.23 REPORT

Syntax: REPORT
Cost: None
Limits: None.

The REPORT command prints out a gladiator report for the current gladiator. This useful if you send in commands for multiple gladiators in one mail message. Use REPORT at the end of each gladiator's commands to get a report on the gladiator before going on to the next gladiator.

11.24 RETIRE

Syntax: RETIRE
Cost: None
Limits: None.

The RETIRE command retires a gladiator from ARENA.

11.25 ROSTER

Syntax: ROSTER [<arena id> | ALL]
Cost: None
Limits: None.

The ROSTER command provides a roster of the current gladiators in a particular arena or in the entire game.

When used with no argument, the ROSTER command provides a roster of the current gladiator's arena.

When used with an arena id as an argument, the ROSTER command provides a roster of the specified arena.

When used with the keyword ALL as an argument, the ROSTER command provides a roster of all the gladiators in the game.

11.26 SELL

Syntax: SELL <item id>
Cost: None

Limits: 1. SELL works only in stores.
2. <item id> or an alias must be in the gladiator's inventory.

The SELL command sells an item in the gladiator's inventory back to the store the gladiator is currently in. The price paid by the store for the item will be added to the gladiator's gold. Stores typically buy items back for somewhat less than they would sell them for.

11.27 SET

Syntax: SET <variable> <value>
Cost: None
Limits: None.

The SET command is used to set the value of a variable. The list of variables that may be set and their meanings is shown in the following table:

Name	Values	Meaning
SURRENDER	0-100	% damage level at which to surrender.
DEFENSE	0-100	% effort to expend on defense.
OFFENSE	0-100	% effort to expend on offense.
PASSWORD	Any string	Password protection.
EPITAPH	Any string	Saying to utter when dying.
DESCRIPTION	Any string	Gladiator description.
RESERVES	LOW | MEDIUM | HIGH	Stamina reserve level.

11.28 STUDY

Syntax: STUDY <weapon type> <skill>
Cost: 25 or 100 gold
Limits: 1. Weapon type must be one of: thrust, chop, bash or shield.
2. Skill must be one of: attack, parry, riposte or main gauche.
3. Skills with greater than 50% proficiency cannot be studied.

The STUDY command is used to improve a weapon skill. The STUDY command costs 100 gold when used to learn a new weapon skill and results in an initial proficiency of 20%. Subsequent uses of STUDY cost 25 gold and result in a 2-5% increase in the skill level. STUDY cannot be used to improve a weapon skill past the expert (50%) level.

11.29 UNJOIN

Syntax: UNJOIN
Cost: None
Limits: None.

The UNJOIN command is used to leave a team. The gladiator issuing the UNJOIN command will leave his current team.

11.30 UNUSE

Syntax: UNUSE <item id>
Cost: None
Limits: None.

The UNUSE command causes a gladiator to discontinue using an item in his inventory.

11.31 USE

Syntax: USE <item id>
Cost: None
Limits: None.

The USE command causes a gladiator to begin using an item in his inventory. Items in use are noted on the gladiator's inventory with an asterisk in the far left column of the inventory.

Note that more than one weapon and armor can be in use at the same time. If more than one weapon (or similar piece of armor) is in use, then the first item in the inventory is the actual item in use. Other items in use are being carried as ''backups''. All used items count towards a gladiator's carried weight.

12 Frequently Asked Questions

Q: I sent in a turn for my gladiator, but ARENA complained that the gladiator was in use by another player! What gives?

A: The most likely cause for this problem is that you've sent in your turn from an e-mail address different from the one you used when you created your character. ARENA identifies you by the e-mail address taken from the ''From:'' line in your message. If your user name or the machine from which you sent the mail change, ARENA thinks you're a different person.

If you have to switch to a new account or machine, contact the Arena Master (srt@sun-dimas.aero.org). He can manually change your address.

Q: I went into a store and tried to buy a longsword but I ended up with a leather kite shield! What gives?

A: At midnight of each day shopkeepers inspect their wares and may rotate unpopular items. If this happens, an item id may be reused for a new item. The best solution to this problem is to avoid it: always make sure that the item you want to buy exists and buy it that same day. It's also wise to make sure your attempted purchase actually succeeded before you try to use it, or enter an Arena.

Q: The ATTACK command doesn't work? What gives?

A: The ATTACK command was inadvertantly left in an early version of these rules. The ATTACK command doesn't really exist, and that's why it doesn't work.

Q: Can I immediately send commands after using CREATE to create a new gladiator?

A: Yes.

13 Reporting Problems

ARENA is intended to be an enjoyable, reliable game. I strive to make the game fun for every player, and to respond to problems and bug reports quickly and fairly. Problems, bugs and suggestions for improvements should be sent to srt@sun-dimas.aero.org. Please be patient, as it may not be possible to answer all mail immediately.

Be aware that it is not always possible to "undo" a problem. Because of the size of ARENA's database and the volume of mail the ARENA handles, it isn't possible to save all the information necessary to undo a problem, particularly if the problem cannot be addressed immediately. In these cases, the gladiator will be compensated in some other way for the problem.

When reporting bugs, problems or when making suggestions for improvements, players should attempt to be civil and polite. Of course problems can be very frustrating, but abusing the only person who can remedy the problem is a bad idea!

14 Cheating

ARENA players are expected to act honorably. In particular, players are expected to:

- Report bugs and game flaws as they are discovered. A player found to be exploiting an obvious bug will be banished from the ARENA.

- Refrain from cheating. This includes forging mail and using multiple accounts to circumvent game limits. Again, the punishment for cheating is banishment from the game.