NERF

Arena Blast™



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NERF ArenaBlast™

A CHANCE TO MAKE HISTORY!

For the first time in Nerf history, the ArenaBlast league is allowing amateurs to compete in this year's professional tournament.

The *Nerf*® ArenaBlast™ league was established to allow professional teams to compete in *Nerf*-sanctioned events. The league has Arenas in all corners of the world (some even off world) and has attracted fans of all ages. Each year, its professional season features the greatest *Nerf* players in the world. The competition is fierce as they vie for the title "*Nerf* Champion of the World."

This year an amateur team will be let into this pro league. A special pre-season amateur tournament has been held to determine which team will get the chance to compete against the pros and tonight, the final event will be held. Whoever wins this final PointBlast event, heads to the pros where they can prove their worth against the top *Nerf* athletes.

One of the standout amateur teams in this tournament has been the "Twisters," a group hailing from Indiana. This spunky team has really showed its stuff throughout the playoffs and is one of the top contenders to win this final event. The team is made up of four very strong players.

Ted Armstrong is the leader of the team. Once he was a football quarterback, but now he is known as the top amateur in the *ArenaBlast* league. His top strength is his stamina and he is known for having almost limitless energy. When everyone is getting tired towards the end of an event, he seems to get more energy. Armstrong's "energy" has been the difference between winning or losing in these events.

Jami Armstrong, Ted's younger sister, is described as spunky and punky. But don't let her size or good nature fool you. She's been the team's top scorer in some of these events and is considered a master of strategic playing in the PointBlast event. She started playing at an early age and her natural ability at the sport has really shown through in this tournament.

Sherry "Sarge" McDougal is a self described "military brat." Her father is a general in the Army and she has thus lived on bases around the world all her life. She got her nickname when, as a little girl, she delighted in telling the privates to "March!" They started calling her "Sarge" and it has stuck with her ever since. Originally from Indiana, she jumped at the chance to play with her old friends when she heard they were forming a team. SpeedBlast is her event and few can match her ability to tag the targets while running at full speed.

Ryan Felderman is the team's wise cracker and he just loves to taunt the other opponents. But, he says, it is something that he doesn't just do for "kicks." His goal is to distract the other players and get them "off their game." We don't know if it's the wise comments working, but he is definitely doing something right at this tournament. He has the top overall score in the BallBlast events.

So, we wish the Twisters and all the other amateur teams good luck tonight as they vie for a most coveted chance: the chance to beat the pros at their own game.

THE PROS

So, who are the pro teams that the amateur team will face this season? Here's the rundown:

The Tribe is a team from a small town in California near the Sequoia national forest. They are in tune with nature and train regularly in the foothills and mountains of the forest. All that running up and down mountains and between trees has given them an endurance level that keeps them fighting to the final seconds of any event.

The Tycoons come from New York City. Being the most heavily financed team – their families made millions on Wall Street – they have played under the question "does more money make a better team?" Whatever the cause, they're definitely a team to be reckoned with and play as good as they look.

The Rockheads are from a mining base in the Asteroid belt near Saturn. They are definitely hard-nose competitors and have been known to pick fights after the game. They don't use any fancy tactics. They just use a simple "in your face at all times" strategy. Tough and able, they are not to be messed with or taken lightly.

The Barracudas are a squad from one of the Atlantic's undersea villages off the coast of England. Known as sea punks, this scrappy team is known to dye their skin blue and dress in outrageous outfits. They are full of wild energy and their over-the-top playing style makes them a favorite of fans.

The Lunas are a mystical group of girls from the main base on the moon. They tend to keep to themselves and shun the media. What little is known about them focuses on how they train with meditation, yoga and an organic diet. Sounds crazy but it must be doing something — they came in second place last year.

The Orbiteers are from Space Station 1, the first space station to orbit the earth. Known as the "brains" of the game, they have used computers to develop the best strategies for each event. They don't rely on the psychical nature of the game, but rather use carefully planned tactics to win. Even the most aggressive opponent gets a little nervous when facing off against this team.

THE ARENAS

Each pro team has its own arena. Here are the places the amateurs will be playing:

The Sequoia Arena – Home of the Tribe
An arena built around a grove of giant sequoia trees. One of the few outdoor arenas but players should try not to spend too much time admiring the view.

Orbital Arena – Home of the Oribiteers
This arena is on Space Station 1 orbiting high above Earth. Zero-G areas make this arena particularly fun... and challenging.

Barracuda Park – Home of the Barracudas
Deep on the bottom of the ocean, this undersea arena features a tropical theme and waterfalls.

Asteroid Arena – Home of the Rockheads
Built on a couple of asteroids, this is one of the more harsh arenas. Be careful of jumping too high and being sucked into space.

Moonlight Arena – Home of the Lunas
The Lunas have built this arena on the moon. It is a mystical place with great views of the Earth.

SkyScraper Arena – Home of the Tycoons
Built in the middle of the skyscrapers of New York City, this arena cost a fortune to build.

Championship Arena
The largest arena in the tournament, this is where the final match is held. It can seat 200,000 fans and has full television coverage from every angle. So, players should be sure to play their best — no one wants to mess up in front of millions of fans worldwide.

So those are the people and places that are sure to make this *Nerf ArenaBlast* season an exciting one. And with the addition of the lucky amateur team, this season will definitely be a memorable one. Good luck to all the teams.

Chad Weaver
ArenaBlast Commentator
Reporting for WNN (World Nerf Network)

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FIRST THINGS FIRST

The ReadMe File

The *Nerf ArenaBlast* CD-ROM game has a ReadMe file with which you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *Nerf ArenaBlast* directory found on your hard drive. You may also view the ReadMe file by first clicking on the START button on your Win95/98 taskbar, then on Programs, then on Atari, then on *Nerf ArenaBlast*, and finally on the ReadMe file option.

Minimum System Requirements

Operating System:	Windows® 95/98
Processor:	Pentium® 200 MHz MMX or higher
Memory:	32 MB RAM
Hard Disk Space:	120 MB Free
CD-ROM Drive:	4X Speed
Video:	2 MB Windows® 95/98 compatible SVGA video card*
Sound:	Soundblaster compatible sound card
DirectX:	DirectX version 6.1 or higher (included)
Modem:	57,600 baud (for modem/Internet play)
3d Card:	Optional
Network:	TCP/IP connection

** Indicates device should be compatible with DirectX version 6.1 or higher.*

Recommended System Requirements

Operating System:	Windows® 95/98
Processor:	Pentium® 233 MHz or higher
Memory:	64 MB RAM
Hard Disk Space:	275 MB Free
CD-ROM Drive:	4X Speed
Video:	3D accelerator*
Sound:	Windows® 95/98 compatible sound card*
DirectX:	DirectX version 6.1 or higher (included)
Modem:	57,600 baud (for modem/Internet play)

**Indicates device should be compatible with DirectX version 6.1 or higher.*

SETUP AND INSTALLATION

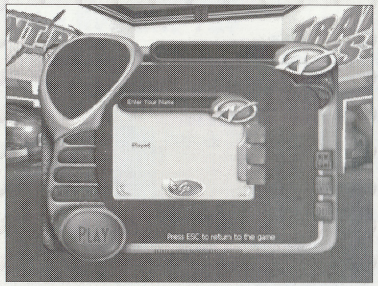
1. Start Windows® 95/98.
2. Insert the *Nerf ArenaBlast* CD-ROM game disc into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98 desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file on the *Nerf ArenaBlast* CD-ROM and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing *Nerf ArenaBlast.*
5. Once installation is complete, click on the Start button at the bottom of the screen, and choose Programs/Atari/Nerf ArenaBlast/Play Nerf to start the game. You may also start the game by selecting PLAY from the title screen.

Note: You must have the *Nerf ArenaBlast* CD-ROM in the CD-ROM drive to play.

INSTALLATION OF DIRECT X

The *Nerf ArenaBlast* CD-ROM requires DirectX 6.1 or higher in order to run. If you do not have DirectX 6.1 or higher installed on your computer, select the option to install a new version of DirectX when asked if you'd like to install one.

THE FIRST TIME YOU PLAY



Sign In

The first time you start *Nerf ArenaBlast*, you'll be asked to fill in your Player Card. This will allow you to formally enter Nerf Pro-Am competition.

To sign in, simply type in your name and then click the GO button.

Choose Your Character

Choose the Twisters character you would like to represent you during play. Click on the orange arrowheads at the bottom of the card to scroll through the different characters. When you see the character you would like to be, click on the GO button to confirm your selection. **Note:** This card will automatically save your game in progress. It is not necessary to manually save your game.

Choose Level of Difficulty

Highlight the gameplay difficulty level that you want to play by clicking on it. Click on the GO button to confirm your selection. There are four different difficulty levels:

Nerf Junior – For kids or newbies to 3-D games.

Pro-Amateur – For those who enjoy *normal* gameplay.

Super Nerf – For those players who like to up the challenge.

Mega Nerf – For superstars who look competitors in the eye and never blink.

Once you've made your selection, you're ready for *ArenaBlast* action!

PLAYER CARD MENU



You can access the following from the Player Card Menu:

Stats – Click here to view a player's stats, including Name, Rank, Score, Level and Completed Events.

Options – Click here to set up user options. See "Options" on page 22.

Controls – Click here to adjust keyboard/mouse controls.

Multiplayer/Single Player – Click here to Setup/Start/Join a multiplayer game, or to switch back to single-player mode. See also "Multiplayer Games" on page 23.

Play – Click here to play *Nerf ArenaBlast*. Initially, this will lead players to the Ready Room of the Amateur Arena. From there first-time players should take the Training Session explained on page 10, and experienced players can take on the PointBlast event described on page 12. **Note:** Previously signed-in players will be taken to the Ready Room of the next group of events available to their character.

New Game – Click here to start an entirely new game of *Nerf ArenaBlast*.

Exit Event – Click here to quit the current *Nerf ArenaBlast* event.

Quit – Click here to exit out of the program and return to your Windows® desktop.

Note: You can access the Player Card Menu from the gameplay screen by pressing the ESC key on your keyboard. To return to the gameplay screen, simply press the ESC key again.

THE TRAINING SESSION



A full Training Session is strongly advised for anyone new to *Nerf ArenaBlast*, or for players looking to hone their blasting skills. Move yourself into the Training Session corridor to begin your orientation. Press the Up arrow on your keyboard to move forward, and the Down arrow to move backward. Use your mouse to steer right or left.

The Training Session is really a complete tutorial for the gameplay controls. When you've completed your Training Session, you will automatically be returned to the Ready Room of the Amateur Arena.

Note: If you would like to end the Training Session early, press the ESC key on your keyboard to bring up your Player Card. From there, click on the Exit Event button to return to the Ready Room of the Amateur Arena. From the Ready Room, enter the PointBlast event by running down the PointBlast corridor.

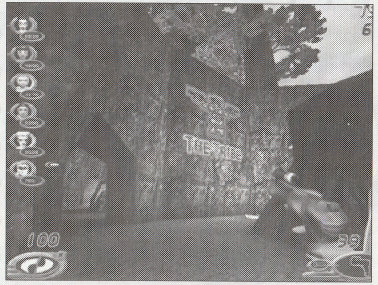
Get ready! You're about to enter full competition play!

WELCOME TO NERF® ARENABLAST!™

Grab your *Nerf* blaster and prepare to compete in an all-new sporting event of heart-pounding action! It's a game of fast thinking and even faster reflexes, featuring 8 different arenas, 360° views and real-time 3-D graphics. Take aim at your opponents and score some serious points with three awesome events – PointBlast, SpeedBlast and BallBlast. Prepare to be energized!

YOUR GEAR

Energy Suits



In *Nerf ArenaBlast*, all competitors wear special energy suits that detect the accuracy and type of blaster hits inflicted by their opponents. Each player starts out with a fully charged suit. Each time you're hit by an opponent, fall a long distance or stay underwater too long, some or all of the energy goes out of your suit. A gauge and the number on the lower left of your game screen shows you your current suit energy. If the energy level falls to zero, you're briefly knocked out of the current event, and must re-enter the game from a different location by clicking your mouse button.

Energy Belts and Backpacks

You can recharge your energy suit at any time by picking up energy recharge belts or backpacks. These items are shown below with their corresponding recharge values:

25 Suit Powerup



50 Suit Powerup



100 Suit Powerup



SCORING POINTS

In all *Nerf ArenaBlast* events, try to beat your opponents by scoring the most points, or in the case of SpeedBlast, by winning the race. Doing any of the following scores points:

- Hitting point targets scattered throughout the arena. There are three levels of point targets: 250, 500 and 1000 points. The point level depends on difficulty. Once a target has been hit, it won't trigger for a number of seconds, so it's important to keep your eyes open for live targets. Getting these points while you're on the run can make a big difference in your score.
- Blasting other players. If you blast other players, you can score points several different ways. First, you always score at least 25 points for blasting an opponent. If you're an Ace shot, and hit an opponent right on his/her chest marker, you score 100 points. If you blast them and knock out all of their suit energy, they're temporarily knocked out of play and drop big Bonus Points that you can pick up.
- Picking up Bonus Points. Picking up Bonus Points is a great way to become a winning player. Every time you knock another player out of play, that player drops a Bonus Point pickup. The pickup's point value depends on that player's current rank in the match.

First Place	**1000 points**
Second Place	**750 points**
Third Place	**500 points**
All Other Players	**250 points**

THE EVENTS

POINTBLAST

PointBlast is a head-to-head scoring competition that lets you rack up points as just described. Each event consists of an intensive, 10-minute scoring round. When time expires, the player with the most points wins. You're best strategy here is to find the leaders, knock them out and pick up their Bonus Points. Shoot all the targets you can along the way. Your second goal, of course, is to not get knocked out yourself!

SPEEDBLAST

In this event, you've got to race through the arena and touch 7 colored flags in order. Each flag is numbered and their correct color order is blue, green, yellow, orange, red, purple and gold. If a player is eliminated by another player, he/she begins again at the last flag he/she touched. Part of the challenge in this event is to figure out what you need to do to get to the next flag — and to do it quickly! The player to touch all flags and finish first is the winner.

BALLBLAST

This game is similar to a scavenger hunt, but with a decidedly *Nerf* twist. Players must first collect 7 colored balls that appear randomly. These balls must then be shot into special goals that you'll discover in the arena. Players receive points for scoring the balls. Point values vary according to which ball is deposited and the goal difficulty. There are usually two goals within a level. The more difficult of the two goals awards double the point value of each ball shot in. The ball/point values are as follows:

Blue	**750 points**	**Red**	**1750 points**
Green	**1000 points**	**Purple**	**2000 points**
Yellow	**1250 points**	**Gold**	**5000 points**
Orange	**1500 points**		

How to Score Points

To score points, first collect the balls by running over them. Next, run over to the BallBlast goal and select your BallBlaster (if it's not already selected) by pushing the "1" key at the top of your keyboard. Now fire the balls you've collected into the goal. **Note:** If you don't know where the goals are located, watch the other players. Some of them usually know the arena you're playing in pretty well.

Winning the BallBlaster Event

Only when one player has scored the first six colored balls does the final gold ball appear. The game ends when one player has scored all 7 balls. The player with the most points wins!

BLASTER PROFILES

There are 10 different blasters in *Nerf ArenaBlast*. Each blaster has different capabilities that are useful in different game situations and comes with a clip of darts or other ammo. For all of the blasters (except for the Secretshot II, which is your standard issue and never runs out of darts), you have to find additional ammo when you run out.

Each blaster has a regular fire mode and an alternate fire mode where the blaster performs in a different, useful way. Each blaster (and its ammo) is described in detail below.

Secretshot II



Fire – Shoots individual luminescent darts.

Alt Fire – Shoots a red-colored dart that travels a little more slowly but can score more points.

Ammo – Darts (always loaded).

Scattershot

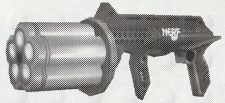


Fire – A spray-like blast that launches scattered mini-balls upon contact with a surface.

Alt Fire – Also a spray-like blast, but with area-effect scatter and greater damage impact.

Ammo – Scattershot Pak (See "Ammo Pickups" on page 17.)

Ballzooka



Fire – Shoots high-impact Ballzooka balls.

Alt Fire – Shoots "gooey" Ballzooka splat ammo. If these hit players, or if a player runs over one, the player can't move for 4-5 seconds.

Ammo – Ballzooka Ball Pak (See "Ammo Pickups" on page 17.)

WildFire



Fire – Rapid-fire bursts of luminescent darts.

Alt Fire – Shoots 10 darts at once in a spread.

Ammo – Dart Pak (See "Ammo Pickups" on page 17.)

Pulsator



Fire – Shoots out a spinning Bolo projectile. A solid shot can cause a player to drop his/her blaster.

Alt Fire – Shoots out, rapid-fire, high-velocity Ballzooka balls. These fire and travel much faster than regular Ballzooka shots, but don't do as much damage to energy suits.

Ammo – Ballzooka Ball Pak (See "Ammo Pickups" on page 17.)

Mighty Mo



Fire – Shoots a slow, large basketball-sized *Nerf* ball that literally throws an opponent many feet if it lands nearby him or her. **Hint:** Great for blasting opponents off ramps ahead of you in SpeedBlast.

Alt Fire – Pressing the "Alt Fire" key instantly detonates the last Mighty Mo you shot. You can use it to get an opponent as it sails by, or to set off other balls you shot before.

Ammo – Mighty Mo Balls (See "Ammo Pickups" on page 17.)

Triple Strike



Fire – Shoots single rocket in straight flight. On impact, depletes suit energy within a certain radius based on proximity. This blaster can often knock out opponents, but the rockets don't travel at super speed. **Warning!** This is the blaster you're most likely to deplete your own enery suit with if you're not careful!

Alt Fire – Shoots three rockets at once. Wow!

Ammo – Rocket Pak (See "Ammo Pickups" on page 17.)

Sidewinder



Fire – Shoots individual mini-discs that curve slightly toward an opponent if targeted near them. Watch out! These bounce if they miss. This can be a good thing – but can also be very, very bad.

Alt Fire – Fires a mini-disc with a mounted camera that permits player guidance. Explodes on contact, and instantly knocks out any player it hits. If you've got quick reflexes, you're a guided missile with a brain.

Ammo – Mini-Disc Pak (See "Ammo Pickups" on page 17.)

Hypershot

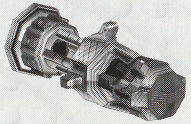


Fire – Shoots high-powered, *Nerf* rocket bursts that are powerful, but have a narrowly focused damage area. If they would just stay in your crosshairs, this would always be your favorite blaster.

Alt Fire – Telescopic mode of same blaster permits highly accurate distance shots.

Ammo – Rocket Pak (See "Ammo Pickups" on page 17.)

Whomper



Fire – Shoots a large, slow-moving *Nerf* ball that can score big-time points. This is one of the less subtle blasters.

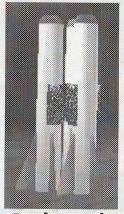
Alt Fire – Shoots a similar *Nerf* ball that travels faster, but can inflict damage to energy suits when other projectiles hit it. When it engages, it creates a blast ball that depletes suit energy in its radius. This means it can damage your suit if you're not careful.

Ammo – Energy Pak (See "Ammo Pickups" on page 17.)

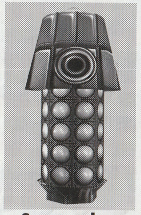
Ammo Pickups



Energy Pak



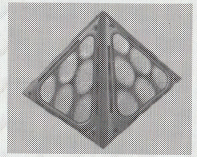
Rocket Pak



Scattershot Pak



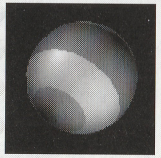
Dart Pak



Ballzooka Ball Pak



Mini-Disc Pak



Mighty Mo Balls

EXTRA PICKUPS

Shield Powersuit – Lessens damage from hits by 50%. For it to operate, it must be charged with energy. It comes with 100 energy units. Each time you're hit while wearing the Shield Powersuit, 50% of the energy hit gets depleted from your Shield Powersuit energy rather than from your Energy Suit.



MegaJump Booster – Lets you jump twice as high and far for a number of seconds. This is great for moving fast to get to goals and away from opponents, and for dodging shots.



DoubleDamage Booster – Doubles all blasters' damage for a limited period of time. When opponents see that you've got double damage, they'll run. Or maybe they'll try to blast you so they can get it...



MegaSpeed Booster – Increases your running speed for a limited period of time. This power up is great for getting ahead in races and catching your opponents by surprise. It's also great for running away quick if you're chicken!



GAME CONTROLS

Nerf ArenaBlast comes with a predetermined set of keyboard and mouse controls that are designed to make the game fun and easy to play. You can change most of these keys to new ones if there's an arrangement you like better. Many people, however, prefer to play with the original settings and never change them. Here are the game's default controls:



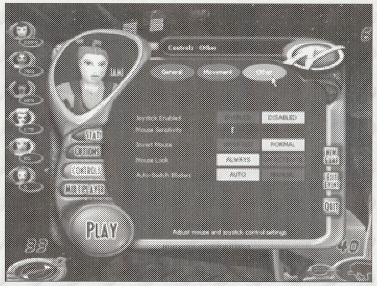
GENERAL CONTROLS

Fire – Left Mouse Button or Ctrl
Alt Fire – Middle Mouse Button or Shift
Mouse Look – "M"
Look Up – Mouse Forward or Delete
Look Down – Mouse Backward or Page Down
Center View – End
Next Blaster – Enter or MouseWheelDown
Previous Blaster – Forward Slash or MouseWheelUp
Throw Blaster – Semicolon
Gesture Victory – "L"
Gesture Join-Me! – "J"
Gesture Taunt – "K"
Gesture Wave – "H"



MOVEMENT CONTROLS

Move Forward – Up Arrow or "S"
Move Backward – Down Arrow or "X"
Turn Left – Move Mouse Left or NumPad7
Turn Right – Move Mouse Right or NumPad9
Strafe Left – "A" or Left Arrow
Strafe Right – "D" or Right Arrow
Jump/Up – Right Mouse Button or Spacebar
Crouch/Down – "C" or NumPad Period
Strafe – "Z" or Single Quote (')



OTHER CONTROLS

The Other sub-menu has a few miscellaneous control settings that you may want to set as you become more familiar with gameplay.

Joystick Enabled – Allows you to play Nerf ArenaBlast with a joystick. **Note:** This reduces performance.

Mouse Sensitivity – Moving this up makes the mouse track faster.

Invert Mouse – Reverses the mouse movement.

Mouse Look – Allows you to set Mouse Look to always ON.

Auto-Switch Blasters – Allows you to choose the automatic switching of blasters when out of ammo or when a higher priority has been picked up.

SELECTING BLASTERS

Once you've picked up a blaster, you can select it for use by doing one of the following:

1. Press the assigned "Next Blaster" key one or more times until you've reached the blaster you want. Initially, the Next Blaster key is the Enter button on your keyboard.
   OR
2. Directly select any blaster you have by hitting its corresponding number key at the top of your keyboard. Remember, except for the SecretShot II, a blaster will only be available for use if you picked it up since you entered the event, or since the last time you were knocked out of the game. On the next page are the number keys and the corresponding blasters:

KEY	BLASTER	USE
1	**SecretShot II**	Your standard issue. Good if you don't have anything else. Never runs out of ammo.
2	**Ballzooka**	Shoots *Nerf* balls really fast. Alt Fire shoots green goo that freezes opponents.
3	**WildFire**	Rapid-fire dart blaster. Alt Fire shoots a blast of ten.
4	**Scattershot**	Shoots a burst of energy which hits opponents instantly. Alt Fire is more powerful and has a wider blast area.
5	**Mighty Mo**	Shoots exploding Mighty Mo Balls. Alt Fire explodes the last ball you shot instantly.
6	**Pulsator**	Shoots a Bolo projectile that can knock your opponent's blaster out of his/her hand if you're right on target. Alt Fire is rapid fire.
7	**Triple Strike**	Shoots *Nerf* rocket which does area effect suit damage. Alt Fire shoots 3 rockets.
8	**Hypershot**	Shoots a high-energy powered rocket that instantly hits its target. Alt Fire is a zoom for long distance shots.
9	**Sidewinder**	Shoots *Nerf* discs that bounce off walls. Alt Fire allows you to guide the disc.
0	**Whomper**	Almost too powerful to mention. Shoots a ball of pure *Nerf* energy that can deplete energy suits upon impact. "Alt Fire" is most powerful (and most dangerous to use)!

WHEN PLAYING BALLBLAST...

Use the number "1" key to bring up the BallBlaster and shoot balls into the goals. The balls will automatically shoot in order from lowest to highest, so if you have the Gold ball, it will shoot last. To use another blaster, hit a number key or the "Last Blaster" key to replace the BallBlaster with another game blaster.

OPTIONS

GENERAL OPTIONS

The Player Card Options button brings up the game's General Options submenu. Each option is explained below.

Change Video Driver – Click here to change your video driver for use with this game.

Brightness – Slide the lever left or right to make the screen brighter or darker.

Fullscreen Mode – Toggles between windowed and full-screen.

Resolution – Higher resolution may slow the game down.

World Texture Detail – Sets texture detail. Higher will slow things down.

Music Volume – Sets the volume of the cd music.

Sound Volume – Sets the volume of the sound effects.

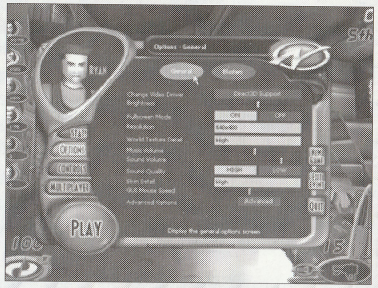
Sound Quality – Sets the quality of the sound effects.

Skin Detail – Sets the detail of the characters and pick ups.

GUI Mouse Speed – Sets the mouse speed in menu mode.

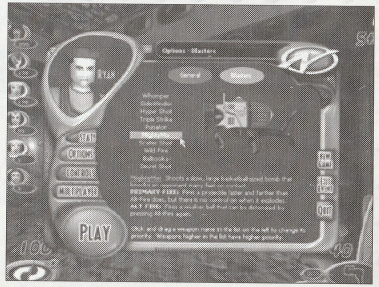
Advanced Options – Brings up the game's Advanced Options Menu.*

***Important!** Only make changes to these options if you are a computer expert.



BLASTERS OPTIONS

From the General Options submenu, click on the Blasters button to bring up the game's blaster submenu. Next, click on a blaster to see a picture of it and to learn more about it. Click and drag a blaster name in the list to change its priority. Blasters higher in the list have higher priority.



MULTIPLAYER GAMES

You can play *Nerf ArenaBlast* with friends over the Internet or a Local Area Network (LAN). From the Multiplayer window, you will always find these three buttons: Find Games, Setup Server, and Setup Player. Click on a button to access its submenu. Each submenu is explained in detail below.

FIND GAMES

Selecting this button will allow you to search for *Nerf ArenaBlast* games over the Internet or a Local Area Network (LAN). You may set this window to browse a list of Populated Servers, LAN Servers, or All Servers by selecting the appropriate tab at the top of the window. Pressing the "F5" key will refresh the servers list.

Populated Servers – This is a list of all the active *Nerf ArenaBlast* games currently running on the Internet.

LAN Servers – This is a list of all *Nerf ArenaBlast* games running on your Local Area Network.

All Servers – This is a list of all the active or inactive *Nerf ArenaBlast* games currently running on the Internet.

SETUP SERVER

So you want to set up your own Internet or LAN game? Here's how you do it. Press the Setup Server button. You will see a list of options which will apply to your game.

Select Event – Type of game you wish to play: PointBlast, SpeedBlast, or BallBlast.

Select Arena – The arena you want to use.

Select Blaster Pack – There will be other blaster packs available in the future.

Point Limit – The amount of points necessary to win the game. Zero means there's no point limit.

Time Limit – How long until the game ends if no one reaches the Point Limit. Zero means no time limit.

Max Players – Maximum number of players who may join the game.

Publish Server – Lets anyone on the Internet join your server.

Blaster Stay – Setting this to ON makes the Blasters stay after they are picked up.

Dedicated Server – This allows you to make this a dedicated server, meaning you will not be able to play the game from this machine but your server response will be much faster.

SETUP PLAYER

Click here you to set up your character for a multiplayer game. Name and character choices are available via pulldown menus.

CHAT WITH OPPONENTS*

When playing a muliplayer game, you can chat with you opponents during play. To activate the chat feature, press the "T" key on your keyboard and then type your message. Your text will appear in the lower left corner of your screen. To send your message, press the Enter key. Your message will then be sent to all players.

***CHAT**

Hasbro Interactive does not monitor, control, endorse, or accept responsibility for the content of text chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

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PLAY ONLINE!

For more information on playing *Nerf ArenaBlast* online, please visit Hasbro Interactive's Online Games area at:

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1. The correct name of the game.
2. The type of computer you are running the game on.
3. Exact error message reported (if any).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may communicate with our technical support directly from the Internet or through popular commercial online providers, such as America Online, Prodigy, and CompuServe. Direct any E-mail questions concerning the *Nerf ArenaBlast* CD-ROM game to: **HI@hasbro.com**

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President

Eric Hayashi
Executive Producer

David Walls
Creative Director

Mark Goodreau
Senior Product Manager

Matt Collins
Associate Product Manager

Tony Parks
Senior V.P. Research and Development

John Sutyak
Chief Creative Officer

Rich Reily
V.P. of Technology

Rob Sears
Director, Project Management

Michael Craighead
Director of Quality Assurance

Kurt Boutin
Q.A. Manager

Andy Mazurek
Q.A. Supervisor

Jake Hopkins
Q.A. Lead

Jen Kaczor
Mark Huggins
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Testers

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Steve Webster
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Steve Martin
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Tony Moreira
Manager of Technical Services

Bob Sadacca
V.P. of Administration and Operations

Tracy Kureta
Operations and Special Projects Manager

Laurel Marchessault
Donna Mahan
Linda Ferros
Legal and Finance

Special Thanks
Absolute Quality
Kevin Gillespie
Valerie Walls
Chris Down

Kenner
Rick Ruskin

Epic Games
Mark Rein
Tim Sweeney

GameSpy
Randy Johnstone

Visionary Media, Inc.

Kelly Jones
Executive Producer

Sam Kolb
Janey Fritsche
Assistant Producers

Kelly Jones and VMI staff
Special contributions by
Sam Kolb for SpeedBlast
Wesley Lao for BallBlast
Game Design

Don Lloyd
Technical Director

Don Lloyd
Wesley Lao
David Geise
Programming

Ricardo Tringali
Art Director

Vince Cavin
Nick Parde
Sam Kolb
Xiangdong Zou
Level Design

Stephen Marshall
Xiangdong Zou
Clinton Stewart
3D Modeling and Special Effects

Ricardo Tringali
Michael Cincotta
Corey Keller
Xiangdong Zou
Texture Mapping

Stephen Marshall
Blaster and Object Animation

Steve Cowan
Script and Audio Producer

Paul Bedford
1205 Recording
– Gregory Sweeney
– Stuart Casson
Music

Phillip Blackford
James Wolvington
Steve Cowan
Sound Effects

In-House Productions
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Chip Harris
Voice-Over Recording Engineer

Terisa Greenan
Kirsti Gardiner
Rob Rothrock
Biraj Lala
Mark Petrakis
Greg Brian
Jonathan Lim
Danielle Zeghbib
Lynda Williams
Molly Norton
Nathan Place
Martha Brown
David Abad
Carolyn Doyle
Victoria Bush
Derek James Yee
Character Voices

Sonya Pall
Production Assistant

Mondo Media

Dean MacDonald
Director

Lisa Zenner
Producer

Melissa Kangeter
Business

Sanae Barber
Jessica Teach
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Richard Nelson
Kelly Kleider
Technical Directors

Thomas Adams
Luis Castro
Kelley Lamsens
Kathryn Liu
Rhode Montijo
Zachary Present
Dave Tulley
Designers

Cindy Harrison
Dave Horowitz
Eric Ronay
Animation

Todd Treanor
Dean MacDonald
Luis Castro
Editing

Jim Lively
Sound

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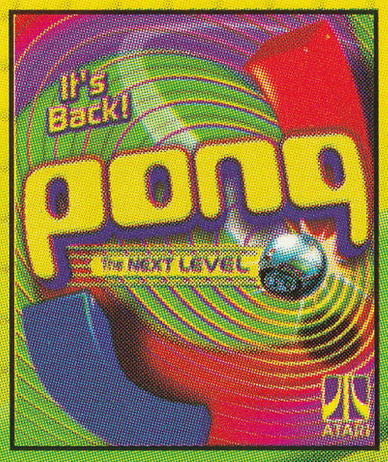

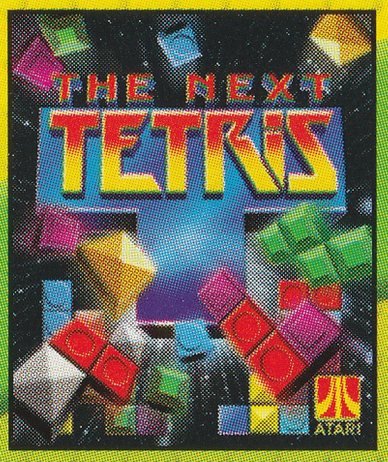



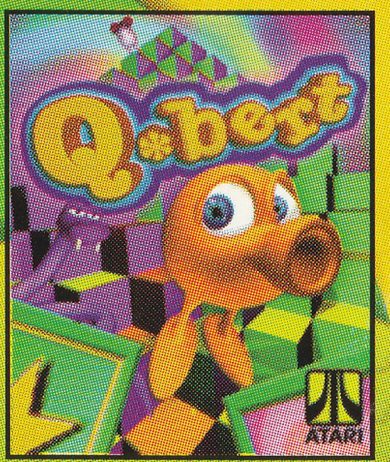

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