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# **Instructions for setting up The Elder Scrolls: Arena For Win2k/WinXP**

## **Installation of The Elder Scrolls: Arena**

- 1. Run the file "Arena106.exe"**
- 2. This will open a new window, which will offer to extract Arena. The default destination is C:\. This is the best location to use. When you click the install button, it will create the folder C:\Arena and extract the files to that folder.**
- 3. Next, run the installer for the DOSBox DOS Emulator. Proceed through its installation as prompted. Once DOSBox is installed, continue on.**
- 4. Click Start, then Run. In the "Run" box, type "command" (without the quotes) and click OK. This will open a Command Prompt window.**
- 5. At the command prompt, type "CD\ARENA" (again, without the quotes) and push Enter. If your command prompt is logged on to a drive other than C:, please type "C:" and push enter, then "CD\ARENA", followed by Enter.**
- 6. Once you have entered the Arena folder, type INSTALL and push Enter. This will launch the configuration program for Arena.**
- 7. Select "Configure Game".**
- 8. Select "Select Sound Card". A list will appear. Select "Sound Blaster or SB16 (or compatible)"**
- 9. Select "Select Music Card" and do the same.**
- 10. In yellow letters near the top of the screen, it should say: "Sound Blaster or SB16 (or compatible) IO:220 IRQ:7 DMA:1" for both Sound and Music. If it does not, please enter the info in under both "Change Sound default" and Change music default.**
- 11. Select Done, and then Exit. Once you are back at the command prompt, type "EXIT" and hit Enter to close the command prompt window.**
- 12. Next, start the DOSbox Emulator. It should open it's own window, logged into the Z:**
- 13. At this prompt, type "MOUNT C C:\" and push enter. Then type "C:" and push Enter. Then "CD \ARENA". Finally, "ARENA" to start the game.**
- 14. When you end your game of Arena, and arrive back at the emulator's command prompt, type "Exit" and hit Enter to close the emulator.**

### **Additional:**

**DOSbox by default will start the game in a window. If you wish to play full screen, press the Alt key and Enter together to change modes. If you wish to have DOSbox always start in the full screen mode, you will need to edit the dosbox.conf file. Please see the DOSbox documentation.**

**If you are having difficulty with the sound, or Arena fails to start but instead hangs at a black screen, likely you'll need to match up what the emulator's sound settings are and Arena's configuration.**

**To do this, start the DOSbox emulator. When the emulator window opens, look at the lines of text within the window. One will say similar to:**

**“Z:\>SET BLASTER=A220 I7 D1 T4”**

**The only line you want is the one which contains “SET BLASTER”. The others may be disregarded. The example given is the default, however if your line is different, please change Arena's sound configuration to match. The line would be represented in Arena as:**

**I/O Address: 220**

**IRQ: 7**

**DMA: 1**

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**Performance: The default settings for the emulator will probably not be optimal for Arena. While Arena is running in the emulator, hold down the Control key and tap the F12 key a few times. This will increase the number of CPU cycles the emulator will use, which should speed up the game. Repeat the use of Control+F12 until the game runs at an acceptable rate. Please see DOSbox's documentation for how to calculate the proper settings for the dosbox.conf file to configure CPU cycles, based on how many times you used the Control+F12 and to make it a permanent setting.**

## **COPY PROTECTION**

The game will ask for the cost of a spell. Use the table and enter the value associated with the spell to proceed.

<u>Spell Name</u>	<u>Cost</u>
Auriel's Bow	4487
Auriel's Shield	3275
Cause Disease	975
Chrysamere	4725
Cure Poison	350
Earth Wall	400
Ebony Blade	8125
Ebony Mail	2420
Far Silence	675
Fire Dart	375
Fireball	325
Firestorm	490
Force Bolt	1050
Force Wall	600
Free Action	260
God's Fire	3750
Heal	125
Heal True	445
Ice Bolt	367
Ice Storm	487
Invisibility	150
Levitate	50
Lifesteal	675
Light	120
Light Heal	70
Lightning	780
Lord's Mail	2075
Medusas' Gaze	840
Necromancer's Amulet	1825
Open	300
Orc Strength	125
Passwall	600
Pitfalls	600
Purify	2590
Resist Cold	300
Resist Fire	300
Resist Poison	550
Resist Shock	300
Ring Of Khajiit	4490
Ring Of Phynaster	1800

<b>Sanctuary</b>	<b>300</b>
<b>Shalidor's Mirror</b>	<b>775</b>
<b>Shield</b>	<b>250</b>
<b>Shock</b>	<b>225</b>
<b>Silence</b>	<b>450</b>
<b>Spell Breaker</b>	<b>2230</b>
<b>Spell Drain</b>	<b>180</b>
<b>Spell Drain</b>	<b>630</b>
<b>Spell Shield</b>	<b>400</b>
<b>Staff of Magnus</b>	<b>2525</b>
<b>Stamina</b>	<b>60</b>
<b>Strength Leech</b>	<b>225</b>
<b>Toxic Cloud</b>	<b>700</b>
<b>Troll's Blood</b>	<b>450</b>
<b>Voldendrung</b>	<b>1620</b>
<b>Wanderlight</b>	<b>150</b>
<b>Warlock's Ring</b>	<b>2840</b>
<b>Wildfire</b>	<b>607</b>
<b>Witch's Curse</b>	<b>300</b>
<b>Wizard Lock</b>	<b>300</b>
<b>Wizard Rend</b>	<b>740</b>
<b>Wizard's Fire</b>	<b>187</b>
<b>Wyvern's Sting</b>	<b>525</b>

## **KEYS AND COMMANDS**

### **ON-SCREEN BUTTONS**

There are many options that you can invoke while exploring the world of Tamriel. To the right of your character's face are two rows of buttons. The button and the action it represents are explained in the following list:

### **MOUSE GENERAL CONTROLS**

Left clicking while cursor is an arrow will move you in the direction of the arrow. The further the arrow is from the center of the screen, the faster you will move.

Left clicking an object while the cursor is an 'X' interacts with it, the interaction depends upon whether you are in 'talk', 'cast', or 'attack' mode. (see below)

Right clicking while left mouse button is depressed will cause you to jump.

Right clicking an object while cursor is an 'X' it, if it is not generic.

### **MOUSE IN CHARACTER/EQUIPMENT SHEET**

Left clicking an item will equip it. (If your class can use that item)

Right clicking an item will give you info on it. (If that item has any info)

You can left click the Spellbook button. This will give you a list of the spells in your spellbook and their current casting cost. Left or Right clicking one of the spells will bring up its sheet and allow you to see the specifics associated with that spell. You may only cast spells from the walk around menu, not from the character sheet.

Unequipable items are in red

Equipable items are in tan.

Equipped items are in yellow.

Unidentified magic items are in cyan

Unidentified equipped magic items will be displayed in bright cyan.

### **CROSSED SWORDS ICON - ATTACK**

Clicking this will draw your weapon and put you in attack mode. From here holding down the left mouse button moves you in the same direction as the arrow. Holding down the right mouse button and moving the mouse swings your weapon. You may still jump using the 'J' key. Shift+J will do a standing long jump. Clicking this icon again will sheath your weapon.

### **SUNBURST ICON - CAST**

Cast a spell. Left clicking the icon will cause your spellbook to appear. You may pick the spell you wish to cast, and the target of that spell. To save time in recasting

the same spell, you can right click the icon again. If you have the spell points, you will cast the last chosen spell again.

#### **FINGERS PICKING GOLD ICON - STEAL**

Steal something. When this icon is clicked a prompt will come up asking, "Target?". Pick the target on the screen. If it is a person, there will be an attempt to pickpocket him or her. If it is a barrier, such as a chest or door, an attempt will be made to unlock it.

#### **HAND GRABBING ICON - USE**

Use something. When this icon is clicked an inventory of usable magic items will come up. Pick the item you wish to use and then follow any onscreen prompts that may arise, such as "Target?" for a ring spell. *Note: Only from the 3D walk-around menu can you use an item. If you want to use a healing potion, you must use it from here, as you will be unable to use it from the character sheet.*

#### **SNAKE-STAFF ICON – PLAYER STATUS**

Player Status. Clicking this icon will pause the game and show your current status, and other items such as the date and time of day, or any reputational issues that may affect your status at your current location. Other information on this pop up will be your current condition, health, spells that are currently affecting you, and spells that are currently active.

#### **PARCHMENT WITH LINES ICON – LOGBOOK**

This icon represents the 'Logbook', a journal of your travels. In your logbook will be information on any quests you have agreed to accomplish, and province locations of places that people have inscribed onto your continental map. This is an easy way for you to keep track of the things you have promised to do. Be careful, only 16 quests will be recorded at a time! The logbook updates the list by clearing out the oldest entry, so at any time only 16 entries show. If it is really important, print out the logbook periodically.

#### **CAMPFIRE ICON - CAMP**

Camp icon. Left clicking this icon will cause you to rest. During rest you will slowly regain lost hit points, spell points, and fatigue. You may camp anywhere outside a city's walls. You may not camp inside a city unless you have purchased or snuck into a room in a tavern and are currently inside the tavern where you have that room. The amount you heal per hour of rest is greatly affected by where you sleep. The nicer the accommodation (ie...expensive), the more you will heal per hour.

#### **AUTOMAP ICON – AUTOMAP/ CONTINENTAL MAP**

*Left clicking Map icon:*

Left clicking this icon will bring up your automap parchment, upon which will be inscribed all the places you have currently visited. Pay close attention to this map, it may be the only thing to provide you clues when searching for something.

You can make notes on the map by left clicking the map where you wish to place the note and then typing. Hit 'Enter' to get back the pen or right click the mouse button. You can erase notes by clicking the line you wish to erase and then hitting the 'ESC' key.

Left clicking the compass points on the automap will scroll the map so you can see a larger area. Left clicking the center of the compass will center the map on your location. As a note, any locations that are marked automatically by the automap, (ie not by you) will be left of the first character in the sentence. Therefore an inn that is marked on your automap will be to the left of the first character in its name.

#### **Right clicking Map icon:**

Right clicking the Automap icon in the game will bring up the Continental Map, from which you can travel to other cities, towns, or villages. You can travel to another place from anywhere outside in the world of Tamriel. You must exit an interior first to travel to another city.

#### **ESC KEY**

Setup menu. This will pause the game and bring up an option menu from which you will be able to do the following:

- 1) Load game - Loads a game from a save list. This will replace the current game.
- 2) Save game - Save the current game. Hitting the ESC key will abort this option. You may save up to 10 games.
- 3) Detail - Helpful for speeding up gameplay on slower machines. Adjust the detail level to minimum to maximize the speed.
- 4) Sound - Allows you to increase or decrease sound effects.
- 5) Music - Allows you to increase or decrease the volume of the music.
- 6) Drop to DOS - Exits the game.
- 7) Continue - Exits back to Arena.

#### **MOUSE CONTROLS**

The mouse is your direct interface to the world of Arena. You will use it to define actions or choices while exploring the land. As you look at the screen, you will notice that the mouse cursor can change into one of 10 cursors, either an arrow, a sword, or an 'X'. When the mouse is an arrow and the left mouse button is depressed, you will walk in the direction designated by that arrow cursor.

The further towards the edge of your screen the arrow gets, the faster you will walk. When the arrow is a sword, it is used to pick or click icons on the walkaround menu. When the arrow is an 'X', whatever is under the 'X' will be interacted with, depending upon what mode you are in. For further explanations, see The 'X' below.

Jumping is accomplished by clicking the right mouse button while the left mouse button is being depressed. If you are standing still at the time you will jump straight up. If you are running you will do a running broad jump. The distance you can jump is determined by your Strength, and the Speed at which you were running.

Since characters with a higher Speed rating can run faster, they will also be able to jump farther.

### **THE 'X'**

Placing your 'X' cursor on a monster or door and right clicking will identify the monster or store. Therefore, placing the cursor on an equipment store's door and right clicking will display the equipment store's name, and will inscribe that name onto your automap for future reference.

While the cursor is an 'X' you can manipulate your environment:

- Placing the 'X' on another person and clicking your left mouse button will allow you to talk to them, pickpocket them, or cast a spell at them, depending upon what mode your cursor is in. (Normal, Steal, Cast)
- Placing the 'X' on a door or chest will display your assessment of the lock, or allow you to try and unlock it, depending upon what mode you are in. (Normal, Steal)
- Placing the 'X' on treasure and left clicking will give you a picklist of the treasure available for you to pick up.

Consult the previous section on Onscreen buttons to get a detailed description of how each is accomplished.

### **KEYBOARD**

Note: Mouse is required for game to operate correctly.

Up arrow	Walk forward	A	Attack – weapon draw/sheath
Dn arrow	Walk backward	C	Cast
Left arrow	Turn left	J	Jump
Right arrow	Turn right	L	Logbook
Ctrl + arrow	Run forward/backward	M	Automap
ESC	Setup menu	P	Pick/Steal
F1	Character Sheet	R	Rest, Camp option
F8	Compass on/off toggle	S	Status of character
F3	Change damage mode	U	Use