

Webkinz

The Tournament Arena (Two Player Games)

The class competition involves the use of the Tournament Arena and the game Atomicolicious. To access this area, you must have purchased a pet and entered the code that comes with it. A free pet will not give you access. Information for adopting a purchased pet was provided in the Account Creation Guide. Once you do that, proceed as follows.

Log on to your account. The first time you log in each day, you receive a food gift. There is usually some other announcement that is posted. Exit both. You will always start in your pet's room (see Figure 1).



Figure 1. Webkinz Pet Room – Pet In Bed (see red arrow)

I recommend keeping your pet in bed all the time (see Figure 1). If it runs around, it will lose energy and you may have to deal with that. If your pet is running around the room, just click on the bed and it will go there. I also recommend that you feed your pet regularly. This will keep it from getting sick. If you run out of food, go to the Wshop and buy more.

There are lots of areas in Webkinz. The class competition uses the Tournament Arena, so that is your main concern. To visit this area, click the Things To Do button in the lower right-hand corner of your screen (see Figure 2).



Figure 2. Webkinz Pet Room – Things To Do (see red arrow)

An overlay will appear showing you the things you can do in Webkinz. Find and click on the Tournament Arena button (see Figure 3).



Figure 3. Webkinz Things To Do (see red arrow for Tournament Arena)

A new screen will appear that welcomes you to the Tournament Arena. Wait for the KinzChat phone to power on. A green dot indicates the phone is on (see Figure 4). If the dot remains red, refer to the Friend Requests Guide (Figures 3 & 4) for steps to turn on your phone.



Figure 4. Tournament Arena (see red arrow for KinzChat phone)

As you explore Webkinz, you probably noticed your dock at the bottom of the screen (see Figure 4 above). The dock holds food items plus any other prizes (e.g., clothes) that you accumulate. The dock can sometimes interfere with certain activities, like our competition game. You need to hide it during these activities. Click on the yellow Hide Dock button (see Figure 5 on the next page) to do this. Be sure your pet has been fed before you do so. When your dock is hidden, you can show it again by pressing the green-colored up arrow in the bottom right of your screen.



Figure 5. Tournament Arena (see red arrow for Hide Dock button)

When your dock disappears, click on Two-Player Games (see Figure 6). A menu of available games will appear on the left-hand side of the screen. Scroll down all the way then click on Goober's Atomicolicious (see Figure 7 on the next page).



Figure 6. Tournament Arena (see red arrow for Two-Player Games)



Figure 7. Two-Player Games (see red arrow for Atomicolicious)

The window to the right changes and indicates you are now in the game Atomicolicious (see Figure 8). You will see playing options. You can play a randomly-selected opponent at any time by clicking Find Me An Opponent. If you have friends, their player names will appear in a list below this button. If you have not made any friends from the class, please see the Friend Requests guide previously sent to you.



Figure 8. Atomicolicious

Once you have friends, you can invite them to compete against you in two-player games. However, they must be logged on Webkinz and have their KinzChat phone on. How do you know if a friend has their phone on? Look at the friends list. If the emoticon beside your friend's user name is red, that means they are either not logged on, not in the Tournament Arena, or do not have their phone powered on. If the face is green and smiling (see Figure 9), they are available.



Figure 9. Atomicolicious (see red arrows to invite friends to play)

If you are ready to compete, check the box to the right of your friend's user name (see top red arrow in Figure 9) then click Invite Friend (see bottom red arrow in Figure 9).

Webkinz will send a message to your friend inviting them to play you in the game you selected. A wait screen (see Figure 10 on the next page) will appear until they accept the invitation or the system times out and quits. Appendix A shows what happens when a friend invites you to play.



Figure 10. Waiting For Opponent Screen

If your friend accepts, you will see Instructions (see Figure 11). Sometimes this screen will appear only briefly. Click on Play if the screen does not change. A larger version of this screen is reproduced in Appendix B so you can study it carefully before playing your first game.



Figure 11. Atomicolicious Instructions (see red arrow for Play button)

Now the game begins (see Figure 12). Use the techniques and strategies you develop through practice. Keep in mind, you have two objectives – to win and earn as much KinzCash as you can. Players take turns making moves. The first move is randomly determined. When it is your turn, the light beside your pet is green. You have 30 seconds to move, dependent on internet connection speed. Sometimes it may seem as though a player has more than 30 seconds, but that is only because a connection is slow. When it is your competitor's turn, your light turns red, their light turns green, and you will also see question marks indicating they are thinking.



Figure 12. Atomicolicious Game Board

The competition ends when one player fills all their test tubes (see Figure 13 on the next page). The loser's pet screen breaks and Goober declares the winner. DO NOT LEAVE THE GAME – YOU MUST WAIT FOR THE FINAL AWARD SCREEN. Each player receives the KinzCash they earned plus bonus KinzCash for winning (10) or for playing (5).



Figure 13. Game Over Screen

THIS NEXT PART IS A CRITICAL STEP FOR EACH COMPETITION!

A final screen (see Figure 14 on the next page) indicates the winner and shows the KinzCash each player earned. **BOTH PLAYERS MUST CAPTURE AN IMAGE OF THIS SCREEN** (study Appendix C carefully to learn how). A competition is completed only when I receive a printout of the final award screen signed by both players. If you fail to do this by the deadline, you forfeit the points for that competition. This will reduce your position in the overall standings and may also affect points earned for the week.



Figure 14. Atomicolicious Award Screen

Sometimes players get frustrated and leave a game early. Do not do this. If your opponent documents an early departure, I will declare them the winner by forfeit. They will receive credit for the win and KinzCash equal to their current overall KinzCash average. The individual leaving the game early will not receive any points for competing plus I will credit them with 0 KinzCash for the game, which will affect the weekly and overall KinzCash average.

Appendix A

Invitation to Play Atomicolicious

When a friend wants to play a game against you – any two-player game, not just Atomicolicious – an invitation pops up on your screen as shown below. Note: you do not have to be in the Tournament Arena to receive an invitation play. Click the Yes button (as indicated by the red arrow below) to play or the No button to decline.



Appendix B

Instructions for Atomicolicious



INSTRUCTIONS



Take turns with your partner to try and make lines of 3 or more atoms. Longer combos are worth more points!



Wildcard

Fill your four test tubes to complete Goober's experiment. Bigger combos will give you an extra turn, and may take some of your partner's atoms out of their tubes if the combo is big enough.



Eye-Dropper

Eye-dropper combos will also take atoms out of your partner's test tubes - see who can fill theirs first!

Dead Atom



The first to fill all four test tubes will be the winner. At the end of a completed game, both players receive KinzCash

It is a good idea to be thoroughly familiar with these instructions before you begin competing.

Appendix C

Capturing the Final Screen

When every competition ends, both players must capture (i.e., create a digital image of) the final screen. When that screen appears, press <CTRL><ALT><PRT SCR N> (note: three separate keys held down at the same time). This makes a copy of the screen and places it on the clipboard. Note: Pressing <PRT SCR N> by itself will make an image of the full screen (which may include more than Webkinz). Capturing the final screen as indicated above will ensure that only the Webkinz screen portion gets copied.

Once you copy the final screen, you can go into any image management program (e.g., Microsoft Paint, Photoshop), copy the image (by pressing <CTRL><V> or using the program's Paste command), and then print it. You can also copy the image into a Word document and print it that way. The choice is yours. Just make sure you print a full-page version of the final screen.

NOTE: There is no need to print a color copy of the final screen. Save your expensive ink. Print in grayscale or black and white. As long as the image is clear, everything should be fine.