Webkinz

*The Tournament Arena (Two Player Games)*

The class competition involves the use of the Tournament Arena. To access this area, you must have purchased a pet and entered the code that comes with it. The free pet will not give you access to this area after three days. Information for adopting a purchase was provided in the Adoption 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 to the left). I recommend keeping your pet in bed all the time. If it runs around, it will lose energy and you may have to deal with that. If you see your pet 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, but we really only care about the Tournament Arena. To visit, click the Things To Do button in the lower right-hand corner of your screen (see red arrow in figure to the left).

An overlay will appear showing you all the things you can do in Webkinz. Find and click on the Tournament Arcade button (see red arrow in figure to the right).

A new screen will appear that welcomes you to the Tournament Arena. Wait for the KinzChat phone to power on (it will turn green). If the phone does not power on, see Appendix A.
Click on Two-Player Games. 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 red arrow in figure to the left).

Before continuing, you need to hide your dock by clicking on the gold-colored down arrow in the bottom right of your screen (see red arrow in figure to the right). If you do not hide the dock, you may not have full use of the Atomicolicious play area. When your dock is hidden, you can show it again by pressing the green-colored up arrow in the bottom right of your screen.
On the right-hand side of the screen, 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 Appendix B for doing so.

Once you have friends, you can invite them to compete against you in two-player games. However, they must be logged on Webkinz and in the Tournament Arena with their KinzChat phone on. How do you know this? 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 (as shown above), they are available. If you are ready to compete, check the box to the right of their user name and click Invite Friend (see red arrow in figure above).
Webkinz will send a message to your friend inviting them to play you in the game you selected. A wait screen will appear until they either accept the invitation or the system times out and quits.

If your friend accepts, you will see Instructions (note: a larger version of this screen is reproduced in Appendix C so you can study it before playing). Sometimes this screen will appear only briefly. Click on Play if the screen does not change.
At this point, you will see a screen introducing the tournament game. Click Play at the bottom of the entry screen to start the game.

Now you are on your own (i.e., learn the game and compete as best you can). Keep in mind, you have two objectives – to win and earn as much KinzCash as you can. As the game begins, 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 (note: dependent on internet connection speed). Sometimes it may seem as though a player has more than 30 seconds, but that is only because their 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.
The competition ends when one player fills all their test tubes. The loser’s pet screen breaks and Goober declares the winner. Each player receives the KinzCash they earned plus bonus KinzCash for winning (10) or for playing (5).

**THIS NEXT PART IS A CRITICAL STEP FOR EACH COMPETITION!**

A final screen shows that you competed in Atomicolicious, indicates the winner, and shows the KinzCash each player earned. You must capture an image of this screen (study Appendix D). Each player should do this. A competition is completed only when I receive a printout signed by both players. If you fail to do this by the deadline, you forfeit points for that competition. In addition, it will reduce your position in the overall standings.
Appendix A

The KinzChat Phone

Powering On The Phone. When you enter Webkinz, your KinzChat phone is powered off. When you enter the Tournament Arena, it should turn on automatically. In some rare cases, it may not power on when you enter the Arena (or you may accidentally turn off the phone). How do you know? Look at the small phone icon in the top right of your screen (see red arrow in figure above). If the phone has a red dot, it is not on.

To turn it on (anywhere in Webkinz), click on the phone icon. A larger version appears in the center of the screen. Press the power button (see red arrow in figure to the left) to turn on your phone. When it turns green, minimize it to play.
Appendix B
Adding Webkinz Users As Friends

Tournament Arena. You may play Two-Player Games against randomly chosen individuals at any time. However, if you want to compete against a specific Webkinz user, they must be one of your friends (i.e., appear on your FRIENDS LIST). To learn how to do this, follow the steps below to add me as a friend. You can add other classmates later. When you do, I will send you (through KinzPost) the most expensive gift available in the Wshop. You can then sell this item in the Wshop to get more KinzCash for food.

You must know the user name of the person you wish to add (I will post these on the Projects web page). For this semester, my user name is MGT430F11 (Note: names are case sensitive).
Click on the KinzChat phone icon (top right of screen). The phone appears on your screen. If it is not on, see Appendix A. Click the add button (see red arrow in figure to the right).

You will be directed to type in a friend’s user name. Type my user name (as shown) or any other class member’s user name that you have) then click ADD.

Webkinz will send an Add Friend Request message to the person you selected. The next time the invited user logs on to their account, they will get a message (in KinzPost) telling them that you want to be their friend. If you get an Add Friend Request from a member of the class, click YES to accept it. Once the request has been accepted, you will receive a message in KinzPost and the user will appear in the friend’s list on your phone. It is a good idea to generate your friend requests before you set up a time to play Atomicolicious.
It is a good idea to be thoroughly familiar with these instructions before you begin competing.
Appendix D
Capturing the Final Screen

When every competition ends, you 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. However, when you open Webkinz, it creates a popup screen that may or may not fill your entire computer screen. 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.