AC.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="store.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

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              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

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          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u>ASSETTO CORSA</u></b> </h1><br>

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            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Assetto Corsa (Italian for "Race Setup") is a sim racing video game developed by the Italian video game developer Kunos Simulazioni. It is designed with an emphasis on a realistic racing experience with support for extensive customization and moddability. The game was first released through the Steam Early Access program on 8 November 2013, and officially left Early Access as final release version on 19 December 2014.<br>

                    <br>

               Publisher 505 Games in partnership with Kunos Simulazioni announced on 3 June 2015 that they would bring the game to Xbox One and PlayStation 4 in 2016 and on 20 January 2016 revealed a release date of 22 April 2016. On 24 February 2016 it was announced that the console release was delayed to 3 June 2016. 505 Games and Kunos Simulazioni announced another delay and a new release date for the console versions on 6 May 2016, the game was released on consoles on 26 and 30 August 2016 in Europe and North America respectively. A second title, Assetto Corsa Competizione was released on 29 May 2019.

               <br>

               <br>

                Assetto Corsa is a racing simulation that attempts to offer a realistic driving experience with a variety of road and race cars through detailed physics and tyre simulation on race tracks recreated through laser-scanning technology. It supports a range of peripherals like mouse, keyboard, wheels, gamepads, triple-displays, TrackIR head tracking and VR head-mounted displays as well as Nvidia 3D Vision and professional motion systems. The software can be extended through modded third-party content.

                <br><br>

                The game allows to adjust realism settings fitting the experience of the player, ranging from artificial to "factory" or entirely disabled assists. A variety of session modes and session settings are available for offline and online play. Offline campaign, special events, custom championships, hotlap, quick race, drift, drag and race weekend sessions can be played alone or against AI. A server manager tool allows to create servers for online sessions, LAN sessions are also supported.

                <br><br>

               When joining an offline/online session players can adjust their car through a setup interface. Depending on the car this includes gear ratios, tyre compounds, tyre pressures, fuel, suspension settings like anti-roll bars, wheel rates, ride height, packer rates, travel range, damper settings like bump stops and rebounds, heave dampers, alignment setting, drivetrain settings for differential lock and preload, hybrid settings, adjustments to the wings, brake bias, brake power, engine limiter, etc. Assists like traction control and ABS, turbo boost, KERS, ERS and engine brake settings and brake bias can be adjusted on the fly through hot-keys.

                <br><br>

                The in-game HUD consists of multiple "virtual desktops" that allow to manually place a wide variety of "apps" anywhere on screen, and the selection can be expanded through custom apps written in the Python language. The API allows access to the session and simulation data through external LCDs or phone apps and the simulation exports telemetry data in a compatible format for professional data analysis software.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS:   Windows 7/8/10 (64-bit).<br>

                              Processor:     AMD Athlon X2 2.8 GHZ, Intel Core 2 Duo 2.4 GHZ<br>

                              Memory: 2 GB RAM<br>

                              Graphics:  AMD Radeon HD 6450, Nvidia GeForce GT 460<br>

                              Storage: 15 GB available space<br>

                              DirectX:  DirectX 11</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS:   Windows 7 Sp1 - 8 - 8.1 - 10<br>

                            Processor:      AMD Six-Core CPU, Intel Quad-Core CPU<br>

                            Memory: 6 GB RAM<br>

                            Graphics:      AMD Radeon 290x, Nvidia GeForce GTX 970<br>

                            Storage: 30 GB available space<br>

                            DirectX:  DirectX 11<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="ac()"  class="dwn-btn">Download</button>

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            </section>

          </section>

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</html>

Action-cat.html

<!DOCTYPE html>

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    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

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                <form id="submitid">

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          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

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                <section class="recommend-main">

                    <section class="recommend1">

                        <a href="game-1.html"><img src="https://images-na.ssl-images-amazon.com/images/I/51MFu2e82VL.jpg" ></a><br>

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                    <section class="recommend1">

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Adventure-cat.html

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                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="galleryfinal.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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                    <button type="button" onclick="btnsubmit()"  class="sub-button">Search</button>

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          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

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                    <section class="recommend1">

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                    <section class="recommend1">

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                    </section>

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    </body>

</html>

AssassinsCreedValhalla.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

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                    <li><a href="news.html">News</a></li>

                    <li><a href="galleryfinal.html">Esports</a></li>

                </ul>

            </div>

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              <form id="submitid">

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            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Assaassins Creed Valhalla</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/ssrNcwxALS4" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Assassin's Creed Valhalla is an action role-playing video game developed by Ubisoft Montreal and published by Ubisoft. It is the twelfth major installment and the twenty-second release in the Assassin's Creed series, and a successor to the 2018's Assassin's Creed Odyssey. Set in the years 872–878 AD, the game recounts a fictional story during the Viking invasion of Britain. The player controls Eivor, a Viking raider who becomes embroiled in the conflict between the Assassin Brotherhood and the Templar Order.<br>

                    <br>

                    The game was released on November 10, 2020, for Microsoft Windows, PlayStation 4, Xbox One, Xbox Series X and Series S, and Stadia, while the PlayStation 5 version was released on November 12. The game received generally positive reviews from critics, who praised the narrative, characters, voice acting, visuals, soundtrack, world-design and the interconnectivity of activities, with criticism being targeted toward's the game's repetitiveness, numerous game-breaking bugs at launch, for feeling bloated and for prioritising microtransactions over improving the game's experience. Assassin's Creed Valhalla was nominated for Innovation in Accessibility and Best Action/Adventure at The Game Awards 2020.

               <br>

               <br>

               Assassin's Creed Valhalla is an open-world action-adventure game structured around several main story arcs and numerous optional side-missions, called "World Events". The player takes on the role of Eivor Varinsdottir (/ˈeɪvɔːr/),[5] a Viking raider, as they lead their fellow Vikings against the Anglo-Saxon kingdoms. The player has the choice of playing Eivor as either male (voiced by Magnus Bruun), female (voiced by Cecilie Stenspil),[6] or letting the game alternate between the two at key moments in the story (with "Male Eivor" representing the Isu Odin's appearance due to the presence of his DNA within Eivor). The player is also able to customise Eivor's hair, warpaint, clothing, armor, and tattoos.[7] The variety of weapons available to the player has been expanded to include weapons such as flails and greatswords. Combat has been changed to allow dual-wielding of almost any weapon, including shields,[4] and every piece of gear that the player collects is unique.

                <br><br>

                The Eagle Vision mechanic of previous titles returns in the form of "Odin Sight".[8] The player's companion animal is a raven named Sýnin[9][10] (Old Norse for "insight")[11][d] who can be used to scout the nearby areas, much like previous avian companions had done in Assassin's Creed Origins and Odyssey, and other parts of the game world from afar before Eivor engages in combat.[12] There is more focus on the stealth aspects for both traversing the game world and in combat. The "social stealth" concept from earlier Assassin's Creed games returns: Eivor can hide from enemies not only in stationary environmental objects but can pull down his hood and slip into certain crowds to use them as cover. Eivor can feign death, use his raven to distract guards, and can access a hidden blade for near-instantaneous assassinations. The game's key bosses all, through specific combinations of approaches, tactics, and weapon selection, are able to be assassinated through a single attack, but still can be defeated through numerous other routes.

                <br><br>

                Valhalla has a familiar structure of main story missions and a number of optional side-missions. While the main storyline in past Assassin's Creed games typically moved linearly through the main sections of the game world, Valhalla has the player often returning back to the main settlement and back to areas previously visited as information about the new areas of England is learned by the Vikings through reconnaissance or from contacts. Not all missions require violent ends, with some that can be resolved through diplomatic means.[14] Player choices through conversation or gameplay options will affect the characters and their political alliances with other non-player characters.[4] The game also relies less on a traditional leveling system and instead focuses more on the selection of skills through skill trees selected by the player as Eivor advances through the game. The difficulty posed by enemies is rated based on the player's collection of skills.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: Windows 10 (64-bit versions only)<br>

                              Processor: Ryzen 3 1200 - 3.1 Ghz / Core i5-4460 - 3.2 Ghz<br>

                              Memory: 8 GB RAM<br>

                              Graphics: AMD Radeon R9 380 or NVIDIA GeForce GTX 960 or better<br>

                              Storage: 50 GB available space<br>

                              Sound Card: 100% DirectX 10 compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: Windows 10 (64-bit versions only)<br>

                            Processor: Ryzen 7 1700 - 3.0 Ghz /Core i7-6700 – 3.4 Ghz<br>

                            Memory: 8 GB RAM<br>

                            Graphics: AMD Vega 64 - 8GB / GeForce GTX 1080- 8GB<br>

                            Storage: 50 GB available space<br>

                            Sound Card: 100% DirectX 10 compatible<br>

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CREW2.html

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              <section class="text-section">

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                  <p class="content-text">The Crew 2 is a 2018 open world racing video game developed by Ivory Tower and published by Ubisoft for Microsoft Windows, PlayStation 4, Xbox One and Stadia. It is the sequel to 2014's The Crew. It features a persistent open world environment for free-roaming across a scaled-down recreation of the United States. The game allows players to control a variety of vehicles including cars, motorcycles, boats, and airplanes.<br>

                    <br>

               Similar to its predecessor, The Crew 2 is a racing game. In the game, players assume control of a racer, who is trying to work their way to become successful in multiple disciplines. It features a persistent open world environment for racing and free-roaming across a scaled-down recreation of the contiguous United States. In addition to cars, players can control other kinds of vehicles, including airplanes, motorcycles, and powerboats. Each vehicle has its own control physics, meaning that game play is different when players are controlling different types of vehicles. Players can switch between controlling air, land and sea vehicles instantly. The game features four different hub worlds, with each having their own theme and playstyle. These themes include off-road, street racing, pro racing, and free-style. Similar to the first will place a huge emphasis on multiplayer. It also features a cooperative multiplayer mode, which allows players to join any events besides "boss" events together. This mode can also be played solo with artificial intelligence. As with the previous title, The Crew 2 requires a constant internet connection to play.

               <br>

               <br>

                The game features a nonlinear story, that follows the unnamed player character as they go to become a racing icon in the United States by winning in all racing disciplines available in the game. There are four disciplines: Street Racing, Off Road, Freestyle and Pro Racing. In Street Racing, the player is assisted by Latrell Jordan. In Off Road, the player is assisted by Tucker "Tuck" Morgan. In Freestyle, the player is assisted by Sofia Valentina Herrera and her father, Emmett Lee Parker. In Pro Racing, the player is assisted by Alexis Kendrick.

                <br><br>

                The Crew 2 was developed by Ivory Tower, a subsidiary of publisher Ubisoft. Parts of the development was based on the feedback they received on the previous installment. One major critique was that players did not have enough freedom to explore the world and do missions. To solve the problem, Ubisoft overhauled the game's progression system and decided not to focus much on the game's narrative, which would require players to complete missions in a very specific order, and instead divided the game into several hub worlds, with each representing a unique driving style. Players can stay in these hubs to play the missions that interest them and do not need to force themselves to visit other hubs to play through missions that do not interest them. The Crew's downloadable content, Wild Run, which was positively reviewed by players, also prompted the studio to focus more on developing content regarding offroad racing.

                <br><br>

                As the game features a variety of vehicles, Ivory Tower also needed to improve the game's graphics. According to the game's producer, Stephane Jankowski, these new types of vehicles allow players to explore the open world with new perspectives. For instance, flying a plane means that players can see objects that are very far away. As a result, the engine had to be modified to significantly improve the game's draw distance. The engine was also updated to include other enhancements, such as atmospheric clouds and realistic vegetation. The game's control was designed to be accessible but "hard to master".

                <br><br>

                The game was announced in May 2017 during Ubisoft's earning's call. It was revealed at E3 2017 accompanied with a cinematic trailer and gameplay demonstrations. The game was originally set to be released for Microsoft Windows, PlayStation 4 and Xbox One on March 16, 2018, however, in early December 2017 Ubisoft announced that the game was postponed towards mid- or late-2018, in order to give developers more time to deliver a quality product. A closed alpha for PC was held from 14 to 19 of March 2018[9] and a closed beta was held from 31 of May to 4 of June of the same year. The game was released worldwide on June 29, 2018.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS:   Windows 7 SP1, Windows 8.1, Windows 10 (64-bit versions only)<br>

                              Processor:   Intel Core i5-2400s @ 2.5 GHz or AMD FX-6100 @ 3.3 GHz or equivalent<br>

                              Memory: 8 GB RAM<br>

                              Graphics:  NVIDIA GeForce GTX 660 or AMD HD 7870 (2GB VRAM with Shader Model 5.0 or better)<br>

                              Storage: 25 GB available space<br>

                              DirectX:  DirectX 12 API</p><br><br>

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                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS:   Windows 7 SP1, Windows 8.1, Windows 10 (64-bit versions only)<br>

                            Processor:   Intel Core i5-4690k @ 3.5 GHz or AMD Ryzen 5 1600 @ 3.2 GHz or equivalent<br>

                            Memory: 8 GB RAM<br>

                            Graphics:      NVIDIA GeForce GTX 1060 (6GB) or GTX 970 (4GB) or AMD RX 470 (8GB) or better<br>

                            Storage: 25 GB available space<br>

                            DirectX:  DirectX 12 API<br>

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</html>

DeadByDaylight.html

<!DOCTYPE html>

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           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

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               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

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                  <p class="content-text">Dead by Daylight is an asymmetric survival horror video game developed by Behaviour Interactive. Dead by Daylight was released for Microsoft Windows in June 2016,[2][3] released in PlayStation 4 and Xbox One in June 2017, released in Nintendo Switch on September 24, 2019, and a mobile port was released in iOS and Android on April 17, 2020. The Stadia version was released in October 2020. The PlayStation 5 and Xbox Series X/S versions released on November 12, 2020. The game is played as a one versus four online multiplayer where one player takes on the role of the savage killer, and the other four players play as survivors, trying to escape the killer and avoid being caught and sacrificed to a malevolent force known as the Entity.<br>

                    <br>

                    Alongside several original characters, the game also includes downloadable (DLC) characters from several horror franchises such as Halloween, Left 4 Dead, The Texas Chainsaw Massacre, A Nightmare on Elm Street, Saw, Evil Dead, Scream, Stranger Things, Silent Hill, Crypt TV and Resident Evil.

               <br>

               <br>

               A group of up to 4 survivors must elude 1 moderately powerful killer bent on sacrificing them on hooks to "The Entity". The survivors' perspectives are third-person, while the killer's perspective is first-person.[1] The survivors cannot fight against the killer unless using special perks, items or obstacles used throughout the map to stun the killer.[9] They must use such obstacles in the form of wooden pallets, windows, and items that they either find inside chests or bring before the match starts to help them run from the killer for as long as they can.

                <br><br>

                In order to escape, survivors must repair 5 of the 7 generators scattered across the entire map to power the exit gates, then they must open the exit gates and leave the area themselves or find a hatch to jump into. Repairing a single generator take 80 charges. 1 charge is equal to 1 second in game normally, but there exist perks and toolboxes that accelerate the speed of charges. The exit gates take 20 charges to open and likewise, the time can be affected by perks. Toolboxes do not affect exit gate repair speed.

                <br><br>

                Most killers only have one form of locomotion, moving at a fast pace, which is moderately faster than the pace of a sprinting survivor, the average killer speed being 4.6 m/s compared to survivors' 4 m/s. When hunting the survivors, the killer must capture them by either striking them twice with their weapon (the first hit reduces the survivor to the "injured" state and gives them a speed boost that lasts as long as the successful hit cooldown, while the second hit drops them to "dying" and crawling on the ground) or grabbing them in one move by either catching them inside a locker, while attempting to vault over pallets or through windows (these work only when the survivor is injured, and does a slow vault or a medium vault), while repairing a generator, or trying to rescue a fellow survivor from a hook. Some killers have secondary attacks that deal double damage and put survivors into the "dying" state in one strike.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: Windows 10 64-bit Operating System<br>

                              Processor: Intel Core i3-4170 or AMD FX-8120<br>

                              Memory: 8 GB RAM<br>

                              Graphics: DX11 Compatible GeForce GTX 460 1GB or AMD HD 6850 1GB<br>

                              Storage: 50 GB available space<br>

                              Sound Card: 100% DirectX 10 compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: Windows 10 64-bit Operating System<br>

                            Processor: Intel Core i3-4170 or AMD FX-8120<br>

                            Memory: 8 GB RAM<br>

                            Graphics: DX11 Compatible GeForce 760 or AMD HD 8800 or higher with 4GB of RAM<br>

                            Storage: 50 GB available space<br>

                            Sound Card: 100% DirectX 10 compatible<br>

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</html>

DevilMayCry5.html

<!DOCTYPE html>

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               <b><u>CATEGORIES</u></b><br>

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            <p><h1 class="heading-text"><b><u> Devil May Cry 5</u></b> </h1><br>

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                  <p class="content-text">Devil May Cry 5 is a 2019 action-adventure game developed and published by Capcom. It is the sixth installment in the franchise (not counting mobile games) and the fifth installment of the mainline Devil May Cry series. Capcom released it for Microsoft Windows, PlayStation 4, and Xbox One on 8 March 2019. The game takes place five years after Devil May Cry 4 and follows a trio of warriors with demonic powers: the returning Dante, Nero and a new protagonist named V as they attempt to stop the Demon King Urizen from destroying the human world. Across their journey in Red Grave City, the player can use these characters in different missions. Each of them has their own way of fighting and becoming stronger. As this happens, the mystery behind V is revealed along with his connection with Urizen.<br>

                    <br>

                    Devil May Cry 5 was directed by Hideaki Itsuno whose goal was for this installment to be his best work. He aimed to make the game balanced for both newcomers and returning gamers by providing adequate, difficult and new enemies. Capcom also wanted to bring a more realistic design inspired by the RE Engine used in their previous work, Resident Evil 7: Biohazard. As a result, models were used to make the character's faces. The plot was written by returning writer Bingo Morihashi while the setting was based on various locations in London. Multiple composers worked together to produce the game's audio, creating three main themes centered around the playable characters.

               <br>

               <br>

               Devil May Cry 5 received positive reviews from critics, praising the variety of techniques the three characters bring, while also liking the handling of the narrative. The game won multiple game awards in both 2019 and 2020, sold over two million copies less than two weeks after its release, and surpassed three million in a year, becoming the top-selling game in the franchise. A light novel and manga related to the game by Morihashi have also been released. An expanded version called Devil May Cry 5: Special Edition was released for PlayStation 5 and Xbox Series X/S, featuring the addition of Vergil as a playable character. For players on PC, PlayStation 4 and Xbox One, Vergil is available as paid DLC.

                <br><br>

                The gameplay features the return of Dante and Nero as playable characters, along with a new character, named V.[5] The gameplay is similar to that of the other titles in the Devil May Cry series, focusing on fast-paced "stylish action"; The player fights off hordes of demons with a variety of attacks and weapons. They receive a style-rating for combat based on a number of factors, such as move variety, the length of a combo and dodging attacks. The game's music changes based on the player's performance in combat.

                <br><br>

                Every time the player interacts with the mechanic Nico or finds a statue, he can buy new abilities for each character. While there are three playable characters, the game forces the player to use only one per mission. Like previous games, this title has a Bloody Palace mode where the player can face multiple types of demons in a single area.

              </p>

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                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: WINDOWS® 7, 8.1, 10 (64-BIT Required)<br>

                              Processor: Intel® Core™ i5-4460, AMD FX™-6300, or better<br>

                              Memory: 8 GB RAM<br>

                              Graphics: NVIDIA® GeForce® GTX 760 or AMD Radeon™ R7 260x with 2GB Video RAM, or better<br>

                              Storage: 35 GB available space<br>

                              Sound Card: 100% DirectX 10 compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: WINDOWS® 7, 8.1, 10 (64-BIT Required)<br>

                            Processor: Intel® Core™ i7-3770, AMD FX™-9590, or better<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA® GeForce® GTX 1060 with 6GB VRAM, AMD Radeon™ RX 480 with 8GB VRAM, or better<br>

                            Storage: 35 GB available space<br>

                            Sound Card: 100% DirectX 10 compatible<br>

                          </p>

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                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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               <b><u>CATEGORIES</u></b><br>

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                  <p class="content-text">Dirt Rally 2.0 (stylised as DiRT Rally 2.0) is a racing video game developed and published by Codemasters for Microsoft Windows, PlayStation 4 and Xbox One. It was released on February 26, 2019. It is a successor to the 2015 video game Dirt Rally and emphasises realistic driving physics.<br>

                    <br>

               Dirt Rally 2.0 is focused on rallying and rallycross. Players compete in timed stage events on tarmac and off-road terrain in varying weather conditions. The game features stages in Argentina, Australia, New Zealand, Poland, Spain and the United States. Codemasters also announced plans to expand the game through the release of downloadable content, and released stages in Finland, Germany, Greece, Monte Carlo, Sweden and Wales. These stages are remastered versions of the stages included in the original Dirt Rally. There is also a rallycross mode with World RallyCross Supercars and eight circuits from the FIA World Rallycross Championship. Dirt Rally 2.0 lets players choose between a total of fifty cars, including the aforementioned World Rallycross Supercars, historic rally cars from the 1960s through the 1980s, Groups A, B and R rally cars, and modern rally cars from the 1990s to the late 2010s. This was later expanded to thirteen locations through downloadable content. Every car can have its setup adjusted before a race.

               <br>

               <br>

                The game also features a new weather modelling system where changes in the weather affect the relative level of grip and require players to take a more nuanced approach to driving. The weather also affects visibility in stages. The surface of the stages is also subject to degradation; as more cars pass over a stage, more than 100 layers ensure that the road surface will start to shift and break up, affecting grip levels. The gameplay therefore demands maximum concentration, especially as some stages can take more than ten minutes to complete. There is no rewind function and damages not only have a visual but also mechanical effect, with it being possible to sustain "terminal damage", which automatically ends whatever race the car is in as a DNF.

                <br><br>

                The "My Team" mode introduced in Dirt 4 is expanded upon, requiring players to hire specialist engineers to maintain the car. However, other elements such as customising liveries, signing sponsors and expanding team facilities were removed. Damage sustained during a rally carries over from event to event. Players are also able to make a wider range of strategic choices, such as tyre compounds; softer tyres offer more grip but wear out faster, while harder tyres are more durable but produce slower stage times. Codemasters later introduced a more comprehensive tutorial for setting up the car to make the process more accessible for newcomers, amateurs and players who have been deterred from exploring setup options in the past.

                <br><br>

                The release of downloadable content follows a fortnightly schedule, and includes the return of rally locations from the first game, as well as cars such as the Škoda Fabia and BMW M1. The final DLC package is titled "Colin McRae: Flat Out". It features a new location in Perth and Kinross in Scotland, cars driven by Colin McRae and a scenario mode where players re-enact moments from McRae's career.

              </p>

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                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: 64bit versions of Windows® 7, Windows® 8, Windows® 10<br>

                              Processor: AMD FX4300 or Intel Core i3 2130<br>

                              Memory: 8 GB RAM<br>

                              Graphics:   AMD HD7750 or NVIDIA GTX650Ti<br>

                              Storage: 100 GB available space<br>

                              DirectX:  Version 11</p><br><br>

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                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS:  64bit versions of Windows® 7, Windows® 8, Windows® 10<br>

                            Processor:  AMD Ryzen 5 2600X or Intel Core i5 8600K<br>

                            Memory: 8 GB RAM<br>

                            Graphics:   AMD RX Vega 56 or NVIDIA GTX 1070<br>

                            Storage: 100 GB available space<br>

                            DirectX:  Version 11<br>

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           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

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               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Dark Souls III</u></b> </h1><br>

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            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Dark Souls III[a] is an action role-playing video game developed by FromSoftware and published by Bandai Namco Entertainment for PlayStation 4, Xbox One, and Microsoft Windows. The fourth installment of the Souls series and the final installment of the Dark Souls trilogy, the game was released in Japan in March 2016 and worldwide a month later.<br>

                    <br>

                    It is an action role-playing game played in a third-person perspective. Players have access to a variety of weapons, armor, magic, and consumables that they can use to fight their enemies. Bonfires serve as checkpoints. The Estus Flask is the consumable used for healing in Dark Souls III. Ashen Estus Flasks restore focus points (FP), which can be used for magic or weapon arts. Hidetaka Miyazaki, the creator of the series, returned to direct the game after handing development duties of Dark Souls II to others in FromSoftware.

               <br>

               <br>

               Dark Souls III was critically and commercially successful, with critics calling it a worthy and fitting conclusion to the series. It was the fastest-selling game in Bandai Namco's history, shipping over three million copies within its first two months and over 10 million by 2020. Two downloadable content (DLC) expansions, Ashes of Ariandel and The Ringed City, were also made for the game. A complete version containing the base game and both expansions, Dark Souls III: The Fire Fades, was released in April 2017.

                <br><br>

                Dark Souls III is an action role-playing game played in a third-person perspective, similar to previous games in the series. According to lead director and series creator Hidetaka Miyazaki, the game's gameplay design followed "closely from Dark Souls II". Players are equipped with a variety of weapons to fight against enemies, such as bows, throwable projectiles, and swords. Shields can act as secondary weapons but they are mainly used to deflect enemies' attacks and protect the player from suffering damage. Each weapon has two basic types of attack, one being a standard attack, and the other being slightly more powerful that can be charged up, similar to FromSoftware's previous game, Bloodborne. In addition, attacks can be evaded through dodge-rolling. Bonfires, which serve as checkpoints, return from previous installments. Ashes, according to Miyazaki, play an important role in the game. Magic is featured in the game, with a returning magic system from Demon's Souls, now known as "focus points" (FP). When performing spells, the player's focus points are consumed. There are two separate types of Estus Flasks in the game, which can be allotted to fit a players' particular play style. One of them refills hit points like previous games in the series, while another refills focus points, a feature new to the game. Combat and movements were made faster and more fluid than Dark Souls II; as several player movements are performed more rapidly, allowing more damage to be done in a shorter period of time.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 7 SP1 64bit, Windows 8.1 64bit Windows 10 64bit<br>

                            Processor: Intel Core i3-2100 / AMD® FX-6300<br>

                            Memory: 4 GB RAM<br>

                            Graphics: NVIDIA® GeForce GTX 750 Ti / ATI Radeon HD 7950<br>

                            DirectX: Version 11<br>

                            Sound Card: DirectX 11 sound device<br>

                            Storage: 25 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 7 SP1 64bit, Windows 8.1 64bit Windows 10 64bit<br>

                            Processor: Intel Core i7-3770 / AMD® FX-8350<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA® GeForce GTX 970 / ATI Radeon R9 series<br>

                            DirectX: Version 11<br>

                            Sound Card: DirectX 11 sound device<br>

                            Storage: 25 GB available space<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="drks()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

Esports.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <br><br>

            <section class="esports-sec">

                <section class="tourney">

                    <section class="games">

                        <section class="games-image">

                            <img class="game-img" src="https://fontlot.com/wp-content/uploads/2020/06/valorant-closed-be.jpg">

                        </section>

                        <section class="game-heading">

                            <h2><u>Valorant Tournament at KIIT</u></h2>

                        </section>

                        <section class="game-info">

                            <h3>Organised by <b>Nezzak Studios</b><br>

                                Game: Valorant

                                Date: 6 June 2021<br>

                                Time: 11:00 IST<br>

                                Region: INDIA<br>

                                Prize: $10 per player on winning team<br><br>

                                <button type="button" onclick="Tourney1()"  class="sub-button">Join</button>

                        </section>

                    </section>

                </section>

                    <section class="tourney">

                        <section class="games">

                            <section class="games-image">

                                <img class="game-img" src="https://images-na.ssl-images-amazon.com/images/I/814bhRMHjUL.\_SL1500\_.jpg">

                            </section>

                            <section class="game-heading">

                                <h2><u>Solo PUBG Mobile Competition</u></h2>

                            </section>

                            <section class="game-info">

                                <h3>Organised by <b>URD MASKED</b><br>

                                    Game: PUBG Mobile

                                    Date: 25 May 2021-30 May 2021<br>

                                    Time: T.B.D<br>

                                    Region: INDIA<br>

                                    Map: Erangel<br>

                                    Prize Pool: Rs.1500<br><br>

                                    <button type="button" onclick="Tourney2()"  class="sub-button">Join</button>

                            </section>

                        </section>

                    </section>

                    <section class="tourney">

                        <section class="games">

                            <section class="games-image">

                                <img class="game-img" src="https://www.earlygame.com/uploads/images/valorant-poster.jpg">

                            </section>

                            <section class="game-heading">

                                <h2><u>1st SecondRow YT Valorant 2021</u></h2>

                            </section>

                            <section class="game-info">

                                <h3>Organised by <b>SecondRow Youtube</b><br>

                                    Game: PUBG Mobile

                                    Date: 5 June 2021 - 12 June 2021<br>

                                    Time: N.A<br>

                                    Region: INDIA<br>

                                    Map: Erangel<br>

                                    Prize : 1st. Rs.1000<br>

                                            2nd. Rs.500<br><br>

                                        <button type="button" onclick="Tourney3()"  class="sub-button">Join</button>

                            </section>

                        </section>

                    </section>

                </section>

            <section class="esports-sec">

                <section class="tourney">

                    <section class="games">

                        <section class="games-image">

                            <img class="game-img" src="https://www.xtrafondos.com/en/descargar.php?id=4010&resolucion=3840x2160">

                        </section>

                        <section class="game-heading1">

                            <h2><u> 1st Call of Duty Mobile</u></h2>

                        </section>

                        <section class="game-info">

                            <h3>Organised by <b>BOOTCAMP GAMING</b><br>

                                Game: Call of Duty Mobile<br>

                                Date: 23 May 2021 - 27 May 2021<br>

                                Time: T.B.D<br>

                                Region: INDIA<br>

                                Prize : 1st: Rs.100<br>

                                        2nd: Rs.75<br>

                                        3rd: Rs.50<br><br>

                                    <button type="button" onclick="Tourney4()"  class="sub-button">Join</button>

                        </section>

                    </section>

                </section>

                    <section class="tourney">

                        <section class="games">

                            <section class="games-image">

                                <img class="game-img" src="https://img.konami.com/wepes/2020/s/img/pes2020\_videoposter.jpg">

                            </section>

                            <section class="game-heading1">

                                <h2><u>Champions League</u></h2>

                            </section>

                            <section class="game-info">

                                <h3>Organised by <b>Noob</b><br>

                                    Game: PES Mobile<br>

                                    Date: 31 May 2021 - 6 June 2021<br>

                                    Time: T.B.D<br>

                                    Region: INDIA<br>

                                    Prize Pool: 1st: Rs.600<br>

                                                2nd: Rs.300<br>

                                                3rd: Rs.100<br><br>

                                    <button type="button" onclick="Tourney5()"  class="sub-button">Join</button>

                            </section>

                        </section>

                    </section>

                    <section class="tourney">

                        <section class="games">

                            <section class="games-image">

                                <img class="game-img" src="https://images.firstpost.com/wp-content/uploads/2018/07/Fortnite.jpg">

                            </section>

                            <section class="game-heading1">

                                <h2><u>Fortnite 3V3 Boxfights</u></h2>

                            </section>

                            <section class="game-info">

                                <h3>Organised by <b>Unknown</b><br>

                                    Game: Fortnite<br>

                                    Date: 2 June 2021 - 3 June 2021<br>

                                    Time: N.A<br>

                                    Region: INDIA<br>

                                    Entry Fee: Rs.50 per team<br>

                                    Prize :Rs.300<br><br>

                                    <button type="button" onclick="Tourney6()"  class="sub-button">Join</button>

                            </section>

                        </section>

                    </section>

            </section>

            <section class="esports-sec">

                <section class="tourney">

                    <section class="games">

                        <section class="games-image">

                            <img class="game-img" src="https://venturebeat.com/wp-content/uploads/2020/05/Garena-Free-Fire.jpg?w=1200&strip=all">

                        </section>

                        <section class="game-heading">

                            <h2><u> FreeFire Solo Tournament</u></h2>

                        </section>

                        <section class="game-info">

                            <h3>Organised by <b>LOCAL ESPORTS</b><br>

                                Game: Free Fire<br>

                                Date: 10 June 2021 - 11 June 2021<br>

                                Time: T.B.D<br>

                                Region: INDIA<br>

                                Prize : 1st: Rs.1500<br>

                                        2nd: Rs.300<br>

                                        3rd: Rs.200<br><br>

                                    <button type="button" onclick="Tourney7()"  class="sub-button">Join</button>

                        </section>

                    </section>

                </section>

                    <section class="tourney">

                        <section class="games">

                            <section class="games-image">

                                <img class="game-img" src="https://miro.medium.com/max/1838/1\*CsTvFbkVJnxNmdZ8Ab3hjQ.jpeg">

                            </section>

                            <section class="game-heading">

                                <h2><u>GGtoor's Clash Royale Open</u></h2>

                            </section>

                            <section class="game-info">

                                <h3>Organised by <b>GGtoor</b><br>

                                    Game: Clash Royale<br>

                                    Date: 13 June 2021<br>

                                    Time: 9PM <br>

                                    Region: INDIA<br>

                                    Prize Pool: 1st: $125<br>

                                                2nd: $75<br>

                                                3rd: $25<br><br>

                                    <button type="button" onclick="Tourney8()"  class="sub-button">Join</button>

                            </section>

                        </section>

                    </section>

                    <section class="tourney">

                        <section class="games">

                            <section class="games-image">

                                <img class="game-img" src="https://wallsdesk.com/wp-content/uploads/2016/05/Clash-Of-Clans-Wallpapers-HD.jpg">

                            </section>

                            <section class="game-heading">

                                <h2><u>GGtoor x Orcrux Clash Of Clans</u></h2>

                            </section>

                            <section class="game-info">

                                <h3>Organised by <b>GGtoor</b><br>

                                    Game: Clash of Clans<br>

                                    Date: 13 June 2021 - 27 June 2021<br>

                                    Time: N.A<br>

                                    Region: INDIA<br>

                                    Prize : 1st: $75<br>

                                            2nd: $25<br><br>

                                    <button type="button" onclick="Tourney10()"  class="sub-button">Join</button>

                            </section>

                        </section>

                    </section>

            </section>

            <section class="esports-sec">

                <section class="tourney">

                    <section class="games">

                        <section class="games-image">

                            <img class="game-img" src="https://img.redbull.com/images/c\_crop,w\_1620,h\_1080,x\_170,y\_0,f\_auto,q\_auto/c\_scale,w\_1500/redbullcom/2020/3/5/zdul8ghfo1hogo5jkn1e/brawl-stars">

                        </section>

                        <section class="game-heading1">

                            <h2><u> BlastDrops Brawlstars</u></h2>

                        </section>

                        <section class="game-info">

                            <h3>Organised by <b>Abhishek</b><br>

                                Game: Brawl Stars<br>

                                Date: 23 June 2021<br>

                                Time: 4:00pm<br>

                                Region: INDIA<br>

                                Prize : Rs.100<br><br>

                                    <button type="button" onclick="Tourney11()"  class="sub-button">Join</button>

                        </section>

                    </section>

                </section>

                    <section class="tourney">

                        <section class="games">

                            <section class="games-image">

                                <img class="game-img" src="https://www.talkesport.com/wp-content/uploads/csgo-breaks-record-for-highest-player-count-all-time.jpg">

                            </section>

                            <section class="game-heading">

                                <h2><u>Ghetto eGames Season 1</u></h2>

                            </section>

                            <section class="game-info">

                                <h3>Organised by <b>Ghetto eGames</b><br>

                                    Game: Counter Strike: Global Offensive<br>

                                    Date: 19 June 2021 - 27 June 2021<br>

                                    Time: 23:59 EST<br>

                                    Region: INDIA<br>

                                    Prize Pool: 1st: 500 EURO<br>

                                                2nd: 250 EURO<br>

                                                3rd: 125 EURO<br><br>

                                    <button type="button" onclick="Tourney12()"  class="sub-button">Join</button>

                            </section>

                        </section>

                    </section>

                    <section class="tourney">

                        <section class="games">

                            <section class="games-image">

                                <img class="game-img" src="https://static.bhphotovideo.com/explora/sites/default/files/styles/top\_shot/public/ts-apex-legends-free-to-play-battle-royale\_0.jpg?itok=mISX6TSE">

                            </section>

                            <section class="game-heading">

                                <h2><u>IxAM Family Community Tournament</u></h2>

                            </section>

                            <section class="game-info">

                                <h3>Organised by <b>IxAM Organization</b><br>

                                    Game: Apex Legends<br>

                                    Date: 12 June 2021 <br>

                                    Time: 10:30AM <br>

                                    Region: Chicago<br>

                                    Prize : 1st: $75<br>

                                            2nd: $25<br><br>

                                    <button type="button" onclick="Tourney13()"  class="sub-button">Join</button>

                            </section>

                        </section>

                    </section>

            </section>

    </body>

</html>

F1.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="store.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u>F1 2020</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/wF0vF1uXXYU" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">F1 2020 is the official video game of the 2020 Formula 1 and Formula 2 Championships developed and published by Codemasters. It is the thirteenth title in the Formula 1 series developed by the studio and was released on 7 July for pre-orders of the Michael Schumacher Edition and 10 July for the Seventy Edition on Microsoft Windows, PlayStation 4, Xbox One and, for the first time, Stadia.[1] The game is the twelfth main series installment in the franchise, and it features the twenty-two circuits, twenty drivers and ten teams proposed in the provisional 2020 Formula 1 World Championship.<br>

                    <br>

               F1 2020 features the championship as it was originally intended to be run before the championship was disrupted by the COVID-19 pandemic, which saw several races postponed or cancelled, with races at other circuits held.

               <br>

               <br>

                The Circuit Zandvoort and the Hanoi Street Circuit — circuits which were new to the championship in 2020 — are included in the game despite the cancellations of the Dutch and Vietnamese Grands Prix. The 70th Anniversary, Eifel, Emilia Romagna, Portuguese, Sakhir, Styrian, Turkish and Tuscan Grands Prix, eight events that were added to the 2020 calendar, are not included as well as the Nürburgring, the Imola Circuit, the Portimão Circuit, the Bahrain International Circuit "Outer Circuit" layout, the Istanbul Park and the Mugello Circuit, as they use circuits that host other events.

                <br><br>

                F1 2020 introduces a team management feature known as "My Team" which allows the player to create, own, and run an eleventh team. The player will initially need to choose an engine supplier, recruit a second driver, design a livery and sign sponsors. As the career mode progresses, they will be able to upgrade the facilities at their team's headquarters and hire staff to continue development. This supplements the development tree used to upgrade the car. Codemasters had previously used the My Team mode in Dirt 4, a part of the Dirt Rally franchise.

                <br><br>

                In career mode players now have the choice to do a half, or a full Formula 2 season or only do three races as in F1 2019, although there is no longer a rivalry story-line and no fictional drivers other than that created by the player. When playing in Formula 1, players can choose between three different season lengths of ten, sixteen or twenty-two races. They are also able to create a custom calendar should they choose a shorter season length.

                <br><br>

                In F1 2020, the AI are more prone to making mistakes to give the players "a much more realistic experience".[10]

The game introduces driver ratings for the first time, with drivers given a score out of ninety-nine for experience, racecraft, awareness and pace. The experience score provides additional 'resource points' to enable the player to upgrade their car faster in the "My Team" and "Career" modes, racecraft relates to the effectiveness of the driver's attempts at overtaking, a higher awareness score improves the ability of the driver to maintain control of their car in difficult situations and pace relates to the driver's ability to set quick lap times. The scores are derived from real life data and applies to F2 drivers as well as those from F1.

Podium Pass is new to F1 2020 and allows players to unlock cosmetic items, such as liveries, race suits and celebration animations. A VIP Podium Pass can also be purchased using in-game Pitcoins, which also includes more exclusive liveries, race suits and celebration animations.

French driver Anthoine Hubert, who lost his life in the feature race at the 2019 Spa-Francorchamps Formula 2 round is also remembered within the game, as a selectable driver in "My Team".

There are 16 classic cars available to use, the oldest being the 1988 McLaren MP4/4 and the newest being the 2010 McLaren MP4-25, Ferrari F10 and Red Bull RB6. Four cars — 1991 Jordan 191, 1994 Benetton B194, 1995 Benetton B195 and 2000 Ferrari F1-2000 — are available to those who purchased the Deluxe Schumacher Edition of the game, or those who purchased the regular edition of the game and later purchased downloadable content.

Codemasters released an update in December in which recreates the 2020 Formula 2 Championship, with Mick Schumacher becoming champion

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS:   64 bit Windows 10<br>

                              Processor:    Intel Core i3 2130 / AMD FX 4300<br>

                              Memory: 8 GB RAM<br>

                              Graphics:  NVIDIA GT 640 / AMD HD 7750 (DirectX11 Graphics Card)<br>

                              Storage: 80 GB available space<br>

                              DirectX:  DirectX 11</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS:   64 bit Windows 10<br>

                            Processor:    Intel Core i5 9600K / AMD Ryzen 5 2600X<br>

                            Memory: 16 GB RAM<br>

                            Graphics:       NVIDIA GTX 1660 Ti / AMD RX 590<br>

                            Storage: 80 GB available space<br>

                            DirectX:  DirectX 12<br>

                          </p>

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            </section>

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FarCry5.html

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               <b><u>CATEGORIES</u></b><br>

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                  <p class="content-text">Far Cry 5 is a 2018 first-person shooter game developed by Ubisoft Montreal and Ubisoft Toronto and published by Ubisoft. It is the fifth main installment in the Far Cry series.<br>

                    <br>

                    The game takes place in Hope County, a fictional region of Montana, United States. The main story revolves around the Project at Eden's Gate, a doomsday cult that has taken over the county at the command of its charismatic and powerful leader, Joseph Seed. Players control an unnamed junior deputy sheriff who becomes trapped in Hope County and must work alongside factions of a resistance to liberate the county from the despotic rule of the Seeds and Eden's Gate. Gameplay focuses on combat and exploration; players battle enemy soldiers and dangerous wildlife using a wide array of weapons. The game features many elements found in role-playing games, such as a branching storyline and side quests. The game also features a map editor, a co-operative multiplayer mode, and a competitive multiplayer mode.

               <br>

               <br>

               Announced in early 2017, development on Far Cry 5 was extensive. The team explored several concepts before settling on an American location. The game was heavily inspired by several socio-political events in modern history, such as the Cold War and the September 11 attacks. The development team sought to capture the despondent social climate after the events and re-purpose it for the game. Developed and published solely by Ubisoft, its competitive multiplayer mode was also created in-house, with the company's worldwide studios gaining more creative input for Far Cry 5. The game was released in March 2018 for Microsoft Windows, PlayStation 4 and Xbox One.

                <br><br>

                Far Cry 5 was met with mostly positive critical reception upon release, although it was the subject of controversy after being announced alongside a period of heightened political conflicts. Critics praised the open world design, visuals, gameplay and soundtrack. but directed criticisms towards its story and some of the characters. The game was a commercial success and became the fastest-selling title in the franchise, grossing over $310 million in its first week of sales. Several downloadable content packs have been released. A spin-off title and sequel to the narrative, Far Cry New Dawn, was released in February 2019. A successor, Far Cry 6, is in development.

                <br><br>

                Similar to its predecessors, Far Cry 5 is an action-adventure first-person shooter set in an open world environment which the player can explore freely on foot or via various vehicles. Unlike previous titles in the series where the player takes on the role of a set character, the game gives the player the opportunity to customize their character's appearance.[1][2] While the player has a variety of ranged and explosive weapons to fight against enemies, the game places a renewed emphasis on close-quarters combat compared to previous Far Cry titles by introducing a wider range of melee weapons.[3] In addition, Far Cry 5 features a new weapons ballistics system that includes elements like a bullet dropping over a distance to make it more realistic.

              </p>

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                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: Windows 7 SP1, Windows 8.1, Windows 10 (64-bit versions only)<br>

                              Processor: Intel Core i5-2400 @ 3.1 GHz or AMD FX-6300 @ 3.5 GHz or equivalent<br>

                              Memory: 8 GB RAM<br>

                              Graphics: NVIDIA GeForce GTX 670 or AMD R9 270 (2GB VRAM with Shader Model 5.0 or better)<br>

                              Storage: 40 GB available space<br>

                              Sound Card: 100% DirectX 10 compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: Windows 7 SP1, Windows 8.1, Windows 10 (64-bit versions only)<br>

                            Processor: Intel Core i7-4770 @ 3.4 GHz or AMD Ryzen 5 1600 @ 3.2 GHz or equivalent<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA GeForce GTX 970 or AMD R9 290X (4GB VRAM with Shader Model 5.0 or better)<br>

                            Storage: 40 GB available space<br>

                            Sound Card: 100% DirectX 10 compatible<br>

                          </p>

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Fh4.html

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                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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               <b><u>CATEGORIES</u></b><br>

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                  <p class="content-text">Forza Horizon 4 is a 2018 racing video game developed by Playground Games and published by Microsoft Studios. It was released on 2 October 2018 on Xbox One and Microsoft Windows after being announced at Xbox's E3 2018 conference. An enhanced version of the game was released on Xbox Series X/S on 10 November 2020. The game is set in a fictionalised representation of areas of Great Britain. It is the fourth Forza Horizon title and eleventh instalment in the Forza series. The game is noted for its introduction of changing seasons to the series, as well as featuring several content-expanding updates which have included new game modes.<br>

                    <br>

               Forza Horizon 4 is a racing video game set in an open world environment based in a fictionalised Great Britain, with regions that include condensed representations of Edinburgh, the Lake District (including Derwentwater), Ambleside and the Cotswolds (including Broadway), Bamburgh among others. The game features a route creator which enables players to create races using completely customized routes. The game takes place in a synchronised shared world, compared to the AI-driven 'drivatars' from its predecessors, with each server supporting up to 72 players. The game is also playable in offline mode.

               <br>

               <br>

                The game features a dynamic weather system that also depicts the change of seasons. The environment in the world will change depending on the season: for example, Derwentwater would freeze over in winter and allow players the ability to drive on the ice to reach areas of the game world that would be inaccessible during all the other seasons. The seasons are fixed across the game's servers, meaning that all players will experience the same conditions at the same time. After completing a prologue series of events which introduce players to all four seasons, the shared-world seasons will change every week, with the changes happening on Thursdays at 2:30PM GMT. The season changes are forewarned to players in the game with a countdown clock, which, when finished, will trigger a short cinematic cutscene showing the previous season changing to the new one, although the cinematic will be delayed for players who are in the middle of an event or activity.

                <br><br>

                The game features over 700 licensed cars. Players have the opportunity to buy in-game houses which unlock new items, cars and game-play perks, including Horizon Promo and the ability to fast travel anywhere on the map.

                <br><br>

                Returning from Forza Horizon 3, Wheelspins are prize spins with random rewards ranging from cars, Credits (in-game currency), emotes, horns, and clothing. Wheelspins are rewarded from progressing through the story and completing certain seasonal challenges. These can also be bought in the #Forzathon shop. Super Wheelspins, enhanced versions of Wheelspins with better prizes, are also given for completing parts of the story and seasonal challenges. Super Wheelspins can also be bought in the #Forzathon Shop. Also returning from the past two games, British drum & bass label Hospital Records provided a soundtrack composed of 20 original tracks from various label artists, as well as an unreleased track by Fred V & Grafix titled "Sunrise", made for the game's opening cinematic. The soundtrack album was released on 26 October 2018. The game features a Dolby Atmos soundtrack.<br><br>

                Owing to licensing issues, vehicles from Mitsubishi Motors and Toyota (including Lexus marque with the exception of some offroad racing and pre-customized trucks and Subaru BRZ) were not present in the base game, but updates released in 2019 re-introduced these brands; Mitsubishi returned on 15 January 2019 with the release of the Free Mitsubishi Motors Car Pack DLC. That same day, however, two dancing emotes ("Carlton" and "Floss") were removed from the game due to lawsuits filed by those dances' creators against Epic Games for their use of the dances as emotes in their game Fortnite Battle Royale. On 19 November 2019, the official Forza Motorsport Twitter account announced that Toyota cars would be returning to the Forza series in the Series 17 update of Forza Horizon 4 on 12 December with the release of the 1998 Toyota Supra RZ.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: Windows 10 version 15063.0 or higher<br>

                              Processor:  Intel i3-4170 @ 3.7Ghz OR Intel i5 750 @ 2.67Ghz<br>

                              Memory: 4 GB RAM<br>

                              Graphics:  NVidia 650TI OR AMD R7 250x<br>

                              Storage: 80 GB available space<br>

                              DirectX: Version 12</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: Windows 10 version 15063.0 or higher<br>

                            Processor: Intel i7-3820 @ 3.6Ghz<br>

                            Memory: 8 GB RAM<br>

                            Graphics:  NVidia GTX 970 OR NVidia GTX 1060 3GB OR AMD R9 290x OR AMD RX 470<br>

                            Storage: 100 GB available space<br>

                            DirectX:  Version 12<br>

                          </p>

                        </section><br>

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Fifa.html

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                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

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          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

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                <br>

                  <p class="content-text">FIFA 21 is a football simulation video game published by Electronic Arts as part of the FIFA series.[1] It is the 28th installment in the FIFA series, and was released on 9 October 2020 for Microsoft Windows, Nintendo Switch, PlayStation 4 and Xbox One. Enhanced versions for the PlayStation 5 and Xbox Series X and Series S were released on 3 December 2020, in addition to a version for Stadia.<br>

                    <br>

                    Ultimate Team features 100 icon players, including 11 new names. Eric Cantona, Petr Čech, Ashley Cole, Samuel Eto'o, Philipp Lahm, Ferenc Puskás, Bastian Schweinsteiger, Davor Šuker, Fernando Torres, Nemanja Vidić, and Xavi all feature as icons for the first time.[2][3] Jens Lehmann will not be an icon in FUT 21.

               <br>

               <br>

               Ultimate Team sees the addition of a co-op gameplay feature in the form of Division Rivals, Squad Battles and Friendlies with a friend online to unlock objectives and rewards. FUT was surrounded by controversy due to it being classified as a loot box and a source of online gambling. In January 2019, EA agreed to stop selling FIFA points in Belgium, following government pressure. Petitions to ban the points elsewhere began in June 2020, with the points' legality being debated in the US and UK, the latter via the UK's Department of Digital, Culture, Media and Sport. Similarly, a Dutch judge decided that EA should be fined €0.5 million per week until the loot boxes were removed. The players can customize their own FUT stadium with tifos, pyrotechnics, trophies, music, statues and stands as their FUT club grows. In-game stats can now be upgraded individually for special cards (the example given is if Trent Alexander-Arnold scored a free-kick for a TOTW in-form item, the free-kick accuracy can be much higher than his other in-form items). Live FUT friendlies combines house rules with squad rules to create different match types that change throughout the year. Redesigned menus allow the access to their squad and stadium directly from anywhere in the main menu. In new FUT events, the players can pick sides and compete against the FUT community to unlock packs, coins, club items or players in Team Event Objectives. The players can work together with the entire community and earn shared rewards by completing objectives as a collective.

                <br><br>

                Career Mode sees new additions following years of criticism from the community - mainly to the manager mode. New additions include; a revamped interactive match simulation mode, which allows players to instantly jump in and out of matches in addition to changing game plans in real time. A new and improved training system which allows for weekly training schedules and the ability to train players to play in different positions, new stats such as match fitness and growth, an improved youth academy system, more transfer options such as loan to buy deals, and enhanced opposition AI.

                <br><br>

                Volta Football was introduced in FIFA 20, and it is a part of FIFA 21 as well. According to producers, Volta 21 has gameplay improvements and introduces new playing modes such as The Debut, the sequel to last year's story mode, featuring Zinedine Zidane, Thierry Henry, Kaká and Frank Lampard. Volta Squads, an online mode where people can play with friends. and Feature Battles mode. There will also be five new locations (São Paulo, Paris, Sydney, Dubai and Milan) with the addition of the VOLTA Stadium.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 10 - 64 bit<br>

                            Processor: Intel Core i3-6100 @ 3.7GHz or AMD Athlon X4 880K @4GHz<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA GTX 660 2GB or AMD Radeon HD 7850 2GB<br>

                            Storage: 50 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 10 - 64 bit<br>

                            Processor: Intel i5-3550 @ 3.40GHz or AMD FX 8150 @ 3.6GHz<br>

                            Memory: 16 GB RAM<br>

                            Graphics: NVIDIA GeForce GTX 670 or AMD Radeon R9 270X<br>

                            Storage: 50 GB available space<br>

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</html>

FM7.html

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                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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            </form>

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          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

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               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

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              <section class="text-section">

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                  <p class="content-text">Forza Motorsport 7 is a 2017 racing video game developed by Turn 10 Studios and published by Microsoft Studios, serving as the tenth installment in the Forza series. It was released on Windows 10 and the Xbox One family of consoles on October 3, 2017, with early access to those players pre-ordered the game's Ultimate and Deluxe editions.<br>

                    <br>

               Forza Motorsport 7 is a racing video game featuring over 700 cars—including new Forza Edition cars, most of which have been brought over from Forza Horizon 3 and more than 200 different configurations to race on across 32 locations at launch, including all from Forza Motorsport 6; a fictional street circuit in Dubai is one of the new circuits and several tracks returning from Forza Motorsport 4 including Maple Valley Raceway, Mugello Circuit and Suzuka Circuit. Two features that are new to the Motorsport title include dynamic weather (previously seen in Horizon titles) and customisable drivers.

               <br>

               <br>

                Forza Motorsport 7 was developed by Turn 10 Studios alongside the Xbox One X console, with Turn 10 providing the Xbox hardware team with feedback. In mid-November 2017, the Xbox hardware team supplied Turn 10 with a prototype Xbox One X system. Turn 10 was able to get their ForzaTech demo running on the system within two days after receiving the prototype console. The game runs at 4K resolution and 60 frames per second, while running at 1080p at similar frame rate on the base Xbox One models.

                <br><br>

                The game does not feature any Toyota and Lexus production road vehicles due to licensing issues between the manufacturer and most non-Japanese video game developers that started in 2017. Only the company's selected race and pre customized vehicles including 3 Camry NASCARs, Eagle MkIII, the Arctic Trucks Hilux AT38, Toyota T100 SR5 Trophy Trucks and the Subaru BRZ are featured, then Land Cruiser Prado AT37 Arctic Trucks featured via DLC. However, Volkswagen returns after being absent in Horizon 3, with some cars being brought over from Horizon 2 and Motorsport 6, as well as some new inclusions.

                <br><br>

                Forza Motorsport 7 was announced at Microsoft's press conference during E3 2017 on June 11. The 2018 Porsche 911 GT2 RS was revealed alongside the game as part of a six-year licensing deal between Microsoft and car manufacturer Porsche. The game launched simultaneously on Windows 10 and Xbox One, and is slated to be available at launch for the Xbox One X. However, the OneDrive music support will be announced 'at a later date'. The first monthly car pack called the "Samsung QLED TV Forza Motorsport 7 Car Pack", was released on November 7, 2017. That DLC includes one more Toyota vehicle, the Arctic Trucks Land Cruiser.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS:   Windows 10 version 15063.0 or higher<br>

                              Processor:  Intel i5-750 2.67 GHz<br>

                              Memory: 8 GB RAM<br>

                              Graphics:   NVIDIA GT 740 or NVIDIA GTX 650 or AMD R7 250X<br>

                              Storage: 100 GB available space<br>

                              DirectX:  DirectX 12 API</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS:   Windows 10 version 15063.0 or higher<br>

                            Processor:    Intel i5 4460 3.2GHz<br>

                            Memory: 8 GB RAM<br>

                            Graphics:     NVIDIA GTX 670 or NVIDIA 1050 Ti or AMD RX 560<br>

                            Storage: 100 GB available space<br>

                            DirectX:  DirectX 12 API<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="fm7()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

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</html>

Fm20.html

<!DOCTYPE html>

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    </head>

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                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

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               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

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              <section class="text-section">

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                  <p class="content-text">Football Manager 2021 (officially abbreviated as FM21) is a football-management simulation video game developed by Sports Interactive and published by Sega. It was released worldwide for iOS, Android, macOS and Windows on 24 November 2020. The streamlined version of the game titled Football Manager 2021 Touch was released on 1 December 2020 for the same platforms, and for Nintendo Switch on 15 December 2020. The similar version titled Xbox Edition was released on 1 December 2020 for Xbox One, Xbox Series X/S and Windows 10 via the Microsoft Store. It will be the first game in the series to appear on an Xbox platform since Football Manager 2008.<br>

                    <br>

                    FM21's headline features cover a number of key areas of the game including the interaction system, matchday experience and the recruitment module. There are new communication methods, including gestures, and new interaction options between the manager, their players and the media. There are new presentation elements before, during and after a match and an overhaul to the match engine AI. Expected goals (or xG) makes its debut in the series as part of a wider suite of data analysis changes through an xG model, built by Sports Interactive in partnership with SciSports. Trophy presentations have been revamped too.

               <br>

               <br>

               Managers can also take more control of their club's recruitment strategy with a new recruitment meeting.

                <br><br>

                FM21 features 117 leagues from 52 nations across five continents: Africa, Asia (including Australia), Europe, North America and South America. Coverage is heavily slanted towards European teams, with 34 of its 51 constituent countries having playable leagues, while South Africa is the only country of Africa's total 54 that is covered.

                <br><br>

                29 leagues (across 14 countries) were fully licensed for the game, as was KNVB ("Team Holland"). Italy's Serie A has licences for all its clubs except Juventus, who appear as Zebre once again. The German national team was not licensed, however, having been reintroduced in FM20.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 7, 8/8.1, 10 <br>

                            Processor: Intel Core 2 or AMD Athlon 64 – 1.8 GHz<br>

                            Memory: 4 GB RAM<br>

                            Graphics: Intel GMA X4500, NVIDIA GeForce 9600M GT or AMD/ATI Mobility Radeon HD 3650<br>

                            DirectX: Version 11<br>

                            Storage: 7 GB available space</p><br><br>

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                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 7, 8/8.1, 10 <br>

                            Processor: Intel Core 2 or AMD Athlon 64 – 1.8 GHz<br>

                            Memory: 4 GB RAM<br>

                            Graphics: Intel GMA X4500, NVIDIA GeForce 9600M GT or AMD/ATI Mobility Radeon HD 3650<br>

                            DirectX: Version 11<br>

                            Storage: 7 GB available space</p><br><br>

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</html>

Frst.html

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                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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            </form>

            </header>

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           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

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                <br>

                  <p class="content-text">The Forest is a survival horror video game developed and published by Endnight Games. The game takes place on a remote, heavily forested peninsula where the player character Eric Leblanc and his son Timmy are survivors of a plane crash. The game features nonlinear gameplay in an open world environment played from a first-person perspective, with no set missions or quests, empowering the player to make their own decisions for survival. Following a four-year long early access beta phase, the game was released for Microsoft Windows in April 2018, and for the PlayStation 4 in November 2018. The game was a commercial success, selling over five million copies by the end of 2018. A sequel, Sons of the Forest, is under development.<br>

                    <br>

                    In The Forest, players control Eric LeBlanc and must survive on a forested peninsula in search of his son Timmy after a devastating plane crash. Players must survive by creating shelter, weapons, and other survival tools. Inhabiting the peninsula, along with various woodland creatures, are a tribe of cannibalistic mutants, who dwell in villages on the surface and in deep caves beneath the peninsula. While they are not necessarily always hostile to the player, their usual behavior is aggressive, especially during the night.

               <br>

               <br>

               However, the developers wanted players to question whether the peninsula's cannibalistic tribe is the enemy of the player or vice versa.[1] For example, when first encountering the player, the cannibals may hesitate to attack and instead observe the player from a distance, attempt to communicate with the player through effigies, and send patrols around the player's base camp. In combat, they regularly attempt to protect one another from injury, remove torches, surround the player, hide behind cover, drag wounded tribesmen to safety, keep their distance, use tactical decisions, not overextend into unknown territory, and occasionally surrender out of fear. They are also afraid of fire, and will sometimes refrain from approaching the player if there is a campfire or torch nearby. Though there are no set missions, there is an optional conclusion to the game.As the player progresses through the game and explores the caves underneath the forest surface, they will encounter increasingly bizarre mutations, including deformed babies and mutants with several extra appendages. The game also features a day and night cycle, with the player able to build a shelter and traps, hunt animals and collect supplies during the day, and defend themselves against the mutants by night.

                <br><br>

                As seen in the opening intro of the game, the player possesses a survival guide book that the playable character authors, which contains many useful tips and general information about wilderness survival. The survival guide is also crucial because it allows for the player to build blueprints for various different structures that can aid the player in their survival. The player can choose to build a specific structure and then select a specific place where to place that structure in the world. Once the blueprint is placed, the player then needs to gather the necessary resources, such as sticks, rocks, logs, etc. in order to complete the particular structure. The player can choose from various structures and buildings in the survival guide. These include basic survival shelters, wooden cabins, treehouses, tree platforms, as well as custom-designed structures, which the player can modify in terms of size, shape, and position. Most of the shelters and buildings that the player can build also feature an option for saving the game. In fact, this is the only available method for saving, as there is no autosave function in the game. The survival guidebook also provides information about the wildlife of the peninsula. Once the player comes across a previously unknown species of animal or plant, the player jots it down and it appears in the guidebook. The guidebook also contains a "to-do list", which lists general goals that the player should follow, such as building a shelter or exploring different caves.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 7 <br>

                            Processor: Intel Dual-Core 2.4 GHz<br>

                            Memory: 4 GB RAM<br>

                            Graphics: NVIDIA GeForce 8800GT<br>

                            DirectX: Version 9.0<br>

                            Storage: 5 GB available space<br>

                            Sound Card: DirectX®-compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 7<br>

                            Processor: Quad Core Processor<br>

                            Memory: 4 GB RAM<br>

                            Graphics: NVIDIA GeForce GTX 560<br>

                            DirectX: Version 9.0<br>

                            Sound Card: DirectX®-compatible<br>

                            Storage: 5 GB available space<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="frst()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

Game-1.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Grand Theft Auto 5</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/QkkoHAzjnUs" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Grand Theft Auto V is a 2013 action-adventure game developed by Rockstar North and published by Rockstar Games. It is the first main entry in the Grand Theft Auto series since 2008's Grand Theft Auto IV. Set within the fictional state of San Andreas, based on Southern California, the single-player story follows three protagonists—retired bank robber Michael De Santa, street gangster Franklin Clinton, and drug dealer and arms smuggler Trevor Philips—and their efforts to commit heists while under pressure from a corrupt government agency and powerful criminals. The open world design lets players freely roam San Andreas' open countryside and the fictional city of Los Santos, based on Los Angeles.<br>

                    <br>

               The game is played from either a third-person or first-person perspective, and its world is navigated on foot and by vehicle. Players control the three lead protagonists throughout single-player and switch among them, both during and outside missions. The story is centred on the heist sequences, and many missions involve shooting and driving gameplay. A "wanted" system governs the aggression of law enforcement response to players who commit crimes. Grand Theft Auto Online, the game's online multiplayer mode, lets up to 30 players engage in a variety of different cooperative and competitive game modes.

               <br>

               <br>

                The game's development began soon after Grand Theft Auto IV's release and was shared between many of Rockstar's studios worldwide. The development team drew influence from many of their previous projects such as Red Dead Redemption and Max Payne 3 and designed the game around three lead protagonists to innovate on the core structure of its predecessors. Much of the development work constituted the open world's creation, and several team members conducted field research around California to capture footage for the design team. The game's soundtrack features an original score composed by a team of producers

                who collaborated over several years. It was released in September 2013 for the PlayStation 3 and Xbox 360, in November 2014 for the PlayStation 4 and Xbox One, and April 2015 for Microsoft Windows. PlayStation 5 and Xbox Series X/S versions are scheduled to release in late 2021.

                <br><br>

                Extensively marketed and widely anticipated, the game broke industry sales records and became the fastest-selling entertainment product in history, earning $800 million in its first day and $1 billion in its first three days. It received widespread critical acclaim, with praise directed at its multiple protagonist design, open world, presentation and gameplay. However, it caused controversies related to its depiction of violence and women. Considered one of seventh and eighth generation console gaming's most significant titles and among the best video games ever made, it won year-end accolades including Game of the Year

                awards from several gaming publications. It is the second best-selling video game of all time with over 140 million copies shipped and the most financially successful entertainment product of all time, with about $6 billion in worldwide revenue.

                <br><br>

                Grand Theft Auto V is an action-adventure game played from either a third-person or first-person perspective. Players complete missions—linear scenarios with set objectives—to progress through the story. Outside of the missions, players may freely roam the open world. Composed of the San Andreas open countryside area, including the fictional Blaine County, and the fictional city of Los Santos, the world is much larger in area than earlier entries in the series. It may be fully explored after the game's beginning without restriction, although story progress unlocks more gameplay content.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: Windows 10 64 Bit, Windows 8.1 64 Bit, Windows 8 64 Bit, Windows 7 64 Bit Service Pack 1<br>

                              Processor: Intel Core 2 Quad CPU Q6600 @ 2.40GHz (4 CPUs) / AMD Phenom 9850 Quad-Core Processor (4 CPUs) @ 2.5GHz<br>

                              Memory: 4 GB RAM<br>

                              Graphics: NVIDIA 9800 GT 1GB / AMD HD 4870 1GB (DX 10, 10.1, 11)<br>

                              Storage: 72 GB available space<br>

                              Sound Card: 100% DirectX 10 compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: Windows 10 64 Bit, Windows 8.1 64 Bit, Windows 8 64 Bit, Windows 7 64 Bit Service Pack 1<br>

                            Processor: Intel Core i5 3470 @ 3.2GHz (4 CPUs) / AMD X8 FX-8350 @ 4GHz (8 CPUs)<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA GTX 660 2GB / AMD HD 7870 2GB<br>

                            Storage: 72 GB available space<br>

                            Sound Card: 100% DirectX 10 compatible<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="gta()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

Game.js

*function* btnfn()

{

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}

*function* cat1()

{

    window.open("racing-cat.html",target="\_parent");

}

*function* cat2()

{

    window.open("action-cat.html",target="\_parent");

}

*function* cat3()

{

    window.open("adventure-cat.html",target="\_parent");

}

*function* cat4()

{

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}

*function* cat5()

{

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*function* cat6()

{

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*function* mnc()

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}

*function* tera()

{

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}

*function* val()

{

    window.open("https://store.steampowered.com/app/892970/Valheim/",target="\_parent");

}

*function* tek()

{

    window.open("https://store.steampowered.com/app/389730/TEKKEN\_7/",target="\_parent");

}

*function* rust()

{

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}

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}

*function* raft()

{

    window.open("https://store.steampowered.com/app/648800/Raft/",target="\_parent");

}

*function* frst()

{

    window.open("https://store.steampowered.com/app/242760/The\_Forest/",target="\_parent");

}

*function* drks()

{

    window.open("https://store.steampowered.com/app/374320/DARK\_SOULS\_III/",target="\_parent");

}

*function* itt()

{

    window.open("https://store.steampowered.com/app/1426210/It\_Takes\_Two/",target="\_parent");

}

*function* mdn21()

{

    window.open("https://store.steampowered.com/app/1239520/Madden\_NFL\_21/",target="\_parent");

}

*function* fifa()

{

    window.open("https://store.steampowered.com/app/1313860/EA\_SPORTS\_FIFA\_21/",target="\_parent");

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*function* wwe()

{

    window.open("https://store.steampowered.com/app/1015500/WWE\_2K20/",target="\_parent");

}

*function* smb3()

{

    window.open("https://store.steampowered.com/app/988910/Super\_Mega\_Baseball\_3/",target="\_parent");

}

*function* mfl()

{

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*function* fm20()

{

    window.open("https://store.steampowered.com/app/1263850/Football\_Manager\_2021/",target="\_parent");

}

*function* steep()

{

    window.open("https://store.steampowered.com/app/460920/Steep/",target="\_parent");

}

*function* pes()

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    window.open("https://store.steampowered.com/app/996470/eFootball\_\_PES\_2020/",target="\_parent");

}

*function* rl()

{

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}

*function* fh4()

{

    window.open("https://store.steampowered.com/app/1293830/Forza\_Horizon\_4/%22",target="\_parent");

}

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}

*function* Tourney3()

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*function* Tourney2()

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    window.open("https://www.toornament.com/en\_GB/tournaments/4653786398234517504/information",target="\_parent");

}

*function* Tourney1()

{

    window.open("https://www.game.tv/tournaments/Valorant-Tournament-at-KIIT--936b723845dc4358aa3c86d818a8167c?web\_user\_id=a72e066962024e60ac560c6e4366eeeb",target="\_parent");

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*function* Tourney5()

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*function* Tourney6()

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*function* Tourney7()

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*function* Tourney8()

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*function* Tourney9()

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}

*function* Tourney10()

{

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*function* Tourney11()

{

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*function* Tourney12()

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*function* Tourney13()

{

    window.open("https://www.toornament.com/en\_US/tournaments/4650532335995871232/information",target="\_parent");

}

*function* nfs()

{

    window.open("https://store.steampowered.com/app/1222680/Need\_for\_Speed\_Heat/",target="\_parent");

}

*function* dr2()

{

    window.open("https://store.steampowered.com/app/690790/DiRT\_Rally\_20/",target="\_parent");

}

*function* fm7()

{

    window.open("https://www.microsoft.com/en-us/p/forza-motorsport-7-standard-edition/9n3nk5ww05ht?activetab=pivot:overviewtab",target="\_parent");

}

*function* crew2()

{

    window.open("https://store.steampowered.com/app/646910/The\_Crew\_2/",target="\_parent");

}

*function* rl()

{

    window.open("https://www.epicgames.com/store/en-US/p/rocket-league",target="\_parent");

}

*function* fl()

{

    window.open("https://store.steampowered.com/app/1080110/F1\_2020/",target="\_parent");

}

*function* gts()

{

    window.open("https://www.gran-turismo.com/us/products/gtsport/",target="\_parent");

}

*function* ac()

{

    window.open("https://store.steampowered.com/app/244210/Assetto\_Corsa/",target="\_parent");

}

*function* Aval()

{

    window.open("https://www.ubisoft.com/en-gb/game/assassins-creed/valhalla",target="\_parent");

}

*function* dea()

{

    window.open("https://store.steampowered.com/app/381210/Dead\_by\_Daylight/",target="\_parent");

}

*function* dev()

{

    window.open("https://store.steampowered.com/app/601150/Devil\_May\_Cry\_5/",target="\_parent");

}

*function* far()

{

    window.open("https://store.steampowered.com/app/552520/Far\_Cry\_5/",target="\_parent");

}

*function* hit()

{

    window.open("https://www.epicgames.com/store/en-US/p/hitman-3--deluxe-edition",target="\_parent");

}

*function* mor()

{

    window.open("https://store.steampowered.com/app/976310/Mortal\_Kombat11/",target="\_parent");

}

*function* red()

{

    window.open("https://store.steampowered.com/app/1174180/Red\_Dead\_Redemption\_2/",target="\_parent");

}

*function* tek()

{

    window.open("https://store.steampowered.com/app/389730/TEKKEN\_7/",target="\_parent");

}

//News Javascript----------------------------------------------------------------------------------------------------------------------------------->

*function* apple()

{

    window.open("https://www.bgr.in/gaming/epic-games-starts-questioning-apple-gets-pulled-up-by-the-judge-958272/")

}

*function* sony()

{

    window.open("https://www.bgr.in/gaming/sony-playstation-state-of-play-event-wrap-up-ratchet-clank-rift-apart-among-us-and-more-957233/");

}

*function* xbox()

{

    window.open("https://www.bgr.in/news/xbox-series-x-pre-order-in-india-listed-ahead-of-ps5-pre-orders-959033/");

}

*function* bgmi()

{

    window.open("https://www.bgr.in/gaming/battlegrounds-mobile-india-game-replaces-pubg-mobile-india-officially-announced-by-krafton-957998/");

}

*function* rl()

{

    window.open("https://www.bgr.in/gaming/rocket-league-mobile-could-launch-soon-report-958076/");

}

*function* ng()

{

    window.open("https://esportsobserver.com/nodwin-gamings-akshat-rathee-and-sidarth-kedia-on-kraftons-22-5m-investment-in-the-company/");

}

*function* esp()

{

    window.open("https://www.thehindubusinessline.com/news/sports/esports-booming-as-sports-on-the-ground-takes-a-break-post-covid-pandemic/article34658793.ece");

}

*function* asian()

{

    window.open("https://www.firstpost.com/sports/esports-becomes-medal-event-in-asian-games-but-challenges-aplenty-for-india-9197061.html");

}

*function* g5()

{

    window.open("https://www.wsj.com/articles/5g-esports-gaming-11621870177");

}

*function* vct()

{

    window.open("https://www.talkesport.com/news/valorant/vct-stage-2-masters-iceland-schedule-prize-money/");

}

*function* cod()

{

    window.open("https://tech.hindustantimes.com/gaming/news/former-call-of-duty-exec-to-now-give-battlefield-series-a-booster-shot-check-what-s-coming-in-2021-71622795920974.html");

}

*function* nin()

{

    window.open("https://tech.hindustantimes.com/gaming/news/nintendo-direct-virtual-event-at-e3-2021-to-announce-upcoming-switch-games-on-june-15-71622707319117.html");

}

*function* ps5()

{

    window.open("https://tech.hindustantimes.com/gaming/news/the-ps5-could-get-restocked-in-india-sooner-than-you-think-71622199414056.html");

}

*function* gow()

{

    window.open("https://www.bgr.in/gaming/god-of-war-ragnarok-delayed-until-2022-heres-why-964005/");

}

*function* amd()

{

    window.open("https://www.pcgamer.com/amd-says-its-up-to-nvidia-to-optimize-for-fidelityfx-super-resolution/");

}

*function* gta6()

{

    window.open("https://www.bgr.in/gaming/gta-6-leaked-map-suggests-the-game-to-set-in-rio-de-janeiro-check-apk-download-link-single-player-mode-e3-2021-962907/");

}

*function* t10()

{

    window.open("https://www.bgr.in/gaming/top-10-retro-games-around-the-world-super-mario-64-super-mario-world-sonic-3d-blast-more-962952/");

}

//Search Bar Javascript---------------------------------------------------------------------------------------------------------------------------------------->

*function* btnsubmit()

            {

*var* ser = document.getElementById("searchid").value;

                if (ser=="GTA 5"||ser=="GTA"||ser=="gta 5"||ser=="gta"||ser=="Gta")

                {

                    window.open("game-1.html",target="\_parent");

                }

                else if (ser=="HITMAN"||ser=="Hitman"||ser=="hitman")

                {

                    window.open("Hitman.html",target="\_parent");

                }

                else if (ser=="FAR CRY 5"||ser=="Far Cry 5"||ser=="far cry 5"||ser=="far cry "||ser=="Far Cry"||ser=="FAR CRY")

                {

                    window.open("FarCry5.html",target="\_parent");

                }

                else if (ser=="Assassin's Creed Valhalla"||ser=="Assassin's Creed "||ser=="ASSASSIN'S CREED VALHALLA"||ser=="assassin's creed valhalla")

                {

                    window.open("AssassinsCreedValhalla.html",target="\_parent");

                }

                else if (ser=="Mortal Kombat 11"||ser=="Mortal Kombat"||ser=="mortal kombat 11"||ser=="mortal kombat"||ser=="MORTAL KOMBAT 11")

                {

                    window.open("MortalKombat11.html",target="\_parent");

                }

                else if (ser=="Tekken 7"||ser=="Tekken"||ser=="tekken 7"||ser=="tekken"||ser=="TEKKEN 11")

                {

                    window.open("Tekken7.html",target="\_parent");

                }

                else if (ser=="Dead By Daylight"||ser=="dead by daylight"||ser=="DEAD BY DAYLIGHT")

                {

                    window.open("DeadByDaylight.html",target="\_parent");

                }

                else if (ser=="Red Dead Redemption 2"||ser=="Red Dead Redemption"||ser=="RDR 2"||ser=="rdr 2"||ser=="RED DEAD REDEMPTION 2"||ser=="RED DEAD REDEMPTION")

                {

                    window.open("RedDeadRedemption2.html",target="\_parent");

                }

                else if (ser=="Devil May Cry 5"||ser=="Devil May Cry"||ser=="devil may cry 5"||ser=="devil may cry"||ser=="DEVIL MAY CRY 5"||ser=="DEVIL MAY CRY")

                {

                    window.open("DevilMayCry5.html",target="\_parent");

                }

                else if (ser=="Minecraft"||ser=="MINECRAFT"||ser=="minecraft")

                {

                    window.open("mine.html",target="\_parent");

                }

                else if (ser=="Terraria"||ser=="terraria"||ser=="TERRARIA")

                {

                    window.open("tera.html",target="\_parent");

                }

                else if (ser=="Terraria"||ser=="terraria"||ser=="TERRARIA")

                {

                    window.open("tera.html",target="\_parent");

                }

                else if (ser=="Valheim"||ser=="valheim"||ser=="VALHEIM")

                {

                    window.open("val.html",target="\_parent");

                }

                else if (ser=="Rust"||ser=="rust"||ser=="RUST")

                {

                    window.open("rust.html",target="\_parent");

                }

                else if (ser=="Sea Of Thieves"||ser=="sea of thieves"||ser=="SEA OF THIEVES")

                {

                    window.open("sot.html",target="\_parent");

                }

                else if (ser=="Raft"||ser=="raft"||ser=="RAFT")

                {

                    window.open("sot.html",target="\_parent");

                }

                else if (ser=="The Forest"||ser=="the forest"||ser=="THE FOREST"||ser=="Forest"||ser=="forest"||ser=="FOREST")

                {

                    window.open("frst.html",target="\_parent");

                }

                else if (ser=="Dark Soul 3"||ser=="dark soul 3"||ser=="DARK SOUL 3"||ser=="Dark Soul"||ser=="dark soul"||ser=="DARK SOUL")

                {

                    window.open("drks.html",target="\_parent");

                }

                else if (ser=="It Takes Two"||ser=="it takes two"||ser=="IT TAKES TWO"||ser=="It Takes 2"||ser=="it takes 2"||ser=="IT TAKES 2")

                {

                    window.open("itt.html",target="\_parent");

                }

                else if (ser=="Forza Horizon 4"||ser=="forza horizon 4"||ser=="FORZA HORIZON 4"||ser=="Forza Horizon"||ser=="forza horizon"||ser=="FORZA HORIZON")

                {

                    window.open("fh4.html",target="\_parent");

                }

                else if (ser=="NFS Heat"||ser=="Nfs Heat"||ser=="nfs heat"||ser=="NFS HEAT")

                {

                    window.open("NFS.html",target="\_parent");

                }

                else if (ser=="Dirt Rally 2.0"||ser=="dirt rally 2.0"||ser=="DIRT RALLY 2.0"||ser=="Dirt Rally"||ser=="dirt rally"||ser=="DIRT RALLY")

                {

                    window.open("DR2.html",target="\_parent");

                }

                else if (ser=="Dirt Rally 2.0"||ser=="dirt rally 2.0"||ser=="DIRT RALLY 2.0"||ser=="Dirt Rally"||ser=="dirt rally"||ser=="DIRT RALLY")

                {

                    window.open("DR2.html",target="\_parent");

                }

                else if (ser=="Forza Motorsport 7"||ser=="forza motorsport 7"||ser=="FORZA MOTORSPORT 7"||ser=="Forza Motorsport"||ser=="forza motorsport"||ser=="FORZA MOTORSPORT")

                {

                    window.open("FM7.html",target="\_parent");

                }

                else if (ser=="Crew 2"||ser=="crew 2"||ser=="CREW 2"||ser=="Crew"||ser=="crew"||ser=="CREW")

                {

                    window.open("CREW2.html",target="\_parent");

                }

                else if (ser=="Rocket League"||ser=="rocket league"||ser=="ROCKET LEAGUE")

                {

                    window.open("rl.html",target="\_parent");

                }

                else if (ser=="F1 2020"||ser=="F1"||ser=="f1 2020"||ser=="f1"||ser=="Formula 1 2020"||ser=="formula 1 2020"||ser=="FORMULA 1 2020"||ser=="Formula 1"||ser=="formula 1"||ser=="FORMULA 1")

                {

                    window.open("F1.html",target="\_parent");

                }

                else if (ser=="GT Sport"||ser=="Gt Sport"||ser=="GT SPORT"||ser=="gt sport"||ser=="GT"||ser=="gt")

                {

                    window.open("GT.html",target="\_parent");

                }

                else if (ser=="Assettocorsa"||ser=="assettocorsa"||ser=="ASSETOCORSA")

                {

                    window.open("AC.html",target="\_parent");

                }

                else if (ser=="Madden 21"||ser=="madden 21"||ser=="MADDEN 21"||ser=="Madden"||ser=="madden"||ser=="MADDEN")

                {

                    window.open("mdn21.html",target="\_parent");

                }

                else if (ser=="Fifa 21"||ser=="fifa 21"||ser=="FIFA 21"||ser=="Fifa"||ser=="fifa"||ser=="FIFA")

                {

                    window.open("fifa.html",target="\_parent");

                }

                else if (ser=="Fifa 21"||ser=="fifa 21"||ser=="FIFA 21"||ser=="Fifa"||ser=="fifa"||ser=="FIFA")

                {

                    window.open("fifa.html",target="\_parent");

                }

                else if (ser=="Wwe 2k21"||ser=="wwe 2k21"||ser=="WWE 2K21"||ser=="wwe"||ser=="Wwe"||ser=="WWE")

                {

                    window.open("wwe.html",target="\_parent");

                }

                else if (ser=="super mega baseball 3"||ser=="Super Mega Baseball 3"||ser=="super mega baseball"||ser=="Super Mega Baseball"||ser=="SUPER MEGA BASEBALL 3"||ser=="SUPER MEGA BASEBALL")

                {

                    window.open("smb3.html",target="\_parent");

                }

                else if (ser=="mutant football league"||ser=="Mutant Football League"||ser=="MUTANT FOOTBALL LEAGUE")

                {

                    window.open("mfl.html",target="\_parent");

                }

                else if (ser=="Football Manager 2021"||ser=="football manager 2021"||ser=="football manager"||ser=="Football Manager"||ser=="FOOTBALL MANAGER 2021"||ser=="FOOTBALL MANAGER")

                {

                    window.open("fm20.html",target="\_parent");

                }

                else if (ser=="Steep"||ser=="steep"||ser=="STEEP")

                {

                    window.open("steep.html",target="\_parent");

                }

                else if (ser=="eFootball Pes 2020"||ser=="efootball pes 2020"||ser=="EFOOTBALL PES 2020"||ser=="PES 2020"||ser=="PES"||ser=="eFootball Pes"||ser=="efootball pes"||ser=="EFOOTBALL PES")

                {

                    window.open("pes.html",target="\_parent");

                }

                else if (ser=="csgo"||ser=="CSGO"||ser=="Counter Strike"||ser=="Counter Strike:Global Offensive"||ser=="counter strike"||ser=="counter strike:global offensive")

                {

                    window.open(".html",target="\_parent");

                }

                else if (ser=="valorant"||ser=="Valorant"||ser=="VALORANT"||ser=="valo"||ser=="Valo"||ser=="VALO")

                {

                    window.open(".html",target="\_parent");

                }

                else if (ser=="fortnite"||ser=="Fortnite"||ser=="FORTNITE")

                {

                    window.open(".html",target="\_parent");

                }

                else if (ser=="APEX LEGENDS"||ser=="Apex Legends"||ser=="apex legends"||ser=="Apex"||ser=="apex"||ser=="APEX")

                {

                    window.open(".html",target="\_parent");

                }

                else if (ser=="PUBG PC"||ser=="pubg pc"||ser=="Pubg Pc"||ser=="PUBG"||ser=="Pubg"||ser=="pubg")

                {

                    window.open(".html",target="\_parent");

                }

                else if (ser=="League Of Legends"||ser=="league of legends"||ser=="LEAGUE OF LEGENDS"||ser=="lol"||ser=="LOL"||ser=="Lol")

                {

                    window.open(".html",target="\_parent");

                }

                else if (ser=="overwatch"||ser=="Overwatch"||ser=="OVERWATCH")

                {

                    window.open(".html",target="\_parent");

                }

                else if (ser=="warzone"||ser=="Warzone"||ser=="WARZONE"||ser=="COD Warzone"||ser=="cod warzone"||ser=="Cod Warzone")

                {

                    window.open(".html",target="\_parent");

                }

                else if (ser=="rainbow six siege"||ser=="Rainbow Six Siege"||ser=="RAINBOW SIX SIEGE"||ser=="rainbow 6 siege"||ser=="Rainbow 6 Siege"||ser=="RAINBOW 6 SIEGE")

                {

                    window.open(".html",target="\_parent");

                }

                else

                {

                    window.alert("Game not found");

                }

            }

GT.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="store.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u>GT SPORT</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/moDdHXpxWrw" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Gran Turismo Sport is a racing video game developed by Polyphony Digital and published by Sony Interactive Entertainment for the PlayStation 4. It was released in October 2017, and is the 13th game in the Gran Turismo series, the seventh game in the main series.<br>

                    <br>

               One of Gran Turismo Sport's main focuses is competitive online racing, supported by the international governing body of motorsport, the Fédération Internationale de l'Automobile (FIA), and serving as the platform for the FIA-Certified Gran Turismo Championships. The game launched with 168 cars and 29 tracks; updates have brought the count to 324 cars and 82 track configurations as of December 2019. The free updates also added a more traditional single-player campaign mode to the game.

               <br>

               <br>

                Similar to its predecessors, Gran Turismo Sport is a racing game and includes two game modes: "Sport Mode" and "Arcade Mode". Online racing is also featured in the game and saving is only allowed in online mode, unlike its predecessors. The game has been described as different from the "Prologue" titles seen in the past in the series and features more content. Unlike Gran Turismo 5 and 6, the game does not feature a dynamic weather system or day-night cycle, but players still have the option to modify the race's time of day before entering the race. It includes 327 cars and 82 configurations in 32 locations to race on as of December 2019.

                For the first time in the series, the game features Porsche vehicles included in the game after Electronic Arts' licensing rights to the Porsche brand had expired (previous Gran Turismo games only included Ruf as a substitute).

                <br><br>

                Gran Turismo Sport also features two championships held simultaneously throughout the year: the Nations Cup, in which players represent their respective countries, and the Manufacturers Cup, in which players represent automobile marques of their choice. The FIA manages the series directly as they would with any of their other race series. The winners of the championships are honored at the FIA's annual prize-giving ceremony in Paris.

                <br><br>

                Series creator Kazunori Yamauchi mentioned that "Gran Turismo Sport would be coming to the PlayStation 4 console, possibly "in a year or two [from 2013]". He also mentioned that it will be based on the same physics engine that Gran Turismo 6 uses. Yamauchi also spoke of the release sometime in 2016 or 2017 and how much more powerful the game will be on PlayStation 4 and how much easier it is to develop on the console versus Gran Turismo 6 on the PlayStation 3. Gran Turismo Sport was officially announced at the 2015 Paris Games Week. Sony originally claimed that Sport is a separate entry, but Yamauchi later confirmed that it is a main entry in the series.

                <br><br>

                The developer Polyphony Digital expected Gran Turismo Sport to have much improved gameplay elements due to the enhanced processing power of the PlayStation 4. The game is the first in the Gran Turismo series to support the virtual reality headset PlayStation VR. A beta was scheduled to take place in the first and second quarter of 2016 before a full release on November 15, but Sony later announced that the beta had been cancelled so as to prevent the game from being delayed to 2017. On August 30, 2016 it had been announced that the game will be delayed to 2017 to further polish the game. Despite the cancellation of the beta for the game in 2016, a closed beta was confirmed for March 17 following year for selected users in the United States and Europe to experience the game's features prior to its release.

                Kamui Kobayashi was one of the drivers who provided technical assistance in the game. The inclusion of Porsche automobiles was announced on April 11, 2017. Following expiration of Electronic Arts' exclusive licensing to Porsche, Gran Turismo Sport marked the first appearance of Porsche in a Gran Turismo title.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS:   Windows 7/8/10 (64-bit).<br>

                              Processor:    Intel Core 2 Duo P8700 2.5 GHz / AMD Athlon II X2 250<br>

                              Memory: 4 GB RAM<br>

                              Graphics:  NVIDIA GT 335M 512MB / AMD Radeon HD 4670 512MB<br>

                              Storage: 16 GB available space<br>

                              DirectX:  DirectX 9.0C</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS:   Windows 7/8/10 (64-bit).<br>

                            Processor:    Intel Core i5-3470, 3.20GHz / AMD FX-6300, 3.5Ghz<br>

                            Memory: 4 GB RAM<br>

                            Graphics:      NVIDIA GT 335M 1GB / AMD Radeon HD 4670 1GB<br>

                            Storage: 16 GB available space<br>

                            DirectX:  DirectX 11<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="gts()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

Hitman.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="store.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Hitman 3</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/Z29ORu6\_p34" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Like its predecessors, Hitman 3 is a stealth game played from a third-person perspective and players once again assume control of assassin Agent 47. In the game, 47 travels to various locations and carries out contracted assassinations, continuing the story of the last two games. The base game features six new locations: Dubai, Dartmoor, Berlin, Chongqing, Mendoza and an epilogue set in the Carpathian Mountains, Romania.Owners of Hitman or Hitman 2 are able to import maps, levels and their progress into Hitman 3.<br>

                    <br>

                    The new locations in Hitman 3 include persistent shortcuts, a new gameplay feature to the series. Each stage includes several initially locked doors which can only be unlocked from one side; once unlocked, these doors stay open in all future playthroughs, allowing initially closed-off locations to be reached more quickly.

               <br>

               <br>

               The game features PlayStation VR compatibility on the PlayStation 4 version, with support for PlayStation 5 via backwards compatibility.[7] The VR functionality also retroactively applies to levels imported from the previous two entries.[8] Unlike Hitman 2, there are no multiplayer modes, with Sniper Assassin being purely single player, and Ghost Mode being removed entirely.[9] However, Hitman 3 kept Contracts Mode, where a player can select up to five targets across the 24 maps in the series with rules and complications, this mode gives the player extra possibilities after the main missions.

                <br><br>

                On 27 August 2020, digital-only pre-orders for the game launched for PlayStation, PC and Xbox players. It was also announced that a Deluxe Edition of the game would be released, which includes Deluxe Escalations, in-game items and suits as well as digital soundtracks for the trilogy and a digital book featuring information about targets and locations from the trilogy.[22] On 8 September 2020, pre-orders for Stadia went live.[23] On 15 October 2020, it was announced that physical copies of an exclusive variant of the Deluxe Edition containing all the digital content and an exclusive physical passport would be released by Limited Run Games.[24] On 30 October 2020, standard retail physical copies for both editions of the game were announced through traditional brick and mortar retail stores.

                <br><br>

                Hitman 3 is a superb instalment of IO's idiosyncratic but much-loved stealth series." GamesRadar+ gave the game 4.5/5 stars, praising the "fun and imaginative murders, beautiful levels to explore, [and] incredible world-building" and calling it a "slick and entertaining conclusion to the trilogy". GameSpot wrote: "What's good about Hitman--its level design and the creativity, experimentation, and exploration that affords--is great in Hitman 3."

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: Windows 10 64 Bit, Windows 8.1 64 Bit, Windows 8 64 Bit, Windows 7 64 Bit Service Pack 1<br>

                              Processor: Intel CPU Core i5-2500K 3.3GHz / AMD CPU Phenom II X4 940<br>

                              Memory: 8 GB RAM<br>

                              Graphics: NVIDIA GeForce GTX 660 / Radeon HD 7870<br>

                              Storage: 80 GB available space<br>

                              Sound Card: 100% DirectX 10 compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: Windows 10 64 Bit, Windows 8.1 64 Bit, Windows 8 64 Bit, Windows 7 64 Bit Service Pack 1<br>

                            Processor: Intel CPU Core i7 4790 4 GHz<br>

                            Memory: 16 GB RAM<br>

                            Graphics: Nvidia GPU GeForce GTX 1070 / AMD GPU Radeon RX Vega 56 8GB<br>

                            Storage: 80 GB available space<br>

                            Sound Card: 100% DirectX 10 compatible<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="hit()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

Index.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

    </head>

    <body class="bdy">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <div class="title">

                <img src="./1x/Asset 1.png" class="logo">

                <p class="info">This is a website that provides gamers information about different

                    games and other stuff too.

                </p>

            </div>

            <div class="about">

                <a href="https://youtu.be/RJ266HY5onI" target="\_blank">About Us</a>

                </div>

    </body>

</html>

Itt.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> It Takes Two</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/ohClxMmNLQQ" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">It Takes Two is an action-adventure platformer developed by Hazelight Studios and published by Electronic Arts under the EA Originals label. The game was released for Windows, PlayStation 4, PlayStation 5, Xbox One and Xbox Series X and Series S in March 2021. Like A Way Out, Hazelight's debut title, It Takes Two does not have a single-player option; it is playable only in either online or local split screen co-op between two players.<br>

                    <br>

                    It Takes Two is an action-adventure video game with elements from platform games. It is specifically designed for split-screen cooperative multiplayer, which means that it must be played with another player through either local or online play. The game features a large number of game mechanics from various video game genres.[1] These gameplay mechanics are connected to the story and the theme of the level. For instance, in one level, Cody gains the ability to rewind time, whereas May can replicate herself. Players have to cooperate with each other and utilize these abilities in order to progress. The game also features a large number of minigames.

               <br>

               <br>

               Cody and May, a married couple, are planning on divorce after Cody argues with May about her working all the time and May arguing back that Cody never shows even a little appreciation for her job. After telling their daughter Rose that they are breaking up, Rose takes her hand-made dolls, which look like her parents, into the family shed, and tries to repair their relationship by play-acting. The parents find themselves trapped inside the dolls' bodies in consequence of a tear landing on the dolls. Dr. Hakim, a relationship-therapy book, tells May and Cody that he has been given the job of trying to fix their relationship as they try to reach Rose.

                <br><br>

                At first, Cody and May are more focused on trying to reach Rose, who they hope knows of a way to return them to their human bodies. However, Dr. Hakim continually interferes with their progress, often putting obstacles and tests in their way to force them to collaborate to progress. They also come across magically anthropomorphised versions of their old possessions, who criticize Cody and May over their mistreatment and negligence of both their possessions and Rose. As they travel all around their property, Cody and May are reminded of the positive memories they had together, as well as what originally drew them together to become a couple. Meanwhile, Rose continues to do her best to mend the relationship between her parents, but both Cody and May's real bodies have fallen unconscious and will not respond to her. Thinking her parents are ignoring her, Rose comes to believe that she is the reason their marriage is falling apart, and decides to run away in hopes that will make them stay together.

                <br><br>

                After a long journey, Cody and May finally complete Dr. Hakim's final test, which is to recreate the song May used to sing. As May sings, the relationship between her and Cody is rekindled and they kiss, which reverses the spell on them. They reawaken in their real bodies and are shocked to learn that Rose has already run away. Fortunately, they are able to find her at a nearby bus stop and assure her that she is not the cause of their arguments, and that they will always remain a family. The trio then return home with a new perspective on their relationship.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 8.1 64-bit or Windows 10 64-bit<br>

                            Processor: Intel Core i3-2100T or AMD FX 6100<br>

                            Memory: 8 GB RAM<br>

                            Graphics: Nvidia GeForce GTX 660 or AMD R7 260x<br>

                            DirectX: Version 11<br>

                            Storage: 50 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 8.1 64-bit or Windows 10 64-bit<br>

                            Processor: Intel Core i5 3570K or AMD Ryzen 3 1300x<br>

                            Memory: 16 GB RAM<br>

                            Graphics: Nvidia GeForce GTX 980 or AMD R9 290X<br>

                            DirectX: Version 11<br>

                            Storage: 50 GB available space<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="itt()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

Main.css

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  }

  .sys-hding{

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  }

  .dwn-btn{

*height*: 50px;

*width*: 150px;

*color*:white;

*background-color*: #f44336;

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*padding-bottom*: 5px;

*margin-left*: 500px;

  }

  /\*Just try\*/

.bdy{

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*height*: 100vh;

*background-size*: cover;

*background-position*: center;

*text-align*: center;

}

.esports-sec{

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*margin-left*: 10px;

*margin-right*: 1070px;

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*width*: 500px;

}

.game-heading{

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*display*: inline-block;

*padding*: 20px;

*text-align*: center;

*font-size*: x-large;

}

.game-info{

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*text-align*: center;

*padding-bottom*: 20px;

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.game-info input{

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*font-size*: 20px;

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*background-color*: rgb(46, 44, 48);

}

.game-heading1{

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*display*: inline-block;

*padding*: 20px;

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}

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*margin-bottom*: 10px;

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*background-color*: #837c7c;

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*margin-bottom*: 10px;

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*font-size*: 20px;

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Mdn21.html

<!DOCTYPE html>

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        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Madden 21</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/kfEUX1fVy5A" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Madden NFL 21 is an American football video game based on the National Football League (NFL), developed by EA Tiburon and published by Electronic Arts. It is an installment of the long-running Madden NFL series. It was released for Microsoft Windows, PlayStation 4 and Xbox One on August 28, 2020, and for PlayStation 5 and Xbox Series X/S on December 4, 2020. It features Baltimore Ravens quarterback Lamar Jackson as the cover athlete, and Brandon Gaudin and Charles Davis as its commentators. The game received mixed reviews from critics, who praised its gameplay but criticized its technical issues, while player reception was negative, with many heavily criticizing the lack of innovation.<br>

                    <br>

                    A mobile version, titled Madden NFL 21 Mobile, was released on iOS and Android a few weeks before the game's initial launch as a full rework of the 2014 mobile game Madden NFL Mobile.

               <br>

               <br>

               EA Tiburon stated that Madden NFL 21 would include "new innovative gameplay mechanics" that "offer advanced levels of control and inspire creativity on both sides of the ball." The new stick skill ball-carrier system gives the user all-out (?) control, and new pass rush moves were introduced. Changes to tackling and new user-controlled celebrations were also added. This, along with the release date, was revealed in the description of a first-look video originally set to premiere on June 1, but was delayed until June 16 due to the George Floyd protests.

                <br><br>

                On September 8, EA announced that Colin Kaepernick would be made available to play in the game and sign as a free agent, the first time he appeared in the franchise since Madden NFL 17. The move was met with a mixed response, due in-part to Kaepernick being rated an 81 overall, higher than other comparable quarterbacks like Ryan Tannehill (80) and Kyler Murray (77).

                <br><br>

                The game also features a backyard-style mode known as "The Yard". In addition to the players in the normal game, two-time NBA MVP Giannis Antetokounmpo and his brothers Thanasis and Kostas, also NBA players, are playable characters in this mode. An EA promotional video has the three brothers playing in uniforms inspired by their homeland of Greece.[14] In January 2021, an expansion of SpongeBob SquarePants-themed content was added to The Yard (including a Bikini Bottom-themed "reef-top" stadium, and themed modes and cosmetic items), as a cross-promotion for Nickelodeon's simulcast of a January 10 wild card playoff game.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 10<br>

                            Processor: Athlon X4 880K @4GHz or better, Core i3-6100 @3.7GHz or better<br>

                            Memory: 8 GB RAM<br>

                            Graphics: Radeon RX 460 or better, GeForce GTX 670 or better<br>

                            DirectX: Version 11<br>

                            Storage: 50 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 10<br>

                            Processor: FX 8150 @3.6GHz or better, Core i5-3550 @3.40GHz or better<br>

                            Memory: 16 GB RAM<br>

                            Graphics: Radeon R9 270x or better, GeForce GTX 680 or better<br>

                            DirectX: Version 11<br>

                            Storage: 50 GB available space<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="mdn21()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

Mfl.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Mutant Football League</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/G4zEMeRzCHc" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Mutant Football League is an American football video game. It is a spiritual successor to Electronic Arts' Mutant League Football. The game was released on Microsoft Windows on October 31, 2017, released for PlayStation 4 and Xbox One on January 19, 2018, and on Nintendo Switch on October 30, 2018.<br>

                    <br>

                    The game was developed by American studio Digital Dreams Entertainment, led by Michael Mendheim, designer of the original Mutant League game. In 2013, Mendheim ran a Kickstarter campaign to fund the game's development, asking for $750,000. The project failed to reach its goal, but Mendheim persisted with the project. In 2017, a second Kickstarter campaign raised a more modest goal of $60,000. Mendheim stated that due to the original funding failure the game will not have as much content as originally planned, and that the main purpose of the second Kickstarter was to fund development of online multiplayer.

               <br>

               <br>

               Mutant Football League is a violent, over-the-top interpretation of the game of football. It draws inspiration from the original Mutant League Football, as well as other games in the genre such as NFL Blitz.

                <br><br>

                The game features 7-on-7 action, with teams made up of various mutants, including Skeletal Deadheads, Monstrous Orcs, BruiserBots, Mutant-Humans, Hell-Spawned Demons, Rampaging Werewolves, and Criminal Aliens.[5] The fields are littered with obstacles, including buzzsaws and landmines. Players can call normal plays, as well as "dirty tricks", which include bribing the referee, and using a chainsaw to cut through the opposition.

                <br><br>

                Many of the teams are parodies of real-life NFL teams, with names like the Nuked London Hatriots and the Deadlanta Vultures. Players also have humorous names spoofing real-life NFL players, like Bomb Shady (Tom Brady), Von Killer (Von Miller), Wham Neutron (Cam Newton), Throb Bronkowski (Rob Gronkowski), and Hatrick Myhomies (Patrick Mahomes).

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 7<br>

                            Processor: Intel Core2Quad 2.67 GHz or AMD Phenom II X4 965<br>

                            Memory: 4 GB RAM<br>

                            Graphics: NVIDIA GeForce GTX 460<br>

                            DirectX: Version 11<br>

                            Storage: 6 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 10<br>

                            Processor: Intel i5-4590<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA GeForce GTX 1070<br>

                            DirectX: Version 11<br>

                            Storage: 6 GB available space<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="mfl()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

Mine.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Minecraft</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/MmB9b5njVbA" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Minecraft is a sandbox video game originally created by Markus "Notch" Persson. It is maintained by Mojang Studios, a part of Xbox Game Studios, which in turn is part of Microsoft.<br>

                    <br>

                    From its creation, Minecraft was developed almost exclusively by Notch until Jens "Jeb" Bergensten started working with him, and has since become head of its development. It features music by Daniel "C418" Rosenfeld and by Lena Raine and paintings by Kristoffer Zetterstrand. Initially released as what is now known as Minecraft Classic on May 17, 2009, the game was fully released on November 18, 2011. Since its release, Minecraft has expanded to mobile devices and consoles. On November 6, 2014, Minecraft and all of Mojang Studios' assets were acquired by Microsoft for US$2.5 billion. Notch has since left Mojang, and is no longer working on Minecraft.

               <br>

               <br>

               Minecraft focuses on allowing the player to explore, interact with, and modify a dynamically-generated map made of one-cubic-meter-sized blocks. In addition to blocks, the environment features plants, mobs, and items. Some activities in the game include mining for ore, fighting hostile mobs, and crafting new blocks and tools by gathering various resources found in the game. The game's open-ended model allows players to create structures, creations, and artwork on various multiplayer servers or their single-player maps. Other features include redstone circuits for logic computations and remote actions, minecarts and tracks, and a mysterious underworld called the Nether. A designated but completely optional goal of the game is to travel to a dimension called the End, and defeat the ender dragon.

                <br><br>

                The player is the person that the user controls in the world. When the user starts a game, the player is put in a world, generated by a random or specified seed, with an empty inventory. If the bonus chest option is enabled, a chest filled with basic items generates near the player. The player has a health bar with 10 hearts, and can be damaged by falls, suffocation, drowning, fire, lava, lightning, cacti, sweet berry bushes, falling into the Void, falling anvils and being hit by mobs and other players. Damage to health can be mitigated by armor or Resistance potion and health can be restored by eating food and drinking specific potions, or if difficulty is set to Peaceful, health regenerates on its own. Hunger is also a factor if the difficulty is not set to Peaceful, depleting over time and even faster while sprinting, jumping or swimming. Food replenishes the hunger level; however, eating rotten flesh and raw chicken has a chance of giving the player a hunger effect. Depending on the difficulty level, starvation depletes a player's health, and may even kill the player.

                <br><br>

                The world of Minecraft takes place within a three-dimensional grid of cubes, with each cube being occupied by a certain type of block (not all of which are necessarily cubic). There are different types of blocks; natural blocks such as grass, stone, and ores are randomly generated within the world. There are also blocks that players can craft, such as a crafting table and a furnace. Resources can be extracted from blocks by hand or by using tools. Some of these resources are simply blocks in the player's inventory that can be placed elsewhere, while others are used as material to create other blocks or tools. Others yield no practical use whatsoever. Some blocks cannot be broken through normal survival means, e.g. bedrock, end portal frames, command blocks, nether and end portals, barriers, and air.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>CPU: Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent<br>

                            RAM: 4GB<br>

                            GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4\*<br>

                            GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4<br>

                            HDD: At least 1GB for game core, maps and other files<br>

                            Windows: Windows 7 and up<br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            CPU: Intel Core i5-4690 3.5GHz / AMD A10-7800 APU 3.5 GHz or equivalent<br>

                            RAM: 8GB<br>

                            GPU: GeForce 700 Series or AMD Radeon Rx 200 Series (excluding integrated chipsets) with OpenGL 4.5<br>

                            HDD: 4GB (SSD is recommended)<br>

                            OS (recommended 64-bit): Windows 10,macOS 10.12 Sierra<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="mnc()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

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</html>

MortalKombat11.html

<!DOCTYPE html>

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                    <li><a href="index.html">Home</a></li>

                    <li><a href="store.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

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              <section class="text-section">

                <br>

                  <p class="content-text">Mortal Kombat 11 is a fighting game developed by NetherRealm Studios and published by Warner Bros. Interactive Entertainment. Running on a heavily modified version of Unreal Engine 3,[7] it is the eleventh main installment in the Mortal Kombat series and a sequel to 2015's Mortal Kombat X. Announced at The Game Awards 2018, the game was released in North America and Europe on April 23, 2019 for Microsoft Windows, Nintendo Switch, PlayStation 4 and Xbox One—with the exception of Europe's Switch version which was released on May 10, 2019.[8] The game was released on the Stadia on November 19, 2019.<br>

                    <br>

                    Upon release, the console versions of Mortal Kombat 11 received generally favorable reviews, which praised the gameplay, story, graphics, and improved netcode, but it received criticism for the presence of microtransactions and over-reliance on grinding. An expansion for the game was released on May 26, 2020, entitled Mortal Kombat 11: Aftermath. This expansion includes an additional story mode, three new characters, new stages, and the return of stage fatalities and the friendship finishing move. An enhanced version of the game containing all downloadable content up to that point, titled Mortal Kombat 11: Ultimate Edition, was released for the PlayStation 5 and Xbox Series X/S on November 17, 2020.

               <br>

               <br>

                Like the previous three games in the series, including MK Mobile, Mortal Kombat 11 is a 2.5D fighting game. Alongside the returning Fatalities, Brutalities, Stage Fatalities, Friendships and Quitalities, new gameplay features are introduced, such as Fatal Blows and Krushing Blows. Fatal Blows are special moves similar to the X-ray moves in Mortal Kombat X. Like X-ray moves, Fatal Blows deal a large amount of damage, but unlike them, they only become available when a player's health drops below 30%, and can only be performed once per match

                <br><br>

                Krushing Blows are a special cinematic variation of a given special move, triggered when certain requirements are met, like most Brutalities in the previous game.[10] Also new to the series is a Flawless Block mechanic, which allows for a comeback window after blocking an attack with precise timing.[11] Another returning finisher is Mercy, last seen in Ultimate Mortal Kombat 3, where the winning player can opt to revive their opponent, giving them a small amount of life.

                <br><br>

                Mortal Kombat 11 introduces a Custom Variation feature which offers a character customization system similar to the Gear system in NetherRealm Studios' previous DC Comics fighting game Injustice 2, improving over the Variation system featured in Mortal Kombat X. Each character has an initial set of outfits, weapons and moves, which can be further customized by the player. However, unlike Injustice 2, in Mortal Kombat 11 the characters' appearance does not determine their abilities, allowing the players to create custom move lists independently of their character's appearance.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: 64-bit Windows 7 / Windows 10<br>

                              Processor:  Intel Core i5-750, 2.66 GHz / AMD Phenom II X4 965, 3.4 GHz or AMD Ryzen™ 3 1200, 3.1 GHz<br>

                              Memory: 8 GB RAM<br>

                              Graphics:  NVIDIA® GeForce™ GTX 670 or NVIDIA® GeForce™ GTX 1050 / AMD® Radeon™ HD 7950 or AMD® Radeon™ R9 270<br>

                              Storage: 90 GB available space<br>

                              Sound Card: 100% DirectX 10 compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: 64-bit Windows 7 / Windows 10<br>

                            Processor: Intel Core i5-2300, 2.8 GHz / AMD FX-6300, 3.5GHz or AMD Ryzen™ 5 1400, 3.2 GHz<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA® GeForce™ GTX 780 or NVIDIA® GeForce™ GTX 1060-6GB / AMD® Radeon™ R9 290 or RX 570<br>

                            Storage: 90 GB available space<br>

                            Sound Card: 100% DirectX 10 compatible<br>

                          </p>

                        </section><br>

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Multiplayer-cat.html

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                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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           <section class="category">

               <b><u>CATEGORIES</u></b><br>

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               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

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News.html

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                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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                <section class="news-main">

                    <section class="news-data">

                        <button type="button" onclick="apple()"  class="news-button">Epic Games starts questioning Apple, gets pulled up by the judge</button>

                        <p class="news-text">Epic Games vs Apple is currently one of the biggest ongoing legal tech battles in the world. Epic’s lawyers have now opened their questioning of Apple’s App Store chief Matt Fischer. During the questioning, they have brought up a five-year-old email quoting Fischer’s colleague stating, “Matt feels extremely strong about not featuring our competitors on the App Store.” However, the quote was not presented in its full context due to which Fischer dismissed it by stating that it was a misrepresentation. After which, the judge excoriated Epic for blindsiding her about a cache of evidence exhibits that the company released publicly. Also Read - iPhone 13 series pricing: Will it cost more or repeat history like iPhone 11?<br>

                        <br><b>For more information click the headline</b></p>

                    </section>

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                        <a href="https://www.bgr.in/gaming/epic-games-starts-questioning-apple-gets-pulled-up-by-the-judge-958272/"><img src="https://techstory.in/wp-content/uploads/2021/05/Apple-vs-Epic-Games.jpg" ></a><br>

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                        <p class="news-text">Sony during its April PlayStation State of Play event provided us with a look at what it has planned for PlayStation gamers this year. During the event, the company showcased 15 minutes of Ratchet & Clank: Rift Apart gameplay footage, revealed information about the launch of Among Us for the PS4 and PS5, and much more. Here we will be taking a look at everything Sony showcased and discussed during its April PlayStation State of Play event.<br>

                            <br><b>For more information click the headline</b></p>

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                        <button type="button" onclick="xbox()"  class="news-button">Xbox Series X pre-order in India listed ahead of PS5 pre-orders</button>

                        <p class="news-text">If you have waited to get your hands on the Xbox Series X, get your wallet ready. The flagship gaming console from Microsoft has gone up for pre-order on Games The Shop. The pre-order comes just ahead of the Sony PS5 pre-orders, which is scheduled to begin from May 17. At the moment, only Games The Shop is hosting the pre-orders for the Xbox Series X console.<br><br>

                            All other retailers such as Amazon, Flipkart and Reliance Digital still show the “Out of Stock” banner on their Xbox Series X listing. Also note that Games The Shop is not taking pre-orders for the more affordable Xbox Series S console. Those interested in the PS5 can also do the same from their site. The Xbox Series X costs Rs 49,990 in India.

                            <br><br><b>For more information click the headline</b></p>

                        </section>

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                        <button type="button" onclick="rl()"  class="news-button">Rocket League Mobile could launch soon: Report</button>

                        <p class="news-text">Epic Games is according to a report by Android Police is planning to bring the full version of Rocket League to mobile, with a beta potentially being released in the second quarter of 2021. The upcoming release is not to be confused with Rocket League Sideswipe, which will be launched for iOS and Android mobile platforms later this year, according to XDA Developers.<br> <br>

                            According to documents made available via Android Police during the ongoing Epic Games vs Apple trial, Psyonix, which was acquired by Epic Games, is planning to create a next-generation launcher for Rocket League that would bring the full experience to all platforms, including mobile.<br>

                            <br><b>For more information click the headline</b></p>

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                        <a href="https://www.bgr.in/gaming/rocket-league-mobile-could-launch-soon-report-958076/"><img src="https://cutewallpaper.org/21/rocket-league-desktop-background/Die-83-Besten-Rocket-League-Wallpapers.jpg" ></a><br>

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                        <button type="button" onclick="ng()"  class="news-button">Nodwin Gaming’s Akshat Rathee and Sidarth Kedia on Krafton’s $22.5M Investment in the Company</button>

                        <p class="news-text">On Monday, Indian esports and gaming company Nodwin Gaming announced that PUBG Mobile and PUBG owner Krafton, Inc. had invested $22.5M USD into the company. Prior to the official announcement, Nodwin Gaming Managing Director and co-founder Akshat Rathee and CEO Sidarth Kedia spoke to The Esports Observer about what the investment means for the company’s ambitious plans, which include expansion in areas in and around where it already has a footprint, the possibility of creating franchised leagues, building out influencer networks in India, exploring new IPs to build esports around (including games based on real and popular sports), and continuing to work with Krafton on esports tournaments around the world.<br>

                            <br><b>For more information click the headline</b></p>

                    </section>

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                        <a href="https://esportsobserver.com/nodwin-gamings-akshat-rathee-and-sidarth-kedia-on-kraftons-22-5m-investment-in-the-company/"><img src="data:image/png;base64," ></a><br>

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                        <button type="button" onclick="esp()"  class="news-button">eSports booming as sports on the ground takes a break post-Covid pandemic </button>

                        <p class="news-text"> Industry upbeat as venture capital firms invest about ₹3,200 cr in gaming startups since last April.

                            Team India missed out to qualify for the FIFAe Nations Cup 2021 by finishing third among 60 competing countries in the qualifiers.

                            Interestingly, it was India’s debut in the West Asia and Africa Zone of the FIFAe Nations Online Qualifiers.Esports is a form of competition using video games. It has become a prominent and booming business post-Covid pandemic as real sports on the ground are either being cancelled or played on empty lands.<br>

                            <br><b>For more information click the headline</b></p>

                    </section>

                    <section class="news-img">

                        <a href="https://www.thehindubusinessline.com/news/sports/esports-booming-as-sports-on-the-ground-takes-a-break-post-covid-pandemic/article34658793.ece"><img src="https://images.theconversation.com/files/171013/original/file-20170525-23234-1y7a1xl.jpg?ixlib=rb-1.1.0&q=45&auto=format&w=926&fit=clip"></a></br>

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                            <p class="news-text">In an ideal world, every eSport should be approached the way individual sports are approached. However, given that eSports in India is still in its infancy, it is unrealistic to expect a comprehensive support.In what can be considered a landmark event for the gaming industry, the Asian Games in Hangzhou that is scheduled to be held in 2022 will include eSports as a medal event. These medals earned from eSports events will be counted towards the final medal tally of the various countries taking part in the games.<br>

                            <br><b>For more information click the headline</b></p>

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                        <section class="news-img">

                            <a href="https://www.firstpost.com/sports/esports-becomes-medal-event-in-asian-games-but-challenges-aplenty-for-india-9197061.html"><img src="https://extranet.worldarchery.sport/CompetitionLogos/?Id=20856" ></a></br>

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                            <button type="button" onclick="g5()"  class="news-button">How 5G Will Take Esports to a Whole New Level for Gamers and Fans </button>

                            <p class="news-text">In June, armed young men with the latest high-tech gear are expected to descend on Beijing to shoot at their rivals.

                                Fortunately, the event is just a game with play guns. But it’s also a thriving business that stands to grow and change with the addition of fifth-generation mobile connections.

                                Esports are videogame competitions played before live and online audiences—sometimes totaling in the tens of millions—in which experienced contestants vie for cash prizes. <br>

                            <br><b>For more information click the headline</b></p>

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                            <a href="https://www.wsj.com/articles/5g-esports-gaming-11621870177"><img src="https://specials-images.forbesimg.com/imageserve/5db28252c538200007815c25/960x0.jpg?fit=scale" ></a></br>

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                            <button type="button" onclick="vct()"  class="news-button">VCT Stage 2 Masters Iceland Schedule, Prize Money, and all you need to know </button>

                            <p class="news-text">Riot Games have announced the brackets, tournament structure, and prize pool of their upcoming Valorant Champions Tour Stage 2 Masters, to be held in Reykjavík, Iceland. The highly anticipated Stage 2 Masters will feature 10 best teams from across the globe who have made this far from the previous Challenger tournaments of the VCT. <br>VCT Stage 2 Masters will be Valorant’s first-ever LAN tournament since the game’s launch in 2020 with the previous iteration of the former being held on a regional basis. The game developers have released a rule book where they have made an attempt to run the community through all of the details, to be observed while during the tournament.<br>

                            <br><b>For more information click the headline</b></p>

                        </section>

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                            <a href="https://www.talkesport.com/news/valorant/vct-stage-2-masters-iceland-schedule-prize-money/"><img src="data:image/png;base64," ></a></br>

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                            <p class="news-text">The year 2021 will be an important year for EA’s Battlefield franchise, and former Call of Duty executive Byron Beede’s appointment comes just as the company is working on its Battlefield 6 release. Electronic Arts recently announced that it has appointed Byron Beede, the former general manager for Call of Duty to head and grow the game publisher’s popular Battlefield series, as it pushes forward with an aggressive new strategy to compete in the mobile games market.<br>

                            <br><b>For more information click the headline</b></p>

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                            <a href="https://tech.hindustantimes.com/gaming/news/former-call-of-duty-exec-to-now-give-battlefield-series-a-booster-shot-check-what-s-coming-in-2021-71622795920974.html"><img src="https://cdn.wallpapersafari.com/72/11/MeRSCY.jpg" ></a></br>

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                            <p class="news-text">The game creator could also launch its much-awaited Nintendo Switch Pro before the Nintendo Direct event at E3, so that gamers can see upcoming games running on the company's latest hardware.Console creator and game creator Nintendo has revealed that it is all set to host Nintendo Direct, a virtual event that shows off the company’s upcoming software content, on June 15 at E3 2021. The announcement also suggests the launch of new gaming hardware from the company could be around the corner. <br>

                            <br><b>For more information click the headline</b></p>

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                            <a href="https://tech.hindustantimes.com/gaming/news/nintendo-direct-virtual-event-at-e3-2021-to-announce-upcoming-switch-games-on-june-15-71622707319117.html"><img src="data:image/png;base64," ></a></br>

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                            <p class="news-text">The Sony PS5 console was up for pre-orders yesterday across websites but sold out in minutes. However, we do have some good news for you.The Sony PlayStation 5 was restocked for the third time in India with pre-orders opening up across retailers like Amazon, Flipkart, Vijay Sales, Croma, etc. The restocks for the June 7 delivery sold out in minutes yesterday after starting at 12 noon. If you did not manage to place an order - don’t worry. There’s some good news for you. According to reports, Sony has another restock planned for June itself.<br>

                            <br><b>For more information click the headline</b></p>

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                            <a href="https://tech.hindustantimes.com/gaming/news/the-ps5-could-get-restocked-in-india-sooner-than-you-think-71622199414056.html"><img src="http://sc04.alicdn.com/kf/Hcc3bfda0eddc4a96aaa42bfdb8138b499.jpg" ></a></br>

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                            <p class="news-text">God of War Ragnarok has been officially delayed until 2022. Here's a look at why Santa Monica Studios decided to delay the flagship game.PlayStation gamers have been waiting patiently for the God of War (2018) sequel, since its release. The game was originally supposed to be launched later this year, however, it has now been delayed to next year.The game’s developer Santa Monica Studio announced the delay via a tweet, citing the ongoing pandemic as a reason for the delay.<br>

                            <br><b>For more information click the headline</b></p>

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                            <a href="https://www.bgr.in/gaming/god-of-war-ragnarok-delayed-until-2022-heres-why-964005/"><img src="https://fsa.zobj.net/crop.php?r=ZC6TNjS8zCCZeUWVgl7kzlMPBav5tnpSAdw1Ev5TOzXn\_YA\_I0v3kyinLaP1oP7fq5I9zjB\_\_hSJ\_dm5\_dqiVw02CU8JIZYy1oL4B0Lf7uElFG6HeEiKL-SXMUHCoScTMLsateaRsLC49o3A" ></a></br>

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                            <p class="news-text">Following AMD's announcements about its open source, cross-vendor upscaling technology, FidelityFX Super Resolution, Radeon's vice president & general manager Scott Herkelman has reminded followers on Twitter that Nvidia will have to do its part to make the tech worthwhile on its GPUs.<br>

                            <br><b>For more information click the headline</b></p>

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                            <a href="https://www.pcgamer.com/amd-says-its-up-to-nvidia-to-optimize-for-fidelityfx-super-resolution/"><img src="https://cdn.mos.cms.futurecdn.net/757MqBmvbCWAKKrQ5nyFF5.jpg" ></a></br>

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                            <p class="news-text">GTA 6 leaked map suggests the game to set in Rio De Janeiro, the developer Rockstar is expected to spare details about the GTA 5 sequel at E3, 2021.GTA 6 is yet again making headlines on the internet. A series of leaks of the alleged GTA 5 sequel has appeared online showing bits and pieces of the GTA 6 map. <br>

                            <br><b>For more information click the headline</b></p>

                        </section>

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                            <a href="https://www.bgr.in/gaming/gta-6-leaked-map-suggests-the-game-to-set-in-rio-de-janeiro-check-apk-download-link-single-player-mode-e3-2021-962907/"><img src="https://images.firstpost.com/fpimages/1200x800/fixed/jpg/large\_file\_plugin/2019/07/1562044334\_gta6.jpg" ></a></br>

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                            <p class="news-text">The most popular retro game in 34 countries is Super Mario 64, which was released back in 1996. Others include Metal Slug, Devil May Cry and more.Video games have been a part of our lives for a long time now, with many game franchises celebrating key milestones in 2021. Some of these franchises include Animal Crossing celebrating 20 years in April and Pokemon celebrating 25 years back in February. Taking this, ManySpins analysed monthly searches for the world’s most memorable video games by each country to find out all of the popular video games in each nation. After analysis, it released a report with the data for the same.  <br>

                            <br><b>For more information click the headline</b></p>

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                            <a href="https://www.bgr.in/gaming/top-10-retro-games-around-the-world-super-mario-64-super-mario-world-sonic-3d-blast-more-962952/"><img src="https://i.pinimg.com/originals/2a/eb/c8/2aebc8db318fc7ba1ff5ab64037bdfdd.jpg" ></a></br>

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NFS.html

<!DOCTYPE html>

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                    <li><a href="store.html">Store</a></li>

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                  <p class="content-text">Need for Speed Heat (stylized as NFS Heat) is a racing video game developed by Ghost Games and published by Electronic Arts for Microsoft Windows, PlayStation 4 and Xbox One. It is the twenty-fourth installment in the Need for Speed series and commemorates the series' 25th anniversary. It was released on November 8, 2019. The game received mixed reviews from critics, who mostly found the game to be an improvement over the 2015 Need for Speed reboot and Payback but not enough to be a full return to form for the franchise.<br>

                    <br>

               Heat was Ghost Games' final game both for the Need for Speed franchise and as a lead developer. In February 2020, EA shifted development of the franchise back to Criterion Games—the developers of the Burnout series, Need for Speed: Hot Pursuit (2010) and Need for Speed: Most Wanted (2012)—and reduced Ghost Games to an engineering studio for the Frostbite engine, reverting their name back to EA Gothenburg.

               <br>

               <br>

                Need for Speed Heat is a racing game set in an open world environment called Palm City, a fictionalised version of the city Miami, Florida and its surrounding area. The in-game map features diverse geography, including mountainous areas and open fields. Unlike Need for Speed Payback, the game does not include a 24-hour day-night cycle, but players can switch between day and night. During the day, players can take part in sanctioned race events, which reward players with cash to spend on new cars and upgrades. During the night, players can take part in illicit street racing, which rewards REP. Racing during the night will attract the attention of a rogue police task force that patrols the streets of Palm City. They're tasked with shutting down street racing in Palm City, which can lead players to risk their earned rep against the police or lose their earnings in handcuffs. Pursuits in Palm City can take place during day or night, but the PCPD's response to a pursuit differs depending on the time period. Players earn rep from participating in pursuits, with great amounts offered during night than day. Each heat level also equates to the amount a player's earned rep for a current night session will be multiplied by, should they successfully reach a safehouse or garage.

                <br><br>

                Busted is when a player by PCPD units for a certain amount of time, is completely immobilised during a pursuit, or has depleted their strength bar. Being busted will reward the player with any rep they have earned during the current night session, but will not be multiplied based on their heat level. They will also have to pay a fine using bank. Players busted by the PCPD will not have an impound strike applied to their vehicle or any other form of marks that would result in them losing their vehicle. They will only be fined and have their current night session consequently concluded. The game also features a storyline in which the players interact with the city’s police force, led by authority figure Lt. Frank Mercer. Players can smash neon flamingos hidden within the map, which rewards them with a small amount of money or rep depending on the time of day. They can also find graffiti, referred to as "Street Art" in the game, and send it to the livery editor to use it on their car(s). Lastly, they can complete activities around the open world such as smashing billboards, beating scores on drift zones, getting the highest speeds passing through speed traps, and going the longest distances when performing long jumps. Players may complete "Crew Time Trials" which allows them to complete short timed events in an attempt to get the #1 spot on the leaderboard in their crew.

                <br><br>

                The game features 127 cars from 33 manufacturers, with Ferrari making its return after being absent from Payback due to licensing issues. Unlike Payback, performance upgrades no longer come in random Speedcards and are unlocked by earning REP and winning races. The game does not feature loot boxes; however, time savers, which reveals collectibles on the map, and paid downloadable content was included.<br><br>

                Electronic Arts released the NFS Heat Studio app for iOS and Android devices. Users can collect and customise their cars which can be imported into the main game upon release.

                On June 8, 2020, it was announced that the game would feature support for cross-platform play starting June 9 as part of the game's final patch.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: Windows 10<br>

                              Processor: FX-6350 or Equivalent; Core i5-3570 or Equivalent<br>

                              Memory: 8 GB RAM<br>

                              Graphics:  AMD: Radeon 7970/Radeon R9 280x or Equivalent; NVIDIA: GeForce GTX 760 or Equivalent<br>

                              Storage: 50 GB available space<br>

                              DirectX:  Version 11</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: Windows 10<br>

                            Processor:  Ryzen 3 1300X or Equivalent; Core i7-4790 or Equivalent<br>

                            Memory: 16 GB RAM<br>

                            Graphics:   AMD: Radeon RX 480 or Equivalent; NVIDIA: GeForce GTX 1060 or Equivalent<br>

                            Storage: 50 GB available space<br>

                            DirectX:  Version 11<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="nfs()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

Pes.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> eFootball PES 2020</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/\_89i5H1zAeU" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">eFootball PES 2020 (eFootball Pro Evolution Soccer 2020) is a football simulation video game developed by PES Productions and published by Konami for Microsoft Windows, PlayStation 4, Xbox One, Android and IOS. The game is the 19th installment in the eFootball Pro Evolution Soccer series and was launched worldwide on 10 September 2019, and was launched in Japan on 12 September 2019. The new game features a name change with the addition of 'eFootball' within the title, symbolizing a push in the online gaming space with a focus on eFootball Pro tournaments. Lionel Messi returns as the cover star of the standard edition, since his last appearance on the cover of Pro Evolution Soccer 2011, alongside Pro Evolution Soccer ambassadors Serge Gnabry, Miralem Pjanić and Scott McTominay, each representing one of the game's partner clubs. Ronaldinho was featured on the cover of the legend edition.<br>

                    <br>

                    Nineteen leagues are fully licensed in the game. All the teams in these leagues feature real players, kits and logos, although a minority of the players in the Brazilian leagues still appear with generic names.[14] Three new league licenses were obtained: the Italian Serie A, Italian Serie B (unlicensed at launch), and the Brazilian Campeonato Brasileiro Série B.

                    Konami have retained the license for the AFC Champions League, remaining in the game since its introduction in PES 2014.[14] With this, debutants for 2019 AFC Champions League, Gyeongnam, Al Zawraa, Daegu and Johor Darul Ta'zim also appear for the first time in this franchise.

               <br>

               <br>

               The English Premier League (with the exceptions of Manchester United and Arsenal), EFL Championship, Spanish La Liga (except for Barcelona and Mallorca) and Segunda División will appear as unlicensed leagues in the game. These leagues will, however, feature real players. Serie A have all clubs licensed, except Brescia. Thai League 1 and Chinese Super League are also included.

                <br><br>

                Experience the most realistic and authentic soccer game with eFootball PES 2020, winner of the 'E3 Best Sports Game' award! Play with the biggest teams in world soccer, featuring Spanish champions FC Barcelona, global giants Manchester United, German champions FC Bayern München, and Italian champions Juventus — who feature exclusively in PES!

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 7, 8/8.1, 10 <br>

                            Processor: Intel Core i5-3470 / AMD FX 4350<br>

                            Memory: 4 GB RAM<br>

                            Graphics: NVIDIA GTX 670 / AMD Radeon HD 7870<br>

                            DirectX: Version 11<br>

                            Storage: 40 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 10 <br>

                            Processor: Intel Core i7-3770 / AMD FX 8350<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA GTX 760 / AMD Radeon R9 270X<br>

                            DirectX: Version 11<br>

                            Storage: 40 GB available space</p><br><br>

                          </p>

                        </section><br>

                        <button type="button" onclick="pes()"  class="dwn-btn">Download</button>

                  </section>

               </section>

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          </section>

    </body>

</html>

Racing-cat.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

                <form id="submitid">

                    <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                    <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

                </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="store-content">

                <section class="recommend-main">

                    <section class="recommend1">

                        <a href="fh4.html"><img src="https://upload.wikimedia.org/wikipedia/en/8/87/Forza\_Horizon\_4\_cover.jpg" ></a><br>

                        <input type="button" value="Forza Horizon 4" class="game-button">

                    </section>

                    <section class="recommend1">

                        <a href="NFS.html"><img src="https://upload.wikimedia.org/wikipedia/en/7/7f/Cover\_Art\_of\_Need\_for\_Speed\_Heat.png" ></a><br>

                        <input type="button" value="NFS Heat" class="game-button">

                    </section>

                    <section class="recommend1">

                        <a href="DR2.html"><img src="data:image/jpeg;base64," ></a><br>

                        <input type="button" value="Dirt Rally 2.0" class="game-button">

                    </section>

                </section>

                <section class="recommend-main">

                    <section class="recommend1">

                        <a href="FM7.html"><img src="https://store-images.s-microsoft.com/image/apps.34712.13999052238919448.1152921504737892825.fcae215f-f714-4956-bed0-a193628df749"></a><br>

                        <input type="button" value="Forza Motorsport 7" class="game-button">

                    </section>

                    <section class="recommend1">

                        <a href="CREW2.html"><img src="https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcR-1IAhloxNhO7cnaabcmkEeSA69wDvfV4YQT\_EXkHPnEQK24RKdW84CxzzNKwxuTdWLds&usqp=CAU" ></a><br>

                        <input type="button" value="Crew 2" class="game-button">

                    </section>

                    <section class="recommend1">

                        <a href="rl.html"><img src="https://m.media-amazon.com/images/M/MV5BMWNlNGFjMTItMDU4NC00NWJlLWFlYjMtYzI3MDFlMzI3OTIwXkEyXkFqcGdeQXVyOTMyOTQyNzA@.\_V1\_UY1200\_CR285,0,630,1200\_AL\_.jpg" ></a><br>

                        <input type="button" value="Rocket League" class="game-button">

                    </section>

                </section>

                <section class="recommend-main">

                    <section class="recommend1">

                        <a href="F1.html"><img src="https://i.redd.it/boelck35myv41.jpg"></a><br>

                        <input type="button" value="F1 2020" class="game-button">

                    </section>

                    <section class="recommend1">

                        <a href="GT.html"><img src="https://upload.wikimedia.org/wikipedia/en/9/96/GT\_Sport\_cover\_art.jpg" ></a><br>

                        <input type="button" value="GT Sport" class="game-button">

                    </section>

                    <section class="recommend1">

                        <a href="AC.html"><img src="https://store-images.s-microsoft.com/image/apps.13233.65337361678217538.076929f7-568f-40f8-a97b-49afea238f3d.b3820120-6e79-4cc9-b47d-2fca283cee4e" ></a><br>

                        <input type="button" value="Assetto Corsa" class="game-button">

                    </section>

                </section>

           </section>

        </section>

    </body>

</html>

Raft.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Raft</u></b> </h1><br>

              <section class="video-section">

                <iframe class="video" width="1200" height="500" src="https://www.youtube.com/embed/\_\_w615A5lC4" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Raft is a video game from 2018 that was developed by Redbeet Interactive and published by Axolot Games. The game is played from the first-person perspective and can be played either in the Single Player Mode or Multiplayer Mode. With the latter, the server is automatically provided by the game and the game takes place in co-op mode.<br>

                    <br>

                    At the start, the player starts on a raft in the middle of an ocean. The player starts with only a hook with which they can fish barrels, wood, palm fronds, plastic, and other objects out of the water. The player can leave the raft and collect things while swimming, but must be careful as the raft can get swept away by the current and the player can be attacked or killed by the shark who is always near the raft. Using a crafting system, the player can use the collected content to assemble and research new items and to expand and improve the raft. For example, tools, weapons and nets can be manufactured, control and guidance of the raft can be improved, technical systems can be manufactured and purely visual changes can be made.

               <br>

               <br>

               The player also needs to manage basic needs like hunger and thirst by catching or growing food and purifying water to drink. During the game, the raft may pass by islands which the player can explore to get special items and resources. The player can also dive in coastal regions and collect special items.

                <br><br>

                With the help of a two-way radio. radio built in the research table, the creator unveils the game's storyline. The world has been deserted. The protagonist which the players play as is searching for his wife and daughter. Using the two-way radio, the players can find nearby radio signals by changing the radio frequency. Once, the player found the source of the radio. It takes you through a sequence of adventures on that particular land where you can find more information on the survivors and how the world turns into this in the first place. All of this information will be recorded in a journal where the player can refer back on. After gathering all the basic storylines, the players will be given a new radio frequency to find the next storyline. The game has only been updated to Chapter 2, so the storyline has not yet been finished nor perfected.Raft was developed by three Swedish students from Uppsala University. Development started in 2016 and is still ongoing.[2][7][8] On May 23, 2018, Raft was released as a Steam early access game. Raft had previously been distributed on the indie platform Itch.io, where it is still available as a free download.[1][9] A Linux version was discontinued after version 1.05 due to time constraints. Two weeks after launch the game was the number 3 most played game on Steam and had sold over 400,000 copies. The game updates frequently and new functions are regularly added.[3][10]

                The German composer Jannik Schmidt is responsible for the soundtrack of the game.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 7 or later<br>

                            Processor: 2.6 GHz Dual Core or similar<br>

                            Memory: 4 GB RAM<br>

                            Graphics: GeForce GTX 500 series or similar<br>

                            DirectX: Version 11<br>

                            Storage: 6 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 7 or later<br>

                            Processor: Intel Core i5 2.6GHz or similar<br>

                            Memory: 8 GB RAM<br>

                            Graphics: GeForce GTX 700 series or similar<br>

                            DirectX: Version 11<br>

                            Storage: 6 GB available space<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="raft()"  class="dwn-btn">Download</button>

                  </section>

               </section>

            </section>

          </section>

    </body>

</html>

RedDeadRedemption.html

<!DOCTYPE html>

<html>

    <head>

        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="store.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Red Dead Redemption 2</u></b> </h1><br>

              <section class="video-section">

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              <section class="text-section">

                <br>

                  <p class="content-text">Red Dead Redemption 2 (stylized as Red Dead Redemption II) is a 2018 action-adventure game developed and published by Rockstar Games. The game is the third entry in the Red Dead series and is a prequel to the 2010 game Red Dead Redemption. The story is set in 1899 in a fictionalized representation of the Western, Midwestern, and Southern United States and follows outlaw Arthur Morgan, a member of the Van der Linde gang. Arthur must deal with the decline of the Wild West whilst attempting to survive against government forces, rival gangs, and other adversaries. The story also follows fellow gang member John Marston, the protagonist of Red Dead Redemption.<br>

                    <br>

                    The game is presented through both first and third-person perspectives, and the player may freely roam in its interactive open world. Gameplay elements include shootouts, heists, hunting, horseback riding, interacting with non-player characters, and maintaining the character's honor rating through moral choices and deeds. A bounty system similar to the "wanted" system from the Grand Theft Auto franchise governs the response of law enforcement and bounty hunters to crimes committed by the player.

               <br>

               <br>

               The game's development lasted over eight years, beginning soon after Red Dead Redemption's release, and it became one of the most expensive video games ever made. Rockstar co-opted all of its studios into one large team to facilitate development. They drew influence from real locations as opposed to film or art, focused on creating an accurate reflection of the time with the game's characters and world. The game was Rockstar's first built specifically for eighth generation consoles, having tested their technical capabilities while porting Grand Theft Auto V to the platforms. The game's soundtrack features an original score composed by Woody Jackson and several vocal tracks produced by Daniel Lanois.

                <br><br>

                Red Dead Redemption 2 was released for the PlayStation 4 and Xbox One in October 2018, and for Microsoft Windows and Stadia in November 2019. Red Dead Online, the online multiplayer mode of the game, was released as a beta version in November 2018 before a full release in May 2019. Widely anticipated and marketed before release, Red Dead Redemption 2 broke several records and had the second-biggest launch in the history of entertainment, generating US$725 million in sales from its opening weekend and exceeding the lifetime sales of Red Dead Redemption in two weeks.

                <br><br>

                It received critical acclaim, with praise directed at its story, characters, open world, graphics, and considerable level of detail; minor criticism was directed at its control scheme and emphasis on realism over player freedom. Considered as an example of video games as an art form, it won year-end accolades including Game of the Year awards from several gaming publications. It is among the best-selling video games with over 36 million copies shipped.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: Windows 7 - Service Pack 1 (6.1.7601)<br>

                              Processor: Intel® Core™ i5-2500K / AMD FX-6300<br>

                              Memory: 8 GB RAM<br>

                              Graphics: Nvidia GeForce GTX 770 2GB / AMD Radeon R9 280 3GB<br>

                              Storage: 120 GB available space<br>

                              Sound Card: 100% DirectX 10 compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: Windows 10 - April 2018 Update (v1803)<br>

                            Processor: Intel® Core™ i7-4770K / AMD Ryzen 5 1500X<br>

                            Memory: 12 GB RAM<br>

                            Graphics: Nvidia GeForce GTX 1060 6GB / AMD Radeon RX 480 4GB<br>

                            Storage: 120 GB available space<br>

                            Sound Card: 100% DirectX 10 compatible<br>

                          </p>

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                        <button type="button" onclick="red()"  class="dwn-btn">Download</button>

                  </section>

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</html>

Rl.html

<!DOCTYPE html>

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        <link rel="stylesheet" type="text/css" href="main.css">

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                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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            </div>

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            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

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              <section class="text-section">

                <br>

                  <p class="content-text">Rocket League is a vehicular soccer video game developed and published by Psyonix. The game was first released for Microsoft Windows and PlayStation 4 in July 2015, with ports for Xbox One and Nintendo Switch being released later on. In June 2016, 505 Games began distributing a physical retail version for PlayStation 4 and Xbox One, with Warner Bros. Interactive Entertainment taking over those duties by the end of 2017. Versions for macOS and Linux were also released in 2016, but support for their online services was dropped in 2020. The game went free-to-play in September 2020.<br>

                    <br>

                    Rocket League is a sequel to Psyonix's Supersonic Acrobatic Rocket-Powered Battle-Cars, a 2008 video game for the PlayStation 3. Battle-Cars received mixed reviews and was not a success, but gained a loyal fan base. Psyonix continued to support themselves through contract development work for other studios while looking to develop a sequel. Psyonix began formal development of Rocket League around 2013, refining the gameplay from Battle-Cars to address criticism and fan input. Psyonix also recognized their lack of marketing from Battle-Cars and engaged in both social media and promotions to market the game, including offering the game for free for PlayStation Plus members on release.

               <br>

               <br>

               Rocket League was praised for its gameplay improvements over Battle-Cars, as well as its graphics and overall presentation, although some criticism was directed towards the game's physics engine. The game earned a number of industry awards, and saw over 10 million sales and 40 million players by the beginning of 2018. Rocket League has also been adopted as an esport, with professional players participating through ESL and Major League Gaming along with Psyonix's own Rocket League Championship Series (RLCS).

                <br><br>

                Rocket League's gameplay is largely the same as that of its predecessor, Supersonic Acrobatic Rocket-Powered Battle-Cars. Players control a rocket-powered car and use it to hit a ball that is much larger than the cars towards the other team's goal area to score goals, in a way that resembles indoor soccer, with elements reminiscent of a demolition derby. Players' cars have the ability to jump to hit the ball while in mid-air. The players can also pick up a speed boost by passing their cars over marked spaces on the field, enabling them to quickly cross the field, use the added momentum to hit the ball, or ram into another player's car to destroy it; in the latter case, the destroyed car respawns moments later on their team's side of the field. A player may also use a boost when in the air to propel themselves forward in flight, allowing players to hit the ball in the air. Players can alter their car's orientation while midair, which combined with midair boosting allows for controlled flight. Players can also perform quick dodges, causing their car to do a short jump and spin in a given direction, which can be used to nudge the ball or gain positioning advantage over the other team.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 7, 8/8.1, 10 <br>

                            Processor: 2.5 GHz Dual core<br>

                            Memory: 4 GB RAM<br>

                            Graphics: NVIDIA GeForce 760, AMD Radeon R7 270X, or better<br>

                            DirectX: Version 11<br>

                            Storage: 20 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 10 <br>

                            Processor: 3.0+ GHz Quad core<br>

                            Memory: 8 GB RAM<br>

                            NVIDIA GeForce GTX 1060, AMD Radeon RX 470, or better<br>

                            DirectX: Version 11<br>

                            Storage: 20 GB available space</p><br><br>

                          </p>

                        </section><br>

                        <button type="button" onclick="rl()"  class="dwn-btn">Download</button>

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          </section>

    </body>

</html>

Rust.html

<!DOCTYPE html>

<html>

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        <title>GAMER'S ARENA</title>

        <link rel="stylesheet" type="text/css" href="main.css">

        <script src="game.js"></script>

    </head>

    <body class="body">

            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

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                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

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              <form id="submitid">

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                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

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           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Rust</u></b> </h1><br>

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              <section class="text-section">

                <br>

                  <p class="content-text">Rust is a multiplayer-only survival video game developed by Facepunch Studios. Rust was first released in early access in December 2013 and received its full release in February 2018. Rust is available on Microsoft Windows and macOS. Console versions for PlayStation 4 and XBOX are in beta, and soon having a full release in May 2021.[1][2][3] Rust was initially created as a clone of DayZ, a popular mod for ARMA 2, with crafting elements akin to those in Minecraft.<br>

                    <br>

                    The objective of Rust is to survive in the wilderness using gathered or stolen materials. Players must successfully manage their hunger, thirst, and health, or risk dying. Despite the presence of hostile animals such as bears and wolves, the primary threat to the player is other players due to the game being solely multiplayer. Combat is accomplished through firearms and various weapons, such as bows. In addition, vehicles controlled by non-player characters will occasionally roam, attacking armed players. Rust features crafting, though initially limited until the discovery of specific items in the game's open world. To stay protected, players must build bases or join clans to improve their chance of survival. Raiding is a major aspect of Rust. Rust supports modded servers which can add additional content.

               <br>

               <br>

               Rust was first released in December 2013 to the Steam Early Access program; this early access state is now known as Rust Legacy. Further into its development, the gameplay was changed significantly. Dangerous wildlife replaced zombies as the primary environmental threat and several fundamental revisions to the crafting system were released. 2014 saw the game ported to the Unity 5 game engine, providing substantial graphical changes. Around this time, Rust introduced immutable, predetermined skin colour and biological sex tied to players' Steam account details. Despite being fully released, the game continues to receive updates monthly.

                <br><br>

                Throughout Rust's alpha release, critical reviews were mixed, with many comparisons made to other survival games. Rust was commonly explained as being a mixture of DayZ and Minecraft. During this period, reviewers frequently noted the game's unfinished nature. During its pre-release phase, critics praised the concept and gameplay and by March 2017, Rust had sold over five million copies. After leaving Early Access, it received mixed reviews from critics. The player vs player combat and survival aspects were highlighted by those who enjoyed the game, though reviewers were critical of the constant need to grind for materials, along with the harsh beginner experience.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 8.1 64bit<br>

                            Processor: Intel Core i7-3770 / AMD FX-9590 or better<br>

                            Memory: 10 GB RAM<br>

                            Graphics: GTX 670 2GB / AMD R9 280 better<br>

                            DirectX: Version 11<br>

                            Storage: 20 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 10 64bit<br>

                            Processor: Intel Core i7-4790K / AMD Ryzen 5 1600<br>

                            Memory: 16 GB RAM<br>

                            Graphics: GTX 980 / AMD R9 Fury<br>

                            DirectX: Version 12<br>

                            Storage: 20 GB available space<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="rust()"  class="dwn-btn">Download</button>

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Smb3.html

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            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

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            </div>

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              <form id="submitid">

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            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Super Mega Baseball 3</u></b> </h1><br>

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              <section class="text-section">

                <br>

                  <p class="content-text">Super Mega Baseball 3 refines the series' formula with the deepest on-field simulation yet, comprehensive offline and online play including Franchise mode and the newly added Online Leagues mode, and vastly improved graphics.<br>

                    <br>

                    Metalhead Software announced the launch of their latest game in the baseball series, Super Mega Baseball 3, on March 11, 2020. The game was set for release in April 2020, but Metalhead announced on April 23, 2020 that due to industry-wide delays from COVID-19, the release date was revised to May 13, 2020. New features include an all new Franchise mode, and importation of custom teams from Super Mega Baseball 2.

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               <br>

               Super Mega Baseball 3 was released on May 13, 2020 on Microsoft Windows, Nintendo Switch, Xbox One, and PlayStation 4. It earned an 83 Metacritc score for Xbox One based on 12 critic reviews [25] with one critic saying “The SMB series has become one of the most consistent, and well-developed sports gaming franchises available.” Super Mega Baseball 3 also earned an 87 score on Metacritic for Switch based on 8 critic reviews  with another critic saying “Super Mega Baseball 3 is our new all-time leader for the title of the greatest baseball video game I have ever played.”

                <br><br>

                Super Mega Baseball 3 features Exhibition, Pennant Race, Season and Elimination modes, as well as a brand-new Franchise mode.[29] The Franchise mode includes such features as signing free agents and Player Development. In a post-launch update, Metalhead also released a brand-new cross-platform online mode for Super Mega Baseball 3 called Online Leagues. The mode was released on September 29 and allows users to create and join custom leagues online with friends. Leagues can range from casual to competitive play and each league can have up to 32 players.

                <br><br>

                Super Mega Baseball 3 refines the series’ formula with the deepest on-field simulation yet, comprehensive offline and online play including Franchise mode and the newly added Online Leagues mode, and vastly improved graphics. New content includes revamped UI plus tons of new audio, team/character content, and stadiums with variable lighting conditions.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 10<br>

                            Processor: Intel Core 2 Duo or AMD equivalent<br>

                            Memory: 4 GB RAM<br>

                            Graphics: Dedicated DX11 NVIDIA or AMD card<br>

                            DirectX: Version 11<br>

                            Storage: 16 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 10<br>

                            Processor: Intel i5 4000 series or AMD equivalent<br>

                            Memory: 8 GB RAM<br>

                            Graphics: Geforce GTX 960 or AMD equivalent, or better<br>

                            DirectX: Version 11<br>

                            Storage: 16 GB available space<br>

                          </p>

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Sot.html

<!DOCTYPE html>

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    </head>

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                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Sea of Thieves</u></b> </h1><br>

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              <section class="text-section">

                <br>

                  <p class="content-text">Sea of Thieves is a 2018 first-person multiplayer action-adventure game in which players cooperate with each other to explore an open world via a pirate ship. The game is described as a "shared world adventure game", which means groups of players will encounter each other regularly during their adventures, sometimes forming alliances, sometimes going head-to-head. The player assumes the role of a pirate who completes voyages from different trading companies in order to become the ultimate pirate legend. Players need to become at least level 50 with 3 of the trading companies to become a Pirate Legend. Sea of Thieves is developed by Rare and published by Microsoft Studios.<br>

                    <br>

                    The game was first conceptualized in 2014. Rare was inspired by players of PC titles such as Eve Online, DayZ and Rust, who used the tools provided by these games to create their own personal stories. The company explored different settings for the game, such as vampires and dinosaurs, though it eventually settled on the pirate theme, drawing inspirations from films including Pirates of the Caribbean and The Goonies. The game features a progression system that only unlocks cosmetic items as the development team wanted to encourage both casual and experienced players to play together. Compared to Rare's other games, Sea of Thieves's development process was more transparent, with Rare inviting fans to test the game's early builds.

               <br>

               <br>

               Microsoft Studios released the game in March 2018 for Windows and Xbox One; it was also one of the earliest first-party games released for Xbox Game Pass subscribers. The game received generally mixed reviews upon release, with critics praising the game's ship combat, multiplayer gameplay, visuals, and game physics. Criticisms were directed at the game's lack of content, progression, and shallow gameplay. Rare envisioned the title as a "game as a service" and released numerous content updates after the game's release.[1] The game is a commercial success and has attracted more than 15 million players as of July 2020. It also became the most successful new intellectual property (IP) Microsoft have released in the generation. An enhanced version of the game also released for Xbox Series X/S in November 2020. A seasonal system was added to the game on 28 January 2021, allowing players to receive rewards by completing challenges.

                <br><br>

                Sea of Thieves is a first-person perspective action-adventure. At the beginning of the game, the player selects their procedurally generated player avatar.[2] The game is set in a shared world, which means groups of players will encounter each other throughout their adventures. Solo and duo players sail around in a nimble sloop while players playing in a group control a larger 3 man brigantine or a 4 man galleon cooperatively by assuming different roles such as steering the ship, manning the cannons, navigating, boarding enemy ships, and scouting from the crow's nest. Occasionally players may encounter hostile players who may attack them with cannonballs or board their ship. If areas under the deck take damage, water will flow in and cause the ship to gradually sink. Players need to patch up the holes with planks of wood and bail out water using buckets. Alliances can be established with other parties of players. They will receive gold bonuses when a group in the same alliance completes a voyage. Forming an alliance does not prevent players from attacking each other. If the player dies, they are sent to a ghost ship known as the Ferry of the Damned where they wait until they can respawn. A competitive multiplayer mode named "Arena" was introduced in the Anniversary update; it allows four teams of players to compete against each other by gathering silver in smaller maps.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 10<br>

                            Processor: Intel Q9450 @ 2.6GHz or AMD Phenom II X6 @ 3.3 GHz<br>

                            Memory: 4 GB RAM<br>

                            Graphics: Nvidia GeForce GTX 650 or AMD Radeon 7750<br>

                            DirectX: Version 11<br>

                            Storage: 50 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 10<br>

                            Processor: Intel i5 4690 @ 3.5GHz or AMD FX-8150 @ 3.6 GHz<br>

                            Memory: 8 GB RAM<br>

                            Graphics: Nvidia GeForce GTX 770 or AMD Radeon R9 380x<br>

                            DirectX: Version 11<br>

                            Storage: 50 GB available space<br>

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Sports-cat.html

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                    <li><a href="action-cat.html">Store</a></li>

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                    <li><a href="esports.html">Esports</a></li>

                </ul>

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                </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

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               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

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Steep.html

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                <ul>

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                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

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                <input class="search" id="searchid" type="text" name="search-bar" placeholder="Search">

                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

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              <section class="text-section">

                <br>

                  <p class="content-text">Steep is a sports video game developed by Ubisoft Annecy and published by Ubisoft. It was released worldwide on December 2, 2016 for Microsoft Windows, PlayStation 4 and Xbox One.<br>

                    <br>

                    Developed by Ubisoft Annecy beginning in 2013, it was their first original game. It is set in the Alps, where players can participate in several winter and extreme sports disciplines, namely skiing, snowboarding, paragliding and wingsuit flying. With later downloadable content, mountains in Alaska, Japan and Korea were also included in the game and rocket-powered wingsuit flying, sledding, basejumping, and speed riding were incorporated as additional sports. Furthermore, two of the game's expansions allowed the player to take part in the Winter X Games and the 2018 Winter Olympics. The game places a great emphasis on online multiplayer, focusing on competing in various winter sporting challenges with other players online.

               <br>

               <br>

               Upon release, the game received mixed reviews. While critics lauded the overall graphics, vast open world and enjoyable activities, they also pointed out its lack of direction and overall scope, while criticism was also directed at the fact that being online was mandatory to play most of the game.

                <br><br>

                Steep is an online multiplayer extreme sports game set in an open world environment of the Alps, centered on the Mont Blanc, the tallest mountain in Europe, which can be explored freely by players. Later downloadable content (DLC) also added the Alaska Range, centered on the Denali (formerly known as Mount McKinley), the tallest mountain in North America, as well as Japanese and Korean mountain ranges into the game. Korea features the venues of the 2018 Winter Olympics in Pyeongchang County. The game can be played from either a first-person or third-person perspective. The game also utilizes camera angles similar to GoPro during races, via a sponsoring deal. The four main activities available in the game include skiing, wingsuit flying, snowboarding, and paragliding.[1] With later DLC, rocket-powered wingsuit flying, sledding, basejumping, and speed riding were also incorporated. Players can switch between these activities by using the game's menu wheel.

                <br><br>

                Steep is an online-focused game, in which all players share the same game world, engaging in various sports activities simultaneously. Players can collide with each other unless disabled in the settings. To navigate the world quickly, players can use the "mountain view" mode, which shows different "drop zones" in the game. These drop zones serve as fast travel points that allow players to reach different parts of the game's world without having to actually move that distance. There are various hidden races, challenges, and areas, which can be discovered and unlocked through exploring the world. Players are equipped with a pair of binoculars, which can be used to discover new locations.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 7, 8/8.1, 10 <br>

                            Processor: Intel Core i5 2400S or AMD FX-4100<br>

                            Memory: 6 GB RAM<br>

                            Graphics: GeForce GTX 560TI or Radeon R7 260X<br>

                            DirectX: Version 11<br>

                            Sound Card: DirectX® compatible sound card with latest drivers<br>

                            Storage: 25 GB available space</p><br><br>

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                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 7, 8/8.1, 10 <br>

                            Processor: Intel Core i7 3770K or AMD FX-8350<br>

                            Memory: 8 GB RAM<br>

                            Graphics: GeForce GTX 970 or Radeon R9 390<br>

                            DirectX: Version 11<br>

                            Sound Card: DirectX® compatible sound card with latest drivers<br>

                            Storage: 25 GB available space</p><br><br>

                          </p>

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                    <li><a href="action-cat.html">Store</a></li>

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                    <li><a href="esports.html">Esports</a></li>

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               <b><u>CATEGORIES</u></b><br>

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               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

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Tekken7.html

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                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

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               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

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                  <p class="content-text">Tekken 7 (鉄拳7) is a fighting game developed and published by Bandai Namco Entertainment. It is the ninth overall installment in the Tekken series. Tekken 7 had a limited arcade release in March 2015. An updated arcade version, Tekken 7: Fated Retribution, was released in July 2016, and features expanded content including new stages, costumes, items and characters.[2] The home versions released for PlayStation 4, Xbox One and Microsoft Windows in June 2017 were based on Fated Retribution.<br>

                    <br>

                    Set shortly after the events of Tekken 6, the plot focuses on the events leading up to the final battle between martial artist Heihachi Mishima and his son, Kazuya. Tekken 7 introduces several new elements to the fighting system such as Rage Arts and the Power Crush mechanic, making the game more beginner friendly than previous iterations in the series. Tekken 7 was a critical and commercial success, selling 7 million copies as of March 2021.

               <br>

               <br>

               Tekken 7 focuses on 1v1 battles.[5] New features to the gameplay include:

               Rage Art: A critical move unique to each character and only accessible while in Rage mode, causing it to deactivate until the next round. If the initial attack hits the opponent, it will trigger a cinematic sequence and deal roughly 30% damage, depending on the character.

               Power Crush: Performs an attack that can absorb an opponent's hits with the Mid or High property and continue attacking.

               Screw hits: This largely replaces the Ground Bound (formerly simply as Bound) mechanic, which added significant opportunity to perform long, high-damage combos, by knocking an opponent hit with a launcher back to the ground into a vulnerable state. Screw hits have similar applications as Ground Bounding moves, but the receiving opponent's animation is altered, putting them into an aerial tailspin (i.e. a "screw") as they fall to the ground. Unlike the Ground Bound, Screw hits cannot be used to do wall combos.

                <br><br>

                With a new display system, the game's multiplayer allows players to choose which side of the screen to play on.[7] Movement has undergone some changes and is similar to the movement mechanics found in Tekken Revolution, most notably when characters walk backwards. The arcade version features the traditional stage-based playthrough, in which the player progresses by beating five different opponents one by one, ending with a fixed penultimate and final stage. Matches may be interrupted if another player joins the game. Online mode is available for both local and international play. Character customization is featured, allowing the player to modify characters' appearances.[8] For the first time in the arcade series, the game features a practice mode, which allows players to train moves against an opponent for a limited amount of time, as well as an option to collect in-game rewards, mainly customization items, through "Treasure Box" by winning enough matches.

                <br><br>

                Updates to the arcade and home versions also added moves applying a Wall Bound hit state for all characters. Initially, only Geese Howard was able to perform moves inflicting the wall bound state, until the Season 2 update added the mechanic for every character.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>Requires a 64-bit processor and operating system<br>

                              OS: Windows 7/8/10 (64-bit OS required)<br>

                              Processor: Intel Core i3-4160 @ 3.60GHz or equivalent<br>

                              Memory: 6 GB RAM<br>

                              Graphics: NVIDIA GeForce GTX 660 2GB, GTX 750Ti 2GB, or equivalent<br>

                              Storage: 60 GB available space<br>

                              Sound Card: 100% DirectX 10 compatible</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Maximum System Requirement</b></u><br>

                          <p>

                            Requires a 64-bit processor and operating system<br>

                            OS: Windows 7/8/10 (64-bit OS required)<br>

                            Processor: Intel Core i5-4690 3.5 GHz or equivalent<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA GeForce GTX 1060 equivalent or higher <br>

                            Storage: 60 GB available space<br>

                            Sound Card: 100% DirectX 10 compatible<br>

                          </p>

                        </section><br>

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            </section>

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</html>

Tera.html

<!DOCTYPE html>

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    </head>

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            <div class="main">

                <ul>

                    <li><a href="index.html">Home</a></li>

                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

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               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

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               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

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                  <p class="content-text">Terraria is an action-adventure sandbox game developed by Re-Logic. The game was first released for Microsoft Windows on May 16, 2011 and has since been ported to several other platforms. The game features exploration, crafting, building, painting, and combat with a variety of creatures in a procedurally generated 2D world. Terraria received generally positive reviews, with praise given to its sandbox elements. The game had sold over 35 million copies by the end of 2020.<br>

                    <br>

                    Terraria is a 2D sandbox game with gameplay that revolves around exploration, building, crafting, combat, survival, and mining, playable in both single-player and multiplayer modes. The game has a 2D sprite tile-based graphical style reminiscent of the 16-bit sprites found on the Super NES.[2] The game is noted for its classic exploration-adventure style of gameplay, similar to games such as the Metroid series and Minecraft..

               <br>

               <br>

               The game starts in a procedurally generated world, with players starting out with a few basic tools to get them started. The game's world is made up of several layers of tiles that the player can interact with and modify.[citation needed] Many resources, such as metal ores, can be found while exploring caves. The player begins with low health and mana, which can be increased by finding certain items. Some resources may only be found in certain areas of the map, stored in common and rare containers, or dropped by certain enemies. The player uses resources to craft new items and equipment at an appropriate crafting station for that recipe. For example, tables or other items can be crafted at a workbench, bars can be smelted from ore at a furnace, and armor can be crafted at an anvil. Several advanced items in Terraria require multiple crafting operations where the product of one recipe is used as an ingredient for another.

                <br><br>

                The player can encounter many different types of enemies in Terraria, the occurrence of which depends on several factors including time, location, and random events. The player can fight against enemies with swords, bows, guns, magic spells, and summoned minions. The player may also battle bosses that utilize a number of different combat mechanics and can drop rare items. Bosses are summoned by using certain items or when certain criteria are met. The defeat of these bosses is directly tied to in-game progression. Defeating a certain one advances the game into "hardmode", which adds many new enemies throughout the world, as well as new NPCs and items.

                <br><br>

                By completing specific goals, such as defeating a boss or obtaining a certain item, players can attract non-player characters (NPCs) to occupy structures or rooms they have built, such as a merchant, nurse, or wizard. Some NPCs can be acquired by finding them throughout the world and will then reside in player-created houses after being rescued. Players may then buy or sell items and certain services from NPCs with coins found in the world. The game features many different biomes and areas, which are each home to a unique set of enemies and challenges. Biomes such as the Corruption, Crimson, and the hardmode exclusive Hallow will naturally expand by slowly overtaking and converting blocks in adjacent ones.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>OS: Windows Xp, Vista, 7, 8/8.1, 1<br>

                            Processor: 2.0 Ghz<br>

                            Memory: 2.5GB<br>

                            Hard Disk Space: 200MB<br>

                            Video Card: 128mb Video Memory, capable of Shader Model 2.0+<br>

                            DirectX®: 9.0c or Greater<br>

                            <br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            OS: Windows 7, 8/8.1, 10<br>

                            Processor: Dual Core 3.0 Ghz<br>

                            Memory: 4GB<br>

                            Hard Disk Space: 200MB<br>

                            Video Card: 256mb Video Memory, capable of Shader Model 2.0+<br>

                            DirectX®: 9.0c or Greater<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="tera()"  class="dwn-btn">Download</button>

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            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> Valheim</u></b> </h1><br>

              <section class="video-section">

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            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">Valheim is an upcoming survival and sandbox video game by the Swedish developer Iron Gate Studio. Published by Coffee Stain Studios,[1] it was released in early access on 2 February 2021 for Windows and Linux on Steam. The game was developed by a five-person team, building on development work which Richard Svensson had undertaken as a side project in his spare time.<br>

                    <br>

                    Valheim takes place in a world where slain Vikings go to prove themselves fit for the halls of Valhalla. As one such, the player begins with nothing and soon discovers that to reach the Norse afterlife, they must defeat the evils that stalk Valheim. Led only by their instincts and occasional hints from a raven, the player must prepare to fight the sworn enemies of Odin himself.

               <br>

               <br>

                    As fallen Vikings, players must craft tools, build shelters and fight enemies to survive. The game uses a distinctive low-resolution stylized 3D graphics, with a third-person perspective and a combat system inspired by action games. Co-operative gameplay with up to ten people and optional PvP gameplay are also supported.

                <br><br>

                The procedurally generated world includes several biomes: Meadows, Black Forest, Swamp, Mountains, Plains, Ocean, Mistlands, Deep North and Ashlands. Each biome has a different difficulty level with different enemies, bosses and items. A unique food system makes in-game hunting, foraging and farming key to progression: the amount of health and stamina available to a player is dependent on the variation and quality of the food that is eaten.

                <br><br>

                In addition, the game utilizes a skill level system that ranges from blocking to running. Each skill can be increased up to 100, and has different effects on the game mechanics. For example, the spears skill will determine the damage the player can do with spears,[11] while the running skill will determine how stamina is drained while sprinting.

Combat makes use of one- and two-handed weapons, shields, bows and spears.[12][13] Players can travel through the different biomes either by foot or on crafted boats, which range from rafts to Viking longships.

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>OS: Windows 7 or later<br>

                            Processor: 2.6 GHz Quad Core or similar<br>

                            Memory: 8 GB RAM<br>

                            Graphics: GeForce GTX 950 or Radeon HD 7970<br>

                            DirectX: Version 11<br>

                            Storage: 1 GB available space<br>

                            <br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            OS: Windows 7 or later<br>

                            Processor: i5 3GHz or Ryzen 5 3GHz<br>

                            Memory: 16 GB RAM<br>

                            Graphics: GeForce GTX 1060 or Radeon RX 580<br>

                            DirectX: Version 11<br>

                            Storage: 1 GB available space<br>

                          </p>

                        </section><br>

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               </section>

          </section>

    </body>

</html>

Wwe.html

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                    <li><a href="action-cat.html">Store</a></li>

                    <li><a href="news.html">News</a></li>

                    <li><a href="esports.html">Esports</a></li>

                </ul>

            </div>

            <header>

              <form id="submitid">

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                <button type="button" onclick="btnsubmit()"  class="sub-button">Submit</button>

            </form>

            </header>

          <section class="main1">

           <section class="category">

               <b><u>CATEGORIES</u></b><br>

               <input type="button" onclick="cat1()" value="All Games" class="cat-button"> <br>

               <input type="button" onclick="cat2()" value="Action" class="cat-button"> <br>

               <input type="button" onclick="cat3()" value="Adventure" class="cat-button"><br>

               <input type="button" onclick="cat4()" value="Racing" class="cat-button"><br>

               <input type="button" onclick="cat5()" value="Sports" class="cat-button"><br>

               <input type="button" onclick="cat6()" value="Multiplayer" class="cat-button"><br>

           </section>

           <section class="game-content">

            <p><h1 class="heading-text"><b><u> WWE 2k20</u></b> </h1><br>

              <section class="video-section">

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            </section>

              <section class="text-section">

                <br>

                  <p class="content-text">WWE 2K20 is a professional wrestling video game developed by Visual Concepts and published by 2K Sports. It was released worldwide on October 22, 2019 for Microsoft Windows, PlayStation 4, and Xbox One.[1] It is the twenty-first game in the WWE game series and the seventh under the WWE 2K banner. The sequel to WWE 2K19, 2K20 is the first game in the series to not be developed by Yuke's, which developed every entry in the series since its inception in 2000. They were replaced by Visual Concepts, who had previously worked with Yuke's as co-developers.<br>

                    <br>

                    WWE 2K20 received negative reviews, with critics noting a regression in quality compared to its predecessor. The game has since gained notoriety in both the wrestling and gaming community for its many bugs at launch and technical issues. The game's successor, WWE 2K Battlegrounds, was released in September 2020 to mixed reviews. 2K22 will be released in Q3/4 2021.

               <br>

               <br>

               WWE 2K20's 2K Showcase mode revolves around the Four Horsewomen of WWE (Bayley, Becky Lynch, Charlotte Flair and Sasha Banks). Players take control of different unique models of Bayley, Banks, Lynch & Flair, in 15 matches. The 2K Towers mode, first introduced in WWE 2K19, made its return to the series. WWE 2K20 features a female MyCareer story alongside its male story, the first for 2K. (Previous THQ games had female career/stories)

                The WWE Towers Mode Returned, with one of the towers centered around Roman Reigns, with matches with unique commentary from Extreme Rules in 2013 to Stomping Grounds in 2019.

                <br><br>

                On August 5, 2019, 2K announced WWE 2K20, with a trailer announcing Becky Lynch and Roman Reigns as cover stars. In the trailer, it features various WWE Superstars & Legends attending a party at a huge mansion, before it's interrupted by Lynch crashing through the glass ceiling. Lynch then apologizes to the mansion's owner, who is revealed to be Hulk Hogan. Lynch then turns around to face Reigns, who soon praises her for the scene, before then revealing them as the cover stars and the tagline "Step Inside". This marks the first game in the WWE 2K series to feature a female cover star (most recently, THQ's WWE SmackDown vs. Raw 2007 featured Torrie Wilson on the NTSC cover of the game), and the first game since WWE All Stars to have more than one cover star.

                <br><br>

                The collector's edition was themed around the 20th anniversary of WWE SmackDown, including a signed card that featured a signed plaque from either Kurt Angle, Edge or Rey Mysterio, and a plaque featuring a piece of the SmackDown 2002 - 2008 ring mat.

                <br><br>

              </p>

                  <section class="system-req">

                      <br><u class="sys-hding">System Requirements</u><br><br>

                        <section class="min-sys">

                          <u><b>Minimum System Requirement</b></u><br>

                          <p>                               <br>

                            OS: Windows 10<br>

                            Processor: Intel Core i5-3550 / AMD FX 8150<br>

                            Memory: 4 GB RAM<br>

                            GGraphics: NVIDIA GeForce GTX 680 / AMD Radeon HD 7850<br>

                            DirectX: Version 11<br>

                            Sound Card: DirectX 9.0c Compatible sound card<br>

                            Storage: 50 GB available space</p><br><br>

                        </section>

                        <section class="max-sys">

                          <u><b>Recommended System Requirement</b></u><br>

                          <p>

                            <br>

                            OS: Windows 10<br>

                            Processor: Intel Core i7 3770 / AMD FX-8350<br>

                            Memory: 8 GB RAM<br>

                            Graphics: NVIDIA GeForce GTX 970 / AMD Radeon R9 290X<br>

                            DirectX: Version 11<br>

                            Sound Card: DirectX 9.0c Compatible sound card<br>

                            Storage: 50 GB available space<br>

                          </p>

                        </section><br>

                        <button type="button" onclick="wwe()"  class="dwn-btn">Download</button>

                  </section>

               </section>

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