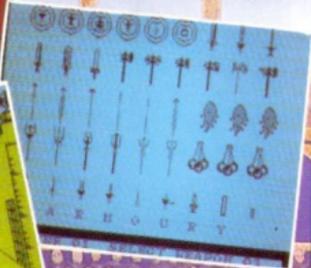
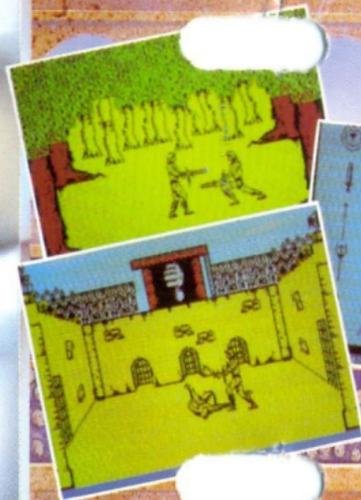


GLADIATOR

AMSTRAD

AMSTRAD

Become the Emperor's Champion and fight your way to freedom. One or two player mode, 16 different moves and the choice of 45 different weapons from the armoury.



Screenshots taken from Spectrum

GLADIATOR

GLADIATOR



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BUG-BYTE 1988
GrandJam
Entertainments
Limited
12-18 Paul Street
London
EC2A 4JS



GLADIATOR

GAMEPLAY

One day in 54AD, the quiet village of Massina was ransacked by the 13th Legion and you, Marcus of Massina, were taken by the Centurions, back to Rome and sold as a slave. Your owner sent you to a school of Gladiators and you knew that you must kill or be killed!

The object of the game is to become the Emperor's Champion and buy your freedom. At the end of each bout, you are awarded coins, but the amount needed to buy your freedom (32,400 coins) is larger than your prize money, so you will be forced to gamble on the outcome of other fights to increase your wealth. Choose from 45 different weapons by pressing the fire button. Your third choice must be a dagger. Player 2's weapons can be selected quickly by pressing any of the bottom row of letters.

When gambling on other fights start the count by pressing "S", stop by pressing fire lightly. Keys "A" and "S" then select gladiators 1 or 2. Press fire and the fight will begin. If your man wins the fight your winnings are added to your wealth. Once you have earned sufficient coins, you can buy your Certificate of Freedom from the Emperor and the game is complete.

GAME CONTROLS

Fire button: Player 1 (left man) Z
Player 2 (right man) M

Player 1		Player 2
F	Action	H
D	Move back & Defend Head	J
1	Up Screen	9
Q	Down Screen	I
1 & F	Lunge at Head	9 & H
Q & F	Lunge at Legs	I & H
1 & D	Jump	9 & J
Q & D	Duck & Pick Up	I & J

With the Fire Button Pressed

F	Attack to body	H
D	Move back & defend Legs	J
1	Turn	9
Q	Change hands	I
1 & F	Attack to head	9 & H
Q & F	Attack to legs	I & H
1 & D	Throw	9 & H
Q & D	Cut to head	I & J

To select a weapon move Forward or Back until your choice is highlighted and then press Fire.

LOADING INSTRUCTIONS

AMSTRAD: Press Control and little Enter and press Play on cassette.

If you have written any quality software please send it to Peter Sleeman, Software Development Manager, Grandslam Entertainments, 12-18 Paul Street, London EC2A 4JS. Telephone: 01-247 6434.

If you have any queries on the game please send a S.A.E. for help and information.