SEGA GENESIS
16-BIT CARTRIDGE

AMERICAN GLADIATORS™

INSTRUCTION MANUAL

GAMETEK®

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PRESENTING AMERICAN GLADIATORS™ for your SEGA™ GENESIS™ SYSTEM. With life-size action and split screen game play, it's as real as it gets! So, if you're good, you'd better be great...'Cause these guys are BAD! I wouldn't keep them waiting!

THANK YOU for purchasing Gametek's AMERICAN GLADIATORS cartridge for your SEGA GENESIS System. Before you get started, please read this instruction manual thoroughly to ensure maximum enjoyment of your new Genesis cartridge. Please save your manual in a convenient place for future reference.

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STARTING UP

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. Plug in the Control Pad(s).

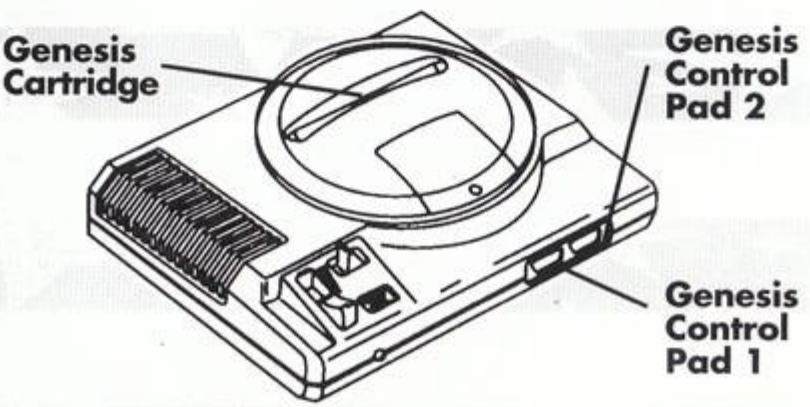
2. Make sure the power switch is OFF. Then insert the American Gladiators Cartridge into the console.

3. Turn the power switch ON. In a few moments, the title screen will appear.

4. If the title screen does not appear, turn the power switch OFF. Make sure that your system is set up correctly and the Cartridge is properly inserted. Then turn the Power switch ON again.

IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing Cartridge.

NOTE: American Gladiators can be played with up to eight male and eight female players at a time. To play with more than one human player, you will need two control pads.

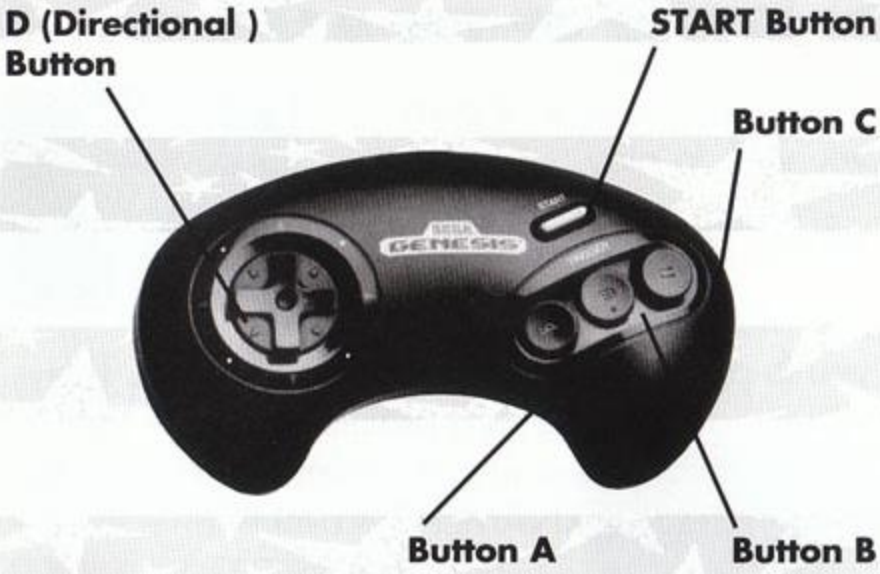


HOW TO USE YOUR CONTROLLER

In HEAD TO HEAD game play, two players can compete directly against each other. They will go through all events once. In order to play in this mode, you will need two control pads.

In the TOURNAMENT section, where up to eight men and eight women can compete, the BLUE PLAYER will always be Controller #1, and the RED PLAYER will always be Controller #2.

PLEASE NOTE: As you advance through the tournament section, you may alternate between a RED and BLUE position according to your placement within the tournament ladder. Therefore, please note your position prior to beginning each round of game play. As a rule, the BLUE Player will always be on the top part of the ladder, and the RED will be on the bottom. (Please see SETTING UP THE GAME for further details.)



START Button
- Begins Play, pauses the game.

D (Directional Button)
- Moves player, controls crosshairs.

Button A
- Locks in choice, sprint in Eliminator.

Button B
- Locks in choice, Action buttons in all events. Fire weapon in Assault. Drop off rope, jump hurdles, and choose lane in Eliminator.

Button C
- Locks in choice, sprint in Eliminator.
- Pick up and drop weapon in Assault.

SETTING UP THE GAME

1. Choose the type of game you wish to play.



HEAD TO HEAD

A. HEAD TO HEAD will allow you to play a quick game against a friend. This option can be used as a practice round to help you get acquainted with the events before the big event—The TOURNAMENT.

B. To select this option move the cursor UP and DOWN using the D Button until the cursor points to HEAD TO HEAD. Press Button A, B or C to lock in your selection.

1. Now enter your gender. Make your selection by moving the cursor UP and DOWN using Button D. Press Button A, B or C to lock in your selection.



2. Enter your name by moving the cursor LEFT OR RIGHT along the alphabet using Button D. Press Button A, B or C to lock in your selection. To erase a letter, move the cursor over the DELETE symbol (←) and press Button A, B or C until the desired letter(s) are deleted. To enter your name, move the cursor over to the END symbol (↵) and Press Button A,

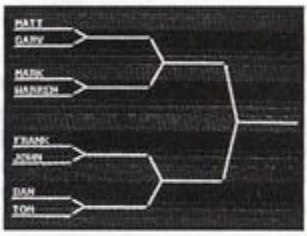


B or C. To add a space between letters, move the cursor over the SPACE (□) symbol and press Button A, B or C.

3. Repeat steps 1 and 2 for the second player.

4. Press Button B to begin the 1st event.

TOURNAMENT



A. The TOURNAMENT section can be played alone against the computer or with up to eight male and eight female competitors. (If fewer than eight human players are competing in each bracket, the remaining spaces of the tournament ladder will be filled in with computer players.)



B. To select this option move the cursor UP and DOWN to TOURNAMENT using Button D. Lock in your selection by pressing Button A, B or C.

1. Choose who will go first, second, etc.

2. Player #1, enter your gender. Make your selection by moving the cursor UP and DOWN using Button D. Lock in your selection by pressing Button A, B or C.

3. Player #1, enter your name using the same direction as listed in the HEAD TO HEAD section.

4. If there is more than one human player competing, move the cursor UP and DOWN using Button D to select ANOTHER PLAYER. Lock in your selection by pressing Button A, B or C.



5. Follow the instructions described above until all human players have been entered.

6. Once all players have been entered, move the cursor to GAME ON and press Button A, B or C. (The computer will fill in any remaining positions.)

GAME MODE

Your American Gladiators cartridge for the Sega Genesis System can be played in two different modes: Head to Head or Tournament. In order to help you choose which game mode you would like to play in, please read the descriptions below thoroughly.

HEAD-TO-HEAD MODE

1. This is a TWO player game where you will be competing against a friend.



2. You will need TWO Control Pads to play in this mode.

3. Player #1 will be BLUE and Player #2 will be in the RED uniform.

4. After each event, the overall score will be displayed. The player with the most points at the end of the game will earn the title of American Gladiator.

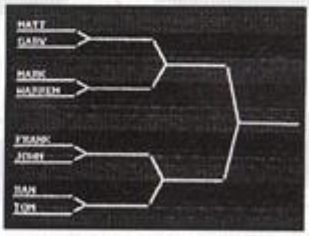


5. Also on this screen, the next event will be displayed, as well the name of the Gladiator(s) that you have drawn to compete against.



TOURNAMENT MODE

1. In the Tournament Mode, you can compete alone against the computer or with up to fifteen friends. If less than eight male and eight female players are competing in each bracket, then the remainder of the ladder will be filled in with computer opponents.



2. The Tournament is divided into three rounds: quarter-finals, semi-finals and finals.

3. Two players will compete against each other at a time. They will compete in all six events. The player with the highest score at the end of the six events will advance to the next round.

4. The winner of the Final Round will have earned the honor of becoming an American Gladiator.

5. In some rounds you may be competing against a computer opponent. When playing against a computer opponent, only their scores will be shown for the Joust, and the Assault. (You will not see them compete.) In the Eliminator, the Atlasphere, the Wall and the Powerball, you will be competing on the same playing screen as your computer opponent.

IMPORTANT: As you progress in the Tournament, you may change uniform colors due to your new placement on the ladder. Remember that if you are in the top position, your uniform will be BLUE. If you are in the bottom position, you will be wearing RED. The BLUE player uses Control Pad 1 and the RED player uses Control Pad 2.

NOTE: If you're playing with more than one player, TWO Control Pads will be required.

THE EVENTS

They're here, all the events that you have been waiting for. So, try your hand at the JOUST. Or climb the WALL. Stuff it and run in POWERBALL. Blast'em into oblivion with ASSAULT. Or smash and bash them in the ATLASPHERE. Finally—if you've got the guts— encounter the greatest challenge of all: the ELIMINATOR.

Each event requires a different combination of strength, strategy and timing. So, in each event, the Control Pad will be used in slightly different ways. The following descriptions will give you the tools you'll need to get started; however, it's up to you to perfect you skills in order to be a worthy opponent to the AMERICAN GLADIATORS. Good Luck! You'll need it!

ASSAULT

The Equipment: A large playing field, 5 safety barricades, an air bazooka firing tennis balls, goggles.

Time Limit: 60 seconds

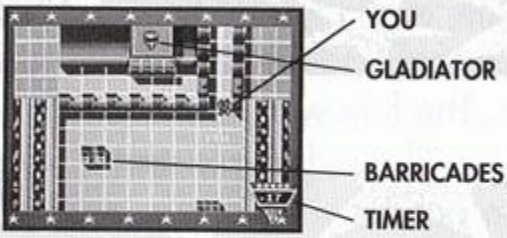
The Object: An American Gladiator is located on a platform at one end of the playing field. Above the Gladiator is a target. Try to hit it (with your air-fired tennis balls) before the Gladiator hits you or before you run out of time.

Scoring: 10 pts. for hitting the white part of the bull's-eye above the Gladiator, 5 pts. for hitting

the red part of the bull's-eye above the Gladiator, and 1 pt. for every weapon fired.

Rules: You must stop at every safety barricade on the playing field in order of progression and fire the weapon located at that station. You can only fire the weapon once. After you have fired the weapon, put it down and carefully move to the next safety barricade. If you are hit by the Gladiator at anytime, you are disqualified.

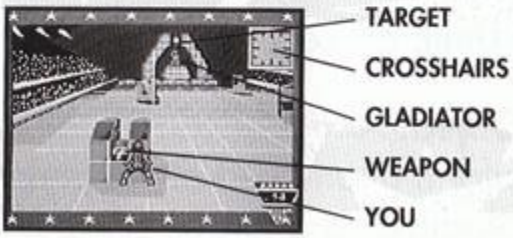
GAME VIEW #1: Overhead view of playing field with barricades and safety zones.



To Move About In View #1: Push Button D in the desired direction.

To Convert to View #2: Come up behind the barricade, face it and press Button B.

Game View #2: Close-up view from behind the barricade. Use this view to try and hit the target behind the Gladiator.



To Pick Up The Weapon: Move up to the weapon (Button D) and press Button C.

To Aim And Fire The Weapon: Control the crosshairs using Button D. Then launch your tennis balls by pressing Button B.

To Put Down The Weapon: Press Button C.

To Step Aside: Press Button D LEFT or RIGHT. This will take you back to VIEW #1.

JOUST

The Equipment: Seven-foot pugel sticks, headgear, knee pads and two platforms placed 16 inches apart. The platforms are four feet in diameter and eight feet, four inches off the ground.

Time Limit: 60 seconds

The Object: To knock the Gladiators off their platform before you're knocked off yours. There are quite a number of offensive and defensive tricks you must master to succeed in JOUST.

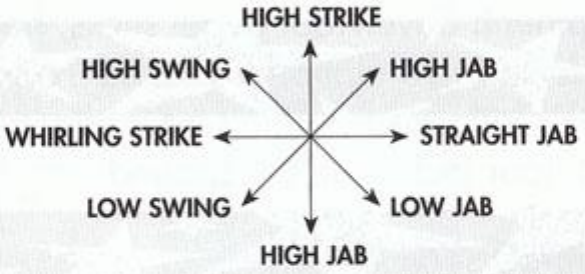
Scoring: 10 pts. if you knock the Gladiator off the platform, 5 pts. if you stay on for the full :60 seconds and 0 pts. if you fall off of your platform.

Rules: You must stay on your platform. If you are knocked off the platform, the event is over.

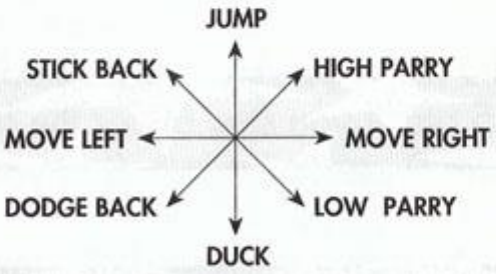
Joust is a game of timing and balance.



Offensive Moves: To perform offensive moves, hold down Button B and move Button D in the desired direction as indicated by the diagram below.



Defensive Moves: To perform defensive moves, move Button D in the desired direction as indicated by the diagram below WITHOUT holding down Button A, B or C.



THE WALL

The Equipment: A solid stone wall, 30 feet high and 24 feet wide, studded with metal hand grips and a climbing harness.

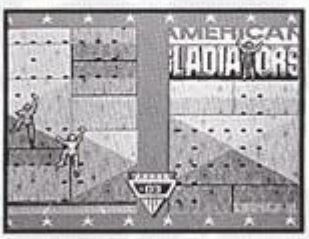
Time Limit: 40 seconds

The Object: Be the first one to reach the top of the wall.

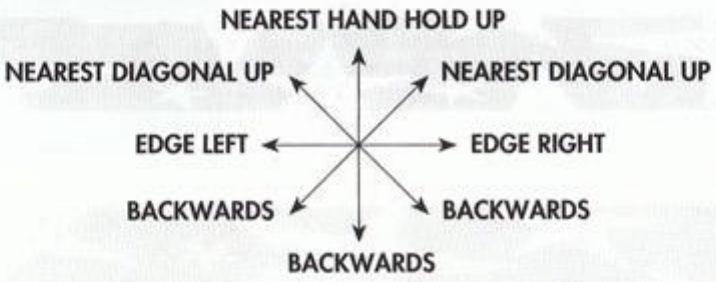
NOTE: You'll start first. The Gladiators will give you a head start. Use that time to gain a healthy lead—if a Gladiator catches up to you, he/she will try to pull you off the wall.

Scoring: 10 pts. to the first competitor to get to the top of the Wall, 5 pts. to the second person to reach the top of the wall, 0 pts. if you fall off.

Rules: You must navigate up the wall using the hand grips. You cannot pull the other contestant off the wall; I would just worry about the Gladiators behind you! Scramble up there fast before the Gladiator scrambles you. TO CLIMB: Press Button D in the desired direction and press Button B.



Here's a diagram of the different angles that can be accomplished using Button D:



ATLASPHERE

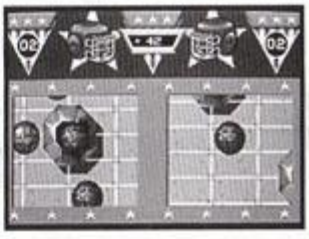
The Equipment: Life-size metal spheres, about seven feet in diameter, helmets, gloves and face gear.

Time Limit: 60 seconds

The Object: While inside the metal sphere, you must try to score in any of the four pods placed around the arena. Gladiators will smash, bash and mash you in an attempt to keep you from scoring. In addition, your competitor will be on the same playing field as you and might try to go after the same scoring pod. So you better hurry up and beat him there!

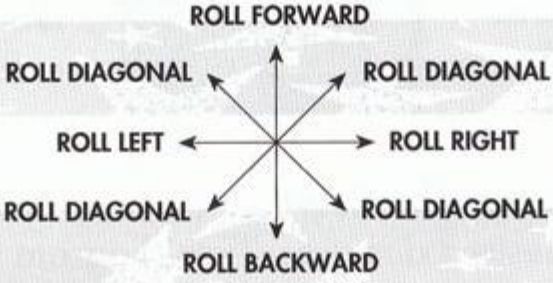
Scoring: You score by rolling your sphere over the center of the pod. 1 pt. for each steam jet you release.

Rules: Once a point has been scored from a particular pod, you must score a point in another pod before returning.



In order to score a point, your sphere must roll directly over the center of the pod.

To Roll Your Sphere: Press Button D in the desired direction. (See diagram below.)



POWERBALL

The Equipment: Several regulation soccer balls, five ball bins, headgear.

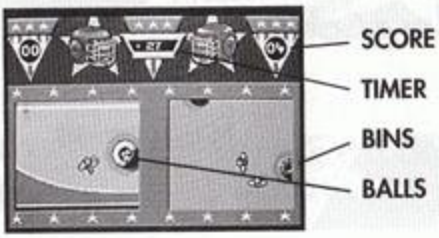
Time Limit: 45 seconds

The Object: Grab the ball and race to get it into one of the five guarded ball bins. The Gladiators will try to keep you from scoring, but they're not allowed to hold onto you for an extended amount of time.

Scoring: 1 pt. for every ball placed in an outside bin, 2 pts. for getting the ball into the middle bin.

Rules: There are two bins from which you should get the balls in order to score; you must alternate between the two bins. For example, if you choose a ball from the top bin first, then you must get your next ball from the bottom bin, and so on. You must be facing the bin in order to drop the ball in.

There's three of them against two of you. Try and get the balls in the bins.



Moving Across The Court: To move, press Button D in the desired direction. (See diagram below.)



Picking Up The Ball: To pick up the ball, face one of the bins in an end zone by pressing Button D in the desired direction and press Button B. You must be pushing up against the bin to pick up the ball.

Scoring: Putting the ball in the bin: To put the ball in the bin, face the bin by pressing Button D in the desired direction and press Button B to drop the ball. (See diagram below.)



Defending Yourself Against The Gladiators: You can push the Gladiators away while you have the ball by pressing Button B. This will knock them backwards.

THE ELIMINATOR

Eight obstacles. Eight separate challenges. It's you against the clock.

The Equipment:

1. The Treadmill
2. The Hand Bike (30-foot crossing)
3. The Balance Beam
4. The Cargo Net
5. The Zip Wire
6. The Hurdles
7. The Sprint
8. The Gladiators



Time Limit: 75 seconds

The Object: To conquer all eight obstacles in the least amount of time.

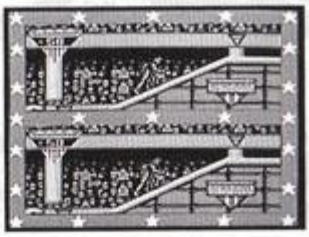
Scoring: Based on how fast you finish, minus point deductions for obstacles not completed correctly.

THE TREADMILL

To Scale The Treadmill: Hit the A and C Buttons on your Control Pad quickly and repeatedly. Don't stop or you'll be carried backwards.

THE TREADMILL

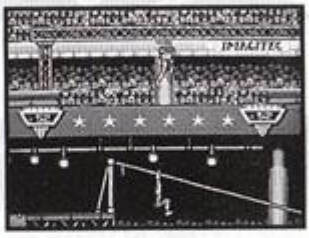
You're running against the grain on a nine foot incline.



THE HANDBIKE

To Operate The Handbike: Press the A and C Buttons on your Control Pad rapidly, until you have reached the other side of the track.

Crank the pedals with your arms across 30 feet of track.

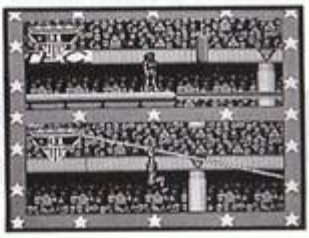


THE BALANCE BEAM

To Run Between The Bags: Study the timing of each swinging bag. Then press the A and C Buttons on your Control Pad to run across. It's all in the timing!

NOTE: If you're knocked off, you must crawl out of the pit before continuing. YOU ARE NOT ELIMINATED.

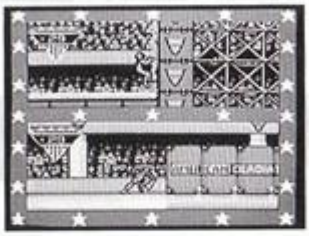
Crossing a 30 foot balance beam; nothing to it. Right? Wrong! The Gladiators will be waiting to knock you off by swinging heavy bags at you.



THE CARGO NET

To Scale The Net: Alternate pressing the A and C Buttons on your controller until you get to the top.

You must scale this 18 foot cargo net to get to the next obstacle.



THE ZIP WIRE

To Ride The Wire: Don't do a thing until you get to the red area. Then press Button B to drop off.

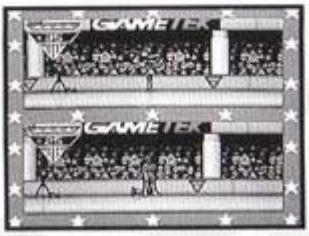
This 110-foot long zip wire will carry you all the way across the length of the playing area. The trick is in getting off!



THE HURDLES

To Jump The Hurdles: Alternate pressing down the A and C Buttons on your Control Pad rapidly to run. Press Button B to jump.

Fly over the hurdles with all the strength you have left.

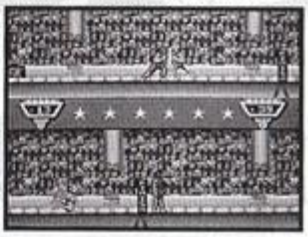


THE SPRINT

To Choose A Lane: Use Button B to select a lane. Press Button A and C to keep sprinting.

To Sprint Your Fastest: Alternate pressing down the A and C Buttons on your Control Pad as hard and as fast as you can.

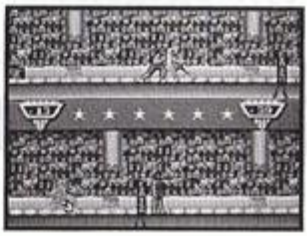
Choose a lane to run in. Then give it your all. You're almost there! You can choose from 4 different lanes. Only one contains the ultimate obstacle — an American Gladiator.



THE GLADIATORS

To Wrestle Past The Gladiators: Alternate pressing down the A and C Buttons on the control pad as hard and as fast as you can. Knock him over and head towards the finish line.

They're waiting for you, the American Gladiators. But you've come this far and it's too late to give up. So go for one more burst of energy. And win it!



THE AMERICAN GLADIATORS

As you can see, each member of the American Gladiators team is in top physical form. They have to be—because they're competing against winning local athletes from around the country like yourselves. Every American Gladiator has been involved with sports and fitness since they were quite young. Here's a bit of background on each of these remarkable competitors:



GEMINI

6 '4" 255 lbs.

Gemini is the strong, silent type. He was an all-round athlete in high school and later, a standout offensive lineman at UCLA. His impressive pro football career includes time with the Eagles, the Patriots, the Canadian Football League and the USFL. Gemini is a martial artist, as well as an actor for commercials and feature films.



NITRO

6' 2" 225 lbs.

Nitro says what he thinks—whenever he wants to. And he doesn't like to lose. Not one bit. His impressive football career

includes playing linebacker at San Jose State University, a stint with the NFL, and two years on a professional team in Europe. Currently, Nitro has been acting in commercials and on various TV shows.



TURBO

6' 1" 245 lbs.

A newcomer to the Gladiators, Turbo brings power, speed and agility to the squad. In high school and college he started in football, wrestling and track. And he's currently an avid powerlifter, working out at least two hours a day at the gym. In addition to fast Gladiator games, Turbo likes fast cars.



THUNDER

6' 2" 280 lbs.

Football, lacrosse, soccer, baseball and swimming are just a few of the many sports activities that Thunder has excelled at. He is also a student of the martial arts. Thunder is a nutrition consultant for several pro athletes. He even designs and develops diet supplement programs for top professional body builders in the United States and abroad.



LASER

6′ 1″ 226 lbs.

An avid football jock, Laser has played on both the college and the professional levels. He was a linebacker at Montana State. After that he was drafted by the USFL. He's played with the Kansas City Chiefs as well as the Toronto Argonauts. He was also on the Rams strike team. He's made several commercials and hopes to continue acting for TV and film.



ICE

5′ 7″ 155 lbs.

Ice has been an athlete all of her life. Her top sports include volleyball, softball and basketball. In fact, she was an all-league performer on the varsity basketball team. After high school she became interested in bodybuilding and modeling and has competed in national events. She's been in several TV shows and commercials and wants to expand her career in acting.



BLAZE

5′ 7″ 140 lbs.

Blaze was a standout hurdler and triple jumper at the University of Nebraska. An injury kept her out of the 1984 Olympics. She has competed in several national bodybuilding events and won the 1991 Miss Natural International Bodybuilding Championship. She plans to practice criminal law.



LACE

5′ 8″ 120 lbs.

Lace was an all-round athlete in Edmonton, Alberta, Canada where she grew up. She competed in several varsity sports including basketball and soccer. She was also a standout gymnast. Lace hopes to someday be a newscaster or talk-show host.



GOLD

5′ 8″ 150 lbs.

Gold is a world-class bodybuilder who began her career in high school. She has been winning major competitions for years. Some of her accolades include first place in the 1989 Ms. International

Classic, fourth place in the 1988 Ms. Olympia competition, and first place in the Ms. Missouri contest. Gold is pursuing a career in acting.



ZAP

5' 6" 135 lbs.

Zap is back after taking a season off to have a baby. Zap has won several bodybuilding titles including Miss Pennsylvania and Miss Los Angeles. She has also acted in feature films. She's a native of Pennsylvania and she's such a bodybuilding enthusiast that she currently owns a gym there called "The Gym by Raye Hollit."

GLADIATORS' INSIDE TRICKS

ASSAULT

Tempt the Gladiator to shoot by peeking out from behind the barricade. Once the shot has gone by, grab the weapon and shoot.

JOUST

The whirling overhead strike is as effective as 3 jabs to the stomach. Always go for the draw rather than risk defeat. Do not be afraid to be defensive if you are already ahead of your competitor on points.

THE WALL

The most effective technique for this event is to constantly keep tapping Button B while directing your player with the Directional Pad simultaneously.

ATLASPHERE

Build up your momentum and avoid collisions. Use a high speed sweep across the playing field on raiding runs and use the advertising boarding as cushions. Do not get involved in duels with Gladiators. If you are ahead on points, just try to stop your opponent from scoring at all.



POWERBALL

Use your opponent as a target for other Gladiators, then dash through the gap he creates.

ELIMINATOR

You're on your own! I hope you have a lot of stamina!

HANDLING YOUR CARTRIDGE

1. The Sega Genesis cartridge is intended for use exclusively for your SEGA Genesis System.

2. Do not bend it, crush it, or submerge it in any liquids. Do not try to disassemble.

3. Avoid leaving the cartridge in direct sunlight or near a radiator or other heat source.

4. Be sure to take an occasional break when playing for an extended period of time, to rest yourself and the cartridge.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL IMAGES OR PICTURES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE SCREEN PROJECTION TELEVISIONS.

Gametek would like to thank the following people for their time and effort in creating American Gladiators for your Sega Genesis System:

Developed by Imagitec Design, Inc.

Programmed by Adrian Waterhouse, Jaz

Art by Peter Goldsmith, Dave Hall, Andie Gilmour

Music by Barry Leitch, Ian Howe

Imagitec Producer Adrian Waterhouse

Produced for Gametek by Rod Humble



Assistant Producer Michael Merson

Executive Producer Elizabeth Curran

Manual Written by Elizabeth Curran

Manual Design by John Tombley and Griffes Advertising

Package Design by Steve Curran and John Tombley

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featuring Alex Trebek



Alex Trebek hosts this all-new video game version of television's longest running game show. Featuring the digitized television studio, theme music, voice and photography of Alex himself. With over 3,500 questions and answers in over 700 categories, Gametek's JEOPARDY!® is the smartest game available on the Sega™ Genesis™.

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