

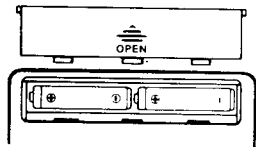


**1 THE AMERICAN GLADIATOR STORY**

You must prove yourself as a worthy warrior by engaging the Gladiators in six different events: the Joust, Human Cannonball, Assault, Breakthrough and Conquer, Powerball, and The Eliminator. You are always the contender and the gladiators are always your competition. You compete against them and the clock in battles of speed, strength, and of the mind.

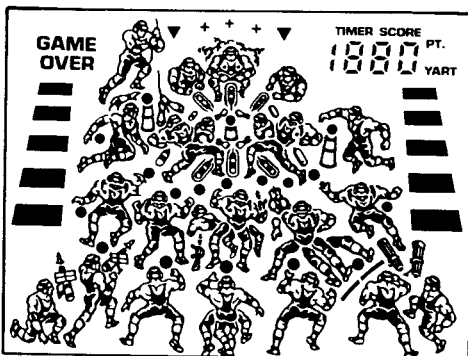
**2 INSERTING THE BATTERIES**

To insert batteries, remove the battery compartment cover at the back of the game. (To remove cover push in direction of the arrow.)



Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



## 3

## CAUTION



High temperatures will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display screen and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



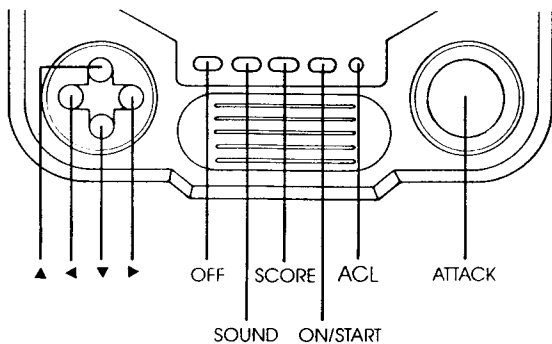
Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

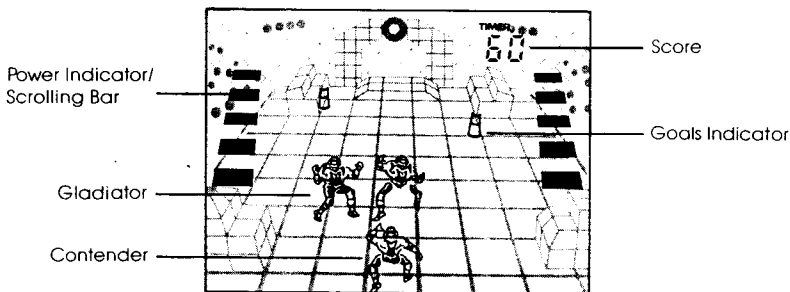
## 4

## THE OBJECT OF THE GAME

Your object is to score as many points as possible in the course of the six games. You score points for beating the Gladiators at their own games — and by beating the clock.



ON/START	To turn on the unit. To start the game.
SCORE	To examine the accumulated score.
SOUND	To control sound: on or off.
OFF	To turn off the unit.
▲	To move up. To pass over fence. To kick at upper pad. To attack enemy. To stand up.
▼	To move down. To kick at lower pad. To attack enemy. To kneel down.
◀	To move left. To move back.
▶	To move right.
ATTACK	Action.



- 6 games
- Gladiator opposition
- Game timer
- Maximum score retained
- Sound on/off control
- Built-in power-off timer

**GAME 1: THE JOUST** (100 possible points)

Using pugil sticks, the contender (that's you) tries to knock the Gladiator off the bridge.

Time limit: 60 seconds.

Scoring: 100 Points — for defeating the gladiator

60 Points (+ 10 Bonus Points) — for fighting to a draw

10 Points — even if you lose

**GAME 2: HUMAN CANNONBALL** (100 possible points)

By swinging from a rope, contender (you're always the contender) tries to knock the Gladiator off a narrow platform.

Time limit: 3 opportunities

Scoring: 30 POINTS — each time you knock down a Gladiator (90 possible points)

10 BONUS POINTS (if you succeed all 3 times)

**GAME 3: ASSAULT** (100 possible points)

As the Gladiator shoots tennis balls at you, you must dodge into "safe" areas, then using weapons in each "safe" zone, fire back at the target above Gladiator's head.

Time limit: 60 seconds

Scoring: 100 Points — for hitting target above the Gladiator

50 Points — if Gladiator misses you and you miss his target

0 Points — if Gladiator hits you

**GAME 4: BREAKTHROUGH AND CONQUER** (100 possible points)

Two parts: A. Breakthrough and B. Conquer. For "breakthrough", you're carrying a ball from the 15 yard line. Gladiator meets you on the 3 yard line and will try to tackle you before you cross the goal line.

Time limit: 2 tries at goal line

Scoring: 40 Points — for successfully breaking through to goal line.

For "conquer" part of game, you face the Gladiator within a small circle. Try to push the Gladiator out of the circle!

Time limit: 20 seconds

Scoring: 40 Points — for successfully pushing Gladiator out of circle.

20 BONUS POINTS for winning both events (A & B).

**GAME 5: POWERBALL**

Get the balls into the goals! There are 2 Gladiator defenders and 2 goals.

Time limit: 60 seconds

Scoring: 10 POINTS for each ball scored.

## GAME 6: THE ELIMINATOR

There are 3 parts to this final game: The Pit & the Pendulum, The Swing for Life, and The Maze.

The Pit & the Pendulum: Cross a balance beam. Crossing isn't easy — a Gladiator will attack you from both sides by launching large medicine balls at you!

The Swing for Life: Use a rope to swing over a fence and land in an area leading to the maze.

The Maze: Select one of two routes. A Gladiator is hidden behind one of the two routes. Try to guess the route that is not blocked by the Gladiator. If you're right, you'll run to the finish line!

Time limit: 69 seconds total (for all three parts)

Scoring: 10 POINTS — for every second left on the clock

5 SECOND PENALTY — for each fall off balance beam (part A) or fall off the rope (part B)

10 SECOND PENALTY — for selecting the wrong route in the maze (part C)

## 8 HOW TO PLAY

Press the "ON/START" button to turn on the unit. A simple "On" beep is heard. The high score is displayed.

Press the "ON/START" button a second time to begin the events from Game 1.

The game will pause as you complete each game. During the pause, press "SCORE" button to receive your score up to that point.

When you're ready to play the next game, press "ON/START".

Press "SOUND" button to turn off the sound. Press "SOUND" again to regain the sound of the arena.

After a GAME OVER, press "ON/START" to begin play again at Game 1. When you're finished playing, press "OFF" to shut off unit. Unit has an auto power-off in case you forget, which takes effect after about 3 minutes of non-use.

Now, then, here's how to play each game:

**GAME 1: THE JOUST** (See Game Summary for description of event)

Use the "▲" button to attack enemy's head.

Use the "▼" button to attack enemy's body.

Use the "◀" button to move backwards to avoid attack.

You can only move back for a short while!

**GAME 2: HUMAN CANNONBALL** (See Game Summary for description of event)

Press "ATTACK" button to start each attempt.

Your energy bar starts counting down and then up again.

Press "ATTACK" button again to start swinging when the energy bar is full.

This defines the energy of your swing!

Use "▲" and "▼" button to control your legs to kick the pad held by the Gladiator!

**GAME 3: ASSAULT** (See Game Summary for description of event)

Press "◀" or "▶" button to move sideways.

Press "▼" to go down on your knee (at shooting spot).

Press "▲" to stand up again.

Press "ATTACK" button to shoot!

For Breakthrough:

Use the "◀" and "▶" button to move sideways.

Press the "▲" button to move forwards.

For Conquer:

Press "ATTACK" button when energy bar is in full position!

### GAME 5: POWERBALL

Use the "◀" and "▶" buttons to move sideways.

Press the "▲" Button to move forwards.

### GAME 6: THE ELIMINATOR (See Game Summary for description of event)

For the Pit and the Pendulum:

Press "▲" button to run forwards.

Press "▼" to go down on your knee to avoid being hit by balls.

For the Swing for Life:

Press "ATTACK" button to start swing.

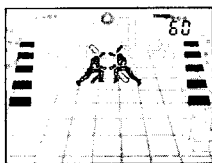
Press "▲" button at the right moment to pass over the fence.

For the Maze:

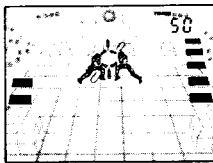
Use "▲" "◀" and "▶" buttons to move.

Now let the games begin!!!

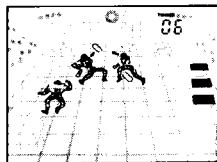
### GAME 1: THE JOUST



Your energy bars.

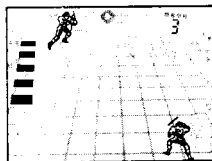


Power bar goes down when you're hit.

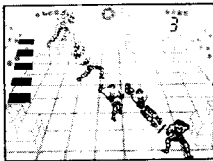


No energy left.

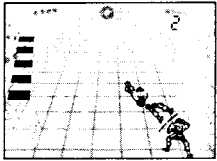
### GAME 2: HUMAN CANNONBALL



Your power indicator.

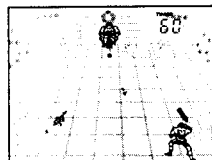


Energy bar goes down and then up again. Press button to stop energy bar at "top" for full power.

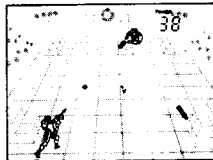


Gladiator pads can shift between two positions.

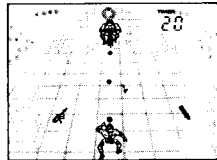
### GAME 3: ASSAULT



Whenever contender reaches a safe area, targets randomly appear.

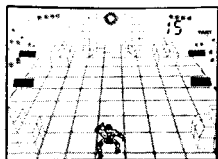


Press "ATTACK" button when target appears at center.

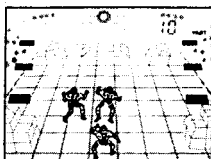


Run to another area to escape balls shot by Gladiator.

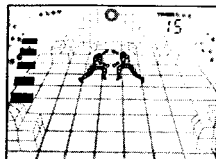
## GAME 4: BREAKTHROUGH AND CONQUER



You start running at the 45 yard line.

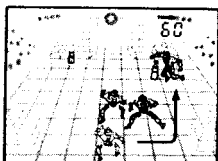


Two Gladiators try to stop you from crossing goal line.



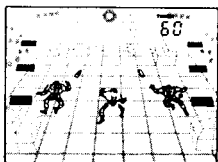
For "Conquer" section, try to push the Gladiator out of the circle!

## GAME 5: POWERBALL

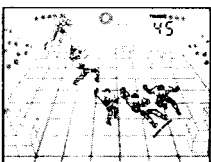


Contender moves in the direction of the arrows.

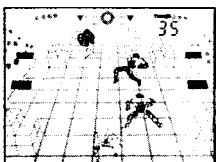
## GAME 6: THE ELIMINATOR



In The Pit & the Pendulum, body must bend to avoid being hit!



In the Swing for Life, press "▲" button here in order to swing over the fence. Pressing "▲" at any other time, leads to failure.



In the Maze, one of the routes is blocked by a Gladiator.

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## DEFECTOR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:  
TIGER ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, U.S.A.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address  
TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.  
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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