

SPACE GLADIATOR

GAME MANUAL



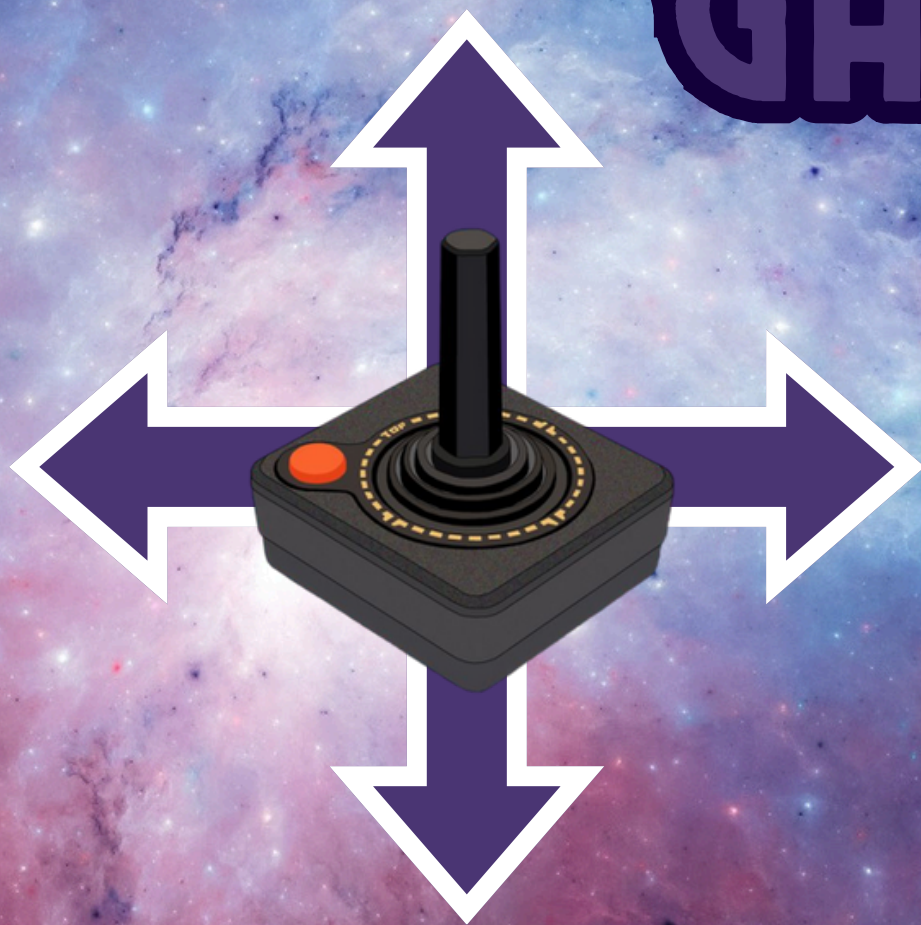
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PROGRAMMED BY
JOÃO PEDRO F. OLIONI

Space Gladiator is compatible with your Atari 2600, VCS, Atari 2600+, and Flashback 8 systems.



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GAME CONTROLS



Players move the gladiator left, right, up, and down, as shown in the example to the side.

With the fire button, you start the battle on the next screen and shoot your laser arrows at the enemies.

With RESET, players exit the Game Over screen and the You Win screen if they want to play again.

GAME HISTORY



In the year 3100, on a planet called Ares, gladiatorial competitions were held every 500 years. Winners received a considerable prize and the "Monster Gladiator" trophy. Each season, champions had to defend their title. With the advancement of technology, gladiators were half living beings and half machines, allowing them to retain their title in the arena for a long time.

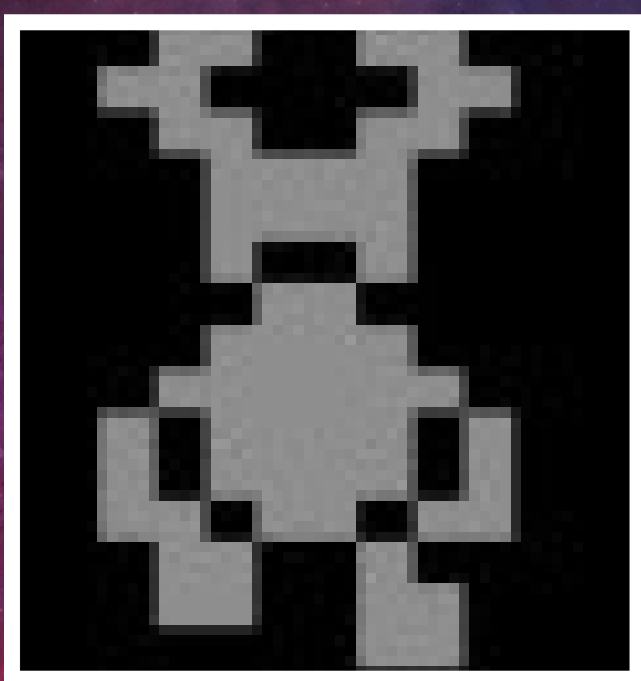
In the year 6551, a gladiator named Takahiro Akihiko, accompanied by his father, transformed his body into a half-machine. He entered the gladiatorial competition to face all the warriors and become the greatest gladiator in the universe.

His grandfather, a famous fighter from the year 4500, died defending his title, and Takahiro draws inspiration from him to fight and regain his family's respect.

GAME OBJECTIVE

Takahiro Akihiko must face 35 fighters in armor based on gods from various cultures, including Greek, Chinese, African, American, Latin American, European, and Mexican. In the arena, the gladiators launch electric balls that ricochet off the walls and return to Takahiro, who must dodge them to avoid injury. He must survive for a long time in the arena to win the prize and the gladiator's belt.

ENEMIES AND ARENAS



Name: Minotaur

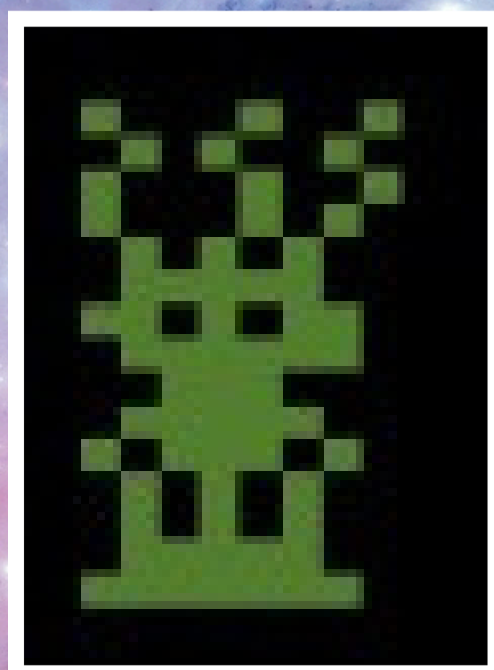
Attack: Ball of spikes flying over the arena

Score: 40

Speed: 10 km/h



Minotaur Arena: Here, players can move around the entire arena, dodging the enemy and their ball that wanders around. If you collide with either, you lose health, and everyone returns to their starting position.



Name: Medusa

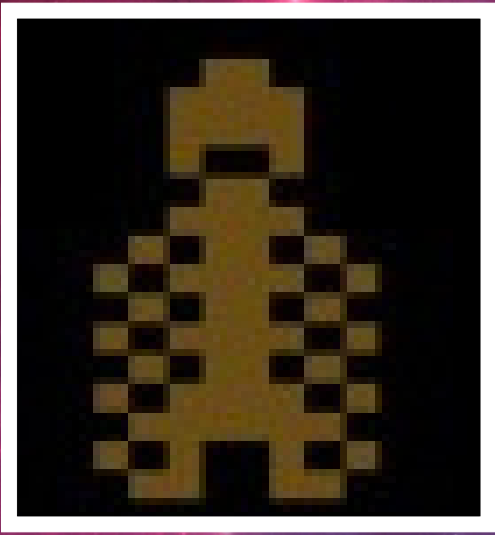
Attack: Snake venom flying across the arena

Score: 70

Speed: 20 km/h



Medusa Arena: Here, players must dodge Medusas as quickly as possible, avoiding their attacks. However, they must also be aware of the poisons scattered throughout the level, which can make the challenge a bit more difficult.

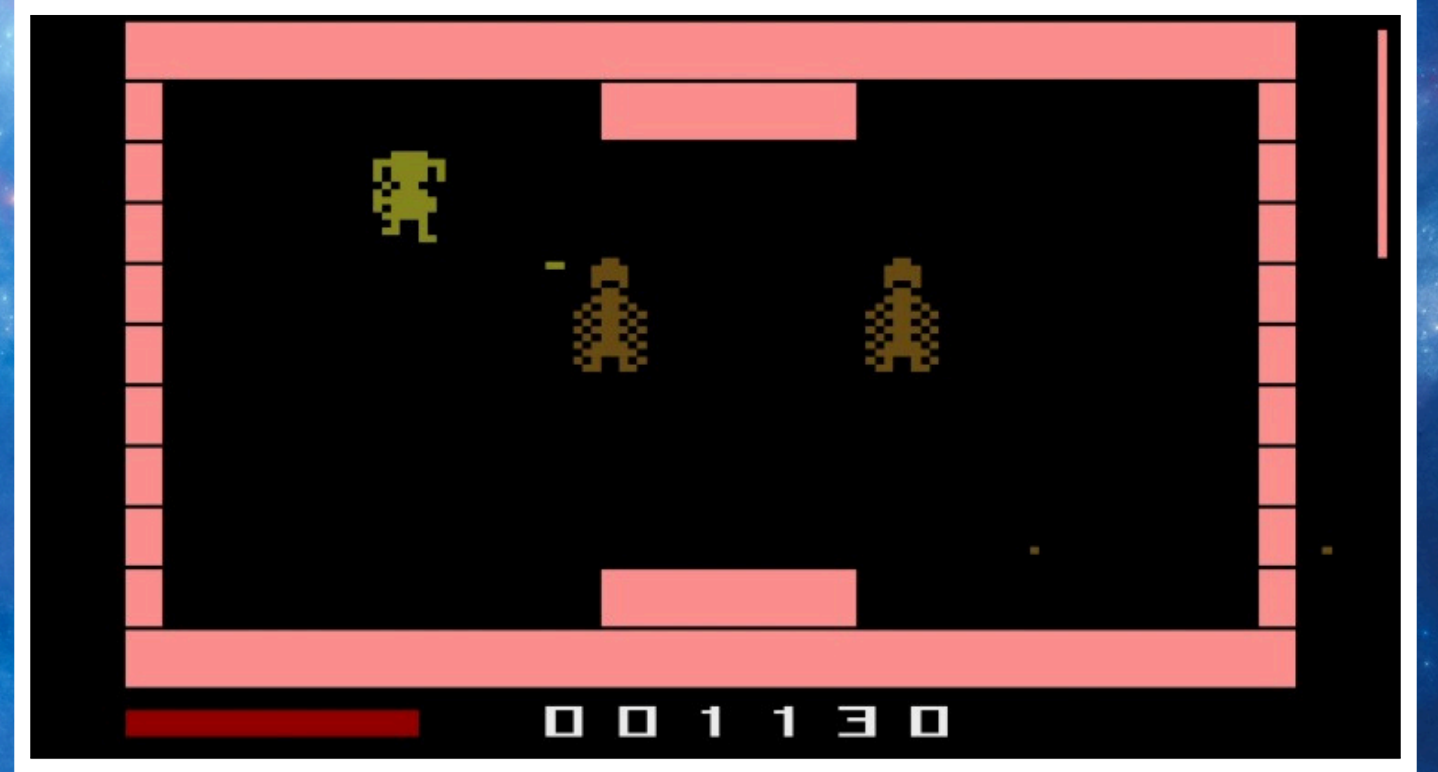
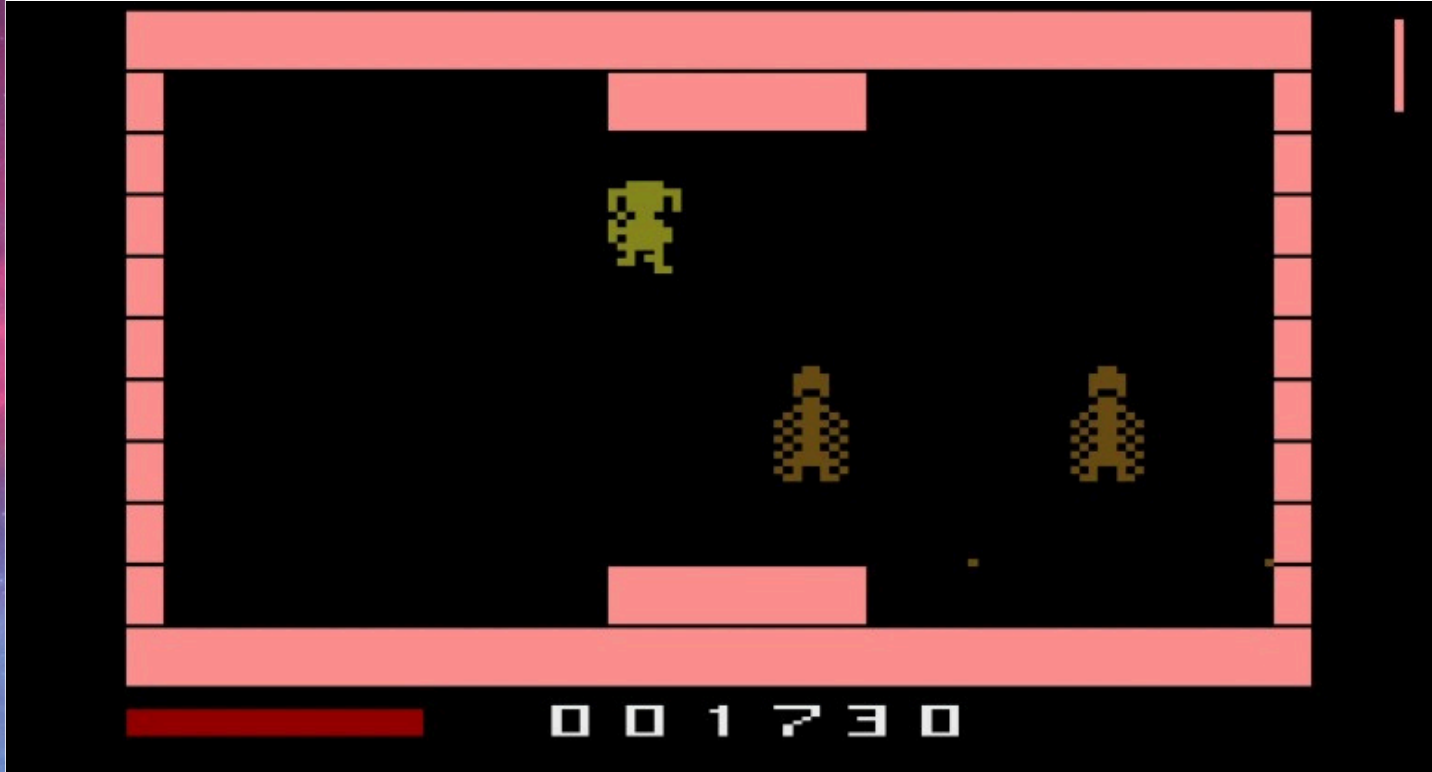


Name: Anansi

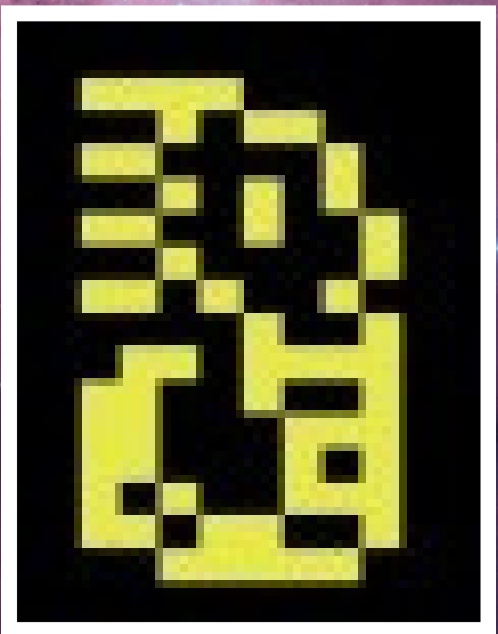
Attack: His webs flying around the arena

Score: 100

Speed: 30 km/h



In Anansi's Arena, players need to be even more careful, as the enemy is quite agile and fast, not to mention the webs they shoot. Players can take a lot of damage because of the webs and the enemy getting closer.



Name: Chinese Dragon

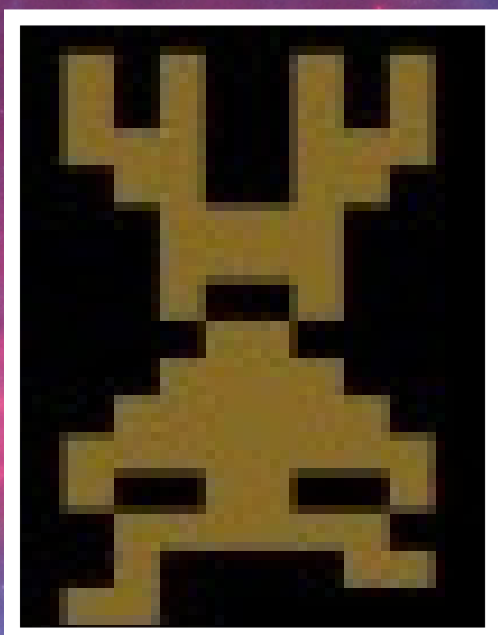
Attack: Fireballs flying around the arena

Score: 140

Speed: 40 km/h



In the Chinese Dragon Arena, players will have to dodge the dragon's high speed and its fireball. The arena is quite spacious, so watch out for your enemy, who moves much faster.



Name: Wendigo

Attack: Hallucinogenic branches flying around the arena

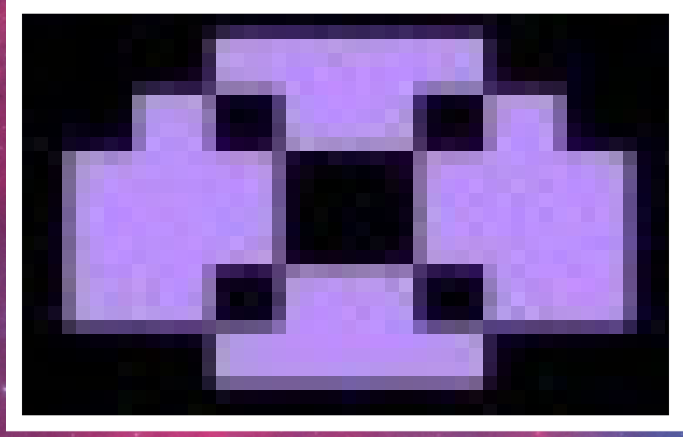
Score: 170

Speed: 50 km/h



In the Wendigo Arena, players will have to face the final boss after passing 44 screens. The last one is quite difficult; he comes at them with everything, and his attacks are also very challenging. The arena may seem spacious, but it feels cramped during this battle. Face him and win the championship.

WINNER'S SCREEN



The belt that belonged to Takahiro Akihiko's grandfather, win the championship and reclaim the respect and honor lost for decades, and become the new legendary gladiator.



After defeating all 45 fighters, the players win the legendary arena belt. Upon reaching this screen, they take a "photo" of the screen and send it to Olioni Games via email on our website. We will then reward them with some of our usual prizes for completing our challenging game.

CREDITS



Programmed by: João Pedro F. Olioni
Design: João Pedro F. Olioni
Published by: Olioni Games Inc.

Since he was a child, Mr. Olioni has always wanted to create games. During his adolescence, he tried some small projects but without success, he began his dream with determination in 2023, studying computing at college.

In 2024, Olioni Games Inc was founded. Since then, Mr. Olioni has had many projects and intends to expand his company even further.

Thank you to the players for purchasing another Olioni Games title. Our games are made with love and care for you, always focusing on quality and fun, encouraging you to enjoy a game in your hands.

END.