

GLADIATORS



FEATURES ONE OR TWO PLAYER ACTION, YOU CAN START AT DIFFERENT LEVELS, SUPER POWER UPS AND MASSES OF HARDWARE!!!



SUMMIT SOFTWARE
UNITS 5-7 BAILEYGATE INDUSTRIAL ESTATE
PONTEFRAC
WEST YORKSHIRE
WF8 2LN



5 015103 780655

SCREEN SHOTS MAY BE TAKEN
FROM A DIFFERENT VERSION

CBM64/128



GLADIATORS



SUM 953

GLADIATORS

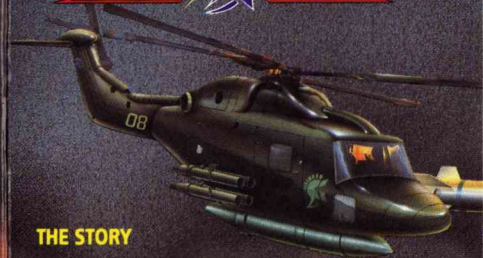


FLY THROUGH
EIGHT LEVELS OF INCREASINGLY FRANTIC
ARCADE ACTION, WITH NON STOP
BARRAGES OF ENEMY FIRE
A REAL SHOOT - EM- UP
TOP NOTCH!!!



CBM64/128 

GLADIATORS



THE STORY

You are an ace helicopter pilot in '*Gladiator Squadron*'. All seems well, a gentle hum surrounds you in the cockpit of your Gladiator helicopter, as you fly on a routine patrol. Suddenly, your peace is shattered as the radio crackles into life. Unidentified forces have captured a series of strategically important islands. Your mission is to liberate them.

Without a second thought, you throw your chopper into a turn and aim for the islands. Your engines explode into action as you hit the turbo thruster, the G-force pinning you back in your seat. Bristling with arms, your Gladiator helicopter skims the ocean at high speed towards its target. Ahead lies a daunting task. Can you handle it?

GAMEPLAY (1 or 2 players)

The islands are split into 8 sectors. You must fly over each sector in turn, destroying as much of the enemies' hardware as possible, to enable the ground forces to recapture them. Your chopper can take a number of hits before it is destroyed, though sustaining hits slows down your gun firing rate. Powerups released when an enemy is destroyed can be collected for damage repair, extra firepower and bonus points etc.

When you lose a chopper to enemy fire, you must attempt the current sector again. Where you re-enter the sector depends on where you were destroyed. If you have completed sector 2 or 3 you may restart future games from those points.

SCORING

Bonuses.....	100 points
Enemy.....	50 points
Plane on ground.....	20 points
Other ground targets.....	10 points

A new fully tested chopper will be dispatched to you on 20,000 points, and every 10,000 points after that.

NOTE: Each sector scores about 7000 points, so new lives are gained around every one and a half levels.

SCREEN DISPLAY

The screen display shows each players score and choppers left. It also shows the current players hits, to the left, and the current sector, to the right. A white sector light means you are more than half way through the sector.

LOADING INSTRUCTIONS

Press SHIFT and RUN STOP together.

CONTROLS

On the title screen

1 or 2
SPACE

- selects 1 or 2 player game
- change start sector

During play

Joystick in port 2
RUN/STOP
FIRE
Q (while paused)

- controls your chopper
- pause
- continue
- quit

© Summit Software.
All rights reserved.

No part of this publication/ work or name and title thereto including the appearance and get-up thereof may be reproduced stored in a retrieval system or transmitted in any form or by any means electronic, mechanical, photocopying, recording or otherwise without either the prior written permission of the copyright holder for which application should be addressed in the first instance of Summit Software.

TAKE NOTICE that Summit Software is recorded as asserting all rights of authorship in this work in accordance with the provisions of The Copyright Designs & Patents Act 1988.

Summit Software is a wholly owned label of Alternative Software Ltd.

PROGRAMMERS- If you have written a good program for ANY home computer, send it to us now for evaluation. We pay EXCELLENT royalties!!
SEND TO: The Evaluation Department, SUMMIT SOFTWARE, Units 5-7
Baileygat Industrial Estate, Pontefract, West Yorkshire.
We will acknowledge receipt of your program same day.

