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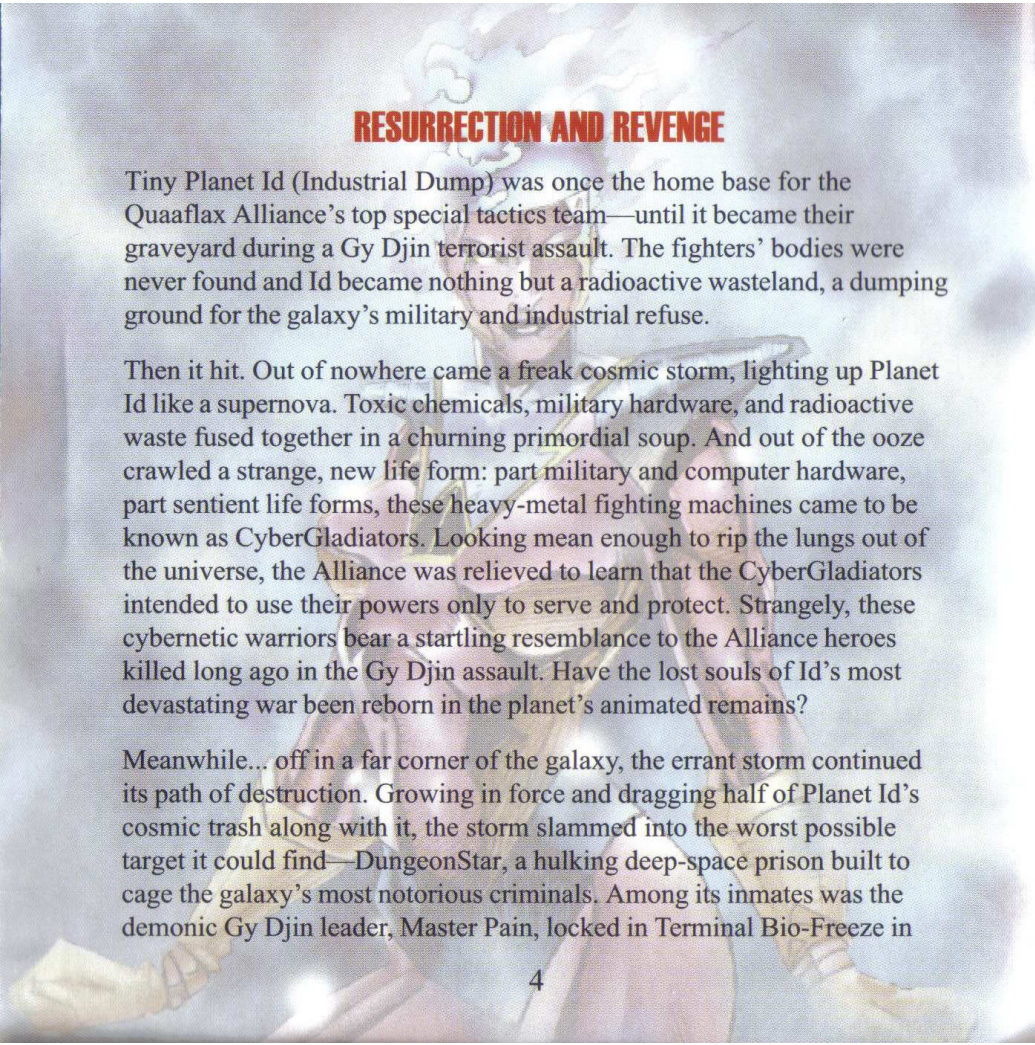
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ABOUT THIS GUIDE

This printed manual is designed to be a quick reference guide. It provides useful information that you'll need as you venture into battle with *CyberGladiators*. Detailed information is provided in the On-Line manual which can be accessed by double-clicking on the CGHELP.HLP file on the *CyberGladiators* CD. Detailed Technical Support and Customer Service information is also provided in the On-Line manual.

INSTALLING THE GAME

- Start Windows 95.
- Insert the *CyberGladiators* CD into the CD-ROM drive.
- When the *CyberGladiators* setup screen appears, follow the on-screen instructions.

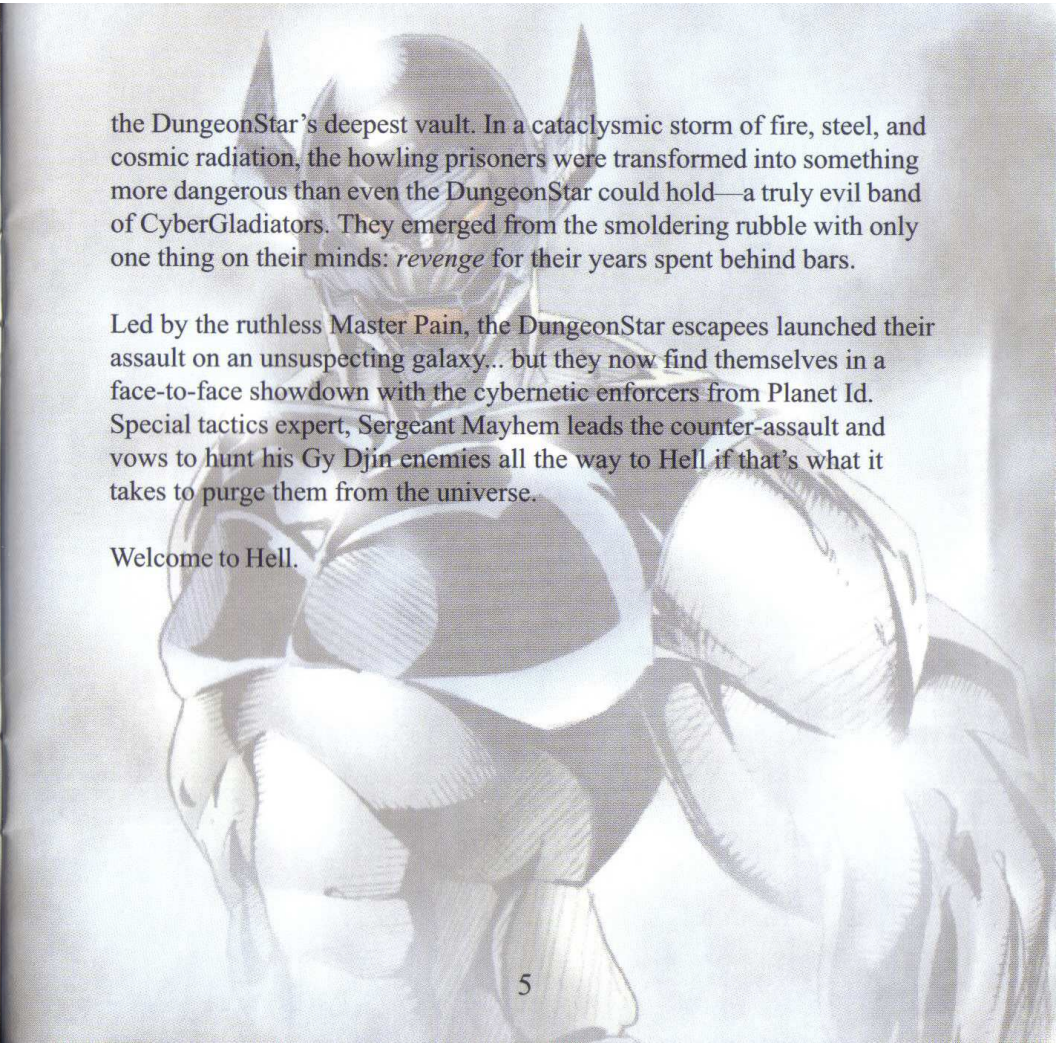
A background illustration of a CyberGladiator, a heavily armored, mechanical warrior with a helmet and a large, ornate chest plate. The character is shown from the waist up, holding a weapon. The style is reminiscent of comic book art.

RESURRECTION AND REVENGE

Tiny Planet Id (Industrial Dump) was once the home base for the Quaaflax Alliance's top special tactics team—until it became their graveyard during a Gy Djin terrorist assault. The fighters' bodies were never found and Id became nothing but a radioactive wasteland, a dumping ground for the galaxy's military and industrial refuse.

Then it hit. Out of nowhere came a freak cosmic storm, lighting up Planet Id like a supernova. Toxic chemicals, military hardware, and radioactive waste fused together in a churning primordial soup. And out of the ooze crawled a strange, new life form: part military and computer hardware, part sentient life forms, these heavy-metal fighting machines came to be known as CyberGladiators. Looking mean enough to rip the lungs out of the universe, the Alliance was relieved to learn that the CyberGladiators intended to use their powers only to serve and protect. Strangely, these cybernetic warriors bear a startling resemblance to the Alliance heroes killed long ago in the Gy Djin assault. Have the lost souls of Id's most devastating war been reborn in the planet's animated remains?

Meanwhile... off in a far corner of the galaxy, the errant storm continued its path of destruction. Growing in force and dragging half of Planet Id's cosmic trash along with it, the storm slammed into the worst possible target it could find—DungeonStar, a hulking deep-space prison built to cage the galaxy's most notorious criminals. Among its inmates was the demonic Gy Djin leader, Master Pain, locked in Terminal Bio-Freeze in

A background illustration of Master Pain, a large, muscular, and menacing figure with a dark, armored body and a helmet. He is shown from the waist up, with a large, ornate chest plate. The style is reminiscent of comic book art.

the DungeonStar's deepest vault. In a cataclysmic storm of fire, steel, and cosmic radiation, the howling prisoners were transformed into something more dangerous than even the DungeonStar could hold—a truly evil band of CyberGladiators. They emerged from the smoldering rubble with only one thing on their minds: *revenge* for their years spent behind bars.

Led by the ruthless Master Pain, the DungeonStar escapees launched their assault on an unsuspecting galaxy... but they now find themselves in a face-to-face showdown with the cybernetic enforcers from Planet Id. Special tactics expert, Sergeant Mayhem leads the counter-assault and vows to hunt his Gy Djin enemies all the way to Hell if that's what it takes to purge them from the universe.

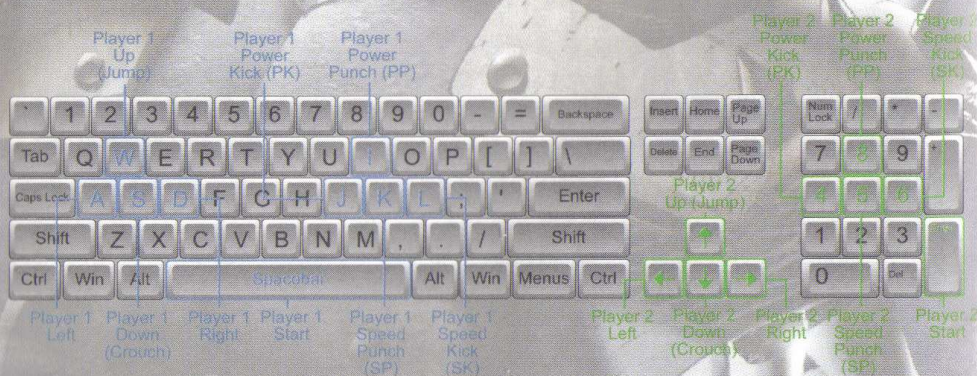
Welcome to Hell.

TAKING CONTROL

Before you engage in battle you should familiarize yourself with the game's controls. Using the keyboard, a game pad, or a four-(or more)-button joystick, here are the keys and buttons you use to control your fighter:

IMPORTANT NOTE: Using [Enter] and the cursor keys to select a fighter automatically makes you Player 2 (the fighter that starts out on the right). Use the Spacebar and A, D, W, and S keys to start as Player 1 (the fighter that starts out on the left).

KEYBOARD CONTROLS



GAME PAD CONTROLS

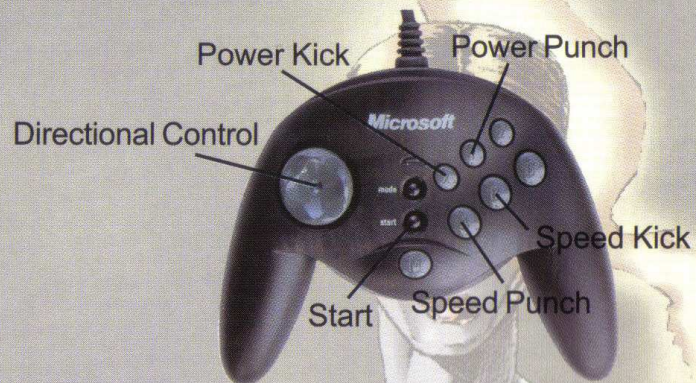
GRAVIS™ GRIP™:



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Note: Unless the controller has a Start button, players must use the keyboard when pressing Start is required.

The preceding diagrams show only the four basic moves—Speed Punch, Power Punch, Speed Kick, and Power Kick. These are the moves you need to get started, but you'll want to refer to the last two sections of this manual to discover the more advanced fighting moves and learn how to get the most out of your selected Gladiator.

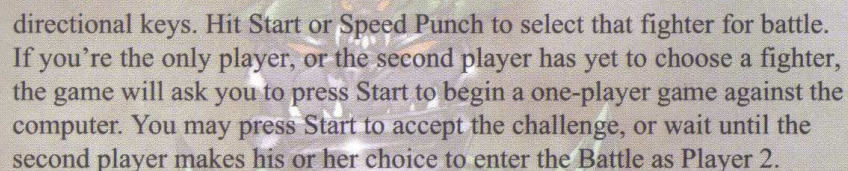
GETTING STARTED

To start the game, simply insert the *CyberGladiators* CD into your CD drive and choose **Play CyberGladiators** from the selection window that appears. If the CD is already in the drive, double-click the *CyberGladiators* icon found in the Sierra directory on your hard drive. A title screen animation appears. Wait until this introductory animation ends or press any key to bring up the game's Control Screen.



Control Screen

Here is where you choose your fighter. Use the Player 1 controls (the left portion of the keyboard) to play as the fighter on the left. Use the Player 2 controls (the cursor keys and numeric keypad) to play as the fighter on the right. You may highlight a fighter using the up, down, left, and right



directional keys. Hit Start or Speed Punch to select that fighter for battle. If you're the only player, or the second player has yet to choose a fighter, the game will ask you to press Start to begin a one-player game against the computer. You may press Start to accept the challenge, or wait until the second player makes his or her choice to enter the Battle as Player 2.

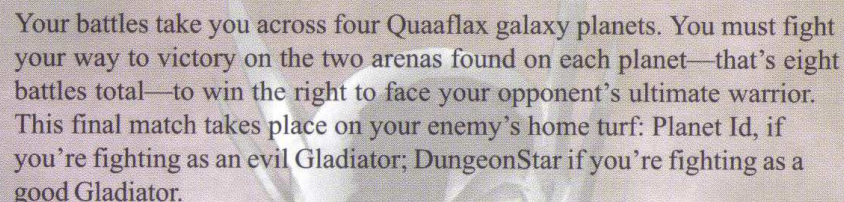
IMPORTANT TERMS: A **bout** is a single fight between two Gladiators. A **Battle** is the combination of two or more bouts in which one fighter emerges victorious by winning two bouts in a row. A **War** is the series of Battles you enter when challenging the computer to a one-player game.

Press Esc or Alt-F4 to exit the game.

ONE-PLAYER: WAR

You enter into a War against all opposing *CyberGladiators* when you challenge the computer to a one-player game. The order in which you face your enemies is determined by the allegiance of the Gladiator you've selected—one of the "good" Alliance fighters from Planet Id, or one of the Gy Djin terrorists from the DungeonStar.

Alliance Fighters have created clone Gladiators of the Gy Djin Fighters, forcing each villain to eventually face a duplicate of himself in battle. The Gy Djin Gladiators responded with evil counter-clones of the Alliance Fighters to even the score.



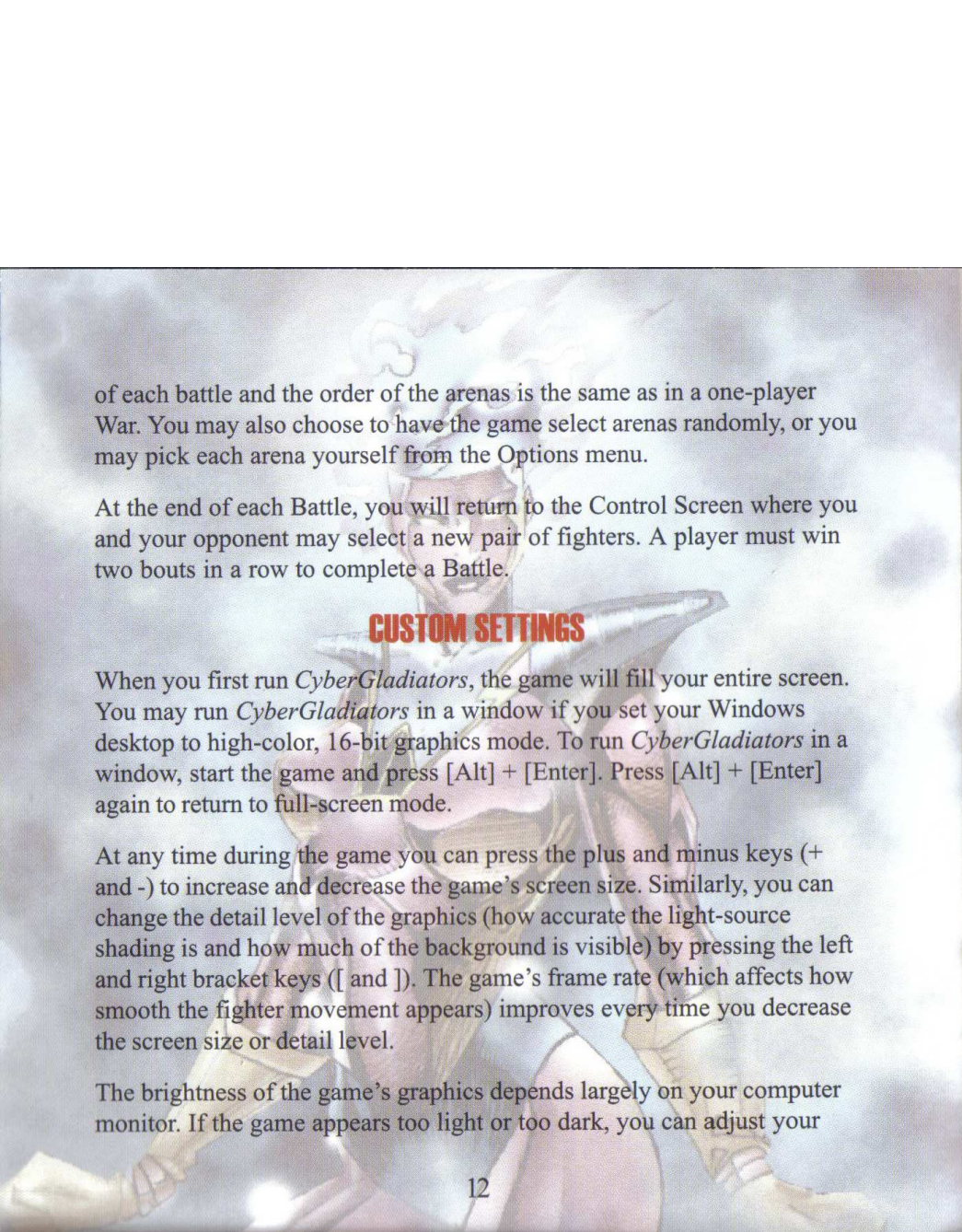
Your battles take you across four Quaaflax galaxy planets. You must fight your way to victory on the two arenas found on each planet—that's eight battles total—to win the right to face your opponent's ultimate warrior. This final match takes place on your enemy's home turf: Planet Id, if you're fighting as an evil Gladiator; DungeonStar if you're fighting as a good Gladiator.

IMPORTANT TIP: Finish the game without using a Continue and you will receive a special code that allows you to play as the Boss fighter you just defeated.

Winning a match against your opponent's most powerful Gladiator (the **Boss**) is no easy task. Take him out, however, and you not only win the game, you win the right to fight as that Boss against your friends or any of the computer opponents. The game gives you unlimited **Continues** (the ability to replay any lost Battle), but you will not be given the secret Boss code if you use a Continue to win a War. Nor can you earn the secret Boss code if you set your fighter's strength to "Strong" via the Options Screen.

TWO-PLAYER: BATTLE

With two players, you and your friend each pick a Gladiator and battle it out to see who is the better fighter. Which arena you fight on depends on the game's Options settings (see Game Options section on page 13 of this manual). Under the game's normal setting, the arena is changed at the end



of each battle and the order of the arenas is the same as in a one-player War. You may also choose to have the game select arenas randomly, or you may pick each arena yourself from the Options menu.

At the end of each Battle, you will return to the Control Screen where you and your opponent may select a new pair of fighters. A player must win two bouts in a row to complete a Battle.

CUSTOM SETTINGS

When you first run *CyberGladiators*, the game will fill your entire screen. You may run *CyberGladiators* in a window if you set your Windows desktop to high-color, 16-bit graphics mode. To run *CyberGladiators* in a window, start the game and press [Alt] + [Enter]. Press [Alt] + [Enter] again to return to full-screen mode.

At any time during the game you can press the plus and minus keys (+ and -) to increase and decrease the game's screen size. Similarly, you can change the detail level of the graphics (how accurate the light-source shading is and how much of the background is visible) by pressing the left and right bracket keys ([and]). The game's frame rate (which affects how smooth the fighter movement appears) improves every time you decrease the screen size or detail level.

The brightness of the game's graphics depends largely on your computer monitor. If the game appears too light or too dark, you can adjust your

monitor settings or use the back-slash (\) key to change the game's brightness level.

To avoid getting beaten to a pulp while you experiment with the screen size, graphical detail settings, or brightness level, try pausing the game before hitting plus, minus, left-bracket, right-bracket, or back-slash. All of these settings are automatically saved when you exit the game and will reload the next time you run the game.

IMPORTANT KEYS: Alt-F4 exits the game. Plus and minus (+ and -) increase and decrease the game's screen resolution. Left and right bracket ([and]) change the game's graphical detail. Backslash (\) changes the game's brightness level. If you use a high-color, 16-bit desktop, Alt-Enter switches between full-screen mode and a window.

GAME OPTIONS

Pressing [Ctrl] + [O] from the Control Screen (the screen where you choose fighters) brings up the game's Options Screen. Here's where you customize game play to best match your fighting abilities and your preferences. Use the Up and Down directional keys to select an option and the Left and Right directional keys to change that option's setting. This screen offers the following options:

The **Fighter Strength** options let you handicap players or make it easier for you to win a War. Fighter 1 refers to the fighter who starts out on the left side of the screen; Fighter 2 refers to the fighter who starts out on the right. Both strength settings default to Normal.

The **Motion** option changes the speed of the game's motion. Choose Smooth for incredibly realistic motion or Turbo for a blazingly fast game. The default setting is Normal.

The **Time Limit** option determines how much time is put on the Game Clock before each bout. Sudden Death kicks in after the Game Clock counts down to zero. During Sudden Death, the first fighter to land a blow wins the bout. If you set the Time Limit to None, the Game Clock does not appear and the game never goes into Sudden Death. The Time Limit default setting is 60 seconds.

The **Arena Selection** option allows you to choose in which arena you fight. Set this option to Cycled and your Battles will progress through each arena. All the other settings specify a particular arena. The default setting is Cycled.

The **Music** option lets you turn the game music on and off.

The **Exit** option takes you back to the game's Control Screen. Press Start or Power Punch when the Exit option is highlighted.

GAME RULES

The rules are brutally simple: pound your opponent into smoldering pieces of rubble using any means possible. The Health Bar that appears above your fighter shows how "healthy" you are. Your Health Bar automatically moves to stay above you when you switch sides with your opponent by jumping over him.

You win a bout by forcing your opponent's Health Bar to drop to zero or by knocking him or her off the arena floor. The bout is considered a tie when both fighters fall off of the arena floor.



You must win two bouts in a row to win a Battle. As a result, one fighter is in jeopardy of losing a Battle after any bout that doesn't end in a draw.

The outline of your Health Bar pulses red whenever you're in jeopardy, so pay attention. You don't want to slip up when the game is on the line.

Even with a relatively strong Health Bar, you will fall down if you get hit several times in a row. The inner portion of your Health Bar slowly turns red to show how weary your fighter is. You fall down if you are hit while your Health Bar is pure red.

A Game Clock located between the Health Bars counts down to zero. By default, the game uses 60-second bouts, but you can set the bout time to 45-seconds or to unlimited time from the Options Screen. If the clock counts down to zero before a fighter is knocked unconscious, the game goes into Sudden Death. Here, the next fighter to land a blow is declared the winner no matter what his or her health bar reads.

IMPORTANT NOTE: You must win two bouts in a row to win a battle. Also, pay attention to the Game Clock—the first fighter to land a blow after the clock hits zero wins the bout.

Press Esc or Start during a bout to pause the game. Once the game is paused, a menu appears giving you the option of continuing play or aborting the bout and returning to the Control Screen.

LEARNING TO FIGHT

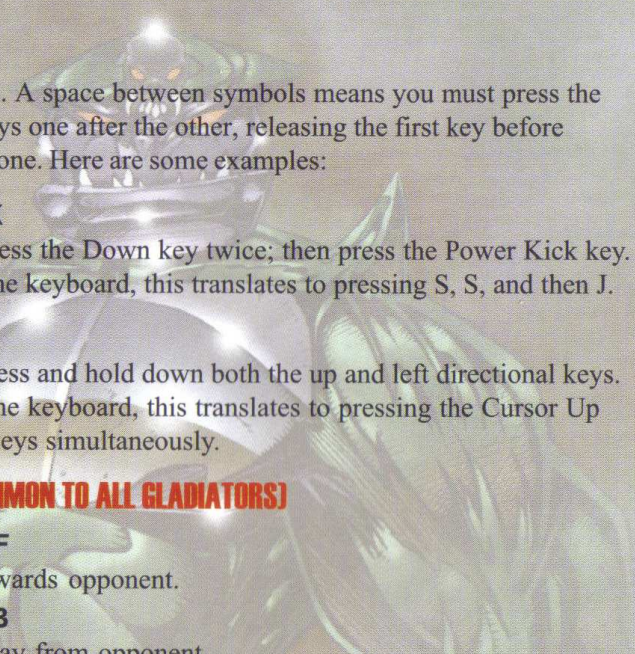
All of the Gladiators share a core set of fight moves. Use the chart below to learn all of these moves.

<i>Symbol</i>	<i>What you press</i>
U	Up
D	Down
L	Left
R	Right
F	Forward (directional key that moves you towards opponent)
B	Back (directional key that moves you away from opponent)
SP	Speed Punch
PP	Power Punch
SK	Speed Kick
PK	Power Kick

Please refer to the "Taking Control" section found earlier in this manual to see which keys and controller buttons are used for each player.

IMPORTANT TIP: For added realism, many fight moves are interruptible. For example, you can start a Power Punch and switch to a Speed Kick by hitting SK in mid swing.

Keys may be combined to execute more advanced moves as described in the move list that follows. When a + symbol is shown between key symbols, you must hold down the corresponding keys at the same time to



execute the move. A space between symbols means you must press the corresponding keys one after the other, releasing the first key before pressing the next one. Here are some examples:

Example: **DDPK**

What You Do: Press the Down key twice; then press the Power Kick key. For Player 1 on the keyboard, this translates to pressing S, S, and then J.

Example: **U+L**

What You Do: Press and hold down both the up and left directional keys. For Player 2 on the keyboard, this translates to pressing the Cursor Up and Cursor Left keys simultaneously.

CORE MOVES (COMMON TO ALL GLADIATORS)

Fast Advance: FF

Move quickly towards opponent.

Fast Retreat: BB

Move quickly away from opponent.

Recover with High Attack: F (*press and hold until fighter gets up*)

Get up from falling down with a high attack. (Note that Madam Discipline does not have this move.)

Recover with Low Attack: D (*press and hold until fighter gets up*)

Get up from falling down with a low attack. (Note that Plazma does not have this move.)

Retreating Recovery: B (*press and hold until fighter gets up*)

Get up from falling down by moving away from opponent. Be careful with this move when you are backed up against the arena edge.

Leap: L+U or R+U

Jump high into the air, possibly over opponent.

Guard: B+D

Crouch down and protect your body from damage. You receive only one fourth of an attack's damaging effects when you are hit while guarding.

Knock Down: PK+SP (*while close to opponent*)

Knock down your opponent when close to him or her. Depending on the fighter, Knock Downs can vary from a body slam to an over-the-back body throw.

Master these moves and the special attack moves of your fighter (described in the following Profiles section) to become the ultimate CyberGladiator.

A large, green, muscular character with a metallic, segmented chest and a helmet with glowing red eyes. He is standing with his arms crossed.

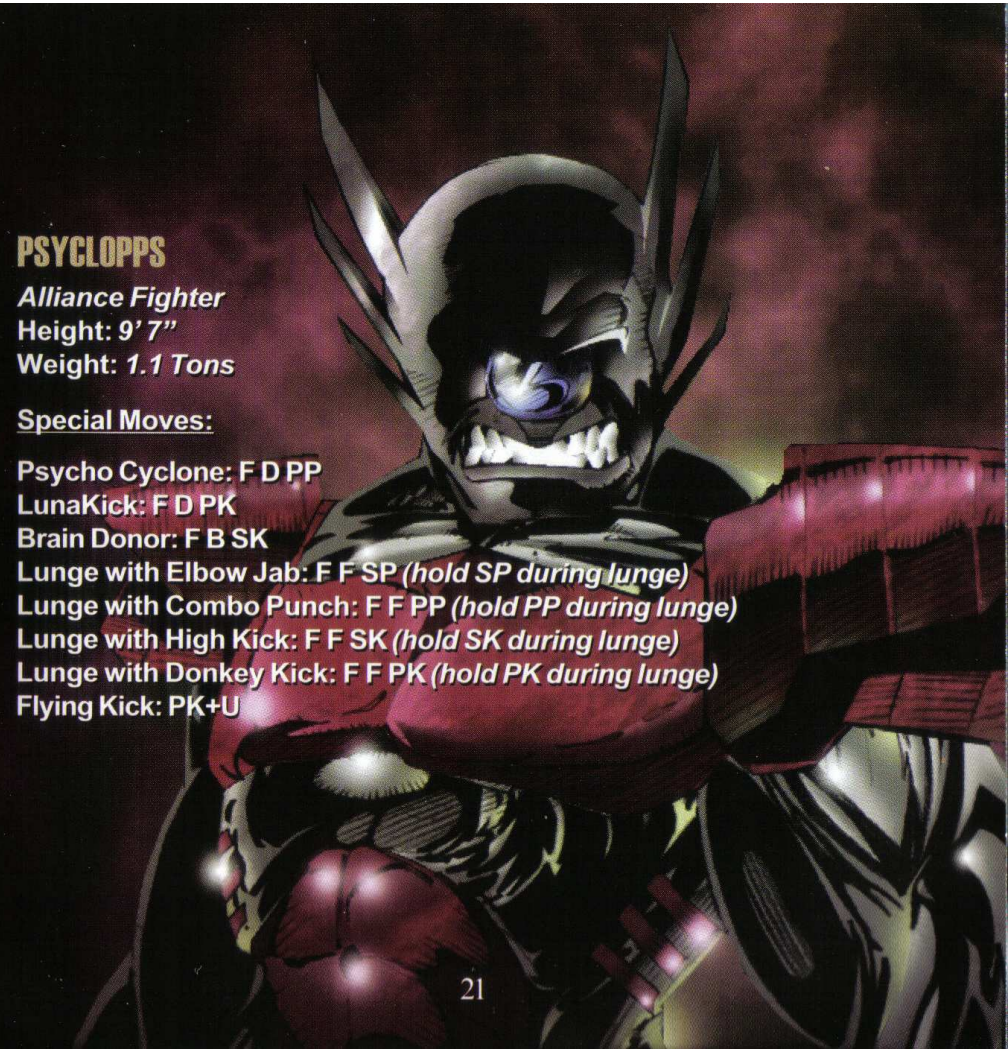
SGT. MAYHEM

Alliance Leader
Height: 12' 1"
Weight: 3.3 Tons

Special Moves:

Uncle Slam: F D PP
Hit 'em High, Hit 'em Low: F D PK
Combat Boot: F B SK
Lunge with High Jab: F F SP (hold SP during lunge)
Lunge with Power Fist: F F PP (hold PP during lunge)
Lunge with Mid Kick: F F SK (hold SK during lunge)
Lunge with Double Kick: F F PK (hold PK during lunge)
Ground Attack: D D SK PK
Air Strike: PK+U

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A character with a white, mask-like face, a single glowing blue eye, and a large, red, segmented arm. He is wearing a black and white striped shirt and a black headpiece with sharp, white, horn-like protrusions.

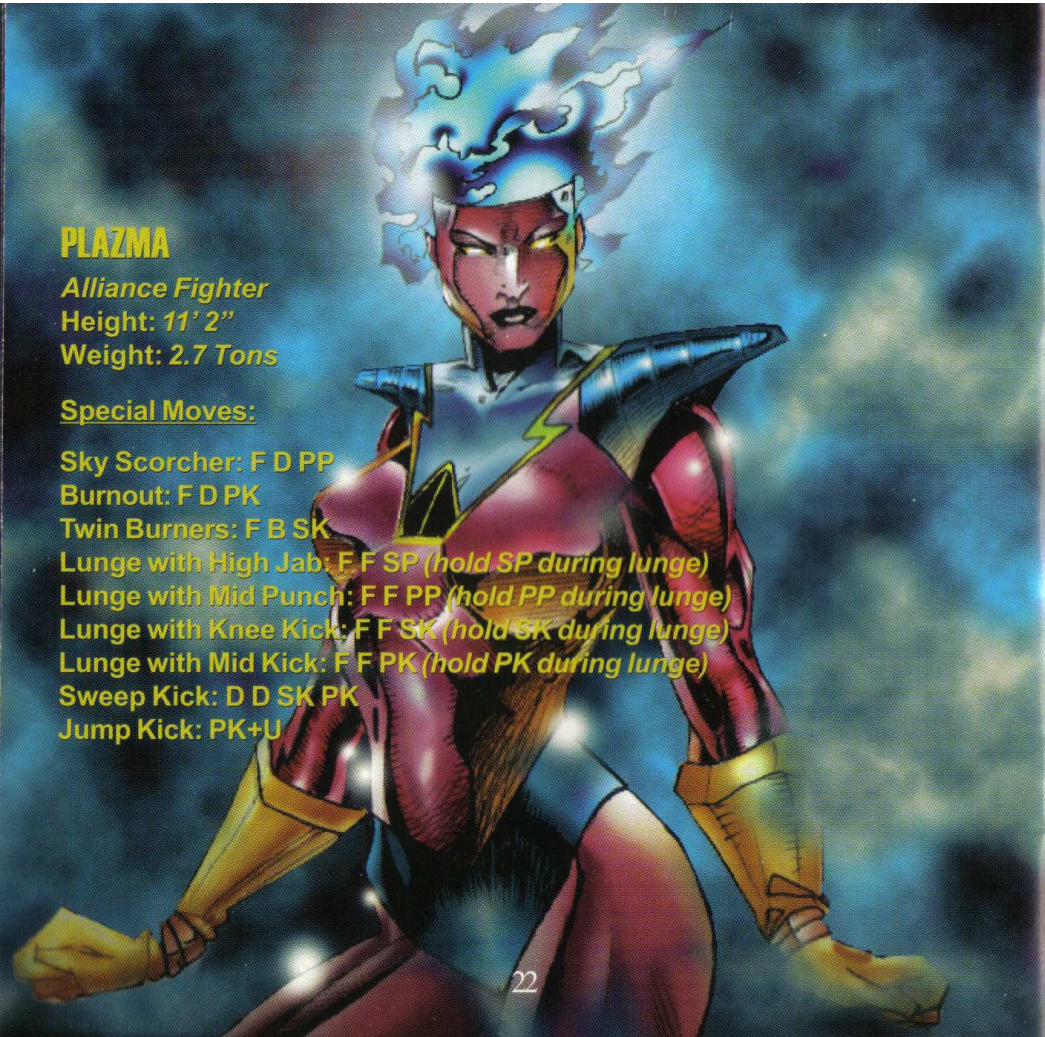
PSYCLOPPS

Alliance Fighter
Height: 9' 7"
Weight: 1.1 Tons

Special Moves:

Psycho Cyclone: F D PP
LunaKick: F D PK
Brain Donor: F B SK
Lunge with Elbow Jab: F F SP (hold SP during lunge)
Lunge with Combo Punch: F F PP (hold PP during lunge)
Lunge with High Kick: F F SK (hold SK during lunge)
Lunge with Donkey Kick: F F PK (hold PK during lunge)
Flying Kick: PK+U

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A full-page illustration of the character Plazma. She is a female figure with a red and blue suit, yellow lightning bolt accents, and a blue flame-like headpiece. She is posed in a dynamic, forward-leaning stance against a dark, cloudy background.

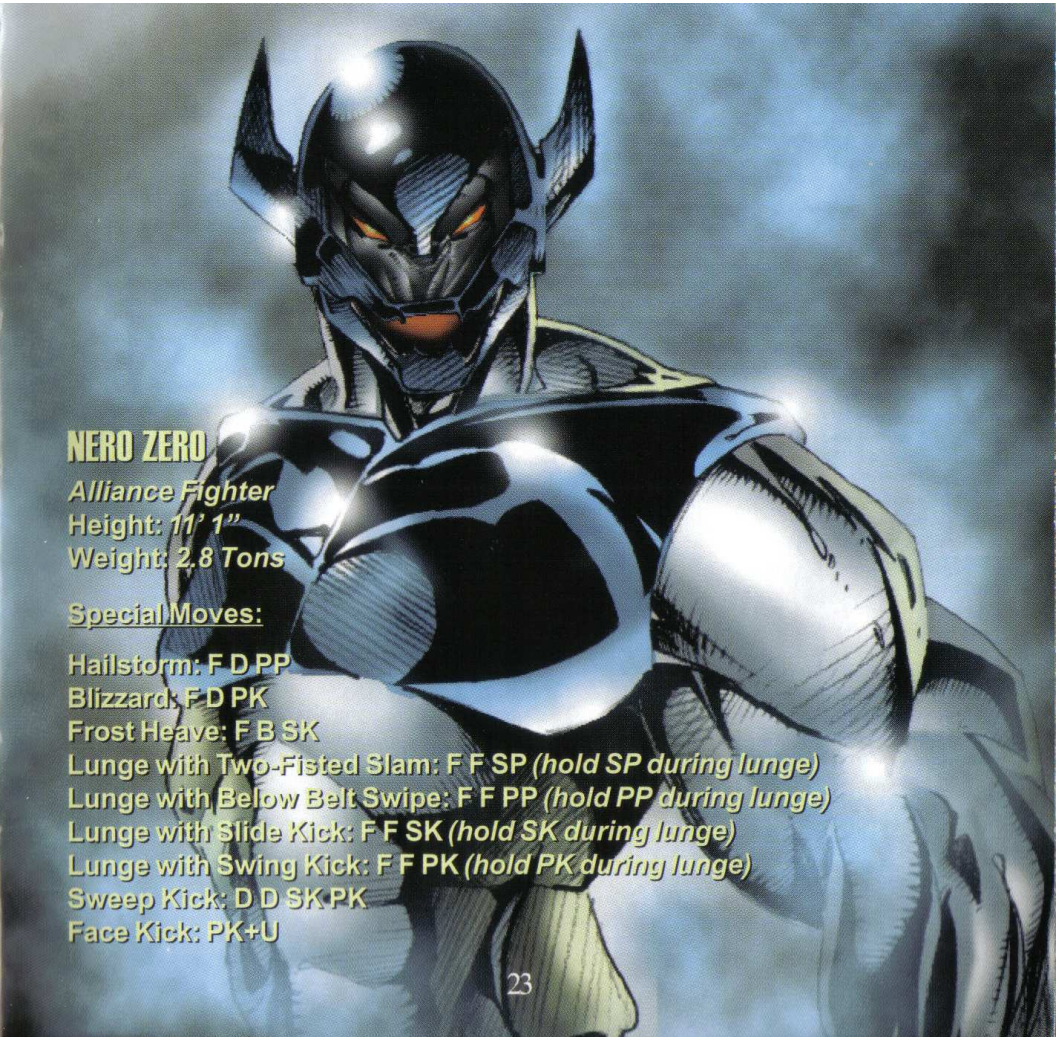
PLAZMA

Alliance Fighter
Height: 11' 2"
Weight: 2.7 Tons

Special Moves:

Sky Scorchers: F D PP
Burnout: F D PK
Twin Burners: F B SK
Lunge with High Jab: F F SP (hold SP during lunge)
Lunge with Mid Punch: F F PP (hold PP during lunge)
Lunge with Knee Kick: F F SK (hold SK during lunge)
Lunge with Mid Kick: F F PK (hold PK during lunge)
Sweep Kick: D D SK PK
Jump Kick: PK+U

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A full-page illustration of the character Nero Zero. He is a male figure in a black and silver suit with a helmet featuring glowing orange eyes. He is posed in a dynamic, forward-leaning stance against a dark, cloudy background.

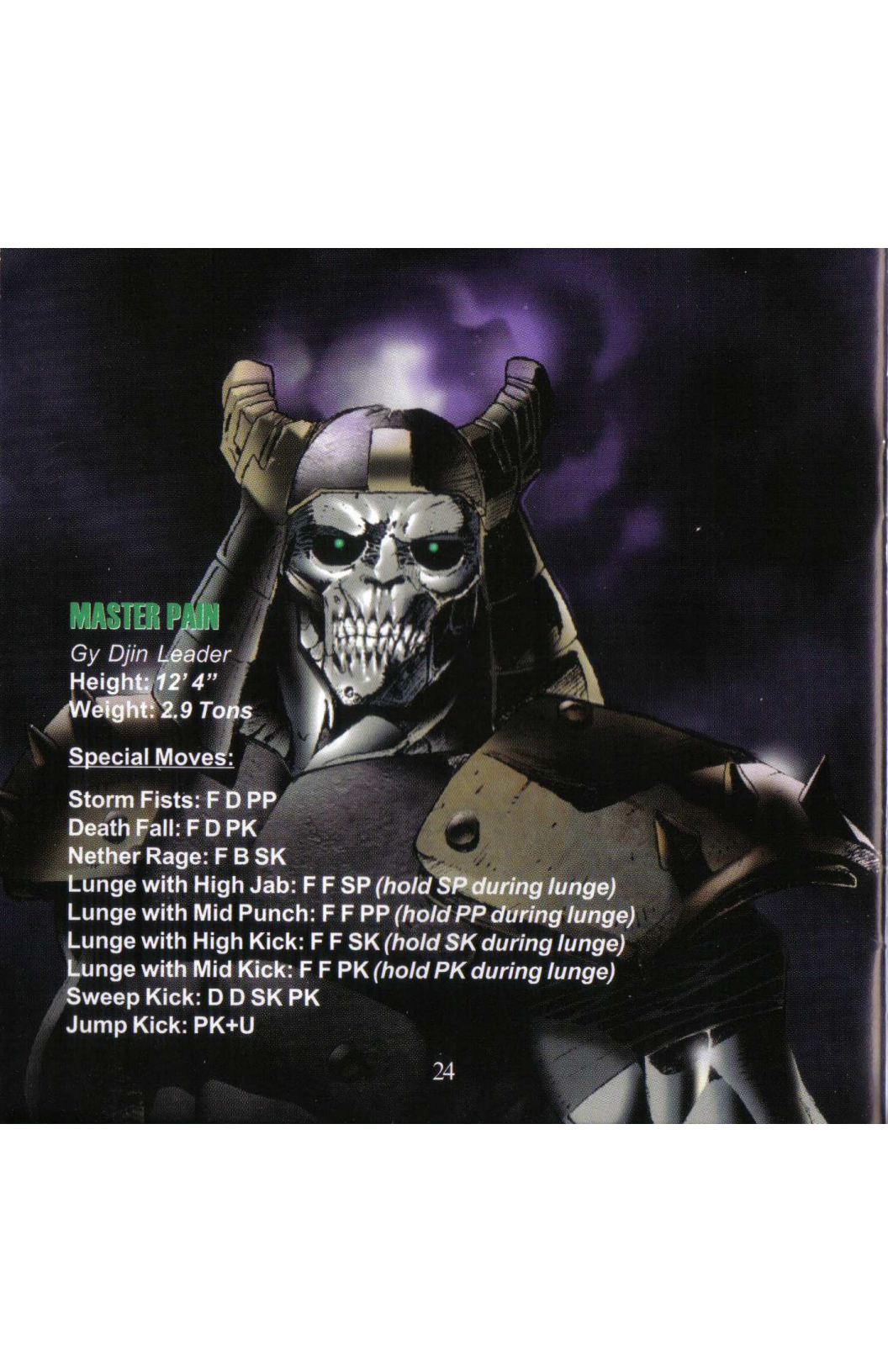
NERO ZERO

Alliance Fighter
Height: 11' 1"
Weight: 2.8 Tons

Special Moves:

Hailstorm: F D PP
Blizzard: F D PK
Frost Heave: F B SK
Lunge with Two-Fisted Slam: F F SP (hold SP during lunge)
Lunge with Below Belt Swipe: F F PP (hold PP during lunge)
Lunge with Slide Kick: F F SK (hold SK during lunge)
Lunge with Swing Kick: F F PK (hold PK during lunge)
Sweep Kick: D D SK PK
Face Kick: PK+U

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A character with a metallic, skull-like face and glowing green eyes, wearing a dark, armored suit with a high collar and a small horn-like protrusion on top of the head. The background is dark with purple smoke.

MASTER PAIN

Gy Djin Leader

Height: 12' 4"

Weight: 2.9 Tons

Special Moves:

Storm Fists: F D PP

Death Fall: F D PK

Nether Rage: F B SK

Lunge with High Jab: F F SP (hold SP during lunge)

Lunge with Mid Punch: F F PP (hold PP during lunge)

Lunge with High Kick: F F SK (hold SK during lunge)

Lunge with Mid Kick: F F PK (hold PK during lunge)

Sweep Kick: D D SK PK

Jump Kick: PK+U

A character with a metallic, skull-like face and glowing yellow eyes, wearing a dark, armored suit with a high collar and a small horn-like protrusion on top of the head. The background is dark with purple smoke.

DEATH ROW JONES

Gy Djin Fighter

Height: 11' 11"

Weight: 4.3 Tons

Special Moves:

Shackle Hack: F D PP

Power Tackle: F D PK

The Slammer: F B SK

Lunge with Elbow Jab: F F SP (hold SP during lunge)

Lunge with Hard Jab: F F PP (hold PP during lunge)

Lunge with Mid Kick: F F SK (hold SK during lunge)

Lunge with Low Kick: F F PK (hold PK during lunge)

Sweep Kick: D D SK PK

MADAM DISCIPLINE

Gy Djin Fighter

Height: 10' 8"

Weight: 2.5 Tons

Special Moves:

Hurt Me, Hurt Me, Hurt Me: F D PP

Foot Fetish: F D PK

Air-O-Pain Crash: F B SK

Lunge with High Jab: F F SP (hold SP during lunge)

Lunge with Mid Punch: F F PP (hold PP during lunge)

Lunge with High Kick: F F SK (hold SK during lunge)

Lunge with Knee Kick: F F PK (hold PK during lunge)

Sweep Kick: D D SK PK

Jump Kick: PK+U

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BROTHER GRIMM

Gy Djin Fighter

Height: 10' 7"

Weight: 4.1 Tons

Special Moves:

Obituary: F D PP

Double Migraine: F D PK

Coffin Spike: F B SK

Lunge with Elbow Jab: F F SP (hold SP during lunge)

Lunge with Hard Jab: F F PP (hold PP during lunge)

Lunge with Skewer Kick: F F SK (hold SK during lunge)

Sweep Kick: D D SK PK

Flying Spin Kick: PK+U

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