

*Galactic Gladiators*TM

PLAYER'S AID CARD

BASIC GAME-BRAWL IN COSMIC MIKE'S PLACE

Loading the Program To begin a game, boot your game disk (insert the disk in drive one and turn on your computer) and the game will begin automatically. If you are using an Apple II with PASCAL, you must use your BASICS disk. If you are using an Apple III, you must first go into Apple II Emulation Mode. After you boot, you'll be greeted by a menu which will allow you to initialize, catalog, or delete files from a SSI save disk, restart an old game, start a new game, or view the species. These options are explained in the rule book. To play the Basic Game, choose "p" — Play a new game.

Choose Game Phase When you choose a new game, you'll be asked which of six game options you want. For now, press "1", the other games will be explained in the rule book.

Team Construction Phase Team #1 now has a choice of 7 standard teams. Each team consists of three gladiators. The teams vary according to weapon or armour configuration or strength. (Example: Lightweights are the three weakest species.) After a team is chosen for #1, Team #2 chooses a team from one of the same 7 standard teams.

Before going on to the next phase, you'll be asked what Game Mode you want. To play against the computer, pick 1 or 2, depending on which team you want to direct.

Choose Battlefield Phase You'll now be asked if you want an Open Map or a Grid Map. the Grid Map is best for beginners and should be used until you are familiar with the various battlefields. The program will now automatically choose the battlefield-Cosmic Mike's Place. Later you will be able to choose from a variety of battlefields (including battlefields you design yourself).

Placement Phase You will now be asked if you want to use the Experience Rule or choose placement. The Experience Rule is used primarily for more advanced combat. For now, pick "c" — Choose Placement and then #3 — Random.

Map Display Now both teams are shown on the map. The letters are the first letter of the names of the various gladiators. Team 1 is on the right (from your viewpoint) and is drawn in white. Team 2 is on the left and are shown as black letters in a white block. The drawings accompanying the letters show which weapon the gladiator has ready and any armour being worn. See the tables at the end of the rule book for a description of the weapons, armour, and terrain features.

Combat Combat consists of a series of Combat Turns. Each Combat Turn consists of one player choosing options for all their team members and then the other player (or the computer) choosing options for their team. After options have been chosen for both teams, these options are resolved and the next Combat Turn begins. Combat continues until one team surrenders, all members of a team are dead or wounded, or the target square is captured.

At this point, the best thing to do is go ahead and choose options and start the combat. See the other side of this card for a description of the various options. Have fun!

COMBAT OPTIONS

Combat options are of two types, team options and individual options.

TEAM OPTIONS

- (S) **Surrender** This option can be used to surrender from a hopeless combat.
- (M) **Mode** This option can be used to change whether the computer controls a team.
- (Q) **Quit/Save** This option can be used to save the game at any point during the combat.
- (P) **Profile** This option is used to view the profiles of the player's team. A profile is a four-line display. The first line shows the name of the gladiator, its species and status. The second line shows the gladiator's adjusted strength (ST), dexterity (DX), endurance (EN), and speed (SP). The third line shows which weapon the gladiator has ready. (It's the one shown on the screen.) The number after the weapon is the gladiator's skill level with that weapon. The fourth line shows which weapon the gladiator is carrying and what, if any, armour is being worn.
- (V) **View Enemy** This option can be used to view the profiles of the opponent's gladiators. These profiles are not as complete as those of the player's team. They only show the ready weapon and don't show if the ready weapon is loaded.
- (R) **Review Options** This option can be used to review which options have been given to each of the gladiators of the player's team.
- (C) **Choose Options** This option is used to choose options for a particular gladiator. It transfers control to the individual options shown below.

INDIVIDUAL OPTIONS

- (L) **Load Weapon** This option can only be used by someone with a phasor weapon or Heat Ray Gun. Loading a weapon that is already loaded has no effect.
- (C) **Change Weapon** This option changes the carried weapon to the ready weapon and the ready weapon to the carried weapon.
- (R) **Rest** This option can be used to increase a gladiator's endurance by one, up to its original endurance rating. If a gladiator's endurance falls to 0 or less, no other options may be chosen and Rest is automatically chosen. If no option is chosen then the Rest option is automatically chosen.
- (F) **Fire Heat Ray Gun** This option can be chosen only when a gladiator has a Heat Ray Gun ready. If the Heat Ray Gun is unloaded, choosing this option will have no effect.
- (S) **Stranding Attack** This option can be used to attack before the movement phase of the combat turn takes place.
- (M) **Move** This option allows a gladiator to move any number of squares up to its speed rating.
- (D) **Move and Dodge** This option allows a gladiator to move up to half of its speed rating (rounded up) while dodging.
- (A) **Move and Attack** This option allows a gladiator to move up to half of its speed rating and attack.