\\\\\VideoBrain™
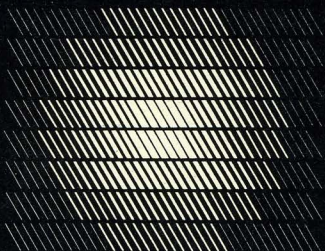
Family Computer Cartridge Program Instructions

For adults and children 8 and over

Ancient Gladiator (with warriors and lions)

Modern Gladiator (a football game called "Scrimmage")

Future Gladiator (a space battle)

Entertainment

Gladiator
EN01

For best results, read this brochure before using cartridge

\\\\\\VideoBrain™

Gladiator

Entertainment Cartridge

- Ancient Gladiator (with warriors and lions)

- Modern Gladiator (a football game called "Scrimmage")

- Future Gladiator (a space battle)

- A total of 384 unique games

- For adults and children aged 8 and over

FOR BEST RESULTS READ THIS BROCHURE BEFORE USING CARTRIDGE

Cartridge #EN01

Gladiator Instructions

Gladiator takes you all the way from a coliseum in ancient Rome to an intergalactic battlefield far in the future. And in between, there's plenty of action on a modern-day football field.

These three sets of gladiators—ancient, modern and future—are yours to control once you master the operating procedures, the joystick and the hit button.

In addition, VideoBrain has been programmed to provide an incredible assortment of selectable game features. You can opt for increased speed, for threatening obstacles (Or The More Threatening Removal Of Them!), for two types of object trajectory, and for a computerized opponent. You can pick any combination of the features to tailor-make your own game. You can even feed in your own message to appear at the end of each game.

Would you believe a total of 384 different ways to play Gladiator? This booklet charts every one, and suggests good combinations to get you started. For best results, study the booklet once before you play, use it as a guide for a few practice rounds, and keep it handy for future reference.

Inserting The Cartridge

1. Make sure your VideoBrain computer is attached to your TV as described in the Owner's Manual. Check that power is on.

2. Push the cartridge carrier release button above the VideoBrain keyboard in order to swing the cartridge carrier door up.

3. With the label facing up, slide the cartridge all the way into the tracks suspended from the cartridge carrier door.

4. Gently push the cartridge door down into the computer until it locks.

5. Push the *Master Control* button. The title of the cartridge should appear on your TV for two seconds.

Operating The Program

After two seconds, the title display on your TV
screen will change to look like this:

```
S E L E C T   A   G A M E   B Y
T Y P I N G   A   N U M B E R
B E T W E E N   0   —   3 8 4


K E Y   R U N / S T O P
```
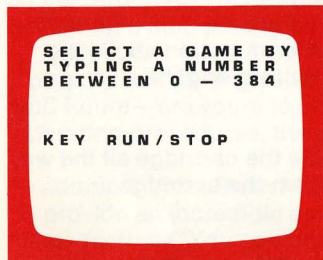
385 choices! (Including
the option of typing in
your own game end
message.) You'll want
to consult the chart
on page 12 that ex-
plains each one. And
there's a list of good
starting combinations
on page 11. You might
be disappointed if you just pick a number at random,
so do consult the chart and list first.

Once you make your choice, type in the numeric
keys on your VideoBrain keyboard that correspond
with the number of the game you want to play.

Press the *Run/Stop* key, and that game will begin.

At the end of each game a score display will appear.
A sample screen might look like the one at the top
of the next page.

```
PLAYER  # 2  WON!
9 TO 0  GAME  366

GO    GLADIATORS!
```
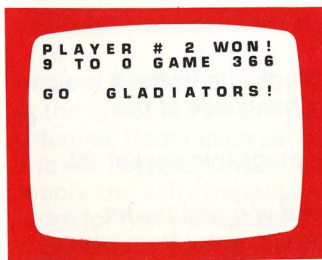
To repeat a game press the *Run/Stop* key.

To select a new game press the *Next* key. The Gladiator cartridge will begin again with the game select screen.

To interrupt a game press the *Master Control* key and the cartridge will revert back to the title screen followed by the game select screen.

To type in your own message (one that will replace "GO GLADIATORS" in the score display) press the numeric keys 384. The next screen will look like the one below.


```
TYPE  IN  MESSAGE
————————————————————
KEY  RUN/STOP
```

Now type in any combination of letters and spaces to write your message. Be sure to space between words and to fill the entire line. At the end of each round, this personalized message will appear with the score. To change it, press 384 again. To revert to the original GO GLADIATORS message, press the *Master Control* key.

Mastering The Joystick And Hit Button

1. Player 1 (gladiator on left) plugs into joystick
   socket #1 on the front right-hand side of the
   VideoBrain console.
   Player 2 (gladiator on right) plugs into socket #2.

2. Hold joystick with *wire toward you* and the hit
   button on the left side of the end *away* from you.

3. As soon as you start your first game, calibrate
   your joystick by pushing it all the way forward and
   then sweeping it in a full 360° circle.

4. To move Gladiator: Move joystick:
   Up Screen .... away from you
   Down Screen .... toward you
   Left .... left
   Right .... right

5. To fire, move the joystick in direction you want
   to fire and push hit button. *Note:* You can aim
   without moving your Gladiator by pushing the joy-
   stick only a little way off center.

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The Basic Games Described

Ancient Gladiator

At the top of the screen you'll see two rows of columns. Under each set of columns is a row of seven arrows. These arrows indicate your ammunition supply and will disappear as you use them. Your score for hits will appear—as they happen—next to the column row on your side of the screen.

The columns inside the arena are arrow-proof barriers—good hiding places from your opponent's shots.

In case you aren't harrassed enough trying to nail your opponent and dodging his shots—there's another challenge! A very hungry lion will occasionally charge down the screen and you'll want to avoid being his lunch! You can't kill the lion with your arrows (or get any points for hitting him)—but you might succeed in scaring him off in your opponent's direction. If you don't, he'll eat your gladiator from the sandles up making him disappear, and what's worse—giving a point to the other side!

Each round ends after a team has scored nine points. That team will be declared a winner by the VideoBrain with an end-of-round display screen.

Modern Gladiator

It's a football game called "Scrimmage." The teams alternate playing offense and defense with team 1 on the left playing offense first. The figures at the top of

the screen to the far left and far right are the *Wide Receivers* for teams 1 and 2. The offensive team has a joystick controlled *Quarterback* and a computer controlled *Blocking Back*. The defensive team has only a joystick controlled *Linebacker*.

The object is to get the ball to the goal at the other end of the screen by using the joystick to run the *Quarterback* through, or the hit button to pass the ball to your *Blocking Back* or *Wide Receiver*— while the opposite team's player makes every attempt to tackle you.

After one team scores a touchdown or is successfully tackled, it's the next team's turn to play offense.

Each round ends after a team has scored nine points. That team will be declared a winner by the VideoBrain with an end-of-round display screen.

Future Gladiator
It's an intergalactic battlefield. The opponents are warring spaceships. And those eerie irridescent monoliths are actually good places to take cover from your opponent's deadly laser beams.

Racing down the screen at unpredictable intervals is the space mine—locked in a time warp and destined to destroy any warships that stray in its path. You can try to hit the space mine with your laser beams (you won't receive a score for a hit, but you might send it flying in your opponent's direction.) Or you can hide behind a monolith until it passes.

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If you don't, it could disintegrate your ship, your crew, even your laser gun—and give a point to the opposing faction!

You have unlimited ammunition. And you play until one side scores nine points. This side will be declared a winner by the VideoBrain.

Game Features

Gladiator's game features are designed to add spice to any of the three basic games. You can use any one of them or any combination of the features in any game.

Bouncing Objects
This means that once your object (be it an arrow, football or laser beam) has been aimed and loosed by your player it bounces beyond your control across the screen.

You'll find a "bouncing arrow" adds more challenge to the *Ancient Gladiator* game; a "bouncing football" is a great help in Scrimmage; and a "bouncing laser beam" is really fun in *Future Gladiator* because of all the crazy objects to bounce off of!

Guided Objects
This adds an extra dimension of skill to all three games. Once it's been fired you can actually control the path of an arrow, football or laser beam with your joystick.

Fast Objects
There's no time to dodge with this feature! Sharpen your aim and fire away for a devastating hit.

Obstacle Removal
Goodbye lion, blocking back and space mine! Removing these elements of chance means there's nothing else around to do your opponent in—and requires more skill on your part.

Fast Gladiators (Player 1 And/Or Player 2)
This is a handicapping device that increases the speed of either team—or you can use it to increase the speed of both gladiators for a doubly fast game.

Player 1 VS. Computer
For solo games when no one else is around. Once you've played a few of these you'll find the most challenging games give the computer all the advantages! Choose *Fast Computer: Fast, Guided Object*, and *Obstacle Removal*.

Good Games To Start On

These games are recommended to make you familiar with all of the basic games and to introduce you to a few of the exciting games you can make by combining features.

Ancient Gladiator
0 Basic Game
1 Bouncing arrow
48 Fast Gladiators
66 Guided arrow, no lion

Modern Gladiator (Scrimmage)
128 Basic Game
129 Fast Bouncing Football
233 Player 1 vs. Fast computer, no blocking back, bouncing football
194 Guided football, no blocking back

Future Gladiator
256 Basic Game
257 Bouncing laser beam
262 Fast, guided laser beam
366 Player 1 vs. Fast computer, no space mine, fast, guided laser beam, fast spaceships

Chart Of All Game Possibilities

This chart shows the 384 different ways you can play Gladiator! To tailor-make your own game, find the features or combination of features you want in a column at the top of the chart and a row in the

Ancient Gladiator

	Player 1 vs Player 2				Player 1 vs Computer				Player 1
	Basic Game	Fast 👤 1	Fast 👤 2	Both Fast	Basic Game	Fast 👤 1	Fast 💻	Both Fast	Basic Game
Basic Game									
Basic Game	0	16	32	48	8	24	40	56	128
Features									
B – Bouncing ➡ 🏈 📼	1	17	33	49	9	25	41	57	129
G – Guided ➡ 🏈 📼	2	18	34	50	10	26	42	58	130
F – Fast ➡ 🏈 📼	4	20	36	52	12	28	44	60	132
N – No 🐘 🥊 👾	64	80	96	112	72	88	104	120	192
Feature Combinations									
B + G	3	19	35	51	11	27	43	59	131
B + F	5	21	37	53	13	29	45	61	133
B + N	65	81	97	113	73	89	105	121	193
G + F	6	22	38	54	14	30	46	62	132
G + N	66	82	98	114	74	90	106	122	194
F + N	68	84	100	116	76	92	108	124	196
B + G + F	7	23	39	55	15	31	47	63	133
B + G + N	67	83	99	115	75	91	107	123	195
B + F + N	69	85	101	117	77	93	109	125	197
G + F + N	70	86	102	118	78	94	110	126	198
B + G + F + N	71	87	103	119	79	95	111	127	199

Legend: 👤 – Player   💻 – Computer   ➡ – Arrow   🏈 – Football   📼

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left margin. Your unique game number is given at the intersection of the column and row.

Circle your favorites as you discover them to keep a record.

Scrimmage / Future Gladiator

| vs Player 2 | | | Player 1 vs Computer | | | | Player 1 vs Player 2 | | | | Player 1 vs Computer | | | |
Fast 1	Fast 2	Both Fast	Basic Game	Fast	Fast	Both Fast	Basic Game	Fast 1	Fast 2	Both Fast	Basic Game	Fast	Fast	Both Fast
144	160	176	136	152	168	184	256	272	288	304	264	280	296	312
145	161	177	137	153	169	185	257	273	289	305	265	281	297	313
146	162	178	138	154	170	186	258	274	290	306	266	282	298	314
148	164	180	140	156	172	188	260	276	292	308	268	284	300	316
208	224	240	200	216	232	248	320	336	352	368	328	344	360	376
147	163	179	139	155	171	187	259	275	291	307	267	283	299	315
149	165	181	141	157	173	189	261	277	293	309	269	285	301	317
209	225	241	201	217	233	249	321	337	353	369	329	345	361	377
150	166	182	142	158	174	190	262	278	294	310	270	286	302	318
210	226	242	202	218	234	250	322	338	354	370	330	346	362	378
212	228	244	204	220	236	252	324	340	356	372	332	348	364	380
151	167	183	143	159	175	191	263	279	295	311	271	287	303	319
211	227	243	203	219	235	251	323	339	355	371	331	347	363	379
213	229	245	205	221	237	253	325	341	357	373	333	349	365	381
214	230	246	206	222	238	254	326	342	358	374	334	350	366	382
215	231	247	207	223	239	255	327	343	359	375	335	351	367	383

– Laser   – Lion   – Blocking Back   – Space Mine

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Gladiator is just one of many exciting cartridges
brought to you by the VideoBrain Computer Company.
We suggest that you try these others to entertain
you, educate you, or help you around the home:

Entertainment
EN02 Pinball
EN04 Checkers
EN05 Blackjack

Education
ED01 Music 1
ED02 Math Tutor 1
ED03 Wordwise 1
ED04 Wordwise 2

Home Management
HM01 Finance 1

Limited 90—Day Warranty on Gladiator Cartridge:

For 90 days from the date of purchase, VideoBrain Computer Co. will repair any defect in material or workmanship in this Cartridge free of charge.

To obtain warranty service, return the Cartridge post-paid, with sales receipt showing date of purchase, to the VideoBrain Service Center with address shown below.

Under no circumstances will VideoBrain Computer Co. be liable for any special, incidental, or consequential damages resulting from use or possession of the VideoBrain or its accessories. However, some states do not allow the exclusion or limitation of incidental or consequential damages, so that the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.