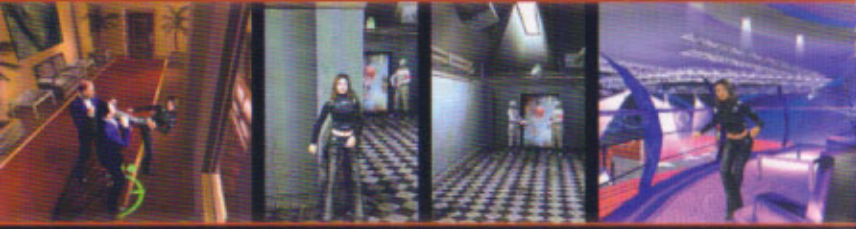
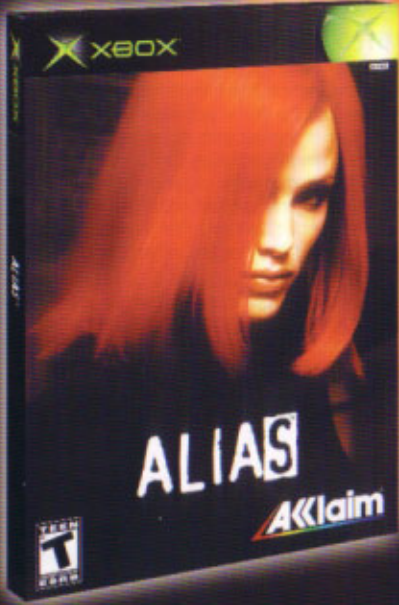
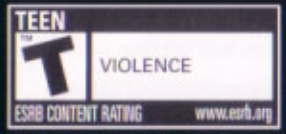


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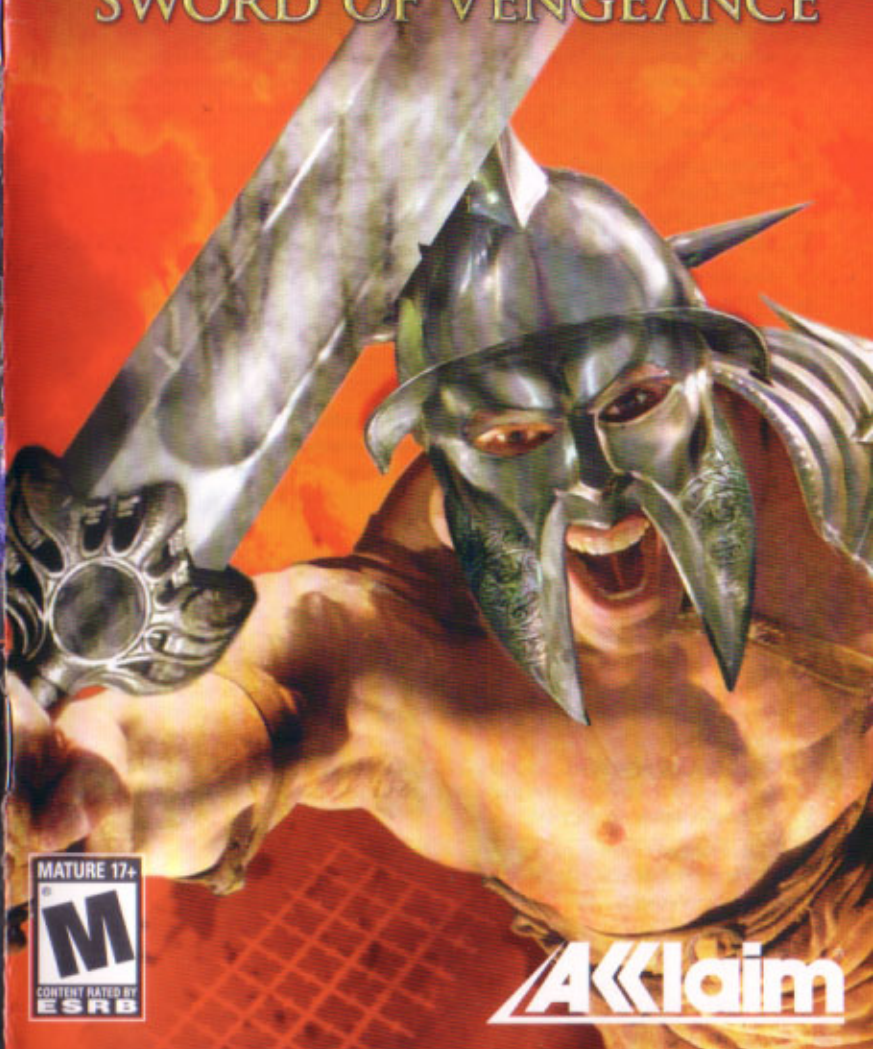
Based on an original story from the creators of the smash hit TV series! For Sydney Bristow life is the deadliest of games - one of infiltration, espionage and action. Now her mission is yours. Go deep into her dangerous world and unlock the secrets behind TV's hottest sensation.

Official story, dialogue, voiceovers, costumes and music by award-winning Alias TV show cast and crew, including Jennifer Garner



GLADIATOR

SWORD OF VENGEANCE



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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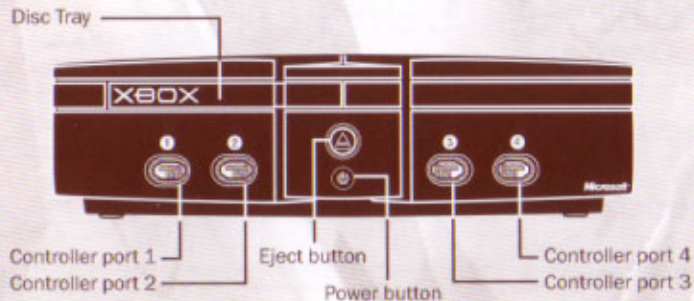


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Using the Xbox Video Game System

1. Set up your Xbox video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the GLADIATOR SWORD OF VENGEANCE™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing GLADIATOR SWORD OF VENGEANCE.



Avoiding Damage to Discs or the Disc Drive

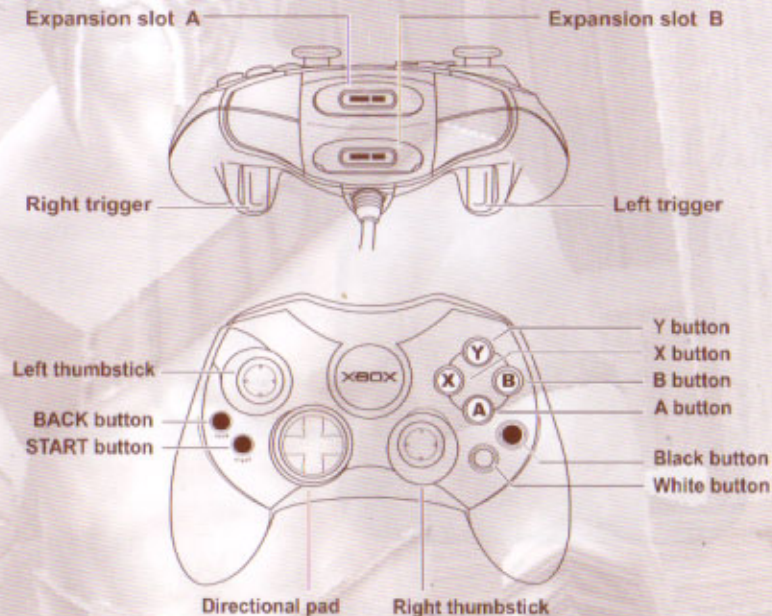
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play GLADIATOR SWORD OF VENGEANCE.

Note: GLADIATOR SWORD OF VENGEANCE is for 1 player.



INTRODUCTION

A Warrior Slave... Chosen by the Gods... To restore the glory of an Empire.

In the Year 106AD the Roman Empire is in terrible decline. After the mysterious and untimely death of the much-liked Emperor Trajan, the despotic Arruntius has had himself declared Emperor and bled once powerful Rome to its knees. Badly fought wars, famine and plague are rife in all corners of the Empire, while the Emperor and his elite enjoy every excess and vice that the emptying coffers can afford. As herald to this age of degradation, Arruntius has destroyed large portions of the city of Rome to create the ultimate battleground for the bloodiest gladiator event ever staged...

Invictus Thrax, a Thracian slave who rose to become the greatest gladiator of the era, was promised his freedom by his Emperor. Thrax alone can avenge the death of Trajan and restore Rome's former glory. Thrax must now battle wherever the gods guide him, with whatever weapons he can find, with whatever outcome the Fates decree... May fortune favor the brave.

MAIN MENU



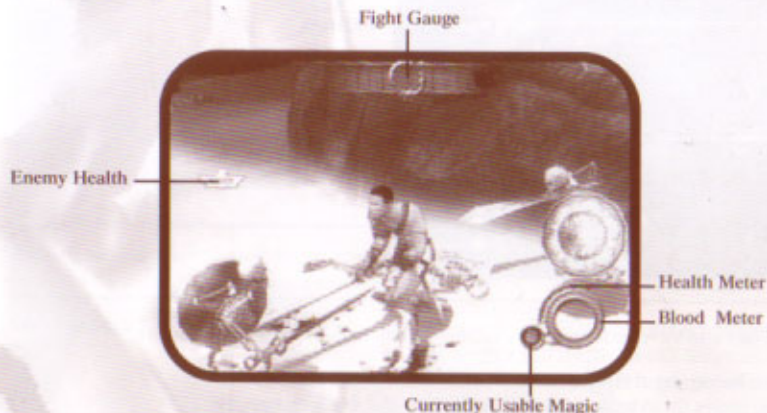
- LOAD GAME** Continue a previously saved game.
- NEW GAME** Start a new game from the beginning.
- OPTIONS** Adjust various settings to your liking.
- CONTROLS** View control settings.
- CREDITS** View the team behind this entertainment.

OPTIONS

- SFX VOLUME** Use sliders to adjust the sound effects volume.
- MUSIC VOLUME** Use sliders to adjust the music volume.
- VIBRATION** Choose to play with vibration effect ON or OFF.

PLAYING GLADIATOR

Game Display



NEW GAME

When you first start the game, only the New Game option will be available.

LOAD GAME

Select from a previously saved game slot in order to resume playing.

PAUSING THE GAME

Press the **START** button at any time to pause the game. On the pause screen, you will have these choices:



RETURN TO GAME

OPTIONS

CONTROLS

RETURN TO ELYSIUM

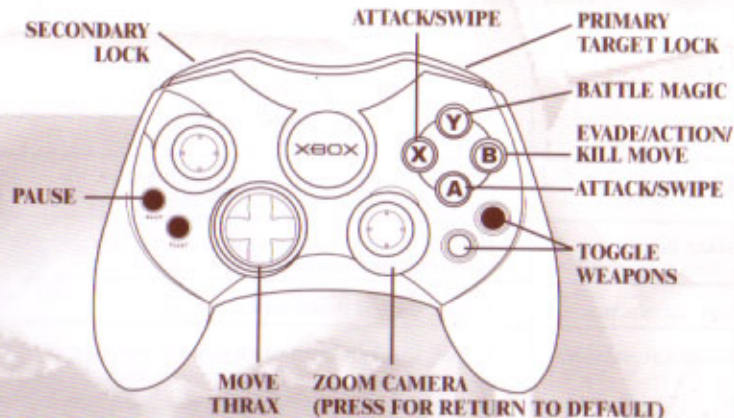
QUIT GAME

You can also view your inventory of health slots, tablets, coins and amulets.

Note: Returning to Elysium causes you to lose certain items such as: keys, levers (from broken levers), the jupiter idol, the ferrycoin, etc.

DEFAULT CONTROLS

There are three pre-set control configurations available. This booklet uses the default controls. To switch controls, access Control Configuration from the Options menu.



RIGHT TRIGGER

Pressing the **right trigger** enters Lock Mode and locks Thrax onto a nearby enemy. Pressing it again exits Lock Mode.

LEFT TRIGGER

Secondary Target Lock is only available while in Lock Mode. Holding down the **left trigger** will switch Thrax's attention to a nearby secondary target. Releasing the **left trigger** will return Thrax's attention to the primary target.

B button

- 1) Out of Lock Mode, pressing the **B button** will perform a Context Action if the context icon is displayed on the HUD.
- 2) In Lock Mode, pressing **B** + the left thumbstick will perform evades. Pushing to Thrax's left or right will roll him in that direction. Pushing in the direction Thrax faces will perform a leap forward. Pushing in the opposite direction will perform a leap back.
- 3) In Lock Mode, pressing the **B button** when an enemy champion's health bar goes red will perform a Kill Move (execution)

X button

- 1) Out of Lock Mode, pressing the **X button** will perform a swipe

	2) In Lock Mode, pressing the X button will start an attack. Successive X or A button presses will perform attack chains. Combinations of X and A will perform different attack chains.
A button	1) Out of Lock Mode, pressing the A button will perform a swipe 2) In Lock Mode, pressing the A button will start an attack. Successive X or A button presses will perform attack chains. Combinations of X and A will perform different attack chains.
Y button	Pressing the Y button will activate Thrax's battle magic if currently available (see Blood Meter on page 14).
START button	Pressing the START button will pause the game and give access to options menus.
LEFT THUMBSTICK	Pushing the left thumbstick moves Thrax.
RIGHT THUMBSTICK	Pushing the right thumbstick forward zooms the camera in and pulling back zooms the camera out. Click the right thumbstick to return the camera to its default zoom level.
WHITE button BLACK button BACK button	Press the White button, Black button or Back button to cycle through currently owned weapons.

CONTROL SYSTEM DEFINITION

PRIMARY TARGET LOCK:

Face an opponent and press the primary target lock trigger (**right trigger**). A lock icon will appear above the targeted enemy. The lock icon turns from gray to gold when a successful lock has been achieved. Thrax's attacks are now aimed at that enemy. In addition Thrax drops into a combat ready stance also indicating a successful lock. To disengage the primary target lock and exit lock mode, press the primary target lock trigger again.

If you kill your current primary lock target Thrax will automatically change target and lock onto the nearest potential target (signified by the gray health bar). If you kill the primary lock target while your attention is on the secondary lock target, the secondary lock target will immediately become the primary lock target.

NOTE: SUCCESSFULLY SWIPING AND HITTING AN ENEMY WILL ALSO ENTER LOCK MODE WITH THE HIT ENEMY BECOMING THE PRIMARY TARGET LOCK. TO DISENGAGE LOCK MODE, SIMPLY PRESS THE PRIMARY TARGET LOCK TRIGGER (RIGHT TRIGGER) AGAIN.

SECONDARY TARGET LOCK:

B While locked onto a primary target, other enemies become potential secondary

lock targets. Holding down the secondary target lock (**left trigger**) will select the enemy currently indicated by a gray health bar as the secondary target lock. While holding down the secondary target lock, Thrax's attacks will be aimed at this enemy. To return Thrax's attention to the primary lock target, simply release the secondary target lock.

LOCK ICONS:

Lock icons contain health bars that allow you to gauge how much health an enemy has remaining. Lock icons are gray in color until locked onto, at which point they turn gold. Gray lock icons also signify potential lock targets (either primary or secondary). When an enemy is outside of the screen/frame, the lock icons will move to the side of the screen which Thrax must turn to face them.

ATTACK BUTTONS:

Press combinations of the two attack buttons in a measured manner to perform attacks chains (strings of attacks). Each successive press of the button after the last adds a new attack to the last until the chain is completed (3 attacks long). The attack sequence for each weapon depends on the weapon used.

Here are some of the attack chains available as you gain each weapon. There are many more, so experiment with different button combinations until you discover all of them.

Sword attack Chains

ATTACK	BUTTONS
Diagonal Slash (Right to Left)	A
Diagonal Slash (Left to Right)	A A
Punch	X
Pommel Strike	X X
Shoulder Barge/Rush	X X X
Overhead Strike	A X A
Spin Reverse Kick	A A X

Axe Attack Chains

ATTACK	BUTTONS
Axe Swing (Left to Right)	A
Axe Swing Down	A A A
Axe Butt	X
Kick	X X
Lunge Kick	A X
Side Swipe	A X A
Upward Swipe	A A X

Gauntlet Attack Chains

ATTACK	BUTTONS
Left to Right Gauntlet Attack	A A
Backhand Gauntlet spin attack	A A A
Right Gauntlet Attack	X
Round House Spin Kick	X X X
Left & Right Swipe	A X
Kick	A X A
Jump attack	B A

MANEUVERS:

In mid-attack, Thrax can switch from a primary opponent to a secondary target and spread his attack across the two opponents. It is also possible to spread attacks across three opponents (this is rare and requires luck or a great amount of skill). Combinations of switches, evades, etc., are known as Maneuvers.

Example: Begin an attack on the primary target, switch to the secondary target for the next attack in the chain and then return to the primary target for the last attack in the chain. This maneuver is known as a Reverse Switch Hit.

- 1) **SWITCH HIT** – the player switches to a different target and hits that enemy.
- 2) **DOUBLE SWITCH HIT** – the player hits a target and then switches to a different target and hits that enemy within the same attack chain.
- 3) **TRIPLE SWITCH HIT** – the player hits a target, switches to a different target and hits that one, then hits either of those two targets again.
- 4) **SWITCH KILL** – the player switches to a different target and hits that enemy, killing it.

Many more maneuvers exist for you to discover. As you pull off these maneuvers, the Fight Gauge will indicate the maneuver and reward you appropriately (see Fight Gauge below). Evasion also helps to increase the fight gauge.

You will gain more success in pulling off multiple-opponent attacks if you do not resort to simple 'button-mashing'. Certainly the thought you put into how you approach each combat (what attack with which weapon) will dictate how much fun (and success) you have during the combat. This leads us on nicely to...

The Fight Gauge

Once collected, a weapon's Fight Gauge rewards you with mid-combat bonuses for skillful fighting. The Fight Gauge is displayed at the top of the screen and shows successful maneuvers you've just pulled off as well as showing you how far along the gauge you currently are. Successive maneuvers (hits, evades, switch attacks, kills, etc.) will make the Fight Gauge increase more quickly. Icons sit on the Fight Gauge at measured points and once the Fight Gauge reaches them you will be awarded with bonuses. Such bonuses include:

- 1) **DOUBLE ARMOR** - reduces the amount of damage received from enemy hits
- 2) **DOUBLE DAMAGE** - increases damage dealt out to enemies
- 3) **SHIELD BREAK** - breaks through enemies who attempt to block Thrax's attacks
- 4) **REFLECT ARMOR** - deals out damage to enemies who land a hit on Thrax.

...plus many more for you to discover.

Each weapon type (sword, axe and gauntlets) has its own Fight Gauge with the rewards along it distributed at different points. Further, each Fight Gauge is split into four sections. Collecting the first Fight Gauge for a weapon will only allow the lower end rewards to be awarded during combat. Later, you will be able to collect Fight Gauge Extenders, which extend the Fight Gauge, allowing you to build it up further, and therefore award you with greater bonuses during combat.

Building up the Fight Gauge requires the player to pull off evades between attack chains and maneuvers during them. Button-mashing and/or uninspired fighting will cause the Fight Gauge to drop (accelerate towards zero) until a successful maneuver is pulled off.

Kill Moves (Executions)

Champion enemies are set apart visually from the others in terms of coloration, armor differentiation and size. When champions are at the point of death their health bar will momentarily turn red. You then have a short amount of time in which to perform a 'kill move' or execution by pressing the **B** button. The Kill Move performed depends on what weapon Thrax uses and whether he has any Olympian Battle Magic engaged at the time.

Performing a Kill Move boosts your Blood Meter and also puts a Gauge Lock on the Fight Gauge that stops the gauge dropping below that level for a period of time).

Olympian Battle Magic

Thrax will collect three Olympian Battle Magic powers during the game.

The Power of Hercules:

When this power is activated you will be granted the strength of Hercules for a short time. Thrax bursts into flames and the speed and power of his attacks increases. In addition he becomes invulnerable to enemy attack while The Power of Hercules is active.

TIP: WHEN THE POWER OF HERCULES IS ENGAGED, IF YOU PRESS THE (Y) BUTTON AT THE END OF A THREE STRING ATTACK CHAIN YOU WILL PERFORM A HERCULEAN BLAST ATTACK. DOING THIS TOTALLY DEPLETES THE BLOOD METER.

Objects that display the Fist symbol can only be broken/activated using The Power of Hercules.



The Power of Pluto:

When this power is activated, Thrax calls upon the dead to aid him in his fight. Should you strike an enemy while this magic is engaged, Wraith Knights will attach themselves to enemies, fending off attacks from them. While enemies are 'tagged' by wraiths, should you kill any opponent, the wraiths will inflict severe amounts of damage on their tagged targets, draining their life force and feeding it back to Thrax. Using The Power of Pluto will become much more important during later stages of the game as collectible health ups from objects and enemies become less abundant.

Objects that display the Skull symbol can only be broken/activated using The Power of Pluto.



The Power of Jupiter:

We'll let you find out about this one yourself. Needless to say, carnage will ensue when you unleash the power of the father of the gods...

Objects that display the Lighting symbol can only be broken/activated using The Power of Jupiter.



Battle Magic and The Blood Meter:

The Blood Meter is the ring that immediately surrounds the context area. This meter fills up as you kill enemies. When the meter is full, the first magic, The Power of Hercules, becomes available. The Currently Usable Magic area will now display the Herculean Magic icon to indicate that the magic is available for use. You can now hit **Y** button to activate Herculean magic. When you collect the next magic, The Power of Pluto, you will have to fill the meter twice in order to activate it. The Blood Meter will change color to indicate that it is filling for a second time. Similarly, once you collect The Power of Jupiter, you will have to fill the meter three times in order to activate it.

Once a magic is activated, the Blood Meter will start to drain. The rate of drain depends on the magic being used. When the Blood Meter reaches zero, the currently active magic will deactivate.

If you wish to switch battle magic while one is already active, pressing the **Y** button will switch to the next lowest magic. Pressing the **Y** button while Herculean Magic is active will not result in a change of magic as this is the lowest form of battle magic.

CONTEXT ACTIONS

Thrax can interact with objects through the use of context actions. When a context action is possible the Context Action Area of the display will change to indicate this. Pressing the **B** button will make Thrax perform the relevant action. Examples of context actions include:

JUMPING:

Jumping across gaps and down from ledges is an example of a context action. To see whether Thrax can jump at an edge, keep pushing against the edge using the **left thumbstick**. While doing so, if the Context Action Area changes, then a jump is possible. Press the **B** button while pushing against the edge to perform the jump.

PULL LEVER:

To pull a lever, position Thrax in front the lever. The Context Action Area will change when you are standing in the right spot. Now press the **B** button to make Thrax pull the lever.



ROPE SLIDE:

Thrax can slide down ropes by pressing the **B** button while within range of the slide. It should be noted that rope slides are one-way trips; once committed to the rope slide there is no turning back!



USE KEY:

To use a key, walk up to the lock and press the **B** button when the Context action Area changes.



ENTER A CHALLENGE:

When Thrax finds a challenge stone he may enter the challenge by pressing the **B** button.

WEAPONS

There are three classes of weapon in the game: the Sword, Axe and Gauntlets. At the start of the game Thrax will be equipped only with the gauntlets. Further variations of these weapon classes will be gained throughout the game, awarding Thrax with different moves and inflicting more damage on enemies.

SWORD:

The traditional Roman Gladius. This is the Spatha variant, a longer version of the Gladius used by Roman cavalry. The sword is the mid-range weapon in terms of speed and power.

AXE:

Thrax can wield a very large, two-handed battle-axe. This weapon is very powerful, causing a great deal of damage to opponents struck with it, but its heft makes it slow to use, leaving Thrax potentially open to damage. For best effect when using the axe, try to put a bit of distance between yourself and your opponents.

GAUNTLETS:

Thrax starts the game with the ultimate close-range weapon. Incredibly fast, these double blades are great for fast face-to-face combat. However they are the least damaging of weapons and so care must be taken when fighting tougher opponents.

HEALTH

Thrax's maximum health is measured in terms of health 'slots'. The more slots he has, the higher his maximum health. When you begin the game, the first health bar (containing five slots) has three health slots already filled.

During combat, each time Thrax receives damage you will lose an increment from a health slot and when all health slots are empty Thrax dies. On death you will start at the last save point in the game.

PICK-UPS

Pickups can be found in breakable objects and gained from defeated enemies. Examples include:

PARTIAL HEALTH:

When received Thrax will regain a small increment of health.



DOUBLE ARMOR:

While possessing the Double Armor Thrax will receive less damage from enemy hits.

DOUBLE DAMAGE:

While possessing the Double Damage the damage that Thrax inflicts on the enemy will be increased.



MAX HEALTH INCREASE (HEALTH SLOT):

When received Thrax's health is increased to maximum (filling all current slots).

Many more exist for you to discover...

WEAPON FIGHT GAUGES AND EXTENDERS: (see Fight Gauge on page 12)

COLLECTIBLES

The following are the collectibles that can be found throughout the game:

Weapon Collectibles

Have been detailed above with one exception related to item collection below.

Special Item Collectibles

In each of the levels you can locate and find special secret items. When all of these items are returned to Elysium you will receive a reward.

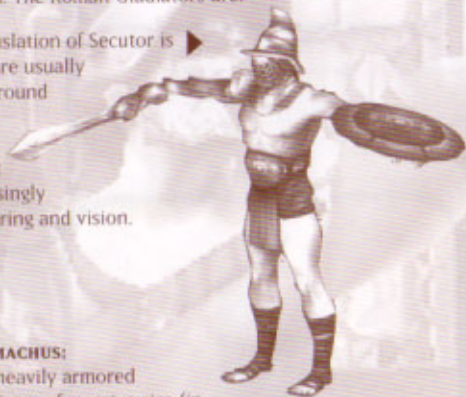
ENEMIES

The following is a description of each enemy class:

Roman Gladiators

There are three classes of Roman Gladiator encountered within the game. Each class has 5 distinct levels and a champion version. The Roman Gladiators are:

SECUTOR (OR SECUTORES): Literal translation of Secutor is 'chaser'. The Secutors torso and legs are usually though not invariably, bare. He has a round or high vizored helmet and large shield. Armed with a traditional infantry sword, the Gladius, they fight with tremendous vigor and are surprisingly adept given their severely limited hearing and vision.



◀ HOPLOMACHUS:

A very heavily armored gladiator of massive size (in order to carry the weighty armor). Often recruited from within captured Germanic tribes, you can expect any damage received from the two-handed axe they carry to be nothing less than devastating.



DIMACHAERI: The literal translation of Dimachaeri is "two-dagger men". As their name suggests they wield dual falcate swords... These gladiators are a favorite of Emperor Arruntius, who recruits almost solely from Numidian slave ranks. Keen to earn favor with the Emperor, they will not hesitate to carve you up for his pleasure. ▶



◀ Mythic Enemies

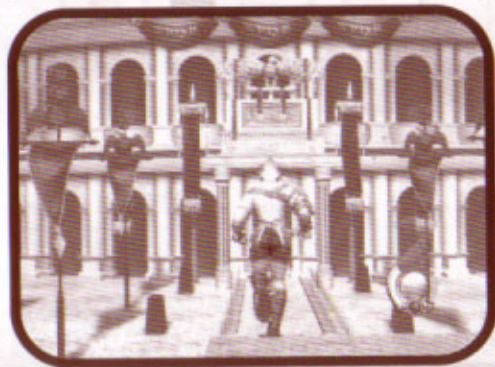
As you progress, you will encounter certain mythic enemies. If you have fought well so far you might have a chance against them...



THE ADVENTURE BEGINS

Streets of Rome I (introductory training level)

The game opens in the streets of Rome around the Colosseum, which has been turned into a battleground for the Roma Gregatim. Invictus Thrax, gladiator champion of the now deceased Trajan, waits in a darkened holding cell. Arruntius gleefully announces both the Roma Gregatim and the champion... Stepping out into the Streets of Rome, Thrax begins to fight his way around the outskirts of the Colosseum and to his final destiny.



Here is where you will learn all the skills and controls needed to compete. From this point on you must fight to survive on your own...

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