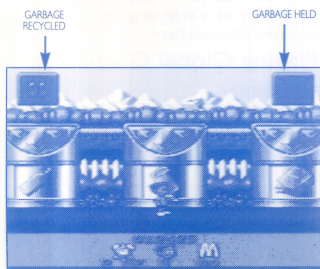


THE BONUS GAME

It's fast! It's dizzying! It's the Bonus Game! Cans, bottles and newspapers fall from the sky. Pick them up and throw them into the correct recycling containers for bonus points! The longer you last, the more points you are given for each piece of rubbish you recycle. You may even earn extra characters! The Bonus Game ends if a can, bottle or newspaper settles on the ground, so don't let it happen! And don't try to catch the falling anvils either!



GARBAGE HOLD

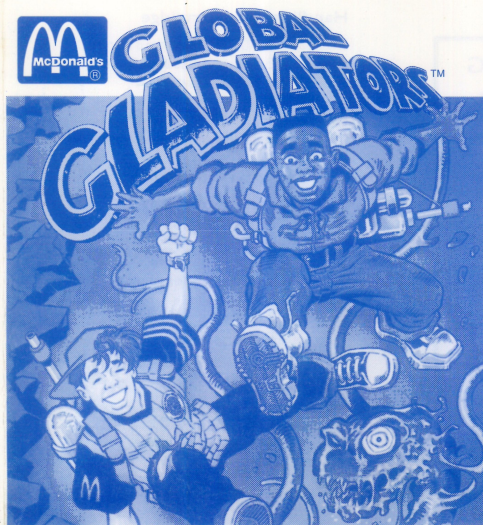
Press Button 1 or 2 to throw a piece of garbage held by Mick or Mack straight up into the air.

HOLD IT!

Press the Pause Button on the Sega Master System/Master System II/Power Base Converter during play to freeze the action.

Press the Pause Button on the Sega Master System/Master System II/Power Base Converter while the action is frozen to resume play.

7



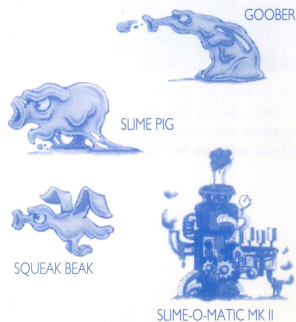
SEGA™ MS

APPENDIX ONE: THOSE WILD WORLDS

There are four Worlds, each with three Levels. Prepare yourself to defeat the Boss Monster at the end of the final Level.

SLIME WORLD

Beware of slippery slime and dissolving platforms.



MYSTICAL FOREST

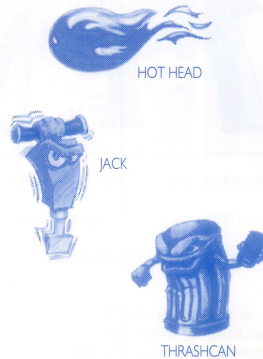
Fox the fish and watch out for the falling log platforms as you bounce from limb to limb.



8

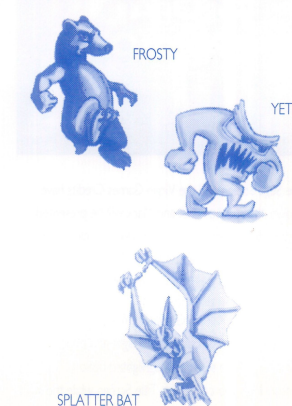
TOXI-TOWN

Mind the tumbling tyres as you cut through the industrial pollution choking the town.



ARCTIC WORLD

Outrun the oozing oil that's destroying the wildlife and find a way to save the world. And be careful on that ice - it's slippery!



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APPENDIX TWO: COOL COLLECTIBLES

To help Mick and Mack through their adventure, collect the following items when you see them.

HEART

Boosts Mick or Mack's energy to the max!

CLOCK

Gives you more time to complete the Level.

APPENDIX THREE: SPACIOUS SPECIALS

Some sections of the scenery have a special purpose which becomes evident when they are touched by Mick or Mack.

JET PIPES

These are found on Slime World. Jump on one to fly high and jump off one to fly higher!

CONTINUE ARROW

If you lose a Mick or Mack character and have at least one remaining, play will resume from the point where the Continue Arrow was touched instead of the start of the Level.

APPENDIX FOUR: PLAYING ADVICE

Quickly collect 16 Arches to receive a Cool Bonus.

Don't waste time exploring - each Level has a time limit.

Jump as often as possible. You may find invisible platforms.

Catch the falling items first in the Bonus Game. Even if you are holding a piece of garbage ready to be thrown in a bin, throw it up, collect the falling garbage and then take care of any garbage bouncing on the ground.

To make the Goo shoot further... Fire the GooShooter when Mick or Mack is running at full speed then stop. The Goo should fly right across the screen!

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SEGA

Printed in Australia

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EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR
SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

Handling This Cartridge

This GLOBAL GLADIATORS Cartridge is intended exclusively for European and Australasian SEGA MASTER SYSTEM/MASTER SYSTEM II systems.

For Proper Usage

- (1) Do not immerse in water!
- (2) Do not bend!
- (3) Do not subject to any violent impact!
- (4) Do not expose to direct sunlight!
- (5) Do not damage or disfigure!
- (6) Do not place near any high temperature source!
- (7) Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures of images may cause permanent picture tube damage or mark phosphor on the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

Starting Up

1. Set up your Sega Master System or Sega Master System II / Power Base Converter (Fig. 1) as described in its instruction manual. Plug in Control Pad 1. Mick™ & Mack™ As The Global Gladiators™ [Global Gladiators™ for short] is for one player only.

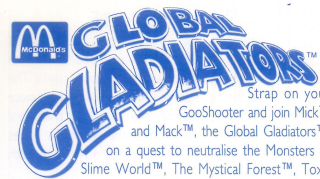
2. Ensure the Power Switch is OFF. Then insert the Global Gladiators Cartridge, its label facing towards you, into the console and press it down firmly.

3. Press the power switch ON. After a few seconds, the Sega Screen will appear. When the Global Gladiators Title Screen is shown you are ready to play Global Gladiators!

IMPORTANT: If the Sega Screen doesn't appear, press the Power Switch OFF. Ensure your System is set up correctly and the Cartridge is properly inserted. Then press the Power Switch ON again. Always ensure the Power Switch is OFF before inserting or removing the Global Gladiators Cartridge.



Fig. 1: the SEGA MASTER SYSTEM and MASTER SYSTEM II



Strap on your GooShooter and join Mick™ and Mack™, the Global Gladiators™, on a quest to neutralise the Monsters of Slime World™, The Mystical Forest™, Toxic-Town™ and Arctic World™. Tackle tricky traps and collect Arches™ for a chance to recycle garbage and earn mucho bonus points in the Bonus Game!

Playing Global Gladiators

TAKE CONTROL!

Before you begin to play, take the time to familiarise yourself with the movements and functions of the Control Pad (Fig. 2).

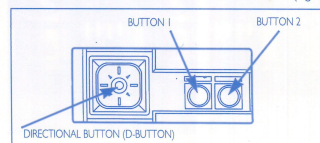
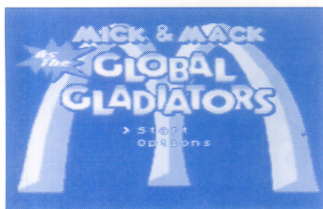


Fig. 2: the SEGA MASTER SYSTEM CONTROL PAD.

THE TITLE SCREEN



After the Sega Screen and the Virgin Games Credits have been shown, the story of Mick and Mack will be presented. You will then be shown the Global Gladiators Title Screen with two options: 'START' and 'OPTIONS'.

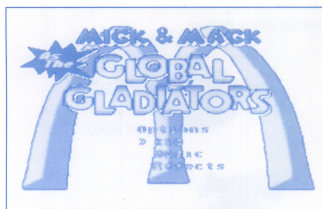
Note that if no button is pressed on the Sega Control Pad for approximately 15 seconds, you will be shown a demonstration of the Global Gladiators in action.

Press the D-Button up or down to highlight an option.

Press Button 1 or 2 to select the highlighted option.

Press Button 1 or 2 to call up the Title Screen while the story or demonstration is being shown.

THE OPTIONS



There are three options: 'KID', 'MUSIC' and 'SOUND'.

Press the D-Button up or down to highlight an option.

Press Button 1 or 2 to select the highlighted option.

KID

You can choose to play either Mick or Mack. A tick will be shown beside the chosen character. Note that neither character has an advantage over the other.

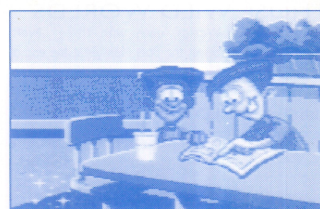
MUSIC

You can choose whether music will be heard during play by selecting 'ON' or 'OFF'.

EFFECTS

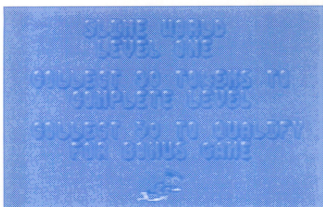
You can choose whether sound effects will be heard during play by selecting 'ON' or 'OFF'.

MEET MICK 'N' MACK!



Mick and Mack, the Global Gladiators, are simply the coolest of friends. During play, watch out for their excellent expressions while you are helping the Global Gladiators clean up fantasy worlds like the Mystical Forest and Slime World.

LET'S GO!



Before play begins you will be shown how many Arches you need to collect to complete the Level and how many you need before you can play the Bonus Game.

MICK 'N' MACK'S GROOVY MOVES

They can run, jump and fall any distance without getting hurt (though they might end up temporarily dazed if they fall too far).

Press the D-Button left or right to move Mick or Mack in those directions. Mick or Mack runs at three different speeds. The longer the D-Button is held left or right, the faster Mick or Mack runs in those directions.

Press the D-Button up or down when Mick or Mack is standing still to look at the scenery in those directions.

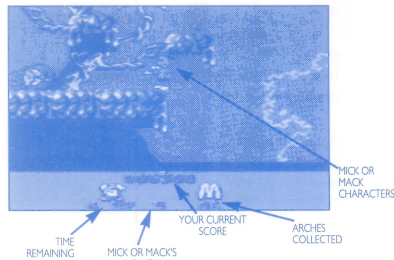
Press Button 1 to make Mick or Mack jump straight up. The longer Button 1 is held, the higher Mick or Mack jumps.

Press Button 2 to fire Mick or Mack's GooShooter in the direction he's facing.

Press and hold the D-Button up or down then press Button 2 to fire the GooShooter in those directions.

Note that the GooShooter can be fired in any direction while Mick or Mack is in the air. A Global Gladiator can also be moved to determine where he will land.

WHAT YOU CAN EXPECT TO SEE DURING PLAY



The action takes place in the playfield which occupies the best part of the screen. The playfield scrolls to keep up with Mick or Mack as he runs, jumps and shoots his way through the landscape.

YOUR CURRENT SCORE

Mick and Mack are given points for neutralising Monsters, acquiring Cool Collectibles, touching Spacious Specials, collecting Arches and playing to win in the Bonus Game.

TIME REMAINING

If the time runs out before you complete a Level, you lose a Mick or Mack character.

MICK OR MACK'S HEALTH

When Mick or Mack touches a Monster, his health deteriorates and the expression on this face changes to reflect this. When the face starts to flash, a Mick or Mack character will be lost if he touches a Monster. A Mick or Mack character is lost instantly if he falls into slime or water.

MICK OR MACK CHARACTERS

You start with five. It's Game Over time if all your characters are lost.

ARCHES COLLECTED

Dotted throughout the Worlds you will find different coloured Arches. Pick them up for points! The faster an Arch spins, the more points it's worth.