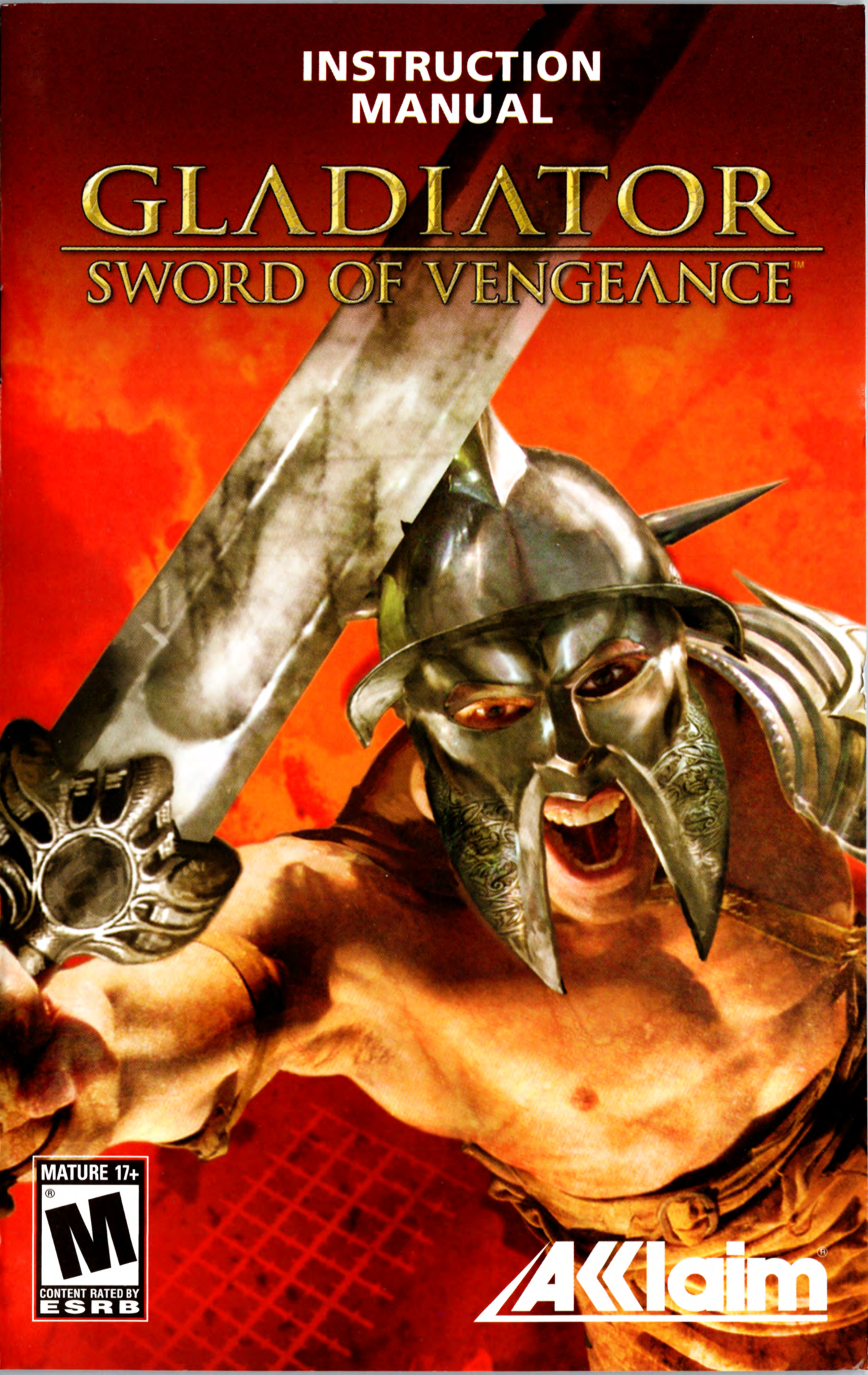


INSTRUCTION  
MANUAL

# GLADIATOR

SWORD OF VENGEANCE™



**AKKlaim**®

## **WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

### **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

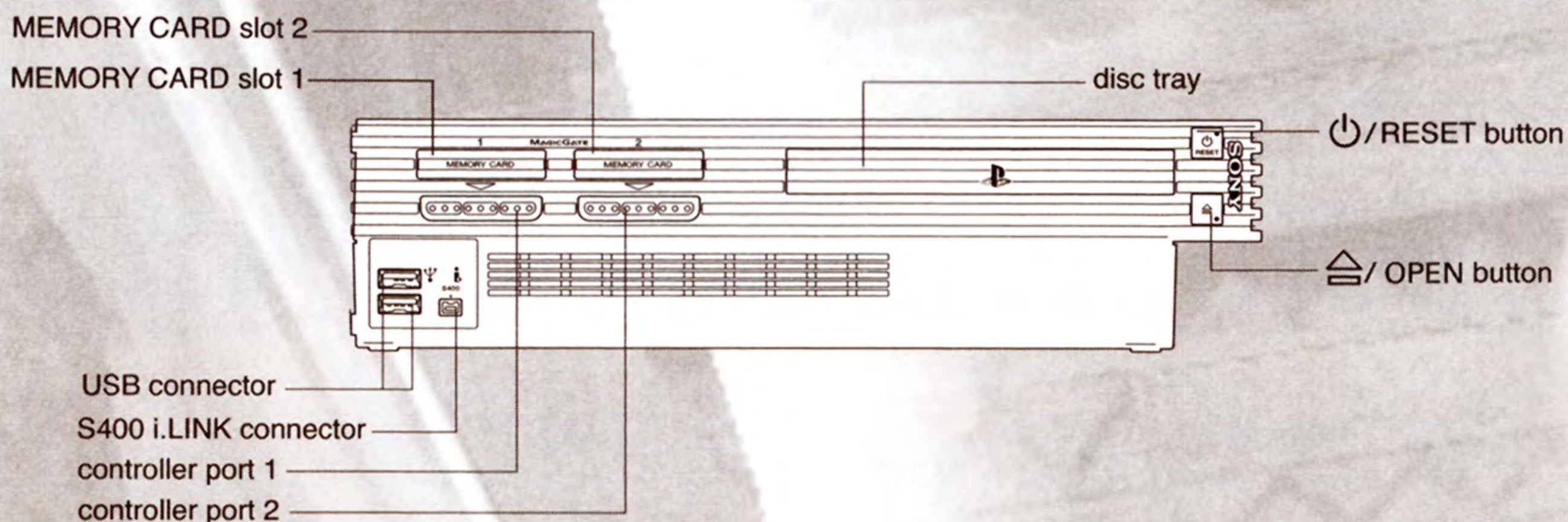
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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# GETTING STARTED



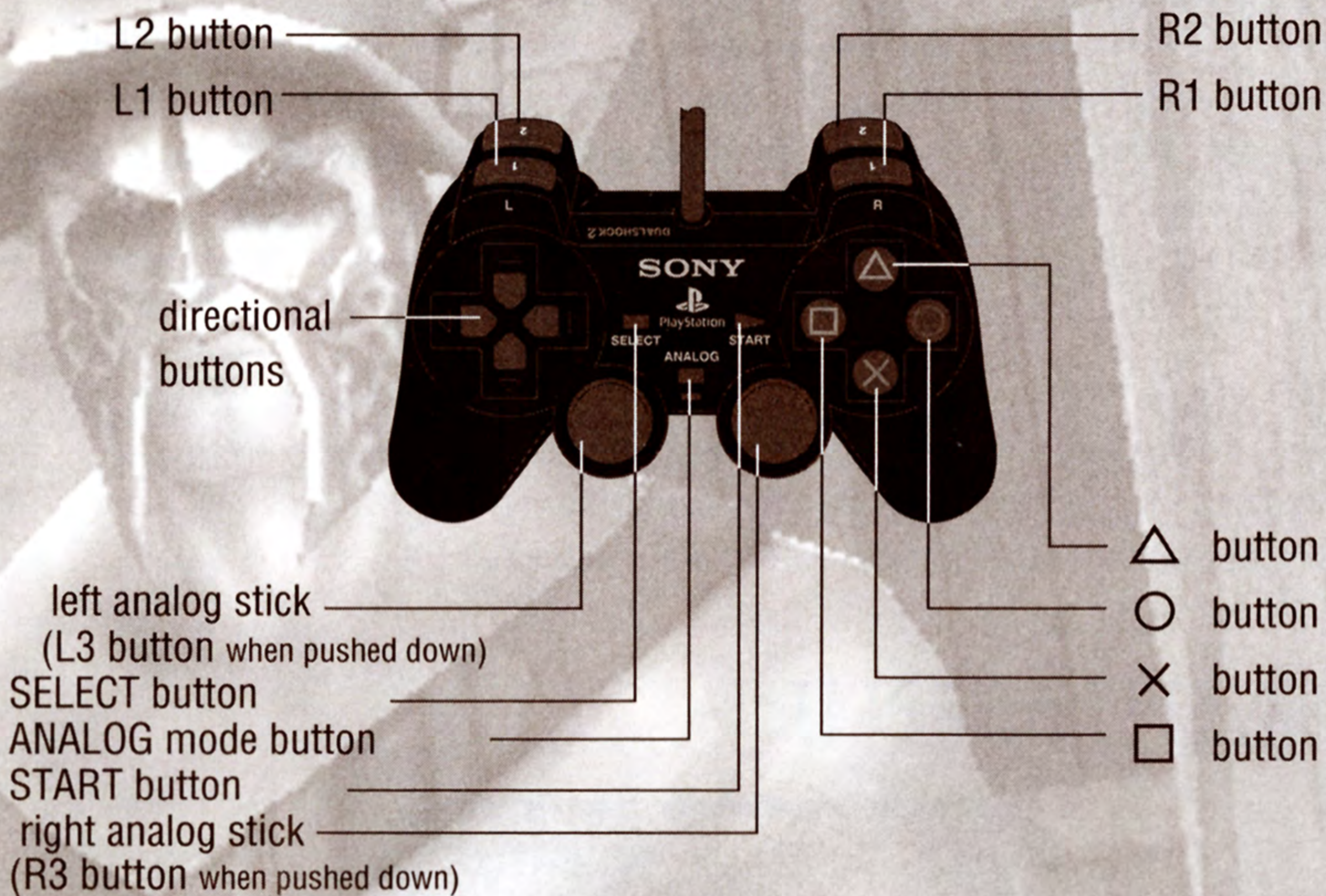
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the GLADIATOR SWORD OF VENGEANCE™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB) (for PlayStation®2)

GLADIATOR SWORD OF VENGEANCE™ only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. GLADIATOR SWORD OF VENGEANCE features an AutoSave system, and the game will automatically save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost. GLADIATOR SWORD OF VENGEANCE also supports manual save and load of game data from the Main Menu, and after performing a manual save / load, the game will again AutoSave your progression at the relevant points.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



**GLADIATOR SWORD OF VENGEANCE** is a one-player game that is played using the **DUALSHOCK®2** analog controller. Connect the controller to be used to controller port 1 of the **PlayStation®2** computer entertainment system.

# 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

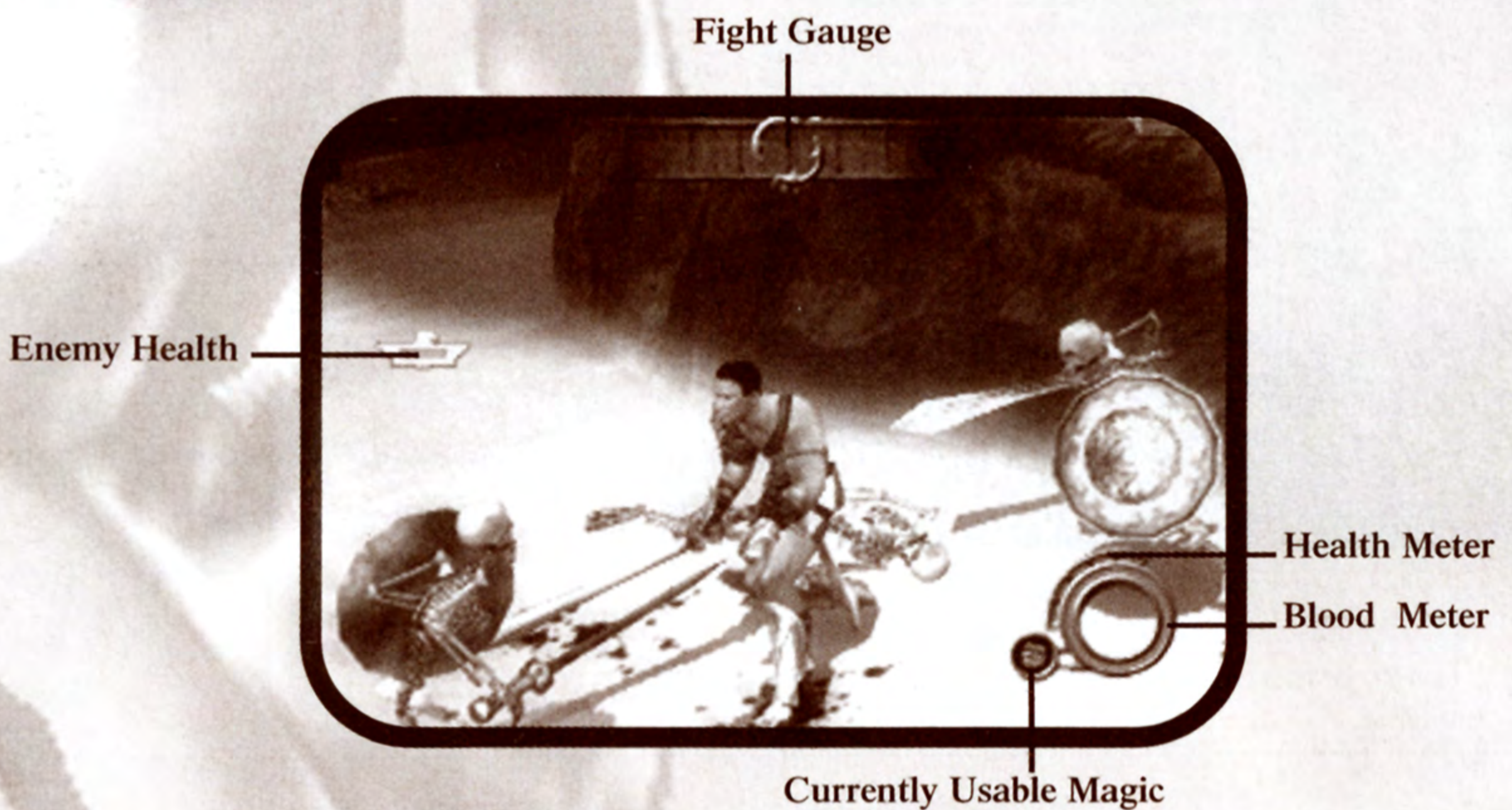
View the team behind this entertainment.

# 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**

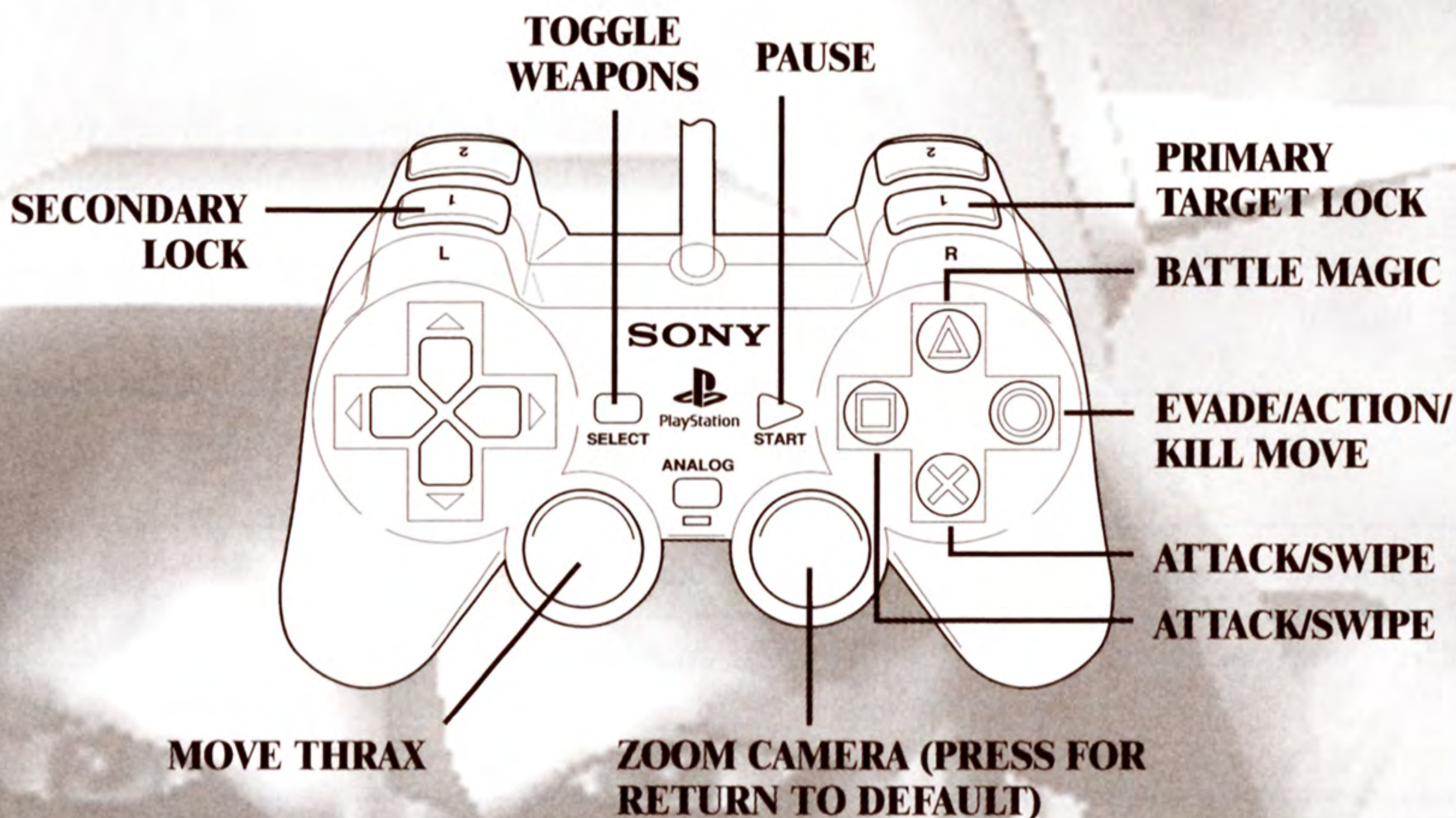
**QUIT GAME**

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



<b>R1 button</b>	Pressing the <b>R1 button</b> enters Lock Mode and locks Thrax onto a nearby enemy. Pressing it again exits Lock Mode.
<b>L1 button</b>	Secondary Target Lock is only available while in Lock Mode. Holding down the <b>L1 button</b> will switch Thrax's attention to a nearby secondary target. Releasing the <b>L1 button</b> will return Thrax's attention to the primary target.
<b>Ⓞ button</b>	<p>1) Out of Lock Mode, pressing the <b>Ⓞ button</b> will perform a Context Action if the context icon is displayed on the HUD.</p> <p>2) In Lock Mode, pressing <b>Ⓞ</b> + the <b>left analog stick</b> 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.</p> <p>3) In Lock Mode, pressing the <b>Ⓞ button</b> when an enemy champion's health bar goes red will perform a Kill Move (execution)</p>
<b>▣ button</b>	1) Out of Lock Mode, pressing the <b>▣ button</b> will perform a swipe

	2) In Lock Mode, pressing the <b>□ button</b> will start an attack. Successive <b>□</b> or <b>× button</b> presses will perform attack chains. Combinations of <b>□</b> and <b>×</b> will perform different attack chains.
<b>× button</b>	1) Out of Lock Mode, pressing the <b>× button</b> will perform a swipe  2) In Lock Mode, pressing the <b>× button</b> will start an attack. Successive <b>□</b> or <b>× button</b> presses will perform attack chains. Combinations of <b>□</b> and <b>×</b> will perform different attack chains.
<b>△ button</b>	Pressing the <b>△ button</b> will activate Thrax's battle magic if currently available (see Blood Meter on page 14).
<b>START button</b>	Pressing the <b>START button</b> will pause the game and give access to options menus.
<b>LEFT ANALOG STICK</b>	Pushing the <b>left analog stick</b> moves Thrax.
<b>RIGHT ANALOG STICK</b>	Pushing the <b>right analog stick</b> forward zooms the camera in and pulling back zooms the camera out. Click the <b>right analog stick</b> to return the camera to its default zoom level.
<b>SELECT button</b>	Press the <b>SELECT button</b> to cycle through currently owned weapons.

## CONTROL SYSTEM DEFINITION

### PRIMARY TARGET LOCK:

Face an opponent and press the primary target lock trigger (**R1 button**). 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 button 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 (R1 button) AGAIN.**

### **SECONDARY TARGET LOCK:**

While locked onto a primary target, other enemies become potential secondary lock targets. Holding down the secondary target lock trigger (**L1 button**) will select the enemy currently indicated by a gray health bar as the secondary target lock. While holding down the secondary target lock button, 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 button.

### **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 attack 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)	⊗
Diagonal Slash (Left to Right)	⊗ ⊗
Punch	□
Pommel Strike	□ □
Shoulder Barge/Rush	□ □ □
Overhead Strike	⊗ □ ⊗
Spin Reverse Kick	⊗ ⊗ □

## Axe Attack Chains

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

# Gauntlet Attack Chains

ATTACK	BUTTONS
Left to Right Gauntlet Attack	⊗ ⊗
Backhand Gauntlet spin attack	⊗ ⊗ ⊗
Right Gauntlet Attack	⊠
Round House Spin Kick	⊠ ⊠ ⊠
Left & Right Swipe	⊗ ⊠
Kick	⊗ ⊠ ⊗
Jump attack	⊙ ⊗

## 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 **● button**. The Kill Move performed depends on what weapon Thrax uses and whether he has any Olympian Battle Magic engaged at the 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 (▲ 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.

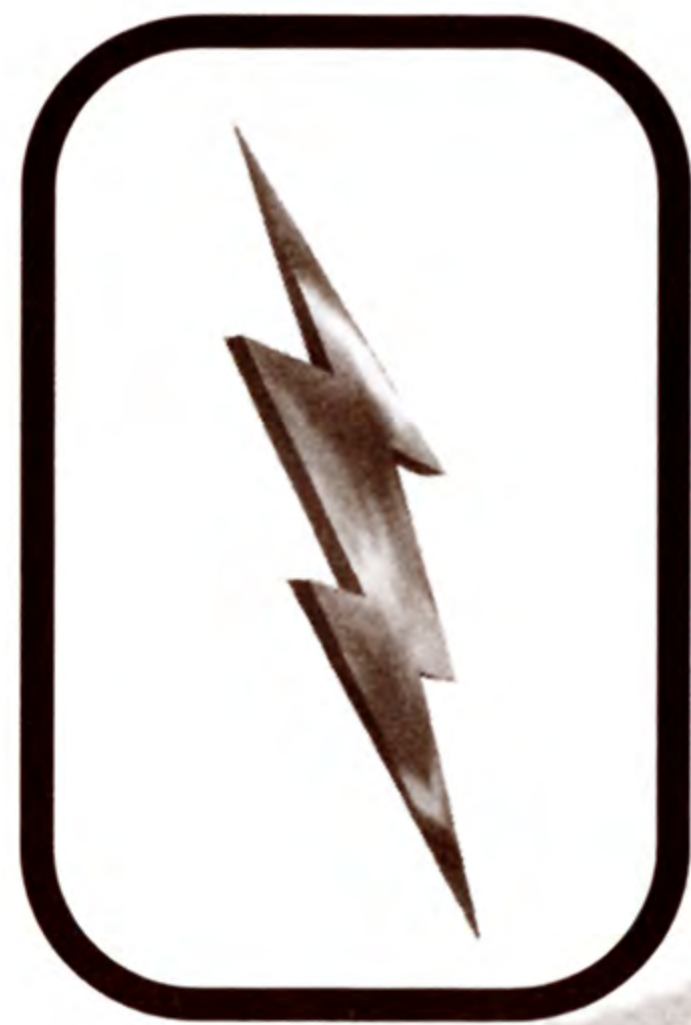
Objects that display the Skull symbol can only be broken/activated using The Power of Pluto.



## 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 **△ 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 **△ button** will switch to the next lowest magic. Pressing the **△ 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 **Ⓞ 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 analog stick**. While doing so, if the Context Action Area changes, then a jump is possible. Press the **Ⓞ 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 **Ⓞ button** to make Thrax pull the lever.



## ROPE SLIDE:

Thrax can slide down ropes by pressing the **Ⓞ 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 **Ⓞ button** when the Context action Area changes.

## ENTER A CHALLENGE:

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

## **WORD:**

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.

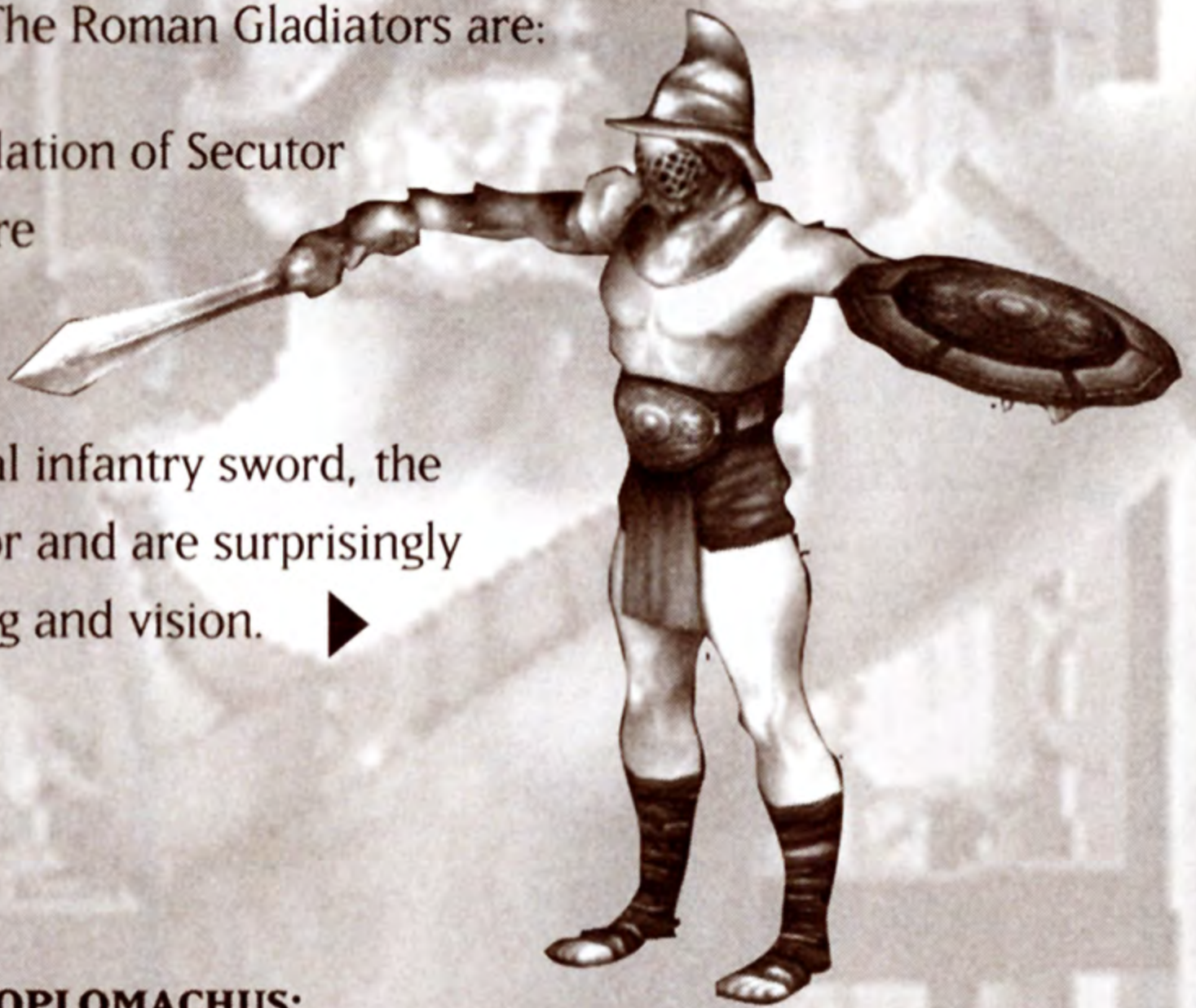
# ENEMIES

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

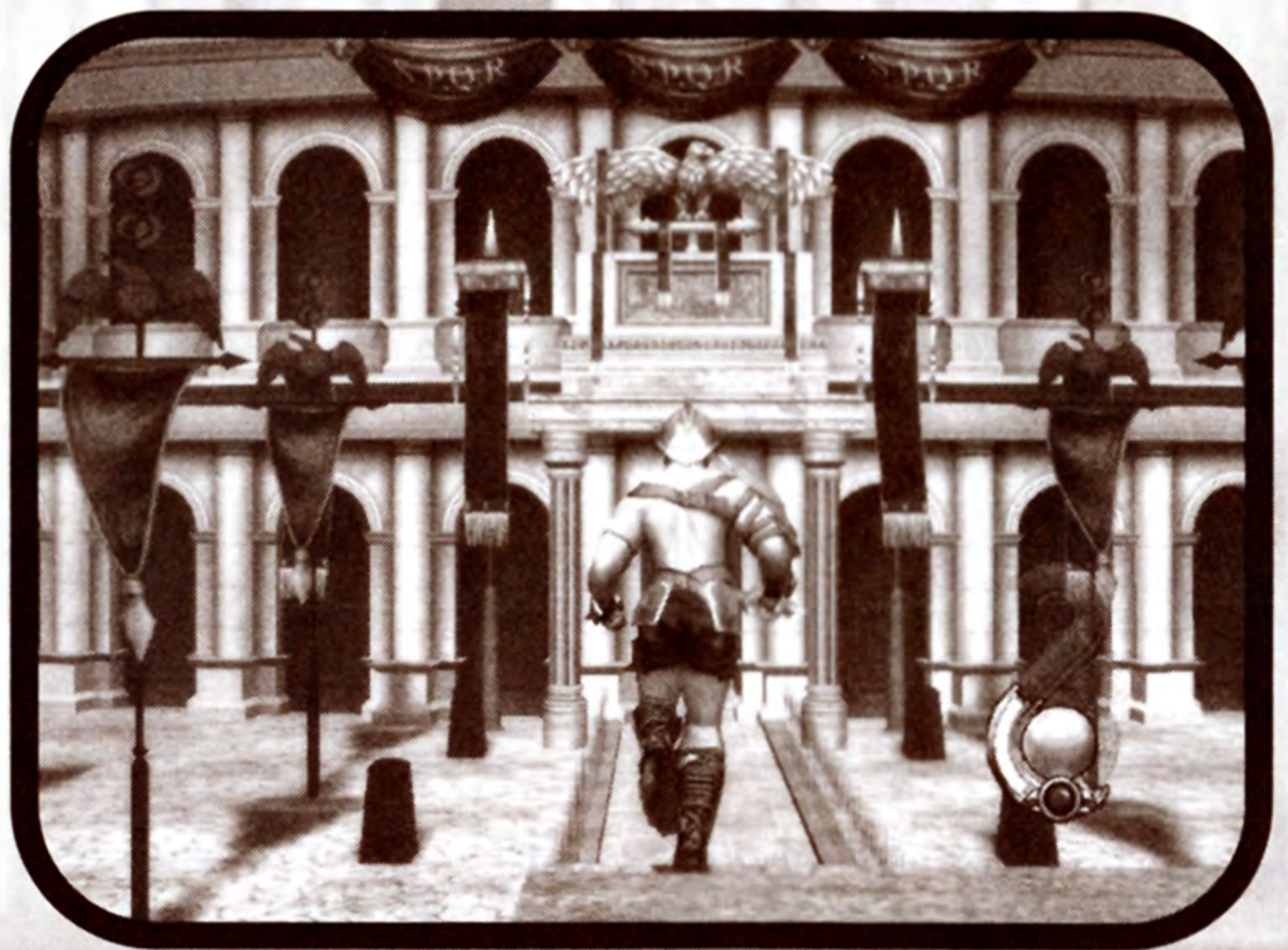
## Streets of Rome I (introductory training level)

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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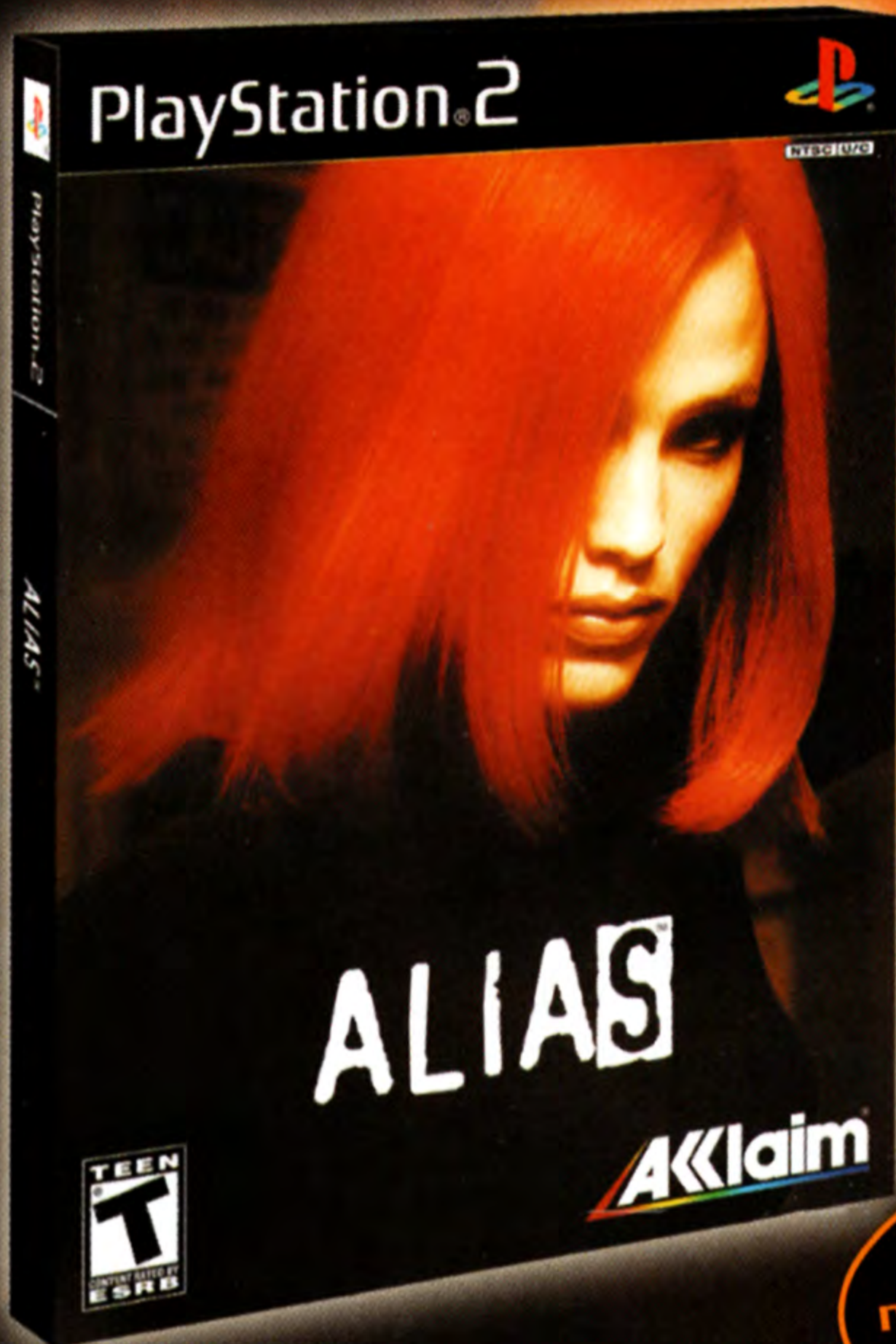
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PlayStation 2



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.

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