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     Mad Princess: The Great Gladiators Manual


Current Version:
Ver 2.01 (July 7 2018)


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Note:
   If the game screen does not display properly,
   please change the graphics display mode in Config.exe to "Software Mode"
   and try again.

Overview of Game:
   Travel to different lands, train, and aim to place first in the arena tournaments.

Genre:
   Gladiator Training RPG

How to Play:
   Run Game.exe to begin game.

   1. Important Facilities:

       A: Coliseum
           This is where the arena is located. (See 2. Coliseum for more details)

       B: Inn
           You can recover Vigor and HP here.
           The game automatically saves when you awaken.

       C: Tavern
           You can recover Vigor and HP here.

       D: Market
           You can buy items here.
           Selling prices of items differ between places.

       E: Travel
           Opens the world map.

   2. Coliseum:
       The following two types of events happen in the coliseum:

       A: Gladiator Cups
           Tournaments are held regularly in the Imperial city of Caertina.
           You can increase your rank by battling gladiators ranked higher than yourself.

       B: Bestiarii Event
           You can fight battle-trained beasts.
           The more consecutive wins you accumulate, the more the prize money you get.

   3. Exploration Dungeons
       You can explore dungeons by clicking on the square you wish to explore.
       When you reach the final floor, you will come across the guardian of the Dragon's Holy Treasure.
       Defeat the guardian to obtain the Dragon' Holy Treasure. This will affect your story.
       When your HP drops to zero in the middle, you will be transported back to the inn you last rested in.

   4. Battle
       Battles happen when you met an enemy in an exploration dungeon, or when you are challenged by other gladiators in the coliseum.
       During the battle, usable skills are determined by the weapon you have equipped.
       You can deal attacks and activate effects of those attacks.


   5. Retreat
       Apart from arena tournaments and event battles, you can withdraw from battles
       using the Retreat skill. Retreating halves your Vigor.


   6. Partners
       When you have a partner with you, they can support you in battle.
       You can make a character your partner
       by cultivating your friendship with them, or progressing in the story.

   3. Transferable Data
       By transferring your game completion data, you can start a new game
       and access the Training Palace as well.
       The following data is transferable:
         - Your character's equipment
         - Your allies' equipment
         - Epilogue cut scenes you have unlocked
         - Your item gallery

Credits:


[Music]
    FICUSEL <http://ficusel.com/>
    Notzan ACT <http://kya.art-studio.cc/>
    Presence of Music <http://www.geocities.jp/presence_of_music/home.html>
    mozell/Rengoku Kozou <http://mozeen.com/about.htm>
    Shou
    Minako <https://piano375.wixsite.com/minakomusic>
    harryfaoki <http://ayus.age.st/harry/>
    Patoran
    ISAo. <http://airyluvs.com/>
    kotorinEX <http://kotorisound.blog29.fc2.com/>

[Sound Effects]
    Audio Atelier Nenetei <http://soundarbour.sakura.ne.jp/>
    The Matchmakers <http://osabisi.sakura.ne.jp/m2 >

[Map Chip]
    Nekura Map Chip no Iro Iro <http://nekuramap.blog.fc2.com/blog-entry-2.html>

[World Map]
    inkarnate <https://inkarnate.com/>

[Item Graphics]
    Fayforest (Mori no oku no Kakurezato) <http://fayforest.sakura.ne.jp/index.html>

[Backgrounds]
    Backgrounds Specialist Minikuru <http://quunplant.com/>

[Monster Graphics]
    qut <http://lud.sakura.ne.jp/index.shtml>
    No Pudding (HOT TOKE)

[Battle Effects]
    Pipoya <http://piposozai.blog76.fc2.com/>

[Icons]
    Game-icons.net <http://game-icons.net/>

[Fonts]
    chiphead <http://chiphead.jp/>

[Creation Tool]
    WOLF RPG Editor <http://www.silversecond.com/WolfRPGEditor/>

Production:
    atorasoft <http://atorasoft.blog18.fc2.com/>
    mail: atorasoft@hotmail.co.jp


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