Mad Princess: The Great Gladiators Manual

Current Version:
Ver 2.01 (July 7 2018)

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