



Game Modes

Glatorian Arena 3 contains 3 game modes..

New Game

Make a new game to play through the single player mode, where each of the 12 Glatorians have to fight their way to the top through 11 matches of rising difficulty. At the end lies the reward of a video clip from the new Bionicle movie.

Single player has 3 different difficulty levels – so if you think the game is too easy try to crank it up a notch.

Quick Play

Mostly for veteran players. You play a single match against an opponent of your choice, all attacks are unlocked and the fights difficulty rank about a level 8 fight in the normal single player mode.

Multi-player

Play together 2 friends side by side. All moves are available and you can also choose which arena you'd like to stage your fight in.

The single player showroom

This is where you'll manage your Glatorians.



A: The Glatorian

Click on the Glatorian to view his Character Sheet. If you have earned experience from your fights in the arena, you can distribute points in the 4 Glatorian Abilities.

Strength: This will increase your damage on light attacks and heavy attacks. For each point of strength you deal an extra 0.5 light attack damage and 1 point of extra heavy attack damage.

Toughness: Each point in toughness grants +5 Hit Points

Agility: Each point give +2 Hit Points and increase your Thornax Resistance by 0,75

Mind: Each point in mind increases your Thornax damage by 1,5

B: Glatorian Selector

Use the green arrows to switch between Glatorians. Each Glatorian has 11 fights ahead of him from the start.

C: The Tunnel

This is your access point to the arena, click here to enter your next fight.

D: The Pillar of Legends

This tracks your progress. For each fight you have won with the Glatorian a new symbol lights up on the pillar.

E: Help

Here you can see the key combinations for the different moves.

F: Options

Change key-setups for you fighters. You can also adjust Graphics and Audio through this menu.

G: Exit Game

This button exits the current game and sends you back to the main menu.

Combat

Basics

You move around the arena with the arrow keys. You can move closer to your opponent, back off or try to circle him. Melee attacks only work up close, while you can launch Thornax's from any range.

When you hit with a Melee attack your damage is deducted from the opposing Glatorian's Hit Points.

When firing the Thornax the damage is modified by the other Glatorian's Thornax Resistance. The damage you do with your Thornax is equal to your Thornax damage minus his Thornax resistance.

Thornax Attacks:

Thornax attacks are considered the most powerful attack in the arenas. They cannot be blocked so opponents have to dodge to avoid the hit. Learning how to dodge Thornax's effectively is a vital skill, you can also invest points in agility to increase your Thornax Resistance.

Thornax Re-Load:

The Thornax shooter has a 15 second reload time. Once fired the blue bar at the top of the screen will track your reload progress. A Thornax shot often decides the outcome of a match, so be smart about using it.

You can't use any of your two Thornax moves unless you have reloaded.

Blocking and counter attacking:

An important part of melee combat is blocking, dodging and counter attacking.

If you block an opponents light attack he will be stunned for a short while, just enough to quickly land a light attack yourself.

You can't however block a heavy attack. The impact of the blow is simply too big.

The best way to deal with a heavy attack is to quickly counter with a light attack. The other way is to dodge. Heavy attack do a ton of damage so try to avoid them.

Moves

A - Is the attack button (default A, this can be changed in options)

S - Is the defense button (default S, this can be changed in options)

Attack Moves

Light Attack - A

Heavy Attack - A + UP

Kick Attack – A + DOWN

Thornax Shot - A + BACK (is most effective on medium and long range)

Defense Moves

Block - S

Dodge - S + UP or DOWN

Back Flip Fire - S + BACK can only be done when Thornax is loaded

Utility Moves

Heal - UP + DOWN

Taunt - FORWARD + BACKWARD

Heal:

When healing you can only fully heal the current tab of your life counter. When you go from 5 to 4 you can't heal your way back up to full health only until you've filled out the 4th tab.



When tab number 1 is drained and the counter turns to the skull tab, you lose the match.

Multi player



Choosing Glatorian

You choose by clicking the green arrows with the mouse. You take turn deciding on who you want to play.

When you have chosen your Glatorians, you click the tunnel and choose an arena and you're good to go.

Multi-player Controls

	<i>Player 1 Control</i>	<i>Player 2 Control</i>
Basic buttons		
Attack	A	O
Defense	S	P
Movement		
UP	R	Up arrow
BACK	D	Left arrow
FORWARD	G	Right arrow
DOWN	F	Down arrow
Attack Moves		
Light Attack	A	O
Heavy Attack	A+UP	O+UP
Kick Attack	A+DOWN	O+DOWN
Thornax shot	A+BACK	O+BACK
Defensive moves		
Block	S	P
Dodge	S+UP/DOWN	P+UP/DOWN
Back Flip Fire	S+BACK	P+BACK
Utiliry Moves		
Heal	UP + DOWN	UP + DOWN
Taunt	FORWARD+BACK	FORWARD+BACK

