





PC (EGA) screen



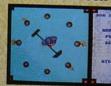


by RAINBOW ARTS

Atari ST screen



C 64 screen





The Grand Monster Slam

The enclosed software is copyrighted. It is illegal to copy, reproduce, hire, resell, give away or reduce to machine-readable form any part of the enclosed software for any purpose.

to by Rainbow Arts, 1989



Another five years have passed, and the people of GHoLD meet again in order to perform the GRAND MONSTER SLAM, biggest sports festival of this fantastic fautasy world. Again they are there, the Elves and Trolls, Goblins and Ores and Another and Knights, ready to hold the great tourn. It is a capt to win the Yellow Jerkin and the Golden oxedal. Thousands of creatures flock into the arena of the ancient city of the emperor, in order to cheer men and monsters, kicking nice, cute Beloms over the turf.

You, best among the dwarfs, have been chosen to represent your people in the games. You are small and hairy, but also sturdy and very strong. Sixteen opponents are looking forward to measuring their strength against yours. Are you skillful enough to win in the "Revenge of the Beloms"? Are your passes exact enough in order to pass the qualification of the "Six Faultons"? Are you representing your people honourably (remember, your king is watching!)? And last, but not least - if you manage to gain victory - beware of the opposing fans!

Contents:

- GRAND MONSTER SLAM disks/cassettes.
- A voluminouse manuel with background story.