



THOR the Warrior

THYRA the Valkyrie

# GAUNTLET



MERLIN the Wizard



QUESTOR the Elf

## LOADING THE GAME

Disk: Type LOAD" \*", 8, 1. Press RETURN.

Cassette: Press SHIFT and RUN/STOP keys together and press PLAY on the cassette player.

## THE HEROES

### THOR the Warrior

ARMOUR: *Tough Skin* - eliminates 20% of damage  
SHOT POWER: Excellent - twice normal power  
HAND TO HAND: Excellent - *Battle axe* - can destroy generators  
MAGIC POWER: Poor - damages most monsters and no generators

### THYRA the Valkyrie

ARMOUR: *Shield* - eliminates 30% of damage  
SHOT POWER: Poor  
HAND-TO-HAND: Good - *Sword* - can destroy generators  
MAGIC POWER: Moderate - damages most monsters and generators

### MERLIN the Wizard

ARMOUR: None  
SHOT POWER: Good  
HAND TO HAND: Poor - *Bare hands* - cannot destroy generators  
MAGIC POWER: Excellent - destroys all monsters and generators

### QUESTOR the Elf

ARMOUR: *Leather* - eliminates 10% of damage  
SHOT POWER: Poor  
HAND TO HAND: Moderate - *Dagger* - cannot destroy generators  
MAGIC POWER: Very good - destroys almost all monsters and generators

## THE VILLIANS

The monsters pour out of the generators which lie throughout the dungeons. Each generator creates a specific type of monster i.e. ghosts or demons. There are three levels of generator, the strongest producing the toughest monsters. Shoot the generators to destroy them. Monsters too, have three strengths, the most powerful taking three hits to kill.



**GHOSTS:** Stay away from the ghosts. They hit you only once and disappear. One hit hurts a lot. Shoot ghosts, do not run into them!



**GRUNTS:** Grunts will run up to you and hit you with their clubs over and over. Either move the joystick towards them to fight them hand-to-hand or shoot them.



**DEMONS:** Demons will try to shoot fireballs at you if they can, or if they are too close they will bite you again and again. Fireballs hurt more than biting does. Either move the joystick towards them to fight hand-to-hand or shoot them.



**LOBBERS:** Lobbers will try to lob rocks over walls and other things in the maze to hit you. They will also try to run away from you. Try to shoot them or trap them in a corner and fight them hand-to-hand.



**SORCERERS:** Sorcerers try to fool you by disappearing while moving. When they are invisible, your shots will go through them. Either move the joystick towards them to fight hand-to-hand or shoot them.



**DEATH:** Death will drain health from you. He will take up to 200 points and then die. The only way to kill Death is with magic. Don't even think about fighting him hand-to-hand.

## THE DUNGEONS

Around the dungeons are objects to collect and avoid:

**POTIONS:** Some potions can be shot although their effect is less powerful than when they are collected and used.

**SPECIAL POTIONS:** These behave as normal potions when shot but endow the player with special abilities if collected.

These include:

EXTRA ARMOUR: - *increases protection*

EXTRA MAGIC POWER: - *increases the effect of potions*

EXTRA SHOT SPEED: - *increases missile speed*

EXTRA SHOT POWER: - *increases damage inflicted by missiles*

EXTRA FIGHT POWER: - *increases hand to hand combat ability.*

EXTRA PICK UP POWER: - *increases carrying ability from ten to fifteen times.*

**FOOD:** Plates of meat increase health by 100 and give a bonus of 100 score points.

**CIDER:** Cider bottles can be shot and destroyed. When drunk this acts like food.

**POISON CIDER:** This can be shot. When drunk, takes one special power or a potion and 100 health points.

**KEYS:** Score 100 points for collecting. Use keys to open doors.

**TREASURE:** Treasure chests cannot be shot but give 100 points when collected.

**AMULET:** This magic device confers limited invisibility on the wearer for a short time.

**WALLS:** In general walls are impenetrable objects, but some walls crumble when shot.

**TRAPS:** These glowing patterns on the floor make some walls disappear when stepped on.

**TRANSPORTERS:** Glowing red discs on the floor, transport players to the nearest visible transporter. If several transporters are the same distance away, then one is chosen at random. There are ways to influence your direction. Can you find them?

**EXITS:** These labelled holes lead down to the next level or to the one specified.

Treasure rooms appear randomly and the player has a fixed time to collect as many valuables as possible within a time limit. There is no score unless the player escapes. In general players are immune to the other player's shots but in some areas of the dungeon, missiles can stun or injure fellow players.

If players do not fight for about half a minute, the locked doors will disappear, freeing all of the monsters. Eventually, if players still avoid combat then all of the walls will turn into exits!

## BASIC INSTRUCTIONS

Choose a one or two player game and the character you want to portray by pointing the gauntlet and pressing the fire button when asked to do so. New players can enter the game whenever they like by pressing the fire button. If a two player game had not been selected at the start, the computer will choose a random character for the new player to use. How long you last depends upon your *health*. Health is lost by contact with the monsters and as time elapses. It can be regained by picking up food which can be found in the maze. Be careful, some food can be destroyed by your shots and some may be poisoned.

The object of the game is to survive the monsters' attacks for as long as possible while competing for food, treasure and magic potions. You must also search the maze to find the exit to the next level.

## HINTS

- Hold the fire button to shoot.
- Release the fire button to move.
- Shoot monster generators to destroy them.
- Move toward monsters to fight hand-to-hand.
- Hand-to-hand combat scores more points.
- Food increases health by 100 points.
- Poisoned food looks a little different to normal food.
- Treasure is worth 100 points.
- Playing as a team will give you the best chance of survival.
- Stay away from death unless you have a magic potion.
- Co-operate in Treasure Rooms.

## GETTING TO THE OPTION SCREEN

1. Press the F1 key or the fire button to display the option screen.

Note: If nothing is pressed within ten seconds, the attract mode will start. Simply press the fire button to return to the first screen.

## SELECTING OPTIONS

1. Press the F3 key for one or two players.  
Note: Must have two joysticks for two player mode.
2. Press the F5 key for selecting the skill level - Beginner, intermediate or advanced.
3. Press the F1 key or the fire button to start game play.  
Note: If nothing is pressed within ten seconds, the attract mode will start. Simply press the fire button to return to the first screen.

## JOYSTICK CONTROLS

1. Movement of Solvolu on the screen:
  - Move forward by pushing up on the joystick.
  - Move back by pulling down on the joystick.
  - Move to the right by pushing the joystick to the right.
  - Move to the left by pushing the joystick to the left.
2. Shooting of enemy craft:
  - Press the fire button to shoot at enemy craft.
  - For continuous fire simply hold down on fire button.
  - Rapid pressing of the fire button will fire numerous shots faster than holding down on the fire button.
3. Bombing of enemy ground targets:
  - Pull down on the joystick and press the fire button to shoot a bomb.
  - After bomb has been fired, release the fire button.
  - For continuous bombing simply hold down on the fire button and pull joystick back.

## END OF GAME SCREEN

(Current score is displayed)

1. Pressing the F1 key will display the first screen (Xevious/copyright)
2. Pressing the F5 key will display the option screen.
3. Pressing the fire button three times will start the game play.  
Note: After ten seconds the attract mode starts. Simply press the fire button once for the first screen, twice for the option screen or three times for game play.

## OTHER KEYS

RUN/STOP = PAUSE RESTORE initial screen.



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