

GAUNTLET



"The place where wondrous treasures rub shoulders with untold nightmares." This is how rumor and folklore describe the hellish dungeon known as the Gauntlet, a place where many have ventured into, but none have ever returned from. A group of four brave adventurers - Thor, Thyra, Merlin and Questor - found the entrance to the Gauntlet and expected to find riches inside.

Thank you for selecting the Gauntlet game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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WHERE GREED CAN KILL YOU

In a hidden valley, lodged somewhere inside an endless string of harsh mountain peaks, lied the entrance to caves of legend, reportedly filled with treasure, but also unholy magic and great perils. It is the familiar expression "running the gauntlet" that gave this group of caves its name. Some entered the Gauntlet and were never heard from again, while the few who did return, bestowing more value on their own lives than the riches that could be found therein, told of savage creatures guarding valuable treasure chests.

Your party of four experienced adventurers had traveled a great distance, following clues from dubious documents and word-of-mouth. You were almost surprised to finally pinpoint the location of the Gauntlet, and now, standing in front of the ominously-decorated opening in the mountain side, you pause to consider your chances of survival should you decide to venture inside.

It was decided that only one or two of your party would brave the dark underground maze of tunnels and rooms, while the others would wait outside and guard the entrance. The inhabitants of the Gauntlet swiftly attacked the adventurers as soon as they stepped into the darkness, but your party came well-equipped and well-trained.

Upon discovering the first lot of treasure chests, you could tell the legends were actually truthful, but how much treasure could you amass without losing your lives in the process? Perhaps this is the reason why the Gauntlet was built so long ago, to prove that greed and self-indulgence were the true killers...



GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Before you can play with game on ColecoVision or ADAM, you must first insert the Coleco Super Game Module into the expansion port.

Plug a compatible hand controller into joystick port #1. For a two-player game session, plug another hand controller into joystick port #2. Any compatible controller should normally function with Gauntlet, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play.

Insert the game cartridge with the label facing you. Push the power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)

NOTE: It takes a few moments for the title screen to appear when you turn on or reset your game console.

USING THE CONTROLLER

At the title screen, press either trigger button to move on to the credits screen, press either button again to move on to the controls information screen, and press a button once again to go to the player-select screen. This can be done with either Player 1's or Player 2's controller.

On the player-select screen, Player 1 must select the number of players: Move the gauntlet cursor with the joystick and position the tip of the pointing finger over either "ONE" (to play a one-player game) or "TWO" (to play a two-player game) then press the left trigger button to confirm the selection.

USING THE CONTROLLER (continued)

Next, each player must select one of the four characters on the screen: Player 1 must move the gauntlet cursor over his desired character and press the left trigger button to confirm his selection. For a two-player game, Player 2 will select his desired character with his own controller after Player 1 has made his selection. Note that Player 2 cannot select the same character that Player 1 selected.

After the characters have been chosen, the game will display the high score table for each character. At this point, players must press the left trigger button to indicate that they are ready to play, and the game will then begin at Level 1.

During the game, players can move their respective character around the level in 8 directions with their joysticks.

There are three methods of attack in this game. **The first is a long-range projectile attack**, where your character throws his weapon in the direction he is facing (tap the left trigger button). To rapid-fire a barrage of projectiles, hold down the left trigger button and move the joystick in the direction you want to shoot. **The second method of attack is hand-to-hand combat:** When an enemy is standing right next to you, move the joystick in the direction of the enemy (relative to your own position) and your character will perform a hand-to-hand attack. **The third method of attack is magic:** If a player currently has at least one magic potion in his personal inventory, he can consume a potion by tapping the right trigger button.

Press [★] to pause the game at any time. Press [★] again to resume play. This works on both controllers.

NOTE: At any time during the game, when only one player is playing, the other player can join in by pressing the left trigger button on his controller. The other player can also restart alongside the other player after his character dies during a two-player game, but his personal score will be reset to zero. In the one-player mode, the character used by the new player is chosen at random.

HOW TO PLAY

Your goal is to find as much treasure (and score as many points) as possible before your health meter is depleted, which brings the game to an end. You must explore each level and look for items like keys, potions and food, which will help you progress as you fight off hordes of unworldly creatures that will attack you on sight in a totally relentless manner.



You lose 1 point of health every second, even if you do not move, so it's best to keep moving. You will lose many more points of health any time an enemy creature hits you, so avoid contact with all enemies (and also with their projectiles) as much as possible. Once your health points are depleted, the game session ends and you can enter your initials (up to three characters) if you break any records in the high score table assigned to your character (see page 10 for more details).

Creatures emerge from stationary objects called "generators". It is best to destroy generators as soon as you can, as enemies will keep emerging from them continuously. You can destroy generators with your projectile weapons, and some characters in your party can destroy them with hand-to-hand attacks or even with a magic potion. There are different types of generators, and the shape and color of a generator will tell you what kind of enemy emerges from it.

HOW TO PLAY (continued)

During your adventure, you will encounter several types of items which you can pick up.



TREASURE CHESTS: They add points to your score. They cannot be destroyed by your weapon.



POTIONS: When magic potions are collected, they appear near your score at the bottom of the screen. Press the right trigger button at any time to use a potion, which removes all enemies (and perhaps even generators) from the screen! Be careful: Potions can be destroyed by your projectiles!



FOOD and CIDER: Each of these items gives you 100 health points when you pick it up. Cider bottles can be destroyed by your projectiles, so be careful!



KEYS: They appear near your score at the bottom of the screen when you pick them up. To use a key, simply walk into a locked door.

Aside from locked doors, you will encounter special magical installations, such as teleporters that whisk you away to other nearby teleporters, or glowing traps that make walls disappear when you step on them, or fragile pieces of wall that you can destroy with your weapon.



Aside from finding treasure, fighting demonic enemies and generally surviving, stay on the look-out for exit points, which will take you to the next levels.

THE HEROES OF THE STORY

You can select one of four characters which will serve as your avatar throughout the game. Each one has different attributes that make them more useful in certain situations and less in others.



THOR THE WARRIOR: His tough skin reduces damage from enemies by 20%. His attack power is also the strongest, and he can destroy enemy generators with his battle axe. However, he is not very good with magic, as it does little damage to monsters and has no effect on generators.



THYRA THE VALKYRIE: Her shield helps reduce damage, but her attack power is poor compared to the other adventurers. She is very good at hand-to-hand combat and can destroy enemy generators with her sword. Her knowledge of magic is limited, but it can still damage both enemies and generators.



MERLIN THE WIZARD: He carries no armor, but his powerful magic bursts are perfect for long-range attacks. He can only use his bare hands in hand-to-hand combat and cannot destroy generators this way, but his magic potion power, which can obliterate enemies and generators, is second to none.



QUESTOR THE ELF: His leather armor reduces damage from enemies by 10%, and his arrow projectiles are a rather poor weapon against enemies. He uses a dagger in hand-to-hand combat, and he cannot destroy enemy generators with it. His advanced mastery of magic allows him to destroy almost all monsters and generators.

THE ENEMIES YOU WILL FACE

These nefarious creatures inhabit the Gauntlet and will attack you relentlessly.



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



GRUNTS: They do not use projectiles, so they will run up to you and hit you with their clubs over and over. Either fight them hand-to-hand, or shoot them from a distance.



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



LOBBERS: They lob rocks over walls and other obstacles to hit you. They will also run away from you when you approach them. 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 them hand-to-hand or shoot them.



DEATH: Don't even think about fighting Death hand-to-hand, as Death will drain up to 200 points of health from you on contact before disappearing. The only way to kill Death is by using a magic potion.

SCORING

KILL	WITH PROJECTILE	HAND-TO-HAND
Ghost	10 points	N/A
Grunt	5 points	25 points
Demon	5 points	75 points
Lobber	5 points	25 points
Sorcerer	5 points	25 points

You earn 10 points per enemy killed by a magic potion.

You earn 100 points for each key, potion, food, cider or treasure chest.

You earn no points from destroying generators.

As you progress through the multitude of caves, you may encounter treasure rooms. They contain only treasure chests and no enemies. Pick up treasure chests as you try to find the exit before the timer runs out. If you do reach the exit in time, you earn 100 bonus points for every treasure chest collected.

RECORDING YOUR HIGH SCORE

After the game session ends, if you broke a record in the high score table of your selected character, you will be asked to enter your initials at the bottom of the screen. Move the joystick up or down to cycle through the letters, and move the joystick left or right to move the cursor between the three character spaces. Once you've entered your initials, press the right trigger button to confirm your entry. Take note that your high score is lost when you turn off or reset your game console.

TIPS AND HINTS

Keys and potions you pick up on one level will remain in your inventory when you warp to other levels.

In a two-player game, players should select characters that complement each other, and protect each other against enemies coming from all directions.

In a two-player game, if your character cannot move beyond the limits of the screen, it's probably because the other player is too far away from you, which prevents the screen from scrolling. For the sake of freedom of movement, the players should stay relatively close to one another as they explore the levels.

If players do not fight for roughly 30 seconds, all the locked doors in the level will suddenly disappear, freeing all the monsters!

TEAM PARTICIPANTS

- Ed Logg: Original design
- Tony Porter: Programmer (MSX version)
- Kevin Bulmer: Graphics (MSX version)
- Bill Allen: Sounds and additional programming (MSX version)
- Ben Daghish: Music (MSX version)
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- Brian Klug: Software beta-testing
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- Dale Crum / Doc4: Manual layout (doc4design.com)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Bob Armour, Stu Gregg, Albert Yarusso,
Tobie St-Aubin and all AtariAge forum members.

Team
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by

COLLECTOR **VISION**
Games

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