

GAUNTLET™

Player Tips

Basic Instructions

Choose a character you want to portray and enter the game by depositing coin(s) in the corresponding slot. Press the appropriate "Magic/Start" button.

New players can enter the game whenever a character is open.

Each of the four characters has many unique capabilities. For example, Thyra the Valkyrie has strong armor, Thor the Warrior is skilled at hand-to-hand combat, Merlin the Wizard has the best magic, and Questor the Elf has the fastest speed. (Complete character descriptions can be found on the control panel.)

How long you last depends upon your "health." Health is lost by contact with the monsters and as a function of elapsed time. Health can be regained by picking up the food which can be found in the maze or by depositing more coins. Be careful not to shoot food; some food can be destroyed.

The object of the game is to survive the monster 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 for Game Play

- Hold "fire" button to shoot.
- Release "fire" button to move.
- Shoot monster generators to destroy them.
- Move toward monsters to fight hand-to-hand.
- Food increases health by 100.
- Treasure is worth 100 points. Score multiplier is awarded for treasure when two or more players are present.
- Pick up keys to open doors.
- Collect bottles of magic potion and save them for later use. When you get in a tight spot, pressing the Magic button will destroy or damage all the monsters on the screen.

- Special potions give you added powers (extra speed, extra armor, etc.).
- Playing as a team will give you the best chance for survival.
- The game is over when your health is zero.

Special Game Play Features

The treasure room: Players pick up treasure for points. Points are not awarded unless you exit before the timer expires.

Destructible walls: Look for a variation in the pattern of the wall. Shoot these portions of the wall to destroy them.

Traps: Stepping on pulsing sections of floor will open up walls. (Watch out for nearby monsters!)

Transporters: When you step on the red transporter square you will beam in at the closest transporter that is completely on the screen. When two or more transporters are equidistant, you will beam in at the first (upper left) or last (lower right) transporter in one of two ways (depending upon the program version of the Gauntlet game you are playing):

(1) When the center of the transporter you step on is bright, you will go to the first transporter. When the center of the transporter is dim you will go to the last, OR

(2) The direction of the transporter will be related to whether your health is an even or an odd number.

Another hint regarding the transporters:

There is a way you can control how you come out of the transporter (standing to the right, left, up or down). You can try and figure this one out yourself!

Beaming in on top of a monster will destroy him and not harm you. This is especially effective when you know Death will be in the area where you beam in.



GENERATORS			
LOBBERS			
SHOTS TO KILL:	1	2	3
POINTS FOR:			
using magic	10	10	10
shooting lobber	5	5	5
fighting lobber	25	25	25
kill generator	10	10	10
DAMAGE TO PLAYERS HEALTH:			
getting shot	3	3	3

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.

GENERATORS			
DEMONS			
SHOTS TO KILL:	1	2	3
POINTS FOR:			
using magic	10	10	10
shooting demon	5	5	5
fighting demon	25	25	25
kill generator	10	10	10
DAMAGE TO PLAYERS HEALTH:			
getting hit	5	8	10
getting shot	10	10	10

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 you more than biting does. Either move the joystick towards them to fight hand-to-hand or shoot them.

GENERATORS			
SORCERERS			
SHOTS TO KILL:	1	2	3
POINTS FOR:			
using magic	10	10	10
shoot sorcerer	5	5	5
fight sorcerer	25	25	25
kill generator	10	10	10
DAMAGE TO PLAYERS HEALTH:			
getting hit	5	8	10

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.

GENERATORS			
GRUNTS			
SHOTS TO KILL:	1	2	3
POINTS FOR:			
using magic	10	10	10
shooting grunt	5	5	5
fighting grunt	25	25	25
kill generator	10	10	10
DAMAGE TO PLAYERS HEALTH:			
getting hit	5	8	10

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.

DEATH	
SHOTS TO KILL:	ONLY MAGIC
POINTS FOR:	
using magic	????
shooting death	1
fighting death	NOT POSSIBLE
DAMAGE TO PLAYERS HEALTH:	
UP TO...	200

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

THIEF	
SHOTS TO KILL:	1
POINTS FOR:	
using magic	NO EFFECT
shooting thief	500
fighting thief	500
DAMAGE TO PLAYERS HEALTH:	
getting hit	10

Thief: The thief will pick the richest player (special potions, magic, bonus multiplier, keys) and follow him through the maze to try to steal something. Kill him before he gets to you, otherwise he may take a special potion and you will not get it back.

GENERATORS			
GHOSTS			
SHOTS TO KILL:	1	2	3
POINTS FOR:			
using magic	10	10	10
shooting ghost	10	10	10
fighting ghost	NOT POSSIBLE		
kill generator	10	10	10
DAMAGE TO PLAYERS HEALTH:			
getting hit	10	20	30

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

Are you stuck in a room with doors, but you and your companion players have no keys? Wait for 20 to 30 seconds and do nothing (don't shoot at the monsters) and the doors will open automatically. Again, watch out! The monsters will come after you!

Have you found yourself and/or your friends in a situation that you could not get out of? Note the maze design, color, and floor pattern (the level number will not help) and write to us at: Atari Games Corporation, 675 Sycamore Drive, P.O. Box 361110, Milpitas, CA 95035-1110, Attention: Linda Benzler. Please include your name and phone number.