

# Answer Software

Corporation

PRESENTS A VIDEO GAME  
FOR THE ATARI 2600 SYSTEM



ASC 1002

## GAUNTLET

(FOR ONE PLAYER)

*This is the second in ANSWER SOFTWARE'S series of exciting video game cartridges designed specifically for user programmability.*

*Sir Robert Wittenbottom - one of the most fearless of men - needs your keen skill and daring to help him run the GAUNTLET and prove he is truly worthy to enter the elite Council of Warriors!*

*A game that will continue to excite and challenge you with a different GAUNTLET every time you play.*

Copyright (c) 1983 Answer Software Corporation  
All Rights Reserved

## STORY OF GAUNTLET

You are the famous explorer, Sir Robert Wittenbottom. You have discovered an ancient civilization deep in the forest of a mysterious island. Since you are a likeable chap, they have decided to induct you into their council of warriors - but first - you must run the GAUNTLET to prove you are worthy of the honor.

## RUNNING THE GAUNTLET

You are given three glasses of water. Your task is to use the water to extinguish as many of the ceremonial fires burning at various places within the GAUNTLET as you can, before your water supply runs out. To successfully run the GAUNTLET, you must dodge, jump and duck your way through the various obstacles and projectiles while remaining within the confines of the GAUNTLET. Any contact with an obstacle, projectile, or the GAUNTLET will trip you up and cause you to spill water. You may stop and rest momentarily, but be careful — running the GAUNTLET is thirsty work and you may be tempted to take a drink!

## GAME INSTRUCTIONS

1. Follow the manufacturer's instructions to connect your Atari 2600 or compatible video game system to your television set.
2. Plug in the left joystick controller. (The right joystick is not used.) Set both difficulty switches to the "B" position.
3. The game select switch is not used, the GAUNTLET automatically becomes more difficult as you progress. The color/black and white switch is not used.
4. Hold the joystick with the red button in the upper left position.
5. Starting the game: if there is no game in progress, press the red button on the joystick; if there is a game in progress and you wish to start over, press the game reset switch.
6. Difficulty switches:  
Left switch controls the joystick response:  
"A" Position - less responsive, more challenging  
"B" Position - more responsive, less challenging  
Right switch controls jumping and ducking:  
"A" Position - jumping and ducking is more difficult  
"B" Position - jumping and ducking is easier
7. Spilling water: each time you collide with an obstacle, projectile or the sides of the GAUNTLET, you will be tripped up and spill water.
8. The game is OVER when you run out of water.

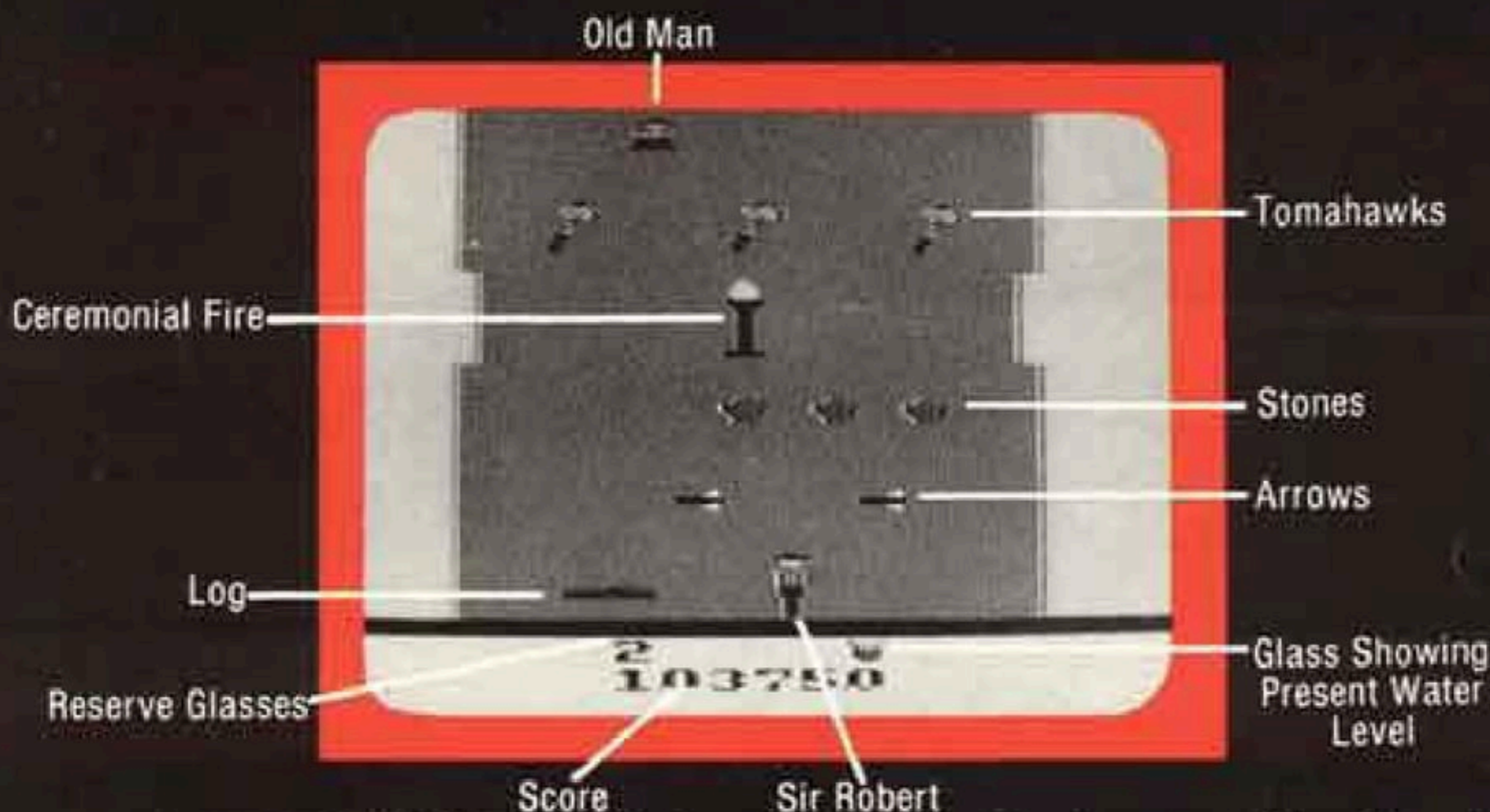
## SCORING POINTS

Points are awarded for successfully jumping over obstacles or ducking under projectiles, giving drinks to Old Men you may encounter along the way, and extinguishing the ceremonial fires. Each time you extinguish one of the fires, your glass will be refilled and the GAUNTLET will become more difficult.

### Point Values:

Jumping over rocks & logs .....	50
Ducking under arrows, stones & tomahawks .....	100
Quenching any Old Man's thirst .....	250
Ducking under the Secret Talisman .....	500
Extinguishing fires .....	500

**CAUTION** — — — You cannot jump over arrows, stones, tomahawks or the Secret Ceremonial Talisman. You cannot duck under logs or rocks. You cannot jump over or duck under the Old Men or the trees.



**JUMPING AND DUCKING STRATEGIES:** Jumping and ducking is accomplished by using the joystick and fire button in combination. To duck, pull back on the joystick first and then press the fire button. You will jump any time the fire button is pressed and the joystick is not pulled back. Once you have committed to a jump or duck, you have no control over your direction until your feet are back on the ground. After you collide with something, start moving as quickly as possible or you will collide with the same object again.

**STRATEGY HINTS FOR HIGH SCORING:** Try to stay as close to the center of the GAUNTLET as possible. Ducking makes you smaller and you can use it to squeeze through some tough spots. There are up to three Old Men between fires - don't forget to give them a drink to rack up those extra points!

**HAVE FUN !!!**

## **LIMITED WARRANTY**

Answer Software Corporation, 20863 Stevens Creek Blvd., Cupertino, CA 95014 (the "Warrantor") hereby warrants, to the original purchaser only, that this product will be free from defects in materials and workmanship, under normal use, for a period of 90 days from the date of purchase.

The Warrantor shall have no liability or responsibility to purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to any interruption of service, loss of business and anticipatory profits or consequential damages resulting from the use or operation of this product.

If during this 90-day period a defect in the product should occur, the product may be returned (charges prepaid, if mailed or shipped), to Answer Software Corporation or to an authorized Answer Software dealer and Answer Software will replace the product without charge.

When requesting performance under the terms of this warranty, the original purchase date must be established by the customer by means of a bill of sale, invoice, or other acceptable documentation. This warranty shall not apply if the cartridge has been misused or shows signs of excessive wear or has been damaged by being modified by anyone other than personnel authorized by Answer Software Corporation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

**Answer Software**

Corporation

Cupertino, CA 95014

PRINTED IN U.S.A.