GAUNTLET II™

Game Manual

MINDSCAPE INC

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Gauntlet II™ Atari Games Corp.
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GETTING STARTED

What You Need

Atari® ST

- Atari® 520ST,™ 1040ST,™ or Mega™ computer; 512K minimum
- Disk drive
- Monitor or TV (color required)
- One or two joysticks (optional)

Amiga™

- Amiga™ 500, 1000 or 2000 computer; 512K minimum
- Disk drive
- Monitor or TV (color recommended)
- One or two joysticks (optional)

Commodore 64™/128™

- Commodore 64™ or 128™ computer (in 64 mode); 64K minimum
- Disk drive
- Monitor or TV (color recommended)
- One or two joysticks

IBM® PC

- IBM®, Tandy®, and 100% IBM compatibles; 512K minimum
- One or two disk drives, or a floppy disk drive and a hard drive
- Monitor or TV (color recommended)
- Color or enhanced graphics adaptor (also supports MCGA/VGA and Tandy 16-color modes)
- Joystick(s) or mouse optional

Loading Instructions

Atari® ST

1. If you plan to use a joystick, plug it into Port 1. To use a second joystick, plug it into Port 0.
2. Insert ***Gauntlet II*** Disk 1, label side up, into Drive A. If you have a second disk drive, insert Disk 2 into Drive B. (If you do not have a second disk drive, insert Disk 2 into Drive A when prompted.)
3. Turn on your monitor, disk drive(s), and computer.
4. The game will load automatically into your computer's memory and the title screen will appear, followed by a series of information screens.
5. When the player option screen appears, select a character by moving your joystick up, down, left, or right until the name of the character you wish to play is shown. Each player is assigned a specific color (red, blue, yellow, or green). Press your START button (as indicated on the option screen) to begin.

Amiga™

1. If you plan to use a joystick, plug it into Port 1. To use a second joystick, plug it into Port 2.
2. Turn on your monitor and computer. If necessary, insert Kickstart 1.2 into the disk drive when prompted.
3. When prompted for a Workbench disk, insert the ***Gauntlet II*** program disk, label side up, into the disk drive. Note: Some packages contain two Amiga disks. If you have two disks, load the program from Disk 1 and insert Disk 2 when prompted.
4. The game will load automatically into your computer's memory and the title screen will appear, followed by a series of information screens.
5. When the player option screen appears, select a character by moving your joystick up, down, left, or right until the name of the character you wish to play is shown. Each player is assigned a specific color (red, blue, yellow, or green). Press your START button (as indicated on the option screen) to begin.

Commodore

1. Insert the ***Gauntlet II*** program disk, label side up, into the disk drive and close the drive door.
2. Plug a joystick into Port 1; to play a two-player game, plug a second joystick into Port 2.
3. Turn on your monitor, disk drive, and computer.
4. At the READY prompt, type **LOAD"*",8,1** and press **RETURN**. After the title screen appears, press fire to continue.
5. Before you begin, each player will be asked to select a character and color. *(NOTE: Both players must use the joystick in Port 1 to make their selections.)* When the character selection screen appears, move your joystick forward or back to change characters; press fire when the character you wish to play appears.
6. Next, you will be asked to select a color for your character. Use the joystick to move the arrow on the screen left and right; when the arrow is pointing to the color you wish to choose, press the fire button to select that color.
7. Repeat the process for Player 2, again using the joystick in Port 1. Selections must be made for both players, even if there is no Player 2. Both players may choose the same character, but you *must* choose different colors (even if different characters are selected.) After the selection process is complete, the game will finish loading into memory. Press fire to activate your character.

IBM

There are actually two versions of ***Gauntlet II*** included on the disks in the package (both versions require use of both Disk 1 and Disk 2). One version makes use of a full size screen and the other utilizes a slightly smaller screen. The smaller screen version is intended for computers with slower microprocessors, because game animation runs somewhat faster with the

smaller screen. Loading instructions for each version are included below. If you have a 286 or 386 machine, you'll have no problem with animation speed using the full screen version. If you have a slower machine, experiment with both versions and use the one that you find most satisfactory on your system.

Note to 3.5" disk users: If you have purchased the 3.5" version of the program, there is only one disk (unless you have bought a package that includes a Tandy TL/SL sound disk). Ignore references to Disk 2 throughout these instructions if you have the 3.5" version.

Note to Tandy TL & SL users: Some ***Gauntlet II*** packages include a special disk (Disk 3 in the 5.25" version, Disk 2 in the 3.5" version) to take advantage of the sound capabilities of your machine. If you have a Tandy TL or SL and wish to take full advantage of your machine's sound capabilities, insert the enhanced sound disk when the program prompts you to do so. If a Tandy TL/SL enhanced sound disk was not included in this package, you may order one from Mindscape for a $5.00 shipping and handling fee. Fill out and send in the coupon at the back of this manual along with your check for $5.00.

1. Insert a DOS disk (version 2.1 or higher) into Drive A.
2. Controls: If you plan to use a joystick, plug it into the game port of your computer. You may use a second joystick if you have a joystick adaptor or a second joystick port. If you plan to use a mouse, make sure that it is properly connected and that the mouse driver is set up to load as specified in the instruction manual.
3. Turn on your monitor or TV and the computer.
4. Respond to the date and time prompts.
5. When an **A>** prompt appears on the screen, remove your DOS disk and insert ***Gauntlet II*** Disk 1 (label side up) into Drive A if you wish to play the full screen version (for machines with faster microprocessors), or insert ***Gauntlet II*** Disk 2 (label side up) if you wish to play the smaller screen version (for machines with slower microprocessors). Close the drive door.
6. Type **GAUNTLET** if you plan to play the full screen version (Disk 1 must be in Drive A) or type **GFAST** if you plan to play the smaller screen version (Disk 2 must be in Drive A).
7. When the player option screen appears, select a character by moving your control (joystick, keyboard or mouse) up, down, left, or right until the name of the character you wish to play is shown. Each player is assigned a specific color (red, blue, yellow, or green). To begin play, press your fire button.

*Installing **Gauntlet II** on a Hard Drive*

Note: The Tandy TL/SL sound disk, included in some packages and available separately, can be installed on a hard drive in the same manner as Disk 1 (see instructions below).

1. Boot the system, if necessary, and log-on to your hard drive (for example, **C:**). If you wish to install ***Gauntlet II*** onto a subdirectory, access that directory.

2. Insert *Gauntlet II* Disk 1 into Drive A. At the DOS prompt for the directory on which you want to install *Gauntlet II*, type **COPY A:*.*** and press ENTER. Repeat this procedure for Disk 2. When you have finished, all of the game files will be copied to your hard drive.
3. To play *Gauntlet II*, log-on to the hard drive directory that contains the game files. At the DOS prompt, type **GAUNTLET** and press ENTER (for the full screen version) or type **GFAST** and press ENTER for the smaller screen version.
4. To remove *Gauntlet II* from your hard drive, simply delete all of the game files.

THE GAME

They're back! Just when you thought you'd delved into every last corner of the Dark Dungeons . . . Thor, Thyra, Questor and Merlin return with over 100 new mazes to explore and conquer. Renew old acquaintances with all your favorite enemies—ghosts, grunts, demons, lobbers, and sorcerers—plus a few new ones. Experience all the colorful graphics, exciting action, and digitized sound effects you loved in the arcade . . . the adventure continues!

Search through as many mazes as you can, picking up treasure, potions, and magic amulets. You have unlimited fire power, so fire at will (be sure to get the monster generators as well as the monsters). Players are immune to other players' shots, except as indicated on certain levels. Each player begins the game with 2000 Health points. You lose Health as time elapses, and by taking hits from monsters. Health is regained by picking up food and cider—as long as it isn't poisoned! When your Health runs out, your character will die.

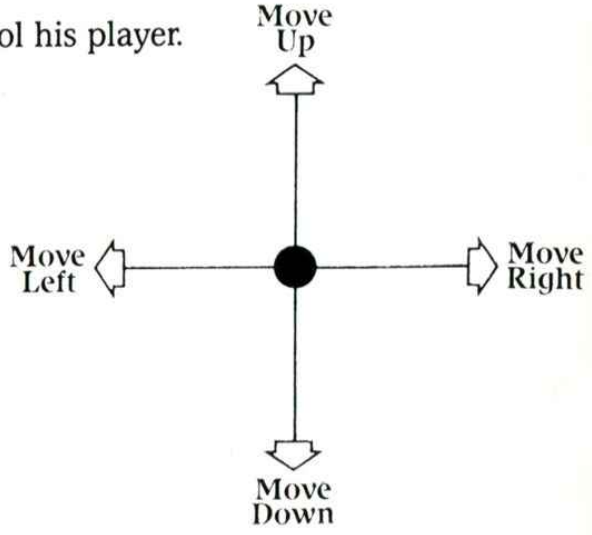
Controls

NOTE: Players may join at any time by pressing a fire button or fire key.

ST and Amiga

Player 1

Player 1 uses **Joystick 1** (Port 1) to control his player.



START: **F1**
FIRE: **Fire Button**
MAGIC: **ESC Key**

Player 2
Player 2 uses **Joystick 2** (Port 0 on the ST, Port 2 on the Amiga) to control his player.

START: **F2**
FIRE: **Fire Button**
MAGIC: **HELP Key**

Player 3
Keyboard controls for Player 3 are as follows:

Q Up Left	**W** Up	**E** Up Right
A Left		**D** Right
Z Down Left	**X** Down	**C** Down Right

START: **F3**
FIRE: **LEFT SHIFT Key**
MAGIC: **CONTROL Key**

Player 4
Keyboard controls for Player 4 are the numeric keypad keys:

7 Up Left	**8** Up	**9** Up Right
4 Left		**6** Right
1 Down Left	**2** Down	**3** Down Right

START: **F4**
FIRE: **ENTER Key**
MAGIC: **NUMERIC 0 Key**

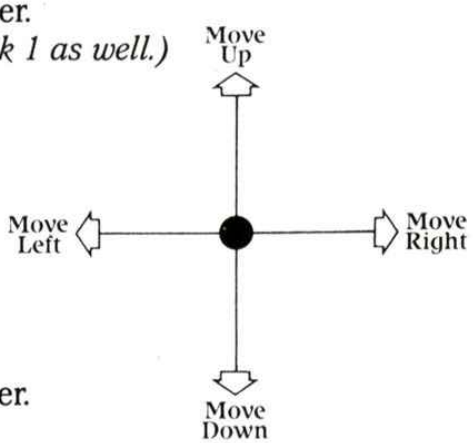
PAUSE: **P Key** (press a fire button or fire key to resume play)

ST and Amiga Users: You may also purchase a joystick adaptor that plugs into the parallel port of your computer and accommodates two extra joysticks. With this adaptor, Players 3 and 4 can use joysticks instead of the keyboard. You may purchase this adaptor directly from the manufacturer by calling **MICHTRON** at **1-313-334-5700** and asking for their joystick adaptor (please specify ST or AMIGA). The current retail price (as of April, 1989) is **$14.95**. You may also be able to purchase one of these adaptors from a local retailer—call Michtron at the number above for more information on participating retailers in your area.

Commodore

Player 1

Player 1 uses **Joystick 1** (Port 1) to control his player.
(NOTE: All game options must be selected with Joystick 1 as well.)



START: **Fire Button**
FIRE: **Fire Button**
MAGIC: **Space Bar**

Player 2

Player 2 uses **Joystick 2** (Port 2) to control his player.

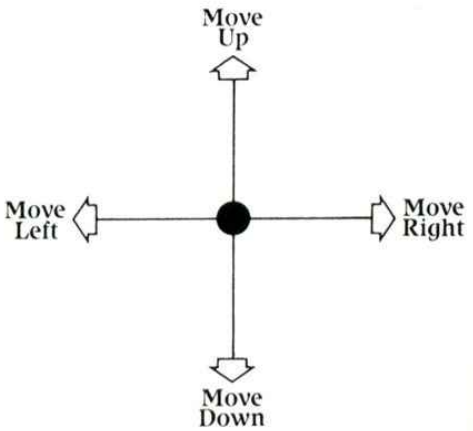
START: **Fire Button**
FIRE: **Fire Button**
MAGIC: **F3 & F5**

PAUSE: **RUN/STOP Key** (press it again to resume play).

IBM

Joystick Control

If you are using a joystick to control your character, you will be **Player 1.** If you have a second joystick attached, the person using this joystick will be **Player 2.**



FIRE: **Fire Button 1**
MAGIC: **Fire Button 2**

Keyboard Controls

PLAYER 1

Q Up Left	**W** Up	**E** Up Right
A Left		**D** Right
Z Down Left	**X** Down	**C** Down Right

FIRE: **S**
MAGIC: **1**

PLAYER 2

R Up Left	**T** Up	**Y** Up Right
F Left		**H** Right
V Down Left	**B** Down	**N** Down Right

FIRE: **G**
MAGIC: **4**

PLAYER 3

I Up Left	**O** Up	**P** Up Right
K Left		**;** Right
, Down Left	**.** Down	**/** Down Right

FIRE: **L**
MAGIC: **8**

PLAYER 4

7 Up Left	**8** Up	**9** Up Right
4 Left		**6** Right
1 Down Left	**2** Down	**3** Down Right

FIRE: **INS Key**
MAGIC: **DEL Key**

Mouse Control

If you are controlling your character with a mouse, you will be **Player 3.** Once the game begins, a small flashing cursor will appear on the screen in front of your character to indicate which direction he is facing. Move the mouse to move your character around the screen. Your character will continue moving in the direction of the cursor until he catches up with it, at which point he will stop until the mouse is moved again.

FIRE: **Left Mouse Button**
MAGIC: **Right Mouse Button**

Misc. IBM Controls

SOUND TOGGLE: **F1**
PAUSE: **PAUSE** (or **CTRL NUM LOCK** if you don't have pause key) press the space bar to resume play.
QUIT: **CTRL C**

The Heroes

THOR the Warrior
ARMOR: Tough skin—eliminates 20% of damage.
SHOT POWER: Excellent—twice normal power.
HAND TO HAND: Excellent (Battle Axe)—can destroy monster generators.
MAGIC POWER: Poor—damages most monsters, no generators.

THYRA the Valkyrie
ARMOR: Shield—eliminates 30% of damage.
SHOT POWER: Poor.
HAND TO HAND: Good (Sword)—can destroy monster generators.
MAGIC POWER: Moderate—damages most monsters and generators.

MERLIN the Wizard
ARMOR: None.
SHOT POWER: Good.
HAND TO HAND: Poor (No Weapon)—cannot destroy monster generators.
MAGIC POWER: Excellent—damages all monsters and generators.

QUESTOR the Elf
ARMOR: Leather—eliminates 10% of damage.
SHOT POWER: Poor.
HAND TO HAND: Moderate (Dagger)—cannot destroy monster generators.
MAGIC POWER: Very Good—destroys almost all monsters and generators.

The Villains

Monsters pour out of generators which are found throughout the dungeons. Each generator creates a specific type of monster. There are three levels of generators: depending on the strength of the generator, the monsters it produces can be killed with one, two, or three hits. Shoot the generators to destroy them.

Ghosts: Stay away from ghosts—they will hit you only once, doing a lot of damage, and then disappear. You should shoot ghosts, as you cannot fight them hand to hand.

Grunts: Grunts will run up to you and hit you over and over with their clubs. Shoot them, or fight hand to hand by pressing the joystick forward.

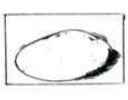
Demons: Demons throw fireballs at you, or bite you over and over if they are close enough (fireballs do more damage than bites). Shoot them, or fight hand to hand by pressing the joystick forward.

Lobbers: Lobbers try to hit you by throwing rocks over walls. Since they will run away if you get close, you must either shoot them or trap them in a corner and fight hand to hand.

Sorcerers: Sorcerers try to fool you by disappearing as they move. Your shots cannot damage them when they're invisible. While they are visible, you can shoot them or fight hand to hand.

Super Sorcerers: These Sorcerers take shots at you, then disappear. You must shoot them to destroy them. Magic will stun them, preventing them from shooting or disappearing.

Death: Death will drain your health, taking up to 200 points, and then die himself. The only way to kill Death is with magic—don't even think of fighting him hand to hand!



Acid Puddles: Green pools of acid that go after your character. They'll hurt him if he touches them.

"IT": When this glowing, spinning disk hits a player, that player becomes "It." All monsters are attracted to him until he leaves the maze or touches another player, who then becomes "It."

"THAT": This creature resembles the "It" creature, and chases players around the dungeon. If it touches a player, he loses a special power, a potion, or 100 health points.

(All versions except C-64)

The Dragon: Fire-breathing dragons appear rarely and should be approached with caution. You must hit them on the head with a weapon several times to destroy them.

The Thief: The thief appears well into the game at the players' start position, and chases the richest player until he is able to steal an item from him—a special power potion, or a normal potion if a special one can't be found. The thief may be shot, but if he escapes he will leave his ill-gotten gains on the next level.

The Mugger: The mugger can appear more than once on a level. He will attempt to steal health points from the richest player.

The Dungeons

Around the dungeons there are objects to collect and avoid:

Potions: Give you the magic power to stun or destroy monsters and monster generators. If shot, their effect is less powerful than when they are collected and used.

Special Potions: These behave as normal potions when shot, but give the player special abilities if collected. They include:

EXTRA ARMOR: Increases protection from hits.

EXTRA MAGIC POWER: Increases the effect of all potions.

EXTRA SHOT SPEED: Increases the speed of your weapon.

EXTRA SHOT POWER: Increases the damage done by your weapon.

EXTRA FIGHT POWER: Increases your hand to hand combat strength.

EXTRA PICK-UP POWER: Increases your carrying ability from ten to fifteen items.

Food: Plates of food increase your health by 100 points.

Cider: Provides the same effect as food:

Keys: Use to open doors in walls and locked treasure chests. When collected, 100 bonus points are added to your score. If you do not fight for about half a minute, all of the locked doors will open on their own.

Treasure: 100 bonus points are added to your score when you collect a treasure chest. Some treasure chests are locked and need to be opened with a key; locked treasure chests may contain food, money, a potion, or even Death!

Amulets: Magic devices that give the wearer special abilities for a short time. These abilities include:

INVISIBILITY: Monsters cannot see you.

INVULNERABILITY: Monsters cannot hurt you, but your health decreases twice as fast as normal.

REPULSIVENESS: Monsters cannot stand you and run away.

TRANSPORTABILITY: Allows you to pass through any solid object by running into it.

10 SUPER SHOTS: These shots kill all monsters in their path and keep traveling until they hit a wall.

REFLECTIVE SHOTS: These shots bounce off walls, allowing you to shoot around corners.

Treasure Rooms: Treasure rooms appear randomly. When you enter a treasure room, you have a limited amount of time to collect as many valuables as possible. However, you are not allowed to keep the treasure unless you escape from the treasure room before time runs out.

Traps: When you step on these glowing blue patterns on the floor, certain walls will disappear (these walls may be invisible).

Transporters: Glowing red tiles on the floor that transport you to the nearest visible transporter. If several transporters are the same distance away, one is chosen at random. See if you can find ways to influence the direction you take.

Exits: These labeled passageways lead to the next level, or the level specified. Some levels have false exits; others have exits that move around, closing and reopening at another location. If you stall long enough without fighting, all the walls on that level will become exits.

Poisoned Food and Cider: If shot, this will slow monsters down for a short time. If consumed, you will lose 50 health points and your character will be dizzy and difficult to control.

Poisoned Potions: These behave like poisoned food.

Walls: Most walls are solid, but some walls look a little different and will crumble when shot.

Stun Tiles: When you step on these glowing tiles, they stun your character and then disappear.

Force Fields: These glowing floor sections turn on and off. If a player enters a force field while it is turned on, his health will quickly drain. Force fields do not affect monsters, and cannot be destroyed.

SPECIAL OFFER TO TANDY TL & SL OWNERS

Some *Gauntlet II* packages include an enhanced sound disk (Disk 3 in the 5.25" version, Disk 2 in the 3.5" version) to take full advantage of the sound capabilities of the Tandy TL and SL computers. If the enhanced sound disk is not included in your package and you have a Tandy TL or SL, you can order the enhanced sound disk from Mindscape for a $5.00 (U.S.) shipping and handling fee. Please note that the enhanced sound disk will only work on the Tandy TL or SL computers.

To order the Tandy TL/SL enhanced sound disk, cut the coupon below (no photocopies) from the manual, fill in the requested information, and send the coupon along with $5.00 (check or money order only) to Mindscape at the address shown on the coupon.

TANDY TL/SL SOUND DISK OFFER

Please send me the enhanced sound disk for the Tandy TL and SL computers. I've enclosed $5.00 (U.S.) in check or money order for shipping and handling.

Name _____

Address _____

_____

City/State _____

Zip Code _____

Phone _____/_____
(Area Code)

Cut this coupon from the manual, fill it out, and send the coupon (no photocopies, please) along with a check or money order made out to Mindscape Inc. for $5.00 (U.S.). Please allow three weeks for delivery.

Send to:
Mindscape Inc.
P.O. Box 1167
Northbrook, IL 60065