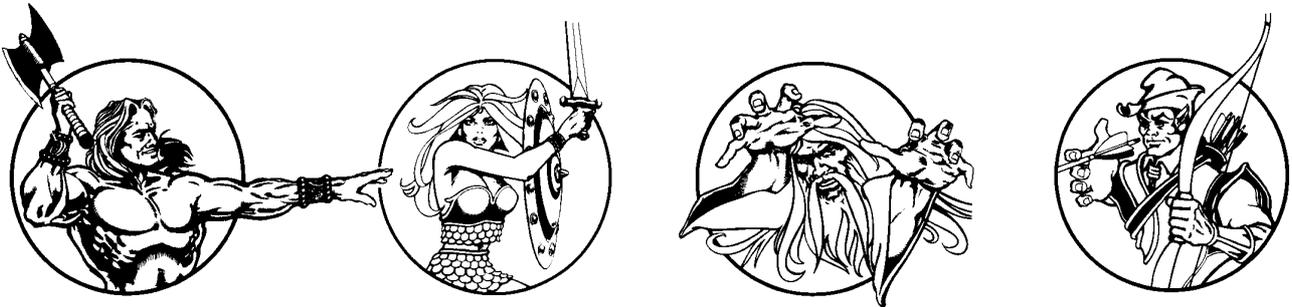


U.S. Gold Ltd., Units 2/3 Holford Way,
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THE HEROES

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 VILLAINS

The monsters pour out of the generators which lie throughout the dungeons. Each generator creates a specific type of monster ie. 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 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 them 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 PICKUP 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 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 the 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.

GAUNTLET - THE DEEPER DUNGEONS

In early 1987, U.S. Gold will release an expansion cassette for Gauntlet containing hundreds of new levels and treasure rooms. You have the chance to have your own maze included on this tape!

Follow the instructions below when drawing out your maze and post it to:

U.S. GOLD, Units 2/3 Holford Way, Birmingham B6 7AX

The lucky few chosen will receive Gauntlet Tee shirts and a free copy of the expansion tape or disk!

Instructions

1. The Gauntlet universe is a grid of 32 by 32 blocks.
2. The Players' window scrolls so that only 16 blocks wide by 10 tall are visible at any time.
3. There must be only one start and at least one exit.
4. The top row of blocks must always be occupied and any other block may be any one of the following: Floor, wall, destructible wall, trap wall, door, start,

exit, treasure, destructible food, non-destructible food, poisonous food, destructible potion, non-destructible potion, invisibility, key, trap, transporter, ghost, grunt, demon, lobber, sorcerer, death or generator.

In addition to the above, there are other special features which can be enabled. These include:

1. Stun: Players' shots stun other players.
2. Hurt: Players' shots hurt other players.
3. Pick an Exit: When the players enter this level, only one of the exits will be placed in the level. The others will become floor.
4. Vertical scroll: Normally the screen stops scrolling vertically at the top and bottom of a level. Selecting this option would prevent this and allow the players to see what is on the opposite side.
5. Horizontal scroll: This is similar to Vertical scroll except that this is for horizontal scrolling.

Use the symbols below when making your map:

Key to Symbols

Floor:	blank	Destructible Food:	DF
Wall:	**	Non-destructible Food:	NF
Destructible Wall:	*3	Poisoned Food:	PF
Trap Wall:	*T	Destructible Potion:	DB
Horizontal Door:	--	Non-destructible Potion:	NB
Vertical Door:	::	Invisibility Amulet:	IN
Start:	ST	Key:	KY
Exit:	E1	Trap:	TP
Treasure:	\$\$	Transporter:	TR
GHOSTS;		GRUNTS;	
Ghost, Strong:	G3	Grunts, Strong:	R3

GAUNTLET - Loading Instructions

Spectrum Cassette *Type LOAD"" and press ENTER.
Press PLAY on your cassette
recorder.*

For game control, details will appear on the screen.

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