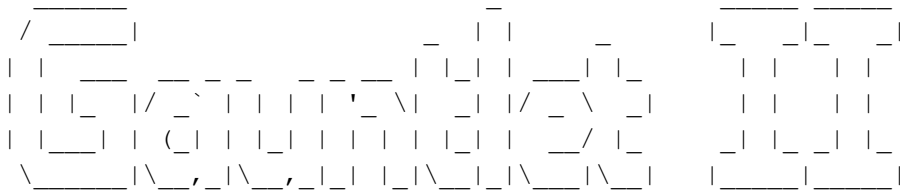


Gauntlet II FAQ

by KeyBlade999

Updated to vFinal on Jul 25, 2012



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|               |
|           Gauntlet II           |
|           An FAQ                 |
|           By KeyBlade999         |
|               |                   |
|           File Size: 9.74 KB     |
|           Current Version: Final |
|           Previous Update: 11:06 PM 7/24/2012 |
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                        Section Negative One: Donations                **GAUNT_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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                        Section Zero: Table of Contents                **GAUNT_0**
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Section One: Intro

GAUNT_1

Welcome to another FAQ of mine. This one covers the GameBoy game Gauntlet II, a typical top-down platformer, seemingly based off of a familiar arcade game.

...

Yeah, I don't know much to say about this. But try to enjoy.

Section Two: Version History

GAUNT_2

Final - First and likely only version of this FAQ completed.

11:06 PM 7/24/2012

Section Three: Legalities

GAUNT_3

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

Section Four: Basics of the Game

MADNESS_4

Controls

~~ D-Pad : Move around; select character at start.
~~ A Button : (There's probably a function, but I don't know it.)
~~ B Button : Throw a projectile to attack.
~~ Start Button : Pause/unpause game.
~~ Select Button: Pause/unpause game.
~~ L/R Buttons : These only have functions on the GBA SP and GameBoy Player ways of playing the game. They will widen/narrow the screen, respectively. Otherwise, N/A.

Also note that A+B+Select+Start is a soft reset combination.

Basics of the Game

In all honestly, I wish I could say more, first off. This game is sort of like your typical top-down platformer. But the levels have too much randomization in them to actually make a decent walkthrough, even right down to the levels' own layouts.

But the idea is to get as far as possible without dying. Be patient with me, for I lack a manual for this game, so some things may have different names or functions than I assume.

Well, basically, you'll want to get as far as you can without dying. You see that number in the lower-left corner? That is your timer and HP counter, both in one. You will start at 2,000, going down one unit per second, resulting in about 33 minutes and 20 seconds of play time if you don't heal or take damage.

To take damage, you'll pretty much step on any grainy flashing floor, run into an enemy, or get hit by an enemy. This can take your HP/timer down by hundreds of units. Do not let yourself get hurt by enemies; actually attack them. To heal, you'll need to find chunks of meat or other types of food.

If your HP/timer goes to zero, you lose.

There are various pickups throughout the levels aside from the aforementioned food. There are keys that open up those segmented green-and-black doors when you run into them. There are also smoky jars or something that seems to only serve to raise your score below your timer/HP.

Also are various types of special tiles. Aside from the previously mentioned grainy damaging floor, you'll also find other flashing tiles that match the terrain and will open up walls. You'll also find green, sparkly teleporters. Most important of all is the black EXIT square. Normally, you'll go to the next level, but there are some that let you skip levels. For example, if you see "EXIT TO 11", you'll be skipping some levels to reach Level 11.

There's not much else to say. I would provide a walkthrough, but there's too much randomness.

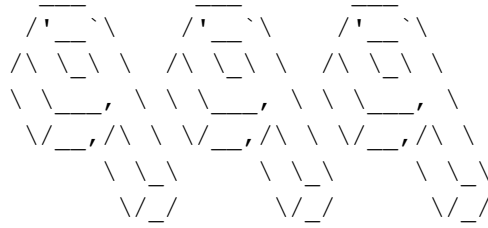
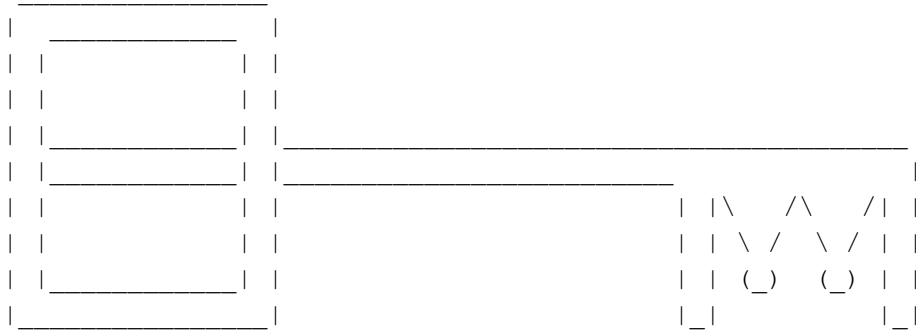
One last thing is that, if you wait around long enough, locked doors WILL open up. Just so you know.

Good luck.

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|           This is the end of KeyBlade999's           |
|           FAQ for the GameBoy game                   |
|           Gauntlet II.                               |
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KeyBlade999

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