GAUNTLET
LEGENDS

MIDWAY HOME ENTERTAINMENT
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www.midway.com

MIDWAY

SEGA

SEGA

MIDWAY

TEEN
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CONTENT RATED BY
ESRB

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

STARTING UP

Before you begin to play Gauntlet® Legends™, pay attention to the following information regarding your Sega Dreamcast hardware unit.

- Be sure the Power is off on your Sega Dreamcast system.

- This game supports up to 4 Players. Make sure all Controllers are inserted before the Power is turned on. One Controller is included with the Sega Dreamcast at the time of purchase. Additional Controllers are sold separately. For more information on the Sega Dreamcast Controller, see the next page.

- Insert your Gauntlet Legends Sega Dreamcast Specific Disc.

- Press the Power Button to activate the Sega Dreamcast.

- Follow on-screen game instructions.

SEGA DREAMCAST HARDWARE UNIT

Disc Door

Power Button
This turns the unit ON or OFF

Open Button
Press to open the Disc Door

Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Use each port to connect controllers for players 1 to 4 respectively.

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STARTING UP
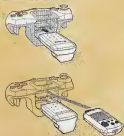
SEGA DREAMCAST CONTROLLER

Overhead View

The image to the right shows the button locations on your Sega Dreamcast Controller. Please familiarize yourself with these buttons as they will be referenced throughout this instruction manual.

X Button
Y Button
B Button
A Button

Analog Thumb Pad

Direction Button (D-Button)

Start Button

Forward View

Expansion Slot 1

Right Trigger (Trigger R)

Left Trigger (Trigger L)

Expansion Slot 2

SEGA DREAMCAST JUMP PACK™

This game supports the Sega Dreamcast Jump Pack. This peripheral is sold separately and should be used according to the image to the left.

To return to the title screen at any point during game play, simultaneously press and hold the A,B,X,Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

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GAME CONTROLS

Here are the default controls for Gauntlet Legends. Please refer to the previous page for button locations.

INITIAL SETTINGS

MOVE CHARACTER - Direction Button or Analog Thumb Pad

ATTACK - A Button (aim with Direction Button or Analog Thumb Pad)

USE POTION - X Button

THROW POTION - X Button + A Button (point towards the enemy)

MAGIC SHIELD - X Button + B Button

TURBO - B Button

TURBO RUN - B Button (hold while moving in a direction)

TURBO ATTACK - A Button + B Button (use when Turbo Meter is Green, Yellow or Red)

Note: The colors on the Turbo Meter indicate the strength of the attack. Green is an enhanced weapon throw (weakest attack). Yellow is a close area attack (medium) and Red is a massive forward moving wave attack (strongest).

TWO PLAYER COMBO ATTACK - Team up with a second player and unleash a powerful combo attack against your enemies. One player must have their turbo meter full in order to perform this attack. Simply walk up to a second player and perform your Turbo Attack. The two characters will join in a devastating assault on Skorne's minions.

BLOCK - Hold B Button (blocking will work until Turbo Meter is empty)

Note: To walk while blocking, hold the B Button and press the Direction Button or Analog Thumb Pad in any direction.

PAUSE GAME - Start Button

MENU/SUB-MENU NAVIGATION

When navigating through menu screens, use the Direction Button (or Analog Thumb Pad) to highlight selections. Press the A Button to activate the selection (such as accessing another menu or saving a game for example). Pressing the B Button in any menu will exit you back to the previous screen.

MAIN MENU

At the Title Screen, you can begin a New game or access the game's Options Menu. The options will be discussed on Page 11. Highlight START and press the Start Button to access the Character Management Menu. The Character Management Menu allows you to Load a previously saved character or enter initials to build a new character.

LOADING SAVED CHARACTERS

To Load a character, highlight LOAD and press the A Button. Next, select which Expansion Slot contains the saved character data. This game allows you to use four controllers with up to 8 Visual Memory Units connected. When you have located the Expansion Slot, highlight it and press the A Button. Next, select the character to load (you can save up to 8 different character records per VMU) and press the A Button. You will now pick up the game where you left off.
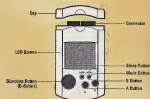
CREATING A NEW CHARACTER

Select NEW and press the A Button. You will be able to enter initials (three letters in length) to build a new character record. Use the Direction Button or Analog Thumb Pad to cycle through the alphabet. To lock in a letter, press the A Button. To go back a space, press the B Button.

VISUAL MEMORY UNIT (VMU)

CHARACTER SELECTION

After you choose to begin a New Game, you will be taken to the Character Selection Menu. Initially, there are eight characters to choose from in the game. Each character also has four different costume colors and appearances to select from. Press Left or Right to view the different character classes. When viewing a character, press Up and Down to change their costume. Each character has their own statistics as well. The stats for each character will be at the bottom of the screen.

STRENGTH: Amount of damage you inflict on an enemy.

ARMOR: Provides some protection from successful enemy attacks.

SPEED: How quickly the character moves on the battlefield, NOT their attack speed!

MAGIC: Damage inflicted per spell cast by character.

As your character grows in experience, you may find that other characters are unlocked in the Character Selection Menu. If you choose to play the game using these new characters, you will have to begin at Experience Level 1 and begin playing the game from the very beginning.

Only those who research these characters will be able to access them. Good resources for this information can be found in magazines or on the internet.

CHARACTER PROFILES

WARRIOR & DWARF

Strength is what sets these two characters apart from the others. While one is giant and the other small, they are both equal when it comes to battling the forces of evil. A good choice for a beginning player, these characters prove that size truly does not matter.

KNIGHT & VALKYRIE

These characters possess the highest Armor rating of all the characters. The speed of these characters make them all the more deadly in battle. These two are both great choices for a beginning player.

CHARACTER PROFILES

WIZARD & SORCERESS

These two characters' powerful magic far exceeds any other character's. Their high Magic rating grows faster and causes their magical attacks to do more damage.

JESTER & ARCHER

Even though these characters' physical attacks are weaker than the other characters, they make up for this with great speed. They move fast and attack fast, making them a tremendous asset on the battlefield.

SUMNER'S TOWER

Your quest begins in the Tower of the good wizard Sumner. From here you will depart into the beautiful and deadly worlds of Gauntlet. Initially you will only be able to access the Mountain Kingdom, but as you gain experience and find obelisks, more sinister worlds will be available to you.

Sumner is here to help you whenever he can. He is a wise and powerful ally for you to have. Make sure you talk to him if you need guidance. Move your character towards him to make contact. Press the A Button to activate the Hint Menu (Talking to Sumner) will appear with the following choices available to you:

Sumner

HISTORY: Hear of the magical and tragic tales which have led to your situation.

OBELISK HINT: These hints help you locate hidden obelisks within a world.

RUNE HINT: The noble wizard will give you a hint about the next Rune Stone you need to find.

ENEMY HINT: Sumner will give you a hint about the next Shard of Glass you need to find (what boss enemy you will fight).

EXIT: Exit the Hint Menu.

Each of the hints can be accessed by highlighting them and pressing the A Button. To exit out of a hint, press the B Button. This will take you back to the Hint Menu.

GAME OPTIONS

At the Title Screen, you can either Start a game, or access the game's Options Menu. When you are in Sumner's Tower, you can access the game's Options Menu by pressing the Start Button. Use the Direction Button or Analog Thumb Pad to highlight the option setting. To lock that setting in, press the A Button. The following are options that you can adjust.

ADJUST MUSIC VOLUME: Select how loud you want the background music to be.

ADJUST SFX VOLUME: Select how loud you want the Sound Effects to be.

TOGGLE STEREO: Choose from Mono or Stereo sound.

ADJUST DIFFICULTY: How great of a hero are you? Prove it here by selecting from four levels of difficulty. NOTE: This option is accessible ONLY before starting a new game.

CONTROLLER SETTINGS: Choose from 3 different control settings. Press Left and Right on the Direction Button or Analog Thumb Pad to view them. To select one, press the A Button.

CHARACTER MANAGEMENT: This option allows you to save your current character's status as well as begin a new game or load a previously saved character. Follow the instructions on Page 6 to load your character.

SCREEN ADJUST: Choose from 4 different screen sizes. This feature allows you to view all of the action and on-screen information from any television or monitor.

JUMP PACK: If you are using a Sega Dreamcast Jump Pack, you can turn it On or Off.

QUIT GAME: Selecting this will Quit out of your current game. If you choose this, make sure you save your progress first!

PLAYING THE GAME

On your quest to recover the 13 Rune Stones, you'll encounter a variety of enemies and challenges. The following pages will give you an idea of what's ahead. All of the following actions are based on the game's Default Controller settings.

BASIC ATTACKS

Gauntlet Legends is a fast-paced, intense 3-D adventure game. Your character can roam in any direction on-screen by pressing the Direction Button or Analog Thumb Pad in the desired direction you want the character to go.

To attack enemies, aim with the Direction Button or Analog Thumb Pad, then press the A Button. It's recommended that you HOLD the A Button and then aim, so you can train your shots at the enemy. You can also fight hand-to-hand by moving your character into the enemies and rapidly pressing the A Button.

The X Button is used for Potions you acquire along the way. Vials of Potion have many different appearances (see the Page 15 for some examples).

TURBO ATTACKS

Your character's Turbo is used for moving faster (press and hold the B Button while moving) or for performing Turbo Attacks! To do a Turbo Attack, you must wait for your character's Turbo Meter to reach one of three levels. Green is the weakest attack (simple attack in front of character), Yellow is the average attack (a small "area effect" around the character) and Red is the strongest, releasing a powerful forward attack. Once your Turbo Meter has reached its full power, aim with the Direction Button or Analog Thumb Pad and press the A Button and B Button at the same time. Each character has his/her own unique Turbo Attacks!

TWO PLAYER COMBO ATTACKS

Two players can team up to unleash a powerful attack on their enemies. Once a player's Turbo Meter is totally filled, it will flash. When the Turbo Meter flashes, move your character next to another player's character and press the A Button and B Button at the same time. If done correctly, both heroes will unite and perform a deadly combo attack! Each hero performs their own unique combo attack, so learn how to use them! For example, if the Dwarf character begins the combo attack, that player will control the Dwarf and the other player's character as they run around the level, plowing through any evil that stands in their way.

IN-GAME PAUSE MENU

During your quest, you may find it necessary to pause the game. To pause a game in progress, press the Start Button at any time. The following Pause Menu will appear:

QUIT LEVEL - Quit the current level and go back to the safety of Sumner's Tower.

BACK - Exit the Pause Menu and return to the game.

GAINING EXPERIENCE

During the game, your character's Statistics and Experience Level will increase. Players start the game as a 1st Level character of a given class. As experience points are accumulated throughout the game (by defeating enemies and finishing worlds), each character will gain more power for each level they gain. Remember that every level you advance, so do your character's statistics!

PLAYER HEALTH

The most important attribute of all, Health is denoted in points. Once your point total reaches 0 points, your character will collapse.

Health points can be gained in battle by eating food, gaining an experience level and by purchasing Health at the Shop.

END OF LEVEL SHOP

After you complete a level of play, you will be able to use the gold you found to purchase goods in the Shop. The Shop contains all sorts of items such as keys, potions, power-ups, etc. Press Up and Down on the Direction Button or Analog Thumb Pad to view the Shop's inventory. To purchase the item (provided you have enough money), press the A Button. When you are finished buying goods, highlight Exit and press the A Button. Any power-up items you purchase will instantly be available to you when you begin the next level.

PLAYING THE GAME

USING POTIONS

Potions come in a variety of shapes and colors. Potions can be purchased in the Shop (between levels) and some potions are found by opening the various treasure chests scattered throughout the levels. You must have a key in order to open a Treasure Chest (for other items found in chests, see Treasure Chests, next page).

Once you have found a potion, you'll see the Potion Icon in the top-right corner of the Character Information screen. During the game, you will need to use the potions to defeat numerous enemies on-screen and to defeat the dreaded Death enemy. Potion is the only thing that can beat Death (unless you have the Anti-Death power-up), so make sure you have a vial available just in case. If you find yourself without magic and Death does appear (usually from within a treasure chest), he will steal Experience Points (or an entire Experience Level) from you and leave.

You can also throw a magic potion as a grenade to take out a swarm of enemies before they get near you. Simply aim at the enemies with the Direction Button or Analog Thumb Pad and press the X Button and A Button at the same time. Your character will toss a vial of potion into the crowd for some serious destruction. To use a magic potion as a shield, press the X Button and the B Button at the same time. This will briefly activate a magical barrier against your foes.

NOTE: Try not to shoot potions. Not only does it have a weaker effect on the enemy, but you might need that potion later on!

FOOD

No matter how powerful you are, in battle you will lose valuable health points. When your health points decrease to 0, your character will die. To gain health points back, you must eat food. Food icons (or Health Power-ups) can be found in barrels, treasure chests or even in plain sight. Fruit will restore 50 Health Points while Meat will restore 100 Health Points.

PLAYING THE GAME

TREASURE CHESTS

Numerous Treasure Chests are located on every level. Some are full of valuable treasure that can be used to buy additional Power-Ups, while some may contain food, poison or power-ups. All Treasure Chests must be opened with Keys, found throughout the levels as well as available for purchase at the Shop.

BARRELS

Barrels are found throughout the levels. Some contain food and treasure, and some contain nothing at all. Some barrels can be used to help destroy enemies.

Normal Barrel   Explosive Barrel   Corrosive Barrel

Shoot the Red and Green Barrels from a distance. The Red Barrels are filled with explosives, causing a wide area of destruction. The Green Barrels are filled with corrosive gas and will do the same amount of destruction. It's best to shoot these barrels from a distance because if you're too close to the explosion, you will lose valuable Health Points. Barrels can contain Death as well.

SWITCHES

Found in barrels or hidden within a level, switches activate secret rooms and shortcuts. They help locate very hard to find items such as obelisks, Rune Stones and Legend Weapons! Each switch has an arrow. This arrow is pointing towards the action it will cause. For example, if the arrow is pointing at a wall, the wall may come down after activating the switch. When the arrow is GREEN, the switch is ON. This means that the switch has been triggered and the action has been set. If the arrow is RED, the switch is OFF and the action has yet to be performed. Look for switches, as they will benefit you a great deal in your quest to complete the levels!

ON   OFF

PLAYING THE GAME

ENEMY GENERATORS

Every level is overrun with unique, grotesque monsters. Each enemy is created in a Generator. These generators must be destroyed to stop the creation of additional enemies. Destroy the generators by hitting them multiple times. As they're hit, the generators will degrade. As they degrade, less-powerful enemies will continue to be generated until the generator is destroyed. Generators can be built into walls or may be lying on the floor. To the right are examples of what some of the Enemy Generators look like.

Wall Generator

Floor/Ground Generator

OBELISKS

Each world contains Obelisks which must be found to gain access to the next world. Search high and low for these. They're well hidden and must be found in order to defeat the vile Skorne.

ON (active)   OFF

LEVEL PORTALS

Each world has at least three levels. Each level of the world can be accessed by entering a Portal in Sumner's Tower. To exit the level, you must find the portal and stand on it. Both players must stand on it in a Two Player game.

After a few seconds, you will be teleported back to Sumner's Tower, and the next level's portal will be open. After you complete a level, you'll see the End-Level screen.

This screen contains information such as your character's total Gold accumulated, Experience Points gained and total Kills they had on the level.

PLAYING THE GAME

WEAPON POWER-UPS

Weapons can be upgraded when you find the various power-ups for them. Some examples are 3-Way Shot, Fire Breath and the Thunder Hammer. Once you find them you will have no trouble clearing the path of the fiends ahead of you.

3-Way Shot   Fire Breath   Thunder Hammer

OTHER POWER-UPS

There are numerous power-ups in the game and some are different than others. These "Other" power-ups can be an increase in fire power (the Phoenix Familiar allies you with a Phoenix), invulnerability, invisibility, etc. You will find these power-ups throughout the game. Some are more rare than others, so use them sparingly!

Invulnerability   Phoenix Familiar   Invisibility

RUNE STONES

Each world also contains Rune Stones. There are 13 Rune Stones in all. When a stone is collected, the good Wizard Sumner will take the stone from you and place them in his tower. When all 13 stones are collected, you must face the ultimate evil...Skorne!

THE STORY

The benevolent mage Sumner crafted for his home a series of magical towers that sliced high into the heavens; standing as a testament to his great prowess of the Art. In the uppermost chambers, the wizard spent years weaving magic and reality to create the Gateways – mystical portals through which he could pass and thereby travel to all of the Gauntlet realms as easily as crossing from one of his towers to the next. Sumner created six such gateways, one to each tower that ultimately transported him to each of the realms.

Sumner's younger brother, Garm, sought for years for a way to overpower his brother's "do-gooding" and make himself Master of the Realm. Finally, he conceived of a way … he would use the magic of his brother's tower as a power source to open a gateway to the Underworld thereby allowing him to reach into the evil depths and pull out undead warriors for his own nightmarish army.

Garm spent years studying the Black Arts and came across the legendary Rune Stones. Powerful "keys" that could focus magical energy to create portals from one world to the next. He now had his means to put his motive to work.

These stones would serve as his lens to focus and redirect his own brother's magic through the veil of death and darkness into the Underworld. He would then summon forth a powerful Demon which he would use as his Champion to destroy the peaceful worlds and rule with an iron fist.

Or so he thought…

When Garm placed the 13 stones in a circle in the middle of his brother's tower the portal to the Underworld opened. Garm's magic crackled through the chamber as he used his knowledge of black magic to call to the powerful demon lord, Skorne. He reached him…the dark lord erupted from the magical hole in the floor and filled the cavernous tower with just his torso!

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THE STORY

Garm, thinking his victory was at hand, lost his concentration and the magical bonds which held Skorne's power in check weakened slightly.

Skorne did not squander his chance for freedom and broke loose from the wizard's bonds. Free from control, Skorne quickly dispatched the foolish, puny wizard who had disturbed his rest. With the gateway slowly closing, Skorne called forth his own undead army and sent them (through the convenient portals here in Sumner's tower) to wreak havoc in the mortal worlds of this plane.

As the portal shut, Skorne scattered the Rune Stones to the far reaches of the realms to protect his own Underworld domain from intrusion. His army deployed, Skorne sealed the four gateways to their doom at the hands of his minions. His dark sorcery, powered by his followers' praise, erected magical locks on each portal.

As a final act, Skorne stole the magic from this world and locked it into obelisks guarded by his minions in different realms. He then crashed through the magical glass window of the tower to take up his own demonic "court" in the great Cathedral beyond.

He sealed himself there with dark magic and sent the sacred shards to be guarded by the minor deities of this world. He felt himself untouchable in a new playground of weaklings to satiate his gross appetite for horrific pleasures…

After this disturbance, Sumner returned to his tower and discovered all that had transpired. He was powerless to do anything about it as his magic had also been drained by Skorne's evil. Knowing that he would be too easily detected by the dark lord in this realm, he called forth The Heroes to save the 4 worlds of this plane.

His strength drained, Sumner was only able to open one gateway for the characters to start their quest. As they free Sumner's power by touching the obelisks, Sumner will open other Gateways, allowing them to pass into other realms and defeat Skorne's followers. They begin their quest in the storm draped mountain…

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THE WORLDS OF GAUNTLET

There are four main worlds you must conquer in order to face the evil that is Skorne. The following is a description of each world you shall travel to and what final monster (end-level boss) you must face.

WARRIOR'S MOUNTAIN

This once dormant volcano is now bursting with activity due to Skorne's vile influence. Lava flows like water here. This was once home to the Barbarian Kingdom - but is now under the cloud of Skorne's dark magic. An ancient Dragon resides in these coves; a dragon that guards one of the glass shards necessary to access Skorne's Earthly Citadel through the window in Sumner's Tower.

VALKYRIE'S CASTLE

An ancient castle that has weathered wars and rebellions is now overrun by Skorne's minions! After conquering the courtyard, you must pass through a dungeon then up the castle's interior - the armory and treasury - fighting until you reach the castle's awesome guardian, the Chimera!

THE DESERT LAND

Home of the Wizard's mystic people. The Desert world is the heart of the four realms' magic. Its people, wearing the golden hues of the desert sand, follow the Path of Light, a sacred and virtuous way of life. Skorne's minions have woke the sleeping dead and angered their spirits. Enter through the City Ruins, flooded and crawling with deadly cobras. Conquer the Mystic Pyramid and silence the mighty Djinn.

THE WORLDS OF GAUNTLET

THE FOREST REALM

Home of the Archer's nomadic clansmen. The wild forest is said to be the oldest of the four realms. Its greens matched only by the tunics worn by its people and it's chaotic nature expressed through their spiraling body tattoos. Now the trees themselves have been driven to madness. This realm holds the last of the scattered shards. From bile green swamps, to the dizzying heights of the Ancient Tree this land is infested with more of Skorne's evil minions. Defeat them all on your quest to banish Skorne to the underworld forever.

SKORNE'S CITADEL

After you have conquered the other worlds, it's now time to face the enemy named Skorne! Travel to the desecrated Cathedral where evil resides. Skorne's massive army guards his chamber. Defeat all before you and face Skorne. However, defeating Skorne will only banish him from this plane back to his Underworld lair!

THE BATTLEFIELD

Located somewhere in this level is the last of the 13 Rune Stones. Skorne has unleashed an "Undead" army upon Sumner's Tower! Protect the tower at all costs and recover the last Rune Stone! Once you have accomplished this, you must now follow Skorne to the Underworld and destroy him once and for all!

THE UNDERWORLD

The Underworld is replete with every form of demon and departed spirit a worst nightmare could conjure up. This is Skorne's home. There is NO GOING BACK to Sumner's Tower. The only way out is through victory! Defeating Skorne here finally vanquishes the foul demon and releases his evil grasp on the Gauntlet Realms.

SECRET LEVELS

There are four secret levels that are not connected to each other. You can find "Secret Level Entrances" within certain levels. Each main world has one Secret Level, but there are no Secret Levels in the Cathedral or Underworld. Entrances to secret levels must be found as you battle throughout the game. These entrances look like trap doors on the ground, so simply stand on them to gain access to the Secret Level. These entrances are well hidden, so make sure you search for them!

After completing a Secret Level OR the timer expires, all characters will return to the level they were playing on.

There are no enemies in these worlds, only gold pieces. Each Secret Level contains a massive amount of gold that must be collected in the time allotted. Whatever amount of gold you collect can be used at the Shop to buy goods. If the timer elapses before you can collect all of the gold, you'll exit and return to the level with the amount you collected.
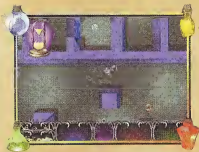
LEGEND WEAPONS

To help defeat the four world bosses, there are four magical weapons or "Legend Weapons". These weapons are scattered throughout the game. When used on the correct boss, it will greatly help you defeat it! Skorne is looking for these weapons. Could there be another Legend Weapon that he fears? Find them before he does and help restore order! If you find it, when entering the lair of a boss monster the weapon will activate automatically.

ICE AXE OF UNTAR
This mythical axe; forged from the ice of a comet, should be used against the Red Dragon in the Mountain world. This powerful weapon will deal a tremendous blow to the massive beast.

POISONOUS BELLOWS
Created from the most powerful toxins in the Forest Realm, the Poisonous Bellows dispels a massive green cloud, completely enveloping the Spider Queen. This gas shrinks her in size between 30% - 50% and gives her an overall slightly green tint reducing the effectiveness and range of her attack.

SCIMITAR OF RASHA
Forged from a common sickle and vengeance, a powerful Mage created the Scimitar after a young boy was tragically killed by a lion. The Mage gave the Scimitar a special taste for lion's blood. Use it on the vicious Chimera!

MAGIC LAMP
The Magic Lamp, created by Sumner to assist the Wizard in defeating the evil Genie Djinn. The lamp holds a powerful spell that when released will temporarily blind Djinn. While he is blinded, the Hero has the best chance of inflicting great damage.

ENEMIES

Each world has countless enemies for you to vanquish. Here is an overview of the different enemies you'll encounter.

GRUNTS
The most common, these monsters are created from Generators throughout the levels. Destroy the generators to stop these creatures from being produced. They can be anything from Ogres, Wolves, Skeleton Soldiers and even Knights. Grunts can be destroyed by normal attacks.

ANKLE BITERS
Crawling on the ground, these creatures are spawned from generators on the ground. Scorpions and Giant Maggots crawl toward you. They don't do much damage, but they are extremely annoying.

SUICIDERS
Grunts with explosive red barrels on their back. Their mission is to run at you and deliver their explosives to you personally. Not afraid of dying, these grunts are very dangerous.

BOMB THROWERS / ARCHERS
More skilled than Grunts, these monsters either hurl bombs or shoot arrows at you. Try to destroy these fiends first. They do significant damage the longer they attack.

ENEMIES

GOLEMS
These look like giant rock people. Very tough to kill and stronger than you, these should be attacked from a distance. Normal attacks work, but you should use Turbo Attacks for better results.

DEATH
Hiding throughout the levels is Death himself. Death cannot be defeated by normal attacks. Only MAGIC can defeat Death. If you have no magic to attack with, Death will steal an Experience Level from you and then leave. If a player has the "Anti-Death" power-up, he/she will gain an Experience Level from Death.

SKORNE
Released from the Underworld when Garm combined the 13 Rune Stones, Skorne escaped and quickly took control over the worlds of Gauntlet. Skorne is evil incarnate and easily is the most powerful enemy in the game. With his armies of evil before him, Skorne seeks to destroy all that is good...unless you can stop him!

HINTS AND TIPS

As you travel the worlds of Gauntlet Legends, you will no doubt be facing great danger and tremendous challenges. Here are some hints and tips to help you on your journey. Good Luck!

- Pay attention to the scrolls. They give you valuable information.
- Use the powerful Combo Attacks to take on the tougher enemies like Golems!
- Use keys to open doors and chests. Use them sparingly.
- Try to destroy the enemy Archers and Bomb Throwers first.
- Avoid dangerous objects such as flame geysers and floor spikes.
- Only Magic or the Anti-Death Halo can defeat Death.
- There is a FIFTH LEGEND WEAPON! Use it against Skorne!
- Remember to save your game and character data often!
- Find the Legend Weapons to defeat the world bosses.
- Look around for hidden items behind walls and rocks!
- DON'T SHOOT POTIONS!
- Seek and you shall find.
- If a wall or rock flashes when you shoot it, keep shooting it!

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