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SPY HUNTER
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RP
MIDWAY
PlayStation.2

# GAUNTLET

## DARK LEGACY

INSTRUCTION MANUAL

MIDWAY

# WARNING

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

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# TIPS & HINTS

As you travel the worlds of Gauntlet Dark Legacy 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, the Anti-Death Halo or shooting him 100 times can defeat Death.
- When entering a level that holds a legend item, a bell noise will sound close to its location!
- 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!
- If a wall or rock flashes when you shoot it, keep shooting it!
- A player that learns how to block will live much longer! Remember!

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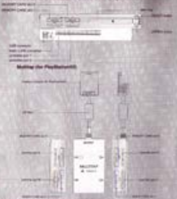
# GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Gauntlet Dark Legacy disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



## MULTITAP COMPATIBLE

Gauntlet Dark Legacy supports up to 4 players. Use a multitap for PlayStation®2 to give access to 4 controllers. Please connect controllers sequentially from Controller port 1-A, Controller port 1-B etc. when using a multitap for PlayStation®2. See the Multitap diagram illustrated on pg. [illegible].

# CREDITS

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Special Thanks to:

Additional High Res Assets Provided by Cyril Studio, Vancouver Digital

Additional Music and Sound provided by Michael Henry, John Paul, Barry Leitch & Don Diekneite

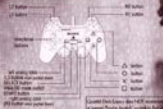
Voice Talent provided by [illegible]

Other Voices by Talent [illegible]

Female Choir performed by [illegible]

# STARTING UP

**DUALSHOCK 2 CONTROLLER CONFIGURATIONS**



Gauntlet Dark Legacy does NOT recommend or support Analog Switch operation. Use only the DUALSHOCK™ 2 analog controller.

## MENU/SUBMENU NAVIGATION

Throughout this manual ↑, ↓, ← and → will identify pressing Up, Down, Left and Right on the directional button. To navigate through the game menus for Options, use the directional button ↑, ↓, ← or → depending on the menus to highlight a selection. To activate a selection or access the next menu, press the ● button. To go back to the previous menu and/or cancel the previous selection, press the ● button.

## SOFT RESET

At any time on menus or during gameplay you can press and hold down the START and SELECT buttons to perform a Soft Reset.

## 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:

### SETTINGS

See Game Options on pg. [illegible] (The Difficulty and Multiplayer options do not appear here.)

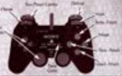
### QUIT LEVEL

Quit the current level and go back to the safety of Sanctuary. Return Rune to insure that you must return to Sanctuary before you can Quit a game. You cannot quit a game using the In-Game Pause Menu. To exit the menu after making any changes, press the ● button.

# CONTROLS

Here are the preset configurations for Gauntlet Dark Legacy. Please refer to the previous page for button locations. For more information, see CONTROLLER CONFIGURATION on p. 8

## DEFAULT

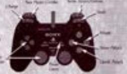


Throw
Two Player Combo
Defend
Magic
Turbo Attack
Magic
Move Character
Fast Attack
Quick Attack
Pause Game

## ARCADE

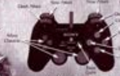
L1 + ○ = Turbo Attack
R1 + ○ = Magic Shield
○ + ○ = Throw Magic

R2 = Defend or Combo if next to another opponent



Charge
Two Player Combo
Turbo Attack/Defend
Shoot
Magic
Move Character
Pause Game
Fast Attack
Quick Attack

## ONE-HANDED



Quick Attack
Turbo Attack
Turbo Attack
Quick Attack
Charge
Magic
Move Character
Special
Turbo Attack
Pause Game

# GAUNTLET DARK LEGACY HEROES

## SORCERESS

Fashioned with the [illegible] the Sorceress conjures up magical spells that [illegible] into the hearts of her enemies. Her roots come from the Forsaken Provinces, where magic has been practiced for centuries. The Lich is no match for the Sorceress as her powers go beyond that of the living or the dead.

## DWARF

Although small in stature, the Dwarf possesses the strength of his counterpart the Warrior. The cold winds from the northern Ice Realm have helped prepare him for the toughest of battles. Even the vicious Yeti can not deter the fire that burns from within the mighty Dwarf.

## KNIGHT

Protector of the Sky Dominion, the Knight teams up with the Valkyrie with possession of armor and strength. His body combines the dexterity of agility from the realm of the [illegible]. The Plague Fiends [illegible] can not match the [illegible] skill to the Knight from the many generations of knighthood bestowed upon him.

## JESTER

As with the Archer, the [illegible] has one very important attribute on his side: speed. Just when you think you have him cornered he pulls a surprise out of his bag of tricks. The Jester hails from a world where dreams are reality.

# GAUNTLET DARK LEGACY HEROES

## WIZARD

Hailing from the sun-scorched plains of the desert realm, the Wizard summons the mystic elements of his realm to repel the invading forces of evil. He will use his mastery of the arcane arts to banish the Demon from the land.

## WARRIOR

Ruler of the mountain kingdom, the Warrior [illegible] deeper than the mightiest blade. He will not rest until his kingdom has been purged of the evil Dragon and all manner of Skorne.

## VALKYRIE

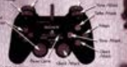
Fierce and deadly, the Valkyrie wields her blade with surgical precision. Her looks are captivating, but such trifles only get in the way of her all-consuming mission to rid her lands' stronghold of evil.

## ARCHER

The elven Archer, champion of the wild forest, is the fastest and most courageous of all. Her [illegible] bow allows her versatility and speed unmatched by any other. She will not rest until her Forest Realm is reclaimed and the evil Spider Queen is banished forever.

# CONTROLS

## [illegible]



Right Joystick = Aim

## CHARACTER ABILITIES (Using the Default Controller Configuration)

Quick Attack - ● button: fast but does less damage than a slow attack.
Slow Attack - ● button: Slow but does more damage than a quick attack.
Combos - Characters have linked attacks that inflict greater damage to enemies and generators only during hand-to-hand combat. Try these:

● ●
● ● ●
● ● ● ●
● ● ● ● ●

Use Potion - With a magic potion (● button), your character can activate a magical blast damaging all enemies and generators within its radius. The more powerful your magic ability, the larger the blast radius will be.

Throw Potion - If you press and hold the ● button, you can throw magic potions at your enemies like a grenade.

Magic Shield - Quickly double tap the ● button. Your character uses a potion to create a magic shield around him that will damage anything near by.

Turbo Attack - With a full Turbo Meter (yellow or red), press the ● button to unleash a powerful attack. The Turbo bar indicates the strength of that attack. Yellow yields a close area attack useful when surrounded by enemies. Red creates a deadly forward arc attack. It's great for approaching hordes of enemies and you can direct its trajectory.

Charge - The ■ button allows you to run past enemies for a quick escape if necessary.

Two-player Combo Attack - You can 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, so simply walk up to a second player and press the ■ button.

# START/OPTIONS

GAUNTLET
DARK LEGACY

At the Start/Options Screen, select START to go directly to the Character Selection Screen (see CHARACTER SELECTION, pg. [illegible]) or Select OPTIONS to configure the game. Press ↑ or ↓ to highlight an option, then press the ⊗ button to select. Press the ⊗ button to exit sub-menus.

The following options are available:

## AUDIO

Adjust the volume of the audio Background MUSIC and SOUND EFFECTS in the game. Press the ← or → to increase or decrease the volume levels. To select STEREO or MONO sound, move the arrow next to the two options, then press the ← or → to highlight your choice. Press the ⊗ button to select the option you want. A checkmark will appear next to the selection.

## GAME OPTIONS

### Difficulty

Select from three Difficulty Levels. To make a selection, press ↑ or ↓ to highlight your choice, then press the ⊗ button to make the selection. A checkmark will appear next to the selection.

### Multiplayer Mode

By default, you can't shoot and inflict damage on other human controlled players. You can change this setting to make 2 player game experience a bit more difficult. Here are the settings:

Normal - No damage is caused to other players (default setting)
✓ Shots Stun Other Players - When hit, other players freeze for a brief moment
Shots Hurt Other Players - When hit, other players lose health

## COMPASS

You can choose whether to HIDE or SHOW the compass that appears onscreen as you play the game. A checkmark will appear next to the selection.

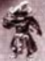
## CONTROLS

See CONTROLLER CONFIGURATIONS, pg. 5.

## SCREEN

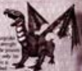
Manually adjust your screen position by pressing ↑, ↓, ← or →. Press the ● button to quickly center the screen.

# ENEMIES



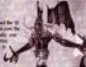
## GENERALS

Generals rule over the grunts. They are much tougher to defeat than their Grunt minions. Often when defeated, they will drop a valuable item that can be used by your hero.



## GARGOYLES

Close relatives to the Chimera, three types of Gargoyles have infested the Lands. Each one has great strength and powers. The snake headed gargoyle has the powers of acid and when defeated dissolves leaving only his golden lungs behind. The Eagle headed gargoyle is charged with electricity and when vanquished leaves behind a [illegible] golden feather. The last one, the Lion headed gargoyle has harnessed the powers of fire and upon his death leaves only his golden claw behind. Defeat these beasts and return their golden remains to Sumner's tower to open up new areas.



## SKORNE

Released from the Underworld when Garm unleashed the 13 Runestones, Skorne escaped and quickly took control over the worlds of Gauntlet. Skorne is evil incarnate and easily one of the most powerful enemies you will ever encounter. With his armies of evil before him, Skorne seeks to destroy all that is good, unless you can stop him!

## GARM

Garm was happy to let his brothers [illegible] of power throughout the eight realms while as he absorbs all evil from the demon Skorne. [illegible] Only the evil Garm himself will stand between victory and defeat.

# 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, Trollers, Skeleton Soldiers and even Knights. Grunts can be destroyed by normal attacks.

## ANKLE BITERS

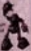
Crawling on the ground, these creatures are spawned from generators on the ground. Scorpions and Giant Maggots crawl toward you. They are not as dangerous as grunts, but nonetheless cannot be ignored.

## SUICIDE BOMBERS

Grunts with explosive rods or green barrels on their back. They [illegible] to run at you and deliver their explosives to you personally. Not afraid of dying, these grunts are very dangerous.

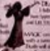
## BOMB THROWERS & ARCHERS

More skilled than Grunts, these monsters either hurl bombs or shoot arrows at you. Try to destroy these Grunts first. They do significant damage when they attack.



## GOLEMS

These look like giant rock, ice or wood creatures. 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.



Red Death

## DEATH

[illegible] the upfront [illegible] Death himself! There are two types of Death: Beware of Health Stealing Death (Red Death) and Life Stealing Death (Black Death).

MAGIC can defeat Death, as well as hitting him 100 times with a conventional attack. If you have no magic to attack with, Death will steal Health or an Experience Level from you and then leave. If a player has the Anti-Death powerup he/she will gain 100 Health or an Experience Level from Death.

Black Death

# CONTROLLER CONFIGURATION

The Controls Menu lets you select a different control configuration, adjust the Vibration setting on your controller as well as turn *Auto Aim* and *Auto Attack* ON or OFF. Press ↑ or ↓ to highlight an option, press the ● button then press ⬅ or ➡ to cycle options. Press the ● button to make selections.

## STYLE

The default controller settings (displayed on pg. 6) can be replaced with one of three other configurations: *Arcade, Rotation* and *One Handed*. Highlight STYLE, press the ● button then press ⬅ or ➡ to cycle through each of the 4 configurations. Press the ● button to select a configuration. Each setting is displayed once selected. Memorize the controls as best you can, then begin playing.

## OPTIONS

### Vibration

Adjust the intensity of your controller's Vibration feature by selecting Light, Medium, Maximum. Or you can turn it off completely by selecting None.

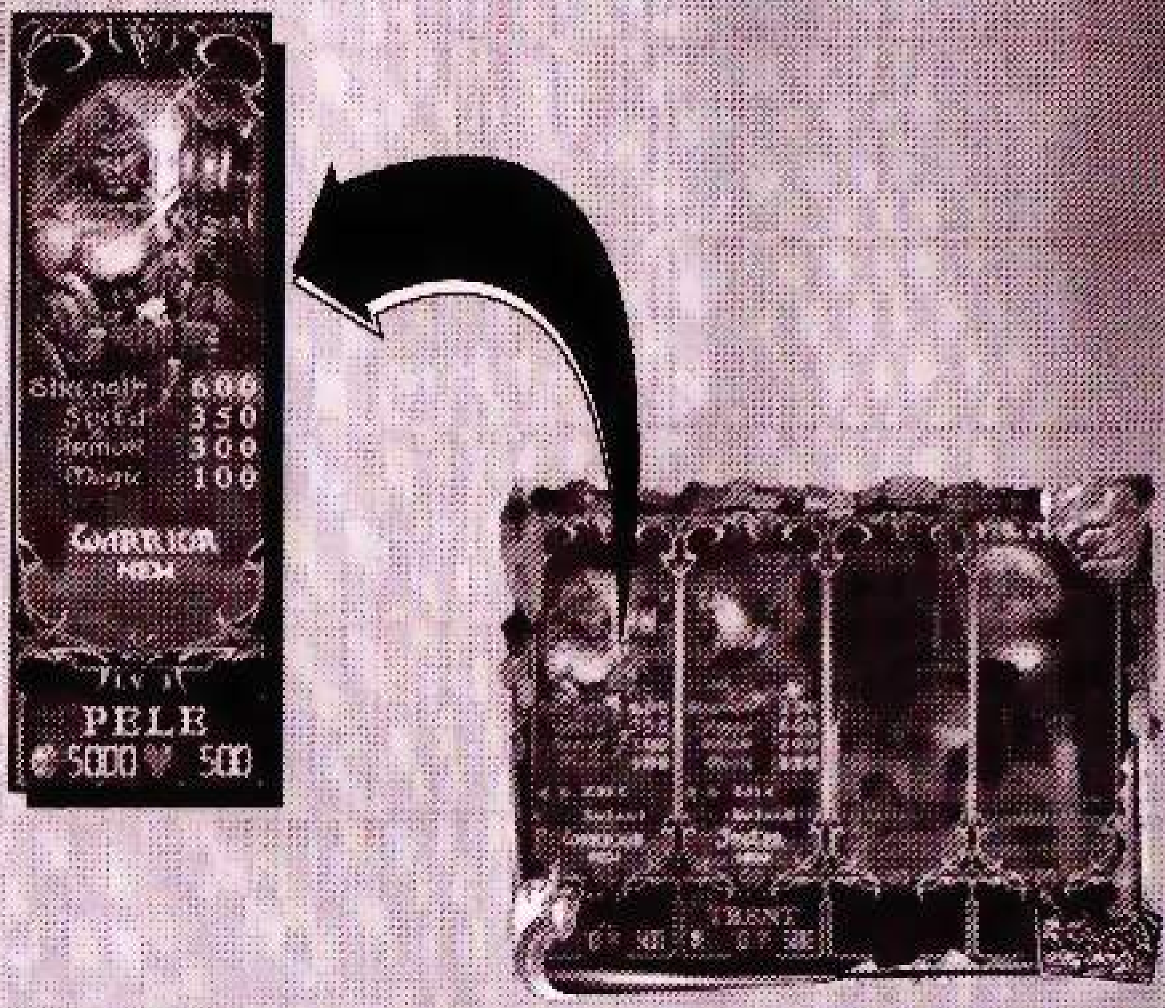
### Auto Aim

With this setting set to 'ON' your ranged attacks will be aimed at the nearest target. It might be a good idea to use this feature until you improve your skills, then set it to 'OFF' to make the game more challenging.

### Auto Attack

If you have this option set to 'ON' your character will automatically initiate hand-to-hand combat when you walk into an opponent.

# CHARACTER SELECTION



When you select START from the Start/Options Screen, the Character Select Screen will appear. Select New to proceed. You'll need to Enter Your Name by pressing ⬆ or ⬇ to cycle available letters. Press ⬅ or ➡ to move to the next letter.

Initially, there are eight characters to choose from in the game. Each character also has four, differently colored variations to choose from. There are 8 alternate characters that can be accessed once they've been unlocked. There are also more than 2 dozen secret characters that can be unlocked with special codes.

Press ⬅ or ➡ to view the different character classes. Press ⬆ or ⬇ to view the color variations. The character attributes will be show at the bottom of the screen.

STRENGTH : Amount of damage you inflict on an enemy.
SPEED : How quickly your character moves on the battlefield.
ARMOR : Provides more protection from enemy attacks.
MAGIC : Damage inflicted by magic potions.

---

# LEGEND ITEMS

## Legend: Javelin of Blinding

USED AGAINST: Plague Fiend

EFFECTS: It is thrown at the Plague Fiend, automatically hitting his large blue eye. This blinds the Plague Fiend, reducing the effectiveness of his attacks.

## Legend: Parchment of Fire

USED AGAINST: Yeti

EFFECTS: Upon entering the Yeti's world the fire scroll icon rises up above the characters. It's surrounding flame pulses once or twice, forming a fireball that then launches itself at the Yeti. The fireball lands on the ground in front of the Yeti. Upon striking the ground a fire wall grows up between the Yeti and the players. This wall blocks all of the Yeti's ice attacks as long as it is up.

## Legend: Lantern of Revelation

USED AGAINST: Shadow Wraith

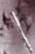
EFFECTS: Upon entering the Wraith's world, the Lantern rises up above the characters. It casts a beam of light out as it rises. Once in its final position, it surrounds the characters in a disk of light. Any of the Wraith's "phantom" attacks are destroyed when they enter the light, causing damage and outrage to the Wraith.

## Legend: Soul Savior

USED AGAINST: Skorne

EFFECTS: The Soul Savior icon rises up and hovers above the characters. While it is visible, it reflects some of Skorne's attacks back on him, causing him additional damage and outrage.

# LEGEND ITEMS



**Legend Axe**

Used Against: Dragon

Effects: This is thrown at the dragon, automatically hitting and [illegible] him. The Dragon is unable to use his attacks for a short time.

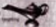
**Legend: Scimitar of Decapitation**

Used Against: Chimera

Effects: It is thrown at the Chimera, automatically cutting off the lion head. This eliminates ALL the attacks from the lion head.

**Legend: Lamp of Dark Obliteration**

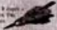
Used Against: Genie



Effects: The characters' first attack uses the Lamp. It billows out a thick, dark cloud that encircles the Genie, temporarily blinding him. The Genie, while blind, will randomly strike out without targeting anyone in particular.

**Legend: Ice Bellows**

Used Against: Spider-Queen



Effects: The characters' first attack uses the Ice Bellows. It expels a massive [illegible] cloud, completely encircling the Spider-Queen. This [illegible] her to [illegible] and gives her an overall slightly [illegible] tint, reducing the effectiveness and range of her attacks.

**Legend: Good Book**

Used Against: Lich

Effects: The characters' first attack uses the Good Book. As the Book rises above the character, a shaft of light beams down from the sky onto the Lich. This light scorches the Lich's flesh, enveloping him in flames. The fire does damage to the Lich as well as rendering him temporarily vulnerable to attack.

# THE GAUNTLET DARK LEGACY STORY

The Kingdom of Gauntlet was once a land of eight magical realms, ruled by a great and powerful wizard named Sumner. For many years the land prospered under Sumner's guidance. The seat of his power was a mighty Tower with its many portals. These magical doorways allowed Sumner to travel easily throughout the land. Peace reigned throughout the Eight Realms, but it would not last.

Sumner had a younger brother, Garm, who was jealous of his elder sibling's power and status. Seeking to increase his own magic, Garm sought after thirteen legendary Rune Stones. These ancient artifacts would enable Garm to tap into the powers of the Underworld. After years of searching, Garm was able to locate twelve of the thirteen Runestones. Impatient and overconfident, Garm decided to try his magic without the elusive thirteenth stone.

One day while Sumner was traveling the land away from his Tower, Garm prepared his spell. Chanting ancient incantations, Garm opened a portal to the Underworld and was unprepared for the result. Through the portal [illegible]. The demon Skorne, Ruler of the Underworld, entered into the land of the Eight Realms.

Without the thirteenth Runestone, Garm was unable to control Skorne, and the Demon Prince broke free and crushed the foolish young mage. [illegible] to the Underworld, Skorne immediately summoned his minions from the Underworld and, using the portals in Sumner's Tower, sent them throughout the Eight Realms to wreak havoc upon the land. Then he [illegible] the Runestones to the far reaches of each realm so that they could never be used against him.

Sensing that something was wrong, Sumner returned to the Tower and was horrified by what had happened. The magic portals, which had once been used to keep the land at peace, were now being used to bring chaos and destruction. Summoning all of his strength, Sumner sealed every portal in his tower and fought back the demon Skorne. Even the mighty Demon Prince was no match for Sumner's power, and Skorne fled to an ancient Temple, which he sealed with eight Magical Shards. Each of these was given to one of Skorne's most powerful minions to be guarded.

Exhausted by his earlier efforts, Sumner was unable to break Skorne's seal. Using the last of his strength, he summoned the mightiest hero from each of the Eight Realms. To them he entrusted the task of defeating Skorne's guardians and sending the Demon Prince back to the Underworld. The fate of the land is in their hands.

# SUMNER'S TOWER

Your quest begins in the Tower of the great wizard Sumner. From here you will depart into the beautiful and deadly worlds of Gauntlet Dark Legacy. Initially you will be able to collect enough crystals to access the [illegible], but as you gain experience and collect valuable items, more worlds will be available to you.

Press the START button to view the Tower Menu. The following options are available:

Settings: See [illegible] pg. [illegible] (The Difficulty and Multiplayer settings do not appear here.)

Manage Character: Save or change your character information.

Save - Each memory card can contain up to [illegible] saved games. Each saved game stores the information for 1 character of each type.
Change - This allows you to change your character type during the game.
Load - Load a previously saved character.
Quit - Quits the game.
Done - Sends you back into Sumner's tower.

Shop: The shop can be entered anytime from the tower and automatically at the end of every level. Press ⬆ or ⬇ to highlight the item you want to purchase. Then press the ✖ button to purchase it. You'll see your money dwindle as you buy items.

Health may be purchased in the shop up to the player's maximum health. Increments of 10 health can be purchased for 50 gold each and 100 health increments can be purchased for 400 gold each.

Keys can be purchased for 40 gold each.

Power Ups may be purchased for 100 gold to 750 gold. Powers can last for a quantity of uses or for a duration of time.

Attributes may be purchased in the shop for 4000 gold. Each purchase increases a given attribute by 1 point.

It is advised that you do not insert or remove peripherals or memory cards MEMORY CARD (8MB) (for PlayStation®2) once the power is turned ON. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

# GAUNTLET DARK LEGACY WORLDS

## FOREST

Home of the Archer's nomadic characters, the wild forest is said to be the oldest of the eight realms. Its [illegible] matched only by the [illegible] for its [illegible] and its [illegible] nature [illegible] through their [illegible] bodily [illegible].

## DESERT

Home of the [illegible] mystic people, the Desert realm is the heart of the eight realms' magic. The people, reflecting the golden hues of the desert sand, follow the path of light, a sacred and virtuous way of life.

## ICE

The northern cold winds blow across this frozen tundra with the sounds of the lost souls who have been [illegible] and become part of the land. The Dwarf and his hearty people ride the cold and prosper from the riches found deep within their lands.

## DREAM

The Jester is the master of this fun community. A good laugh and a good scare is his agenda. His work is ever done in this realm because its [illegible] twenty-four hours a day! Once you step along with the fun folks of this realm, you may never want to leave.

## SECRET LEVELS

The entrances to nine secret levels can be found throughout the game. These entrances look like [illegible] on the ground. Once [illegible] stand on them to gain access to the secret level. These entrances are well hidden, so be sure to search carefully for them. Each level has [illegible] to be collected to unlock a secret character.

After all coins have been collected or time has expired, you will exit and return to the level from which you came. If you are unsuccessful in your efforts to collect enough coins, all coins you have collected are then lost.

# GAUNTLET DARK LEGACY WORLDS

There are eight worlds you must conquer in order to face Garm. The following is a brief description of each of the first eight worlds.

## FORSAKEN PROVINCE

Sorcery and black magic rule in this realm. Death is the trade here of necromancers and many spells have been passed down through the generations. Witchcraft is still practiced by many of the taverns or tenants in your travels. This is home to the Sumner.

## MOUNTAIN

Home of the barbaric tribes of the Warrior King, the Mountain realm is a harsh and unforgiving place. The red worn by their tribes is a reflection of their surroundings. Fire and lava flow freely throughout this realm, making safe passage difficult for the careless.

## CASTLE

Home to the Royal family and the warrior presence, the Valkyrie's Lightning Keep is a vast fortress. It's located in the sky below the clouds, where watchful eyes look over the eight realms. From atop its mighty towers fly the Valkyries' royal blue crest, standing for freedom to all that reside under it.

## SKY

The Knight is the guardian of this realm where the purest air is found. Good health is provided to all those who live here and the air is shared with the rest of the realms. Rhythian [illegible] and transport the air so that its healing powers can be had across all the realms.

# SUMNER'S TOWER

## INVENTORY

Keeping track of your inventory is essential. Here are the items you'll manage.

**Shards** - Each of the eight shards you've collected from the defeated Bosses will be displayed in a replica of the cathedral window.

**Legend Items** - Each of the nine Legend Items you have found will be displayed here. Once you have used a Legend Item you will have to return to where you found it if you need it again.

**Crystals** - How many of each of the eight crystals you have found will be displayed along with how many you need to open each world (see Gem Crystals, pg. 10).

| Color | World | Crystals |
|---|---|---|
| Orange | Forsaken | [illegible] |
| Red | Mountain | [illegible] |
| Purple | Castle | [illegible] |
| Blue | Sky | [illegible] |
| Green | Town | [illegible] |
| Yellow | Desert | [illegible] |
| White | Ice | [illegible] |
| Black | Dream | [illegible] |

# HINT SYSTEM

## GENERAL HINTS

This is helpful information that can aid you on your journey.

## GUARDIANS

If you have trouble defeating a boss, come here and ask Sumner for his help. He can give you clues to defeating each of these villainous beasts.

## ITEMS OF LEGEND

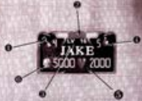
If you need help finding any of the nine Legend Items, you can select this option.

## RUNESTONES

Information regarding each of the thirteen Runestones can be obtained here.

# THE HUD

At the bottom of the game screen, you'll see the H.U.D. (Heads Up Display). Your character's [illegible] name appear in the center. The color of the HUD will match the color of your character. Below is the HUD display with the following information:

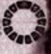


| | |
|---|---|
| Number of Keys 1 | As you accumulate Keys, you can keep track of the total amount you've collected. |
| Turbo Meter 2 | As you use Turbo, you'll see the color in your Turbo Meter diminish and replenish each time. |
| Experience Level 3 | The Experience Level number is displayed as you work your way through each world, anywhere between [illegible] |
| Potions 4 | As you collect potions, an icon will appear signifying that you have them available for use. |
| Health 5 | A heart is displayed with the Health level to its right. Keep this number as high as possible. If it goes to Zero, you're finished. |
| Gold 6 | A gold coin is displayed with the value to its right, displaying the amount of gold you've collected. [illegible] |

# QUEST ITEMS

Throughout the realms of Gauntlet are scattered many items a player must quest for. Runestones are needed to travel through the Underworld. Shards of the blessed stained glass window to enter the Desecrated Temple. Golden items to open up the [illegible] and [illegible] gates. And the gate crystals that unlock the 8 realms.

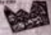
## RUNESTONES



To rid the realms of Skorne forever the players will have to collect all of the 13 Runestones to follow him into the Underworld. In despair to face the evil servant Garm, they will need the 13th Runestone to enter the unholy citadel and destroy Garm.

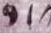
## SHARDS

Gather the 8 shards and restore the window so that you may enter the Temple and banish Skorne to the Underworld.



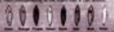
## GOLDEN ITEMS

These items unlock the gates that bar the player from the more difficult realms. They can be acquired by defeating the various realm, night and [illegible] gargoyles that reside within the [illegible] realms. Upon killing them you will receive a set of GOLDEN FANGS from the [illegible] gargoyle, a GOLDEN CLAW from the [illegible] gargoyle and a GOLDEN FEATHER from the [illegible] gargoyle. Collect a certain number of these to release the powers of the gates that hinder their progress.



## GATE CRYSTALS

Within Sumner's tower are many magical portals that transport the heroes to every corner of the eight realms. These portals are protected by force fields created by Sumner in an effort to contain Skorne's darkness. You must collect the many power crystals so that Sumner can harness their energy and remove these magical locks. There are eight different colored crystals corresponding to the realm that it can unlock.



# PLAYING THE GAME

## SPECIAL ABILITIES

### Alter Food

Wizard & Sorceress - When these characters reach level 10, they can change poison fruit into edible fruit. At level 30 they can use magic to change poison meat into edible meat.

### Alter Traps

Valkyrie & Knight - When at level 10 or higher they can use magic to stop all traps for 10 seconds. After level 30 they can destroy all visible traps.

### Secret Walls

Archer & Jester - After level 10, using magic by these characters will show all places where secret walls are. After level 30 these walls will be destroyed.

### Turn Junk

Warrior & Dwarf - Using magic by these characters after level 10 will cause junk to be turned into silver. Characters higher than level 20 will turn junk into gold!

## USING POTIONS

Potions come in a variety of shapes and colors (blue, green, yellow and red). Potions can be purchased in the Store (or Sanctuary Store) 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, pg. 15.

Once you have found a potion, you'll see the Potion icon in the top right corner of the HUD (see pg. 10). During the game, you can use potions to defeat multiple enemies at once and to kill Death. Potions are one of the few things that can beat Death, so make sure you have a potion available and in use. If you find yourself without magic and Death does appear, he will steal Health Points or at least [illegible] you and leave.

You can also throw a magic potion as a grenade to take out a number of enemies before they get near you. Simply aim at the enemies with the Directional Buttons or Left Analog Stick, and press and hold the ● button. To use a magic potion as a shield, double tap the ● button. This will briefly activate a magical barrier against your foes.

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

# PLAYING THE GAME

## GAINING EXPERIENCE

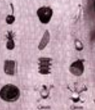
Experience is gained by killing enemies and generators. The more powerful the enemy the more experience a player will gain. [illegible] Players are awarded 100 health points for every experience level that they gain.

## PLAYER HEALTH

The maximum amount of health a player can buy or pick up is equal to [illegible] plus [illegible] for each experience level greater than one. A level one character starts with [illegible] health. A level two character can buy or pick up to a maximum of [illegible] health and so on. If a player is at the maximum health value then they will not be allowed to buy or pick up health.

## FOOD

Cherry = 10 health
Apple = 25 health
Banana = 30 health
Pineapple = 70 health
Watermelon = 75 health
Drumstick = 100 health
Steak = 125 health
Ribs = 150 health
Ham = 200 health
Meat = 300 health
Green apple = -100 health
Spoiled meat = -400 health



## TREASURE CHESTS

Along the way you will find many locked chests. They may contain Gold, Food, Magic or powerful weapons, but beware. They may also contain gold-depleting junk or deadly traps!

# PLAYING THE GAME

## BARRELS

### Brown Barrels

These barrels may contain food, gold or other power-ups for you and your party.

### Red Barrels

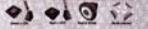
These hard barrels are very volatile and will explode, damaging you and destroy food and power ups that are close by.

### Green Barrels

These barrels explode releasing poisonous gas [illegible] caught within. Beware as the gas can cause you harm as well.

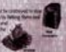
### Triggers

There are a few types of Triggers to seek out. the Multiplayer "All Player" Triggers require all active players to stand on them before the object will move. "Shoot" Triggers look like bullseye targets and can be shot to be activated. "Wall/Floor" Triggers only require one player's touch to be activated. They change from red to green when activated.



### Enemy Generators

Enemies are created by a Generator. These generators need to be destroyed to stop the creation of additional enemies. Destroy the generators by hitting them several times. As they're hit, the generators will degrade and 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.



### Exit Portals

Portals are used to teleport players to and out of the worlds. In a multi-player game all players must stand on the portal simultaneously. All portals having a glowing surface are ACTIVE and can be used to enter or exit worlds. A portal that is not glowing is INACTIVE and cannot be used.

### Scrolls

Are placed in levels to tell the player with a brief message.

# PLAYING THE GAME

### Valkyrie powerups

Attacks can be improved when you find the various powerups for them. Some examples are 3-Way Shot, 5-Way Shot, Fire Breath and the Thunder Hammer.

### Other power-ups

Other power-ups include increased fire power, the Phoenix, invulnerability, invisibility, etc. You will find these powerups throughout the game. [illegible] power up instantly sets a player's turbo meter to full red. The [illegible] over a player's head and it protects them from the [illegible]. Remember, [illegible] powerups are more rare than others, so use them accordingly!

### Runestones

Each world also contains Runestones. There are 13 Runestones in all. When a stone is collected, Sumner will take the stone from you and place it in the tower.

### Gaining Experience

Every character acquires abilities with each level they gain. At certain levels, each character's magic attacks will also be able to perform some action unique to their class. Each character, after they have reached level 30, will begin to heal themselves and others with their magic. Here is more specific information about gaining experience:

- At every level, a character gains 1 point on each attribute.
- A character's appearance changes every 10 levels.
- At level 30 each character gets a small familiar.
- At level 60 each character gets a large familiar.
- When a character reaches level 100 he/she becomes a LEGEND.