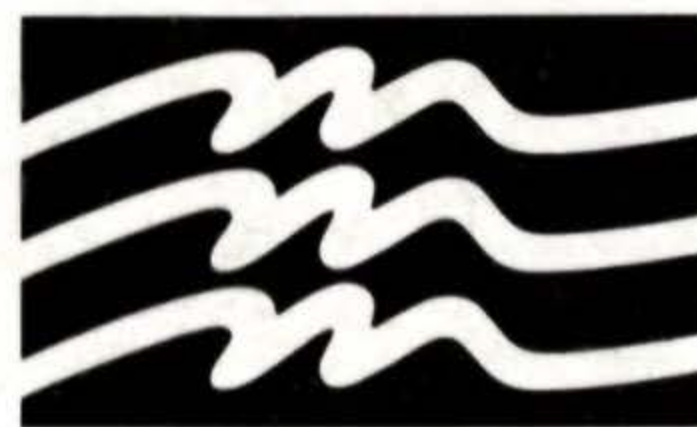


Nintendo

GAME BOY™

GAUNTLET II™



MINDSCAPE

INSTRUCTION
BOOKLET



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GAUNTLET II™

INSTRUCTION BOOKLET

The Game

Step back into the mazes of the Dark Dungeons with Thor, Thyra, Questor, and Merlin. With over 100 new mazes to explore, experience all the action, graphics, and sound of the arcade. Use your powers to fend off your old enemies – ghosts, grunts, demons, lobbers, and sorcerers – along with a couple of new ones. As you delve deeper into the dungeons, you'll become enthralled with the world of **Gauntlet II**.

Selecting a character

After the title screen, the copyright/character screen appears. At the bottom of the screen, the current character for each player is listed with player 1 at the left and player 2 at the right. Each player selects a desired character with the control pad. Press up

to select the Warrior, press down to select the Wizard, press left to select the Elf, or press right to select the Valkyrie. Press any button to start the game after both players have selected their characters. To bring a second player into a game already in progress, press the A button on the new player's Game Boy .

NOTE: To play a 2-player game of **Gauntlet II** you'll need 2 Game Boy units, 2 **Gauntlet II** Game Paks, and 1 Game Link™ cable. Connect the Game Link™ cable, insert the Game Paks, and then, turn on the power switches.

Playing the Game

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

The Heroes



THOR the Warrior

ARMOR: Tough skin – eliminates 20% of damage.

SHOT POWER: Excellent – twice normal power.

HAND TO HAND: Excellent (Battle Axe) – can destroy monster generators.

MAGIC POWER: Poor – damages most monsters, no generators.



THYRA the Valkyrie

ARMOR: Shield – eliminates 30% of damage.

SHOT POWER: Poor.

HAND TO HAND: Good (Sword) – can destroy monster generators.

MAGIC POWER: Moderate – damages most monsters and generators.



MERLIN the Wizard

ARMOR: None.

SHOT POWER: Good.

HAND TO HAND: Poor (No Weapon) – cannot destroy monster generators.

MAGIC POWER: Excellent – damages all monsters and generators.



QUESTOR the Elf

ARMOR: Leather – eliminates 10% of damage.

SHOT POWER: Poor.

HAND TO HAND: Moderate (Dagger) – cannot destroy monster generators.

MAGIC POWER: Very Good – destroys almost all monsters and generators.

The Villains

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



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



Grunts: Grunts will run up to you and hit you over and over with their clubs. Shoot them, or fight hand to hand by pressing the control pad in their direction as they approach.



Demons: Demons throw fireballs at you, or bite you over and over if they are close enough. (Fireballs do more damage than bites.) Shoot them, or fight hand to hand by pressing the control pad in their direction as they approach.



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



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



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



Acid Puddles: Pools of acid that go after you. They'll hurt you if you touch them.



“IT”: When this glowing, spinning disk hits you, you become “It”. All monsters are attracted to the player who is “It” until you leave the maze or touch the other player, who then becomes “It”.

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

The Dungeons

Around the dungeons there are objects to collect and avoid.

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

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



EXTRA ARMOR: Increases protection from hits.



EXTRA MAGIC POWER: Increases the effect of all potions.



EXTRA SPEED: Increases the speed of your hero.



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



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



EXTRA PICK-UP POWER: Increases your carrying ability from six to an unlimited number of items.

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

Cider: Provides the same effect as food.

Keys: Use to open doors in walls and locked treasure chests.

When collected, 5 bonus points are added to your score. If you do not fight for about half a minute, all of the locked doors will open on their own.

Treasure: 5 bonus points are added to your score when you collect a treasure chest. Some treasure chests are locked and

need to be opened with a key; locked treasure chests may contain food, money, a potion, or even Death!

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

INVISIBILITY: Monsters cannot see you.

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

REPULSIVENESS: Monsters cannot stand you and run away.

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

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

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

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

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

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

Exits: These labelled passageways lead to the next level, or the level specified. Some levels have false exits; others have exits that move

around, closing and reopening at another location. If you stall long enough without fighting, all the walls on that level will become exits.

Poisoned Cider: If shot, this will slow monsters down for a short time. If you consume this, you will lose 100 health points.

Poisoned Potions: These behave like poisoned food.

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

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

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

Controls



Moves you character in the corresponding direction/Allows you to select a character.

Start

Begins the game/Pauses game.

Select

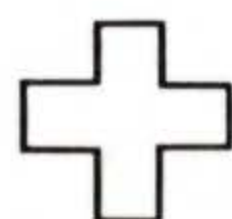
Pauses game.

B Button

Fires your hero's weapon.

A Button

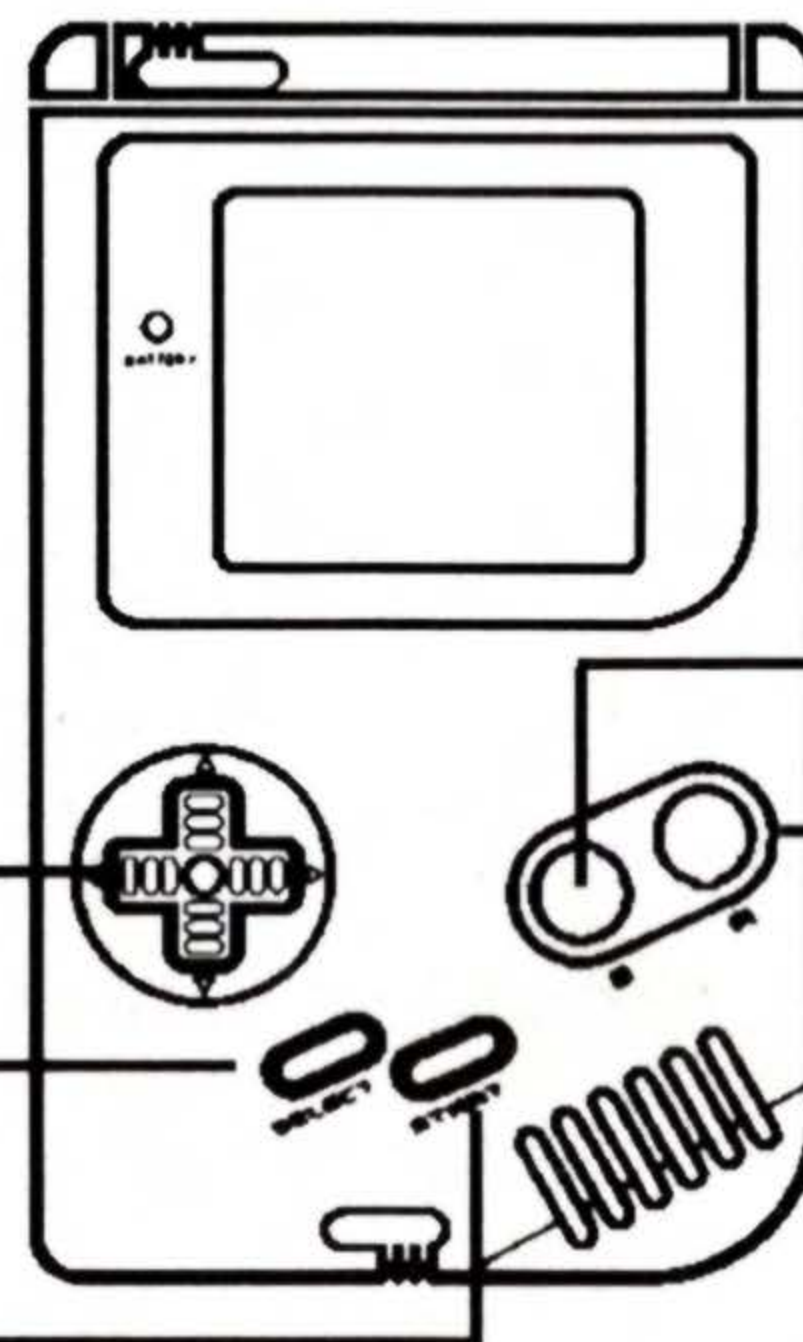
Activates magic power.



Control Pad

SELECT Button

START Button



B Button

A Button

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Nintendo GAME PAKS

BANDAI UK LTD. warrants that this Game Boy Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI UK will repair or replace the defective pak, at its option, free of charge. To receive this warranty service, contact either your NINTENDO GAME BOY dealer or return the product, postage prepaid and insured for loss or damage, together with your sales slip or similar proof of purchase to:

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Be sure to include your name, address and phone number, plus a brief description of the fault. Game Paks returned without proof of the date of purchase or after the 90-day warranty period, will, at BANDAI UK's option, be repaired or replaced at the service charge then in effect for out-of-warranty repair. (Repair done after acceptance of the quotation.)

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