

# GAUNTLET<sup>®</sup>

## DARK LEGACY<sup>™</sup>



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.

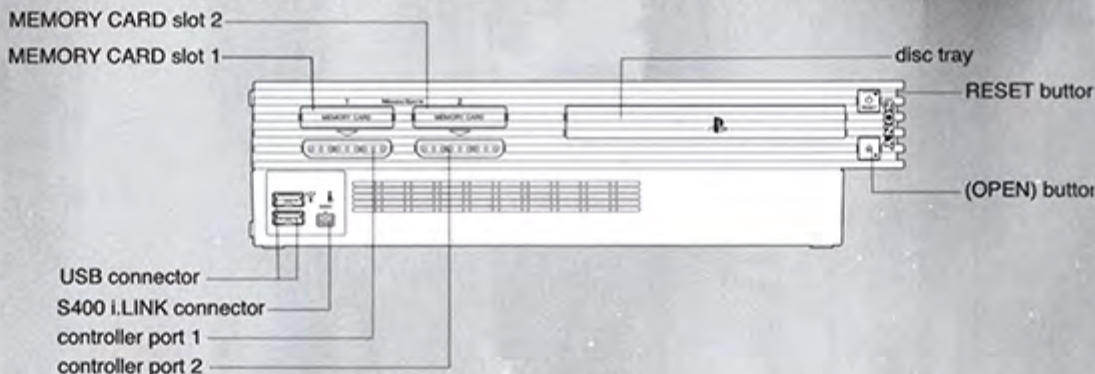


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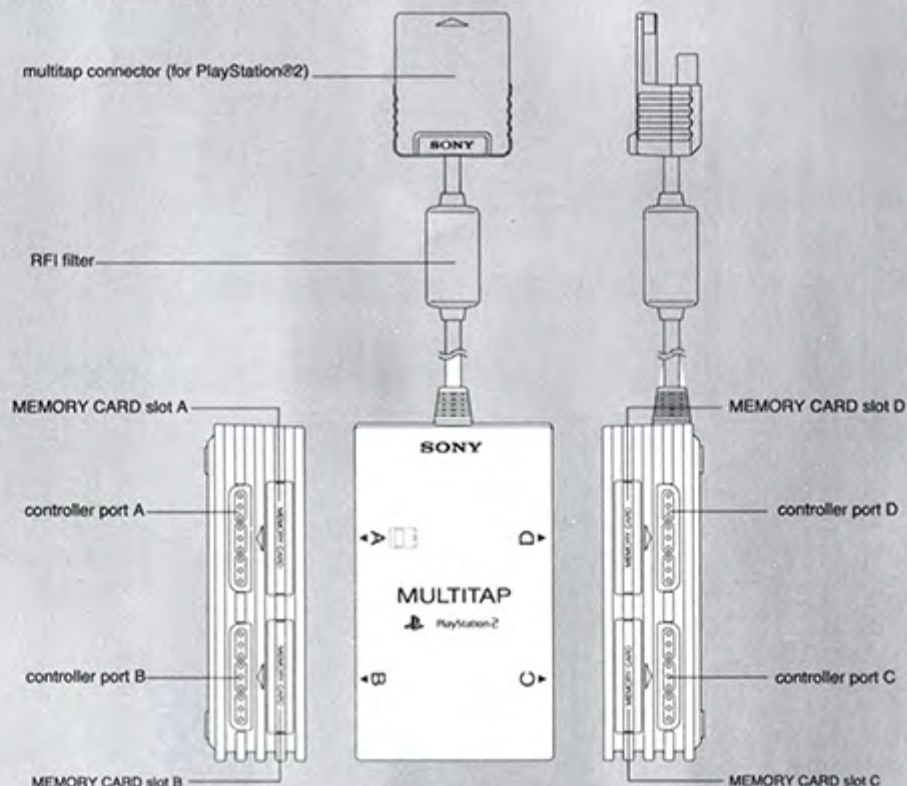
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# GETTING STARTED

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 (for PlayStation®2)

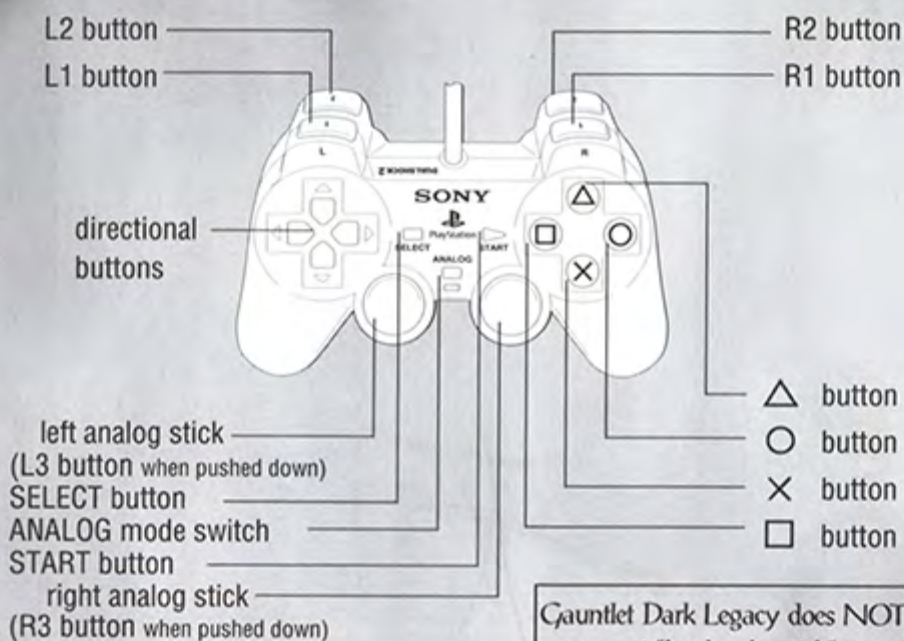


## MULTITAP COMPATIBLE

Gauntlet Dark Legacy supports up to 4 players. Use a multitap (for PlayStation®2) to gain 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 displayed on pg. 3.)

# STARTING UP

## DUALSHOCK 2 CONTROLLER CONFIGURATIONS



Cauntlet Dark Legacy does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK™ 2 analog controllers.

## MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional button. To navigate through the game menus (i.e. Options), use the directional button (↑, ↓, ← or → depending on the menu) 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 Δ 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 START/OPTIONS, pg. 6. (The DIFFICULTY and MULTIPLAYER settings do not appear here.)

### QUIT LEVEL

Quit the current level and go back to the safety of Sumner's Tower. Keep in mind that you must return to Sumner's Tower in order to Quit a game. You cannot quit a game using the In-Game Pause Menu. To exit the menu after making any changes, press the Δ button.

# CONTROLS

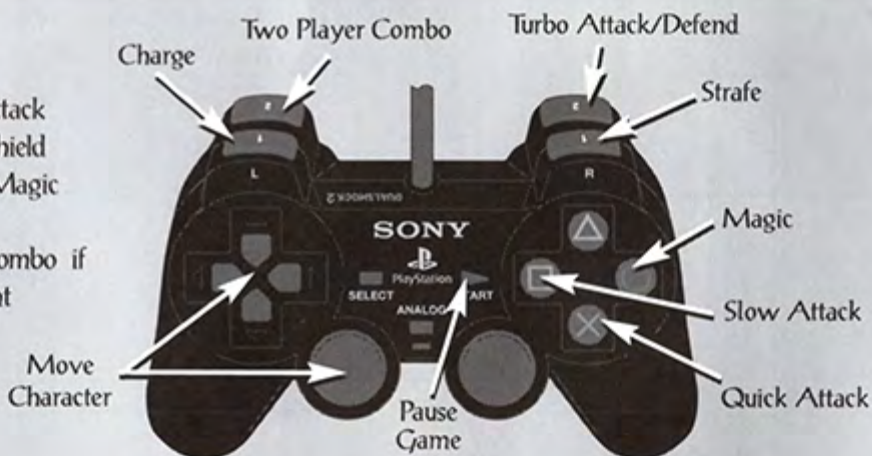
Here are the control configurations for Gauntlet Dark Legacy. Please refer to the previous page for button locations. For more information, see CONTROLLER CONFIGURATION, pg. 8



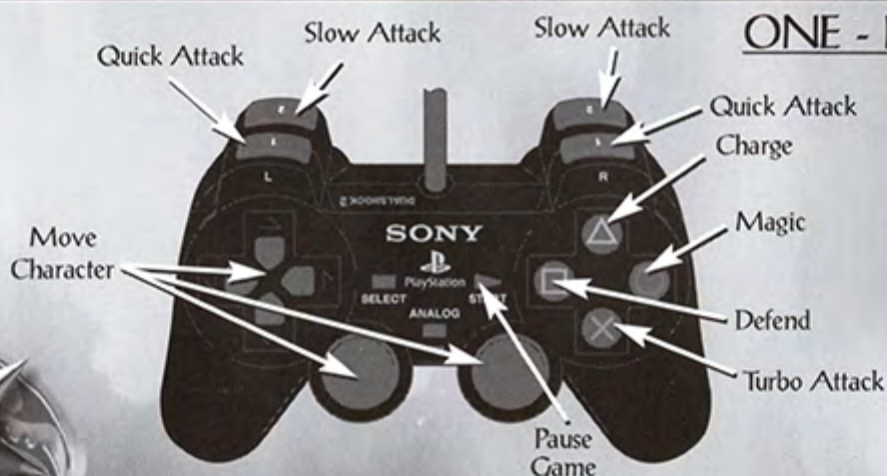
## ARCADE

- R2** + **X** = Turbo Attack
- R2** + **○** = Magic Shield
- X** + **○** = Throw Magic

**R2** = Defend or Combo if next to another opponent



## ONE - HANDED



# CONTROLS

## ROBOTRON



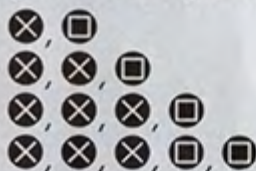
Right Joystick = Aim

## 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 potion 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 wields a close area attack useful when surrounded by enemies. Red creates a deadly forward wave attack. It's great for approaching hordes of enemies and you can direct its motion.

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, or simply walk up to a second player and press the button.



# START/OPTIONS

At the Start/Options Screen, select START to go directly to the Character Selection Screen (see CHARACTER SELECTION, pg. 8). Select OPTIONS to configure the game. Press  $\uparrow$  or  $\downarrow$  to highlight an option, then press the  $\otimes$  button to select. Press the  $\triangle$  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  $\leftarrow$  or  $\rightarrow$  to increase or decrease the volume levels. To select STEREO or MONO sound, move the arrow next to the two options, then press the  $\leftarrow$  or  $\rightarrow$  to highlight your choice. Press the  $\otimes$  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  $\uparrow$  or  $\downarrow$  to highlight your choice, then press the  $\otimes$  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 it your 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 on-screen as you play the game. A checkmark will appear next to the selection.

## CONTROLS

See CONTROLLER CONFIGURATION, pg. 8.

## SCREEN

Manually adjust your screen position by pressing  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  or  $\rightarrow$ . Press the  $\odot$  button to quickly center the screen.



# 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  $\uparrow$  or  $\downarrow$  to highlight an option, press the  $\otimes$  button then press  $\leftarrow$  or  $\rightarrow$  to cycle options. Press the  $\otimes$  button to make selections.

## STYLE

The default controller settings (displayed on pg. 5) can be replaced with one of three other configurations: Arcade, Robotron and One Handed. Highlight STYLE, press the  $\otimes$  button then press  $\leftarrow$  or  $\rightarrow$  to cycle through each of the 4 configurations. Press the  $\otimes$  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 shown 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.



# THE GAUNTLET

## DARK LEGACY STORY

The legend of Gauntlet takes place in 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 older 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 power 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, but was unprepared for the result. Through the portal came a creature whose power far surpassed his own. 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, banishing his spirit 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 scattered the twelve Runestones to the far reaches of each realm so that they would never be used against him.

Sensing that something was wrong, Sumner returned to his 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 about its 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 good 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 Forsaken Province, 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 START/OPTIONS, pg. 7. (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 8 saved games. Each saved game stores the information for 1 character of each type.
- CHANGE - This allows you to change you character type during the game.
- LOAD - Load a previously saved character.
- QUIT - Quits the game.
- DONE - Sends you back into Sumners tower.

**Shop:** The shop can be entered anytime from the tower and automatically at the end of every level. Press  $\uparrow$  or  $\downarrow$  to highlight the item you want to purchase, then press the  $\otimes$  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 500 gold each.

KEYS can be purchased for 100 gold each.

POWER-UPS may be purchased for 150 gold to 750 gold. Power-ups last for (x) quantity of uses or for a duration of time.

ATTRIBUTES may be purchased in the shop for 1000 gold. Each purchase increases a given attribute by 5 points.

It is advised that you do not insert or remove peripherals or memory cards (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.

# SUMNER'S TOWER

## INVENTORY

Keeping track of you 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 realm (see GATE CRYSTALS, pg. 18).



<u>Color</u>	<u>World</u>	<u>Crystals</u>
Orange	Province	15
Red	Mountain	100
Purple	Castle	125
Blue	Sky	150
Green	Forest	175
Yellow	Desert	200
White	Ice	225
Black	Dream	250

## HINT SYSTEM

### GENERAL HINTS

This is helpful information that can aid you in 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 vicious beasts.

### ITEMS OF LEGEND

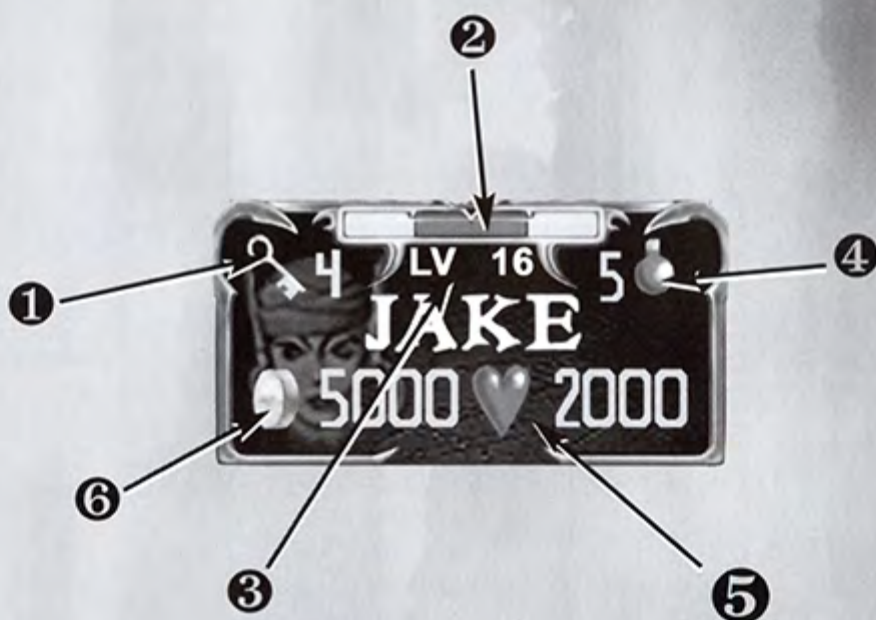
If you need help finding any of the nine Legend Items, you can select this option.

### 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 HUD (Heads Up Display) for each character. Entered names 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 <sup>1</sup> - As you accumulate Keys, you can keep track of the total amount you've collected.
- Turbo Meter <sup>2</sup> - As you use Turbo, you'll see the color in your Turbo Meter diminish and regenerate each time.
- Experience Level <sup>3</sup> - The Experience Level number is displayed as you work your way through each world, anywhere between 1-99.
- Potions <sup>4</sup> - As you collect potions, an icon will appear, signifying that you have them available for use.
- Health <sup>5</sup> - 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 <sup>6</sup> - A gold coin is displayed with the value to its right, displaying the amount of gold you've collected. Obviously, more gold is your goal.

# 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. Hand to hand combat increases experience faster than throwing your projectile. 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 500 plus 100 for each experience level greater than one. A level one character starts with 500 health. A level two character can buy or pick up to a maximum of 600 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	=	50 health
Pineapple	=	75 health
Watermelon	=	75 health
Drumstick	=	100 health
Steak	=	125 health
Ribs	=	150 health
Ham	=	200 health
Meal	=	500 health
Green apple	=	-50 health
Spoiled meat	=	-100 health



Green

Green

## 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 booby 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 fused 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 contaminating any food caught within. Beware as this gas can cause you harm as well.



## Triggers

There are a few types of Triggers to look out for. Multicolored "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.



Green = ON



Red = OFF



Red & White



Multi-colored

## Enemy Generators

Enemies are created by 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 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.



Ground Generator



Wall Generator

## Exit Portals

Portals are used to teleport players in 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 aid the player with a hint message.





# PLAYING THE GAME

## Weapon power-ups

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



3-Way Shot



Fire Breath



5-Way Shot



Thunder Hammer

## Other power ups

Other power-ups include increased fire power, the Phoenix, invulnerability, invisibility, etc. You will find these power-ups throughout the game. The red, green & yellow colored turbo power up instantly sets a player's turbo meter to full red. The Gas Mask is worn over a player's head and it protects them from the noxious green gas. Remember, some power-ups are more rare than others, so use them sparingly!



Invulnerability



Invisibility



Phoenix



Turbo Boost



Gas Mask

## 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 his 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 50, will begin to heal themselves and others with their magic. Here is more specific information about gaining experience:

- At every level, a character gains 5 points on each attribute.
- A character's appearance changes every 10 levels.
- At level 30, each character gets a small Familiar.
- At level 80, each character gets a large Familiar.
- When a character reaches level 99, he/she becomes a LEGEND.



# PLAYING THE GAME

## SPECIAL ABILITIES

### Alter Food

WIZARD & SORCERESS - When these characters reach level 25, they can change poison fruit into edible fruit. At level 50, they can use magic to change poison meat into edible meat.

### Alter Traps

VALKYRIE & KNIGHT - When at level 25 or higher, they can use magic to stop all traps for 10 seconds. After level 50 they can destroy all visible traps.

### Secret Walls

ARCHER & JESTER - After level 25 using magic by these characters will show all players where secret walls are. After level 50, these walls will be destroyed.



### Turn Junk

WARRIOR & DWARF - Using magic by these characters after level 25 will cause junk to be turned into silver. Characters higher than level 50 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 SHOP (in Sumner's Tower) 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. 13).

Once you have found a potion, you'll see the Potion Icon in the top-right corner of the HUD (see pg. 13). During the game, you can use potions to defeat multiple enemies on-screen and to kill Death. Potions are one of the few things that can beat Death, so make sure you have a potion available just in case. If you find yourself without magic and Death does appear, he will steal Health Points or a 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 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 weaker effect on the enemy, but you might need that potion later on!





## 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 stain glass window to enter the Desecrated Temple. Golden items to open up the Easy, Medium and Hard gates. And the gate crystals that unlock the 8 realms.

### RUNESTONES

To rid the realms of Skorne forever the players will have to collect 12 of the 13 Runestones to follow him into the Underworld. For players to face the evil wizard Garm, they will need the 13th Runestone to enter his 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 snake, eagle and lion gargoyles that reside within the outer realms. Upon killing them you will receive a set of GOLDEN FANGS from the snake gargoyle, a GOLDEN CLAW from the lion gargoyle and a GOLDEN FEATHER from the eagle gargoyle. Collect a certain number of these to release the power 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 minions. You must collect the many power crystals so that Sumner can harness their energy and remove these magical locks. There are eight different colors, each corresponding to the realm that it can unlock.



# 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 main topic of conversation and many spells have been passed down through the generations. Witchcraft is still practiced in many of the towns so beware in your travels. This is home to the Sorceress.



## 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 princess, 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 many towers fly the Valkyrie's 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 awarded to all those who live here and the air is shared with the rest of the realms. Skyships collect and transport the air so that its healing powers can be had across all the realms.



# GAUNTLET DARK LEGACY WORLDS

## FOREST

Home of the Archer's nomadic clansmen, the wild forest is said to be the oldest of the eight realms. Its greens matched only by the tunics worn by its people and its chaotic nature expressed through their spiraling body tattoos.



## DESERT

Home of the Wizard's mystic people, the Desert realm is the heart of the eight realms' magic. The people, wearing 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 beaten down and become part of the land. The Dwarf and his hearty people rule this land and prosper from the riches found deep with-in these lands.



## DREAM

The Jester is the mayor of this fine community. A good laugh and a good scare is his motto. No work is ever done in this realm because it's playtime twenty-four hours a day. Once you skip along with the fine 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 trap doors on the ground. One player must 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 coins to be collected to unlock a secret character.

After all coins have been collected or time has elapsed, 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.

# LEGEND ITEMS

## Legend: Ice axe

USED AGAINST: Dragon

EFFECTS: This is thrown at the dragon, automatically hitting and freezing him. The Dragon is unable to use fire 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's head.

## Legend: Lamp of Dark Obstruction

USED AGAINST: Genie

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

## Legend: Toxic Bellows

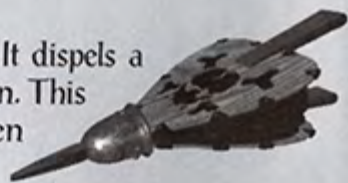
USED AGAINST: Spider Queen

EFFECTS: The characters' first attack uses the Toxic Bellows. It dispels a massive green cloud, completely enveloping the Spider Queen. This gas shrinks her in size and gives her an over-all slightly green 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.





## 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. Its 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.

# 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.



## ANKLEBITERS

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 red or green 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 when they attack.



## GOLEMS

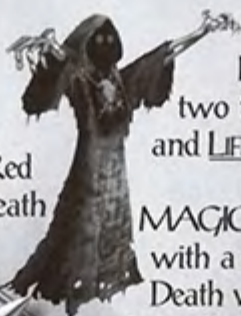
These look like giant rock, ice or wood creatures. Very tough to kill and stronger than you, these should be attacked from a distance. Normal attacks work, but you should use Turbo Attacks for better results.



## DEATH

Hiding throughout the levels is Death himself. There are two types of Death. Beware of LEVEL STEALING DEATH (black) and LIFE STEALING DEATH (Red).

Red  
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" power-up, he/she will gain 100 Health or an Experience Level from Death.



Black  
Death



# 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 fangs behind. The Eagle headed gargoyle is charged with electricity and when vanquished leaves behind a solitary 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 Summer's tower to open up new areas.



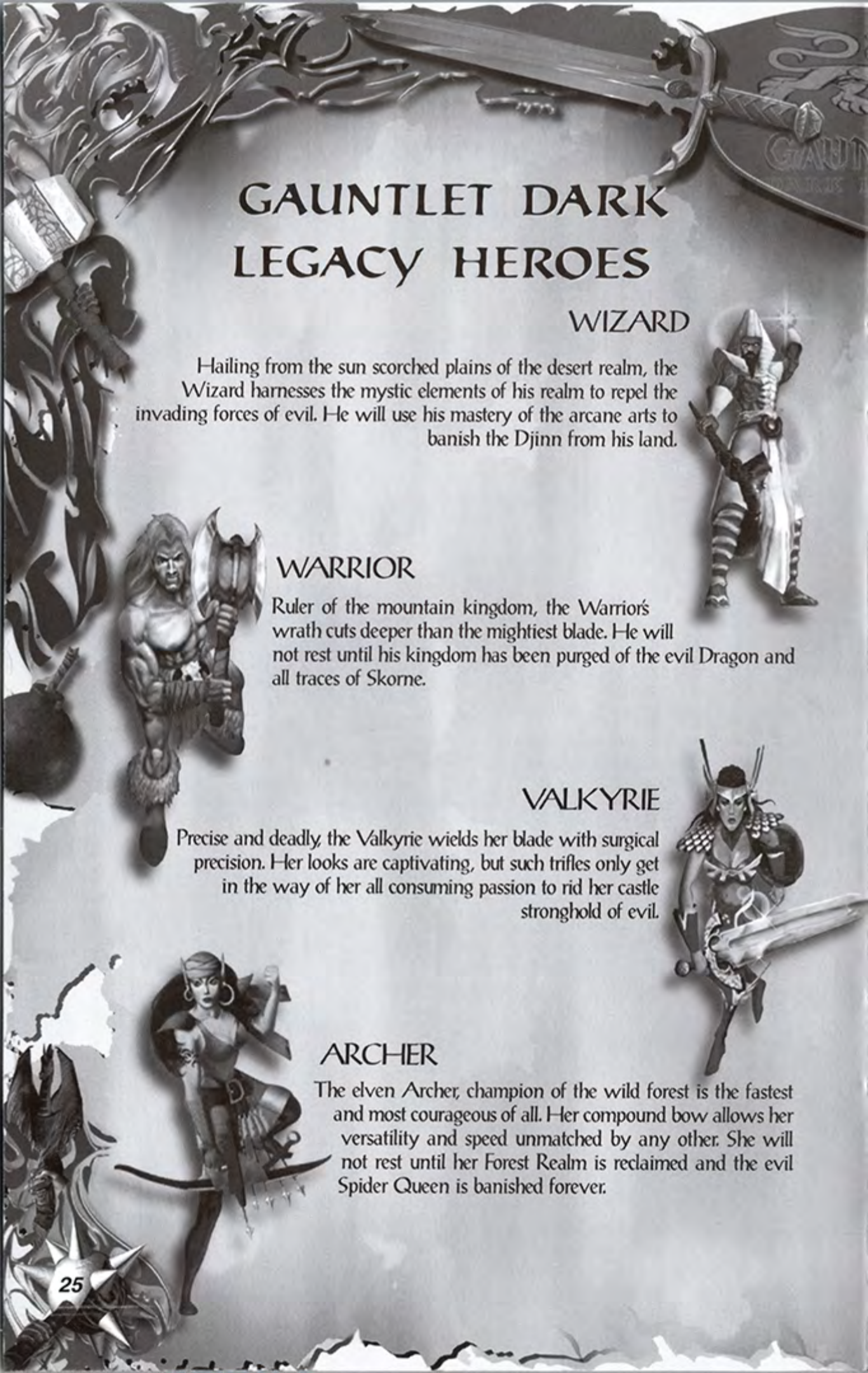
## SKORNE

Released from the Underworld when Garm combined the 12 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's last hopes to foil his brother's wishes of peace throughout the eight realms unfolds as he absorbs all evil from the demon Skorne. Locked away in his citadel he orchestrates his undead army's assault on Summer's tower. Defeat his army and expel his evil from the land. Only the evil Garm himself will stand between victory and defeat.



# GAUNTLET DARK LEGACY HEROES

## WIZARD

Hailing from the sun scorched plains of the desert realm, the Wizard harnesses 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 Djinn from his land.



## WARRIOR

Ruler of the mountain kingdom, the Warrior's wrath cuts deeper than the mightiest blade. He will not rest until his kingdom has been purged of the evil Dragon and all traces of Skorne.



## VALKYRIE


Precise 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 passion to rid her castle stronghold of evil.



## ARCHER

The elven Archer, champion of the wild forest is the fastest and most courageous of all. Her compound 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.





# GAUNTLET DARK LEGACY HEROES


## SORCERESS

Partnered with the Wizard this beauty conjures up magical spells that plant fear into the hearts of her enemies. Her roots come from the Forsaken Province, where magic has been practiced for eternity. 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 drive 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 contains the elements of purity from the waters of the heavens above. The Plague Fiend's toxins can not match the powers dealt to the Knight from the many generations of knighthood bestowed upon him.



## JESTER

As with the Archer, this attitude-carrying maniac 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.



# CREDITS

## MIDWAY GAMES WEST

Lead Programmer .....	Steven Bennetts
Art Director .....	Steve "Scat" Caterson
Producer .....	Mike Hally
Lead 3D Artist .....	Don Livingston
3D Artists .....	Stig Asmussen, Rhizaldi Bugawan, Chris Sutton & Paul Haskins
Character Animation .....	Takeshi Hasegawa & Gustavo Rasche
Programmers .....	Nathan "Acorn" Pooley, Jonathan Hudgins, Lennard Fedderson & Tyler Voltier
Game Design .....	Mike Hally & KJ Holm
Music & Sound Design .....	Joe Lyford
Audio Programmer .....	Sean Cugler
Executive Producer .....	Dan Van Elderen
QA/Test Manager .....	Larry Cadelina
QA/Test Supervisor .....	Pele Gaoteote
Lead Product Analyst .....	Charles "Darth" Ybarra
Product Analysts .....	Trenton Lewis, Spencer Ray & Joffrey Suarez
Testers .....	Pablo Buitrago, Justin Hendry, Mat Kutaka, Chip Lyas, Fredric Mora, Shawn Parmer, Jake Rainbow, CJ Sarraga, Alex Suarez & Marvin Hale

### Special Thanks to

Additional High Res Assets Provided by Gaint Studios, Viewpoint Digital

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

Voice Talent provided by Douglas Lawrence

Other Voice by Talent Lani Minella, Wally Fields, Tox Gunn & Patrice Crawford

Female Choir performed by Mari Sanders & Rachel Nador



# CREDITS

## MIDWAY HOME ENTERTAINMENT

- Producer ..... Kevin Potter  
Associate Producer ..... Sean Wilson  
Assistant Producer ..... Matthew Vella  
Test Manager ..... Rob Sablan  
Test Supervisors ..... John Ubalde & Eric Narvaez  
Technical Standards Analysts ..... Matt Kaplan, Zak McClendon & Ronald Salleza  
Lead Tester ..... Weston Boucher  
Assistant Lead Product Analysts .... Virgilio Abad & Matt Jenkins  
Product Analysts ..... John Bautista, Rick Blair, Daniel Camp,  
Nick Cardoza, Aaron DiFede, Tony Drake,  
Arthur Fernandez, Lee Fletcher, Mark Fontecha,  
Jomel Fontanilla, Michael Francisco, Suzy Haley,  
Jared Hamiter, Adam Jones, Kham Kaignavongsa,  
John Le, Michael Mengle, Rob Parnell,  
Chanel Penley, Patrick Reutz, Nick Rodney  
& Aaron Zimmerman  
Print Design & Production ..... Creative Services - San Diego, CA  
VP of Marketing ..... Helene Sheeler  
Director of Entertainment Marketing .. Lawrence Smith  
Product Manager ..... Patrick Dillon  
Special Thanks ..... Deborah Fulton, Rob Gustufson, Elisa Mathez,  
Will Shen & Ed Duran



## 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 brief movie will reveal clues 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! Seriously!





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Midway Home Entertainment Inc.  
P.O. Box 2097  
Corsicana, TX 75151-2097  
[www.midway.com](http://www.midway.com)

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