NES-2U-USA

GAUNTLET II™

Game Manual

MINDSCAPE INC





This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This Game is
Licensed by Nintendo®
for Play on the

Nintendo ENTERTAINMENT SYSTEM®

Gauntlet II™ Atari Games Corp.
Program copyright © 1990 Tengen.
All rights reserved.
Printed in Japan.

Mindscape Inc.
19808 Nordhoff Place
Chatsworth, CA 91311

Nintendo and Nintendo Entertainment System
are registered trademarks of
Nintendo of America, Inc.

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

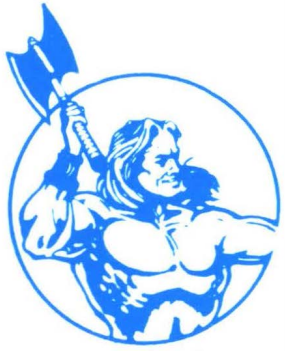
After the title screen, the copyright/character selection screen appears. At the bottom of the screen, the current character for each player is listed from left to right, starting with player 1. Each player selects their desired character with the control pad. Press up to select the Warrior, press down to select the Wizard, press left to select the Elf, or press right to select Valkyrie. Press any button to start the game after all players have selected their characters. To bring additional players into a game already in progress, press the A button on the new player's controller.

For three- or four-player games, you will need the NES Satellite™ or NES Four Score™. The NES Satellite and NES Four Score are both four-player adaptors made by Nintendo®.

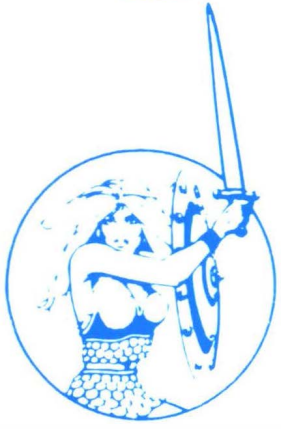
Playing the Game

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 other players' 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.



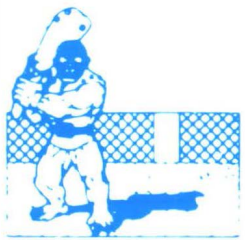
QUESTOR the Elf
ARMOR: Leather – eliminates 10% of damage.
SHOT POWER: Poor.
HAND TO HAND: Moderate (Dagger) – cannot destroy monster generators.
MAGIC POWER: Very Good – destroys almost all monsters and generators.

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.



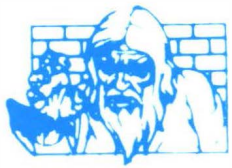
Grunts: Grunts will run up to you and hit you over and over with their clubs. Shoot them, or fight hand to hand by pressing the control pad in their direction as they approach.



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: Green 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 another 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, 50 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. **WARNING: Do not pick up too many keys**

Treasure: 50 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 traveling 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 blue patterns on the floor, certain walls will disappear. (These walls may be invisible.)

Transporters: Glowing red 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 labeled 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 50 health points.

Poisoned Potions: These behave like poisoned food.

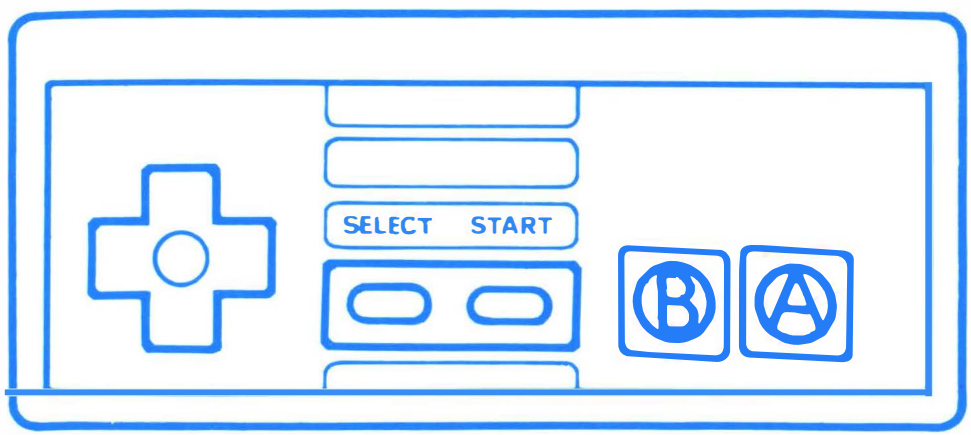
Walls: Most walls are solid, but some walls look a little different and will crumble when shot.

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 your character in the corresponding direction/Allows you to select a character.
Start	Begins the game/Pauses game.
Select	Pauses game.
A Button	Fires your hero's weapon.
B Button	Activates magic power.



LIMITED WARRANTY

Mindscape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape Inc., 19808 Nordhoff Place, Chatsworth, CA 91311 or call: 818- 885-9000.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J or Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® (''NES'') and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Printed in Japan