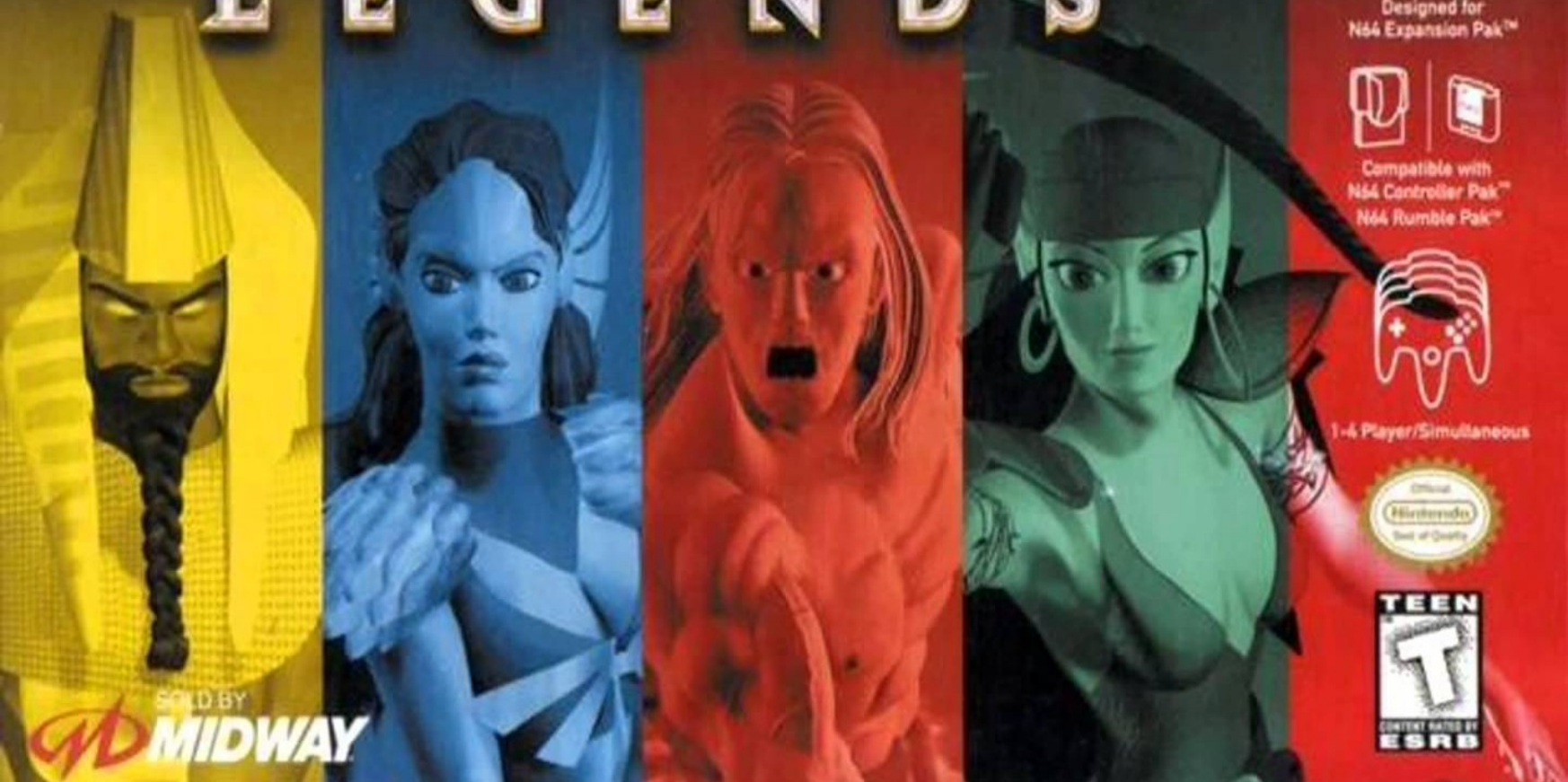
GAUNTLET®
LEGENDS



NINTENDO 64

Designed for N64 Expansion Pak™

Compatible with N64 Controller Pak™ N64 Rumble Pak™

1-4 Player/Simultaneous

TEEN T

CONTENT RATED BY ESRB

SOLD BY MIDWAY

WARNINGS

WARNING: Please read the enclosed consumer information and precautions booklet carefully before using your NINTENDO® hardware system, Game Pak or accessory. This booklet contains important safety information.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TEEN
ANIMATED BLOOD
ANIMATED VIOLENCE

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES. BEFORE USING THE ACCESSORIES, PLEASE READ THE RUMBLE PAK AND CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OR REMOVE THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES.

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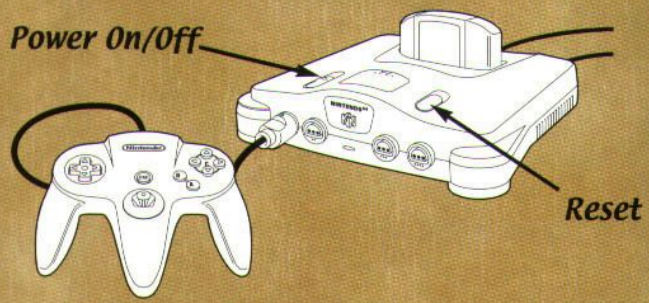
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GETTING STARTED

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the legal screens appear, you may go right to the game by pressing START.

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!



Press and hold Start upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

USING THE RUMBLE PAK

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, press the A Button to move on.

REMEMBER!

It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

GETTING STARTED

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

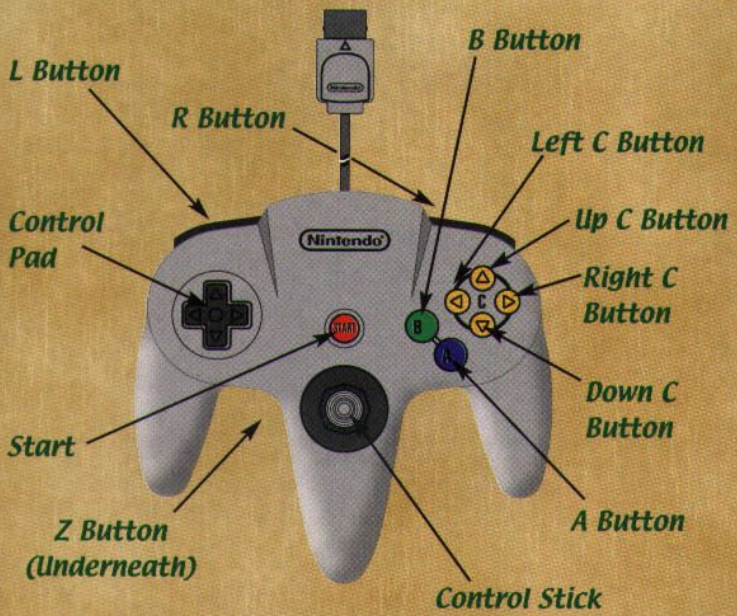


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you set out on your journey, please take a moment to familiarize yourself with the Controller.



QUITTING A GAME IN PROGRESS

Press START to pause the game. The Pause Options Screen will appear. Highlight QUIT GAME, then press the A Button.

DEFAULT CONTROLS

Here are the Default Controls for Gauntlet Legends. Please refer to the previous page regarding button locations.

BASIC CONTROLS

Move Character	Control Stick (all directions)
Attack	A Button (aim with Control Stick)
Use Magic	B Button
Turbo	Z Button (Underneath)
Throw Magic	A Button + B Button
Turbo Attack	A Button + Z Button (Use when Turbo Meter is Green, Yellow or Red. There are 3 levels (powers) of attack)
Magic Shield	B Button + Z Button
Pause Game	Press START

Turn Special Items in Inventory ON/OFF - R Button

MENU / SUB-MENU CONTROLS

When navigating through menu screens, use the Control Pad or Control Stick to highlight selections. The C Buttons can be used as well.

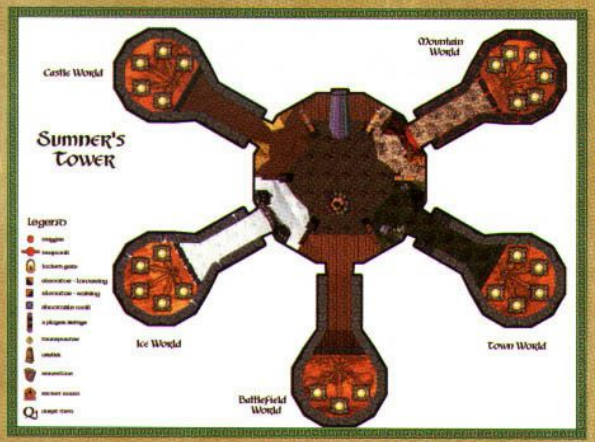
Press the A Button to access or take action on your selection. Pressing the B Button in any menu will take you back to the previous screen.

Character Inventory menu navigation is located on Page 17.

GAME OVERVIEW

Welcome brave hero! Choose one of four character classes, then run the gauntlet of evil that has infested the five kingdoms of this universe. Scour these worlds for glory, treasure and magic! Retrieve the mystical Legends of Gauntlet; ultimate weapons whose power, when harnessed, will destroy the vile forces that have overrun this once peaceful land.

Up to four brave individuals can travel through more than 30 levels, face hordes of monsters, search for treasure, avoid traps, pick up and use magic, encounter fantastic level bosses and try to escape with their lives! Each level holds hidden secrets and power-ups. Each player gains valuable experience points which cause characters to gain levels and increase their power!



GAME OVERVIEW

You are one of the heroes who have been summoned forth by the benevolent Wizard Sumner to rid the four worlds of Gauntlet of the evil demon Skorne and his minions. Skorne was unleashed from the bowels of the Underworld by Sumner's vile brother, Garm, who is now missing and presumed dead.



You begin your quest in "Sumner's Tower" and must travel through each world. Within each world, you must find the special Obelisks you'll use to free Sumner's power. Skorne stole Sumner's power and locked it within these obelisks. On your quest, you must find the 4 shards of glass needed to rebuild the magical stained glass window in Sumner's tower.

When all four pieces are found, you'll gain access to the Desecrated Temple. Within each world lies the ancient Rune Stones. Collect keys and open treasure chests to receive power-ups and magic potions. Collect all 13 Rune Stones to open the gateway to the Underworld, where you can face and defeat the demon Skorne and banish him once and for all!

GAME OPTIONS

At the title screen, you will find two choices: START GAME and OPTIONS. Press Down on the Control Pad to highlight the options, then press the A Button to access the Options Menu. To go back to the previous screen from any option screen, press the B Button.

Once you have accessed the Options Menu you will find the following Options:

CONTROLLER CONFIGURATION

You can view the Standard Controller setting or you can configure the Controller by pressing the A Button. Once you've pressed the A Button, you can adjust between either STANDARD or CROSSBOW.

Standard is your normal hand-to-hand combat style. Crossbow uses the Z Button for its attack button.

Once you've chosen a setup, adjust the Controller to your liking. Using the Control Pad, press Up and Down to highlight the action you want to change. Press Left or Right on the Control Pad to toggle between the buttons on the Controller. Once you've set the actions to correspond to the buttons you chose, press the A Button to save them and return to the Options Menu.

Red game actions displayed on this screen indicate that you've not assigned a button to it, or the previously assigned button has been assigned to another function. Make sure all red entries are eliminated by assigning a unique button to them. If necessary, press the B Button on any Options screen to cancel and return to the Options Menu.

AUDIO SETTINGS

Adjust the sound of the game. Press Up or Down on the Control Pad to highlight the sound option. Then press

Left or Right on the Control Pad to adjust the Volume of the Sound FX or Music. You can also set the audio output of the game to either Stereo or Mono sound. After you are finished, press the A Button to save and return to the Options Menu.

VIDEO SETTINGS

Adjust the game screen to fit your TV. Use the Control Pad to select a corner of the screen. Using the C Buttons, stretch the screen image to fit your television. It can be widened, narrowed or even shrunk down. When you're finished adjusting the screen, press the A Button to save and return to the Options Menu. If necessary, press the B Button to cancel and return to the Options Menu.

DIFFICULTY

Choose from three settings: Normal, Advanced and Expert. Press the Control Pad Up and Down to highlight the difficulty setting, then select it by pressing the A Button. You will then be taken back to the Options Menu.

CONTROLLER PAK MANAGEMENT

This option allows you to Delete Saved Notes on your Controller Pak. You can manage more than one Controller Pak if there are enough Controllers and Controller Paks inserted. For example, if you have two Controllers plugged in, but you're playing a One-Player game, you can save game data to Controller 2.

If there are multiple players (1 to 4), each player can manage their Controller Pak for their Controller. However, players cannot edit their Controller Paks at the same time. Pressing Up or Down on the Control Pad will highlight the various Notes on your Controller Pak. Once you have selected the Note to be deleted, press the A Button.

CHARACTER SELECTION

If you select START GAME from the Title Screen, you'll be taken to the Character Selection screen. Characters can be selected for each Controller that's plugged in. For example, if the game is a One Player game, you can choose Controller 3 (if a Controller is plugged in) as your Controller for the game. Press the A Button to join in.

At the Character Selection screen you'll find three options to choose from: NEW (create a new character), LOAD (load a previously saved character from a Controller Pak) and QUIT (resets the Character Selection menu but does not exit the Character Selection screen). Highlight the option you want and press the A Button. Other players can join in by pressing START at the Character Selection screen.



NEW

If you're selecting a New character, highlight New and press the A Button. You can select from four heroes: the WARRIOR, VALKYRIE, WIZARD and ARCHER. Press Up and Down on the Control Pad to cycle through the different heroes. You will notice that there are some SECRET characters as well. If you acquire 50 coins which bear the likeness of the secret character, you'll have access to that character.

NOTE: You can select from 4 different character colors by pressing Left and Right on the Control Pad.

CHARACTER SELECTION

After you've selected a character, create a name. Your character name may be up to six characters in length and may include both letters and numbers. To erase a letter, press the B Button. To change the letter, press the Up C Button. To advance to the next letter, press the A Button. When you are finished, press START to begin your journey.

LOAD



As you complete levels and progress in the game, you should save your character's progress. With the Load function, you can load a previously saved character from your Controller Pak.

Highlight LOAD and press the A Button. You'll then be able to load from any Controller Pak present. If you have four Controllers plugged in (with Controller Paks containing saved characters), you'll be able to select from Controller Paks 1 through 4. Select the Controller Pak you want to load from and press the A Button.

Next, select the Note on the Controller Pak you'll be loading from. Select these different saved characters by pressing Up and Down on the Control Pad. Once you've selected a saved character you wish to load, press the A Button. You'll then be prompted to insert a Rumble Pak if you have one.



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

BASIC ATTACKS

Gauntlet Legends is a fast-paced, intense 3-D adventure game. Your character can roam in any direction on-screen by moving the Control Stick in the desired direction.

To attack enemies, aim with the Control Stick, then press the A Button. It's recommended that you HOLD the A Button and then aim, so you can train your shots at your enemies.

The B Button is used for potions you acquire along the way. Potion comes in many forms (see Using Potions, next page).

Your character's Turbo is used for moving faster (press and hold the Z Button while moving) or for performing Turbo Attacks! To do a Turbo Attack, you must wait for your character's Turbo Meter to reach one of three levels. Green is the weakest attack (simple attack in front of character), Yellow is the average attack (a small "area effect" around the character) and Red is the strongest, releasing a powerful forward attack. Once your Turbo Meter has reached its full

power, aim with the Control Stick and press the Z Button and A Button at the same time. Each character has his/her own unique Turbo Attacks!

USING POTIONS

Potion comes in a variety of forms. Potions can be purchased in the SHOP (Page 18) and some potions are found by opening the various treasure chests you'll find scattered throughout the levels. You must have a key in order to open a Treasure Chest (for other items found in chests, see Treasure Chests, next page).

Once you have found a potion, you'll see the Potion Icon in the top-right corner of the Character Information screen. During the game, you will need to use potion to defeat numerous enemies on-screen, and to defeat Death. A potion is the only thing that can beat Death. If you find yourself without magic and Death does appear (usually from within a treasure chest), he will steal 100 Health Points from you and leave (see Page 22).

You can also throw a potion as a grenade to take out a swarm of enemies before they get near you. Simply aim at the enemies with the Control Stick and press the A Button and B Button at the same time. Your character will toss a vial of potion into the crowd for some serious destruction. To use magic as a shield, press the A Button and the Z Button at the same time.



TREASURE CHESTS

Numerous Treasure Chests are located on every level. Some are full of valuable treasure that can be used to buy additional Power-Ups (see page 18), while others may contain food, poison or power-ups. All Treasure Chests must be opened with Keys, found throughout the levels, as well as available for purchase at the "SHOP" screen (Page 18).



BARRELS

Barrels are found throughout the levels. Some contain food and treasure, and others contain nothing at all. Some barrels can be used to help destroy enemies. Shoot the Red and Green Barrels from a distance.





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



ENEMY GENERATORS

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



Wall Generator



Floor/Ground Generator

POTIONS

As mentioned before, Potions help to destroy numerous enemies at once. Potions can be used by pressing the B Button. Potions may also be thrown by pressing the Control Stick in the direction you wish to throw and then pressing the A and B Buttons at the same time. You can also enable a "Magic Shield" by pressing the Z and B Buttons at the same time.



WEAPON POWER-UPS

Weapons can be upgraded when you find the various power-ups for them. Some examples are 3-Way Shot, 5-Way Shot, Reflecting Shot and Super Shot. Once you find them you will have no trouble clearing the path of the fiends ahead of you.



3-Way Shot | Fire Breath | Super Shot | Reflective Shot

OTHER POWER-UPS

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



Limited Growth | Invulnerability | Shrink Enemies



Thunder Hammer | Lightning Shield | Phoenix Familiar

OBELISKS



ON (active)

The first level in each world contains Obelisks which must be found to gain access to the next world. Search high and low for these. They're well hidden and must be found.



OFF

RUNE STONES

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



LEVEL PORTALS



(End-of-level Portal)

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

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

This screen contains information such as your character's total Health Points, Experience Points and total Kills achieved on the level.



GAME MENUS

When accessing the in-game Options screens, the player first to enter the screen is the only one who can control the menus, EXCEPT for the Controller Configuration screen (Pg. 9). All other menu screens are "driven" by the player who activated the options menu first.

PAUSE MENU

Press START to view the game's Pause Menu and the following options: CONTINUE (continue playing the game), ABORT LEVEL (will exit the level and send you back to the Level Portal area in Sumner's Tower) and QUIT (quit the game).

If you select Quit, the screen will display a new menu saying "Quit Without Saving?". Select YES to save your game data, and select NO to continue without saving. To highlight options, press Up or Down on the Control Pad and press the A Button to select the option.

CHARACTER INFORMATION

During the game, you can view your character's accumulated items and point totals. Press the Up and Down C Buttons to toggle between the character's Statistics or Item Inventory. Your character holds statistics such as Health, Strength, Speed, Magic, Armor and Current Level. Press the Left and Right C Buttons to cycle between statistics. As your character conquers levels, their statistic totals will rise.

The Item Inventory contains the miscellaneous power-ups and other items you have collected. To use the item during the game, highlight the item by pressing the Left and Right C Buttons. Once you have chosen the item, press the R Button to activate it.

NOTE: It is best to have the screen clear of enemies before using the Item and Statistics menu. The menus cannot be accessed if the game is paused.

BUYING POWER-UPS



After you have completed a level, you have the chance to use any gold you've accumulated to buy power-ups.

After point totals have been generated, and you are back in Sumner's Tower, make contact with Sumner and the "Sumner Menu" will appear. The options are Rune Hints, Enemy Hints, World Hints, History, Continue and Shop.

Information on buying power-ups is listed below. All other options will tell you where/what you should be doing to further your quest. Select the hint you want and press the A Button.

Press the A Button again to access the "Store". Using the C Buttons, you can cycle through the numerous power-ups and items by pressing Up. If you wish to purchase something, press the Right C Button. To Sell something, press the Left C Button. Your total in Gold is displayed underneath the Shop Menu.

The only items displayed are ones you're financially able to purchase. For example if you have 500 Gold and want to purchase something for 600 Gold, you're unable to do so unless you sell items (provided you have them to sell). Some examples of Power-Ups you can buy are located on Page 31. Press the A Button to complete your transactions and exit the shop. All players must exit together. Press the B Button to cancel the transactions.

SUMNER'S TOWER

The Wizard Sumner's Tower is a safe haven for the heroes. They return there after every completed level, and Sumner himself oversees the placement of whatever Rune Stones are recovered.

Sumner is your guide as you travel the different worlds, often speaking out loud to you as you fight. While you're in his tower, you can choose what world you want to go to (providing the world is accessible) to stock up on items and Power-ups.

If you press START while you are in Sumner's Tower, you will pause the game and access the following options: CONTINUE (return to the game), OPTIONS (access the Game Options Menu), CHARACTERS (go to the Character Selection screen) and QUIT (quit the game).

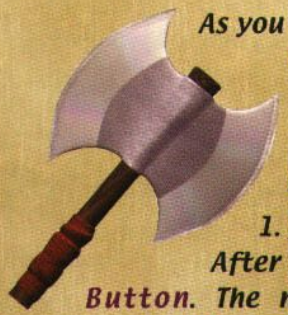
OPTIONS

This option will take you to the Game Options menu. For more information, refer to Game Options, pages 9-10.

CHARACTERS

If you select this option, the game will ask if you wish to "Go To Character Menu?". Select Yes or No. If you select Yes, you will be back at the Character Select screen with three additional options to choose from: CONTINUE (continue the game with the same character), CHANGE (replace the current character with another) and SAVE (save and back-up your current character and game data).

SAVING GAME DATA



As you vanquish countless enemies and conquer new realms, it's important to save your progress.

There are two places to save your game data:

1. Immediately after completing a level. After your level totals add up, press the A Button. The next menu is the Character Select menu. Highlight SAVE with the Control Pad and press the A Button.

The game will search for saved Gauntlet Legends data. If no data is found, you can create a Note on your Controller Pak. Do this by selecting an empty Note and pressing the A Button to save.

The game will highlight available Controller Paks, then you can choose any one that is connected. Select one and press the A Button. If there are free Notes on the Controller Pak, you may save the data to a new Note or save over an existing Note. If you wish to save a new Note, highlight an empty Note and press the A Button.

2. In Sumner's Tower. While in the tower, press START to pause the game and access the Pause Menu. Highlight CHARACTERS, and press the A Button. You will then access the Character Selection screen. Follow the instructions above to save your data.

Character Profiles

There are four immediately selectable heroes. There are also five secret heroes that can be unlocked as you play the game and find special items. The four heroes you can choose from are the Warrior, Valkyrie, Wizard and Archer.

You can unlock the secret characters by collecting their coins! All of these secret characters can be unlocked if you do well enough in the game. The following is a listing of each immediately selectable hero and what their statistics mean as well as their individual strengths.



WARRIOR

Healthy with great Strength, the Warrior is a good choice for first-time players. He is Durable, able to dish out punishment and can hold his own in hand-to-hand combat.



VALKYRIE

Beautiful but deadly, the Valkyrie's best attribute is her durability. Having both a high Armor class and good Health, the Valkyrie is another good choice for a beginner.

Character Profiles



WIZARD

The ability to use magic better than the others is the Wizard's best strength. With a Magic rating higher than other characters, his magic attacks have a much stronger effect. However, the Wizard is not good at hand-to-hand combat.



ARCHER

Similar to the Wizard, the Archer's greatest strength lies in her Speed. The Archer is the fastest of the characters, a formidable foe for the enemy. The Archer is not good at hand-to-hand combat and has a weaker Armor class compared to the Warrior and Valkyrie.

CHARACTER PROFILES

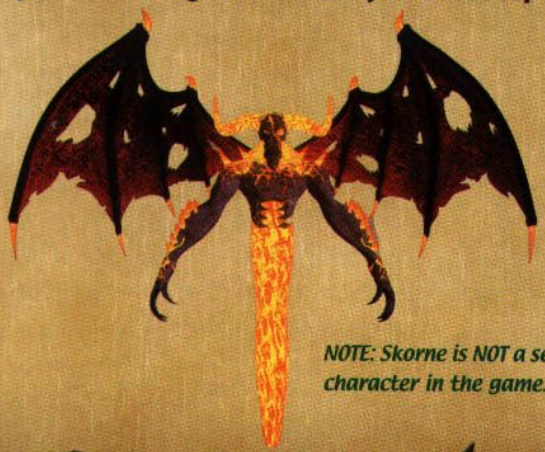
SUMNER



The Good Wizard is your guide through the worlds of Gauntlet. He enlists the aid of the 4 legendary heroes to help him vanquish the evil demon Skorne. An aged man who is very strong in magic, Sumner is a powerful ally to the forces of good.

SKORNE

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



NOTE: Skorne is NOT a selectable character in the game.

GAINING EXPERIENCE

During the game, your character's Statistics and Experience Level will increase. Players start the game as a 1st Level character of a given class. As experience points are accumulated throughout the game (by defeating enemies and finishing levels), each character will gain more power for each level they gain. If you make it to levels 10, 25, 50 & 99, special things await you. Pick up sidekicks to help in battle! Only your skill will allow you to reach these levels.

Each character also has certain attributes as they progress in experience levels. All point totals to have a "Cap" or limit to them.

PLAYER HEALTH

The most important attribute of all, Health is represented by points. When your Health Point total is reaching 0 points, Wizard Sumner will inform you that the character "is about to die!" Once your point total reaches 0 points, your character will scream and collapse. Health points can be gained in battle by eating food, gaining an experience level and by purchasing Health at the Store. There are also two bonus ways to get more health.

If your character has the "ANTI-DEATH" power-up, a halo will appear above them which allows you to steal health from Death! The other way is to have on GOLD INVULNERABILITY. Every time you get hit, your health goes up!

STRENGTH

Amount of damage you inflict on an enemy.

ARMOR

Provides some protection from successful enemy attacks.

SPEED

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

MAGIC

Damage inflicted per spell cast by character.

SAVE / CONTINUE INFO

SAVED GAME DATA

When you save game data to a Controller Pak, your character's experience level and conquered realms are saved. Along with attributes, each character's statistics, gold total and items (either recovered or purchased) are saved as well.

When taking your Controller Pak to a friend's, note that levels must be conquered by each player before they can save them. For example, if you save your One Player game on the Ice World and take your Controller Pak to a friend's, you can access the Ice World and everyone can play on that level. However, if the other players do not have access to that world, they cannot save their data to reflect being there. A player can only let you play with him/her on a level, but you must access it on your own to save that data!

CONTINUING / JOINING IN

Characters will sometimes die in Gauntlet Legends. When they do, you will lose everything up to the last time you saved your character data. In other words, if you saved at the last level with 800 gold and have accumulated 1200 gold and die, you will only have 800 gold if you continue, providing you have saved your game data!

Players may continue and save data only in certain points of the game, NOT during the game! These save points are the End Level screen (after level point totals have been tallied) and in Sumner's Tower (by pressing START and accessing the Character Select screen). Players who continue after death will start the game in Sumner's Tower, but will have access to the level on which they died with their character statistics remaining the same.

NOTE: Players can only join the game in Sumner's Tower and at the Character Select or End Level screens.

THE STORY

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

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

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



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

Or so he thought...

The Story

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



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

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

The Story

As the portal shut, Skorne scattered the Rune Stones to the far reaches of the realms to protect his own Underworld domain from intrusion. With his army in place, Skorne sealed off the four gateways with magic locks.

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

He sealed himself there with dark magic and sent the five shards to be guarded by the minor deities of this world. Skorne delighted in his new playground, free from harm from the weaklings inhabiting the Cathedral.

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

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

The Worlds

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

WARRIOR'S MOUNTAIN

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

ICE DOMAIN

The northern dominion, rich in precious metals and home to prospectors and adventurers, is being ravaged by Skorne. An enormous Yeti has descended from a mountainous cave with a horde of evil followers to rob the precious metals from the mines and kill the prospectors who made this frozen land their home.

VALKYRIE'S CASTLE

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

The Worlds

THE SKYTOWN

"Plague Grunts" have built a massive spire and are poisoning the town residents below! Fight through the poisoned village and gaseous cemetery, making your way up the spire to defeat the grunts and face their worst creation: a beast made of toxins with the ability to morph into various shapes for defense and attack!

SKORNE'S CITADEL

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

THE BATTLEFIELD

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

THE UNDERWORLD

The Underworld is replete with every form of demon and departed spirit a worst nightmare could conjure up. This is Skorne's home. There is NO GOING BACK to Sumner's Tower. The only way out is through victory! Defeating Skorne here kills the beast for good and wins the game.

SECRET WORLDS

There are five secret levels that are not connected to each other. You can find "Secret Level Entrances" within certain levels. Each main world has one secret level, however, there are no Secret Levels in the Cathedral or Underworld.

Entrances to secret worlds must be found as you battle throughout the game. Find a switch to activate the entrance to the Secret Levels.

Once your character enters a Secret Level, they have EXITED the previous level. After completing a Secret Level OR the timer expires, they are exited back to the End Level screen (for the level they were originally on), on their way to Sumner's Tower.



Each Secret Level contains a series of tokens that must be collected in the alloted time. If you collect ALL of the tokens, you're rewarded with a secret character that the coins represent. If the timer expires before you can collect all of the tokens, you'll exit when the sand in the hourglass (on-screen) runs out.

There are no enemies in these worlds, only collectibles.



LEGEND WEAPONS

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



ICE AXE OF UNTAR

This mythical axe; forged from the ice of a comet, should be used against the Red Dragon in the Mountain world.

FLAME OF TARKANA

Created by the Great Sorceress Tarkana for a dead loved-one, this multiple fireball spell greatly weakens the Yeti.



Legend Weapons



SCIMITAR OF RASHA

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

MARKER'S JAVELIN

A legendary traveller named Marker created a javelin to destroy a large hawk that had terrorized a local village. The javelin is said to target a beast's eye. Use this weapon on the Plague Boss. This is a tremendous advantage to beating the shape-shifting creature.



Switches and Scrolls

SWITCHES

Found in barrels or hidden within a level, switches activate secret rooms and shortcuts. They help locate very hard to find items such as obelisks, Rune Stones and Legend Weapons! Each switch has an arrow. This arrow is pointing towards the action it will create. For example, if the arrow is pointing at a wall, the wall may come down after activating the switch.



Switch (ON)

When the arrow is GREEN, the switch is ON. This means that the switch has been triggered and the action has been set. If the arrow is RED, the switch is OFF and the action has yet to be performed. Look for switches, as they will benefit you a great deal in your quest to complete levels!



Switch (OFF)

SCROLLS

These are located throughout the levels. When you come in contact with a scroll, a small window will appear on the screen. Sometimes this window is accompanied by Sumner's voice. These scrolls give you hints about the game as well as warnings and parts of the Gauntlet Legends storyline!



POWER-UPS & ICONS

Power-Ups can be used during battle. Once you collect one, access the Character Inventory menu (by using the Up and Down C Buttons) and use the Left and Right C Buttons to toggle between items.

When you find an item you wish to use, press the R Button to activate or deactivate. For example, if you collect the Fire Amulet, you have a certain number of seconds before its power runs out. By accessing the item in your Character Inventory menu, you can save its power for when you really needed!

Here are some examples of various Icons and Power-Ups you'll find throughout the game:



FOOD ICONS

Fruit restores 50 Health Points while Meat restores 100 Health Points.

SPECIAL WEAPON ICONS



3-Way Shot enables you to fire in three directions, Fire Breath allows you to spew flames and torch the enemy. Super Shot fires a super bolt which eliminates all enemies in its range.

SPECIAL POWER ICONS



Super Speed gives your character a great burst of speed. Invisibility renders you invisible to the enemy. Anti-Death Power allows you to steal Health Points from Death!

ENEMIES

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



GRUNTS

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

ANKLE BITERS



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



SUICIDERS

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

ENEMIES

BOMB THROWERS / ARCHERS





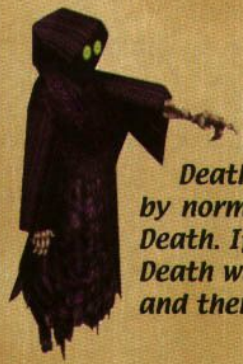
More technical than Grunts, these monsters either hurl bombs or shoot arrows at you. Try to destroy these fiends first. They do significant damage the longer they attack.

GOLEMS



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

DEATH



Hiding throughout the levels is Death himself. Death cannot be defeated by normal attacks. Only MAGIC can defeat Death. If you have no magic to attack with, Death will steal 100 Health Points from you and then leave.

HINTS & TIPS

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

- Pay attention to the scrolls. They give you valuable information.
- Use your inventory wisely. You never know when you'll need something from it!
- Use keys to open doors and chests. Use them sparingly.
- Try to destroy the Archers and Bomb Throwers first.
- Avoid dangerous objects such as flame geysers and floor spikes.
- Only Magic can defeat Death.
- There is a FIFTH LEGEND WEAPON! Use it against Skorne!
- Remember to save your game often and follow on-screen instructions when using Rumble Paks and Controller Paks.
- Find the Legend Weapons to defeat the world bosses.
- If a rock or wall flashes when you hit it...hit it some more!
- Seek and you shall find.

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