PlayStation

NTSC U/C

PlayStation

GAUNTLET®

LEGENDS



GAUNTLET GIVEAWAY!

Buy Gauntlet® Legends and get a set of Gauntlet character pewter miniatures! Details Inside!

MIDWAY

T TEEN

CONTENT RATED BY ESRB

SLUS-00624

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DEFAULT CONTROLS

Here are the default controls for Gauntlet Legends. Please refer to the previous page for button locations. If using a DUALSHOCK™ analog controller, make sure the Analog Button is activated before attempting to use the Left Analog Stick.

DEFAULT CONTROLS

MOVE CHARACTER - Directional buttons or Left Analog Stick (if activated)
ATTACK - ⊗ (aim with Directional buttons or Left Analog Stick)
USE POTION - ◎
THROW POTION - ⊗ + ◎ (point towards the enemy)
MAGIC SHIELD - □ + ◎
TURBO - □
TURBO RUN - □ (hold while moving in a direction)
TURBO ATTACK - □ + ⊗ (use when Turbo Meter is Green, Yellow or Red)
Note: The colors on the Turbo Meter indicate the strength of the attack. Green is an enhanced weapon throw (weakest attack). Yellow is a close area attack (medium) and Red is a massive forward moving wave attack (strongest).
PAUSE GAME - START
CYCLE INVENTORY/STATUS MENUS - L1 or R1 (this switches the different HUD (Heads Up Display) screens located at the bottom of the screen)
CYCLE ITEMS IN INVENTORY - L2 or R2 (toggle through collected items)
ACTIVATE/DEACTIVATE INVENTORY ITEMS - △

MENU/SUB-MENU NAVIGATION

When navigating through menu screens, use the Directional buttons (or Left Analog Stick if activated) to highlight selections. Press ⊗ to activate the selection (such as accessing another menu or saving a game for example). Pressing △ in any menu will exit you back to the previous screen.

MAIN MENU

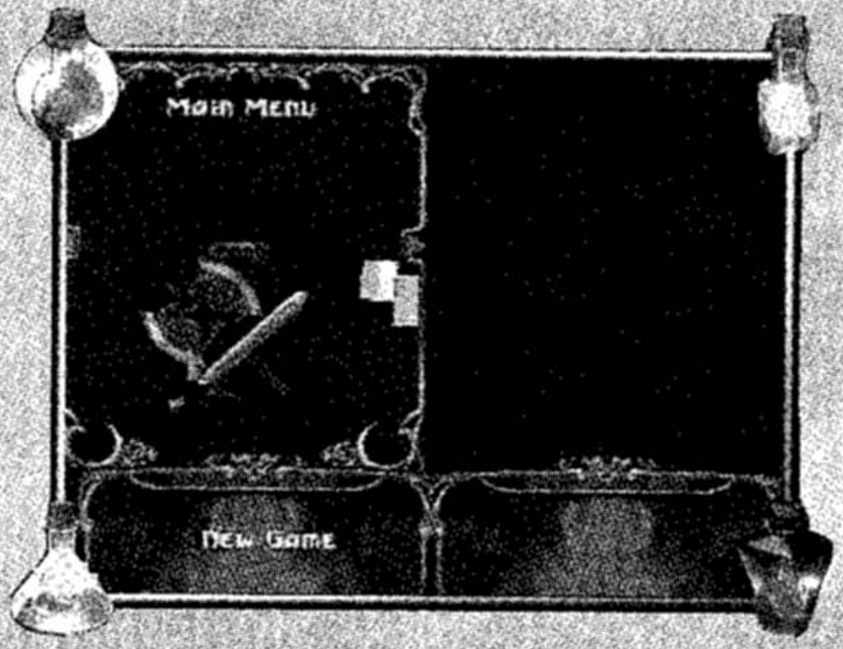
At the Title Screen, press START to access the Main Menu. There are four things you can do at the Main Menu. Press Left or Right on the Directional button to cycle through the choices available to you. To access the Sub-menu, press ⊗.

NEW GAME: This will begin a new game.

CONFIGURE AUDIO: Adjust the volume of the audio (background music and sound effects) in the game. Select the audio option (SFX Volume or Music Volume) and press Up on the Directional buttons to Raise the volume. Press Down on the Directional buttons to Lower the volume. Press △ to return to the Main Menu.

CONFIGURE CONTROLLER: Choose from four different controller settings. Press Left and Right to toggle through the different settings. Press ⊗ to select one.

LOAD GAME: This will load a previously saved game. You must have a Memory card with saved Gauntlet Legends game data inserted before attempting to load the game. Remember that you can only have four saved games per Memory card.



CHARACTER SELECTION



After you choose to begin a New Game, you will be taken to the Character Selection Menu. Initially, there are four characters to choose from in the game. Each character also has four different costume colors and appearances to select from. Press Left or Right to view the different character classes. When viewing a character, press Up and Down to change their costume. Each character has their own statistics as well. The stats for each character will be at the bottom of the screen.

FIGHT POWER & SHOT POWER: 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.

When you have selected the character you want, press ⊗ to continue.

Next you will be able to enter a name for your character. Press Up and Down to toggle through letters and numbers. Press Left and Right to move along the columns. There are eight columns (or digits) that you can use. When you have given your character a name, press ⊗ to begin your game. If you press △, you will exit back to the Character Selection Menu. Press △ again if you wish to return to the Main Menu.



CHARACTER PROFILES



WARRIOR

Healthy and with great Strength, the Warrior is a good choice for first-time players. He is durable and quite skilled at the art of hand-to-hand combat.



VALKYRIE

Beautiful but deadly, the Valkyrie's best attribute is her durability. Having both a high Armor rating and good Speed, the Valkyrie is another good choice for the novice player.



WIZARD

The Wizard's powerful magic far exceeds any other character's. His high Magic rating grows faster and causes his magical attacks to do more damage.



ARCHER

While the Archer's physical attacks are weak like the Wizard's, she compensates with the fastest movement and firing speeds of all.

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. Initially you will only be able to access the Mountain Kingdom, but as you gain experience and collect valuable items, more sinister worlds will be available to you.

Sumner is here to help you whenever he can. He is a wise and powerful ally for you to have. Make sure you talk to him if you need guidance. Move your character towards him to make contact. The Hint Menu (Talking to Sumner) will appear with the following choices available to you:



Sumner



CONTINUE: Continue the game.

RUNE HINT: The noble wizard Sumner will give you a hint about the next Rune Stone you need to find.

WORLD HINT: These hints will help you locate hidden Obelisks within a world.

ENEMY HINT: Sumner will give you a hint about the next Shard of glass you need to find (what boss enemy you will fight).

HISTORY: Hear of the magical and tragic tales which have led to your situation.

Each of the hints can be accessed by highlighting them and pressing ⊗. To exit out of a hint, press ⊗. This will take you back to the Hint Menu.

SUMNER'S TOWER

Located within the protective walls of Sumner's Tower is a small shop where you can purchase valuable power-ups and other items you will need. You must earn Gold pieces in order to purchase goods here. Once you have collected Gold and are back in Sumner's Tower, move your character to the store to begin shopping. In a Two Player game, both players must enter the Shop to activate the interface. Both players must also press △ when they are finished purchasing items in order to exit the Shop.

To buy items, use the Directional buttons or Left Analog Stick to highlight the item. Press ✕ to make a purchase. As you highlight the items, the name of the selected item will appear in your character status menu located on the bottom of the screen. This will display not only the name of the item, but the cost of it as well. If you don't wish to buy anything, press △ to exit back to the tower floor.



PAUSING THE GAME

When pausing the game in Sumner's Tower, you have the following options available to you:

CONTINUE: Continue the game in Sumner's Tower.

GAME MENU: Selecting this will take you back to the Options Menu. From here players can Save and Load games, adjust the Audio Configurations of the game and even adjust the Controller Configurations. This is also where a second player can join in. Please see Page 6 for information on the Main Menu.

SECRET CHARACTERS: This will take you to a special character selection screen where you can choose to switch your currently active player with a secret one. You must unlock the character (by collecting the special coins (see Page 23) before you are able to switch.

QUIT: Quit the game without saving. You will be asked if you are sure you want to exit. Select Yes or No and press ✕.

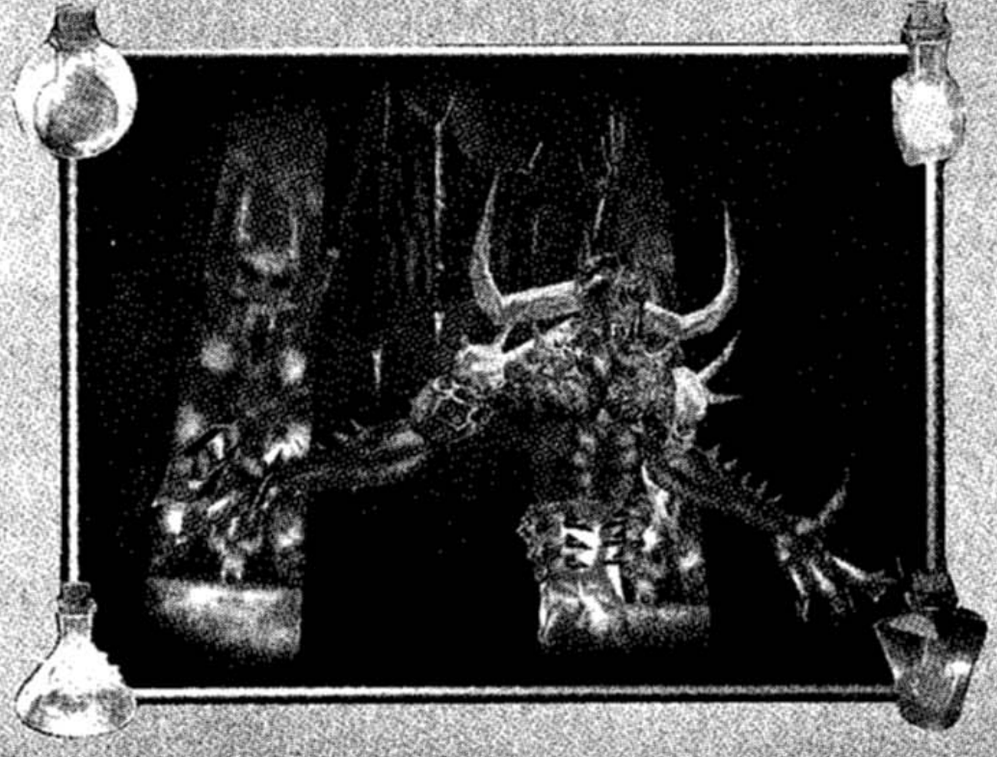
SUMNER'S TOWER

IMPORTANT NOTE ON SAVING GAMES

You can save character data at any time while you are in Sumner's Tower by accessing the Game Menu. You may also save at the end of each completed level on the End-Level screen. At the End-Level screen, press ■ to go to the Game Menu. Press Left or Right on the Directional buttons until the Save Icon appears, then press ✕ to choose to save. You will then be shown 4 different game slots to which you can save your game. Press Left or Right on the Directional buttons and select 1 of the 4 game slots. Once a game slot is selected, press ✕ to save your game information. After you have saved, press △ to return to the Game Menu. At the Game Menu, press △ again to return to your game.

You can only have a total of four saved games per Memory card. Please note that each player can only save game data to their own Memory cards. For example, Player Two (with their Controller inserted into Controller Port 2) must have their own Memory card inserted into Memory Card Slot 2 in order to save their data. The same is true when attempting to Load a saved game.

Eventually, you will have to leave the safe haven that is Sumner's Tower and take on the armies of evil that await you. Keep reading to learn vital information that will help you beat the vile Skorne!



PLAYING THE GAME

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 idea of what's ahead. All of the following actions are based on the game's Default Controller settings.

BASIC ATTACKS

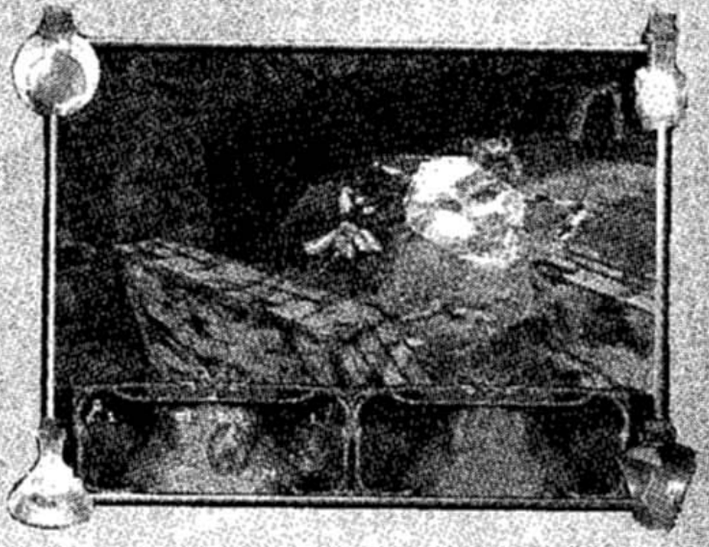
Gauntlet Legends is a fast-paced, intense 3-D adventure game. Your character can roam in any direction on-screen by pressing the Directional buttons or Left Analog Stick in the desired direction you want the character to go.

To attack enemies, aim with the Directional buttons or Left Analog Stick, then press ⊗. It's recommended that you HOLD ⊗ and then aim, so you can train your shots at the enemy. You can also fight hand-to-hand by moving your character into the enemies.

◉ is used for Potions you acquire along the way. Vials of Potion have many different appearances (see the Page 15 for some examples).

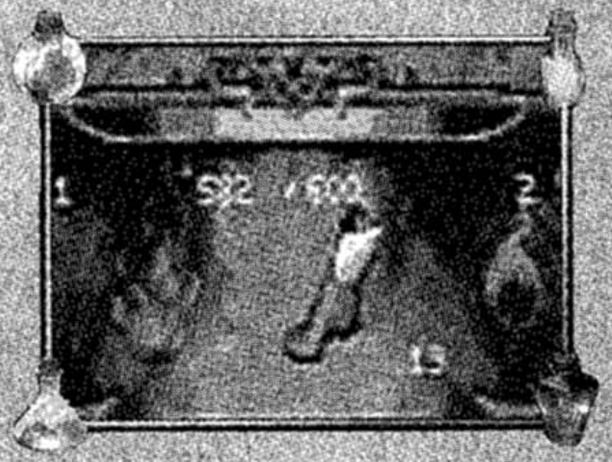
TURBO ATTACKS

Your character's Turbo is used for moving faster (press and hold ▣ 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 Directional buttons or Left Analog Stick and press ▣ and ⊗ at the same time. Each character has his/her own unique Turbo Attacks!



PLAYING THE GAME

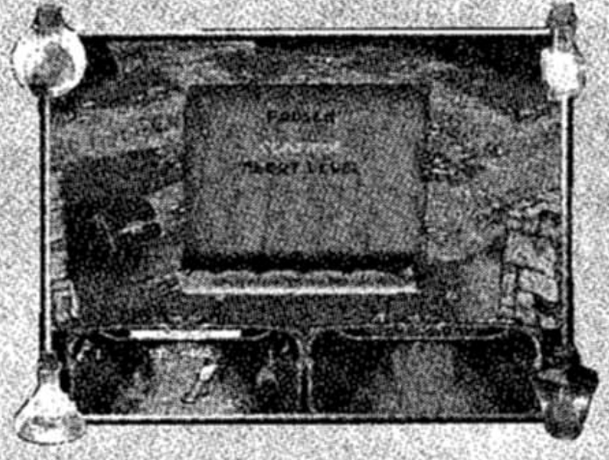
CHARACTER INVENTORY



Potions can be used by pressing ◉. Keys are automatically used when you bump into a locked Treasure Chest or a locked Gate (with a keyhole). Power-ups such as Invisibility need to be activated in order to use them. You can select a power-up by pressing R1 *to toggle the inventory menu. This menu displays your character's status (gold collected and health), power-ups and Legend Weapons. To activate a power-up, go to the appropriate menu and press △. When you collect a power-up you only have a few seconds to use it, press △ to deactivate the power-up, that way you can use it when you really need it. It is important to note that you should not be in the middle of a battle when using the Character Inventory. This is the safest way of using the power-ups without losing valuable health points. If you have collected any Legend Weapons, they will self-activate when facing the correct Boss Monster.*

IN-GAME PAUSE MENU

During your quest, you may find it necessary to pause the game. To pause a game in progress, press START at any time. The following Pause Menu will appear:



CONTINUE: Continue your current game.

ABORT 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.

PLAYING THE GAME

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 worlds), each character will gain more power for each level they gain. Remember that every level you advance, so do your character's statistics!

FIGHT POWER & SHOT POWER: 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.

PLAYER HEALTH

The most important attribute of all, Health is denoted in points. Once your point total reaches 0 points, your character will collapse.

Health points can be gained in battle by eating food, gaining an experience level and by purchasing Health at the Shop. 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! Another way is to use Potion on poisoned food. When you open a barrel or Treasure Chest and it contains a skull and crossbones icon, use potion near it. It will magically turn into food!

PLAYING THE GAME

USING POTIONS



Potions come in a variety of shapes and colors. 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, 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 the potions to defeat numerous enemies on-screen and to defeat the dreaded Death enemy. Potion is the only thing that can beat Death, so make sure you have a vial available just in case. If you find yourself without magic and Death does appear (usually from within a treasure chest), he will steal Health Points 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 ◎ at the same time. Your character will toss a vial of potion into the crowd for some serious destruction. To use a magic potion as a shield, press ◎ and the ▣ at the same time. This will activate (briefly) 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!

FOOD

No matter how powerful you are, in battle you will lose valuable health points. When your health points decrease to 0, your character will die. To gain health points back, you must eat food. Food icons (or Health Power-ups) can be found in barrels, treasure chests or even in plain sight. Fruit will restore 50 Health Points while Meat will restore 100 Health Points.



PLAYING THE GAME

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, while some 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" in Sumner's Tower.

BARRELS

Barrels are found throughout the levels. Some contain food and treasure, and some contain nothing at all. Some barrels can be used to help destroy enemies.



Normal Barrel



Explosive Barrel



Corrosive Barrel

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 do the same amount of destruction. It's best to shoot these barrels from a distance because if you're too close to the explosion, you will lose valuable Health Points. Barrels can contain Death as well.

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 cause. For example, if the arrow is pointing at a wall, the wall may come down after activating the switch. 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 the levels!



ON



OFF

PLAYING THE GAME

ENEMY GENERATORS

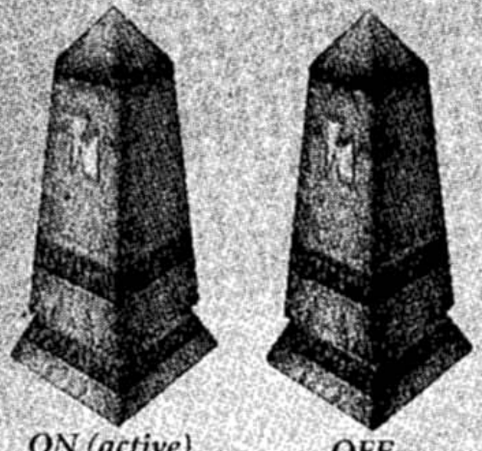
Every level is overrun with unique, grotesque monsters. Each enemy is created in a Generator. These generators must be destroyed to stop the creation of additional enemies. Destroy the generators by hitting them multiple times. As they're hit, the generators will degrade. As they degrade, less-powerful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



Wall Generator



Floor/Ground Generator



ON (active)

OFF

OBELISKS

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 in order to defeat the vile Skorne.

LEVEL PORTALS

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. Both players must stand on it in a Two Player game.



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 Gold accumulated, Experience Points gained and total Kills they had on the level.

PLAYING THE GAME

WEAPON POWER-UPS

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



3-Way Shot



Fire Breath



Thunder Hammer

OTHER POWER-UPS

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



Invulnerability



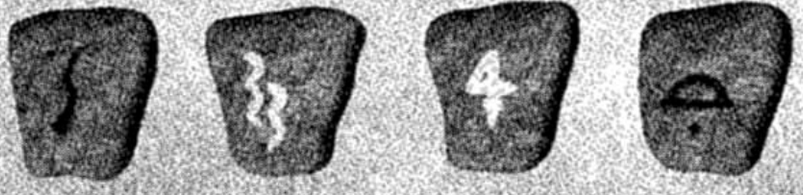
Phoenix Familiar



Invisibility

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 them in his tower. When all 13 stones are collected, you must face the ultimate evil...Skorne!



THE STORY

The benevolent mage Sumner crafted for his home a series of magical towers that sliced high into the heavens; standing as a testament to his great prowess of the Art. 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 his means to put his motive to work.

These stones would serve as his lens to focus and redirect his own 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...



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. He reached him...the dark lord erupted from the magical hole in the floor and filled the cavernous tower with just his torso!

THE STORY

Garm, thinking his 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 convenient portals here in Sumner's tower) to wreak havoc in the mortal worlds of this plane.

As the portal shut, Skorne scattered the Rune Stones to the far reaches of the realms to protect his own Underworld domain from intrusion. His army deployed, Skorne sealed the four gateways to their doom at the hands of his minions. His dark sorcery, powered by his followers' praise, erected magical locks on each portal.



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 sacred shards to be guarded by the minor deities of this world. He felt himself untouchable in a new playground of weaklings to satiate his gross appetite for horrific pleasures...

After this disturbance, Sumner returned to his tower and discovered all that had transpired. He was powerless to do anything about it 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 OF GAUNTLET

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 you shall travel to 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 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!

THE WORLDS OF GAUNTLET

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. However, defeating Skorne will only banish him from this plane back to his Underworld lair!

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

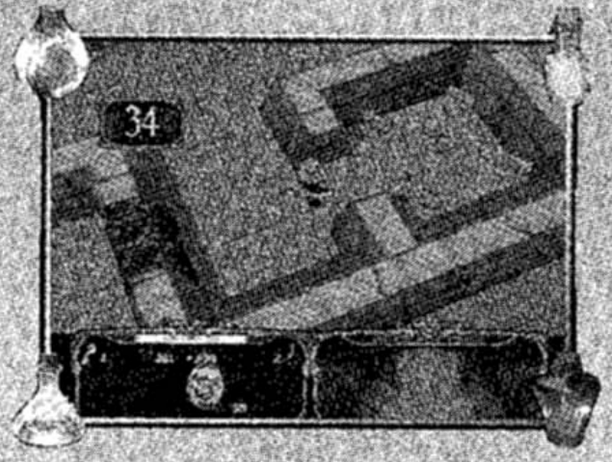


The Underworld is replete with every form of demon and departed spirit a worst nightmare could conjure up. This is Skorne's home. There is NO GOING BACK to Sumner's Tower. The only way out is through victory! Defeating Skorne here finally vanquishes the foul demon and releases his evil grasp on the Gauntlet Realms.

BUT WAIT!!! Teleporters to Four New Levels in Sumner's Tower open when you complete the game! Each of these new levels harbors more powerful enemies and more difficult playfields. Only a true legend can access these levels. In the end, if you fight well enough, fate may grant you access to them.

SECRET LEVELS

There are four 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, but there are no Secret Levels in the Cathedral or Underworld. Entrances to secret levels must be found as you battle throughout the game. These entrances look like trap doors on the ground, so simply stand on them to gain access to the Secret Level. These entrances are well hidden, so make sure you search for them!



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 End Level screen (for the level they were originally on) on their way to Summer's Tower.

There are no enemies in these worlds, only collectibles. Each Secret Level contains a series of tokens that must be collected in the time allotted. If you collect ALL of the tokens, you're rewarded with a secret character that the coins represent. There are four secret characters in all. If the timer elapses before you can collect all of the tokens, you'll exit and return to Summer's Tower empty-handed.

More secrets await those who run the gauntlet to the end! Four additional levels of magic and mayhem stand ready to test the might of any would-be heroes.



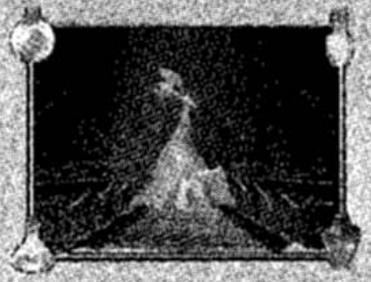






LEGEND WEAPONS

To help defeat the four world bosses, there are four magical weapons or "Legend Weapons". These weapons are scattered throughout the game. When used on the correct boss, it will greatly 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 it, 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 a the Great Sorceress Tarkana for a dead loved-one, this multiple fireball spell greatly weakens the Yeti.



SCIMITAR OF RASHA

Forged from a common 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.

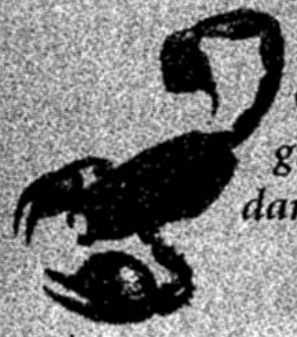
ENEMIES

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.



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



ENEMIES



GOLEMS

These look like giant rock people. Very tough to kill and stronger than you, these should be attacked from a far 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 valuable Health Points from you and then leave.



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 is 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!

HINTS AND 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 enemy 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 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!*
- *Seek and you shall find.*
- *In order to gain access to the four bonus levels, you must COMPLETE THE GAME!!!*



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