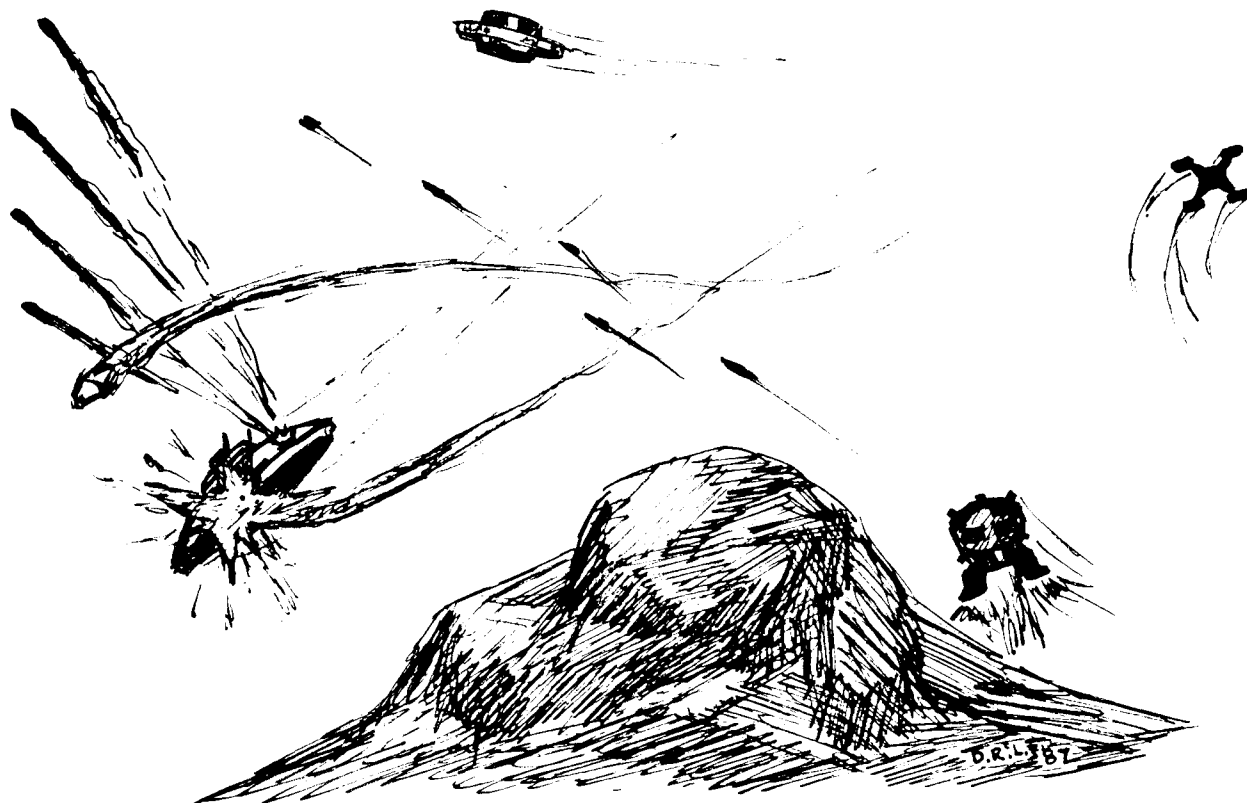




GAUNTLETAK

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INTRODUCTION:

Why the new name? Some of you have undoubtedly noticed the Atari arcade game called GAUNTLET. I have too, unfortunately. In order to avoid confusion with their game, I changed the name of mine. (They're not worried about getting their game confused with mine.) Some of you may not like the name GAUNTLETAK, but it keeps some amount of consistency. Besides, two minutes after you start playing, you'll forget about the name entirely.

This version of the game incorporates all the "wish list" items everyone sent in. You have unlimited ammo and a variety of weapons you can select at any time. There's even a hyperspace button for when you get trapped. The game flow is smoother and the pace is faster.

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LOADING THE GAME:

1. Turn on the drive, wait till the busy light goes out.
2. Turn on the video screen.
3. Insert the diskette into the disk drive and close door.
4. Remove all program cartridges and turn on the computer.

After the game has loaded you will see this title screen:

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LEVEL: ONE
EXIT TYPE: HIT + RUN
GAME LENGTH: ALL
TERRAIN: NORMAL

SCORES
HIGH LAST
00000000 00000000

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You are now ready to select options and play the game.

THE GAME OPTION MENU:

Game options are selected using the <OPTION> and <SELECT> buttons. Notice that the top option line is red and the others are green. The red line is the currently selected line. To change the option on this line press the <OPTION> button. To select a different line press the <SELECT> button. When you are ready to play, press the <START> button or the joystick button to begin.

GAME OPTIONS:

LEVEL:

- ONE through SIX selects the play level.
- ONE is the easiest play level.
- THREE selects the medium play level.
- SIX is suicidal.

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EXIT TYPE:

HIT + RUN lets you exit to the next screen at any time.

RAMPAGE keeps you on a screen until all enemy are destroyed.

GAME LENGTH:

ALL lets you play all 50 screens.

FIRST lets you play only the first 25 screens.

LAST lets you play only the last 25 screens.

TERRAIN:

NORMAL plays the game with terrain.

FREE SPACE plays the game with no terrain.

JOYSTICK CONTROLS:

The joystick controls the movement and firing for your ship. It operates in two modes. When the button is not pressed, the movement of the stick will accelerate the ship in the desired direction. With the button pressed, the ship will fire continuously in the direction selected. You do not have to push the button for each shot, the ship fires as fast as possible when the button is held down.

The ship drifts along when you're not accelerating. This gives you the ability to go in one direction and fire in another. Be careful of getting "trigger happy" and letting your ship drift into a hill. After a little practice, the controls will become second nature and you will be able to easily combine movement and fire.

KEYBOARD CONTROLS:

THRUST:

You can vary the amount of thrust the ship has by using the number keys on the keyboard at any time. This is useful when you get inside the caves for more delicate maneuvers. The number "1" sets the slowest acceleration while the number "0" (meaning 10) sets the highest.

Normally, thrust is not changed until you reach the caves. A thrust of 5 works well in the caves. The ship starts the game with a thrust value of "0". Note that changing the thrust does not affect your maximum speed, only how fast you can change course.

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WEAPON SELECTION:

Your ship is armed with a primary and secondary weapon system. Fusion bolts are the primary weapon and the secondary weapon is a special launcher that can select six different types of ammo. The secondary weapon is chosen by pressing one of the weapon select buttons. This can be done at any time. The status display at the bottom of the screen shows which weapon you are currently using. Every time you press the space bar, the ship will toggle between bolts and your special weapon. All weapons have unlimited ammo. Here's the buttons that select your special weapons:

M = Homing missiles
F = Flares
T = Tridex
S = Shotgun
N = Nuke
B = BOT

These weapons are described in detail below.

FUSION BOLTS:

These are your ship's primary weapons. There can be six of them on the screen at one time. Fusion bolts disintegrate matter on contact and are highly unstable. They detonate on anything, even other explosions. When fired in a steady stream, the explosions may tend to "walk back" to your ship. This effect can be used to create a temporary shield to stop incoming fire. It can also get you killed if you fly into it.

MISSILES:

Homing missiles will lock-on an enemy ship or gunbase and chase it until it's destroyed. If it can't find an enemy ship to lock-on to, it will self-destruct. Missiles won't lock-on to drones. Missiles can take a lot of damage, so it's possible for them to destroy one target and go on to another. This is especially helpful in clearing minefields. Missiles let you take blind shots around corners so you don't have to risk your neck to wipe out heavy concentrations of enemy ships.

FLARES:

Flares are fired like bolts, except that they burn through terrain. They don't cause a lot of damage, but they can be used to destroy gunbases and ships through hills and punch through incoming fire.

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TRIDEX:

Tridex is a special type of warhead that explodes along a plane. On some planets it's used to clear trees. Tridex causes a large amount of damage and can destroy most ships with one hit. The best use for Tridex is for low level straffing of suspected gunbase positions. It's as devastating as strip mining.

SHOTGUN:

The shotgun fires short range shells that spread out as they fly. It is deadly at close range, and is also good for stopping incoming fire and destroying mines and missiles.

NUKES:

Like to dig your own caves? How about frying groups of enemy ships? Want to put up a wall of flame nothing can get through? Or just pretty fireworks? These babies are just plain fun.

BOTS:

BOT is short for Ballistic Ordinance Transport. They carry four homing missiles which are launched after two seconds of flight. Lob one of these high overhead and watch the action. Just stay clear so you don't get caught in the crossfire. DON'T fire bots when there are ECM pods on the screen. You probably won't live to regret it!

DISRUPTION FIELD:

A disruption field generator protects your ship. The field will vaporize anything it touches. As long as the field is charged, your ship is indestructable and can even bore through solid rock! The current power of the field is displayed under the heading "DAMAGE" on the display panel at the bottom of the screen. The higher the "DAMAGE" number is, the more punishment your ship can take. The maximum amount of power the disruption field can hold is 99.

Every time your ship is hit the screen will flash and some power will be drained off the disruption field. Usually from 1 to 4 damage points will be lost, depending on how bad you were hit. Because of the small size of the field generators, it will take a while for the field to charge up again. If the field power gets reduced to zero, the disruption field will collapse and your ship explodes. Just like in real life, this means the game's over!

It is important to keep an eye on the damage number. When it gets below 10, it will turn red to remind you that your life expectancy is very slim. Play carefully until you build it back up again.

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The amount of damage that your ship takes when hit varies greatly. You can usually tell how bad the hit was by how long the screen flashes. Getting grazed by a mine may only cause 1 point of damage while crashing head-on into an exploding spaceship could cause up to 20!

Every time you enter a new screen, you get extra damage points added to the field. In addition, every damage point you have remaining from the last screen adds 100 to your score. You get a bonus of 10 damage points every time your score accumulates 10,000 points. (Special power absorbers are charging the field from energy given off by all those explosions.)

HYPERSPACE:

Pressing the "H" key will warp your ship to a different location on the screen. This is good for getting out of tight spots. If you end up in solid rock, just hit "H" again to go somewhere else. Like your weapons, the use of hyperspace is unlimited.

STOP SHIP:

Pressing the "X" key will stop your ship in place so it doesn't drift. Good for ambushes and tight caves.

FREEZE GAME:

Pressing the <ATARI> key will allow you to answer the phone, feed the dog, watch a movie, etc...

To continue the game, press the <ATARI> key again.

TERRAIN AND SCREENS:

Playing the game consists of crossing a set number of terrain sections called "screens". The game can be played on all 50 screens or just the first or last 25 screens. On the last screen is the Kingship, and he must be destroyed to win the game.

Your ship always enters a screen from the left and exits on the right. In "HIT + RUN" mode you can exit a screen at any time, while in "RAMPAGE" mode, all other objects (including your own shells) must be off the screen before you are allowed to leave. After you get proficient at "HIT + RUN", try playing "RAMPAGE" for more challenge.

There is also a mode called "FREE SPACE" that lets you play with no terrain at all. With no cover, your tactics have to

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change and a lot of enemy ships behave differently. You have to learn how to dodge automatically and stay out of the crossfire. This makes an interesting variation from the usual hide and seek.

THE ENEMY:

MUNITIONS:

These are the types of ammo available to the enemy:

PHOTONS:

Photons are fired in eight directions, aimed photons are fired directly at you. They do a medium amount of damage and are carried on most ships.

BULLETS:

Bullets are always fired directly at you and do light damage.

FUSION BOLTS:

The enemy carries them too.

FLARES:

Flares burn through terrain and detonate when they hit you. They destroy the cover you're hiding behind.

WHIRLS:

These spin at you and block your return fire. They do medium damage.

TRIDEX:

Tridex slowly homes in on you and does a lot of damage when it hits you. Worth 100 points when it explodes.

VULCON CANNON:

Fires a stream of explosive shells. The fastest object in the game. The way to avoid them is to not get in the field of fire in the first place.

TORPEDOES:

Torpedoes will follow you everywhere. When they detonate, you get 50 points.

STALKERS:

These act like slow torpedoes, but they bore through hills to get you. Worth 150 when they go boom.

NUKES:

Unfortunately the enemy has nukes too. Stay near the edges of

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the screen or fire at them to detonate them early.

MINES:



Mines are equipped with cloaking devices. They orbit peacefully, winking in and out until you get too close. Then they chase you relentlessly. Mines are worth 25 points when they're sitting there and 50 points after they "wake up" and start chasing you.

BUBBLES:



Bubbles just orbit and launch stalkers at you once in a while. They're worth 25 points and are easy to kill.

ECM PODS:



ECM pods are also worth 25 points and are easy to kill. They don't even fire at you! But what they do can be devastating. They jam your homing missiles, causing them to detonate, go crazy, drop like rocks, or chase YOU! Don't fire missiles or BOTs when there are ECM pods on the screen, clean out the ECM pods first or you're in for trouble.

DRONES:



Drones are smart homing missiles. They hover and wait until you're in sight. Then they beep and cautiously give chase, avoiding obstacles along the way. When they get close enough, they throw all caution to the winds and play kamikaze. Drones are worth 50 when waiting, 100 when cautiously chasing, and 200 when charging in.

SATELLITES:



Satellites have a combination of guts, speed, and firepower that makes them extremely dangerous. They will aggressively back you into a corner where they can rip you apart with their shotgun. Even though they are not heavily armored, their erratic behavior makes it hard to place a good solid hit.

SCOUTS:



These are the backbone of the enemy fleet. They take a fair amount of damage, launch aimed photons, and drop a drone once in a while to keep you occupied while they move in. They are good at dodging, making them very hard to hit.

SKIMMERS:



The rule is: Keep away! These ships are armed with fusion bolts that fire faster than you can dodge. Keep moving and try to get above or below them to get a decent shot. Missiles work good if you have a place to hide, But skimmers like to fight

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close and will come and get you.

PODS:



Pods are capable of launching and guiding one torpedoe and will always try to keep one on the screen. They are chicken and proud of it, having the best avoiding ability of any ship. Of course, if you were this lightly armored, you'd get good at it too!

BEEES:



Bees like to buzz around you and sting you with their shotgun. To kill them, fire ahead of them from long range, since they'll block your shots from close in.

SHUTTLES:



Shuttles fire bullets and can launch one nuke at a time. They are small targets but don't take much damage. Kill them early before they score with their nukes.

VIKES:



Vikes are heavy support ships armed with two torpedoes. They take a lot of punishment as they lumber around. They are not made to fight alone, and when in a group they provide a heavy wallop. They usually wander in groups of two and overwhelm you with torpedoes.

PROBES:



Probes love it when you hide. Usually they just fire bullets at you, but given the chance they will get above you and pummel to death with whirls. Otherwise they will be satisfied with tearing you to shreds at point blank range, and they're fast enough to keep you from escaping. A probe's only defense is its speed and small size. Some ships launch probes to flush you out.

RATS:



Rats travel in packs and fire bullets rapidly. They are slow, but take a lot of damage. Hovering and covering each other is their favorite tactic, but they are known to charge.

HUNTERS:



These ships are used to fighting alone and are well equipped for it. Carrying photons and probes, they send out the probes to flush you out for a clear shot. Heavy armor protects them as they avoid your fire.

GILLS:



It's unclear whether the name comes from being armed to the gills or acting like a guillotine, but the name fits in either

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case. Gills will use flares to blow away your cover while they launch stalkers to come and get you. They are fast and heavily armored, making them hard to kill.

HOVERSHIPS:

These hovering support platforms are armed with a variety of weapons and each ship is configured differently. They are slow and take medium damage, but sometimes have awesome firepower. Be careful to make sure you know what your facing before you move in.

DRONESHIPS:

Droneships are like hoverships, only worse. They always have awesome firepower, more than any other ship. They have heavy armor and plod along blasting everything in sight. Not only that, but they're too stupid to retreat.

MOBBERS:

These ships are walking disaster areas. They unleash a mob of stalkers that will track you down and overwhelm you. Kill them as soon as you see them, before they unload.

TAKSHIPS:

The main medium ship of the enemy fleet. Armed with fotons and drones, well armored, and smart. They the scout's big brother, and good scout pilots graduate to flying takships. Expect to have extended duels with these ships, they're not easy to kill.

EYES:

Eyes fire nukes but aren't very mobile and are big targets. Staying close to the edges of the screen will allow most of the nukes to pass by harmlessly. Don't stay close to the ground unless you're good at dodging nukes and avoiding blasts.

GUNBASES:

There are fourteen types of gunbases, each armed differently. They are camouflaged well and blend in with the ground, so you can only find them when they open fire. Sometimes they hover in the air for better fields of fire. The best way to kill gunbases is to fly in low and fast while strafing. A stand-off battle seldom works because they shoot your shells out of the air. One hit kills them.

JETS:

Armed with a Vulcon cannon, these ships are monsters. They usually appear in twos or threes. Don't fly directly in, or stay in close. There's no time to dodge when they fire, always fly

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across their path of fire and fire a burst. Use missiles if possible and just dodge till they are killed.

FORTS:

A fort is a flying fortress - slow, lots of firepower, and takes lots of damage. Fly in close with shotgun blazing, or chip away at long range. They take lots of damage so don't expect an easy kill.



BLOBS:

The most dangerous ship in the game. The blob is built from the hull of a Kingship, but packed with firepower. It has a cloaking device that works for short periods of time, allowing it to go invisible. It fires nukes and drones, and many of them. This ship also moves fast so you seldom know where it is. When it's visible, hit it with bolts. Fire missiles when it fades out. Concentrate on dodging the nukes and stay far away from the ship. A BOT is your best friend when facing a Blob.



KINGSHIP:

This is the big boy himself. Armed with Tridex and probes, and able to take 30 damage points, he can hold his ground quite well. When the Kingship is destroyed, its planet blaster will overload and detonate everything on the screen, except you. Suddenly it will get very peaceful. Enjoy it, you earned it.



PLAYING HINTS:

Always enter new screens close to the ground to come in out of sight. Most screens are made to give you cover as soon as you enter.

Learn early how to destroy homing weapons by running them into the ground or into each other. When playing the higher levels, you must be able to do this automatically while attacking other ships.

Keep your eye out for ECM pods, don't use missiles when they're on the screen.

Fly through the middle of the enemy formation. Their crossfire will cause many casualties. In the same manner, stay between two enemy ships as long as possible to cause them to fire at each other. It is possible to clear some screens without firing a shot.

Fire a steady stream in front of moving ships and let them fly into it.

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A drone sitting "on the ground" will only start to move when you are directly over it. Fire one shot straight down as soon as it moves and you'll hit it.

Whenever possible, clean out gunbases first.

If you see ECM pods and blobs on the same screen, knock out the ECM pods immediately, so you can use missiles and BOTs to track down the blob.

Stay low on screens with torpedoe launching ships. Most of them will crash into the ground, giving you lots of extra points. (Torpedoes don't give you any points unless they explode.)

Fan out your nukes to make them chain react - creating a wall of flame.

Use shotguns to detonate nukes the second they are fired at you. The ship will fry itself.

Dig your own tunnels under crowded screens with nukes and fire missiles or flares from underground.

When you fire BOTs, make sure they have a clear flight path through enemy ships and shells. Fire them upward so that they release the missiles near the top of the screen.

A good tactic is to fire a BOT then switch to shotgun and defend yourself until the BOT does its job.

Press the hyperspace button repeatedly to confuse the enemy (and yourself). Experiment with holding the fire button down and warping around while firing missiles or nukes.

When you have a lot of damage left, flaunt it. Run over small pesty ships, stay close to the ground to detonate missiles for more points. Let the enemy ships come to you. Dig in a good position and fire missiles.

You can gain more points by keeping your damage high than by picking off ships. Losing 10 damage points will cost you 1000 bonus points at the end of a screen. When playing HIT + RUN, make your way to the right hand side of the screen as soon as possible. Then if things get too tough, you can just leave.

Never fly directly into at a ship while it's firing at you.

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Always dodge in, keeping out of its line of fire.

The easiest way to kill stalkers is to run them into the ground. Shooting them is slow and ineffective.

Running over mobbers is less damaging then getting hit by all those stalkers.