

# THE HEROES

**THOR** the Warrior

**ARMOUR:** *Tough skin* – eliminates 20% of damage

**SHOT POWER:** Excellent – twice normal power

**HAND TO HAND:** Excellent – *Battle axe* – can destroy generators

**MAGIC POWER:** Poor – damages most monsters and no generators



**THYRA** the Valkyrie

**ARMOUR:** *Shield* – eliminates 30% of damage

**SHOT POWER:** Poor

**HAND TO HAND:** Good – *Sword* – can destroy generators

**MAGIC POWER:** Moderate – damages most monsters and generators



**MERLIN** the Wizard

**ARMOUR:** None

**SHOT POWER:** Good

**HAND TO HAND:** Poor – *Bare hands* – cannot destroy generators

**MAGIC POWER:** Excellent – destroys all monsters and generators



**QUESTOR** the Elf

**ARMOUR:** *Leather* – eliminates 10% of damage

**SHOT POWER:** Poor

**HAND TO HAND:** Moderate – *Dagger* – cannot destroy generators

**MAGIC POWER:** Very good – destroys almost all monsters and generators



# GAUNTLET

## THE DEEPER DUNGEONS

The enclosed data gives you access to previously undiscovered mazes. Here you will encounter hordes of unfriendly monsters and vast caches of treasure. At all times watch your health and if it drops too low, eat as much of the food you will find lying around as you can. Keep your eyes peeled, though, because even this far down in the Dungeons, some food has been poisoned! All of the original Gauntlet rules apply here too.

### CASSETTE USERS

Remember in the unlikely event that you survive to the end of the cassette, simply turn it over and press 'PLAY'. Your games will continue with a different selection of mazes. (Commodore users: always rewind to the start of Side 2).

### LOADING INSTRUCTIONS:

Amstrad, Atari, Spectrum, MSX

Load original Gauntlet cassette until 'Rewind to start of Side 2' message appears. At this point insert the expansion cassette rewound to the start of either side.

### COMMODORE

Load original Gauntlet. When 'One or two players' prompt appears, insert side one of the expansion cassette rewound to the start of Side 1. Side one contains a new version of the program. Side 2 contains all of the new mazes.

## **COMPETITION RESULTS:**

Many of the mazes in Gauntlet - The Deeper Dungeons are based upon competition entries received from hundreds of entrants throughout Europe. We have chosen ten winners, but unfortunately we cannot tell you which Dungeon was designed by which winner because Gauntlet presents the levels randomly.

*The following talented DUNGEON Architects will each receive a Gauntlet T-Shirt and a copy of the program for their computer.*

L.W.Nelson - Cranham, Upminster, Essex

M.Hutton - Newtown Mearns, Glasgow

A.Wallberg - Örebro, Sweden

I.Cox - Norton, Stourbridge

G.Reilly - Knowle, Bristol

R.Bell - Nantwich, Cheshire

C.Weirman - Llanelli

J.Spring - Ilford, Essex

I.Abbott - Dunstable, Bedfordshire

A.Singers - Lockerbie, Dumfriesshire.

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## GAUNTLET - THE DEEPER DUNGEONS

So. Sie haben es also geschafft. Aber dies war erst der Anfang, denn in 500 weiteren Räumen warten nicht minder gewaltige Gegner schon auf Sie!

Entdecken Sie die "tieferen Verliese"...

Mit Hilfe dieser Daten gelangen Sie in bisher unentdeckte Irrgärten, wo weitere unfreundliche Monster auf Sie warten, um Ihnen das Leben schwer zu machen. Achten Sie ständig auf Ihre Gesundheit und essen Sie, sobald Sie schwächer werden, so viel Sie können, um bei Kräften zu bleiben. Halten Sie jedoch stets die Augen offen, denn selbst in diesen Bereichen ist so manche Mahlzeit vergiftet.

Auch hier gelten sämtliche Original-Gauntlet-Regeln.

Für Kassettenbenutzer: Sollten Sie es wider alle Erwartungen schaffen, bis zum Ende der Kasette durchzuhalten, also lebend durch alle Räume zu kommen, drehen Sie einfach die Kasette um und drücken die PLAY-Taste des Datenrekorders. Das Spiel wird dann mit einer neuen Auswahl von Räumen fortgesetzt.

Achtung: COMMODORE-Benutzer: spulen Sie unbedingt die Seite 2 der Kasette vollständig zurück.

Ladeanweisung für Amstrad/Schneider, Spectrum, MSX: Laden Sie die Originalkassette, bis die Bildschirmmeldung erscheint, das Band zurückzuspulen und Seite 2 einzulegen. An dieser Stelle legen Sie die zurückgespulte Erweiterungskassette ein.

### COMMODORE

Laden Sie zuerst das Originalspiel. Sobald der Computer nach der Anzahl der Spieler (1 or 2 players) fragt, legen Sie die vorher zurückgespulte Seite 1 der Erweiterungskassette ein. Seite 1 enthält eine neue Version des Programms. Seite 2 enthält neue Irrgärten.

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### GAUNTLET - AU PLUS PROFOND DES DONJONS (THE DEEPER DUNGEONS)

Ces nouvelles données vont vous permettre d'accéder à des labyrinthes jusque là inconnus où vous rencontrerez des hordes de monstres hostiles ainsi que d'énormes cachettes regorgeant de trésors. Mais ne perdez pas de vue votre santé et, si elle s'affaiblit de trop, mangez tout ce qui traîne autour de vous. Mais faites bien attention, car même au plus profond des donjons, certains aliments sont empoisonnés. Toutes les règles de la version originale de Gauntlet restent applicables.

## DEEPER DUNGEONS CASSETTE

Rappelez-vous que dans le cas - peu probable - où vous survivriez jusqu'à la fin de la cassette, il vous suffirait de la retourner et d'appuyer sur 'PLAY'. Les parties se poursuivront avec une sélection de dédales différente. (Utilisateurs du COMMODORE: rembobinez toujours jusqu'au début de la face 2).

### INSTRUCTIONS DE CHARGEMENT:

Pour Amstrad, Atari, Spectrum, MSX.

Chargez la cassette originale Gauntlet jusqu'à ce qu'apparaisse le message '*Rembobinez jusqu'au début de la face 2*', à ce moment - là introduire la cassette d'extension rembobinée jusqu'au début d'une des faces.

### COMMODORE

Chargez le Gauntlet original. Quand apparaît l'indication '*Un ou deux joueurs*' introduire la face 1 de la cassette d'extension rembobinée au début de la face 1. La face 1 contient une nouvelle version du programme. La face 2 contient tous les nouveaux dédales.

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## GAUNTLET - LABIRINTI ANCORA PIU' PROFONDI

Questa cassetta ti apre le porte a nuovi labirinti sotterranei. Qui incontrerai orde di mostri poco simpatici a nascondigli di nuovi tesori. Tieni sempre d'occhio la tua salute, se diminuisce, mangia tutto il cibo che riesci a trovare. Ma stai attento perchè anche qua sotto, nei labirinti più profondi, parte del cibo è stato avvelenato. Per questa parte del gioco valgono le stesse regole di GAUNTLET originale

### THE DEEPER DUNGEONS CASSETTA.

Nell'improbabile eventualità che tu riesca a sopravvivere fino alla fine della cassetta, riavvolgi il nastro dall'inizio e premi PLAY (C64: Lato 2) Il gioco continuerà con un'altro gruppo di labirinti.

### ISTRUZIONI DI CARICAMENTO:

Amstrad, Atari, Spectrum, MSX.

Carica la cassetta originale di Gauntlet fino a che appare il messaggio *'Rewind to start of side 2'*. A questo punto inserisci *'The Deeper Dungeons'*.

### COMMODORE

Carica il Gauntlet originale. Quanto appare il messaggio *'One or two players'*, inserisci il lato UNO della cassetta *'espansione'*. Il lato UNO contiene una nuova versione del programma. Il lato 2 contiene tutti i nuovi labirinti.

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