

**NECOM PRODUCTS**

presents

# GANTELET



for the  
Radio Shack Color Computer  
Requires 64 k and  
optional joysticks  
Tape or Disk  
\$ 28.95 U.S.  
\$ 38.95 Can.

# GANTELET

by dave dies

## SYSTEM REQUIREMENTS:

GANTELET requires a 64 k color computer with optional joysticks.

## LOADING INSTRUCTIONS

### DISK:

1. Place disk in drive 0
2. Type LOADM"GANTELET" <ENTER>
3. The game will load and execute automatically

### CASSETTE:

1. Place cassette in tape recorder
2. Type CLOADM <ENTER>
3. The game will load and execute automatically

note: If the game does not load properly there is a second copy of the game after the first one.

## PLAYING INSTRUCTIONS

### STARTING THE GAME:

Push the <SPACEBAR> to go to the player selection screen. Use the up and down arrow keys to move the pointer beside the player to select. Use the <SPACEBAR> to select or cancel your choices. All players lit up will be playing the game. Select the 'start game' option to start the game.

### MOVING THE PLAYERS:

One player uses the keyboard to move a player and two players use the joysticks.

The controls are:

player move up ..... joystick up or up arrow  
player move down ..... joystick down or down arrow  
player move right ..... joystick right or right arrow  
player move left ..... joystick left or left arrow

The <SPACEBAR> or the joystick button fires in the direction you are facing. Holding the button makes your player use a magic potion if he has one.

### YOUR PLAYER'S HEALTH:

On the right side of the screen across from your player's name are your health points. You start with 600 Health points at the beginning of the game. They slowly decrease as you move around the levels. They also go down when you are attacked by other creatures. You can increase your health by finding food that is scattered around the levels. When your health reaches 0 your player is dead and your game is over. The entire game is not over until all players are dead.

### CREATURES:

There are different creatures that move around the levels searching for players to attack. Each creature starts with a random amount of power. Depending on the power of the creature, it might take 1, 2, or 3 hits to kill it. Also, the power of your player makes a difference in the number of shots it takes to kill a creature. Some players are stronger than other players or they may have found a strength potion. All creatures are created from the creature generators. The generators are scattered around the levels and can also be destroyed. Generators, like creatures also take a varying number of hits to be destroyed.

### DEATH:

One of the creatures moving around some levels is DEATH. DEATH is the black creature with a white outline. Avoid DEATH at all cost. If DEATH touches you he will drain your health very quickly. DEATH can only be killed by using a magic potion or if he drains enough health from you.

### MAGICAL OBJECTS:

Some of the objects you will find scattered around the levels will have magical qualities. White bottles are regular potions. The number of these potions that you carry is shown at the bottom of the screen beside the small potion sign. To use one of your potions just hold down your fire button. When a potion is used it will destroy generators and creatures on the screen. The number of things killed will depend on the magical power of your player. You will find other magic potions, and magical objects as you move from level to level and you will discover the magical qualities of the objects when you find Them.

#### KEYS AND DOORS:

Scattered around the levels you will find keys. Walk over the keys to pick them up. The number of keys you have will be displayed beside the key indicator at the bottom of the screen. Doors are shown as thin blue squares. Doors may be more than one square long and may even turn corners. If you have a key and you walk into a door the door will open and you will lose one of your keys.

#### TREASURES:

Treasures are shown as small chests. Pick up treasures for extra points. On some levels picking up treasures will increase your bonus multiplier that is shown in front of your player. This multiplier is multiplied by all the points you get so the higher it is the more points you get.

#### EXITS:

Exits are shown as the squares with white outlines and 'exit' written in them. Going into an exit will teleport you to the next level. If more than one person is playing, then all the players must be in the exit before you go to the next level.

#### TELEPORTERS:

When you walk into a teleporter it will teleport your player to a different place on the screen. They appear as a red and blue square on the screen.

#### PAUSE:

You can pause the game anytime with the <P> key. The <P> key will restart the game.

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