

DIECOM PRODUCTS INC.

PRESENTS

GANTELET II



SUPPLIED BY **A.P.D.**
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GANTELET II

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SYSTEM REQUIREMENTS:

GANTELET II requires a 128 k Coco 3 with one disk drive and optional joysticks.

LOADING INSTRUCTIONS

DISK:

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

Note: When asked if using an RGB monitor answer <R> for RGB or <C> for Composite (TV). When asked if using joysticks with two buttons, answer <1> for one button or <2> for two button joysticks. Follow screen instructions and insert BOARD disk when instructed.

PLAYING INSTRUCTIONS

STARTING THE GAME:

Select the number of players that wish to play. Now select the character type for each player. Now select the controls for each player. Use the up and down arrows to select the control or player type, and hit <ENTER> to select.

MOVING THE PLAYERS:

Use the joystick or keyboard to move your player around the screen. You can move in all directions including diagonals. Use the joystick button to fire your player's weapon. If you walk into a monster, (except ghosts) you will fight hand to hand. Keep moving into the monster and it will die. Hold down the button with the joystick centered and your player will use a potion if one is available. If you are using joysticks with two buttons or the keyboard, use the second button or the designated key to use a potion.

KEYBOARD CONTROLS:

| | UP | DOWN | LEFT | RIGHT | FIRE | POTION |
|-------|-----|------|-----------|------------|-------|--------|
| FULL | ALT | CTRL | left arr. | right arr. | SPACE | ENTER |
| LEFT | ALT | CTRL | S | D | Z | A |
| RIGHT | + ; | ? / | left arr. | right arr. | SHIFT | ENTER |

PLAYER QUALITIES:

| | WIZARD | VALKYRIE | ELF | WARRIOR |
|-------------------|-----------|-----------|-----------|-----------|
| POTIONS | KILLS ALL | 50 % KILL | 75 % KILL | 25 % KILL |
| SHOT POWER | GOOD | POOR | POOR | GOOD |
| HAND TO HAND | POOR | GOOD | GOOD | VERY GOOD |
| ARMOR(eliminates) | NONE | 30 % | 10 % | 20 % |
| (% of damage) | | | | |

YOUR PLAYER'S STATISTICS:

On the right side of the screen, the colored box matching the color of your player will display your character's statistics. Your score, health, bonus multiplier, and objects carried will be displayed here. Your health goes down slowly as you move around, and goes down much quicker when attacked or shot by monsters. Picking up food will increase your health, but be careful, some food can be shot. When your health reaches 0 your player is dead. You can increase your health by finding food. The game ends when all players are dead. Your bonus multiplier is multiplied by all points you score. It goes up and down depending on how many, and how fast you kill monsters. You can collect keys and potions and they will be displayed below your score. You may only carry as many as will fit on that line.

CREATURES:

There are many different creatures that move around the levels searching for players to attack. Some monsters will attack only when touching players, and others will fire from a distance. Depending on the power of the monster, it may take 1, 2, or 3 hits to kill it. The number of hits also depends on the power of the player firing the shot. All creatures are created from 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 destroy.

DEATH:

One of the creatures moving around some levels is DEATH. DEATH is a black creature that follows your movement. If DEATH touches you it will drain your health very quickly. DEATH can only be killed with a potion or if he drains enough health from you to satisfy his needs and then he will disappear.

MAGICAL OBJECTS:

Some of the objects you will find scattered around the levels will have magical qualities. Blue and orange potions are the same except that blue potions can be shot giving them less of an effect. When used, potions will destroy monsters and generators on the screen. The number of monsters killed depends on the magic power of your player, but DEATH is always killed. A blue potion with a black skull on it is a poisoned potion. If it is picked up it will damage your player, but if it is shot, it will slow down the movement of monsters for a short time. Many other potions and amulets will be found and you will discover the uses of each as you play.

A potion with a shield in it is extra armor.

A potion with a green circle in it is extra hand to hand power.

A potion with a lightening bolt in it is extra magic power.

A potion with a sword in it is extra shot power.

A potion with a red arrow in it is double shots.

These potions all last until the player dies, and each player can only pick up one of each potion type.

A green star is repulsiveness (makes monsters run away for a while)

A blue star on a chain (10 shots that destroy everything in their path)

A green shield on a chain (shots that bounce off walls. lasts until level is over)

KEYS AND DOORS:

Scattered around the levels you will find keys. Keys are used to open doors or chests. Doors are shown as thin blue squares on the screen. If you have a key and walk into a door it will open and you will lose a key.

TREASURE CHESTS:

Treasure chests can be open or closed. Pick up an open chest to score points. A locked chest requires a key to open and various objects will be found inside.

EXITS:

Exits are shown as black squares with EXIT written in them. Going into an exit will transport you to the next level. If more than one player is playing, they must all go in the same exit to go to the next level.

TELEPORTERS:

When you walk onto a teleport square it will teleport you to the nearest teleport square. If it is occupied by another player you will be teleported to the next closest teleport.

"IT" LEVEL (OR TAG LEVEL):

Normally a monster will track the closest player to it. On an IT level, as soon as one person has been touched by the IT, that player is it and all monsters will track that person. When that player touches another player then all the monsters will track that player.

PAUSE:

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

ABORT:

You can abort a game by pressing <BREAK> and <CLEAR> at the same time.



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