

1: Dark Age of Camelot : Prima's Official Strategy Guide by IMGS Inc. Staff | eBay

Combining action and strategy with RPG elements, Gauntlet Legends for the Dreamcast, PSX, and N64 brings the excitement of the original arcade hit www.enganchecubano.com Gauntlet Legends: Prima's Official Strategy Guide will walk you through every world for each console version.

Mountain Valley[edit] You start on a grassy area. Find and cross the bridge to the east. On the north side of the plateau you just arrived at is a red switch. Step on it, and the obelisk will raise to the west. Then climb the stairs to the north and follow the path as it curves to the west. The staircase to the southwest takes you back to where you started. You want to continue up the staircase to the northeast. At the top is another platform with a staircase in the northeast corner. Take it up, and at the top, follow the path west until you reach a staircase with a locked gate at the bottom. Head on up the stairs. On the east side of this area is a barrel. When you smash it, it reveals a scroll explaining the switches not a tough concept, but remember they point in the direction of what they affect, it helps later , and a switch. Step on it and the gate to the north will lower, revealing another staircase. Up you go again. At the top is a landing and a second staircase leading up to the west.

Mountain Peak[edit] You start on another platform. Take the route to the east, not the ramp leading up, until you get to another little plateau. On the north end of this area is a mound of dirt between two generators. Hit the mound of dirt to reveal a red switch, step on it and head to the west. The next plateau has a locked gate in the southwest corner, leading back to your starting point, and two paths leading out in the northeast and northwest. Start with the route to the east, and after a bit it will make a hairpin turn. Continue up until you arrive at a fork. Take the lower route, watching out for a few archers that are coming up. Slowly work your way up, aiming for generators. When you get to the plateau on the top, in the northwest corner is another obelisk. Touch it and get your message from Sumner. Continue to the west, skipping the locked gate, and taking the path that angles upward. If your way at the top of the ramp is blocked, you missed a switch. Go back and get it. Ignore the locked gate, and go to the east. The platform turns into a steep ramp leading off to the northwest. At the top of that ramp is another small platform. The ramp should cut back toward the southwest, and downward until you reach an intersection. Head up the wide ramp to the northwest, and stay awake. Your first golem is on the ramp at the top. It will reveal another switch. Step on it and head to the east, taking the lower path. Smash it open, and grab the rune, and listen to Sumner again. Continue up the east, to find another small platform with a locked gate to the north. Head up the ramp on the northeast. At the top is the yellow pad signifying the end of the level.

Mountain Cliff[edit] This is another level starting on a little plateau. To the northeast is a locked gate, and to the east there is a trail. Take the trail east. You will come to a point where there is a ramp leading down. Take that, and you end up in a little area. There is a locked gate keeping you out of the west half. You may get a limited invulnerability out if, so it might be worth the trip. Back to the east there is a ramp leading back up to another locked gate. Go through the locked gate, and step on the red switch. Then return to the now unlocked gate all the way to the west of the plateau and head up. This area is usually swarming with enemies, so be careful. After the area is clear, cross the area heading east. Clear out up to the gate that you lowered with the switch, then head back west. There are two locked gates with enemies behind. Collect the stuff, if you want, and head into the eastern one and touch the obelisk. Back out of the pen and head all the way back to the gate you turned around at all east. Head on down the ramp. There may be a floating gold ball here. It means the enemies will pursue you over any other players. Hit it to expose another red switch. Back up the ramp you came down on. At the top there may or may not be a gray rock there. If there is, hit it, and fight your way through this area. Continue across the bridge. As soon as your feet hit solid ground, fight your way through the crowd. At the far end of the bridge, there will be a bunch of enemies waiting, so clear them out. Standing on that door will take you to the Minotaur bonus level. Read the Characters page before switching.

Mountain Cave[edit] For the next two levels, the instructions are going to have to be a little more vague. Keep your eye on the compass. Kill all the enemies, gather all the stuff, etc. Step on only the one that is out in the open, leave the one in the little room alone for now. Now go back to the northern part of the area you started in. The lava wall should have lowered by now. Clear out this new area.

You should also see a Rune on a lowered platform. Right near it is a mound of light colored rock covering a red switch. Destroy the pile, and hit the switch, the rune should raise. When this is all clear, head back to that east corner of the area you started in, and hit the switch that was in the little room. Then come back to the gate you took out of the first area. After you go through it, take your first right, then go until you can take a left. Try to make a mental note of this location. Now, there was one switch in the southeastern tip of this area. Hit it, then follow the direction the arrow points. You need to get back to where the scroll mentioned earlier was. Near where the scroll was the gate should be lowered now. Go through the gate, and grab the Rune. In this area now you should find the yellow pad for the exit. It will look like you do, but all your options collapse when you near them. On the 4th platform you can go NW or SW. The NW bridge leads to a dead end for now. The SW one is the way forward, so take that one. Follow it around until you see a dirt mound, blast it, and step on the red switch, then head back to platform 4. At the 5th platform you come to counting the one you just pressed the red switch on , you encounter another choice, southwest or northeast. Head southwest first, and on the 1st platform you come to find the red switch, and step on it. Then backtrack and take the northeast option. Again, on the first platform is a red switch, step on it and it will raise a piece of rock right next to it. Step on the rock, and ride it down, cross the little lava river and grab the Scimitar this will come in handy in the Castle level.

2: Gauntlet: Dark Legacy - Walkthrough/FAQ

Gauntlet Legends: Prima's Official Strategy Guide in my opinion is the most informative strategy guide I've ever read. Read more. 6 people found this helpful. Helpful.

Get 50 of the coins there. Play as the Jackal: You will have to go to the first town level of the Ice World. At the end on top of the pile of crates, there is a trapdoor at a dead end. The trapdoor is found by climbing the slanted crates to the top, then circle around until you get a chance to go back down. From there, climb the other set of slanted crates, located before the exit, and standing atop of the trapdoor. Find all switches, and then go to the area with the exit portal. DO NOT step on the portal. Instead, go down until you see a trapdoor with a skull and crossbone on it. You will then be transported to a room with any coins. Tricia Play as the Tigress and Sumner the Wizard On the First level of the town world, step on a switch in a barrel on the top of a small hill. The switch will open a door to the upper ledge, near the end of the level. Stand on the trap door for a few seconds. This will still allow you to complete the level, as well as go to the psychedelic stun chamber. In the chamber you must collect 50 of the green coins to play as the Tigress. To play As sumner do the same thing with the trap door in the Trenches level of the Battle Field World. Collect 50 of the Yellow Coins to play as Sumner the Wizard. Jared Harris No Enemies! Get the item that stops time, there is one on the second level, first stage. Once you get the item, do not quit, but finish the level. Choose the item menu. Go to the Boss, but turn on your time-freezing item right before it kills you. Be sure to continue, not quit. Now, when you come back, and go to a level, everything will be frozen; no damage from anything. This works anywhere except on bosses. This code works until you turn off your console. Enter any normal stage no bosses , and let enemies attack you. Do not activate the shrink yet. Then, exit the level, sell the shrinking potion, go to any stage, and the enemies should be permanently shrunken. If another shrinking potion is activated at any time during the glitch, the glitch will be deactivated.

3: Walkthroughs and guides for Gauntlet Legends

No shargazi whereas Gauntlet Legends: Nintendo 64 Edition: Official Strategy Guide free pdf tasmanian racquets were here. Counter as unobscene larked he drove one amid the wooly serrated bar a respite shot.

March 14, - 1 year 8 months ago This page contains a list of cheats, codes, Easter eggs, tips, and other secrets for Gauntlet Legends for Nintendo It does more damage and gets a bigger radius depending on your Magic level. Get Magic and it will be 9 million times better than the powerup! The stuff there is worth a good amount of gold, and after a few visits, you can rack up the gold to buy what you need. Edit Easy Experience Go to any level you like, and find a set of stairs or any other path leading up a hill with a generator at the top. Wait at the base of the path or flight of stairs, aim for the top of the path, and hold down the attack button, you will constantly be hearing the monsters coming from the generators growl. Watch your experience, it will constantly be raising. When your experience stops going up, that means the monsters have given up, hit the generator once and run back down the path and start over again. After you die, continue and go to the desired level. This code will not deactivate until you turn the "time stop" or "shrink" on again or you quit. The weapon you turned on first will be deactivated, but will still appear on your character. You can keep doing this until your character has the supershot, thunder hammer, and all of skornes armor, but still will shoot normal attacks Edit Permanent Anti-Death Halo To receive an anti-death halo from Sumner note: To get to him, you must collect all 13 rune stones and beat every level. Once you do that, step into the complete circle of rune stones and a fire will appear. Soon you will be transported to the underworld. After you beat him you will recieve the halo. Edit Same player on Multi-player You will need a memory card to do this trick. Have them load the same game on Multi-player, then you will both have the same character with the same money, same strength, and EXP. If done correctly, you will hear a strange noise. After this, your name will change into something interesting like " Q. If you hear Death scream open the barel and there will be something good inside! This does not work if death is a statue Edit Super rapid-fire trick Find an enemy. Walk up to him, and attack him by walking into him. Right after you start attacking him, hold Z. Then turn around and start walking. If done correctly, you will be walking very slow and firing very fast. Sometimes, when you are walking slowly around like that, if you watch a generator, you will see that the guys are hit by you right after they come out, even though you are not aiming at them. I have gotten this to happen to me with 3 generators at once. I watched my experience screen, and could hear and see 3 distinct rhythmic hits every second or so. Very good for quick leveling up. Then you get to walk around very slowly kicking air. Edit Locations of the Legend Weapons In order of when you get them: Somewhere in the middle of the area, there is a route with a path to the right and a switch at the top, if you hit the switch, a rock will rise up leading you down to the sword, but in a hidden wall, a switch puts a rock in the lava river blocking you from thr Scimitar of Rasha. After you hit that switch trace back to the other switch which leads you to the Chimera killer. Near the beginning of the level, you can see the axe in plain sight on a tower, you have to hit countless switches for the tower to lower to get the Dragon slayer. At the start of the twisty climb, shoot the wall to the right and a switch will appear, hit it and near the middle of the twisty climb, there is a fake wall that you can shoot. You will see the burning scroll behind a gate. Shoot the pile of sand to the right and hit the switch under it, it will make a wooden platform rise with a switch on it. Hit that, and another platform will rise. Then hit the switch on that platform, then go back to the Flame and the pile of sand to the left will be gone, revealing a switch. Hit the switch to get the Flame which will help you against the Yeti. Near the end of the level, you will see the javelin in a waterfall, but you need a space to walk on to get it. Go to near the middle of the level and you will find an ice block. Shoot the left end and hit the switch on the other side. Now go to the top of the ice block and hit the switch. Now claim your javelin and defeat the Plague. The Towers in the Battlefield. Near the beginning of the level you will see a hole in the top of the tower with a red disk inside. Edit Play as the Jackal Play through the second level of the ice world. At the end, on top of the pile of crates, there is a trapdoor at a dead end. The trapdoor is found by climbing the slanted crates to the top, then circle around until you get a chance to go back down. From there, climb the other set of slanted crates, located before the exit, and standing atop the

trapdoor. Inside the door, collect 50 tokens to unlock "The Jackal", a more powerful form of the wizard. Get 50 of the coins there and then you can select "The Falconess" from the character select screen. Edit Play as the Minotaur In the forth mountain level, find every switch and the go to the area with the exit. Instead of going through the exit stand on the door with the skull on it. Inside the bonus round collect 50 coins. When time runs out you can now play as the Minotaur. Edit Play as the Tigress You will have to go to the first town level. Find all the main switches and head to the portal. When you reach the portal backtrack a little bit till you reach a hill with a chest, a switch, and death on it. Avoid death and hit the switch. Head in the position the switch is pointing and you will be lead to some zombies and the trap door. Stand on the trap door and collect 50 coins to unlock tbe Tigress. This also works at levels 75 and Edit Play as the Summoner Get all of the shards and beat the 1st Scorn. Let the doors open and go to the first area. When you get to the exit go to the left and follow the wall. You will find the gate. Get 50 Summoner coins in the area. It will be hard to see,because you only have a small light radius, just follow the path. Edit Turn Poison Apples to Good Apples If you find one of those evil poison granny smith apples you can turn it into a regular apple by using a potion. This is good if you need the health and have an extra potion or two.

4: Gauntlet Legends (USA) ROM < N64 ROMs | Emuparadise

From StrategyWiki, the video game walkthrough and strategy guide wiki Gauntlet Legends.

Also, they almost always assume no rotation, in other words, you are just walking straight through and not stopping to let the screen catch up. If you still need help, drop me an E-mail. Also of note for you renters out there, to play 4-players you MUST have an expansion pak. Other than that, enjoy the FAQ. My favorite since going fast is neat. Pretty slow L3 turbo, better than average L2 turbo. Excellent L3 turbo, lame L2. Fast L3 turbo without much width, lame L2. Great magic duh makes him pretty good. They are the switches that only work when you are standing on them, you can cross them with one player if you are quick though, more explained later. Obelisk At the beginning go to the bridge on the left, not through the locked door near the top of the screen. At the end of the bridge is a switch, hit it to raise the first obelisk. Nothing else of note in this very short level. Come back often to gain gold, magic, and life. Take the lower path at the start, follow it around until you see two generators, between these is a rock-like covering, shoot it to reveal a switch and some gold. At the next split, take the upper path. At the top is an obelisk just sitting nicely in the corner. After hitting it, again take the upper path. A turbo attack or two should take him down, just keep retreating, attacking, retreating etc. Continue on this path until you see a light brown rock in the wall, shoot it to uncover the first Rune Stone. Return to the open area and take the upper right path to the exit. Obelisk, bonus stage Take the upper path, it leads straight to a Golem and the third obelisk. At that point, go down, then immediately down again. Continue on this path until you can go down. Go down and you have a choice: Go right and shoot the wall to uncover the switch to open the exit, or go left and hit another switch, you must do both. Continue until you see 2 bridges, take the upper bridge. At the end of the bridge is a path going down, take this and go to the left to find the bonus stage or go right to find the regular exit. The screen will rotate, continue walking straight you will be holding right on the control stick. When the road splits just past the barrel with the message go left and hit the switch. Where the switch is pointing is a lightly colored rock, shoot it and walk through, there is another switch towards the top of the screen, hit it then head back to the starting area. When it forks, go left around the rock, hit the switch to raise the Runestone, and continue to the left. Follow the crack in the ground until hit the big black rock with a torch on it. Go around this rock to the point where the crack stops, turn right and shoot the rock to continue, hit the switch at the end and return to the crack. At the crack, go up. Runestone For awhile you have no choice but to follow the path you start on, when you see an open area with a red barrel continue straight. Shoot the big blue stone ahead to reveal a switch, return to the red barrel area and take the other path. Walk straight across the make-shift bridge to a barrel, break it and hit the switch underneath, then go right. Follow this path until the road forks there are 4 red barrels , here go left. In the next "room" go down, shoot the rock, hit the switch, then go up. Next room, go left, shoot the mountain wall, go in, hit the switch, go back to the right. There is a switch under a barrel here, ignore it for now, continue on. Cross the little bridge, turn left, shoot wall, hit the switch, continue on, hit another switch, grab the Runestone. Now return back to the switch under the barrel, hit it, step on the rock it raises, grab the Shimitar, return to the exit its left one room, up one, right one. Nothing Fighting this dragon is much like any other boss. Items like 3-way shot and Ice Amulets will help alot here. Just keep running and shooting, using a L3 Turbo whenever possible. If you got the Ice Ax from the Castle Treasury the dragon will be frozen for a short time for you to beat on him at first. Obelisk, Runestone Go down, hit the switch, go through the door, go right, hit the switch in the corner, go back left and through the locked door. Go up the long stairway, turn left and walk to the corner opening behind the locked door, go in, hit the switch and continue. Alternately, stand on the switch until an enemy steps on the bridge, then you can run across. When across, go down the stairs on the other side go left at the bottom, shoot the rock, step on the switch. Then, continue along the path, through the winding hedges until you reach a second switch, after hitting it go back to the stairs and go up. Open the corner room, kill the Golem hit the switch, continue. Hit the switch in the first corner room, then continue. In the second corner room is a Golem and an Obelisk, get it and continue on the path, the exit is just up ahead. Obelisk, Runestone At the stairs, go down not straight, hit a hidden wall panel at

the base to reveal a switch. Get the money in the corner to hit a second switch, go back up, take the stairs you skipped before. At the base of these stairs, go down to hit another switch. Go back to the other stairs and go down those again, cross the acid pool at the bottom this time. Hit all the switches you see, cross over using the 2 player switch and hit the switch there too. Go down from that switch to hit a 3rd switch, then go up through the gate and turn left, hit the switch on the bridge and continue, you should be back and the 2 sets of stairs. Turn up, shoot, hit switch, take Runestone, return back across the bridge. Cross the room and go up the stairs, when you see two sets of stairs, take the upper route. Turn right, hit the switch continue to the next room, here, cross the bridge. Turn left and go up the stairs. Hit the switch you see on the right, go back to the bridge, hit the switch there now go where it points to get the Obelisk. To the right and a little down from the Obelisk is a dark green platform that just rose, cross it, shoot into the wall, hit the switch and go back up the stairs to the end of the level. Runestone Go left through the locked door. Hit the green switch, go back right, hit the switch here, go back left, hit the switch, go right again, hit the switch, now follow the arrow down the stairs. Go to the right of the base of the stairs and hit the switch, return to the base of the stairs and go down. Go straight across the disappearing platform then go left. There will be a Golem and a switch eventually, hit it and turn around and go back right, when you hit the white wall, turn left, follow around this corner, go up next to the Golem, through the locked door and down the stairs at the end. There is a switch in the wall directly down from these stairs, hit it and return to the start of the level to grab the Runestone, now return back down the stairs to the same area. Go left of the hidden switch, around the wall to find another switch. Hit it and return upstairs. Go down, then left, then up to the Golem and the switch, hit it and go back downstairs again, this time go up the large stairs in the rear of the room, this path leads straight to the end with no more switches to hit. Ice Ax, bonus level Shoot through the cracked wall to the left of the start, hit the switch and continue up. At the bottom of the stairs to the basement, shoot the corner to reveal a switch, hit it and continue. There is a second hidden switch directly where the first switch is pointing and another switch below, hit both. Return to the starting position and go right, turn down away from the teleporter go through the locked door and shoot the wall in the back, hit that switch and the switch to the left, return to the starting point. This time go right and step on the teleporter, then the next teleporter. Hit the switch on the throne and go left, in the next room go up. After hitting all the switches the last one drops the 4 columns go back to the room before go down then go to the left of that room. Step on the teleporter, follow the path, hit the switch under barrel and go back and get the ax. Then come back and hit the second teleporter and go as far straight as possible, then go left, hit the two switches and go through the door that was blocking you. Go straight through, up the stairs and to the right to the bonus level. Hit the switch and cross the bridge, search this area for an Obelisk, it is the rear-right corner of this area, after getting it, return to the starting area and go the other way. Go as far to the left as possible, then go up to fight a Golem, continue up afterwards. When the wall to your right turns right, follow it to the large bridge. On the right side of the bridge near the end is a secret panel, shoot it and hit the switch, step on the platform it raises and hit the switch and the bottom, continue through the newly opened door at the end of the bridge. Go straight from this point until you hit the mountain wall, go left up the pathway here. Rune stone, Obelisk Hit the switch under the barrel on the left, go up through the gates, hit the switch under the barrel in the middle of the back of the group of gravestones, this will open the gate to the next area at the top, go there. The switches around the gravestones just raise some graves to give you items. Follow this path until you reach another set of gravestones, the switch you need to hit is in the rear-middle again, behind a tree. There is a switch in the small house in the right-hand part of this area which raises some graves to give more items. Go to the left when you are ready. Follow this path until you get stopped, on the left is a switch which opens a path to the right, go there. Hitting the switch under the barrel in here opens the door that was locked before, go through that door.

5: Walkthrough - FAQ/Walkthrough Walkthrough for Gauntlet Legends Nintendo64 @ www.enganchecuba.com

As one of the premier rare book sites on the Internet, Alibris has thousands of rare books, first editions, and signed books available. With one of the largest book inventories in the world, find the book you are looking for. To help, we provided some of our favorites. With an active marketplace of.

Head up the wooden ramp to the south. At the top is a red switch that lowers the barrier right in front of you. In the eastern end of it is a little alcove in the wall, walk in there and hit the red switch. Head through into small room. At the north end is a breakable wall, break it, and head through once again. Right across from where you came in is a spike trap with a breakable wall behind it. Skip this for now and head to the south, following the room until you come to a large rock. Now head back to that trap with the breakable wall behind it. Break the wall and go up the stairs. You should come across another red switch right before you turn the corner, hit that one, and continue along. In the first corner you encounter there is a dirt mound covering a red switch. You know the drill. Continue past that point, and then down a small flight of stairs. Head to the east in this room. When you get on top of the wall, turn to the west, break the wall near the chest, and grab a lightning shield, then head back east. Here is a perfect place to clean it out with a L3 Turbo before entering. Either way, unlock it and go through. Inside is another red switch. Step on it, head out of the parapet and continue along the wall. When you step on the switch, a section of wood appears that allows you to cross. You either have to be quick, or have a friend playing. There are two different paths you can take here. PATH 1[edit] Cross the bridge, then head down the staircase to the west. Just north of the bottom of the staircase is a rock, break it, and hit the red switch that it was hiding. The carved stones on the hedge are traps, so stay sharp. Go through the silly little maze. Hit the switch, and head back to the staircase and continue along the wall. PATH 2[edit] All right, down the staircase to the west. In the room at the bottom there is a locked gate on the south hedge wall. Head through into the next room. Break it, and hit the red switch inside. Then head out and through the locked gate to the north. Run out, hit it, head back to land, and continue to the north. Hit the red switch and follow the maze. To the north of it is a rock that is hiding a red switch. Kill the switch, and step on the golem, or something like that. Head back out and continue along the wall. Go down a short staircase and keep heading west. Climb it, and at the top, turn west, and head along some more castle wall. Dust it and hit the switch. Cross a shaky looking wooden bridge, and continue until you come across yet another locked parapet. Inside is another red switch, hit it and head back out along the wall. Inside is a golem, and an obelisk. Kill the golem, then go in and touch the obelisk. Back out, and again, along the wall to the east. Castle Dungeon[edit] You start the level at the top of a staircase. Head down the staircase until you reach a platform. On the platform will be short staircases to the north and south. Now, head down the north staircase. Head back up to the Rune Platform, and now take the south stairs. Step on the red switch on the west end of this platform. Now head back up to the Rune Platform, and take the north stairwell. Head to the southwest corner of this platform, and cross the narrow bridge. Step on the switch in the center of this platform, and head down the short ramp on the south side. On this platform step on the switch in the center, then, on the east end is a red switch under a barrel. Destroy the barrel and step on the switch. When you get to the new platform make a hard left, to find a rusty metal bridge. Halfway across is a little island with a red switch. Hit the switch, and continue across to the north. Where the breakaway wall was, you should now see a Rune There was a grate in the way before , grab the Rune. Head back down the south staircase, cross back over the rusted metal bridge and head up the stairwell in the southwest corner of this platform. In case I lost ya, the stairwell in on a platform with a big drain in the center. At the top of the stairs, cross a wood plank serving as a bridge. Climb back up the stairs and take the stair up to the west. On this platform is a red switch, hit that then continue down the wood plank bridge to the north. Cross the platform to another rusty metal bridge, and cross that. In the northwest corner of this platform is another obelisk. Touch it then head up the staircase starting on the west side. On the second landing is a red switch, after you hit it, head back down the stairs, to the metal bridge. Now there is a platform lowered halfway across with a red switch on it. Hit it, and head in the direction of the arrow. On the newly raised platform, shoot the wall, it will expose a red switch. Step on this one, and go back to the long staircase

to the west. Follow it all the way to the top, and there is the exit. Castle Armoury[edit] This level is a tough one. You start in a room with a locked gate to the west. Then go back to the start room and into the room to the south. Hit the red switch here. Return to the starting room, and hit the red switch here, now head down the stairs to the west. At the bottom of the stairs, turn south, and follow this passageway. When you come across a slanted stone wall, shoot it and step on the red switch hidden there. Go to the west of the switch, and take your first south turn, then head to the west. Before you hit the switch, shoot the wall to the south of it to reveal a treasure chest. Then hit the switch. Take the first north passage out of this room, and keep going north until you hit a wall. There should be a passage to the west of where you ran into the wall. Follow it around and take the first passage where you can go north. You should come across a flight of steps leading down. Follow this room until you come across a staircase leading up to the south. It will be blocked at the top. To the northeast of the bottom of the staircase is a little room with a red switch in it. Also, in the northwest corner is a switch hidden in the wall. Shoot the wall, then hit the switch. Now, stand on the switch, facing the direction it points. Do the left hand on the wall thing, and follow it. Backtrack by doing an about-face, and return by doing the same thing, but using your right hand. Stop when you get to the big staircase leading down into the basement. It should be the second staircase you come across. When you get back to the stairs, go south, turn west at the first intersection. Follow it around the corner and head straight. If that was confusing try this:

6: Gauntlet Legends (version) ROM < MAME ROMs | Emuparadise

Note: Citations are based on reference standards. However, formatting rules can vary widely between applications and fields of interest or study. The specific requirements or preferences of your reviewing publisher, classroom teacher, institution or organization should be applied.

This is not a complete step-by-step walkthrough yet, but it will be someday. Anybody who would like to can take it, change it, update it, whatever. I just ask that you keep it open, and continue to credit myself, and whoever else contributes to it. Anybody who has the time, or at least a bit of spare initiative, I would like to get more of the experience levels filled in. Check out the instructions at the bottom. It would just add unnecessary size to the FAQ, and I would take forever to get every little thing.

Gauntlet Legends Midway Platform: Required for multiplayer game. There are bonus characters attainable in the game. You save your games and characters on the Memory Pak. The game supports up to 4 people, but it is completely playable by 1 player. The game is broken up into 5 "worlds" with several levels in each world. Your goal is to find obelisks and rune stone use to restore the power of Sumner, so he can defeat the evil demon Skone. You gain levels by killing things, and with each level your stats improve.

Strength The Warrior hits hard, and can take the same punishment back. If you get him in a crowd of baddies, he swings his axe with double strokes, and mows stuff down pretty darn quick.

Armor The Valkyrie is the female counterpart to the Warrior. Her emphasis is more on taking damage, rather than dealing it. Average speed and magic abilities make her a balanced character, another good choice for a newbie.

Speed The Archer I still think she should be the Elf is the fastest character. The Archer does make an excellent backup for the Warrior or Valkyrie in a multiplayer game.

Magic The Wizard is your typical scholar. His distance attacks are the best, and his magic is above all the rest. A little easier for a novice player, because of the good damage from a distance, and the better effect of potions in a jam. The wizard will get his mystical butt kicked in close quarters though, so beware. You access the level by standing on the door with the skull and crossbones on it. You must gather 50 of the coins in those levels to unlock those characters.

Going into a close quarter melee level? Expecting more distanced combat? Tigress to the rescue. Each player must collect 50 coins to switch to the bonus characters.

Minotaur Warrior How to get: Mountain Cliff Tigress Archer How to get: Town Fields Falconess Valkyrie How to get: Castle Treasury Jackal Wizard How to get: Ice Camp Sumner Wizard How to get: Move through inventory R Button: It basically switches Turbo and Attack. You can also customize the buttons to any configuration you like. My personal favorite is the Crossbow config, because then I can easily play 2 characters at the same time. The only ones I keep around are keys and potions.

Key The keys are used to unlock gates with locks and treasure chests. Keys can be carried between levels, so if you find yourself short, you can always go back to a previous level and pick up more or even buy them from Sumner.

Potion The potions are the magic attack. The strength of the potions depends on the characters magic rating. You basically exhale the element of choice from your mouth for several seconds while sweeping your head back and forth.

Levitate Pretty useless, but it lets you float over ground based traps.

Speed Boots Give you a surge of speed, great for making getaways.

Rapid Fire Increases your rate of fire.

Reflect Shot Your projectile attacks bounce off the walls

Reflect Shield Bounces attacks at the character back at the attacker

Super Shot Give you a limited number of attacks simulating a L3 turbo.

Timestop Pauses enemies, generators, traps, and the like.

Anti-Death Halo Rare item that makes Death flee from you. If you can corner him, you can drain life from him. After you beat the game, you get a permanent halo.

Invulnerability There are two levels of invulnerability. Silver blocks damage to you, and gold has you gain health instead of losing it.

Treasure Chests Open with a key and can contain virtually every powerup item, along with a few other things, including Gold, Death, and scrolls

Barrels Breaking barrels with your weapons will reveal the same variety of items as treasure chests do, or nothing at all.

Red Switches Red switches control the environment raise platforms, open doors, etc. There are three types, the first is a standard switch. Step on it, and it lowers a gate, or whatever. These are usually associated with bridges. The third works like an elevator call button, and brings an elevator to your level.

Gold You pick up gold from the ground, barrels or chests, and can use it to buy stats and powerup items from Sumner.

Fruit restores 50 health

and meat restores points. Scrolls Scrolls are notes from Sumner? You have as many as you want, all you have to do is let them recharge. Looking up a blind ramp? Fire off a L3. If you want an idea how far they reach, fire one at the beginning of a level, toward where you know the rest of the level is, and listen as it destroys stuff. It never hurts to fire a couple blind shots every now and then. Also, if you see enemies keep popping up from a particular spot off the screen: Fight according to your character. Remember to adopt the correct fighting style if you switch to a bonus character. Then just walk out, the shield will take care of the enemies. This tactic also works if you want to run in and strike at a generator or two. The Shields also work the same way, except more plow-shaped. Then just keep shooting from a distance, picking them off. When the flood dies down, just run to where the generators are, hit them once, and run back out. This will restart the stream of enemies, and you can keep going. You can always go back. You can grab more experience, and even stock up on goodies. Thanks to David Hurkyl msn. Go back through easy levels, or use Cheap Trick 1 below, to collect a whole bunch of item Mountain Cavern is good , then sell the to Sumner and buy stats. Leveling up increases your stats. Generators produce a finite number of enemies. The enemies produced by generators are all melee fighters. The larger the generator, the more powerful the enemies are that it produces. As you attack generators, they get weaker, and produce weaker enemies. If a generator stops producing enemies, one hit will start it on a new set. Death appears as a shrouded Reapersque figure that drains life out of you with a beam resembling green fire when he gets close. If you happen to have an Anti-Death Halo, they will try to avoid you. You can try and catch them, and drain some life from them, if you would like. These creatures are large, approximately the size of the giant player. They generally sit dormant on the ground until they are approached, at that point they begin attacking you. Their attacks hurt, a lot, and will knock you to the ground. The best method is to pull back and unleash some Turbo attacks on them. These enemies are not spawned from generators, and are in place when you start the level. They either shoot arrows, or hurl bombs at you from a distance, usually in a location where there are melee attackers all around you. Either rush them they will retreat or back out of range, wait for the coast to clear, then head in.

7: Gauntlet Legends Cheats - Nintendo 64 Cheats Wiki Guide - IGN

Gauntlet Legends 64 FAQ Version October 24, By: Kevin Roughton Special Thanks to Wang Ng for playing through the game with me.

Gauntlet Legend is a great action game for the Dreamcast. I want also to say that Gauntlet the ancestor was one of my favorite games in years past because it was less expensive to play with it and the game was incredibly long and difficult levels if i remember correctly. So refind all this world in 3D like world is a great emotion for me. Also new credits appears. I need the stats of the three last main character of this game to close the contest. Here is the program of the next three days you need to complete this game: When i see it in Arcade i was surprised. Atari make the impossible. The story is really simple. Garm wants to overcome his brother ,Summer, supremacy and wants to rule the tower. He summons a demon, Skorn to help him but made a little mistake. The demon escapes and rise a super army to destroy Summer and take the control of the world of Gauntlet. We learn what happened to Garm at the end of the game. Even if Gauntlet has the story of a classical action game there is a crazy one who think he can conquer the world the research in the game and the adventure are really various. The color are funny, i search the high resolution but i found only a more colored version of the N64 one. The RGB bring the high resolution. Graphics and especially magic effects are better here and more thin. You are free to not believe me but i know what i see. Well in term of presentation Gauntlet has some videos but they are short, too short to be appreciate. Graphically in RGB the game is wonderful, especially in yellow world and in the orange one. The color are numerous and the ennemies very various. The magic effect even if they are more thin, are not equal. The fire and the light are the best. The boss in the game are impressive and they require a special technique. The animation is excellent in a 4 players game and in a one player mode it depends on the character. Anyway you can increase the speed of your hero and the difference is real. The only problem is to find three friends to play with you. The sound is incredible. The music are excellent with a special atmosphear in each world. The voice in the US version are the same as the Arcade, but another great advantage in the european version the voice take the nationality of my Dreamcast. The translation of the voice are funny and however it is best than the US voice. The maniability is perfect, the character strike rapidly, the battle is fun and not so difficult, when you play a multiplayers game the ennemies double or triple some time. You can choose the difficulty easy to hard. I appreciate the RPG phase when in a shop you must choose what to increase force, armor, speed and magic. The animal that can help you is also a nice feature of this game. Yes you have buy one of the best action game in the world. The game is full of items to search, false wall, super weapon, combos and multiplayers combos and even you can play basket ball in one of the stage, so what are you waiting, buy this game and enter the legend. I choose the Green Warrior due to his style and his force. The maximum capacity are STR: The level are here to increase your HP but not really for your Stat because you can buy the skill in a shop. The warrior is excellent for a melee and have a correct magic effect range when he his overcome by the situation. The valkyrie is speed but have less power than the warrior. Anyway the game is fun especially when she growth. The archer is excellent in long range and top speed but not in close combat. I use his shot only for the boss, so people who plays a single player with an archer have my respect because their skill are different from mine. The contest is open. Thanks to Dan Resing for his stats: My strength is at , speed is at , armor is at , and magic is at Stay far away from him, shoot and avoid his fireball. Use the Soul Savior. In the first fight you can it him with the magic. No need to move, shoot only. In a single player mode play the Valley of Fire to heal yourself. It gives to points per session. In a two or more player mode, read your manual to abuse of the Combo attack. You must learn also the turbo attack. If you play with someone who has a great character, all the other player can load the same so you will be all invincible. When you choose different character, choose the complementary and not a Dopple ganger like Dwarf and Warrior. If you work like a team you can count on your friend s. There are five bonus level yes five and not four like the other one said where you can collect gold and coins. There are five weapons for five boss. But it makes a cross, IE: Except for the Soul Savior. The alter egos are in the game but only for four characters. You can play Basket ball with your potion in Stage 5. Here is a special code: Choose

the character you want and then you will see the character you choose with his best weapon a golden one. Imagine my walkthrough if i must describe all the possible way To obtain your first Rune stone, pass the bridge at the beginning of the stage. Climb the stair and break the door. Use the switch and go down near the bridge to collect it. If you follow the way it begin you will see the first obelisk. Use the switch near to open the jail and illuminate the thing. Then you can find a Familiar near the end of this stage. You will encounter a great golem here. Kill him and look carefully in your screen. Search a gray rock and break it. Activate the switch and you will reach the second obelisk. At the beginning of the stage go south and activate the switch. Visit all this part then take the road of the stone. Then you will be block by a barrier and you see a chest. Open it if you can and then search a suspicious looking green wall near. It hides a switch and it opens the barrier. If you go straight the way to the exit fall so go down and use the switch. Then go south and search a yellow wall to activate a switch. Go right and you will find a third obelisk. Break the gray rock, kill the monster in this path. SEARCH a switch that exchange two plateforms, follow the new way provided and search a dead end with the sword and the thunder shield. Then you can exit of here. At the beginning of the stage, near a barrel, break a suspicious wall to deactivate the force field around the third rune stone. After you kill a golem you find a switch and you can take the rune. Use it to discover new path. Search a breakable wall and activate the switch. Now use the plateform near the exit, it goes down and you see a wooden door, the bonus level 1. Then you can exit. You need a level 16 if you want to fight him now, without the axe. Stay far and shoot. When the dragon strike the ground, run and you will not fall. A bridge leads yu to a switch which activate the mill.

8: Gauntlet Legends/Mountain â€” StrategyWiki, the video game walkthrough and strategy guide wiki

For Gauntlet Legends on the Nintendo 64, GameFAQs has 9 FAQs (game guides and walkthroughs).

9: Gauntlet Legends/Castle â€” StrategyWiki, the video game walkthrough and strategy guide wiki

See our member submitted walkthroughs and guides for Gauntlet Legends. Help for Gauntlet Legends on PlayStation, Nintendo 64, Dreamcast, Arcade. More help, hints and discussion forums for on Supercheats.

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