

# GAUNTLET



## Innovation in Cooperation

### Warrior needs food badly!

Since food is limited but required to boost health in the game, players must share food and refrain from destroying other players' food to ensure success. Those with lowest health should have first priority when food is spotted.



### Don't waste the magic.

Characters not only differ in appearance, but in skill sets. Each character (Warrior, Wizard, Valkyrie, Elf) makes up for each other's weaknesses and there's specialization in gameplay. The wizard is best in magic but the fastest of the four is the elf.

### Elf has eaten most of the food lately.

Players work together to pick up keys for unlocking doors, to lure enemies into advantageous position for easy killing, and to keep player health high enough to survive with food.



### I've not seen such bravery!

The arcade cabinet was unusually wide to accommodate 4 players, each player getting their own joystick and set of buttons to mash but only one screen to play on rather than split-screen play of many other multi-player games.(see image above)

### Valkyrie - shot the food!

Attacking, using magic, or moving cannot be performed simultaneously, so players have to take turns to keep moving or shooting down enemies, while trying not to shoot allies or food, as they can actually be harmed.

### Valkyrie ... is about to die!

Speech synthesizer provides commentary to announce weakened players, while also admonishing those players who choose to sabotage others by shooting food and allies.

### Your life force is running out.

Players are allowed to join any game in progress, and any game session can be prolonged with money so long as at least one person is playing the game.

(This generated more money than other arcade games.)

### Sources

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