



IBM PC⁺

GREMLINS

FROM

ATARISOFT™



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Insert the game disk in the disk drive and turn on the computer as explained in your owner's guide. If you are using joystick control, plug your joystick into the controller jack.

Press F1 to start the game or F2 to display the Options. Press F3 to indicate one or two players, and use F5 to select the level of difficulty. Press F7 to choose keyboard or joystick control. Indicate color; complete or partial, by using F8. Center the screen using F9 and F10. Press C to change key controls. Press S to turn sounds on or off. Press X to calibrate the joystick.

CONTROLS

Use the keypad arrows for directional movements. Press the space bar to slash with your sword or the F key to fire a flash bulb. Press P to pause and any key to restart the game. Press 1, 3, 7, and 9, on your keypad for diagonal movement.

Use the joystick for directional movements. Use Button 1 to slash with your sword and Button 2 to fire a flash bulb. Use P to pause and any key to restart the game. Be sure to calibrate your joystick before you begin to play using the X command from the option screen.

THE SPLIT PERSONALITY PET

MOGWAI ENCHANTS

He's adorable, with soft fur and a winning personality. Rand Peltzer is totally charmed by the cuddly little creature and vows to take him home. The inscrutable old shop owner in Hong Kong warns, "With Mogwai comes much responsibility. If he gets wet, he multiplies. In direct sunlight, he dies. And if he eats after midnight, he changes into a pupa that hatches into a Gremlin." Rand buys him anyway, and son Billy is delighted; he's never seen quite such an enchanting little fellow before. He names his new pet Gizmo in honor of Dad's business, which is inventing gadgets.

Soon the whole family is in love with the new addition. But Billy's friend accidentally spills water on Gizmo, and five Mogwai spring from the original one! Billy cages them in his living room, but they break out for a wee-hours snack. The situation looks really grem—er grim.

THE RACE IS ON

Mogwai are running wild. You round them up as fast as you can; but just when you think you've returned all your

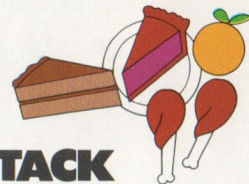
mischievous little pets to the pen, you spot Gremlins helping them escape. Worse, the Gremlins throw food to the Mogwai so they'll change into pupas. And you know what pupas become!

CHOOSE YOUR WEAPON

Now Gremlins are not like Mogwai, they're villainous, ugly beasts with evil glints in their eyes, and they're bent on depriving you of one of your lives. Use your sword to do away with them.

Uh oh. You're surrounded. Quick! Fire one of your precious flash cubes to stun the little rascals; they're very sensitive to light. Then maybe you can escape before they revive.

Mogwai and Gremlins are not so very different from human kids. When the television is on, they tend to stop whatever they're doing and watch. Take advantage. Sneak up on them.



FOOD ATTACK





The Peltzer Popcorn Popper, one of Dad's inventions, seems to be on the side of the Mogwai and Gremlins; every time they come near, it turns itself on and begins spewing out kernels. Hustle to shut it off and pick up the popcorn before the Mogwai can get to it. The same with food from the refrigerator. Remember, they're not supposed to eat after midnight.

Another Peltzer invention that still doesn't work quite right is the automatic ice-cube maker. It throws ice cubes on the floor, where they melt into puddles. So watch out — the Mogwai and Gremlins might multiply if they're exposed to water!

It's six in the morning. You've survived. But rest assured the Mogwai and Gremlins will come again another time.




SCORING

 	<p>Picking up food</p>	<p>7 points</p>
	<p>Slashing Gremlin or pupa</p> <p>Bonus for time</p>	<p>100 points</p> <p>9 points per minute left until 6:00 a.m.</p>
	<p>Bonus for Mogwai in pen at end of wave</p>	<p>50 points for Mogwai (ie., 1st Mogwai 100 pts., 2nd Mogwai 150 pts., 3rd Mogwai 200 pts., etc.)</p>
<p>Extra life and flash cube every 10,000 points</p>		



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