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# GREMLINS\*


Based on the Spellbinding Movie!



# Help! It's Raining Mogwai and Gremlins!


## CAST OF CHARACTERS

### BILLY



Billy is a nice young fellow who works in a bank. His life is fairly ordinary until his dad gives him a Mogwai for Christmas. Then the extraordinary happens!


### MOGWAI



The Mogwai is a cute and cuddly animal that Billy's dad discovers in a Hong Kong junk store. If not properly cared for, the Mogwai can turn into something grim! Rules for the care of Mogwai:

1. Keep them away from water. Don't ever get them wet. Water makes them multiply.
2. Keep them out of light. They hate bright light. It will kill them.
3. But the most important thing, the thing you must never forget, is that no matter how much they cry, no matter how much they beg, never, **never** feed them after midnight. If you do, they'll hatch into Gremlins!

### GREMLIN



The Gremlin has an evil glint in his eyes. He causes problems wherever he goes. He's mischievous—in fact, he's dangerous!

## SETTING THE SCENE

Insert the GREMLINS cartridge into your ATARI 2600 Video Computer System™ as explained in your owner's guide and turn on the console.

Plug a joystick controller into the LEFT CONTROLLER jack for a one-player game. Plug a second joystick into the RIGHT CONTROLLER jack for a two-player game.

Press GAME SELECT to choose a one- or two-player game and levels One through Eight. At higher levels Mogwai come at you faster and Gremlins double and triple.

Press GAME RESET during a game to return to the title/select screen.

To view a demonstration of the game, press GAME SELECT until it says DEMO.

Press the joystick fire button to start the game. If you stop

playing the game and it's not in the Demo Mode, the screen goes blank after approximately nine minutes and a tone sounds. Press GAME RESET to reactivate the game.

Use your joystick to move back and forth across the bottom of the screen. Pull back on the joystick to activate a flashcube in the Gremlin Phase. Press the fire button to shoot at Gremlins.

## ON THE SET

You start the game with four lives. The game player is Billy and the game consists of two phases: The Mogwai Phase and the Gremlin Phase.

### MOGWAI PHASE

It's after midnight; if Mogwai eat now, terrible consequences follow! Billy must prevent the Mogwai from reaching the hamburgers at the bottom of the screen by catching them. When the Mogwai reach the food, they eat it and turn into pupas.

If eight Mogwai turn into pupas, the Mogwai Phase ends and players automatically start the Gremlin Phase. Alter-

natively, after four waves of eight Mogwai, you receive 200 bonus points for each hamburger that is not eaten. Then the Gremlin Phase starts.

### GREMLIN PHASE

Too late! Eight pupas have formed. The Gremlins are coming! In the Gremlin Phase the incubating pupas hatch into Gremlins and attack. As they charge down the screen toward Billy, he must shoot up at them to stop them. If a Gremlin arrives at the bottom of the screen, it knocks Billy off, and the player loses a life and returns to the Mogwai Phase. In higher levels of Phase Two, the Gremlins travel through water, which causes them to multiply! When Billy shoots all the Gremlins in a wave, he advances to the next level of the Mogwai Phase.

### Flashcubes

Use your flashcubes when things get too grim! You get two flashcubes each Gremlin Phase. They appear as white squares in the lower left corner of the screen. When you activate a flashcube (by pulling back on your joystick), any Gremlins at the bottom of the screen run away and Gremlins coming down the screen stop for a few seconds.

## SCORING

### MOGWAI PHASE

(points per Mogwai caught)

Level	Points
1	100
2	110
3	120
4	130
5	140
6	150
7	160
8	170

Bonus points for each hamburger that remains at the end of four waves 200

### GREMLIN PHASE

(points per Gremlin shot)

Level	Points
1	200
2	210
3	220
4	230
5	240
6	250
7	260
8	270

## STRATEGY

### MOGWAI PHASE

- Don't stray too far from screen center. It's the best location for running left and right to catch Mogwai.

### GREMLINS PHASE

- If you shoot one Gremlin and another is directly above it, shoot the second one before you move away.

- At upper levels, try to destroy a Gremlin before it travels through water and multiplies.

- Wait until Gremlins hit the bottom of the screen before activating a flashcube. Gremlins must be at Billy's level to run away—otherwise they're just stunned.



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