

GREMLINS 2™--THE NEW BATCH

INSTRUCTION CARD

INTRODUCTION

Gizmo is soaking wet! Help! Those nasty Gremlins have taken over the Clamp Centre. They're moving from floor to floor leaving a trail of overturned furniture and debris in their wake. Food from the cafeteria and formulas from the Splice of Life Genetics Lab are scattered throughout the building.

But even worse, Mohawk found a formula that mutated him into a genius Gremlin. Now he's controlling the evil Gremlins from his lair in the Clamp Centre Penthouse. He's ordered the other Gremlins to set off the building's fire alarms in order to activate the sprinklers and cause the Gremlins to multiply. Your mission is to find Gizmo, so he can help you get rid of all the Gremlins throughout the building. And your final challenge is to battle Mohawk in the Penthouse!

GETTING STARTED

At a:> type GREMLINS and press ENTER.

Tandy users should type GREMLINS T and press ENTER to play in Tandy 16 color mode.

The main menu follows the title and credit screens. You can select whether to use a joystick or the keyboard, turn the sound on or off or quit the game. After you have made your selections, press ENTER to start the game.

CONTROLS

Joystick

Use the Joystick to move Billy in *any* of eight different directions.

Press Button 1 to select the camera or flashlight.

Press Button 2 to use the selected tool.

Keyboard

Use the numeric keypad to move Billy in *any* of eight different directions.

Press the ENTER or DEL key to select the camera or flashlight.

Press the SPACEBAR or INS key to use the selected tool.

Press ESC to pause the game or Q to quit.

STATUS DISPLAY

The status display is comprised of a building meter, health meter and counters along the bottom of the screen.

The building meter, located to the left of the playing area, shows the type and number of Gremlins on each floor. Each of the 45 main floors is represented. In EGA mode, light blue represents mischievous Gremlins and light red represents the meanest, electrified Gremlins. Dark blue represents lizard-like Gremlins, dark pink represents Bat Gremlins and dark green represents Spider Gremlins. In CGA mode, cute and lizard-like Gremlins are blue, Bat and Spider Gremlins are pink and Electric Gremlins are white. The individual floor meters fill up left to right. Try to avoid 100% infestation on any floor. If a floor becomes fully infested, the Gremlins move to adjacent floors.

The two dots (white and yellow in EGA mode, both white in CGA mode), to the left of the building meter, show what floor Billy and Gizmo are on. The two dots (dark red and light blue in EGA mode, blue and white in CGA mode), to the right of the building meter, represent alarms and sprinklers respectively. When an alarm sounds on a floor, it indicates that the sprinklers will turn on shortly. The Gremlins, on a particular floor, will start multiplying when the sprinklers are activated. To turn off the alarm and sprinklers, on any floor, simply go to that floor.

A counter and a window are beneath the building meter. The counter displays a floor number. The window itself displays what is happening on that floor (activated alarm or sprinklers).

The camera and flashlight information is to the right of the window. The tool that is selected is highlighted. The meter next to each tool shows how many charges are left in that tool. The camera has a maximum of four charges and the flashlight has ten. Your score appears directly to the right of the tools, and the floor level appears below your score. Finally, your health meter is to the right of your score. You have a maximum eight health units. The number of remaining chances appears below the health meter.

GREMLINS

When the game starts, most of the Gremlins are cute and mischievous. However, they are still dangerous. If they are allowed to mutate into mischievous Gremlins, they will become more difficult. If a mischievous Gremlin eats food, it will change into a lizard-like Gremlin. If a lizard-like Gremlin drinks a formula, he will mutate into a Bat, Spider or Electric Gremlin, depending on the formula. Therefore, collect all food and formulas you find. This will reduce the number of mischievous Gremlins that can mutate.

GIZMO

When the game starts, Gizmo is in the lobby. He has a bow and arrow and an unlimited supply of matches, which he fires at the evil Gremlins. Find Gizmo. Once found, he will follow you. He walks backwards to protect you from Gremlins that try to sneak up on you. If you lose your chance, Gizmo is grabbed by the Gremlins and you have to find him again.

TOOLS

Flashlight

The Flashlight has ten charges and is used to dispatch Gremlins one at a time. You can recharge the flashlight by picking up the batteries that are scattered throughout the building.

Camera

The Camera has a powerful Flash and will clear ALL Gremlins from a room at once. Each flash cube has only four flashes. Pick up additional flash cubes when you run out.

ITEMS

To pick up items, move Billy so that he walks over them. Other objects on the screen are debris or furniture and cannot be picked up.

Batteries

There is an unlimited number of extra batteries in the building. If you pick up a battery and leave the floor, the battery is replaced on that floor.

Flash Cubes

There is a limited number of flash cubes in the building. If you pick one up, it is not replaced until you start a new game. Use them wisely.

Food

There are several different types of food in the building. Hot dogs, hamburgers, ice cream cones, potato chips and candy bars are scattered on each floor. Pick them up so cute Gremlins can't eat the food and change into lizard-like Gremlins. Food also will restore your health if you have an injury.

Formulas

There are three different kinds of formulas. If a lizard-like Gremlin drinks a formula, it mutates into a Bat, Spider or Electric Gremlin, depending upon the type of formula. All formulas should be collected to prevent Gremlins from mutating.

HINTS

- Gizmo will keep his back to you, successfully keeping Gremlins from approaching from the rear. Since he does always move with his back to you, you can control the direction he faces and, therefore, in which direction he fires his matches.
- There are two elevators, the local and the express. The local is slower but provides access to all floors. The express is faster but only stops at every 10 floors. Once in the elevator, use the UP and DOWN arrow keys to adjust the floor counter to the desired floor. Then press ENTER. When the elevator arrives at the selected floor, Billy is placed outside the elevator. If you enter the elevator and then change your mind, you can exit by pressing ENTER.
- There is a Computer Console next to the elevator on every floor (except the Penthouse). Position Billy in front of the console to see the layout of the floor you are on and the Gremlins' locations.
- You have three (3) chances at the beginning of the game. Every 15,000 points you will receive an extra chance.
- Mohawk is in the Penthouse, on the forty-sixth floor. The elevators will not let you move up there until you rid the building of ALL the Gremlins. Good Luck!

TECHNICAL NOTE: If you are running GREMLINS 2 on a PC/XT machine with EGA graphics and find that the program runs too slowly, you may run the game in CGA. Type GREMLINS C and press ENTER. This increases the speed but displays only four colors.