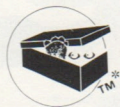




COMMODORE
64⁺

GREMLINS

FROM
ATARITM**SOFT**



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THE SPLIT PERSONALITY PET



Insert the game disk and turn on the computer as explained in your owner's guide. Type in LOAD "GREMLINS", 8, 1 and press RETURN. It will take a few moments for the game to load into your computer. Plug your joystick into Port 2 for either a one or two player game.

Press F1 to display the Options and F5 to select the level of difficulty. Press F3 once to select a two-player game; press again to return to a one-player game. To start play, press F1.

During play, use the joystick for directional movements and the joystick button to slash with your sword. To fire a flash bulb, press the F7 key. Use the space bar to pause or resume and F1 to quit the game and to go to the Option Screen.

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

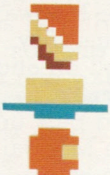


The Peltzer Popcorn Popper, one of Dad's inventions, seems to be on the side of the Mogwai and Gremlins; every time they come near, it turns itself on and begins spewing out kernels. Hustle to shut it off and pick up the popcorn before the Mogwai can get to it. The same with food from the refrigerator. 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

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



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