GREMLINS

APPLE II*

FROM
ATARISOFT™

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

From the title screen, press the space bar or the joystick button to display Options. With the Options displayed, press K for keyboard control or J for joystick control. Press L to select difficulty level. Press S to turn sound effects on or off. Press 1 or 2 to select the number of players. To begin play, press the space bar or joystick fire button.

CONTROLS

Press A to move up, Z to move down. Use the -- and -- keys to move left and right. Use the space bar to slash with your sword and the F key to fire a flash bulb. Press ESC to pause or restart. Press RESET or CTRL-RESET to reboot the game. Use CTRL-Q to quit and restart. Press CTRL-O to quit the game and return to the list Option Screen.

Use the joystick for directional movements. Use Button 1 to slash with your sword and Button 2 to fire a flash bulb. Use ESC to pause and restart the game.

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 inscrutible 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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