



GREMLINS 2



THE NEW BATCH



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GREMLINS II™

Its been a number of years since the Gremlins™ night of carnage in the peaceful town of Kingston Falls™ and Gizmo™, the sweet Mogwai™, is back under the protection of Mr. Wing™, the old Storekeeper in New York's Chinatown. Mr. Wing™ has been rejecting offers from Super tycoon Daniel Clamp™ to buy his store to clear the way for a huge real estate development, but the old man passes away and after a few months Clamp Plaza™ is now a reality.

Working in the complex, which contains shops, restaurant, a stock brokerage and cable T.V. network, are Billy Peltzer™, Gizmo's™ previous owner and his girlfriend Kate™. Now Billy™ is a commercial artist in the Clamp™ advertising department, and Kate™ is a tour guide for the Complex.

Unbeknown to Billy™ and Kate™, Gizmo™ is now a prisoner in Clamp's™ genetics laboratory, awaiting experimentation. But when Billy™ hears a messenger absentmindedly humming Gizmo's™ familiar song, he realises his Mogwai™ friend is nearby. Billy™ manages to find Gizmo™ and free him. Billy™ leaves Gizmo™ in what he thinks is the safety of his desk drawer with instructions for Kate™ to pick up the Mogwai™ after work. However Gizmo™ decides to explore Billy's™ office and accidentally becomes wet as a maintenance man tries to fix a faulty drinking fountain. The four new Mogwais™ Mohawk™, Lenny™, George™ and Daffy™ immediately dump Gizmo™ into a vent and head off into the vast Clamp Plaza™ to make mischief.

After a midnight feast the mischievous Mogwais™ re-appear the following morning as Gremlins™ with their own unique brand of humour and love of destruction. All hell breaks loose in Clamp Plaza™ as a fire sprinkler system produces Gremlins™ galore who then cause chaos trading stock, running the Cable T.V. studio and drinking experimental liquids in the genetics lab, which produces weird and dangerous mutations.

Mayhem ensues, meanwhile Gizmo™ who has had enough of being pushed around, is preparing to fight back and Billy™ is making plans to dispose of the marauding Gremlins™ before nightfall when they will be able to run riot around New York.

Can you, as Billy™, survive the journey through Clamp Plaza™, combatting the hordes of Gremlins™ on the loose, with occasional help from Gizmo™, and collect all of the parts necessary for your plan to destroy the Gremlins™ for good.

CHARACTERS

These are some of the characters that appear in the game, watch out to the others:

DAFFY™



"He's dizzy and demented with a chaotic sense of fun! He curls up into a ball and will try to bowl you over"

Points = 150

MOHAWK™



"A new strain of badness - he's about as cuddly as a cockroach. He wrecks, he hurls and will pop up anywhere."

Points = 100

ELECTRIC™



"He's a real livewire - A zillion watts of Gremlin™ power who's only wish is to light up your life. He'll burst out of mains sockets to try to Zap you. You're in for a shock as he's lightening fast".

Points = 2500 (if he's caught).

GEORGE™



"He's crabby and grim but enjoys a good Cigar. Smoking can be dangerous especially when George gets careless with his ash!"

Points = 50

LENNY™



"He's George's dumb but loyal companion. This Gremlin™ has the I.Q. of a gate post, he'll throw anything at you that comes to hand!"

Points = 100

SEXYGIRL™



"The Gremlin™ with a fatal attraction. She blows deadly kisses which are definitely passion killers! Not a girl to take to visit your parents".

Points = 250

POGO™



"This Gremlin™ is full of bounce. He jumps around unpredictably".

Points = 75

SKATEBOARD™



"Keep out of his way - he'll run you over. This Gremlin™ is rad and mad!"

Points = 75

BONUS ICONS



Life -

This gives Billy™ one extra life when collected.



Points -

This gives Billy™ extra points (500 or 1,000)



Time -

This will increase or decrease the level timer.



Rambo Gizmo™

Gizmo™ flies in on a parachute and kills any Gremlins™ he can on the way.



Mystery -

Gives Billy™ any of the above bonuses except Rambo Gizmo.

WEAPONS



Tomatoes

Allows Billy™ to throw two genetically modified tomatoes at a time.



Standard Torch -

Allows Billy™ to fire a single beamed torch.



Telephones -

Allows Billy™ to throw telephones.



Two Way Torch -

Allows Billy™ to throw a double beam torch, forward and back.



Frisby -

Allows Billy™ to throw a Frisby which flies in a straight line.



Boomerang -

Allows Billy™ to throw a Boomerang that flies forward and then comes back.



Mega Torch -

Allows Billy™ to fire a super powered torch that fires three beams.



Two Way Mega Torch -

Allows Billy™ to fire three beams in front and behind.

N.B. Characters, bonuses and weapons described above may alter, and may differ from format to format.

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THE SHOP

This screen appears after each level and allows the player to buy weapons if they have sufficient credits. Credits are obtained by picking up the bubbles that appear when some Gremlins™ are killed.

Use the joystick or corresponding keys to highlight the desired weapon, press fire to select that weapon. This then becomes Billy's™ default weapon.

(If Billy™ picks up any bonus weapons within a level then this weapon will only be useable for a limited time. When this time is up then Billy™ reverts to his default weapon [see shop]).

GAME TIMER

Once this reaches zero then Billy™ will lose a life and the timer will then be incremented allowing Billy™ more time. This will continue until Billy™ has no more lives and the game will then be over.

END OF LEVEL BONUS

Billy™ must collect a bonus item at the end of each level so that he can defeat all of the Gremlins™ at the end of the game and stop them leaving Clamp Plaza™ and taking over New York. Billy™ cannot leave a level until he has collected the bonus item for that level.

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