

Nintendo

DMG-GR-USA

GAME BOY™

SUNSOFT®

GREMLINS 2
THE NEW BATCH™
THE VIDEO GAME™

INSTRUCTION BOOKLET

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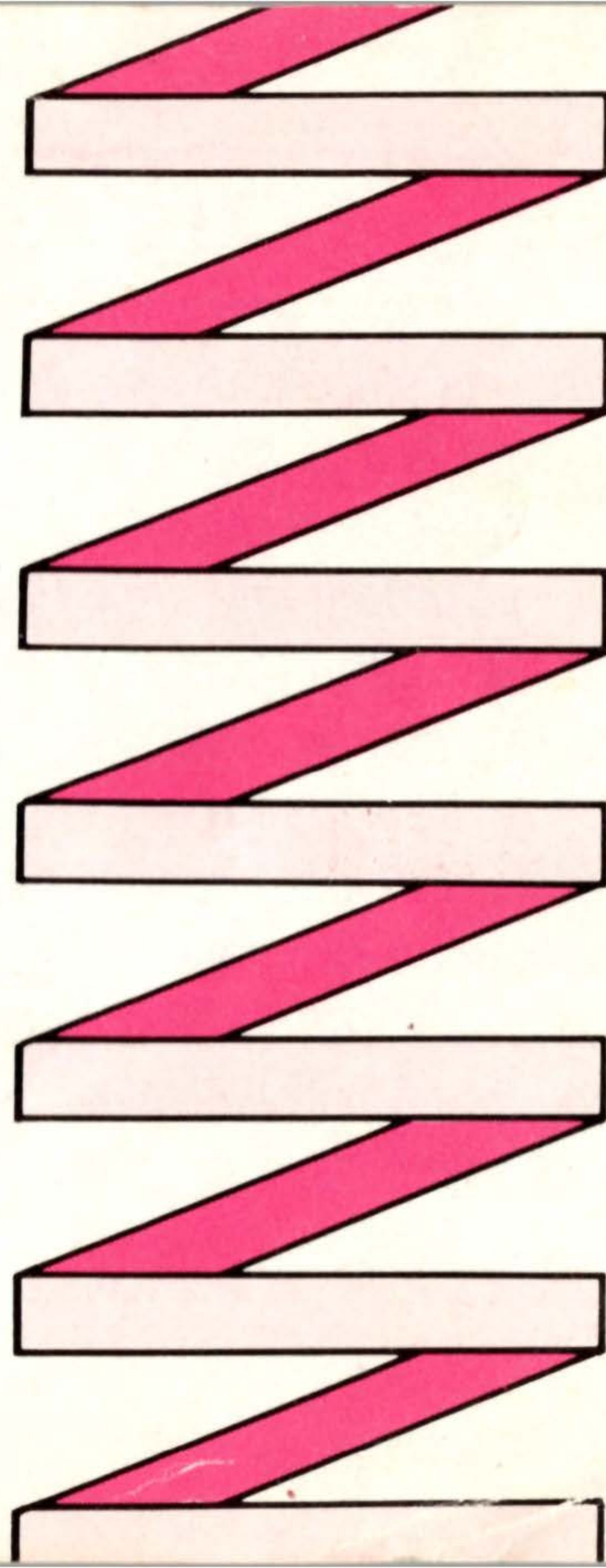
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- GAME OVERVIEW

This is GREMLINS_{TM} 2 in Game Boy version. It is adopted from a Warner Brothers movie, "GREMLINS 2 — THE NEW BATCH" which was released in the summer of 1990. It is a horizontally scrolling action game consisting of four stages, two bonus stages, and three demos. A formidable boss appears to annoy Gizmo (the hero) at the end of each stage. Gizmo struggles to make his way by overcoming a variety of enemies and barriers by using certain items and other feature devices.



GAME STORY

Several years after the Gremlins' night of havoc . . . Mr. Wing passed away and his store was torn down. Gizmo attempted to escape but was kidnapped. Now Gizmo is a prisoner in the genetics lab inside the Clamp Centre owned by Daniel Clamp, a supertycoon in New York.

Surprisingly, Billy Peltzer, Gizmo's previous owner, happened to be working in the Clamp Centre as a commercial artist. After hearing a messenger whistling Gizmo's song, Billy managed to track Gizmo down in the lab and rescue him.

The happy reunion lasted only for a short while, though, because Gizmo accidentally produced four new evil Mogwais which have developed into full-fledged Gremlins by the magic of genetics. Now, will Gizmo be able to cope with the evil, powerful Gremlins?



GAME STAGE CONSTRUCTION -----

This game is provided with a total of four stages with a boss waiting to intimidate Gizmo at the end of each stage. Gizmo will also challenge the evil acts and actions of the Gremlins all along his way. Two bonus stages (game-play contents are identical in each stage) are provided between stages 1 and 2, and between stages 3 and 4.

Stage	Description	Boss to appear
—	<i>Title & Starting Demo</i>	—
1	<i>Inside the CATV Studio</i>	MOHAWK
—	<i>Bonus Stage I</i>	—
2	<i>Inside Genetics Lab</i>	BAT GREMLIN

Stage	Description	Boss to appear
—	<i>Inter-Stage Demo</i>	—
3	<i>In the System Control Center</i>	<i>ELECTRIC GREMLIN</i>
—	<i>Bonus Stage II</i>	—
4	<i>At the Lobby of the Clamp Centre</i>	<i>SPIDER GREMLIN</i>
—	<i>Ending Demo</i>	—

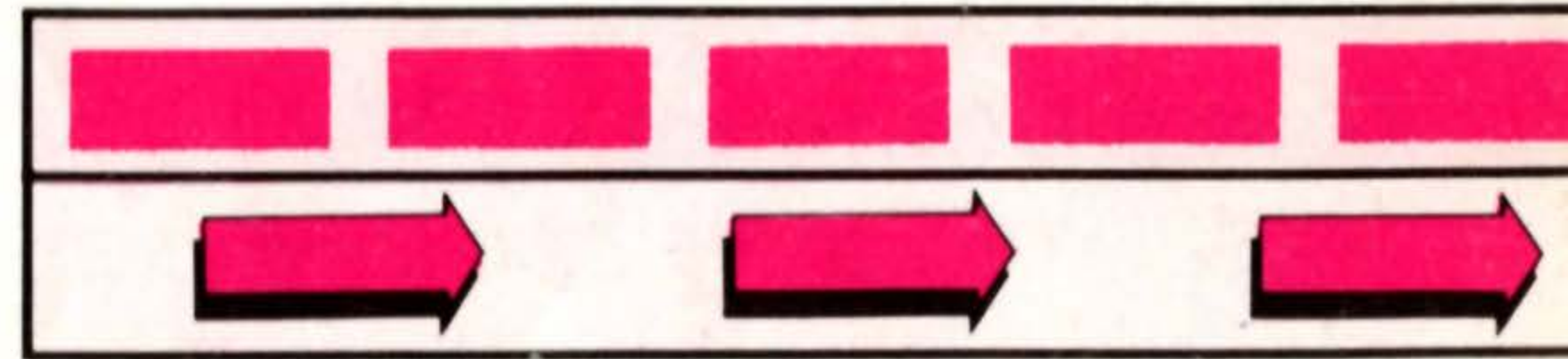
BONUS STAGE

Gizmo has three lives available when starting the game. In the Bonus Stage, you can gain additional life (or 1 UP) by pressing A and/or B buttons until you can punch the Punching Bag on the screen 100 times during the countdown from ten to zero.

-BOSSSES

Gizmo will use a PENCIL as his weapon to knock down the Boss in Stages 1, 2 and 3. Even when he doesn't have the pencil when entering the boss stage, Gizmo is automatically equipped with the pencil and ready to fight against the Boss.

In Stage 4, Gizmo will use a BOW and ARROW for his battle against the Boss. He will be equipped automatically with the BOW and ARROW when entering the Boss sub-stage. Gizmo will not be given this weapon anywhere else during the game.



-OTHER ENEMIES

This game is provided with four major enemies that are active characters in the movie, 'GREMLINS 2'. They are GEORGE, LENNY, DAFFY and WOMAN GREMLIN, all of whom are so invulnerable that no weapons are strong enough to overwhelm each of the four enemies. All you have to do is stay away from them.

GAME PLAY FEATURES

Damage

- a. *When hit by an enemy or a barrier, Gizmo loses one-eighth of the life gauge (or a half of one of the four HEARTs shown on top of the screen), or one-fourth of the life gauge, depending on the type of enemy or barrier.*
- b. *When he falls to the ground (the bottom of the scroll), Gizmo will lose one of his available lives.*

Game Over — *The game will be over when Gizmo's three lives are depleted.*

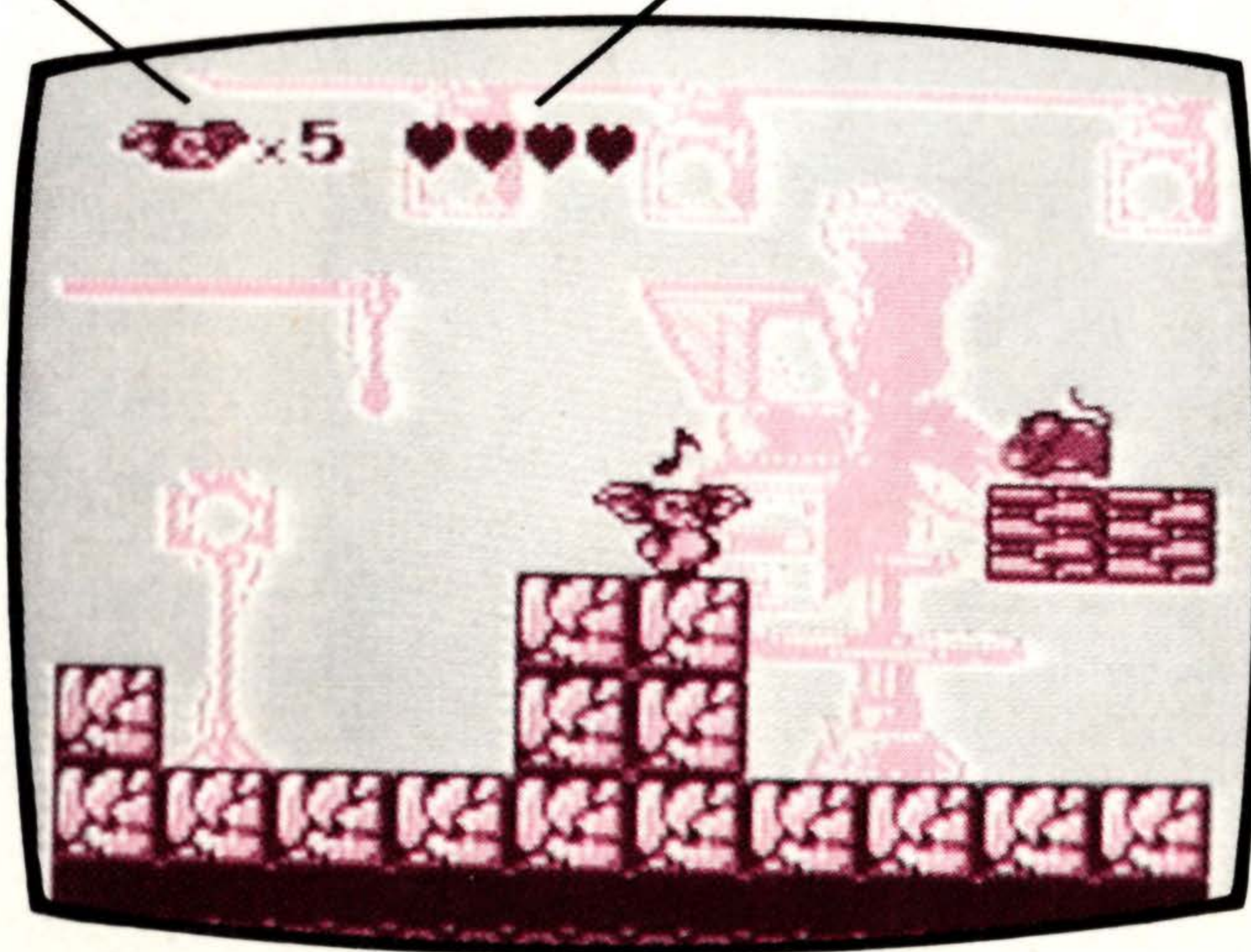
Game Continue — *After the game is over, "CONTINUE" appears on the screen for selection each time. To continue the game from where the game has been over, move the cursor to "YES" and press Start Button. To start the game all over from the beginning, move cursor to "NO" and press Start Button. You may continue as many times as you wish.*



Screen View

Number of Gizmo's available lives

Gizmo's life gauge with up to four HEARTs



CONSOLE (CONTROLLER) OPERATION

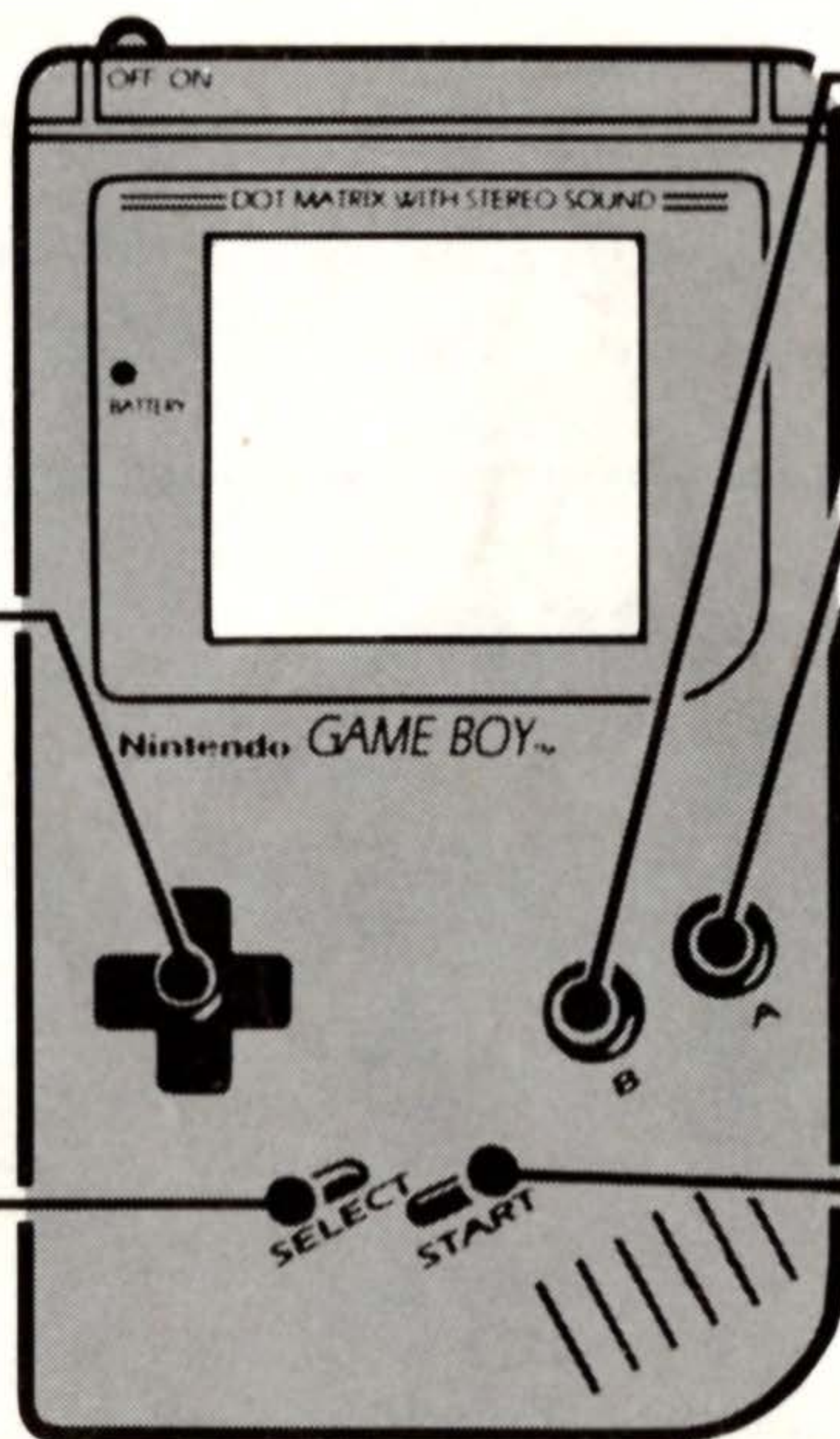
4-Way Joystick Button

◀ Moves Gizmo to the left

▶ Moves Gizmo to the right

Select Button

This button is not used in the game.



[B] Button

Press to activate the item in hand.

[A] Button

Press to jump (press longer to jump higher) when you are playing in Stages 1 through 4.

Press to cancel a demo in progress, in Demo Stages.

Start Button

a. Press to start the game (at the title mode).

b. Press to pause (while the game play is on).

ITEMS

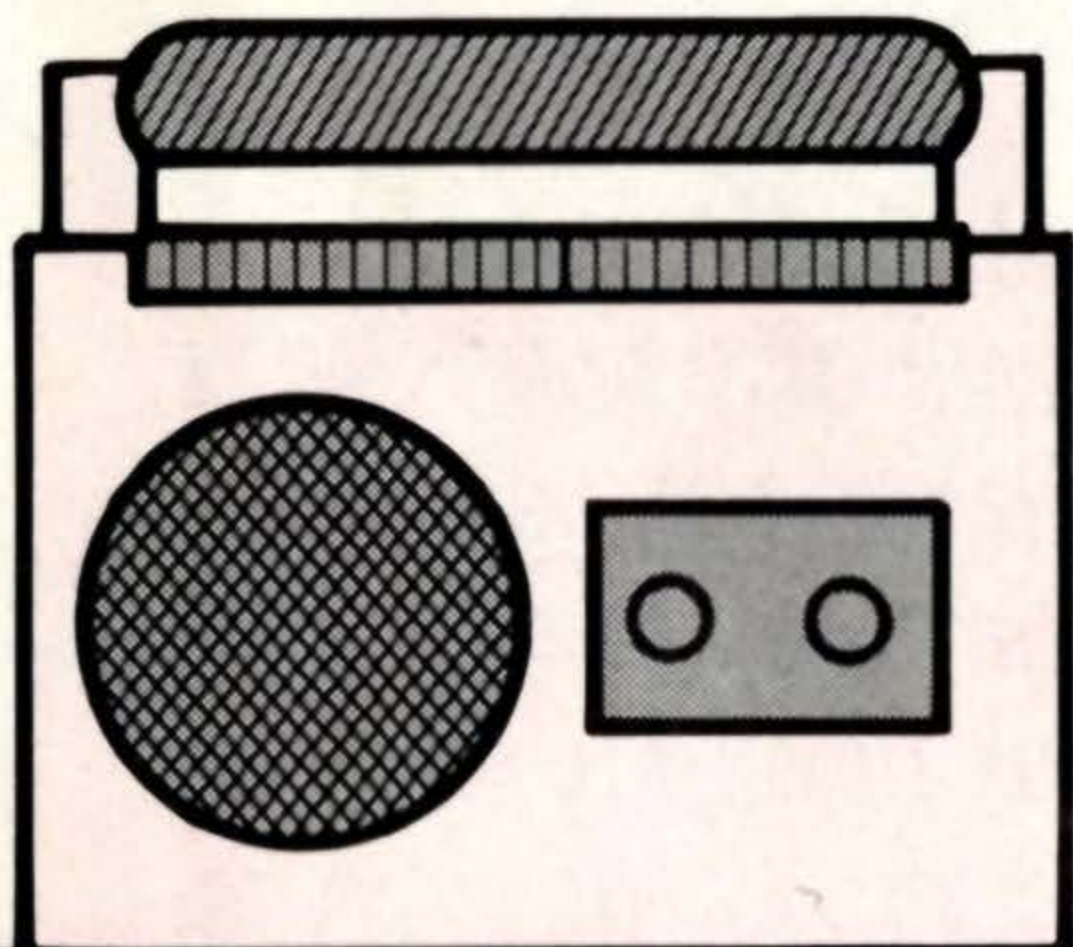


The four items below are available to help Gizmo either recover his strength or fight successfully against enemies and bosses:

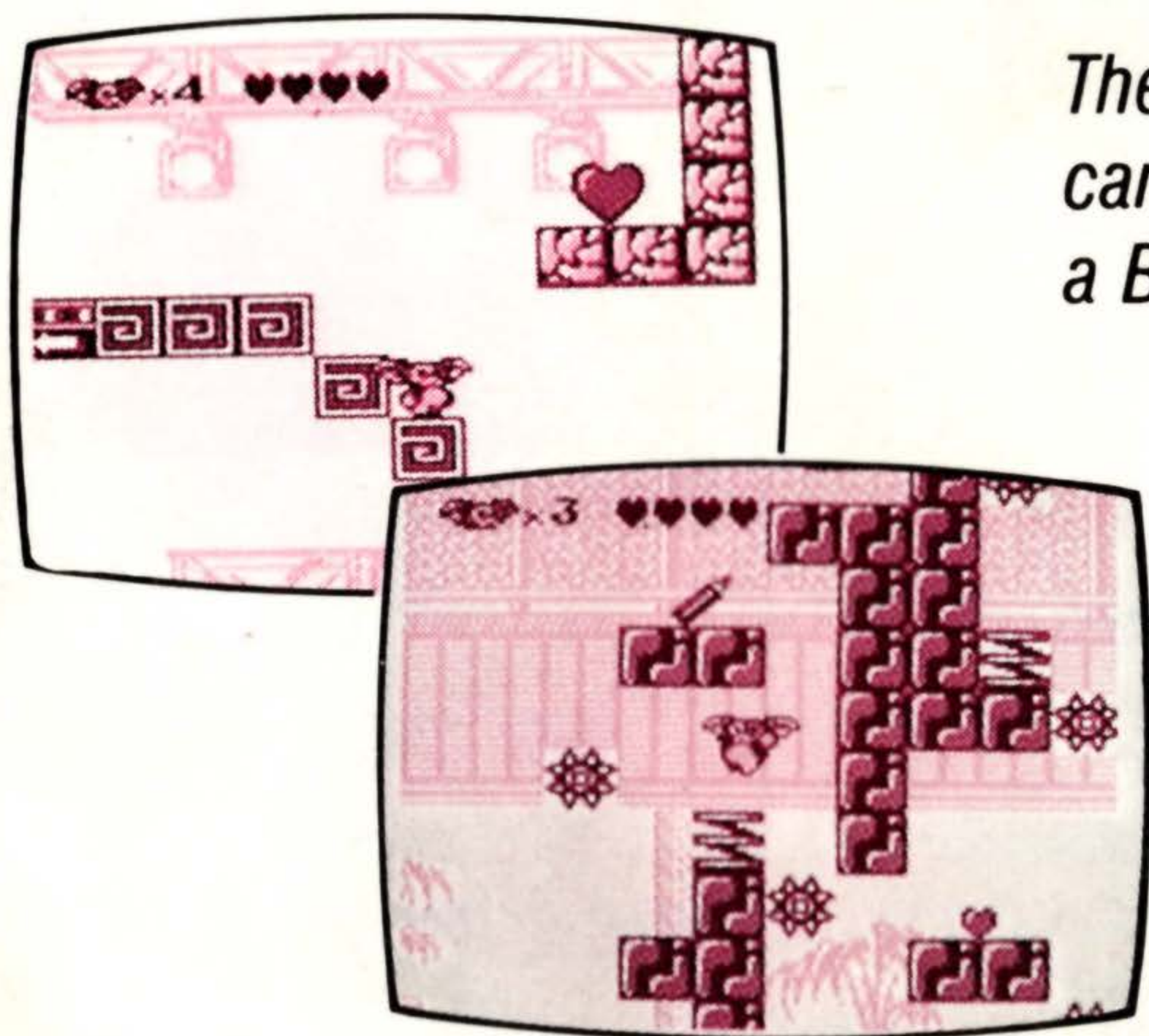
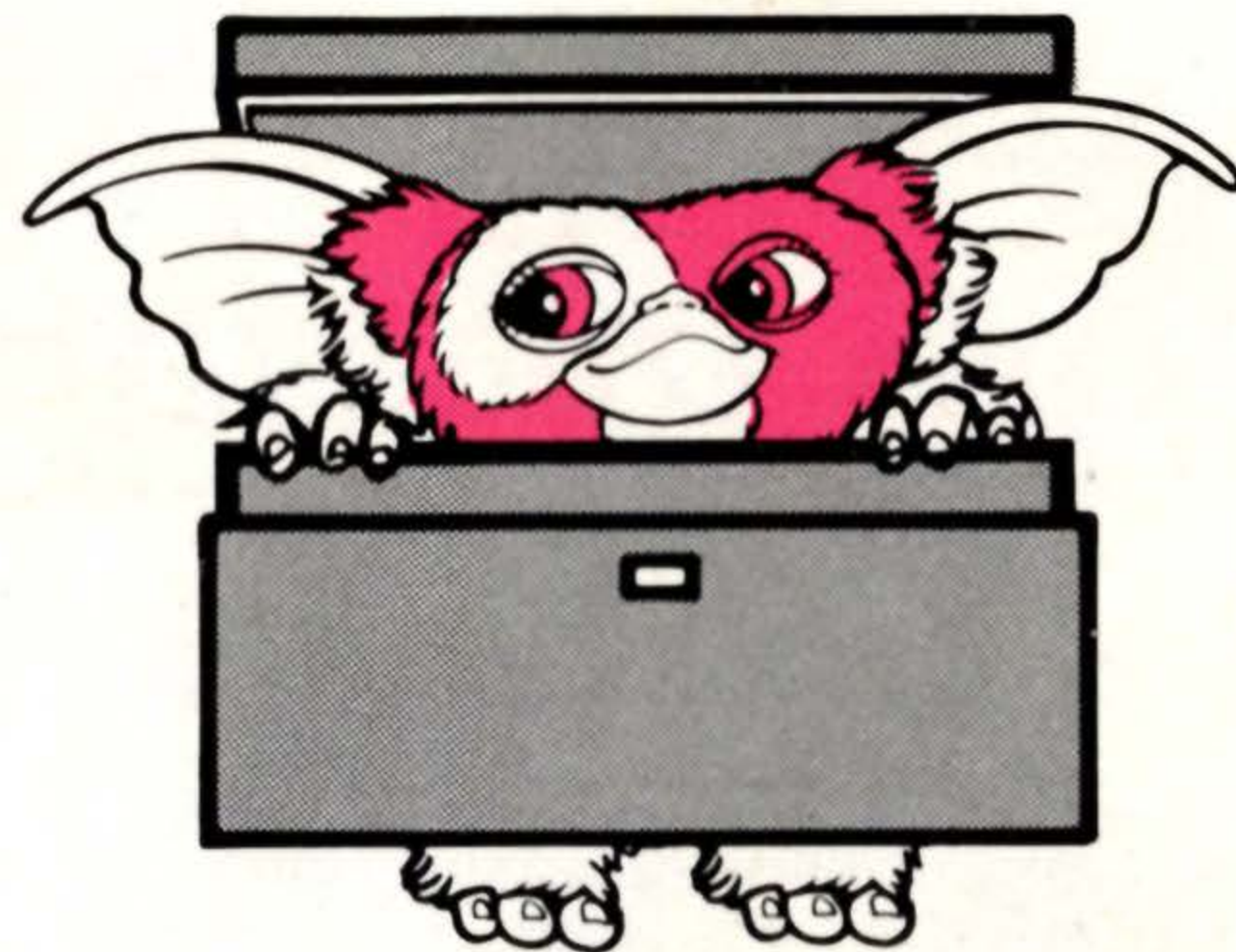
Pencil Each stage is provided with only one PENCIL. You (Gizmo) can use it as many times as you would like to knock down the enemies nearby. You cannot pick up or use the PENCIL if you are

already equipped with either of the two other items: the TOOL BOX or the CASSETTE RADIO.

Cassette Radio *When you pick up this item, you will get a 'musical note' on top of Gizmo. Press the [B] Button, and you can hurl it at an enemy and knock him down. The musical note will also give you some other hidden, but useful effects. However, after picking it up, you can use it only once. You cannot pick up the CASSETTE RADIO when you are equipped with the TOOL BOX, but you can pick it up and use it when you are already equipped with a PENCIL.*



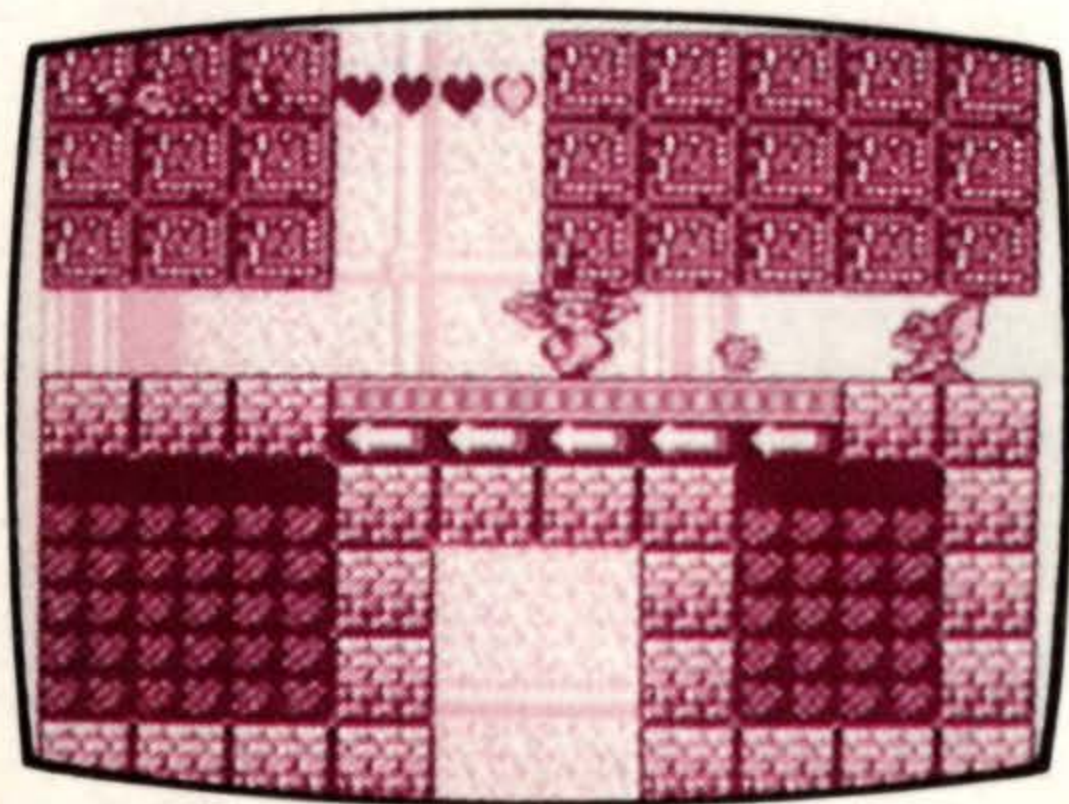
Tool Box *When provided with this item, Gizmo can hide himself in the TOOL BOX and withstand five hits from an enemy or one hit from the "thorn".*



The CASSETTE RADIO and the TOOL BOX cannot be brought with Gizmo to confront a Boss.

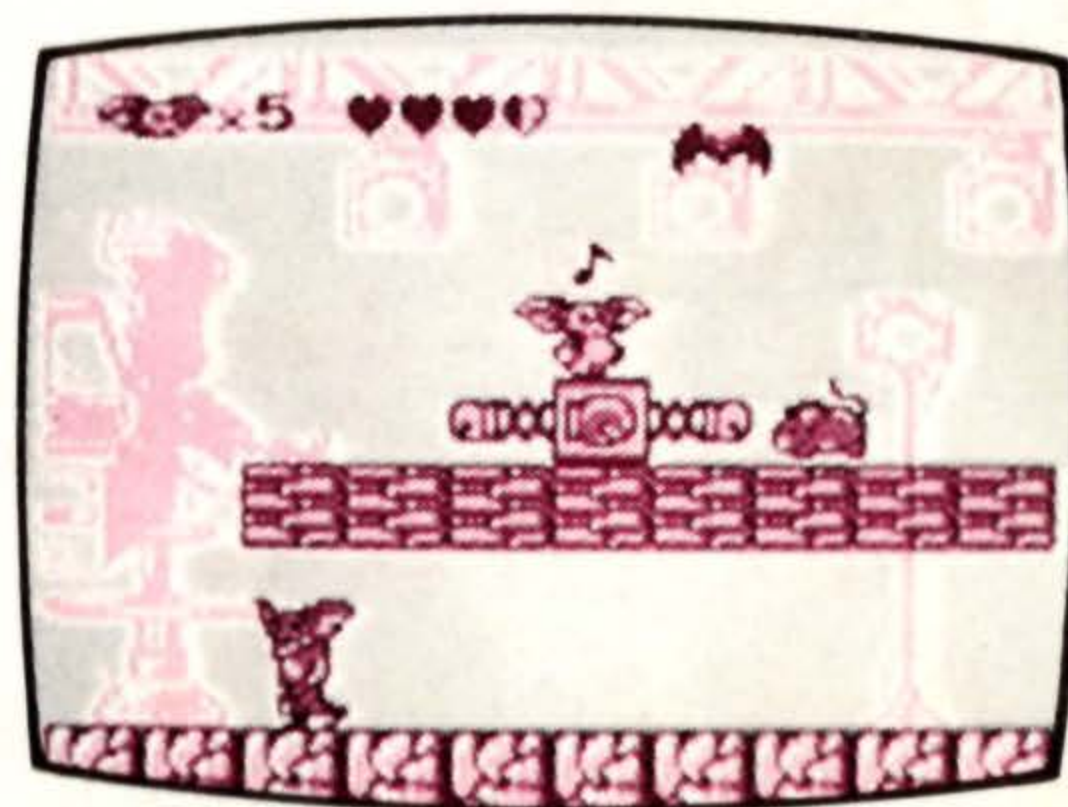
Hearts *Two types of HEARTs are available for pickup: A large HEART helps you revive all four HEARTs in the on-screen life gauge back to full, while a smaller HEART helps you revive one of the four HEARTs in the life gauge.*

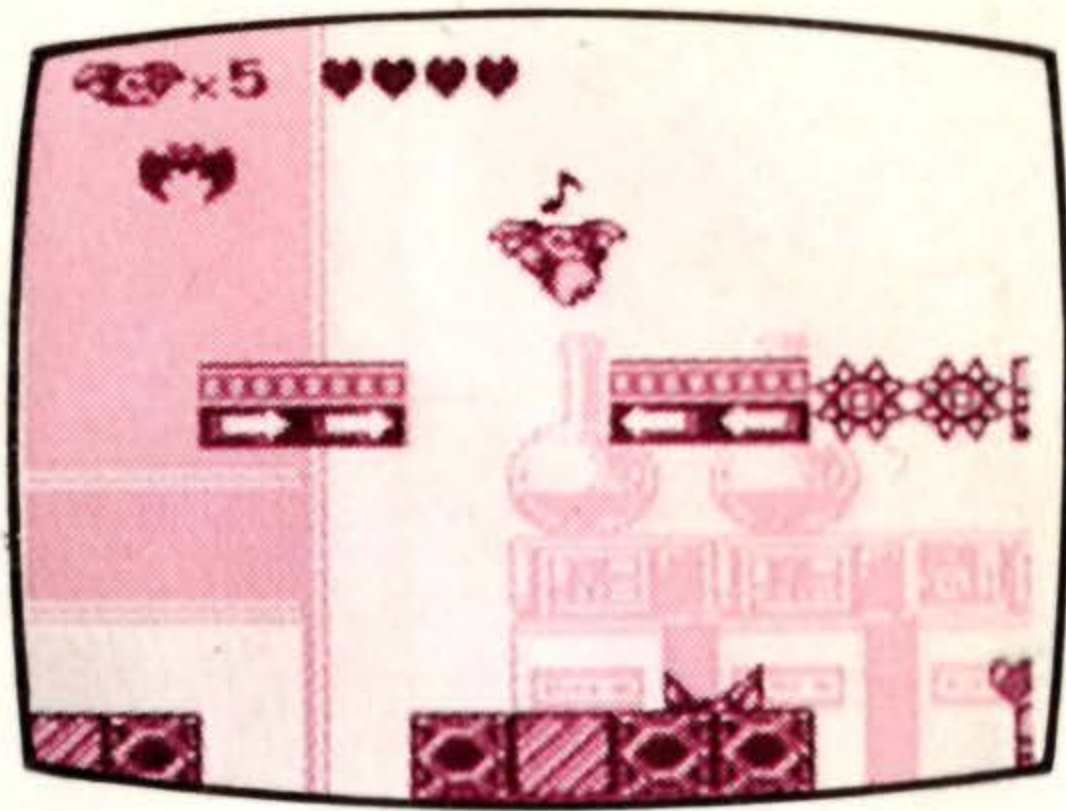
SPECIAL-EFFECT BLOCKS AND OBSTACLES



Belt Conveyor *Gizmo is forced to move the direction indicated by the arrow.*

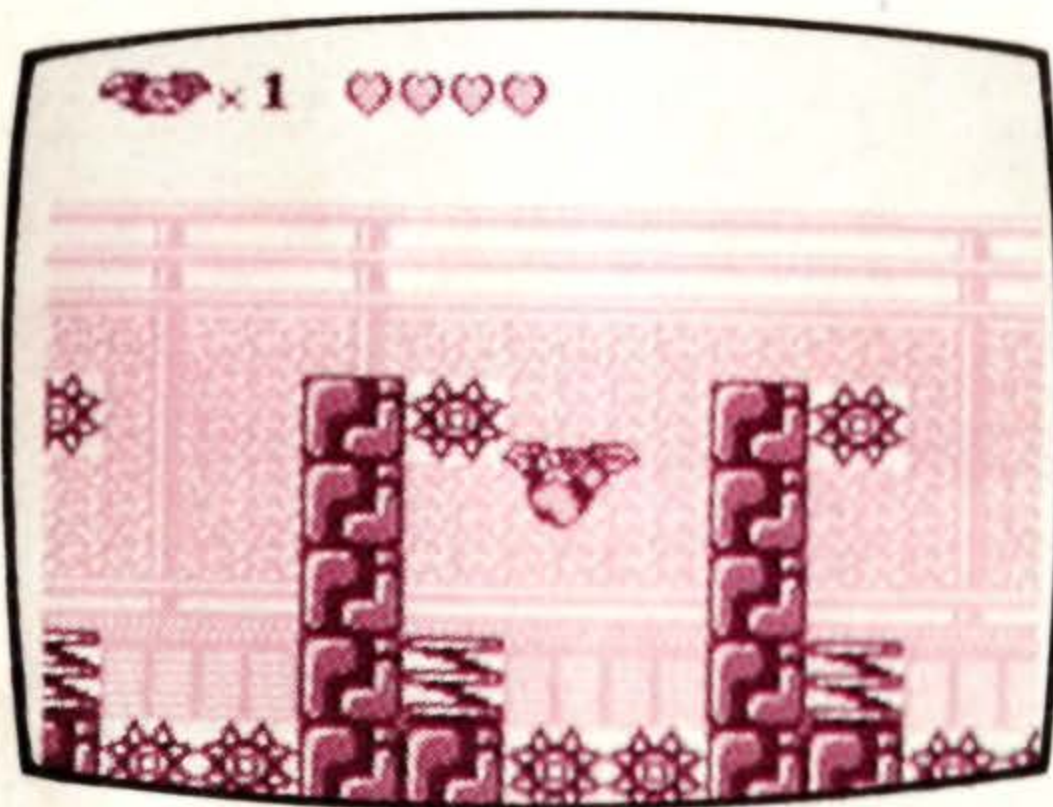
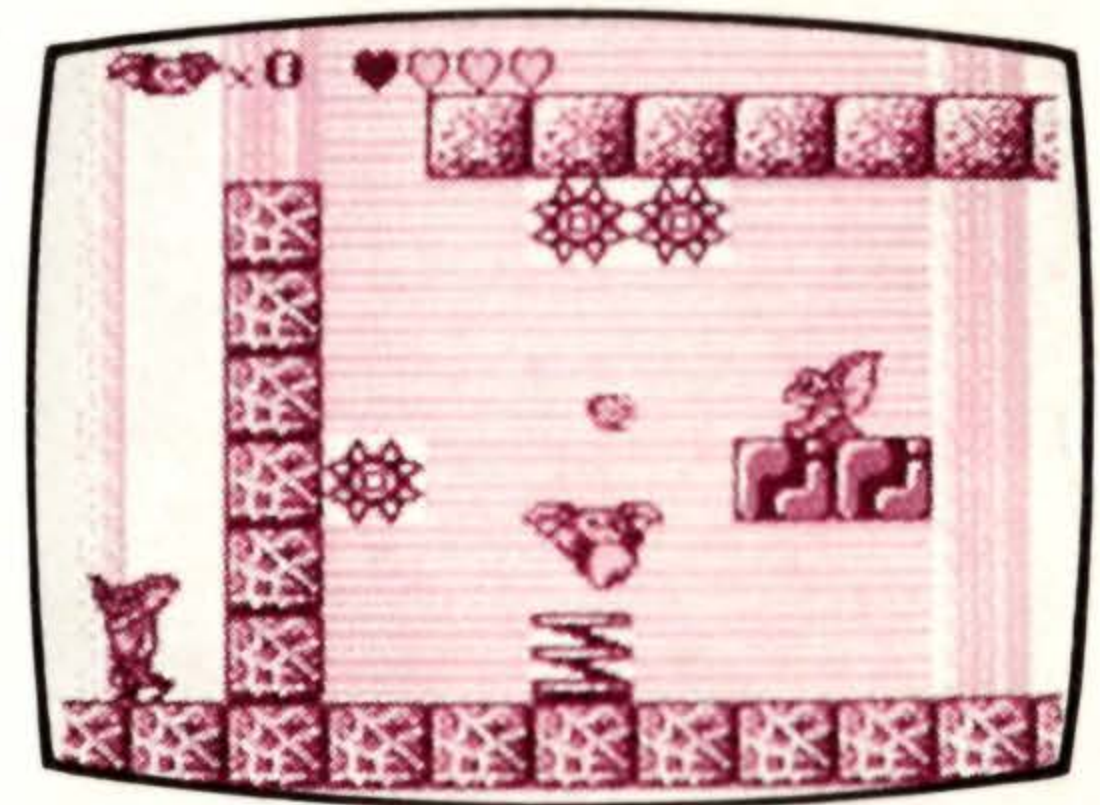
Punch *By stepping on this block, Gizmo can punch out in two sideways directions.*



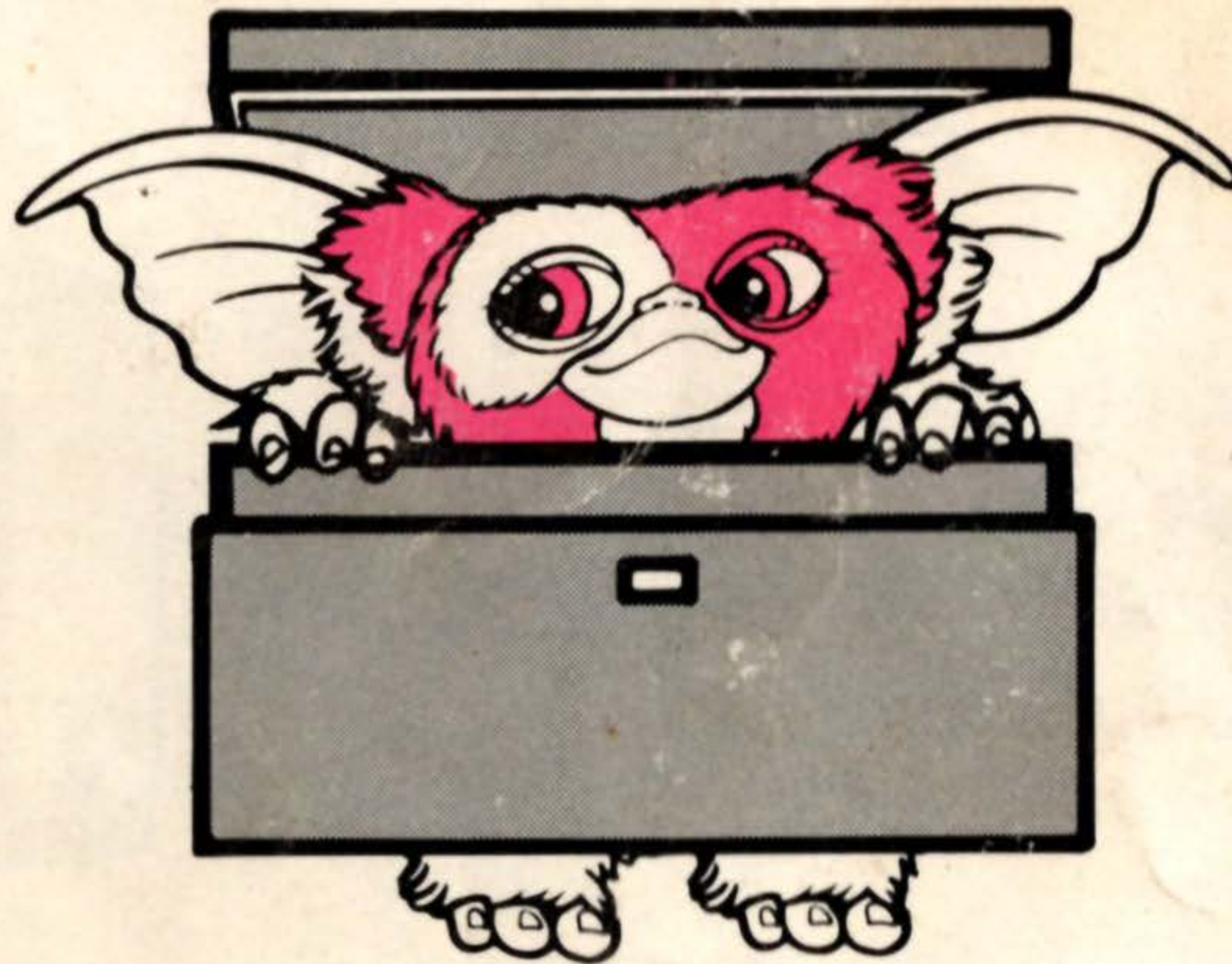


Pass-Through Block *Gizmo can travel behind this block or a wall of these blocks.*

Jumping Spring *By stepping on the spring, Gizmo can jump higher than from the ground. With proper timing and pressing [A] Button, he can jump even higher.*



Thorn *When touching this obstacle from any direction, Gizmo is subject to injury. He will lose half of one HEART each time he hits it.*



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