

From the **RICHARD DONNER** Production

THE

Based on the Story by **STEVEN SPIELBERG**

GOONIES™

STRATEGY

The Goonies' goal is to find One-Eyed Willy's Pirate Ship. You must cooperate with Mikey, Brand, Mouth, Data, Stef, Andy, and Chunk to find the treasure and save your families' homes from foreclosures. The members of the evil Fratelli gang will try to keep you from reaching the Pirate Ship. Stay out of their way! There are plenty of other perils as you search through the underground chambers; hissing steam, deadly bats, poisonous slime, demonic flying skulls, and a giant octopus add to the challenge. Your objective in each screen is to make the two Goonies work together to solve the puzzle and find the exit. You'll walk, run, jump, climb, and bounce on trampolines. Don't fall into the water or lava pits! It's impossible to get through any screen without creatively using both the characters featured in that screen. Teamwork is the key to success.

REQUIREMENTS-COMMODORE 64™

- Commodore 64 computer
- TV or video monitor
- Compatible disk drive
- Joystick (1 or 2)

GETTING STARTED

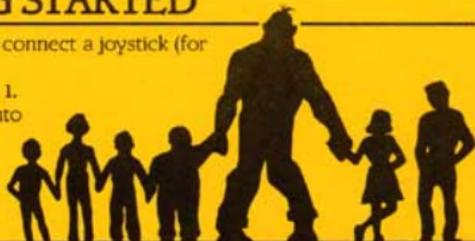
1. Turn off computer, remove all cartridges, and connect a joystick to Port 1 (for two players, connect second joystick to Port 2).
 2. Turn on power to TV or monitor and disk drive.
 3. Insert THE GOONIES™ disk into drive and close the door.
 4. Turn on computer. When READY appears on the screen, type LOAD" * ",8,1 and press RETURN. The program loads and runs. Leave disk in the drive during play.
- Start** game by pressing f7 or the joystick button.
Exit game and return to title page by pressing f1.
Restart game to level 1 by pressing f7.
Two Players From title screen, press f3.

REQUIREMENTS-ATARI® SYSTEMS

- Atari Home Computer (48K)
- TV or video monitor
- Compatible disk drive
- Joystick (1 or 2)

GETTING STARTED

1. Turn off computer, remove all cartridges, and connect a joystick (for two players, connect a second joystick).
2. Turn on power to TV or monitor and disk drive 1.
3. Turn on computer. Insert THE GOONIES disk into drive 1 and close the door.



COMMODORE 64/128 & ATARI

4. The game loads and runs. Leave disk in the drive during play.

Start game by pressing **START** or the joystick button.

Exit game and return to title page by pressing **SYSTEM RESET**.

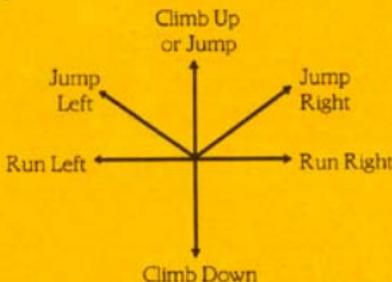
Restart game to level 1 by pressing **START**.

Two Players From title screen, press the **OPTION** key.

GAME CONTROLS AND INDICATORS

Left-Hand Joystick Mode Before starting game, press **L**. Rotate the joystick one quarter turn clockwise. An **L** appears in the upper right corner of the screen to indicate you're in left-hand mode. To return to right-hand mode, press **L** and rotate the joystick one quarter turn counterclockwise.

Joystick Control Move the joystick in the directions below to control the Goonies.



Switch control from one Goonie to another by pressing the joystick fire button.

Pause game by pressing the **SPACE BAR**. Press the **SPACE BAR** or the joystick button to resume play.

Background Music is turned off and on by pressing **S**.

Information at the top of the screen shows your score, the high score, and the number of Goonies in reserve (you start the game with 5).

SCORING

Exit Screen 1,000 points

Bonus Points 5,000 for each Goonie in reserve when you complete the game.

Points are also awarded for actions that solve problems in various screens.

HINTS

- Both Goonies must get through each screen in order to progress to the next one.
- You earn three extra Goonies when you complete the Cannonball Chamber screen.
- Don't forget to press the joystick fire button to switch characters!
- See the Hint Sheet (included in this package) for more detailed help.

CREDITS

Game Programming by Scott Spanburg

Computer Graphics by Kelly Day

Game Design by Scott Spanburg, Kelly Day, John Ludin, Roy Langston, and Terry Shakespeare

Documentation by Kathi B. Tremblay

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