

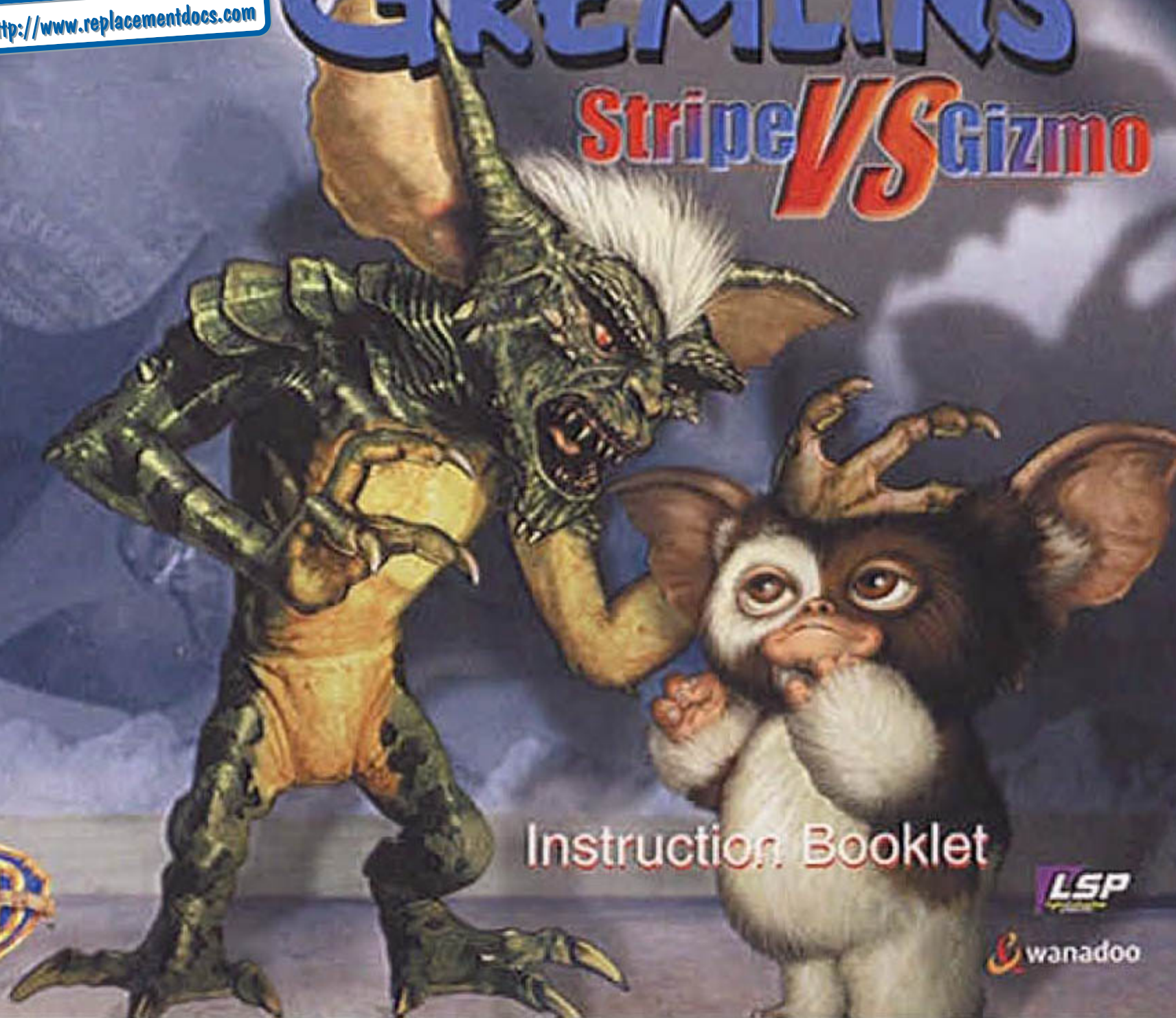
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GAME BOY ADVANCE™

GREMLINS™

Stripe VS Gizmo



Instruction Booklet



The story

The inhabitants of Kingston Falls are getting ready to enjoy a thoroughly peaceful and pleasant Christmas, oblivious to the terrible trouble that is brewing... Stripe the Gremlin has decided to unleash all of his wickedness by stealing presents from the town's children and substituting them for nasty surprises! Luckily, Gizmo, the gentlest of the Mogwaïs, will do everything he can to foil Stripe's evil plan. Gizmo will put all his courage to the test as he faces the Gremlins and confronts the mastermind behind it all, their leader Stripe.

Stripe vs Gizmo: are you ready for the challenge?

Starting

Ensure that the Game Boy Advance™ is completely switched OFF. You should never insert or remove a Game Pak while the Game Boy Advance™ is switched on. Insert the Gremlins™ Game Pak: Stripe vs Gizmo in the correct slot in the Game Boy Advance™. Make sure that the Game Pak is the right way round. Press firmly to lock the Game Pak in properly. Switch on the Game Boy Advance™ by shifting the power switch to ON. Select the language of your choice using the Control Pad and confirm with A button. Press START on the opening screen.

Main Menu

New Game: Choose between Adventure mode and "Against the Clock" mode. To select, use the Control Pad and confirm with the A button. You may choose to play either Gizmo or Stripe. Once you have selected your character, confirm with the A button or START. You can then go through the Tutorial by pressing START.

Password: Passwords are obtained at each new level. To go back to a game you have already started, enter this password using the Control Pad and confirm the letters and digits with the A button. If the password is correct, you will hear a short tune and gain access directly to the desired level.

Link Mode: This is a real-time two-player mode. Opponents choose to play as either Stripe or Gizmo (it is not possible for both players to choose the same character). Gameplay can be started by connecting two Game Boy Advance™.

Options: Adjust the SFX and the music in this section. You may also access the credits.

The Characters



If you play as **Gizmo the Mogwai**, stay alert! The Gremlins are at every corner, ready to capture you and force you to eat! Show your usual skill, your courage and your tenacity, and by doing so you will recover all the presents and thwart Stripe's evil plan! You are the only Mogwai who can put a stop to the chaos in the town and to defy the evil Stripe.

A word about Mogwais: Mogwais are adorable, endearing creatures, unless they come into contact with water! When this happens, new Mogwais are born. If the Mogwais are fed after midnight, they are transformed into mischievous Gremlins! And Gremlins are capable of multiplying on contact with water.

If you play as **Stripe the Gremlin**, your goal is to capture the Mogwais so that you can create more Gremlins and increase your army. You will need to be fast and cunning to catch the Mogwais who are intent on getting all the presents back. To become the uncontested master, you will have to fight Gizmo and demonstrate your superiority.



The Link Mode

Link two Game Boy Advance™ using the GBA Game Link™ Cable, choose Game Link and confirm with the A button. Players can select the character they want to play, Gizmo or Stripe, and confirm with the A button.

With two players, be prepared for explosive, head-to-head combat between Gizmo and Stripe!



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE
WHICH REQUIRES A GAME BOY ADVANCE™ GAME
LINK™ CABLE.

The Controls

L button : Call up the indicator panel

Control Pad :

- ▲ Move up
- ▶ Move right
- ◀ Move left
- ▼ Move down, crawl, go into a secret passage, or into a lift

Start : Pause



R button : Activate a mechanism (door, lever, trap door)

B button : Curl up into a ball / use the lamp to light up a lurking enemy (Gizmo)
Scratch / pie attack at a lurking enemy (Stripe)

A button : Jump (press A two times to make a super jump for Gizmo)
Press A repeatedly to escape from the hold of the enemy (Gizmo) / escape from the fire extinguisher foam (Stripe)

The Bosses

The Gremlin Jack-in-a-Box: It jumps out of its box launched by a spring and bangs you on the head with a mallet.



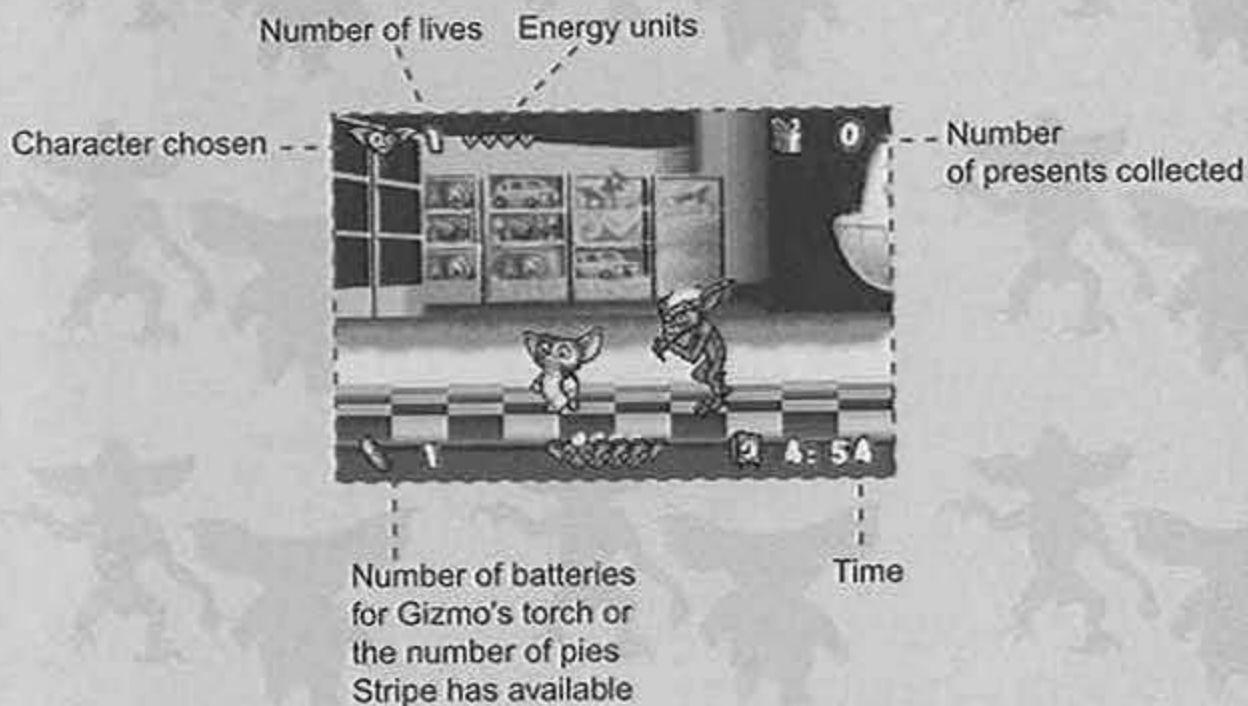
The Spider-Gremlin: This formidable specimen, half-spider, half-gremlin, will attack you with his long hairy legs.



The Gremlin bride: Don't get caught by surprise by her wedding get-up! This gremlin in disguise is quite tricky!



One Screen Information



Bonuses

The Hearts of Life: Gives you one unit of energy



Additional Life: Give you one more life (for Stripe or Gizmo).



Lamp Battery: Recharges Gizmo's lamp.



Pie: As Stripe, launch pie attacks at enemies!



Checkpoints: Will allow you to return to these safety points within the levels.



Presents: A certain number of presents must be collected in order to light up the Christmas tree.



Stopwatch: Gives you extra time to play (only functional in the "Against-the-Clock" mode).



Christmas Tree: Once all the presents have been recovered, you can go on to the next level.



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