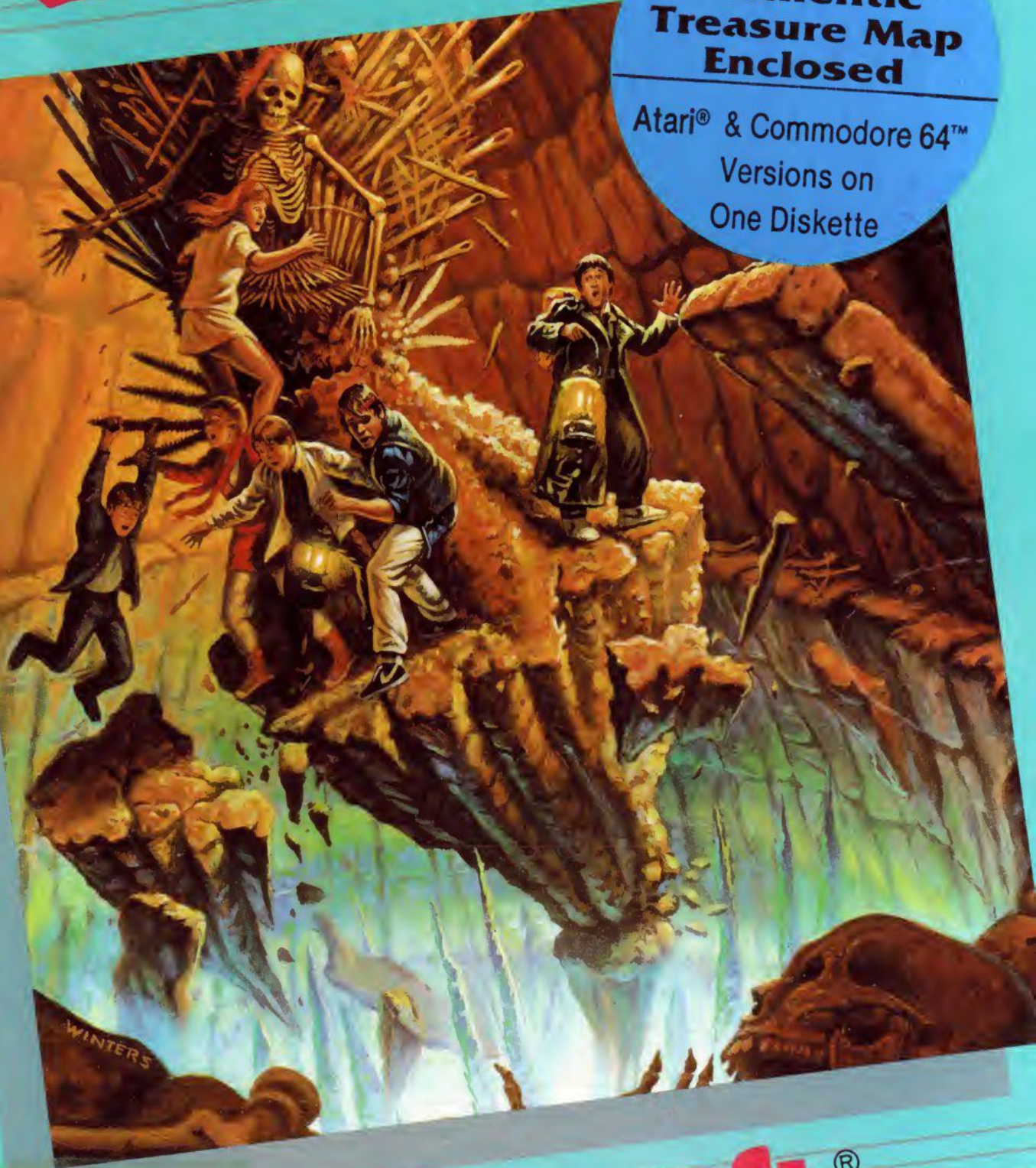


THE GOONIES™

THE
GOONIES™
Authentic
Treasure Map
Enclosed

Atari® & Commodore 64™
Versions on
One Diskette



Datasoft®

THE GOONIES™



ISBN 0-88717-131-1

*I will never betray my Goon Dock friends,
We will stick together until the whole world ends,
Through heaven and hell and nuclear war,
Good pals like us will stick like tar,
In the city or the country or the forest or the boonies,
I am proudly declared one of the Goonies.*

Take the Oath and re-live the adventures of Mikey, Brand, Chunk, Mouth, Data, Andy, and Stef, the intrepid Goonies! Intricate, Rube Goldberg style mazes provide the challenge in eight exciting screens inspired by scenes from the Steven Spielberg movie. Deadly bats, demonic flying skulls, and poisonous slime are just a few of the perils to avoid while figuring out how to coordinate the movements of the characters to solve the puzzles and outwit their adversaries. Each screen features two of the now world-famous Goonies. And the final adventure includes the awesome Sloth. It's impossible to get through any screen without creatively using both the characters featured in that screen.

From the Chester Copperpot Chamber to the final battle on the Pirate Ship, the tasks become more and more intricate and challenging. It's up to you to help the Goonies elude the evil Fratelli gang and save their homes from foreclosures.

FEATURES:

- 8-screen action-adventure game
- unique two-character gameplay
- superb graphics and animation
- original film score music

Datasoft®

19808 Nordhoff Place, Chatsworth, CA 91311

DATASOFT IS A REGISTERED TRADEMARK OF H-P SOFTWARE PRODUCTIONS, INC.
THE GOONIES IS A TRADEMARK OF WARNER BROS. INC.

© 1985 WARNER BROS. INC. ALL RIGHTS RESERVED
"THE GOONIES 'R' GOOD ENOUGH" WORDS AND MUSIC BY CYNDI LAUPER,

STEPHEN BROUGHTON LUNT, AND ARTHUR STEAD

© 1985 WARNER-TAMERLANE PUBLISHING CORP. AND RELILLA MUSIC CORP.
ALL RIGHTS RESERVED. USED BY PERMISSION



© 1985 DATASOFT, INC.
PRINTED IN USA

THE GOONIES™



Datasoft®

REQUIREMENTS - Commodore 64™

- Commodore 64 computer
- Compatible disk drive
- TV or video monitor
- 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® Home Computer Systems

- Atari Home Computer (48K)
- Compatible disk drive
- TV or video monitor
- 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.
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.

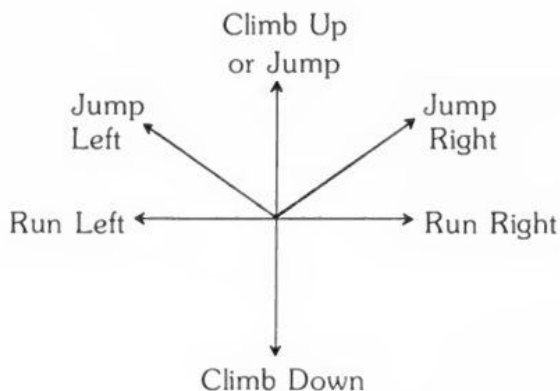
Restart game to level 1 by pressing START.

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

THE 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.

Datasoft®

19808 Nordhoff Place, Chatsworth, CA 91311

Datasoft is a registered trademark of Datasoft, Inc.

The Goonies is a trademark of Warner Bros. Inc.

© 1985 Warner Bros. Inc. All rights reserved.

"The Goonies 'R' Good Enough" words and music by Cyndi Lauper,
Stephen Broughton Lunt, and Arthur Stead

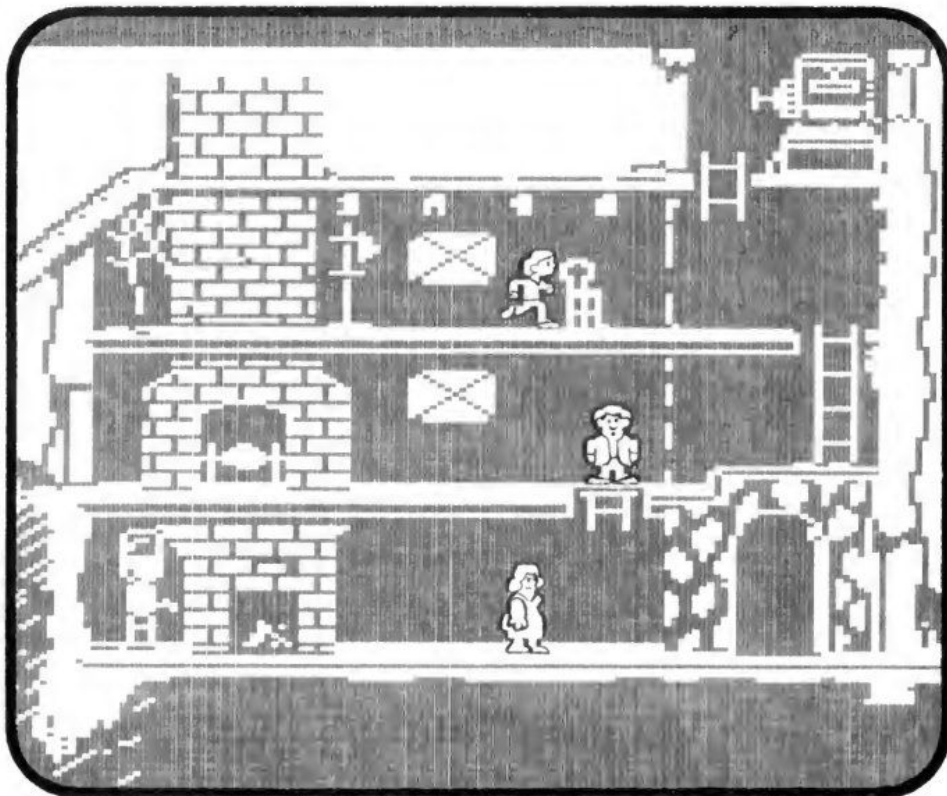
© 1985 Warner-Tamerlane Publishing Corp. and
Reilly Music Corp. All rights reserved.

Used by permission

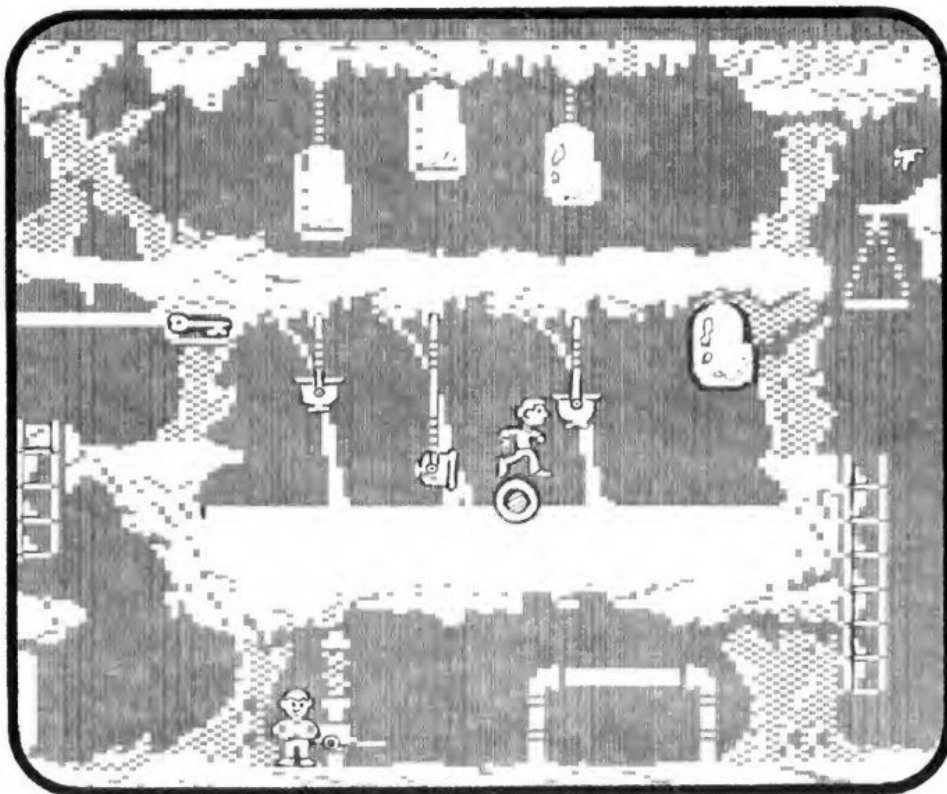
© 1985 H-P Software Productions, Inc.

Printed in USA

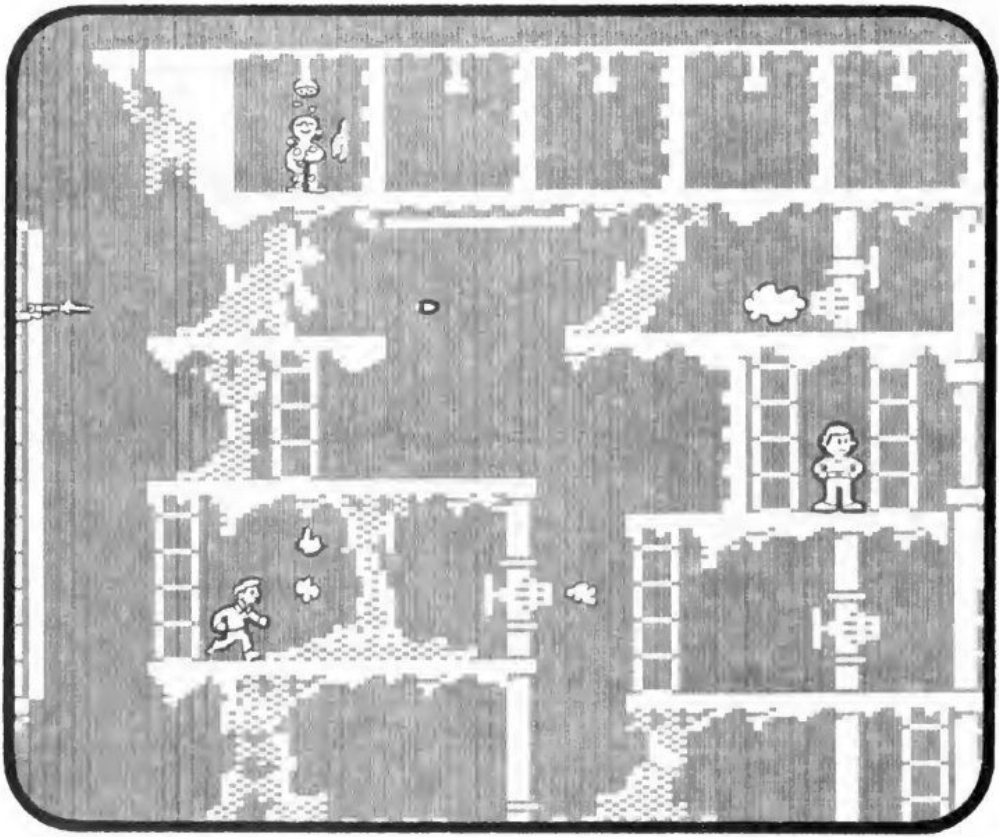
THE GOONIES HINT SHEET



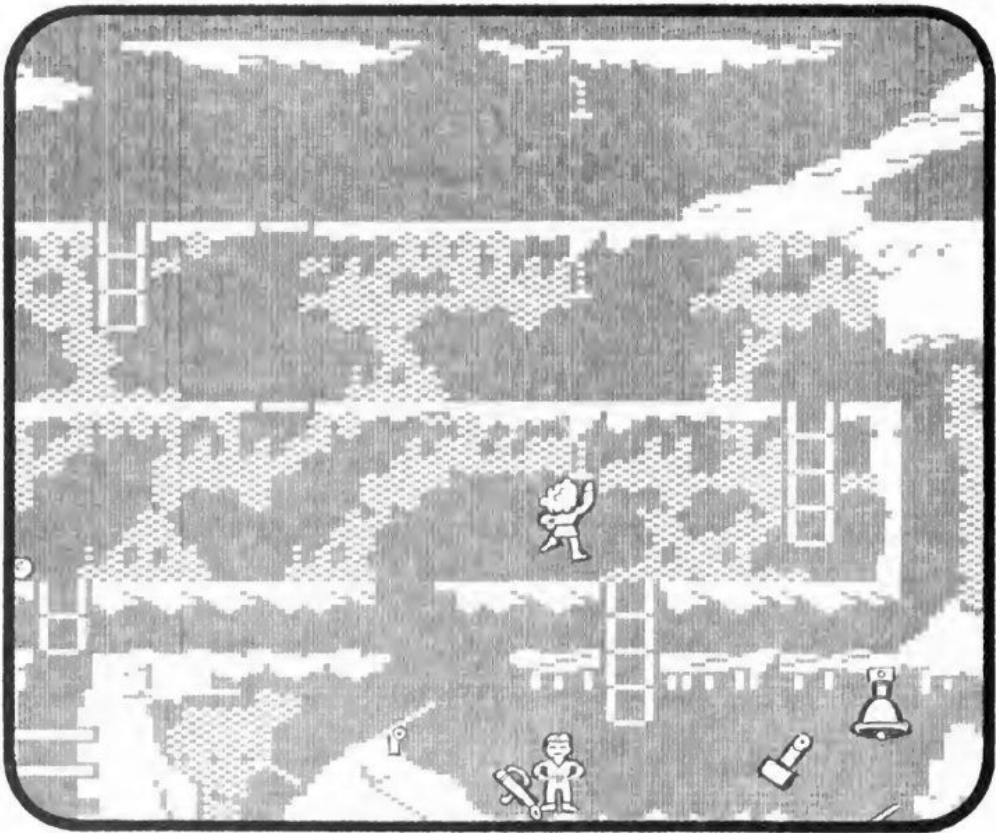
Mama Fratelli is greedy and mean,
Money will get her off the scene;
Quench the embers; run, run, run;
And you'll find your task is done.



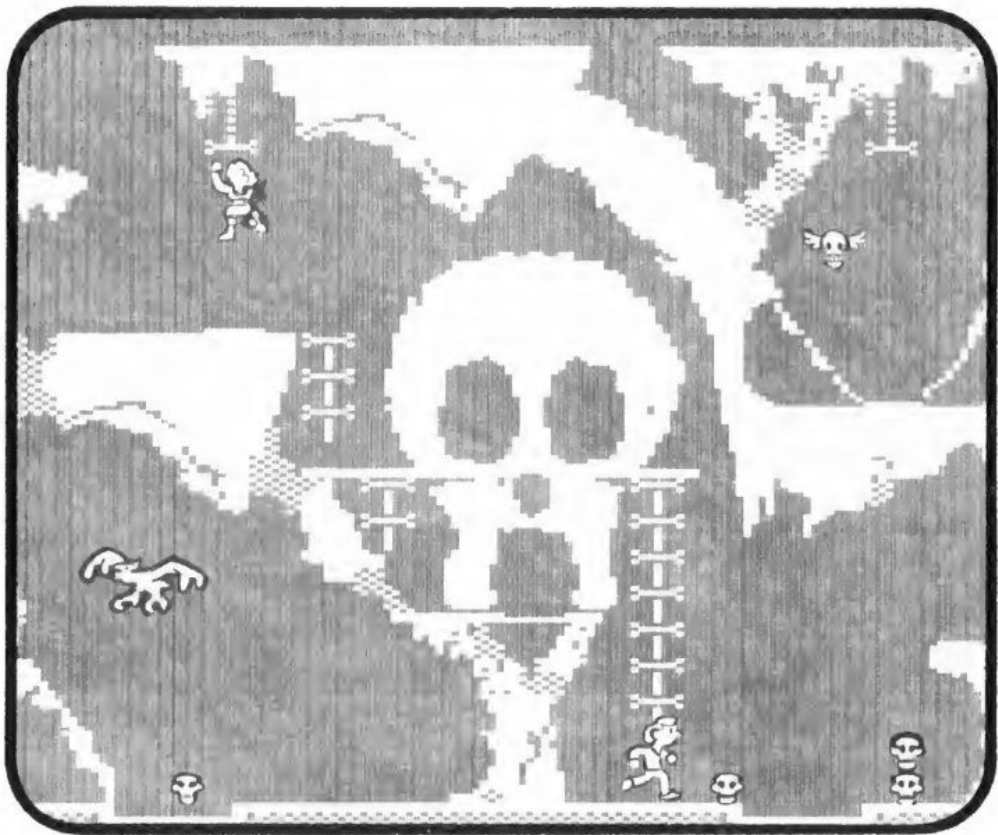
Rocks that crush, pots that pour,
Bats that fly, you can't ignore.



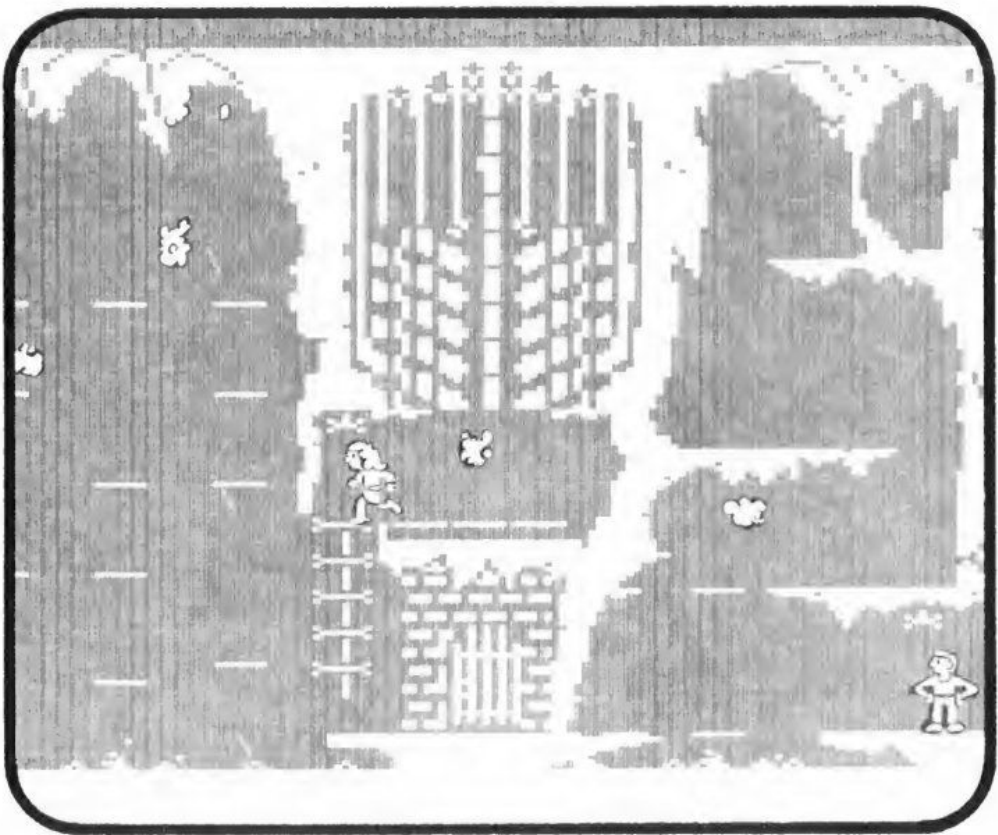
Duck the bullets, dodge the steam,
Burst the pipe, and leave the scene.



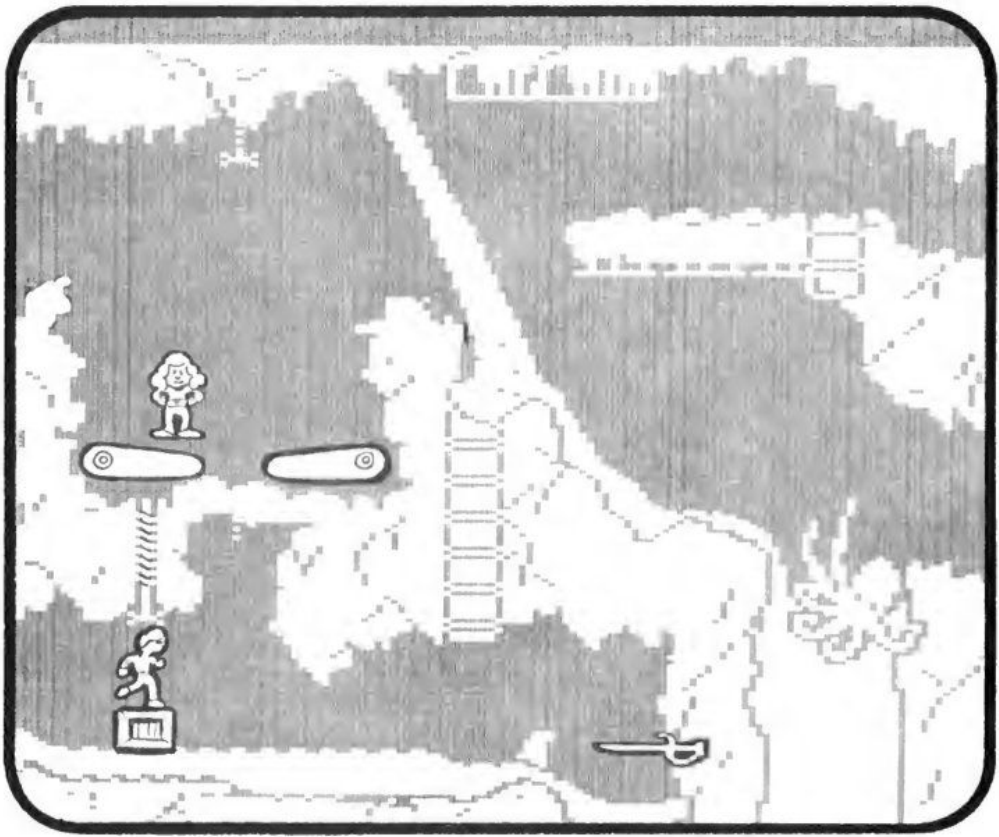
Back and forth the Goonies race;
A cannonball will set the pace;
Clear the tunnel — knock out slats;
Get out quickly; watch for bats.



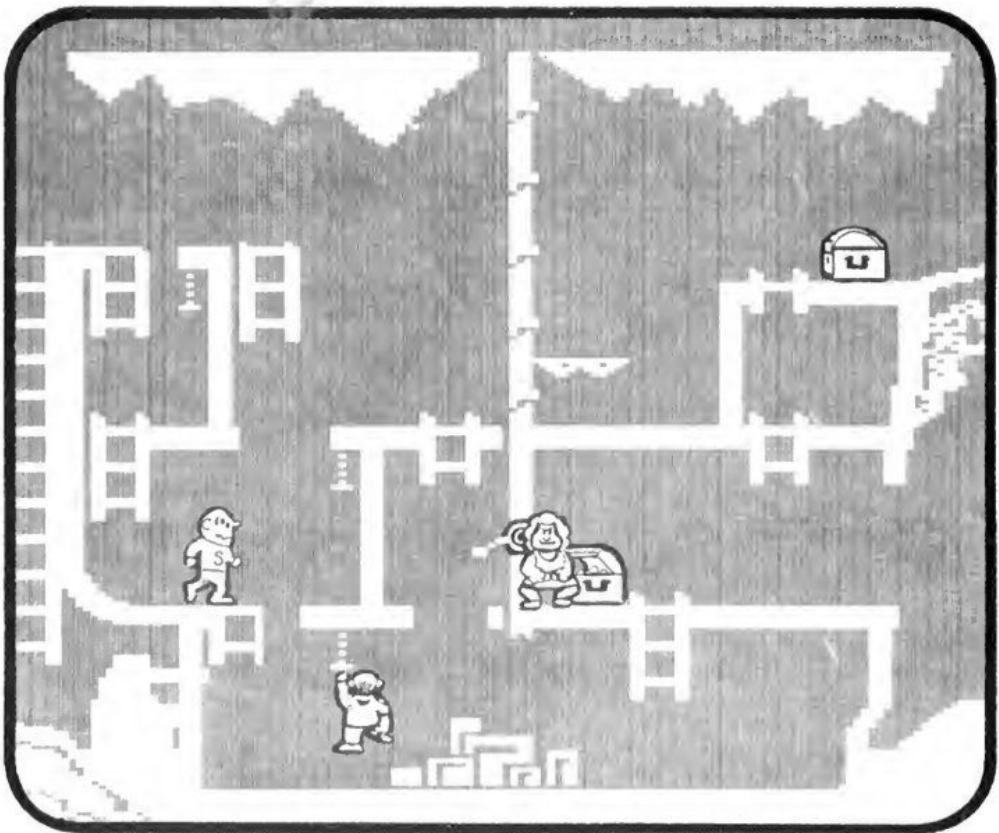
Build a ladder, build it high,
Before the rungs turn red and fly!



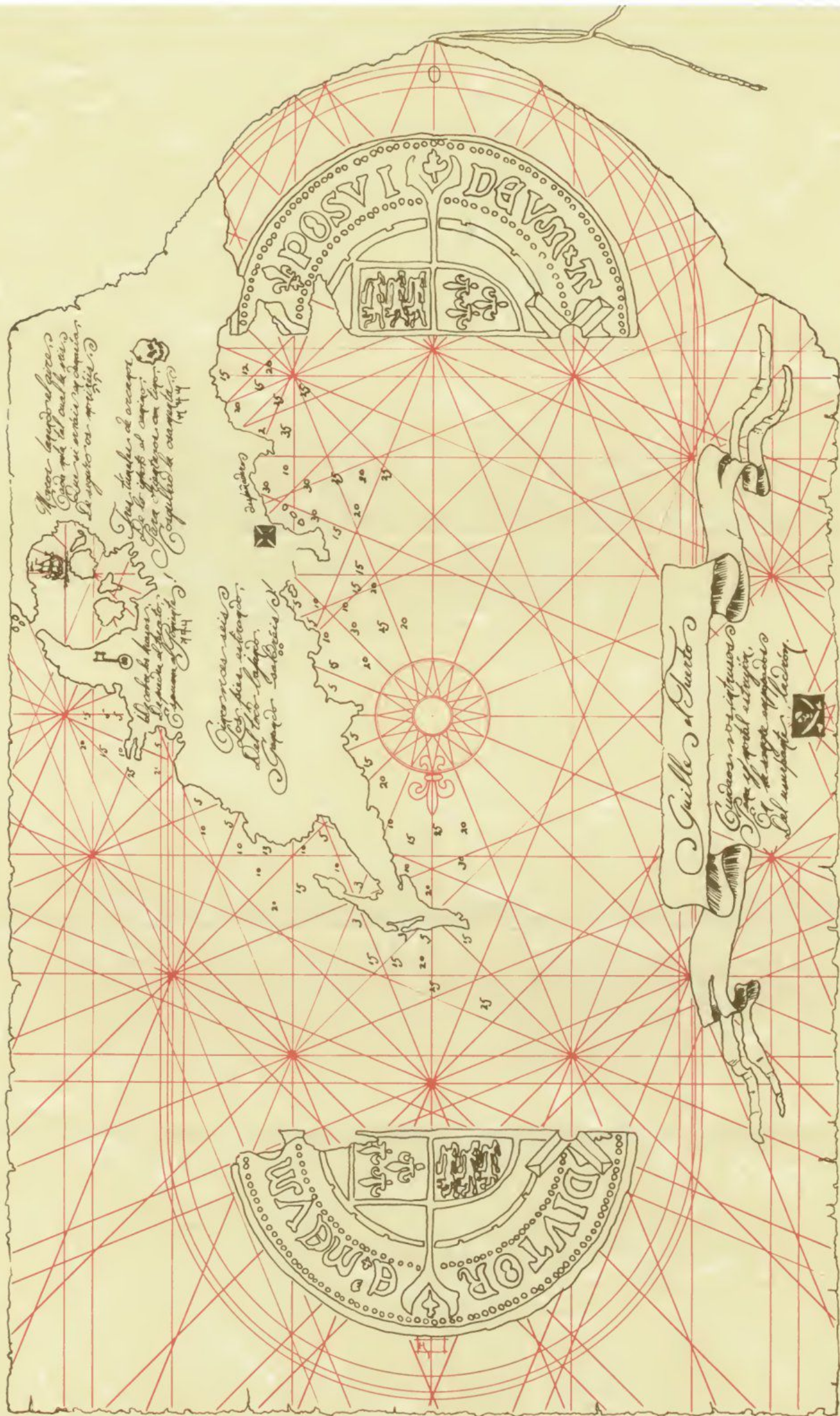
Deadly slime plays music sweet,
Floors appear beneath your feet.



Eight arms guard the pathway out;
 “Flush” him down the water spout.



Pirate’s treasure, jewels and gold;
 Mama wants all she can hold;
 Sloth can make her leave her post:
 Offer what she likes the most.



Alfonso, conde de Barcelona
Don Juan, conde de Barcelona
Don Juan, conde de Barcelona
Don Juan, conde de Barcelona

Don Juan, conde de Barcelona
Don Juan, conde de Barcelona
Don Juan, conde de Barcelona
Don Juan, conde de Barcelona

Don Juan, conde de Barcelona
Don Juan, conde de Barcelona
Don Juan, conde de Barcelona
Don Juan, conde de Barcelona

Don Juan, conde de Barcelona
Don Juan, conde de Barcelona
Don Juan, conde de Barcelona
Don Juan, conde de Barcelona

Important Instructions for Left-Hand Joystick Mode

One-Player Game: Before starting game, press L, then Shift L. Rotate Joystick one-quarter turn clockwise. 1L and 2L appear in upper right corner of the screen to indicate you're in Left-Hand Mode. To return to Right-Hand Mode, press L and Shift L, then rotate the Joystick one-quarter turn counterclockwise.

Two-Player Game: Press L to put Joystick 1 into Left-Hand Mode. Shift L puts Joystick 2 into Left-Hand Mode.