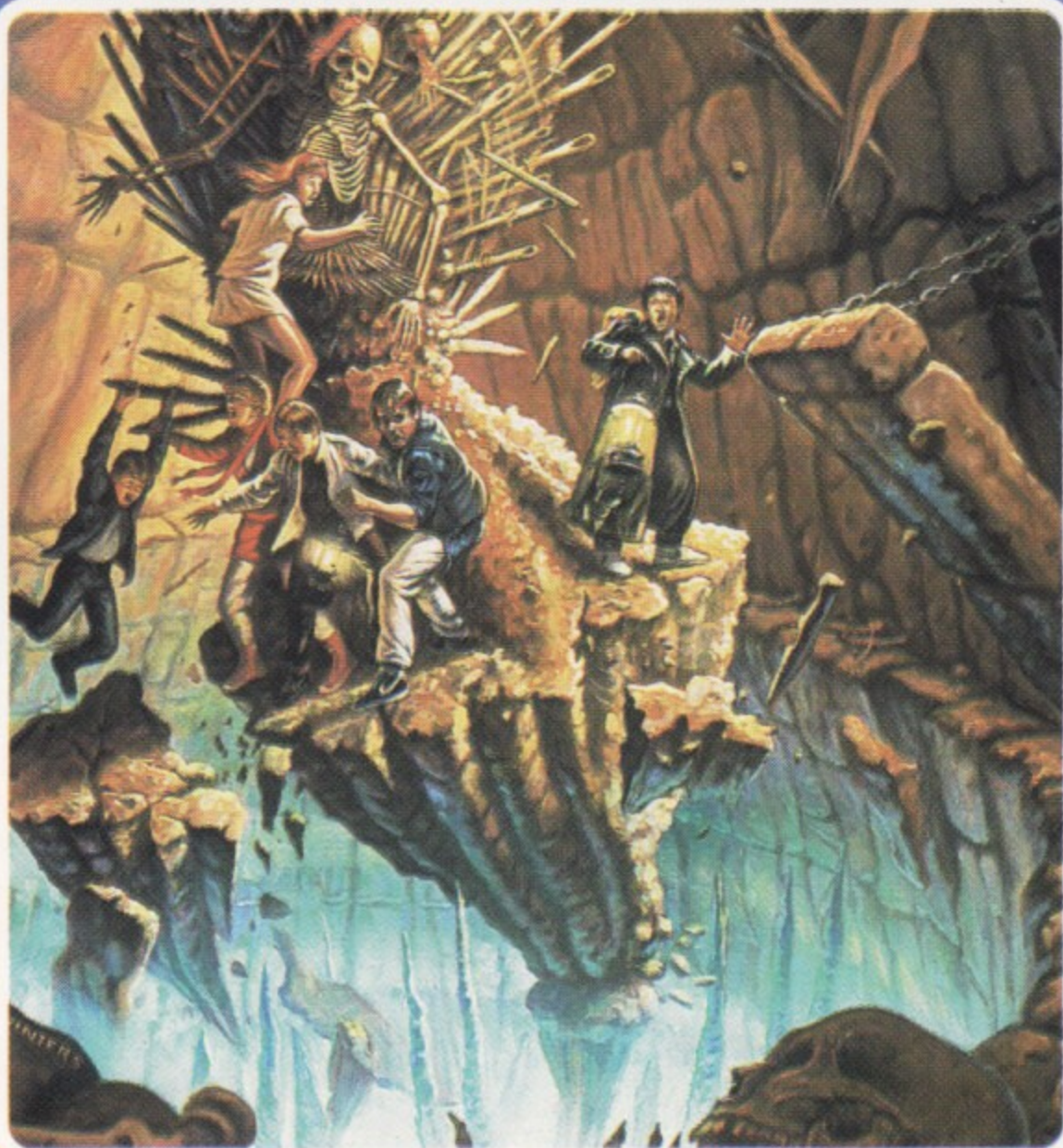




From the
RICHARD DONNER
Production

The

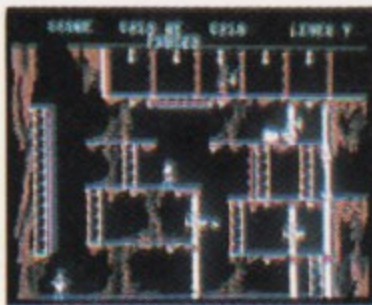
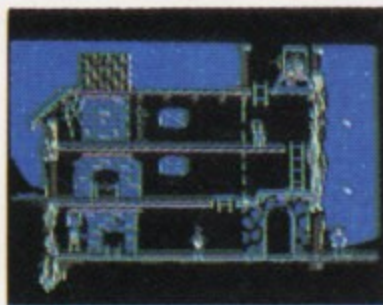
Based on the Story
by
STEVEN SPIELBERG

GOONIES

AMSTRAD

THE GOONIES

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.



Intricate, Rube Goldberg style mazes provide the challenge in 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. It's impossible to get through any screen without creatively using both the characters featured in that screen. It's up to you to help the Goonies elude the evil Fratelli gang and save their homes from foreclosures.

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Note: Screens as seen on Commodore 64



THE GOONIES



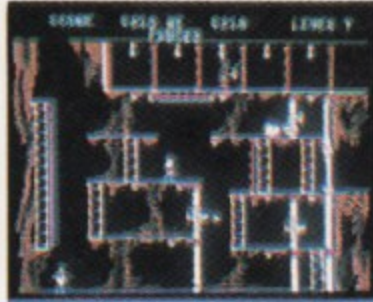
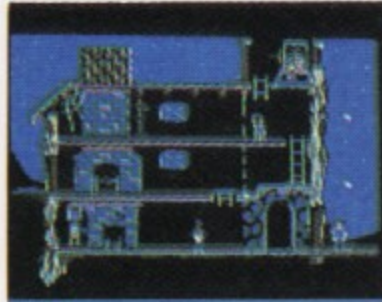
AMSTRAD **DataSoft**



THE GOONIES

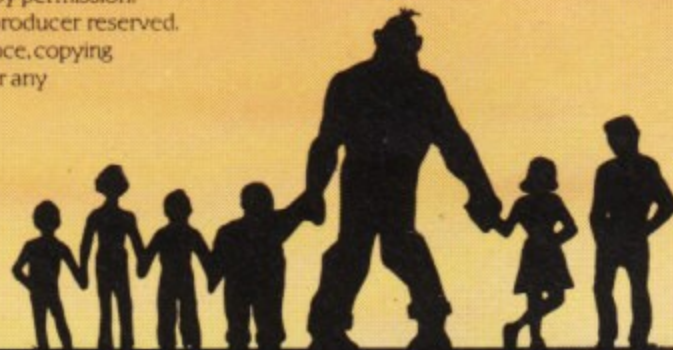
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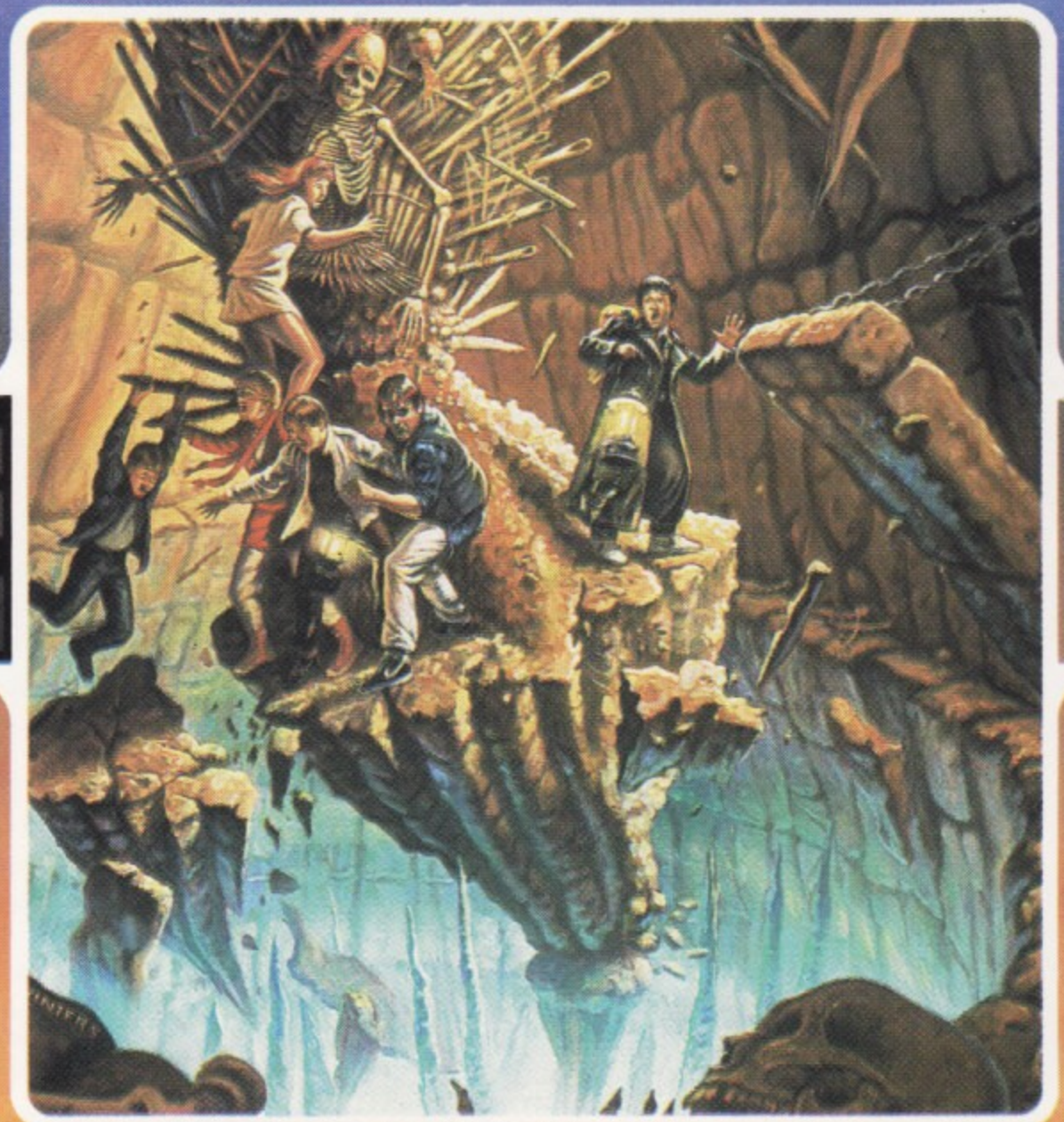
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