

A VIDEO GAME CARTRIDGE FROM
 **PARKER BROTHERS**

GYRUSSTM

**FOR ATARI VIDEO COMPUTER SYSTEMTM
AND SEARS VIDEO ARCADETM**

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Three billion miles is a long way from home. But there's no shorter route from outer Neptune to Earth. As if that weren't enough... it's got to be a shoot-out all the way. You alone in your rapid-firing spaceship, swirling in a circular flight pattern... orbiting to the right... arcing to the left... trying to mow down wave after wave of enemy plane formations, rocketing meteors and runaway satellites. Stops at Uranus, Saturn, Jupiter and Mars will mark your progression towards Earth. Each one's a short visit, though. Then it's off again to the next planet—and the next wave of enemies. Reach Earth in one piece and maybe you'll think twice about leaving home. Then again... maybe not!

SETTING THE CONSOLE CONTROLS

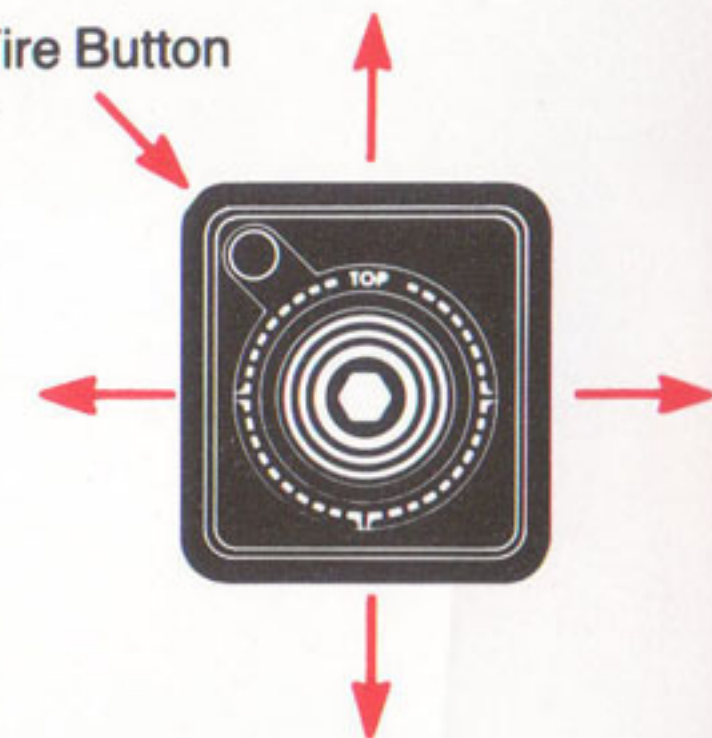
1. Place the cartridge firmly into the cartridge slot on your game unit.
2. Since this is a one-player game, plug the joystick controller firmly into the LEFT controller jack.

3. Turn the ON/OFF switch to ON. You'll see the initial screen showing the planet Earth. With the GAME SELECT switch, choose a difficulty level. The easiest level is 1; the most difficult is 4. The number appears at the top of the screen. Each level gives you the option of playing with 3 spaceships or with 5 spaceships. The number of spaceships you choose is indicated by the symbols alongside the difficulty level number.
4. To begin playing, press the FIRE button on the joystick controller.

At any time during the game, you may press GAME RESET to begin again at the same level. To change levels, press GAME RESET, then GAME SELECT.

THE JOYSTICK CONTROLLER

The joystick controls your spaceship's circular flight pattern through space. Simply move the joystick in a circular motion to do so. Press the FIRE button quickly to rapid-fire your spaceship's ammunition.



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OBJECT

To make the journey from beyond Neptune to the sanctuary of Earth, defeating enemy planes, avoiding meteors and satellites, and reaching interim planets along the way.

PLAYING

After you press the FIRE button to begin, the screen shows the number of remaining spaceships as well as the number of **warps** to go before you reach your first stop... Neptune. ("Warps" are described under **Reaching a planet.**) When the action starts, your spaceship appears at the bottom of the screen; your score at the top.

Reaching a planet

In order to reach a planet, you must survive a given number of warps. A warp consists of four enemy plane formations and their regrouping as described below. Enemy formations guard each planet enroute to Earth to keep out alien visitors like yourself. It takes two warps to reach Neptune and three warps to reach each of the subsequent planets. There will be a brief pause between each warp at which time your spaceship travels towards its next encounter. Also at this time, the screen will flash the number of warps to go and the number of spaceships remaining.

Enemy formations

Enemy formations are made up of wing-shaped planes. Planes may emerge from the center of the screen where they band together—or from off screen where they can create a surprise attack. In either case, try to shoot down as many planes within the formation as you can and don't let them hit your own ship. Planes fire square-shaped missiles . . . your only option is to avoid them . . . or be shot down.

Each of the four enemy plane formations is a different color and flies in a different pattern. After the last formation appears, a certain number of planes **not** shot down will regroup in the center and attack again. They will continue to do so until you've eliminated the last one—unless, of course, one eliminates you first!

But planes are not all you need to worry about. There are swirling and deadly satellites and meteors, too.

Satellites

Satellites look like giant blue molecules and appear in threes. Try to shoot them down for points. **Shoot the middle satellite, and your ship will fire double bullets. The ship will continue to do so until it goes down.**

Meteors

Meteors are a third type of enemy to watch out for. Meteors look like large rocks and **cannot** be destroyed. So stay clear of them!

Come out alive after completing the two or three warps necessary to reach a planet, and that planet appears on screen. After a brief breather, you'll enter the Chance Round.

The Chance Round

The Chance Round occurs upon reaching a planet. During this round, you get a chance to rack up points. One at a time, four different enemy plane formations will appear on screen... **but they have no power to destroy you.** So position yourself for maximum firing accuracy. Bonus points are awarded for shooting down all the planes (or satellites) in the formation and Super Bonus points for wiping out all four formations.

When the Chance Round is over, it's off to the next planet and the next barrage of formations.

The Planets

In case you need to be reminded... the planets along your journey through our solar system appear in this order: Neptune, Uranus, Saturn, Jupiter, Mars, and Earth.

The Music

You're listening to Johann Sebastian Bach's *Toccatà and Fugue in D Minor*.

END OF GAME

The game ends when you lose your last spaceship. If you should reach Earth with at least one remaining spaceship, you'll continue the game with Neptune as the first stop once again.

To play again, press the FIRE button. Press GAME RESET and GAME SELECT to change the difficulty level.

SCORING

Points accumulate at the top of the screen throughout the game. **Your last game's score is carried over to the beginning of the next game. By how many points can you beat it?**

Targets	Points
Enemy plane	100
Entire formation:	
1st	1000
2nd	1500
3rd	2000
4th	2500
1st satellite destroyed	500
2nd satellite destroyed	1000
3rd satellite destroyed	1500

With double bullet fire:

1st satellite destroyed	1000
2nd satellite destroyed	1500
3rd satellite destroyed	2000

During Chance Round:

Enemy plane	100
Entire formation:	
1st Chance Round	1000
2nd Chance Round	1500
3rd Chance Round	2000
4th Chance Round	2500
5th Chance Round	3000
Subsequent Chance Rounds	500
	additional points
Super Bonus for all four formations	10,000

If you should have any difficulty operating or playing GYRUSS, call our Electronic Service Department at these toll free numbers:

In Massachusetts1-800-892-0297
All other states1-800-225-0540
(not available in Alaska, Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario L4K 1B7.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.

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