

A VIDEO GAME CARTRIDGE FROM
 **PARKER BROTHERS**

GYRUSS™

FOR ATARI 5200™ GAME SYSTEM

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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 run-away 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. Plug the joystick controllers firmly into controller jacks #1 and #2. For a one-player game, use the #1 jack.

3. Turn the ON/OFF switch to ON. The title screen will appear showing the planet Earth.
4. Press START to begin a one-player game. Press * to begin a two-player game.

At any time during the game, you may press RESET to begin again. Also, you may freeze the action by pressing PAUSE. To restart the action, press PAUSE again.

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 any FIRE button quickly to rapid-fire your spaceship's ammunition.

Fire Buttons



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

At the start of the game, the screen shows:

- your score in the upper center
- the number of remaining spaceships in the upper left corner
- the stage number in the right corner
- your spaceship in the lower center

Warps

The first screen also tells you "2 WARPS TO NEPTUNE." A warp is one stage of battle against the enemy planes that guard the planets of your destination. It takes 2 warps to reach Neptune and 3 warps to reach each of the subsequent planets. There will be a brief pause between each warp at which time your spaceship speeds towards the next planet... and its next encounter. Also at this time, the screen gives you the remaining number of warps to go.

Enemy formations

Within each warp you'll face **four** different formations of enemy planes. The formations might emerge from the center of the screen where the planes band together—or from off screen where they can create a surprise attack. In either case, shoot down as many planes within the formation as you can and don't let them hit your own ship. Planes fire missiles, too... your only option is to avoid them... or be shot down.

After the last formation appears, all the 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

There are two types of satellites. One type appears in threes—two that look like giant molecules on either side of a glowing ball. 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.**

Electromagnetic wave-emitting pairs are the other type of satellite. Shoot them down to break the wave that can catch your spaceship and destroy it. And rack up points while you're at it!

Meteors

Meteors are a third type of enemy to watch out for. Meteors look like giant 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 Stage.

The Chance Stage

The Chance Stage occurs upon reaching a planet. During this stage, 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 an entire formation and Super Bonus points for wiping out all four formations.

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

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 *Toccata and Fugue in D Minor*.

Bonus spaceships

Score 60,000 points and you're awarded with an additional spaceship. Every 100,000 points thereafter awards you another one.

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 START for a one-player game;

* for a two-player game.

TWO-PLAYER GAMES

In a two-player game, the left player goes first; players alternate turns. Your turn ends when you lose a spaceship.

SCORING

Points accumulate at the top of the screen throughout your turn.

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

Molecular satellites:

1st destroyed	500
2nd destroyed	1000
3rd destroyed	1500

With double bullet fire:

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

Electromagnetic satellite 200**During Chance Stage:**

Enemy plane	100
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Entire formation:

in Stage 3	1000
in Stage 7	1500
in Stage 11	2000
in Stage 15	2500
in Stage 19	3000

Super Bonus for all four formations	10,000
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(not available in Alaska, Hawaii, or Canada)

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

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

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