AMSTRAD GYROSCOPE

Loading Instructions

1. Place the cassete in the tape deck and ensure it is fully rewound.
2. Press the CTRL key and the small ENTER key simultaneously.
3. Press PLAY on the tape deck.
4. The game will now load and run automatically.
5. In the unlikely event of a loading error, please rewind the tape slightly and press play. If errors persist your tape deck may need re-aligning.
6. In the most unlikely event of a genuine fault, please return the complete package to Melbourne House Publishers at the nearest to you of the addresses shown. We will gladly replace it. **Please do not return it to the place of purchase.**

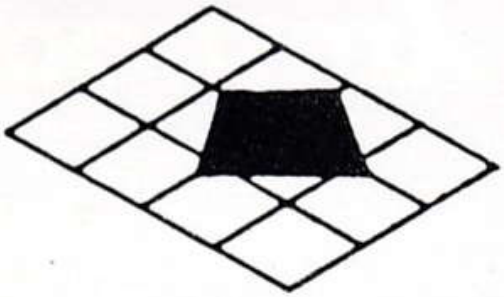
(This notice does not affect your statutory rights).

Playing The Game

The player should manoeuvre the gyroscope from the top of each course to the bottom. There are 28 different screens to negotiate in order to successfully complete the game. Five types of obstacles stand in the way of your progress.

— steep slopes
— slippery glass
— directional magnets
— aliens
and
— narrow ledges

When you reach the end of the course you must move onto the character square which appears like this:-



Once the game has been successfully completed, there is a real surprise in store.

Controls

The keyboard option controls are as follows:-

O = LEFT	Q = UP
P = RIGHT	A = DOWN

Press SPACE to start the game.

Lives System

The player has seven lives or gyroscopes with which to complete the course, with an extra life for every 1000 points. If he falls off the edge or hits an alien, the gyroscope will fall over and the player will lose a 'life'. At the top of the screen is a clock which ticks down. If this reaches zero the gyroscope will stop spinning and fall over, with the loss of one 'life'. Play will continue with a new gyroscope which will appear on the spot at which the previous one fell over.

Program copyright © Catalyst Coders 1985

Programmed by Tony Mack & Steve Lamb
Produced by David Wainwright
Music by Gloryflow Ltd.
Cover illustration by Steinar Lund

Published by:
Melbourne House
Castle Yard House, Castle Yard
Richmond, TW10 6TF
United Kingdom

96-100 Tope Street, South Melbourne 3205
Victoria, Australia.

WARNING: Infringement of copyright is a criminal offence. Copying, hiring, lending, public broadcasting, transmission or distribution other than in the original package are prohibited without the express written permission of Melbourne House Publishers Ltd. All Melbourne House products are sold subject to our terms and conditions of sale, copies of which are available on request.

Enjoy these other great Amstrad titles from Melbourne House

WAY OF THE EXPLODING FIST . "Certain to be THE Summer hit" - Daily Mail

FIGHTING WARRIOR - "Graphics are big, bold and superbly animated...a worthy successor to FIST" - Computer & Video Games

STARION - "Astonishing, astounding, phenomenal" - Crash

TERRORMOLINOS - "Melbourne House's latest and wackiest adventure" - Commodore User

MORDON'S QUEST - "A game with so much text and so many locations that it is difficult to believe that it comes on tape" - Computer & Video Games

THE HOBBIT - "A most impressive package" - Daily Express