

GRYPHON

Quicksilva - 1984

THE STORY

Once upon a time in a world separated from reality by a twist, a step and a dream there lived Gryphon. Gryphon was the ultimate griffin, a creature of myth from the dawn of man living in the Land of Dreams and Legend.

Across this land spread the imagination of sleeping humans creating a dreamscape of Mystical Woods, Surreal Cities and the dangerous Darklands. Gryphon awoke one day to discover his gold horde threatened by the ID Monsters and the peaceful Dreamscape distorted by nightmares, gargantuan barriers blocking his travel across the different regions to his rest.

Even, the once pure water of the rivers and lakes had turned to sour and deadly poison. With a roar Gryphon leaped into the air, clasping a gold bar in his beak, and soared forward using bolts of pure Gryphon magic to clear his path towards his nest...

PLAYING INSTRUCTIONS

Carry gold bars from the far left to the screen (you can pick up a glittering bar by moving to the bottom left of the screen) to the right of the screen. Here you will find an insurmountable barrier with a small tunnel at its base.

The floor of this is covered with the deadly poisonous waters. Use your gold bars to make stepping stones across this. You may only carry one gold bar at a time. You may fight off ID Monsters with bolts of pure Griffin Magic. In order to fly you must run along the ground first (left to right) the jump into the air (up) after the Mystical Woods you will find the Surreal Cities, then the deadly Darklands.

CONTROLS

[↑] = Up

[↓] = Down

[←] = Left

[→] = Right

[SHIFT] or [SPACE] = Fire

Or use joystick in Port 2

Press FIRE to start the game

At any time during game you may press:

[RUN/STOP] = To restart the game

[F1] = Pause game

[F3] = Leave pause

[F1] = Leave Highscore table

[H] = View Highscore table

SCORING

Aliens 100 points.

Screen Number Dropping Gold 1000 points.

Speed Extra Gryphon every 10000 points.

In a bonus round 100 points every hit.