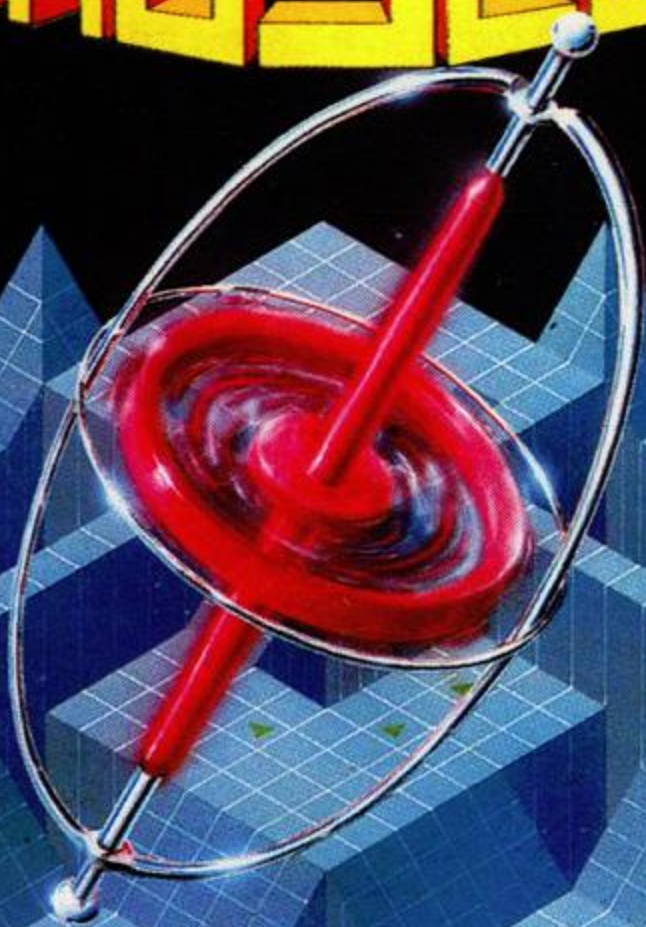


**SPECTRUM**  
**48K**



Melbourne  
House

# GYROSCOPE



Steiner

## **LOADING INSTRUCTIONS**

- 1.** Place the cassette in the player, making sure that it is rewound to the start and that the EAR socket of your Spectrum or Spectrum + is connected to that of the tape player, as detailed in the Spectrum manual.
- 2.** Enter the command LOAD "" then press the ENTER key.
- 3.** Start the tape player. The game will now load automatically.
- 4.** In case of difficulty, alter the volume level and consult your Spectrum manual.
- 5.** In the most unlikely event of a genuine fault, please return the complete package to Melbourne House at the nearest office to you. We will gladly replace it. **PLEASE DO NOT RETURN IT TO THE PLACE OF PURCHASE.**

(This notice does not affect your statutory rights)

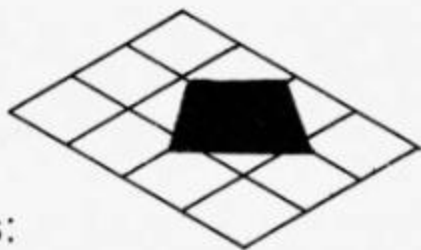
## **PLAYING THE GAME**

The player should manoeuvre the gyroscope from the top of each course to the bottom. There are four screens per course and five courses 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!

## **KEYBOARD CONTROLS**

In using the keyboard, the cursor keys or the following may be used

Q = Up

Z = Down

I = Left

P = Right

O = Abort game (keyboard or joystick)

Either the cursor keys or those outlined above should be chosen from the main menu which appears on the screen before the start of the game.

## **JOYSTICK CONTROLS**

Gyroscope is compatible with Kempston, Sinclair Interface 2 and Cursor Joysticks. To use the joystick you should make the appropriate selection from the main menu which appears on the screen before the start of 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.

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