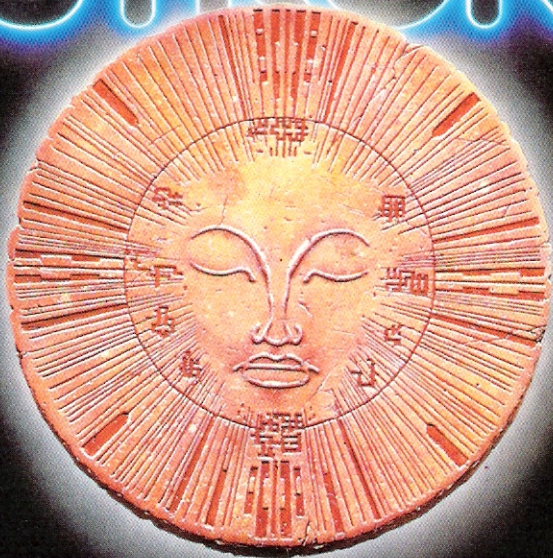


48K SPECTRUM

• TAKE THE CHALLENGE •

GYRON



GOLD
EDITION

THE SORCERER—SCIENTIST

Many eons ago, when men lived in fear of their gods and made human sacrifices to them, one man – a sorcerer and scientist – decided to change that order.

He sought to become Quetzalcoatl, God of the Wind, bearer of civilisation and creator of the calendar.

He worked tirelessly in his quest for mastery of the Laws of Physics and the Spirit Forces that a God must possess. But his mortal life was too short to complete the task and he vowed to store his wisdom – until he could return in a future life to reclaim it – by entombing it with him. To do that, he created the Gyron . . .

THE GYRON

Inside the Gyron are two intricate Labyrinths, one within the other; each contains all of Space and Time.

The outer Labyrinth, the Atrium, and the inner, called the Necropolis, are cosmic calendar clocks.

Space is contained in the 12 parts of the Zodiac, represented by 12 zones, while Time exists in the configuration of an interactive defence system – the Celestial Spheres and the Towers of Silence.

Seekers may choose to enter the Atrium first, a less dangerous place in which to test the reflexes – it's entered through the Calendarstone, the face of the Sundisc. Another Sundisc (the Atrium's 12th zone) inside the Atrium Labyrinth is the entrance to the Necropolis.

The solutions to finding the inner entrance and the PLACE OF WISDOM depend on the layout of the Labyrinths, the configuration of the Towers and the Spheres' time-cycles.

The CELESTIAL SPHERES roll in predetermined motions around the Labyrinths: in the Necropolis Labyrinth the combined cycles of the 55 spheres there repeat once in every 15 billion years – the lifespan of the Universe. Contact with the Spheres is fatal.

The TOWERS OF SILENCE radiate a destructive

energy field in one of the four alignments of the Labyrinth. They can be attacked by laser from behind; but they interact with each other. An attack on a Tower may cause it to turn, vanish, reappear elsewhere, or to re-orientate another Tower. A blind spot to an energy field exists against the trench wall below the Tower.

THE MISSION

Your objective is to enter the Gyron and locate the hidden PLACE OF WISDOM. To accomplish this, you have full control of a craft called the HEDROID. This has:

- * full multi-channel sensory ability
- * precise manoeuvrability in left, forward and right directions
- * ability to reverse through a 180 degrees flip instantaneously
- * a targetable high-energy laser

The control and instrumentation of the HEDROID are described below.

You may embark on this mission by entering the Atrium (side 1 of the cassette), and searching for the inner entrance to the Necropolis, or by entering the Necropolis directly (side 2 of the cassette). The Atrium Labyrinth is easier, and recommended for practice.

LOADING

- 1) Connect the EAR socket of your Spectrum to the EAR socket of your tape recorder.
- 2) Choose which version of GYRON you wish to play, insert the cassette accordingly in the tape recorder, and rewind to the beginning.
- 3) Type LOAD"" CODE and press ENTER on your Spectrum. (CODE is accessed by pressing I in extended mode)
- 4) Press PLAY/LOAD on your recorder.

After loading, the screen displays the HEDROID entering a Labyrinth through the Sundisc. The game then enters the demo mode.

CONTROL

The HEDROID has four directional controls and FIRE. The mission is commenced as follows:

KEMPSTON JOYSTICK; press FIRE to start.

ALL OTHER JOYSTICKS OR KEYBOARD CONTROL:

Keys are initially set to Cursor control with Ø to fire.

A Cursor Joystick will work without redefining Keys – press CAPS SHIFT and BREAK (just BREAK on Spectrum +) to start each play.

Redefine Keys or Joystick control by pressing CAPS SHIFT and SYMBOL SHIFT (EXTEND MODE on Spectrum +) while the game is in demonstration mode.

A FIRE symbol will appear on the screen – press the FIRE button or the chosen key. As the up, down, left and right arrows appear, select control by using the Joystick or pressing the required keys. Press CAPS SHIFT and BREAK (just BREAK on Spectrum +) to start each play.

MOVEMENT is effected by the four directional controls. Forward movement is inertial, i.e. when the HEDROID is moved forward, it will continue in this direction until the reverse control is applied. When the HEDROID is stationary, the reverse control will flip it through 180 degrees.

FIRING is continuous while FIRE is pressed.

Targetting is with respective directional keys. The laser has uninterrupted power.

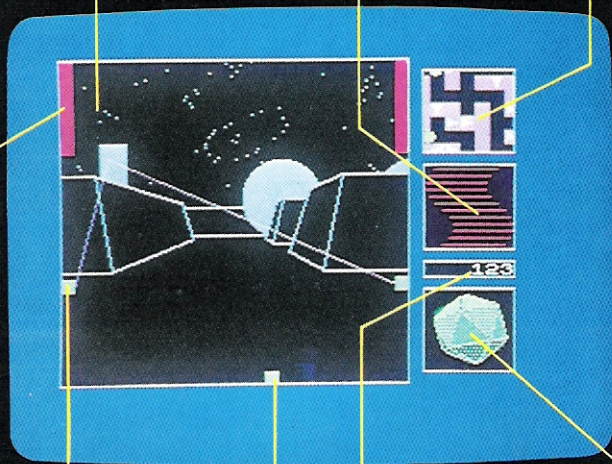
The game will continue to play until the HEDROID can no longer operate, and no lines remain on the Viability Indicator.

INSTRUMENTATION

THE MAIN SCREEN displays the forward view of the HEDROID in 3-dimensional perspective.

THE RADAR SCAN displays an area of the Labyrinth centred on the HEDROID, orientated to its forward view. It reveals the motions of Spheres and the orientation of Towers.

THE VIABILITY INDICATOR has a number of lines, which are proportional to the survival capacity of the HEDROID. This is reduced by damage, incurred when the HEDROID impacts against a trench wall.



POSITION INDICATORS

THE TIMER is synchronised to the motion of the Spheres.


THE SIDE-PASSAGE INDICATORS correspond to side-openings in the trench. When the green POSITION INDICATORS lie at least two squares within the red bands, it is possible to turn the HEDROID into a side passage.

THE ZONE INDICATOR displays one of twelve colours which correspond to each of the twelve Zones of the Labyrinth.

THE LATERAL INDICATOR shows the HEDROID position across the eight-track width of a Labyrinth trench.

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