

**MB**

VIDEO  
ELECTRONICS

# **VECTREX**

**CASSETTE**





**DARK HAVE BEEN  
MY DREAMS OF LATE...**

**WHEN TECHNOLOGY  
REPLACES THOUGHT,**

**WHEN SUPERSTITION  
REPLACES FAITH,**

**AND WHEN  
UNIVERSES FALL,**

**WILL YOU BELIEVE...**

**IN SCIENCE?  
OR IN MAGIC?**

**A TIMELESS CONFLICT.**

**TWO ANCIENT FACTIONS,  
EVER AT WAR WITH EACH OTHER.**

**A POWERFUL WEAPON,  
FALLEN INTO THE WRONG HANDS.**

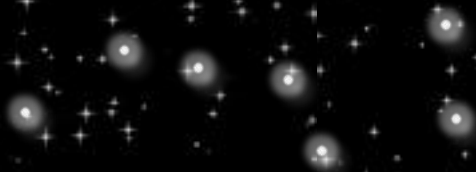
**REASON ABANDONED FOR MADNESS.**

**AN EPIC BATTLE.**

**THE MOMENT OF UTMOST DESPAIR.**

**AND THEN A HEROINE RISING...**

# **GYROSTRONOMY**



**A VECTREX ACADEMY GAME**

**DEDICATED TO**

**IO**

**Space is changed.**

**You can feel it in the void. You can see it in the Sky. The stars have faded. The Signs, which at first were bright and clear, have all but disappeared. A secret now, that only fire can tell. Much that once was, is lost, for none now live who remember.**

**It all began with the forging of the Great Gyroscopes.**

**Know then that the time and era of these events are unknown. The center of the known universe is colonized by two factions, ever at war with each other. One faction are the Astrologers, mighty wizards and powerful sorcerers, who work their magic to shape the galaxies. The other faction are the Astronomers, wise scientists and skillful technicians, who have dedicated themselves to logic and who use technology to explore the universe. Both factions are of same descendance, and yet since the dawn of time they have fought each other for the dominance over the stars of Middle Space.**

**Peace finally came with the age of the Cosmic Zars, immortal hybrids, who walk in both the worlds of Astrology and Astronomy, uniting what was once separated.**

The Zars created the Great Gyroscopes, thirteen devices, more powerful than anything else ever conceived, ingenious inventions of the Engineering of the Smiths in their great Hall. The Gyroscopes give their bearers the power to warp and fold space. By means of the Gyroscopes, the Zars left their Star Castles, travelled the voids in their space ships and rearranged the stars and created the famed and now well known Constellations of the Skies.

By enacting what from then on became known as The Law of Zodiac, the Zars assigned one half of the Constellations to the realm of Astronomy, and the other half to the realm of Astrology, and hence they finally ended the age-old conflict between Astronomers and Astrologers.

Twelve of the Zars, all of them fierce and noble warriors of the Great Houses, were chosen to protect the Law and to stand sentry to the Constellations, as Guardians of the Zodiac.

Each of them was presented with one of the Gyroscopes, to carefully shield and defend the new order.

"Thus", spoke Zar-Athustra, King of the Zars and last of his name, "there shall forever be peace in Middle Space".



The last Gyroscope became part of the King's space ship, henceforth called the Gyromancer, on which he travelled the Constellations. And wherever the ship went, it became known as a symbol of peace.

Infinities of eternities went by. And some things that should not have been forgotten were lost. History became legend. Legend became myth. And the Gyroscopes passed out of all knowledge, while the Guardians stood watch in the Skies.

But they were, all of them, deceived. For another Scope was made...

In the depths of space, on the slopes of Round Moon, the dark Zar-Ruman, mighty warlock of the Astrologers, and envious of not having been chosen as Guardian, forged in secret a Master Scope, to control all others. And into this scope he poured his cruelty, his malice, and his will to dominate all Constellations.

One scope to rule them all,  
one scope to find them,  
one scope to seize them all,  
and in the darkness bind them:

### The Horrorscope

An inescapable Vortex at the center of Middle Space.

The Guardians of the Zodiac had long since forgotten how to control and operate their Gyroscopes, and one by one they fell to the power of the Horrorscope and abandoned reason for madness.

As willing slaves of their new master they seized the Constellations they were meant to protect and imprisoned them inside the darkness of the Horrorscope. Once wise and noble Zars, the Guardians diminished and became the Wardens of the Vortex.

More and more Constellations disappeared. The Skies became empty, and with the Guardians gone, the ancient conflict between Astrologers and Astronomers threatened to break out again.

But there were some who resisted.

Led by Zar-Athustra, a last alliance of Astronomers and Astrologers flew against the armies of the Vortex. And on the spheres of Round Moon, they fought for the freedom of Middle Space.

Victory was near. But the power of the Horrorscope could not be undone.

Zar-Ruman himself appeared at the center of the Vortex, and summoning all his minions he instantly killed the King.

Utmost despair befell the few remaining survivors when they fled home.

It was in this moment, when all hope had faded, that Zar-Astra, daughter of the dead King, took command of her father's space ship and brought the Gyromancer about.

She powered up the engines, and then she raised her voice and began to sing the Tocc'a-Ta, the ancient War-Song of the Zars.

And when that thunderous tune resounded from the Sky, she activated the last Gyroscope and steered her ship straight into the maelstrom of the Horrorscope.

To reclaim the lost Constellations,  
to fight the fallen Guardians,  
to defeat Zar-Ruman,  
and to once and for all  
restore peace to Middle Space!

**GREETINGS ZAR-ASTRA!**

**PRESS FIRE  
TO ACTIVATE GYROSCOPE!**

# GYROSTRONOMY



## THE GYROMANCER

### GYROMANCER CONTROLS

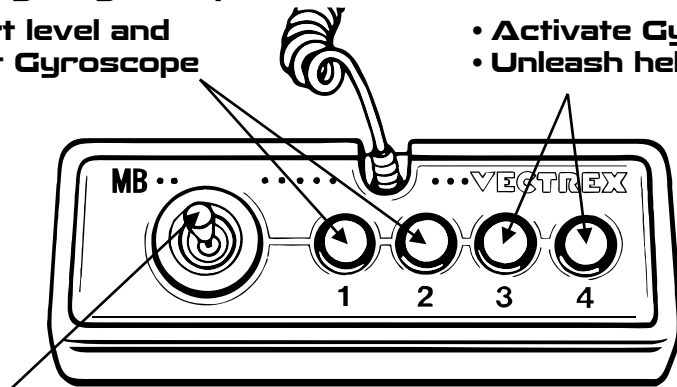
**GYROSTRONOMY** is a single player game and is designed to be played with the built-in control panel only. The functions of the controls are:

#### Emergency Escape

Abort level and reset Gyroscope

#### Fire

- Activate Gyroscope
- Unleash hell



#### Joystick

- Control Gyroscope
- Steer ship

# **GYROMANCER OPERATION**

## **TECHNICAL SPECIFICATIONS**

**The Gyromancer space vessel is powered by the last Gyroscope. The ship is operated by using an advanced Gyro Compass Construction (GCC) 6809 high-level CPU (C Programming Utility) which triggers a structured sequence of low-level Angular Spinning Movements (ASM) to operate the Gyroscope Control Engine (GCE) which is socketed on a mixed-signal digital/analog Mother Board (MB).**

**It is the only ship of its time equipped with Circular Rotation Technology (CRT) and a 360 degree radial thrust and steering system. The propulsion system consists of a combination of three safety-redundant jet drives, controlled by a Vectorial Inertial Accelerator (VIA).**

**While a single working jet drive is still sufficient for the ship's operation, damage or loss of all three of them results in a fatal explosion of the onboard Gyroscope and thus in the utter destruction of the ship and all immortal life aboard.**

**According to unconfirmed rumors, the failure of just one or two jet drives can be reversed by picking up magic repair-kits, deployed by the Astrologers in outer space during the early wars. Such repair-kits might still be floating around somewhere in the voids between the Constellations.**

# **GYROMANCER OPERATION**

## **WEAPONRY**

The **Battle-Intended Offensive System (BIOS)** of the Gyromancer consists of an upgradable **8 KB (Killer-Blasts)** front cannon, operating at a maximum rate of **1.5 Mega-Hurts**.

In prehistoric war times, upgrades for such cannons were deployed by the **Astronomers** in stationary orbits around the **Constellations**. Whether or not those upgrades still exist out there is not known.

## **DEFENSES**

The Gyromancer does not have any active defense systems. Any hit to the ship, or any collision with objects, is critical, as there is no **Armor**. **Attack is the best defense**.

Yet, there are rumors that some **Scientists** of the **Astronomers** had once been working on shield technology packs which might still be available for pick-up.

## **EMERGENCY PROCEDURES**

For any case of emergency, the tactical console of the ship's onboard **Gyroscope** features a **Vastly Intelligent Defensive Escape (VIDE)** mechanism, causing a spatial inversion and triggering an emergency escape sequence which resets the **Gyroscope**. To be used at the uttermost end of need!

# **THIS IS BUT A TASTE OF THE HORROR ZAR-RUMAN WILL UNLEASH**

## **THE KON'ARMY**

When Zar-Ruman rose to power he secretly bred an army of genetically engineered Cybe'Orcs, stationed in the system of J'Pan, and answering to him only. After the creation of the Horrorscope, this force soon became known as the Kon'Army, as it Conquered one Constellation after the other.

In the following Centuri, the Kon'Army released a series deadly Shooters which are now patrolling the Vortex and which will immediately attack any intruders.

## **THE MINES OF MORIA**

Moria is a Binary Star system, consisting of the red and white twin Dwarf stars Gim and Lee. Moria was heavily mined in the early wars between the Astrologers and the Astronomers.

When the fallen Guardians started imprisoning the free Constellations, they used the Mines of Moria to booby-trap the outer regions of the Vortex. All what is still known is that there are several variations of Mines and that they can only be destroyed by laser fire. Avoid contact at all costs!



# **THIS IS BUT A TASTE OF THE HORROR ZAR-RUMAN WILL UNLEASH**

## **BAL-ROCKS OF MORGOTH**

When Zar-Ruman created the Horrorscope, he destroyed the Planet Bal in the Morgoth System to open a Vortex in its place. The planet's debris formed a dense belt of Asteroids and rocks, and the Guardians used them to Blockade the entrance of the Vortex.

## **PELENNOR FIELDS**

Some regions of the Vortex are also protected by dense and impenetrable Force Fields, made of Peleonnor energy. According to unconfirmed reports, there are not only stationary Fields, but also mobile ones where the only chance of survival is to Outrun them.

# **GAME OBJECTIVES**

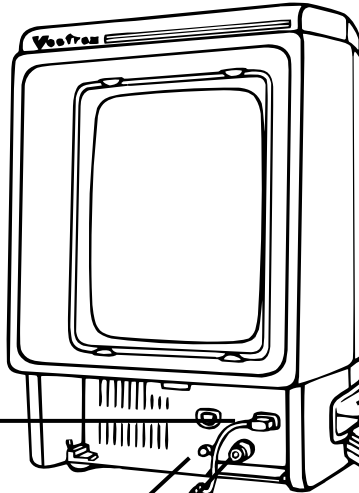
- **Reclaim and free all imprisoned Constellations!**
- **Fight all Guardians!**
- **Destroy all enemy Gyroscopes!**
- **Defeat Zar-Ruman!**

# SETTING UP

Screen Overlay



Console



Power Cord



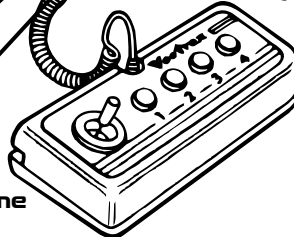
Cartridge Slot



Outlet For  
Built-In Control Panel

Reset Button

Off/On/Volume  
Control



Cartridge

Built-In  
Control Panel

## BRIGHTNESS CALIBRATION

Please use the potentiometer knob at the back of your Vectrex console and adjust the screen's brightness in order to get an optimum contrast of all game elements.

## SCORING

In true space combat, there are no scores. The game's objective is to stay alive and to restore peace to the galaxy by freeing ALL the lost Constellations from their imprisonment in the Horrorscope. A percentage score is shown, indicating the ratio of how much of this goal has already been achieved.

## HIGH SCORE MEMORY

As long as your Vectrex console is on, with the game cartridge in place, the highest percentage score is retained. To see this score, press the Reset button. The current high score is also shown whenever the game title appears. When the machine is turned off and the cartridge is removed, the high score is lost.

## RESTARTING THE GAME

To restart a completed game press any of the four buttons once the game is over and the title screen is shown. If you wish to restart the game before it is completed, press the Reset button.

# ACKNOWLEDGEMENTS

**GYROSTRONOMY** is my personal take on one of the arcade classics of the golden era of the dawn of the computer and video game age. It is also a tiny way of paying homage to the designers and developers of the Vectrex console.

The code of this game fits in the then timely **32K** and exclusively uses the original Vectrex BIOS functions for all interaction with the console hardware. The game was written by using the **gcc6809** compiler and programmed entirely in C-major, while the soundtrack was composed by **J.S. (Jay Smith?) Bach** in D-minor.

The idea for this project came after an inspiring intellectual exchange I had with a very dear fellow Vectrex developer, for which I am very grateful.

It was furthermore inspired by one otherwise unknown Guy named **Russ**, whom I met a long time ago during my many space-travels across the R-Cade systems.

Many thanks to all beta testers for their valuable feedback and their suggestions. They all have helped a lot in improving the game and turning the first prototype into the final release version.

Enjoy the game + Many Cheers,  
Peer Johannsen

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**HEED THE WARNING OF A  
HORROR MERE...**

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**ONE DOES NOT SIMPLY  
FLY INTO THE VORTEX.**

**ITS BLACK HOLES ARE GUARDED BY  
MORE THAN CYBE'ORCS.**

**THERE IS EVIL THERE THAT DOES NOT SLEEP,  
AND THE GUARDIANS ARE EVER WATCHFUL.**

**IT IS A BARREN SPACELAND,  
RIDDLED WITH FIRE AND ASH AND DUST,  
EVERY FLARE YOU SEE IS POISONOUS DOOM.**

**NOT WITH TEN THOUSAND SHIPS  
COULD YOU DO THIS.**

**IT IS FOLLY!**

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