

**COLLECTOR
VISION
Games**

Guide No. 099282

CARTRIDGE
INSTRUCTIONS

GYROMITE



Help the mad scientist, Professor Hector, deactivate all the dynamite in his laboratory. You'll move columns up and down to speed the Professor on his way while trying to avoid the lethal Smicks. But don't take your eyes off the Professor, because anything can happen in GYRO-MITE!



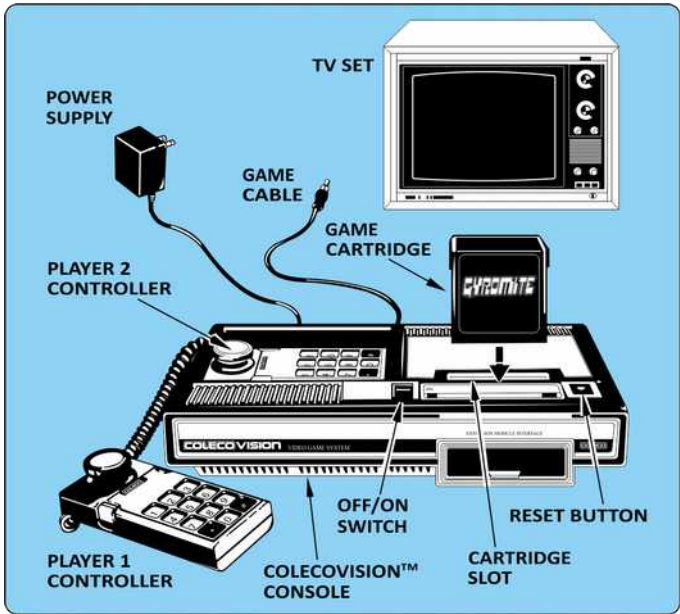
GAME DESCRIPTION

Smicks came into the laboratory and botnapped R.O.B.
OH NO!!!!!!

It's up to Professor Hector to go rescue R.O.B.!

Also those rascals have rigged the entire laboratory with timed bombs!! And it's also a good idea for professor Hector to disarm as many bombs as he can! Good luck!!

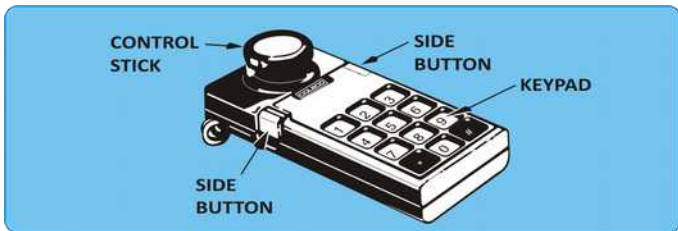
GETTING READY TO PLAY



- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Left and right moves your character.

Pressing the right Side Button toggles the red gates to go up or down.

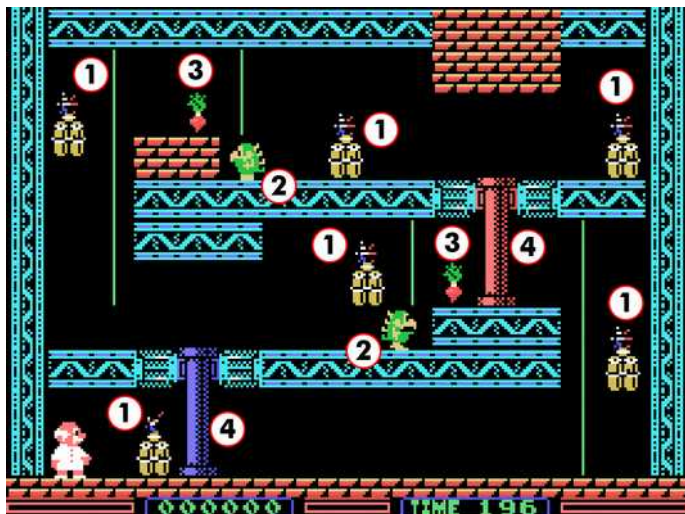
Pressing the left side button operates the blue gates.

If you're near a rope, you can push up your Control Stick to start climbing it.

If you're near a turnip, you can push down the Control Stick to pick it up, and push down again to drop it.

If you're on a rope, pushing Control Stick left or right will move your character off the rope.

HERE'S HOW TO PLAY



1. TNT
 2. Avoid Smick
 3. Turnip to bribe Smicks
 4. Press Side Buttons to activate the gates
- Hurry up! Before time is up and TNT explode!

The professor has to move past a spot where dynamite is laid in order to remove it. He must remove all dynamite in the time given.

You can help him by raising and lowering the blue and red gates that block the Professor's way. 100 points are given for each bomb you collect.

Smicks, the killer bugs, are lying in wait somewhere on the screen and you will lose the Professor if he is bitten by a Smick.

Smicks like to bite Professors, but even more than Professors, they like turnips. If you offer a greedy Smick a turnip, his favorite food, he won't attack the Professor while eating it.

Push Control Stick down to make the Professor pick up and put down the turnip.

Using the Side Buttons, move the gate up and down to crush the Smicks and gain 500 points. The gates can help you get to higher ground. They can also trap Smicks. But be careful, the gates can also squish Professor Hector.

More objects can be found in game to interact with. Push Control Stick down to interact with them.

There are 6 bundles of dynamite (some of which might be hidden and invisible) per phase. Every bundle of dynamite removed gives you 100 points.

The time remaining after all the dynamite has been picked up will be added to your score as extra points.

The Professor disappears if he is bitten by a Smick or if the time is used up. The game ends when all three Professors have disappeared.

If a Smick is crushed by a gate you get 500 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Gyromite™, but it is only the beginning! You will find that this cartridge is full of special features that make Gyromite™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Original Gyromite game ©1985 Nintendo, All Rights Reserved.

Programed by ©2023 Kiwi.

Box and manual by Crapahute.

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