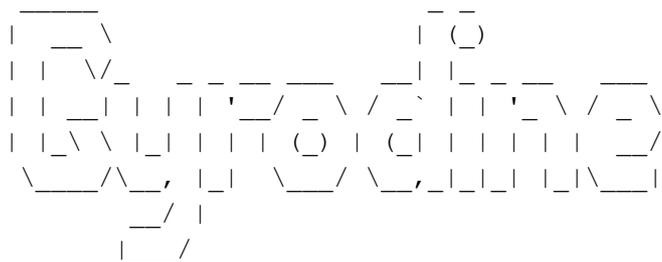


# Gyrodine (Import) FAQ/Walkthrough

by Games\_GameFAQs

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## Introduction

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Welcome to my Twelve Guide without a co-author.

After completing my Geimos guide, I wanted to get another NES game completed for the NES Completion Project. A regular on the FAQ Contributors Board (<http://www.gamefaqs.com/boards/gentopic.php?board=2000094>) called odino posted a list of shmups games for the NES that did not have a guide. After playing this game for about 10 minutes, I decided that I should attempt this guide. After the long time I have been playing this game, I would consider this my favourite shmups game.

Anyway, I hope you enjoy this guide and the game as much as I enjoyed writing the guide and playing the game.

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across the screen and deal with this Tank, then head to the middle and wait for another Tank to appear. After the middle Tank appears, head to the right and destroy the two Tanks that appear on the right side of the screen, then head to the left to destroy three Tanks that appear sequentially from the left to the middle of the screen.

Near the end of the onslaught of the Tanks, you will receive a wave of Fighter Planes to fight against. During the Fighter Plane attack, there will be some Domes that are next to the lake on the left. I would ignore these and just continue on with the Fighter Planes. After the Fighter Planes have finished, move to the left of the screen to attack 4 Blue Buildings on some grass area before some Grey Helicopters arrive.

```
|  
| SECRET 02 |  
|  
| www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=1-2.png |  
|  
| When you reach the first river, head to the right. The left section |  
| of water on the screen that changes back to trees last is where the |  
| Grey Mermaid is. |  
|  
| This Mermaid is worth 1,000 points. |  
|
```

After clearing a wooded area, there will be 4 Blue Trucks on the move during the Grey Helicopter attack. The first one will be a bit to the left and each Truck afterwards will begin further to the left. The Grey Helicopters will stop attacking shortly after, where you should head to the right to take care of a lone Tank heading to the left. After the lone Tank, another couple of Tanks will appear closer to the left of the screen, followed shortly by 3 Blue Buildings.

After the Blue Buildings, a Tank and 2 Blue Trucks will begin at the left of the screen and head to the right. A bridge will follow them, so position your helicopter in the right lane. This will allow you to avoid the bullets from 3 Tanks that will be coming down the left lane, while your missiles will hit them with ease. After a couple of seconds, 3 Red Trucks will appear on the right lane, guarded by a few Blimps. You will get a couple of seconds to relax before more Blimps appear.

Near the end of the second, stronger Blimp attack, a Turret will appear on the left side of the screen when you come to a green grassy field. Fighter Planes will begin an attack shortly after you arrive to the grass area.

```
|  
| SECRET 03 |  
|  
| Shoot the grey animal walking across the screen to start the Infantry |  
| secret. You have to kill the Infantry and grey animal with a ground, |  
| non-missile attack. |  
|  
| Killing every member of the Infantry is worth 10,000 points. |  
|
```

After the Fighter Plane run, you will encounter a fleet of Blue Helicopters after passing a lake on the right.

|  
|

SECRET 04

|  
|

| [www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=1-1.png](http://www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=1-1.png) |

| The Mermaid appears just before the start of the river on the right of |  
| the screen. You will not encounter any Blue Helicopters or Fighter |  
| Planes during this time. |

| This Mermaid is worth 10,000 points. |

|  
|

SECRET 05

|  
|

| [www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=1-3.png](http://www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=1-3.png) |

| In the middle of the river. |

| This Mermaid is worth 1,000 points and limited invincibility. |

Reaching a river that separates the woods will be the start of another Blue Helicopter attack. Once the second run of Blue Helicopters has ended, 3 Blue Trucks will appear near the centre of the screen, then head to the left side of the screen.

Destroy 3 parked Blue Trucks and then focus on removing the left set of turrets that will appear shortly. You should pass 3 sets of 2 Turrets (1 on each side of the screen) before running into 3 Tanks. Stay on the left side, as you will have 3 sets of 2 Turrets to deal with. After these sets are finished, attack the 2 Turrets on the left and ignore the right Turrent and then destroy the next 2 Turrets on the left. You can either deal with a Turret on the right or start attacking the incoming Grey Helicopters as you start going over some water.

While over the water with the Grey Helicopter attack, you will encounter 3 Speedboats, the first and last one is on the left side and the middle one is on the right. All 3 Speedboats will head in to the other side of the screen. The third Speedboat will be followed by a Turret in an island in the water. When this island is in the middle of the screen, the Grey Helicopter attack will finish.

|  
|

SECRET 06

|  
|

| To the right of the island with the Turret on it. The location is |  
| near the back part of the island, NOT inline with the Turret. |

| This Mermaid is worth 10,000 points. |

After the 1 Turret island, you will encounter a grouping of Submarines, closely followed by a team of Kamikaze Planes. The Kamikaze Planes will end and be replaced with Red Missiles.

|  
|





|  
| This Mushroom is worth 5,000 points. |  
|

When the Kamikaze Planes have disappeared, you will have 3 Blue Buildings that you can destroy. In the forest behind the Blue Buildings will be a large group of Purple Orbs.

|  
| SECRET 12 |  
|  
| [www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=2-1.png](http://www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=2-1.png) |  
|  
| In the middle of the bank where the trees meet a lake. |  
|  
| This Mermaid is worth 1,000 points and limited invincibility. |  
|

|  
| SECRET 13 |  
|  
| [www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=2-2.png](http://www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=2-2.png) |  
|  
| In the trees just before the river that flows across the screen. |  
|  
| This Mermaid is worth 10,000 points. |  
|

Once you come to a river the flows across the screen, another group of Purple Orbs will appear, aided by some Red Missiles.

|  
| SECRET 14 |  
|  
| [www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=2-3.png](http://www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=2-3.png) |  
|  
| Where the next river flowing across the screen meets the trees. |  
|  
| This Mermaid is worth 1,000 points. |  
|

Once you leave the forrest, the Purple Orbs and Red Missiles will disappear and be replaced with another group of Sidestep Tanks. It would be advantagous to start taking out these Sidestep Tanks on the left with the group-troop guns instead of the missiles, as they are very close together, the head to the right and start using the missiles. After you pass through them on the grass area, you get another set on the mud area.

Once the mud area is cleared, a normal Tank will go from the left to the right, so quickly dispose of it. Kamikaze Planes will start attacking while another Tank heads from right to left, and a third Tank going from left to right. Another set of 3 Tanks will appear on another bridge, but with the first and last ones heading from right to left and the middle one heading left to right, all while Kamikaze Planes keep attacking.

The Kamikaze Planes will stop attacking while you have to face a big boat with 4 Minigun Turrets. Quickly head just a little left of the middle and use your

group-troop guns to get rid of 2 Minigun Turrets, then dodge the remaining 2 on the right side. When you are almost past these Turrets, some more Kamikaze Planes will start attacking.

During the Kamikaze Planes attack, you will encounter another left-to-right, right-to-left, left-to-right set of Tanks. The Kamikaze Planes will stop shortly after another big boat appears. All the Minigun Turrets are in the middle of the screen, so your best bet would be to attempt to dodge them, but it is possible to destroy a couple along the way. When the back of the boat is in the middle of the screen, you will start to encounter some Submarines.

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|                               SECRET 15                               |
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| www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=2-4.png |
|                               ¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯ |
| Where the beach and the sea meet on the left.                       |
|                               ¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯ |
| This Mermaid is worth 1,000 points and limited invincibility.      |
|                               ¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯ |
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When you have cleared the Submarines and have reached a grassy area, you will face off against some Sidestep Tanks. They will mainly be grouped slightly to the right on the grass area, but then spread out during the sand area. There will be a few parked Blue Trucks and Blue Buildings after you clear the Sidestep Tanks.

Next, you will encounter a pack of 4 Tanks, with 2 heading to the right and the other 2 heading to the left. Then 3 Tanks will be lined up in the middle, followed shortly by 3 Blue Buildings on the right. When you have cleared the Blue Buildings, a line of 2 Tanks. A Blue Building on either side will follow. Finally, a grouping of 4 Turrets and 1 Tanks will appear before you face off against some Blimps.

-----  
Stationary Section 02  
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Along with the Blimps, you will also face 3 Tanks and 7 Turrets. Just aim for the Tanks and Turrets while dodging the bullets. I dislike the Blimps and try to get rid of them as quickly as possible, but you do not need to destroy them to advance quickly.

You need to survive for 15 seconds before the screen will start moving again. You can make this advance quicker by destroying the Turrets and Tanks.

-----

The first enemy that you meet will be 3 Red Trucks, which can be dealt with by using a Missile for each target. You will then encounter a fleet of Blimps with Speedboat support, until you come to a road. On the road will be a single Tank that can be easily taken care off with a Missile. You will encounter more Tanks and Blimps while you encounter roads. When the roads disappear, you are only fighting a fleet of Blimps, making your job a bit easier. Once you have passed the Blimps and arrived at a small island, you will have to fend off Red Missiles.

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|                               SECRET 16                               |
|                               ¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯¯ |
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|  
|  
| On the left side of a small, wooded island. |  
|  
| This Mushroom is worth 5,000 points. |  
|

Shortly after encountering the Red Missiles, you will have to deal with a pair of Minigun Turrets on each of the 3 small boats on your left. You will then encounter a boat in the middle of the screen with 4 Minigun Turrets on it, although you could just use the Purple Light to destroy them all when they are all on the screen.

After the boats have been cleared, you will encounter Orange Helicopters and an island with 2 Turrets lined up on it.

|  
| SECRET 17 |  
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|  
| Just before the start of the island with the 2 Turrets, on the left. |  
|  
| This Mermaid is worth 1,000 points. |  
|

|  
| SECRET 18 |  
|  
| [www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=3-1.png](http://www25.atwiki.jp/famicomall?cmd=upload&act=open&pageid=763&file=3-1.png) |  
|  
| Where the island reaches the water behind the 2 Turrets. |  
|  
| This Mermaid is worth 1,000 points and limited invincibility. |  
|

After the island will be 2 Tanks on a bridge across the screen. This will signal the end of the Orange Helicopters and the arrival of Grey Helicopters and a couple of Speedboats.

When you come to some land, you will be facing a Turret on both sides of the screen. After these Turrets are dealt with, you will encounter some Blue Helicopters and 3 sets of Turrets as described earlier. The blue Helicopters will keep coming while you have 2 sets of 3 Turrets to deal with, 2 on the left and 1 on the right. You will encounter a Tank on the small road.

Destory the Tank and then get ready for an onslaught of Red Missiles and Tanks. When the Red Missiles stop, you will be facing Tanks and Orange Helicopters. When you reach land, you will encounter 6 Turrets and a set of Blue Helicopters that should be dealt with easily enough. After the 6 Turrets are destroyed, you will have 4 pairs of Turrets to deal with, along with Blue Helicopters.

The Blue Helicopters will disappear and you will have 3 pairs of Turrets to destory before being plagued by another grouping of Orange Helicopters (wishing that I did not have this many Orange Helicopters to deal with). During this attack from the Orange Helicopters, you will also have the avoid 3 pairs of Turrets, followed by 2 sets of 3 Turrets. You will then encounter another 3 pairs of Turrets.



=====  
E-Mail: games\_ps2\_pc[at]yahoo[dot]co[dot]uk  
Subject: Gyrodine Guide

NOTE: Replace "[at]" with "@" and "[dot]" with "." to make the E-Mail address a valid E-Mail address where I will receive your message.

Please DO NOT E-Mail me if you can not write in English or you want to ask a question that has already been answered in the guide.

=====  
06) History [GY06]

=====  
Version 0.5 First copy of this FAQ

Version 0.6 Added Enemies to the database. Added the information in the Walkthrough from "After you pass the two boats" to "with ease via the Missiles." (or the first paragraph after the Stationary Section 01).

Version 0.61 Added Enemies to the database. Added the information in the Walkthrough from "After these Turrets have been passed" to "but then spread out during the sand area".

Version 0.7 Added "There will be a few parked Blue Trucks" to the complete "Stationary Section 02" subsection.

Version 0.95 Completed the main Walkthrough (excluding Mermaid locations). Added the first Mermaid location within the guide.

Version 1.0 Decided to use the header "Secret" to identify not only the Mermaid locations, but any other location of secrets. Guide is now officially complete.

Version 1.1 Moved "Contact Details" and "History" to near the end of the Guide

=====  
07) Credits [GY07]

=====  
odino - Providing a list of shmups games which included this game.

ReyVGM - Providing the website link below and an Invincibility Cheat that helped me go through the game again to find the secrets.

NES Completion Project/FAQ Contribution Board - Introducing me to this game.

<http://www25.atwiki.jp/famicomall/pages/763.html> - Mermaid locations, where I have provided a link.

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