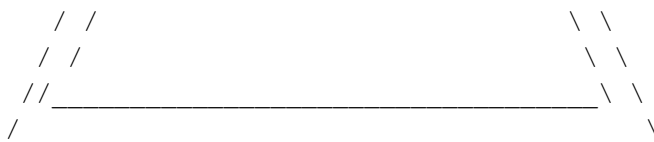
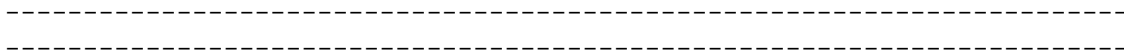
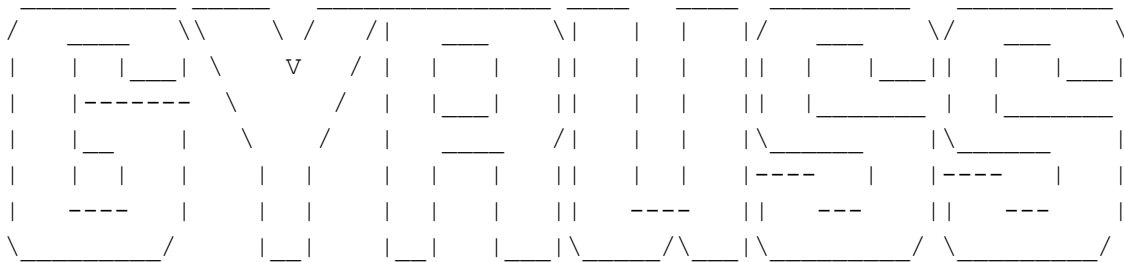
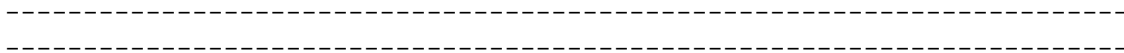
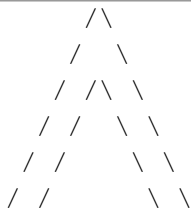


# Gyruss FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on Mar 29, 2006



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GYRUSS - Nintendo Entertainment System

Version 1.0 (03/22/2006)

Version History:

1.0: Basic Guide Complete - (03/22/2006)

-Guide written for the NES FAQ Completion project: [faqs.retronintendo.com](http://faqs.retronintendo.com)

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Game by Ultra Games/Konami

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Gyruss is rated "S" for "Solar System." It contains scenes of Uranus and oddly coloured meteorites. Player discretion is advised.

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|                                     G1: Intro                                     |  
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"Boy go to Mars, to get more bars!

Girls go to Jupiter to get more stupider!"

-Variation of schoolyard chant.

And ladies, yes the roles can be reversed. I'm just getting psychological release from years of this oft chanted schoolyard hex being directed towards us guys. If you saw the bill from my shrink you'd sympathise with me thusly.

Gyruss is essentially about "going to the planets." Well, in a sense it is. You are clearing the solar system of an evil alien presense and so you start from Neptune and head down towards the Sun. Need I remind you that due to Pluto's particular orbit it is not always the farthest planet from the Sun? Well, I'm just establishing that notion here because Pluto is second farthest in this game.

I'm not sure if it was done before Gyruss, or how much afterwards, but it has a very interesting style of play. This is what attached me to the game in the first place. It's a fresh experience from the shooters I usually play. Gyruss locks your movement into a circle. Enemies can fly in from the centre. It's like you are flying towards distant enemies, or stuck in a warp with limited movement. It creates a sense of depth and gives the game an identity. The killer Bach music doesn't hurt, either.

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|                                     G2: Gameplay                                     |  
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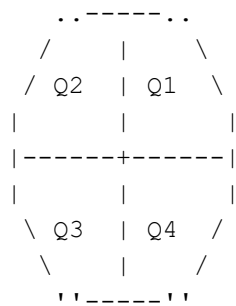
- A: Power Shot
- B: Normal Shot
- Start: Pause

Your Power Shot uses charges, and should be saved for bosses and emergencies.

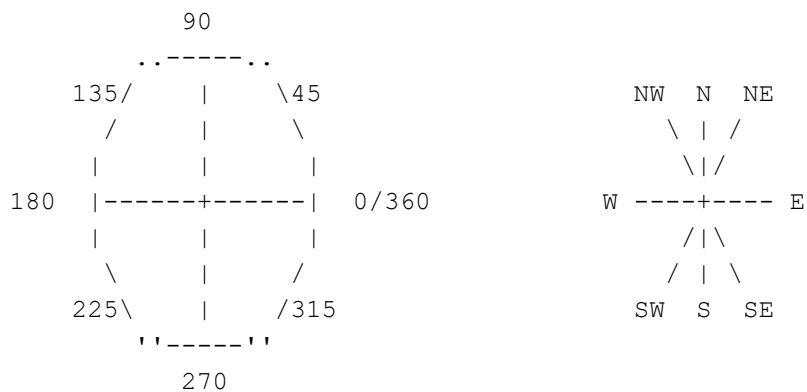


You are bounded by a circle. Move one direction and you will be pulled that way along in the circle, rather than that pure direction on the screen. Pressing up in Control A will bring you to the top of the circle, for example. Pressing left or right in Control B makes you cycle clockwise or counterclockwise, respectively.

Furthermore, one can divide the circle into four quadrants:



This is most useful if you're playing under Control A. Because pressing a certain direction will carry you through particular quadrants. However, it is best to realise that the circle has degrees, or radians if you prefer, and since the ship starts and stops on a dime, it is very useful to think of the stage in terms of units. I use degrees in this guide because it's more accessible to folks than radians.



Circle Divided into Degrees

Compass Rose

These degrees I've outlined are the core degrees used in Gyruss when fighting enemies. The waves of enemies are often most vulnerable at a certain position.

For example, an enemy wave enters in Quadrant 1, and loops in before heading in to the centre. The apex of its loop is at position 225, or 225 degrees on the boundary circle. Swinging your ship to this position and shooting will likely result in the best overall destruction of enemy forces.

The compass rose is just to familiarize some folks with the concept of breaking the screen down mathematically. If you think of 90 degrees or position 90 as the North end of the screen, then it should come naturally.

In my guide, I describe the best positions to take waves from. These tested true for the times I've played the game. If they differ, then let me know. I refer to the optimal degree as a Position. Position 0 is 0 degrees, or the East side of the screen.

There is a boundary of maybe 10 or 20 degrees to work with here, due to the

size and speeds of the enemies. This is important when you want to sidestep an enemy shot. By sidestep I mean short dodge.

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      _.-' Sidestep          \
     _.-'                    |Incident point to hit enemy.
    _.-' 10 )                 |
+----- Shot                /

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Subsequent short dodges like this are essential at later levels where you must dodge a shot and keep cutting down the enemy ranks.

If the enemy wave is allowed to enter the background, they will periodically fly back out until they are destroyed. This only applies to the enemy ships, other enemies are less predictable and less essential to beating the level. However, they are oftentimes much more dangerous than the ships themselves, which rarely shoot anyways. However, the unexpected shots are half of the basic ships' threat level!

When the stage is clear of enemies, it will progress. You approach a planet in a series of "Warps." There are usually four waves of ships in a stage, and there are four stages to most warp series.

The breakdown is as follows:

- \*Three Warps to go: Just destroy all enemies.
- \*Two warps to go: Large docking station in middle of the screen which must be destroyed. Four enemy ship waves. All enemies must be cleared from the screen.
- \*Four enemy waves. Clear all enemies from the screen. Then engage and destroy a boss enemy.
- \*Chance Stage. Get bonus points and items from destroying waves of enemies. 20000 points for destroying them all. 30000 point 'special bonus' for destroying the same amount as the stage number.

You travel across the solar system following this motif, in this order:

Neptune > Pluto > Uranus > Saturn > Jupiter > Mars > Earth > Venus > Mercury > The Sun

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|                                     G3: Power-Ups                                     |
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To gain a power-up, you must shoot it. Most of them kill you if you touch them, and they often appeared flanked by 'power up enemies' which are blanks. During a stage, you will usually receive two power-ups. One will be blue core-type, if you have a single shot gun. The next will be orange core-type. If you already have the double gun, you will get an orange and then blanks for most of the stage with the odd orange.

The other power ups are very rare in the normal stages, but common in bonus stages. Orbs are the powerups without a metal border, core-types have a border.

The power-ups are as follows:

Blue Core-Type: Upgrades single shot main weapon to double shot. The power-up enemy will be this if you have a single shot.

Orange Core-Type: Gives you an extra power shot (up to 7 can be held).

Blue Orb: Destroys all normal enemies on the screen.

Orange Orb: Grants 1000 points.

1-Up: Gives an extra life.

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| G4: Walkthrough |  
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Tips for every stage. Please read about degrees in the Gameplay section to understand my terminology.

-----  
GYRW1: TO NEPTUNE!  
-----

\*====THREE WARPS TO NEPTUNE====\*

-Stage 1

You start at position 270, start firing right away to get the yellow ships that fly past you. You should get 1000 points if you hit them all.

- Move now to position 180, quickly, to get aligned for some blue ships. Take out as many as possible.
- Swing down to position 270, take out the line of Yellow Ships that appears.
- A Blue Power-Up Enemy should appear, but at the same time, you could swing up to position 90 to take care of some Blue Ships. It's less likely that you will get them all since you need to move 180 degrees to get there, but you could get most. You could let them take formation and power up your weapon easily. It's your choice.
- If they make a formation, power up anyways so you don't let the enemy leave the screen.
- When enemies are allowed to take form, meteors will begin flying out at you. These cannot be destroyed, so just move out of the way.
- This is all of the enemies, and if the blue power-up enemy is left onscreen, you still need to destroy it. However, if you went after it first, there is probably a yellow power-up enemy onscreen. Regardless, destroy it before it leaves.

\*====TWO WARPS TO NEPTUNE====\*

-Stage 2

Again, starting at position 270. Some Yellow Ships will fly past you at this position, so stay here and start firing your standard shots. You will notice four large circles in the centre screen. These are docking stations that offer enemy waves protection - bummer. They can be destroyed in multiple shots, or in one Power Shot. Don't waste your power shots, however.

The station will be flinging meteors at you when it opens up, so look out!

Let's proceed past the first wave of Yellow ships then.

- Swing to position 180 to get ready for a wave of Pink Ships, however, the docking station will be firing off a meteor soon so maybe a counter-clockwise 270 degree swing rather than a clockwise 90 degree swing is in order. Of course, you could miss the Pinks doing this. You need to swing immediately after you crush the Yellows. If you take the short swing, you must watch out for the meteors. If you take the long, it'll fire off at you as you pass by, but should not connect.

- Swing to approximately position 270, just a little to the left, to get ready for some Yellow ships. When the meteor fires, "sidestep" to the right, maybe to position 270 if you're confident the meteor will pass. Continue firing, and you should take care of most of the yellow ships this way.
- Swing to position 90. The meteors shouldn't fire towards you as you make this swing but if they do, dodge them. At the 90 degree position, purple ships will arrive, so you want to be there to crush as many as possible. Due to the big swing, start as soon as you finish with the previous yellows.
- From here on in, you can fire at the Docking Station, dodging any meteors you see. Any ships you let pass will be flying out of the Station now as well. Take them out as you see them.
- As you fight the station, power-up enemies will appear. Take them out right away, as you should only need to worry about the station.
- You can turn along with the station, firing at the circles. Move when it launches a meteor. When it's gone, and any other enemies, you progress.

\*=====ONE WARP TO NEPTUNE=====\*

-Stage 3

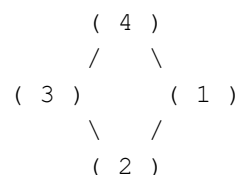
Stay at position 270 and fire on the purple ships. Meteors fire rapidly from the background in this level.

- From after the purples, immediately swing to about 190 degrees to start in on a group of Yellows. Hit position 180/185 when the meteor fires.
- There'll be some Blues from the bottom. You can stay about 5 or 10 degrees to the left of 270 and sidestep the meteor to 270 to finish them off.
- Now, head to position 80 or 100, to get the Yellows coming in at 90. You can, again, sidestep in after the meteor to help get them all and still dodge the mighty rock.
- Destroy any power-up enemies that have appeared.

\*\*\*BOSS\*\*\*

The Boss of this Warp Series kind of looks like a mechanical version of Manhandla from the Legend of Zelda. Anyways, the Weak Spots are in each of its 'arms,' those green circles. They can be vaporized with a Power Shot, but your normal shots work just fine.

When it opens a green circle, that circle is vulnerable. It also fires a spread shot, however, so take a couple of shots and move. It opens them in order, clockwise fashion.



Right on, it's in that Order. You can essentially make loops around the level in a clockwise fashion, stopping to fire at each instance the circles open. You can do this to gradually damage each one or you can focus on a single claw first.

Tracing its pattern around is the quicker option.

\*=====CHANCE STAGE=====\*

-Stage 4

As usual, stay in position 270, fire at the formation of pinks that arrive.

- It doesn't matter where you stay, the ships make loops around the entirety of the screen. Just try to shoot them as they pass.
- Those Orbs are good for you, shoot them for points.

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GYRW2: TO PLUTO!  
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\*=====THREE WARPS TO PLUTO=====\*

-Stage 5

If you tilt your ship a bit to the left, you should be able to get all of those Green Ships that fly by.

- After the Greens, swing to position 90 and you should be able to take out that formation of Pink ships.
- Swing now to position 270. You should be able to wipe out most of the Green Ships.
- Swing to position 90, a power-up enemy will be forming and you can get most of the incoming ships from this formation.
- You'll notice a large Blue Enemy flying in from the background. This... Space Amoeba takes a couple of hits. It is knocked back when hit, so you need to concentrate on it for a moment to take it out.
- You need to destroy the Amoeba to progress.

\*=====TWO WARPS TO PLUTO=====\*

-Stage 6

Stay at the starting point and blast those yellow ships as they fly by. With any luck, you'll score a few hits on that blue variant of the docking station down below.

- Move to position 0 for the best chance of plating the enemies that come. Note that a Space Amoeba will come at this point too. Due to the somewhat sinusoidal path it takes, it could hit you. If you are at risk of being hit by the amoeba, take a swing by a few degrees to get out of the way.
- Position 270 stands the best chance of getting the yellow enemies that come next. Again, mind any Amoebae that arrive.
- Position 90 works well for the next wave of ships. There may be two amoebae now.
- Concentrate on the Station (priority) and the amoebae. There will be no more waves of ships but the station will release some when it opens its mouths.
- Destroy amoebae quickly - if you don't another one will likely arrive before you destroy the one you've been working on!

\*=====ONE WARP TO PLUTO=====\*

-Stage 7

As usual, you can blast the first wave on enemies from position 270.

- The next wave is best handled at Position 0. Be careful of the Space Amoeba which will be generated now.
- Swing to position 45 to get the next wave. Presently, there will be more amoebae. Maybe, three total? Following the wave try to position yourself between them, or hope you can shoot one back. Regardless of where you go they will probably make something of a path toward your ship. They are usually spaced pretty well, however.
- You can stay in position 45 for subsequent waves, actually. When no more are arriving, you probably have about four amoebae to deal with. This is because some of them split when hit with shots. So aim at them from a distance. If



they split right on top of you, they may go to either side, but if you're moving at the time you've already sealed your fate. Take out all the amoebae and get ready for a boss.

\*\*\*BOSS\*\*\*

Never try to fly over that large green meteorite. It kind of looks like a distant moving object due to its resolution, but it is very much deadly. The meteor releases this large green collective of snaking balls. This is your target for now. The meteor severely limits your movement, surprisingly, even if it only occupies such a small space. You need to keep distance from this and it basically cuts your movement between the meteor and the Collective.

When the collective is about halfway from background to foreground, fly around it firing off a few shots. When a ball is hit, it turns pink and fires off a shot. Taking a strafe then allows you to deliver a few hits while keeping ahead of the counter. Never try flying around it when its close to the edge of the screen. Your shots will be fatal... to you.

If it goes into the background, you're in luck. Get in as many easy shots as possible. The retaliation will be easy to see coming.

Furthermore, it's best to attack it between the cardinal positions of 0, 90, 180, and 270 because you can still move if it counters. You may forget yourself in the heat of battle at one of these positions and die because you've stopped moving!

Turn every ball pink to destroy it.

\*=====CHANCE STAGE=====\*

-Stage 8

The enemies have a new pattern here, they dart in on diagonals and build "X's" with their paths. You can easily destroy a wave by locking into a position aligned with the ships as they rush towards the borders of the screen.

If you miss an enemy or two, you can anticipate each new step on the path until they leave. Remember that if you destroy a differently coloured ship that an orb or power-up enemy may arrive.

-----  
GYRW3: TO URANUS!  
-----

\*Insert joke about planet name here.\*

\*=====THREE WARPS TO URANUS=====\*

-Stage 9

Wow, the enemies have vastly more complicated patterns here. You can get most of the first wave at about the 135 to 160 position but some will get through (maybe one, two) because they start with the stage and you probably can't get into position in time. If you try position 180, beware of the shots they fire at you.

-Swing down to position 270, you can get all of the next ship wave here.

-Position 0 is good for the next wave of enemies. However, a power-up enemy will be appearing soon so be careful. Position 10 may be more safe.

-Taking approximately position 280 will allow you to take care of the next orange wave of enemies.

-You will see a large, spinning orange shell. This Nautilus is deadly, if you don't hit it while it is far, it will be too fast when it gets to you for you to just outrun it until it loops the screen. When you shoot it, the shell breaks and it will begin moving quickly in random directions. If it leaves the screen it will regenerate the shell. Keep firing after breaking the shell and the follow up shots will usually take care of the insides. It is advised to attack the Nautilus from a distance, so you can respond to this form.  
-Destroy any enemies left to progress.

\*=====TWO WARPS TO URANUS=====\*

-Stage 10

As is the trend, there's a docking station in the middle. You can take out the first wave of enemies from 160/135, but you will need to dodge their shots.

-The second wave is possible from between positions 260/270.

-A nautilus will appear now. It seriously complicates the next wave. You can more or less take position 0 and move towards 90 as the wave fires on you, and you should take most of them out. If you hit the Nautilus in the process - great. However, please be aware that if it gets close to the top you will need to take it out.

-Position 270/300 is good for the next wave. Again, sidestep each shot.

-Now, it's time to take on the docking station. There will be multiple Nautili so be sure to eliminate that threat as soon as you can. The ships that the station launches move in slow, circular paths.

-If a bare Nautilus makes it up to you, stay away from it as it can thrash in place very rapidly.

-Take out the Nautili asap so more don't arrive and extend the stage needlessly.

\*=====ONE WARP TO URANUS=====\*

-Stage 11

As with the previous two stages, you can take a position between 180 and 170 to take out the first wave. You can sidestep their shots by moving towards 135 and still take out most of them.

-Start the second wave around 260. Move between 260 and 270 in order to get them all. Take care of the nautilus that appears, if possible. At the very least don't let it get close.

-Sticking between positions 0 and 10 works for the third wave of ships. Again, they shot rapidly so sidestep as you need to. A nautilus will appear.

-Around 330/0 position for the next wave. More Nautilus appear. Up to four at once! Destroy all of the enemies to fight the boss. You might see these flashing bubble enemies. Shoot them, but get out of the way as they approach the extremes.

\*\*\*BOSS\*\*\*

A space station similar to Boss 1. However, it's 'arms' are positioned differently.

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The pods still open in sequence. However, they launch these tiny pods that block your shots, but you can destroy.

This makes a big difference, you can't just follow the sequence around this boss or else the amount of pods will seriously build up, and you may not hit

the damn thing to boot. So, I'd suggest you focus on one arm. Destroy the pods it unleashes after it closes and hit it as best you can when it opens. A power shot may be tempting, but is not really needed.

A problem you may face is pods from other arms coming in after you. Take these out as best you can. I have found it helpful to fully spin around the boss after my focused arm closes. This is just to avoid any ships that are dangerously close and to throw off any that may be launched in sequence.

When it has three arms, you have more breathing room. You can even choose two targets now.

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Right now, 2 and 4 are the best targets, because there is so much space between them after blowing up one of the arms. This space is essential for dodging and it lets you keep tabs on pods that are coming in at you.

Why two targets? Inevitably, your dodging will inconvenience you at one arm, making it so that the pods block any chance of you hitting an arm short of a power blast. Changing your target lets you start a little more fresh, and you can return to your other target once this becomes an inconvenience.

(3)/\ (4)            \*/\ (4)  
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Between two targets, again do the same as in three, alternate between them. This is a little harder with adjacent targets, but still not so bad. Hopefully you've damaged one of them from the previous targetting anyways. When the Boss is down to one arm left, it's almost over.

But there's a problem... the arm now spews pods very rapidly. Far too much to just stay there destroying pods. Hopefully, you damaged this arm when there were still two. Otherwise, you need to hit it when it opens, then fly away from the pods. Maybe do a back and forth side step. This is still very difficult to even hit, however. If you have a charge for your Power Shot, now is the time to use it!

\*====CHANCE STAGE====\*  
-Stage 12

The first wave of enemies appear right in front of you. Ships in this Chance Stage fly in, then almost do a full circle around. They will be only around 20 to 30 degrees from their entry point when they leave. You'll see what I mean when you fight a couple of waves. You can somewhat predict where they are going to leave from.

-----  
GYRW4: TO SATURN!  
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\*====THREE WARPS TO SATURN====\*  
-Stage 13

Enemies will be splitting into two lines, moving towards one point, and then converging as they into the background. The first wave of enemies can be taken out easily from the 315 position, as long as you dodge their shots. It is easy

to predict these enemies' movement, head across from where the back of their path is.

-Wave two approaches position 135, they can be taken out easily from here. A new enemy, a Jellyfish, will appear shortly. They take many hits, you can just avoid them for the most part.

-Wave three can be taken at position 225.

-Wave four can be taken at position 45.

-The Jellyfish are really a cross between amoebae and meteors. They have a bit of a wiggle to their movement and are difficult to destroy. You do not need to destroy all Jellyfish to progress to the next stage. Also, they move slow enough that if they are in the midst of a wave they aren't an immediate threat to you.

\*=====TWO WARPS TO SATURN=====\*

-Stage 14

The docking station looms in the distance. You can get to position 315 to take out the first wave, which appears almost immediately.

-The next group can be taken at position 135. Be careful of their shots. Between dodging and a Jellyfish, you shouldn't be surprised if you don't get them all.

-Next up is position 225. I'll warn you that space amoebae will start to appear at this point.

-45 degrees is fine for the next wave. Beware the mix of amoebae and jellyfish.

-Now, concentrate on the docking station, one pod at a time. If a jellyfish gets in your way, move. They take far too many hits to just plow through and focus on one pod. When the jelly has passed, return to that pod and finish it off.

-After destroying the station, continue fighting enemies until the stage finishes.

\*=====ONE WARP TO SATURN=====\*

-Stage 15

Position 315 should be fine for the first wave. Take tiny swings to get away from their shots.

-Swing on up to position 135. They will shoot at you, and a jellyfish and space amoeba will appear so leave as soon as possible.

-You'll need to swing quickly down to position 225 to get the next wave of ships. The jellyfish and amoeba are probably passing the screen boundaries at this point.

-Again, a quick swing. This time to position 45. Take out as many of the ships as possible while dodging shots. The jellyfish and amoeba probably won't be coming in this direction, but rather tracking one of your previous positions.

-Now it's a matter of fighting off jellyfish and amoebae until the boss appears. What complicates matters is that amoebae are often blocked by the jellyfish. Bummer. Regardless, focus on the amoebae and you should do fine. Just let the jellyfish leave the screen.

\*\*\*BOSS\*\*\*

Ha! They're really sending advanced stations after you now, this is a big guy.

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(2)

Youch, six arms? You haven't hear the worst of it yet! Each arm shoots one of three projectiles...

1. Pods, like the Stage 11 Boss.
2. Orbs which slowly float in one direction after being shot. They move in circles until they are shot.
3. Spreadshot, like Stage 3's Boss.
4. The same as 1.
5. The same as 2.
6. The same as 3.

The arms do open in clockwise sequence, but like the previous boss it is not recommended to try that tactic.

Pods 3 and 6 are the most vulnerable. You can get in a few hits, then dodge. Better still, you will be able to dodge pods from the previous arms and will be pre-empting pods from the coming arms. You have enough time due to the open and close pattern of each arm in sequence to alternate between arms 3 and 6.

It helps to swing into position right before the arm opens, so there aren't pods there crowding your airspace.

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Alright, the threat is a bit reduced. I'd say we should focus on 4, then 1. These little pods are in greater quantity than the pods from 5 or 2, so they are a bigger threat. However, take out 4 before 1. Why? Well, there is a pause before 1 opens. So, it is an easier target than 4. 4 should then be priority, as it is more difficult to hit. Take it out, dodging pods as you need to.

You can simplify this by shooting those circling pods as they appear, so that they don't obscure your aim for arm 4.

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The biggest problem hitting 1 are those circling pods. There is a nice pause before 1 opens, albeit brief. Hit these pods before aligning with 1, then as the float, get in line and shoot 1. Continue this until 1 is destroyed.

One other issue I might mention is that now, arm 2 may open simultaneously with arm 1. Still try to get your few hits in at a time, it's just not easy. The pods aren't difficult, just tedious.

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Just cycle between 2 and 5. When only one is left, it can get difficult because the pods are blocking your shots. A slight angle to your position, such as a 5 degree difference can help you get those hits in.

\*=====CHANCE STAGE=====\*

-Stage 16

Interesting, the enemies take concentric curves to reach the outside. What you need to do is observe where the curve is and position yourself somewhere in the centre of it to get the most out of each enemy formation.

-----  
GYRW5: TO JUPITER!  
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\*=====THREE WARPS TO JUPITER=====\*

-Stage 17

You're going to be having a difficult time hitting every enemy in a wave at once while approaching Jupiter. This is because of the small meteors. I find it easiest to fly to the origin of one half, take them out, and then fly back over to get the rest. But those meteors... they come in a spreading wave of four and block your shots. And the enemies as hinted are in two sections. You should try flying into the first one you see, shooting it down, then flying back to take care of the second. The small meteor waves are common, so get used to them.

You can get most - but not normally all, of a wave by firing from their point of convergence. If you don't want to try for the points, this is the easiest way to make sure not many survive your initial assault.

- The second wave converges on 90 degrees.
- The third converges on 180 degrees.
- The fourth converges at 0 degrees.
- After you initial assaults, dodge the meteor waves and fire down at any remaining ships to clear the level.

\*=====TWO WARPS TO JUPITER=====\*

-Stage 18

As you may have guessed, there's a docking station here. And as you might imagine, the meteor waves will complicate this stage. Yeah, but that's not all boys and girls, there's regular meteors too.

- Meteors won't fire during the first wave, but the enemies will. Dodge their shots as best you can as you take them on. Position 270 works.
- Position 90 is fine for the next wave. Of course, watch out for the meteors and shots. Don't be afraid to back down.
- Wave three converges at position 180, the same warnings apply.
- Finally, Wave 4 converges at Position 0.
- After this, believe it or not it's a very easy fight. The station will now launch ships rather than meteors. This leaves only small meteor waves as your greatest outside threat - and that's not too bad to be honest. If you need to dodge, dodge. Otherwise, focus on each pod until the station goes down and the game progresses.
- You may see a meteor or two when there is one pod left, this seems to be the only time they are common during this phase of the level.

\*=====ONE WARP TO JUPITER=====\*

-Stage 19

The first wave of enemies converges on position 270. Regular meteors fly out at you during this stage so you may not get all of the enemies in a single pass. If you see one coming, it is highly recommended you fall back.

- Swing to position 90 for the next wave. Be aware that the meteor spreads will start now, and they don't come one spread at a time.
- Swing to position 180 for wave three, be careful of their shots.
- Swing to position 0 for wave 4, again mind the shots.
- Now, simply destroy any enemies in the centre of the screen to engage the boss enemy. If there are any meteors, they will need to pass first.

\*\*\*BOSS\*\*\*

It's a large heart. When you hit it, you knock tiles off of it. If you use a Power Shot then get out of the way quickly - a lot of tiles will fly off.

As it circles around, it unleashes tiles away from itself. Follow it around firing on it. When you hear a jingling sound, watch out because it will launch out four fast tiles as if you hit it with a power shot. When you hear this, stay still and keep firing so that the tile will be destroyed if it is coming for you, and you won't steer into one if you're moving.

If the heart unleashes too many tiles that you can't catch up, head it off by zooming backwards to realign yourself.

When the tiles begin to bust off in those quick backs of four, you will notice that underneath this metal shell is a purple creature, like a brain. When you at last break the heart completely, get ready for the brain.

Now, this guy reminds me of Golem from Life Force, with his flailing arms and brainy body. He is very fast and will chase you around in a circle...

This amount to a few risky exchanges. When its arms are more or less back, fly across it firing. Don't just stay in front of it because it will launch its arms to the front, killing you. A well placed power shot is helpful, but it will not kill it. And it can be difficult to land this shot - if the arms block it.

Just be careful, look for an opening. After both arms do a simultaneous swing is usually good. Watch out for it tricking you by swinging one arm late. After you destroy the brain, the boss is beaten.

\*=====CHANCE STAGE=====\*

-Stage 20

The enemies here are easiest to kill if you can get them as they appear. Otherwise, they leave close to the point they entered. You can determine this position by observing which way they are flying when they're down towards the middle. Track their movement while you stay at their entry point, then move to their exit point when you determine what direction it is going to be. It's usually only a small swing away.

-----  
GYRW6: TO MARS!  
-----

\*=====THREE WARPS TO MARS=====\*

-Stage 21

Enemies have an interesting flight pattern here, kind of in a wedge that takes

up around a 45 degree angle from the centre to the extremes. If you lock into position 315 from the start you should get most, if not all, of the first wave of ships.

-You will need to quickly swing to position 135 for the next wave. Move before those two core-like enemies reach you. Staying between them is fatal, they fire shots between themselves.

-Up next is position 225. Remember, move before those twin cores reach you.

-The fourth and final wave is at 45 degrees. Be careful of its shots.

-You do not need to attack the twin cores to progress, let them leave the screen.

-You can attack the cores, however. Destroy one to cripple it.

\*=====TWO WARPS TO MARS=====\*

-Stage 22

Yep, there's a station down there. Move to 180 or 225 to mix it up with the first wave.

-225 works for wave 2. But notice that grey ship appear out of nowhere? It will teleport in and out, firing. If a few get onscreen, then there could be trouble. They are best taken out as you see them appear, sidestep its shots if they go through.

-The next wave appears at position 45.

-And the fourth appears at position 315. Watch its shots.

-Around this point, the twin cores will begin arriving.

-The cores alternate with the phase ships. A few of one, then a few of the other. focus your attacks on the docking station, but also destroy any phase ships that pop up.

-Take out the station and destroy any left over enemies to progress the game.

\*=====ONE WARP TO MARS=====\*

-Stage 23

As the stage begins, quickly fly up to position 45 to take care of that first wave of ships. Be aware that a phase ship will be appearing shortly as well.

-Position 315 works for the next wave, but don't get hammered by the phase ship that just appeared (if you haven't destroyed it).

-Swing on over to position 135 to get the next wave. Be warned that another phase ship will appear.

-The fourth wave is at position 225. Be warned that in addition to any phase ships you left standing, some twin cores will presently fly out at you.

-Clean up any enemies that are left, then get ready to engage the boss.

\*\*\*BOSS\*\*\*

Get ready to cry? This space station has no less than eight arms!

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(3)

The arms presently open in this order: 1, 5, 3, 7 then 2, 6, 4, 8.

The first set of arms, 1, 5, 3, and 7 fire out these blue pods. These pods can be easily destroyed, and you'd better do just that. Otherwise, they split into two at the top, fly in opposite directions, then shortly detonate.



The second set of arms, 2, 6, 4, and 8 fire that three-way spread two of the other space station bosses have used.

In truth, this makes the boss a handful, but also simplifies our strategy. Take out 1, 3, 5, and 7 first - then all the rest.

Definitely do not try to trace the pattern around with your shots. It is far too complex to do that effectively.

The spread shot `_CAN_` hit you if you're concentrating on a pod arm. Make little adjustments in your position to avoid other pod shots and spread shots.

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```

After taking out one of these pod launching arms, I recommend going for the opposite, It will be just as difficult as the first, but it will make the other two much easier.

NOTE: If you are going to use power shots in this battle the best place to use them is on the first two pods you destroy, if you're using my strategy.

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Now do you see? You won't have to deal with pods from either side when you take out the arms to this degree, just dodging the three-way spread. Focus on the arms one at a time and they will soon go down.

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Now what you've got on your hands is essentially the first boss of the game. Concentrate fire on one arm, then move when the spread shot comes. Keep this up on all four. With out those splitting pods, it's an easy win!

\*=====CHANCE STAGE=====\*

-Stage 24

The circular pattern of the enemies in this chance stage is easy to predict and exploit. Fly into the group of them, firing. Stay around their outermost curve firing in on them. They eventually return to this point.

Although truth be told their circular pattern makes them prime targets from most of the screen.

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GYRW7: TO EARTH!

-----

\*=====THREE WARPS TO EARTH=====\*

-Stage 25

The enemies fly in from one side and make almost a full circle before resting in the centre. For the first wave, I suggest position 225. However, I must warn you that there are meteors in this level.

-Quickly swing to position 180 firing on the wave as it appears. Move to position 90 when the meteor launches towards you to pick off the rest of them.

-Quickly swing to position 45 to get the next wave of enemies. A pink rolling enemy will presently appear. It moves, unfurls then fires. It tracks your position so it may interrupt your destruction of the fourth wave. It takes a couple of hits. Shoot it then move when it opens.

-The fourth wave can be destroyed from between position 270 to 315.

-You will need to destroy the pink roller to progress.

\*=====TWO WARPS TO EARTH=====\*

-Stage 26

Another docking station stage. Fire from the beginning, at position 270, to get that first wave of enemies.

-Small meteors will begin, and a green variant Roller will appear. But in spite of this, position 135 is good to take out Wave 2. Just note the green roller and stay ahead of it (or take it out I suppose).

-Swing to position 0. Most of this wave of pink ships can be taken out here. Move up towards position 45 as the green roller tracks your movement.

-Swing on over to 225, maybe closer to 270. This will let you get most of Wave 4, all of them if you move fast.

-With small meteor spreads launching from the centre, and green rollers appearing, your conquest of the docking station is compromised. Try to destroy the bulk of rollers that come after you while focusing on the station. The ships it launches are the least of your worries.

-During this battle, I found that power-up enemies would appear, blue orbs that blow up all onscreen enemies (not the station). These are helpful as they even blow up the meteor spreads.

-There may be a few remaining rollers when the station goes down. Take them out quickly so more do not appear.

\*=====ONE WARP TO EARTH=====\*

-Stage 27

Swing immediately to position 225 to be in a good position to destroy that first wave of ships.

-You can stay here to take out wave 2, but be careful of the small meteor spread, and be aware that a roller is approaching behind it.

-Dodge the small meteor wave and lock into position 45, shoot down the third wave of ships. The roller should chase you here but probably won't get a shot in before you clear the wave.

-Some normal meteors presently start arriving.

-Try to take out the roller quickly, then immediately swing to position 225 to shoot down wave 4 as it arrives.

-Clear any more enemies, then get ready for the boss...

\*\*\*BOSS\*\*\*

This boss is three separate ships.

Blue: Fast, shoots large circles straight forward when it stops.

Pink: Medium speed, launches those small pods which track your position to a small degree. The same attack Boss 3 used.

Yellow: Slow, fires a two-way spread stream of bullets.

The biggest problem with this fight is crowding - the individual craft aren't difficult, but all three together presents a problem.

Blue is easily the most dangerous, but you probably won't be taking it out first. This is because compared to the others it's much harder to land a hit on Blue. That said, focus on Blue and Pink primarily.

If you are going to use any power shots, use them on pink. It has the one attack that covers a large area, even with the double shot of yellow. The pods track to a small degree and persist longer than the other two's attacks. This means that they create another obstacle for you to deal with, cutting off your escape from the other two.

You do not want to fight Pink last. If you do, it will be moving very fast, and will be spewing out pods at an enhanced rate with much better coverage.

So destroy pink first, then the other two.

\*=====CHANCE STAGE=====\*

-Stage 28

Very simple enemy pattern here. They move in an asterix, basically touching the stage at 0, 45, 90, 135, 180, 225, 270, and 315 degrees. It's easy to get in their path and shoot them down.

-----  
GYRW8: TO VENUS!  
-----

\*=====THREE WARPS TO VENUS=====\*

-Stage 29

The enemies take two loops within one quadrant before resting in the centre of the screen. You can take on the first wave by quickly moving to the left. Of course, you must watch out for their shots. Luckily, they persist in one spot long enough that you can dodge fairly wide and still get them all.

-Head into position 45/quadrant 1 for the second wave. Twin cores will fire off so maybe incapacitate one of them to remove the threat right away.

-Swing over to position 135/quadrant 2 to take on the next wave. A large orange enemy will appear, it drops mines. These explode after a minute. Because this thing cuts off your movement room, it is a priority target. You can still get most of the next wave however.

-Swing down to quadrant 4/position 315 to take out wave 4. Watch out for the Dropper. If need be, pull away and destroy it before the rest of the wave 4.

-Clean up the rest of the enemies to progress. It seems mines may prolong how long you stay on the screen... so take out any Droppers with haste.

\*=====TWO WARPS TO VENUS=====\*

-Stage 30

The path of the ships seems somewhat reduced in this level. Quickly swing up to position 45 to target and destroy the bulk of them. The docking station doesn't really fire anything at this point but there are Droppers and Phase Ships appearing even as you go after the first wave.

- The second wave can be mostly destroyed from around position 270. Watch out for the dropper.
- The next wave is around position 225, you may have to go around to get it in almost a full circle if there is a Dropper near you to the left.
- Taking out the station itself is surprisingly simple. Destroy phase ships as they appear, and Droppers as they approach you. Focus on one pod at a time and you should come out on top.

\*=====ONE WARP TO VENUS=====\*

-Stage 31

The first wave can be handled easily enough by swinging about 10 degrees right, to around 280. Shoot them and move a few degrees to dodge each shot as it comes towards you. A dropper will follow shortly, and a phase ship appears soon as well.

- Wave two can be taken out at position 225. There's a chance the Dropper is blocking you completely.
- Wave three is most accesible from 45 degrees. Again, a dropper causes problems.
- Swing over to position 135 for the fourth wave of enemies.
- Clean up all remaining enemies to fight the boss... be warned that Twin Cores will appear. Be warned that the more mines that are on the screen... the greater the chance of more enemies showing up.

\*\*\*BOSS\*\*\*

It's another space station.

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It opens its arms in this order: 4, 8, 1, 2, 3, 5, 6, 7. Kind odd, I suppose. But it does offer a few tactical ideas.

The arms fire as such:

- 1,5: Spread pods, like we saw in the previous space station battle.
- 2,6: Circling pods, that fly in one direction when hit.
- 3,7: Small, tracking pods.
- 4,8: Three way spread.

That's a combination of all attacks thus far. But it's not nearly as bad as it looks.

The spreads pods are an immediate threat. You should likely concentrate on 1 and 5 first. Or you could concentrate on the circling pods first. That's 2 and 6. Let's do the spread pods first because they are the most unexpectantly dangerous. If you use any power shots, do it to these. Cripple some of the most surprising firepower first for considerably more breathing room.

Otherwise, you have to attack these on a slant, to avoid all the other pods. I say just blast them with your big shot, but you can avoid the circling pods by slight shifts in position.

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Alright, the next thing to go for are the circling pods. They block so much of your assault that - with so much else going on it becomes a necessity to take them out early.

You can more or less accomplish this by hitting one, then spinning to the next when things get choppy. Try to hit the circling pods before you get to the next arm. That way, you won't have your shots block. This becomes an easier task when there is only one arm left. Just let the circling pod pass then blast the arm until it blows up.

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Alright. Clearly the next targets are 7 and 3, which launch the small tracking pods. You can concentrate on one until things become too dicey, that is, pods from the other arm are coming down. Sidestep the threeway spreads. You can nullify their effect by stopping just outside the spread but don't take any chances. When you're down to one tracker arm, you can concentrate on it while destroying its pods with relative ease.

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All that's left are the three-way spread shot arms. They are easily defeated by shooting them when they open, then sidestepping the shot. Destroy these two last arms to win.

====\*CHANCE STAGE\*====  
-Stage 32

Two waves of enemies will arrive at once, cycle in the centre and come out at comparable directions. The best way to handle them is to line up with one as it enters the screen and shoot as many of them as possible, then line up with the other wave's exit path. They exit at roughly the same path so any stragglers from your first assault can fall as you take on the the other half of the wave.

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GYRW9: TO MERCURY!  
-----

\*====THREE WARPS TO MERCURY====\*  
-Stage 33

The main issue with enemy patterns in this set of stages is that they are very short. They loop one direction, then the other, then enter the background. Head to the spot opposite where they initially head. they are tightly packed so you can more or less get most of them in one exchange.

The first wave of this stage can be taken out by flying immediately to the 180 position, cut them down.

- Swing now quickly to position 0, to get the next wave. A large construct of a few orbs will be visible down below. This orb snake is a hard case, just avoid it as it "swims" up to your level and back to the background.
- Swinging to position 90 will allow you to cut down the third wave of enemies.
- Hurry down to position 270 to destroy the fourth wave.
- You will need to destroy any remaining orb snakes. Each segment takes a few hits so this could be tedious as other snakes can show up. Alternatively, you could try to wait for them to leave on their own.

\*=====TWO WARPS TO MERCURY=====\*

-Stage 34

If you've made it this far, you know what's going to be in the centre - the omnipresent docking station. Head to position 0 to get in line for the first wave. Watch out for the two new meteor types in this stage - colour meteor and colour meteor spread. The spread has fairly large rocks, and moves at a decent clip so watch out! They can be quickly destroyed, however.

A word of warning: Colour Meteors split into cm spreads. Do not shoot the spreading meteor if it is near your ship, because it will fly towards you. With increased speed, to boot.

- Wave two can be fought around position 90. However, the colour meteors and the shots of the wave mean you shouldn't linger. Due to the truncated path of the waves on route to Mercury, their shots can come out of nowhere.
- You can get set up for wave three at position 270.
- Wave three arrives at position 180. An orb snake should follow.
- When focusing on the docking station, the background graphic of the colour meteors is big and distinct enough to know its coming. If you aren't crowded you can probably take these out before they become a threat. Of course, watch out for that orb snake if it's around.
- The orb snake and colour meteors will probably clear themselves off the screen but you should still fire on the snake - just in case.

\*=====ONE WARP TO MERCURY=====\*

-Stage 35

Wave 1 is instantly accessible from the 270 starting position. Fire on them, dodge any shots.

- Immediately after, swing to position 180 to take on Wave 2. A colour meteor should be hit and split by your assault. The spread meteors should go around you.
- Swing over to position 0 for wave 3. The colour meteors at this point are flying in fast and so if you can, try to go between the split. If they are going to crash into you, it's better to just dodge them even if you lose a few ships.
- The last position to get a wave in this stage is position 90. Be careful of orb snakes.
- Clean up any escaped ships, and the few orb snakes that appear. After the screen is clear of enemies, get ready for the boss.

\*\*\*BOSS\*\*\*

This large dome-encased brain isn't too difficult. It spews meteors from the eight orange spots on the dome. The meteors move to and from the brain's encasement.

You can hit these orange spots when the meteors are fired out. So, you can move

around the brain, hitting these spots on the diagonal. Destroying the orange spots does not make the meteors leave.

Your powershot can destroy meteors. If you want to give yourself a little breathing room, you could clear out three adjacent meteors. However, while this makes you safer for Phase 2, I think three power shots would be best used on Phase 2 itself.

If you follow the meteors around in a pattern, moving past them as they just start to fire, you should be hitting the orange spots and the damage will come quickly.

Of course, the difficulty picks up when the brain's dome is shattered. It shoots lightning bolts in eight directions. If you cleared out a section of meteors with the power shot, you can dodge the lightning from here while firing in on the brain.

If you didn't clear out the meteors, then you may as well use a few power shots to take out the brain itself. It takes about three, I believe.

You could try taking it down with no power shots whatsoever. But mixing meteors with zapping gets extremely dicey, very fast. Especially since the bolts are very fast, you may not be able to dodge in time, or you'd dodge right into a meteor. Major bummer, thummer down!

\*=====CHANCE STAGE=====\*

-Stage 36

This is a very easy pattern, albeit fast. The enemies take first circular paths, head into the background and then back out. You should get most, if not all, on the first pass. Easy perfect =)

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GYRW10: TO THE SUN!  
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Yeah! The final lap!

\*=====THREE WARPS TO SUN=====\*

-Stage 37

Things are going to be a bit interesting here. The fireballs firing from the background come quickly and suddenly. Enemies start at two points, then converge in the centre of their paths. We can take the bulk of them at this convergence, but always be aware of the fireballs!

It could be best to attack one half of the enemy wave on their entry, and the other half as they loop back.

You can get the first wave by positioning yourself at 315 degrees.

-Fireballs are launched constantly. You can get the second wave of enemies around 90 to 135 degrees.

-Wave three is focused on position 225.

-Wave four is focused on position 45.

-Clean up any remainders. This stage actually ends fairly quickly because there isn't much that can linger, besides the power up enemies.

\*=====TWO WARPS TO SUN=====\*

-Stage 38

One thing to keep in mind is that the docking station can obscure the fireballs so you must always keep your eyes open, and possibly listen for their swish. Unfortunately, they don't swish until they're fairly close to the edge.

The first wave is destroyable at position 135.

-A short swing down to position 225 will line you up good for wave 2.

-Wave three immediately follows at 45 degrees.

-Wave four quickly comes in at 315 degrees.

-Believe it, the stage becomes much harder now. With constant fireballs and many power up enemies - often blank, it becomes more difficult to hit the stations. The ships their mouths belch are negligible in comparison.

\*=====ONE WARP TO SUN=====\*

This stage is very difficult. It is a constant barrage of fireballs. Try to keep moving and avoid them at all costs. You just have to survive this level and make it to the boss.

Unfortunately, I can't tell you much more than "try and anticipate where the fireballs are going to hit the edges at," because it's fairly random and is all about your skill at dodging these things.

I will say - NEVER try to stay between two fireballs that are close together in hopes that they'll pass by you. They WILL curve in and CRUSH you.

After a bit, you will encounter the boss.

\*\*\*BOSS\*\*\*

This star launches blue fireballs at you. Unlike red fireballs, they can be destroyed. However, it launches them frequently and they travel quickly with minimal tracking capabilities.

It launches these things to either side of you. Take a few shots in one quadrant and then move to the next. This constant movement thins out its barrage, increasing your chances of survival.

As soon as you see it reveal its purple self, strafe and shoot. This is more out of self-preservation than anything else. When its fiery exterior is destroyed and the purple reality revealed, it launches a radial blast of blue fireballs. If you time it right on, you should take out the fireballs as you dodge them. But it's got to be timed. You could also use power shots to clear a few out.

The purple machine is only vulnerable when it opens its eyes. It launches small eye pods that have a little bit of tracking in them. Take them out as they appear, and try to keep one quadrant free. Shoot at the big purple eye when it opens.

As time wears on, the big eye will begin to shoot lasers at you. These are at least easier to handle than the brain's lightning bolts a few stages ago. Dodge them but don't let up on firing. As it is more and more damaged, it unleashes more lasers.

When it turns pinkish red, it is almost dead. You can use some power shots on this boss, they help though it has a lot of stamina. But by all means use as many of the power shots as you want, this is the final boss.



When you defeat it, you will restore the Sun to its former glory and be treated to a brief ending sequence. The game will now loop back to the start, you keep your lives and power shots and score, but the Stage is now Stage 1. That's it, you have conquered Gyruss!

-----  
| G5: Enemies |  
-----

Colours are inconsequential. Even though the standard ships look different based on stage and colour, they all serve the same purpose. See the first warp of each stage in the walkthrough if there are any particularities to their wave movement, however.

Please note that none of the enemy names here are official. Enemies are introduced based on the warp series they first appear in.

--Warping to Neptune

**Basic Ship:** The enemy waves which I talk about so much in the walkthrough. The basic ship can fire when its about halfway between you and the background, but it's random which fires in the wave, or if the wave itself fires. Always be on your guard. Any enemies in a wave that you don't destroy rest at the middle of the screen, flying out after you when all four waves have passed. You can shoot enemies in the distance, and I'd recommend you do so.

**Docking Station:** Four circular pods which open to launch an enemy, launches ships when all four waves have passed. Multiple hits are needed to destroy a pod. Always appears in some variation during the second warp of a stage series.

**Meteor:** An indestructible (or hard enough that trying is not worth it) meteor which flies out from the distance. Dodge it.

--Warping to Pluto

**Space Amoeba:** Amoeba which takes multiple hits. Sometimes shooting it causes it to split. Other times, it is pushed back. Because of the chance to split, you should fire at it while it is far away.

--Warping to Uranus

**Flashin Bubble:** A flashing sphere which comes out from the distance. Either destroy it or sidestep it.

**Nautilus:** Draws a spiralling path as it cycles out from the centre. Destroy it when it is far away before it draws a circular path right into you. When you shoot it, its insides are revealed. It moves very quickly and randomly like this, so shoot it asap. If it leaves the screen, it will regrow its shell.

--Warping to Saturn

**Jellyfish:** A jellyfish which draws little undulating paths out from the centre. It is hard shelled, and it is advised you sidestep it if possible, rather than wasting time fighting it.

--Warping to Jupiter

Small Meteor: A fourway spread of meteors. Try to sidestep them or go between the central two. They are mostly an annoyance, blocking the shots you take at enemy waves.

--Warping to Mars

Phase Ships: A ship which appears and disappears. When it appears, it will fire its cannons. You must shoot it after it appears then sidestep to avoid the possible shots.

Twin Cores: Two circular enemies with an energy stream between them. Either sidestep them or shoot one to disrupt the stream. Flying between them is not an option.

--Warping to Earth

Roller: Rolls around the screen, stops to unfurl and fire. It chases you around the screen, you must shoot it when it unfurls and sidestep its attack. Because it follows you, it can get pesky and interrupt your concentration on the waves.

--Warping to Venus

Dropper: An enemy which moves in a circle dropping time bombs/mines. These cut off your path and often interrupt your dealings with the ship waves. Either destroy the Droppers as they fly in from the distance, or as it approaches you in its circular path.

--Warping to Mercury

Colour Meteor: A large multi-colour meteor. Firing at it creates a spread.

Colour Meteor Spread: They can be destroyed, but these four spreading meteors are best avoided if you can't shoot them at a distance. Firing at them seems to draw them towards your ship...

Orb Snake: A snake made of four orbs. Hit the leading orb a few times to destroy it, then focus on the subsequent orbs. It usually leaves before you finish with it, though its pattern is very random.

--Warping to The Sun

Fireball: A fast moving obstacle that you must avoid. These are in great numbers in each of the sun series levels.

=====  
| G6: Code |  
=====

Gyruss does have one code.

On the title screen, enter the following quickly:  
A,B, Right, Left, Right, Left, Down, Down, Up, Up

For a host of extra lives.

=====  
| G7: Credits |  
=====

Thanks to the hosts, without them you wouldn't be reading this guide.

Thanks to Ultra/Konami for another great space shooter. Gyruss is truly a funky fresh experience.

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[www.neoseeker.com](http://www.neoseeker.com)

[faqs.IGN.com](http://faqs.IGN.com)

[www.1up.com](http://www.1up.com)

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