

**TELEGAMES**

Presents -

# HYPERDROME

THE INSTRUCTIONS



## INTRODUCTION

Welcome to the futuristic sport of 'Hyperdrome' - hop into your gridpod and blast off into the arena. Capture precious jewels and equipment and attempt to score points by depositing them in your own goal. Obtain power ups to blast the enemy and steal possession of vital energy. Comlynx with up to three of your friends and play against each other in this hyper-speed futuristic sport.

## GETTING STARTED

1. Insert your Hyperdrome cartridge into your Lynx - with the label side facing the Lynx.
2. Turn on the Lynx - the Hyperdrome intro screen appears.
3. After a few seconds the animated title screen appears - you can press option 2 at any time to turn off the music.
4. Press A or B to enter the options screen - select your options then select **START GAME** and press A or B to enter the arena.

**Name** - use the joypad to move the cursor left and right and use the A and B buttons to select the desired letter.

**Colour** - use left or right joypad or the A or B buttons to select your colour.

**Speed / acceleration / shields** - use right or left joypad or the A or B buttons to select your desired combination of gridpod characteristics - note that increasing one characteristic may decrease another.

**Difficulty** - use left or right joypad or the A or B buttons to select the desired difficulty. The arena will become more dangerous at the higher difficulty levels.

Wait for the countdown to expire - then press A or B to launch your gridpod into the playfield.

## PLAYING THE GAME

You are seated in the cockpit of your gridpod for the duration of the event and your score appears in the corner of the screen in your gridpod colour. On the left is your Power Bar - and on the right is your Shields Bar. If your shields become depleted you begin to lose power with each subsequent hit. The more power you lose the more difficult it will be to maneuver your gridpod.

To restore Power and Shields either re-enter your home goal or launch an object into your goal. Your energy levels will be restored very quickly.

You have a radar located in the lower centre of the screen - the left field identifies the object on your radar and the right field (shown as pair of shifting arrows) indicates where the object is located relative to your current position and facing. Use the A button to cycle through the objects on your radar.

You score some points for merely picking up objects - but the key to racking up points is to deposit them back in your home goal. Note that some objects are in fact power ups that temporarily enhance your gridpod.

Use the B button to shoot at foes to stun them and drain their energy - your twin blasters will recharge after a few seconds.

Use the Option 1 and Option 2 buttons to snap your gridpod in 90 degree turns - Option 1 turns your gridpod right and Option 2 turns your gridpod left. Note that your gridpod automatically faces your home goal after you pick up an object to allow you to quickly deposit objects in your home goal.

There are many dangers in Hyperdrome !! - such as-

**Magna-disks** - these appear as a pair of dark circles on the floor and ceiling - run into their pull and your gridpod will helplessly spin in circles for several seconds.

**Steelium Columns and Spikes** - these unbreakable barriers are scattered throughout the playfield and will knock your gridpod off course as well as depleting your shields.

**Cyclops Syphon** - this sinister object appears to be a valuable piece of equipment - but don't be fooled! - this red-eyed gremlin disables your gridpod momentarily causing you to lose precious time in your quest to become 'Champion of the Grid'.

**Competing Gridpods** - don't think you can hide forever ! - sooner or later your foes will descend upon you, especially if they find you're getting all the precious treasures and sneaking them into your goal.

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