GRIZZARDS



Player's Guide

Introduction

The land of Syrex is a dangerous place. Fierce monsters roam the countryside. But luckily for you, you're a Grizzard handler!
Train your Grizzard to use a variety of moves to take on the monsters. Discover new kinds of Grizzards with new capabilities. Can you conquer all the monsters of Syrex?

In the *Grizzards* videogame, you'll roam the land looking for monsters. Monsters may surprise you as you travel, or you may see them coming. When faced with terrifying beasts, you'll direct your Grizzard to use its moves to defend you and attack the monsters.

This is the *Grizzards* Demo Player's Guide
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This version is for systems in US, Canada, Mexico, Brazil, and Japan using the NTSC television standard. For Atari Video Computer System CX-2600 (or Sears Tele-Games Video Arcade or Atari 7800 ProSystem) with AtariVox (or MemCard, or SaveKey) device.

This videogame software was not created, published, or licensed by Atari or its successors.

This manual describes a DEMO version of the game. The full version may be different.

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1 Setting Up

To play *Grizzards*, you will need:

- An Atari console: the Atari Video Computer System CX-2600, Sears Tele-Games Video Arcade, Atari 2600jr game system, or Atari 7800 ProSystem
- A TV or video display
- A joystick controller (or SEGA Genesis/MegaDrive gamepad)
- A memory device: an AtariVox device with (optional) speakers or headphones, or a MemCard or SaveKey device.
- The *Grizzards* game cartridge

Set up your console with your TV or video display. Connect a joystick controller (or SEGA Genesis/MegaDrive gamepad) to the *left* controller port, and the memory device to the *right* controller port. Make certain that the Power switch is in the Off position when connecting your memory device.

Finally, insert the *Grizzards* game cartridge (with the label facing up) into the cartridge slot, and turn the Power On.



2 How To Play

2.1 Console Controls

Color/B&W Switch (Pause)

On an Atari 2600 (or Sears Arcade) you can pause the game using the **Color/B&W Switch**. Push the **Color/B&W** switch into the **Color** position to play, or the **B&W** position to pause the game.

On the Atari 7800, press the **Pause** button once to pause the game, and again to resume playing.





Game Select

When viewing the Title Screen, you can use the **Game Select** switch to choose the Slot you wish to use to save your progress.

While you are playing the game, you can use the **Game Select** switch to review your Grizzard's statistics from the Map screen, Combat screen, or a Grizzard Depot.

Game Reset

When viewing the Select Slot screen, press the **Game Reset** switch to begin playing the game.

While you are playing the game, press the **Game Reset** switch to abandon your progress and return to the Title Screen. You will lose any progress since the last time you visited a Grizzard Depot.

Difficulty Switches

You cannot delete a game in progress unless both Difficulty Switches are in the "A" (Advanced or Expert) position. To protect your game from being deleted, set either one of the Difficulty Switches to the "B" (Beginner or Novice) position.

This game does not make use of the Difficulty Switches while you are playing.

2.2 Using a Gamepad

A SEGA Genesis/MegaDrive gamepad (or other compatible controller) may also be used with *Grizzards*. Use the **B** button as the **Fire** button. Use the **C** button as an alternative way to press the **Game Select** switch.

Your gamepad must be plugged in before you turn on the power if you want to use it. Otherwise, the **C** button will be ignored.

2.3 Start a Game



Once your console is set up and everything is connected, turn on the Power switch. You'll see the title screen appear. If you have an AtariVox device, you'll also hear the title spoken.



Press the **Game Select** switch or **Fire** button to move to the Select Slot screen.

Press the **Game Select** switch or move the joystick left and right to choose a memory slot[1] for your game. There are 3 memory slots possible. Press **Game Select** or the joystick again to rotate through them. If someone has already begun

[1] Technical Note: The Slot number chosen here is relative to the three save game slots used by the *Grizzards* game program. Each save game slot actually occupies 4 blocks on your memory device.

to play *Grizzards* in a certain slot, your screen will show "`RESUME`." If a slot is empty, you'll see "`BEGIN`" instead.

This demo saves your progress in the "scratchpad" area of your memory device. It's possible that other games might overwrite and destroy your saved progress. This is just because it's a demo, and does not have a private area reserved for it yet.

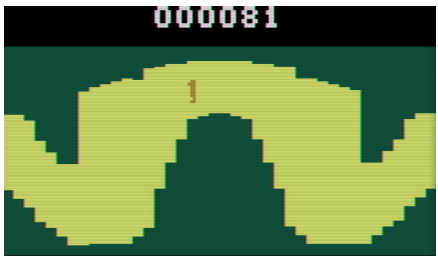
When you have selected the slot you want to begin (or resume), press the **Game Reset** switch or **Fire** button to start.

You'll begin in the ruins of Treble Village after the monsters invaded. You know that to the east are the extremely dangerous **Fire** Bog, so your best bet is to head west (left) and see if there are any other survivors.

2.4 Roaming The World

The World Map screen shows your current score (initially `000000`) at the top of the screen. In the map display, you'll see the current area in which you are traveling. Guide yourself using the joystick controller.

To review your Grizzard's statistics, press the **Game Select** switch.



As you travel, you may encounter monsters,Grizzards, Grizzard Depots, other people, signposts, or doors. To interact with them, simply walk into them.



A monster, or group of monsters, look like this:



Sometimes these monsters may sneak up on you and attack! Other times you'll see them waiting for you and can avoid them — or walk up to them when you're ready to face them.

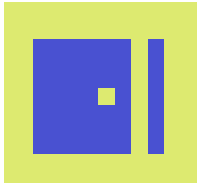
A Grizzard Depot looks like this:

You may also encounter Grizzards in the world that you can convince to join your party. A wild Grizzard looks like this:

(WILD GRIZZARD ART HERE)

At a Grizzard Depot, you'll have the option to swap Grizzards in your party, with up to 30 total Grizzards saved in your memory device. Each Grizzard may have its own moves and skill scores.

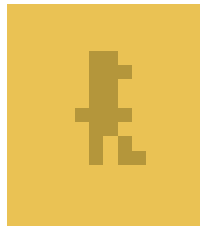
A door looks like this:



A signpost looks like this:



A person looks like this:



2.5 Grizzard Depots

To swap which Grizzard you're using, or to heal your current Grizzard partner, you'll need to find a Grizzard Depot.



Touch the Grizzard Depot on the map screen to enter it.

Your progress will *immediately* be saved to your memory device.

At a Grizzard Depot your Grizzard partner will be fully healed. You can then use the joystick to choose a different Grizzard to travel with you.

Here, you'll see the word `DEPOT`, your current Grizzard companion, and the number of hours you've been playing Grizzards (total, since you first started in this slot).

To review your Grizzard's statistics, press the **Game Select** switch or move the joystick left or right.

If you have more than one Grizzard in your collection, you can choose which Grizzard will be your companion. Press up (forward) or down (backward) on the joystick controller to cycle through available Grizzards.

When you're ready to return to your adventure, press the **Fire** button.

2.6 Battling Monsters

Monsters plague the world of Syrex. If you're caught by monsters without a Grizzard partner, they're sure to eat you alive! Luckily your Grizzard partner will defend you from them, and monsters will attack it before you.

When you encounter monsters, you'll see the Combat display.

Monsters may travel in groups, so you may see more than one monster facing you.

The long bar beneath your Grizzard represents its health. If it is reduced to zero, your adventure will be over.

Using the joystick controller, you can choose from among the moves that your Grizzard knows how to perform. Press up and down to select a move. If your Grizzard knows how to perform a move, it will appear in color. If your Grizzard does not yet know how to perform a move, it will appear in black.

Most Moves will target one monster that you're facing. (Some Moves instead affect yourself.) Press left or right on the joystick controller

to select a target if you're facing multiple monsters.

When you see the selection you want, press the **Fire** button. You must select a move that your Grizzard knows how to perform.

To review the statistics of your Grizzard, press **Game Select**.

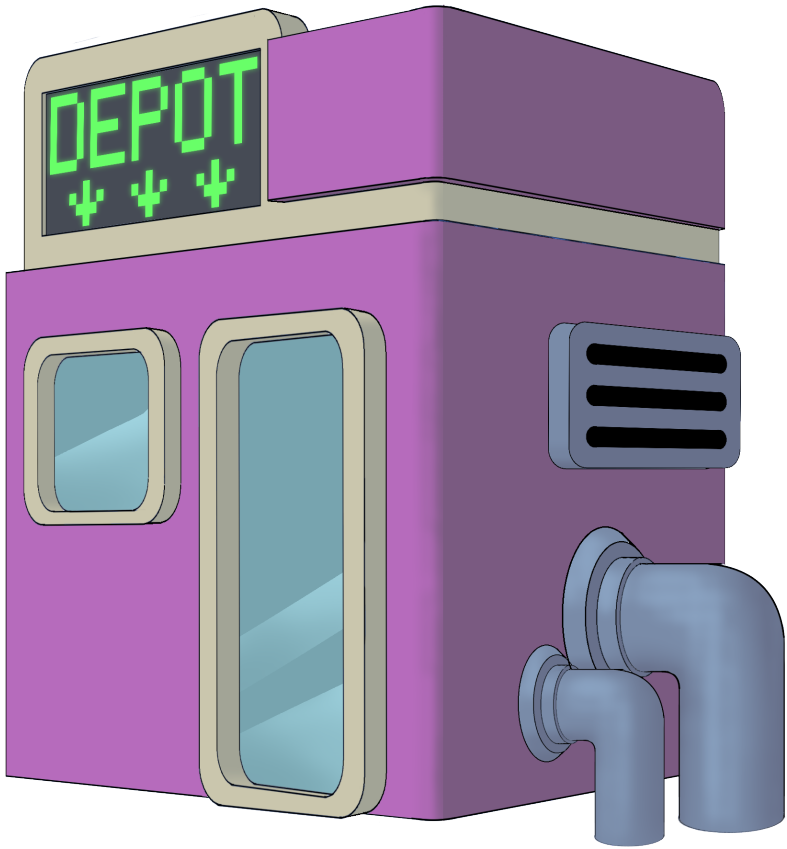
Executing a Move

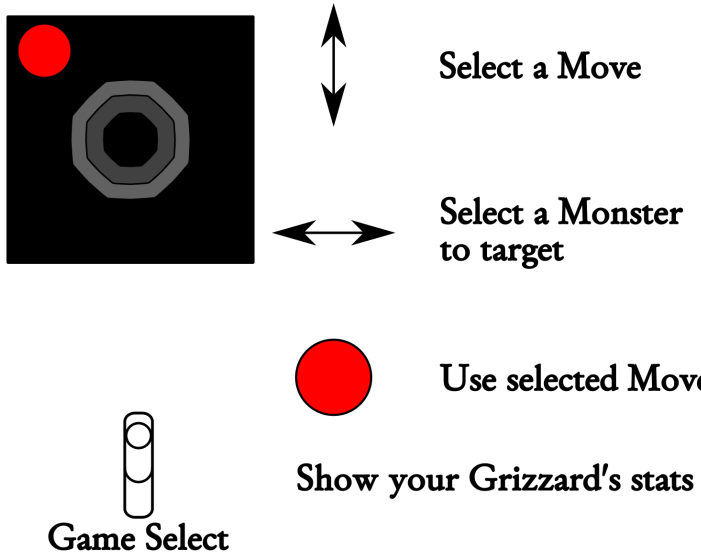
It's possible for a move to miss its target. If that happens, you'll see `MISSED` appear briefly.

After a move has been executed, the creature targeted by that move may be injured (lose hit points) or have its statistics changed. Changes to statistics are temporary and last only the duration of one battle. After the battle, your Grizzard's statistics (or those of any monsters you failed to defeat) will return to normal.

If you Grizzard loses hit points, the bar below your Grizzard will reduce in length. When your Grizzard is nearly out of hit points, the bar will change to a red color to draw attention to that fact.

If your Grizzard is defeated, the monsters will surely eat you alive. Your adventure will end there, and you'll return to the title screen. Don't worry, though; you can continue from the last Grizzard





Depot you visited by resuming your game's saved progress. Just choose the same game slot and resume and try again.

If you defeat all of the monsters, victory is yours! Your score will increase, and you'll return to the World Map screen victorious.

You may choose to run away from a fight, but the monsters will be immediately healed and may still come after you.



Viewing your Grizzard's statistics



The Combat screen

Grizzard Learning

Your Grizzard companion may learn from opposing Monsters. This can result in your Grizzard increasing its Attack or Defend score, or learning a Move that a monster has just performed.

Your Grizzard can only learn certain moves. Moves that your Grizzard might be able to perform, but does not yet know how to, will appear in black on the Combat display.

Statistics

You can also press the **Game Select** switch while viewing the Map, Combat, or a Grizzard Depot to review your Grizzard's statistics.

Once you've reviewed them, press the **Fire** button to return to the previous screen.

Each Grizzard companion has a few statistics:

`ATK` is the Grizzard's *attack* rating. This is the likelihood that your Grizzard will hit when it attacks a monster. Some Moves cause more damage than others, though.

`DEF` is the Grizzard's *defend* rating. This is how likely your Grizzard is to avoid being hurt by a monster's Move.

`HP` is the Grizzard's *hit points* or health. When monsters hit your Grizzard, this value will decrease. If it reaches zero, your game is over.

`MAX` is the Grizzard's *maximum hit points*. Your Grizzard can gain more hit points up to this amount.

Each of these statistics can be raised up to a maximum of 99 points. They may go up a bit after each monster that you defeat.

Your Grizzard may also be subject to one or more Status Effects. These will alter your Grizzard's status temporarily (only for the duration of one battle).

Status Effects

A move can affect its target with Status Effects. There are six possible Status Effects that can influence a creature:

`SLEEP` A creature which has gone to sleep can not move on their turn. There is a 50% chance of waking on each turn.

`ATK UP` A creature with Attack Up has its normal attack score doubled.

`ATK DN` A creature with Attack Down has its normal attack score halved.

`DEF UP` A creature with Defend Up has its normal defend score doubled.

`DEF DN` A creature with Defend Down has its normal defend score halved.

`MUDDLE` A creature which has been Muddled will choose its moves at random. There is a 50% chance of clearing its mind on each turn.

Scoring

When you defeat a monster, you'll earn points. The number of points you earn will increase as you defeat more difficult monsters.

Your score begins at `000000` when you start your adventure.

2.7 Game Over

If you fail in your mission, your game is over. However, you have another chance to continue.

When you continue, it'll be just as if you'd never failed in the first place. However, you'll start over from the last Grizzard Depot that you had visited, but with your current

progress. If you fail before visiting a Grizzard Depot, you'll return to the original starting point.

Just choose your game slot from the Title Screen to resume your adventure.

2.8 Winning the Campaign

You can't win the full campaign in this demo version. However, there is one quest that you can complete. When you have completed that quest, a person in the game will let you know that you've reached the end of the demo. At that point, you can continue to level up your Grizzard by fighting more monsters, but you won't be able to make more progress in the story.

2.9 Starting Over

When you choose a slot with no game record in it already, you'll begin a new adventure.

If you want to delete your adventure and start again, it's a little bit tricky. This is to make sure you don't accidentally lose your progress!

From the Title Screen, press **Game Select** or the **Fire** button.



Then, press **Game Select** or move the joystick left and right until the slot you want to erase is shown.

Here's the tricky part. You'll need to:

- Make sure that both of the Difficulty Switches on your console are set to the "A" (Advanced or Expert) position.
- With your joystick controller, pull down (toward you) on the joystick and hold down the **Fire** button.

The screen will change from saying "`SELECT SLOT`" to saying "`ERASE SLOT`." The text will also be red to catch your attention.

If you're *sure* you want to erase your game data, then *without* letting go of the **Fire** button, move the joystick up (toward the TV). You'll see that the slot changes from "`IN USE`" to "`VACANT`" *immediately.*

Once your game record has been erased, you can not recover it from the game, so think carefully before you erase it.

Protecting Your Game Record

If either of your Difficulty Switches is in the "B" (Beginner or Novice) position, then you can't erase a game slot. *Tip: When you connect your memory device, check the position of those switches.*

3 Grizzards and Moves

There are 30 Grizzards in the game world, each with their own unique starting attributes and sets of Moves.

Each Grizzard is able to learn up to 8 different moves, in addition to the universal move `RUN AWAY`. It's up to you to discover which Moves each Grizzard is able to learn.

3.1 Aquax



Aquax is a brown Grizzard which lives in the swamps. It can learn these Moves:

- `SPLISH SPLASH` — splash water at the enemy, causing some damage.
- `RAISE HOPE` — may increase its own defend ability.
- `SURE SPLASH` — may increase its own attack ability.
- `QUICK FOOT` — causes some damage and may also decrease the enemy's defend ability.
- `GREAT MOJO` — causes some damage and may also decrease the enemy's attack ability.
- `FIRST AID` — heals a small amount of health, raising your own hit points.
- `SIMPLE CURE` — heals a bit larger amount of health.
- `COMMON CURE` — heals even more health.

3.2 Run Away

This Move lets you escape from a battle.

Your Grizzard will not be healed if you run away (unless you visit a Grizzard Depot); however, the monsters that you were facing will be healed immediately.

4 Monsters

Terrible monsters are arriving in Syrex, terrorizing the people. A few of them are described here.

Wicked Slime

These are weak slime monsters that your Grizzard can kill fairly easily … but beware when they travel in large packs. Like many creatures, they know some healing Moves that might be useful to learn. Wicked Slimes are now found near Treble Village and the Lost Mine.

Horrid Slime

More dangerous than a Wicked Slime, a Horrid Slime may survive your attacks until you've learned some new moves.

Vorpal Bunny

A powerful monster that will take a few hits to kill, they're the only way for Aquax to learn Great Mojo. Beware their attack Moves, though! You may find Vorpal Bunnies near the Spiral Woods.

Rodents of Unusual Size

One of the dangers of the Fire Bog, but I don't think they really exist.

Flame Doggo

A danger of the Fire Bogs, these beasts roam in packs.

Will-O-Wisp

These bright, floating sparks are known to travel in large groups. Once your Attack score is high enough to hit them, they go down quickly.

5 Troubleshooting

5.1 Screen "Jitters," freezes, or flashes blue

These may be signs that a screen (or the transition between screens) does not have the correct "scan line" count. This is a technical error by the game's developer (that's me!) and must be surecorrected in the next version of the game.

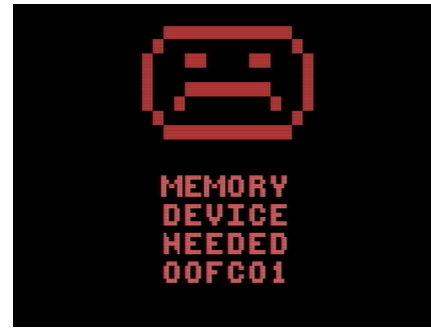
If you see these effects (or if you are running in Stella, if you notice that the scan line count is not 262 at all times) please report them to mailto:support@star-hope.orgsupport@star-hope.org so that they can be corrected before the game is finished.

5.2 Sad Face Screen

If you see the Sad Face screen, the game is trying to tell you that there is a problem.

From here, you can press the **Game Reset** switch to return to the Title Screen.

Red Sad Face Screen



The red sad face screen means that your memory device was not found. Turn off your console and connect an AtariVox, SaveKey, or MemCard to the right controller port. You may plug in speakers or headphones to your AtariVox so that you can hear the game voices.

White Sad Face Screen



The white sad face screen means that the game has encountered an error and cannot continue.

You should not be able to reach this screen. Please contact support@star-hope.org for additional assistance. Send the code number that appears on this screen with your email.

5.3 Pause button must be held down (7800)

This is believed to be a side effect of certain multi-carts, eg. PlusCart. If you are encountering this problem, please check https://github.com/-brpocock/grizzards/issues/182 for current information.

Note that you can press **Game Select** to view your Grizzard's stats and effectively pause the game as well.

5.4 TV goes blank when entering Grizzard Depot

Make sure your memory device is connected. If your memory device is not connected when the game tries to save, you may see the TV picture remain blank while the game tries to record your progress.

5.5 No voices

When the game first starts the title screen, after a brief pause, you'll hear the AtariVox announce the name of the game. If you don't, make sure that the AtariVox is connected and the speakers (or headphones) are connected, powered on, and turned up.

Naturally, there are no voices when playing with a MemCard or SaveKey device.

6 Technical Notes

The following notes are of interest to hackers only. You don't need to understand anything in this section to play *Grizzards*.

6.1 Development Tools

The *Grizzards* source code and development tools are available from https://Star-Hope.org/games/-Grizzards/ the *Grizzards* web site.

6.2 Game Record Slots

There are 3 logical game slots that you can choose from for the game. Each save game slot takes up 4 blocks (256 bytes) of storage space on your memory device, for a total of 12 blocks for all three save game slots. The following blocks are used:

1. blocks $c0-$c3 (addresses $3000-$30ff)
2. blocks $c4-$c7 (addresses $3100-$31ff)
3. blocks $c8-$cb (addresses $3200-$32ff)

These blocks are in the Scratchpad area. This means that other programs might potentially disrupt or destroy your saved game record.

The future version of this game will use a different set of memory blocks that are reserved for its own private use, so this won't be a problem then.

Portability

The save game records are in the same format for all *Grizzards* game cartridges, regardless of the region for which they were saved. This means that you can save your progress on an NTSC type system and then continue playing on a PAL or SECAM system, or vice-versa.

The save game slots used by this demo, however, are distinct from the

ones that will be used in the final game.

7 Credits

The *Grizzards* videogame software, including its audiovisual components and this manual, are copyright © 2021-2022, Bruce-Robert Pocock. All Rights are Reserved except as granted under license.

- Bruce-Robert Pocock — Programming, Manual text, In-Game Artwork, Sound effects
- Zephyr Salz — Art for manual, label, and cover; Music

Includes VCS header file by Matthew Dillon, Olaf "Rhialto" Seibert, Andrew Davie, and Peter H. Froehlich. Binary to decimal translation based upon code by Andrew Jacobs, based upon code by Garth Wilsone. "Six Digit Score" 48 pixel wide display routines as explained on Stella list by Erik Mooney and Bradford W. Mott. SaveKey EEPROM and AtariVox speech synthesis driver based upon code by Alex Herbert. Random number generator by AtariAge forum user `Supercat`. Some math functions by AtariAge forum user `Omegamatrix`. Some math functions taken from December 1984 *Apple Assembly Line*. "Have You Played Atari Today" jingle by Atari Inc. transcribed by AtariAge Forum user `tiggerthehun`. Atari 7800 console detection logic by AtariAge user `batari` courtesy of Darrell Spice, Jr. AtariVox and SaveKey illustrations in this manual are from the AtariAge store.

Special thanks to everyone in the Stella and AtariAge communities for making this game possible.

Testers

James Earl O'Brien, Darcy Troy Paulin, Philip Clark, `vitoco`

An early (alpha) version of the game's demo was featured on Zero Page Homebrew on Twitch on Friday, 6 August, 2021. https://twitch.tv/zeropagehomebrew https://youtu.be/yCFDxUqdP-k?t=4200

Publication History

The *Grizzards* videogame software has not yet been published.

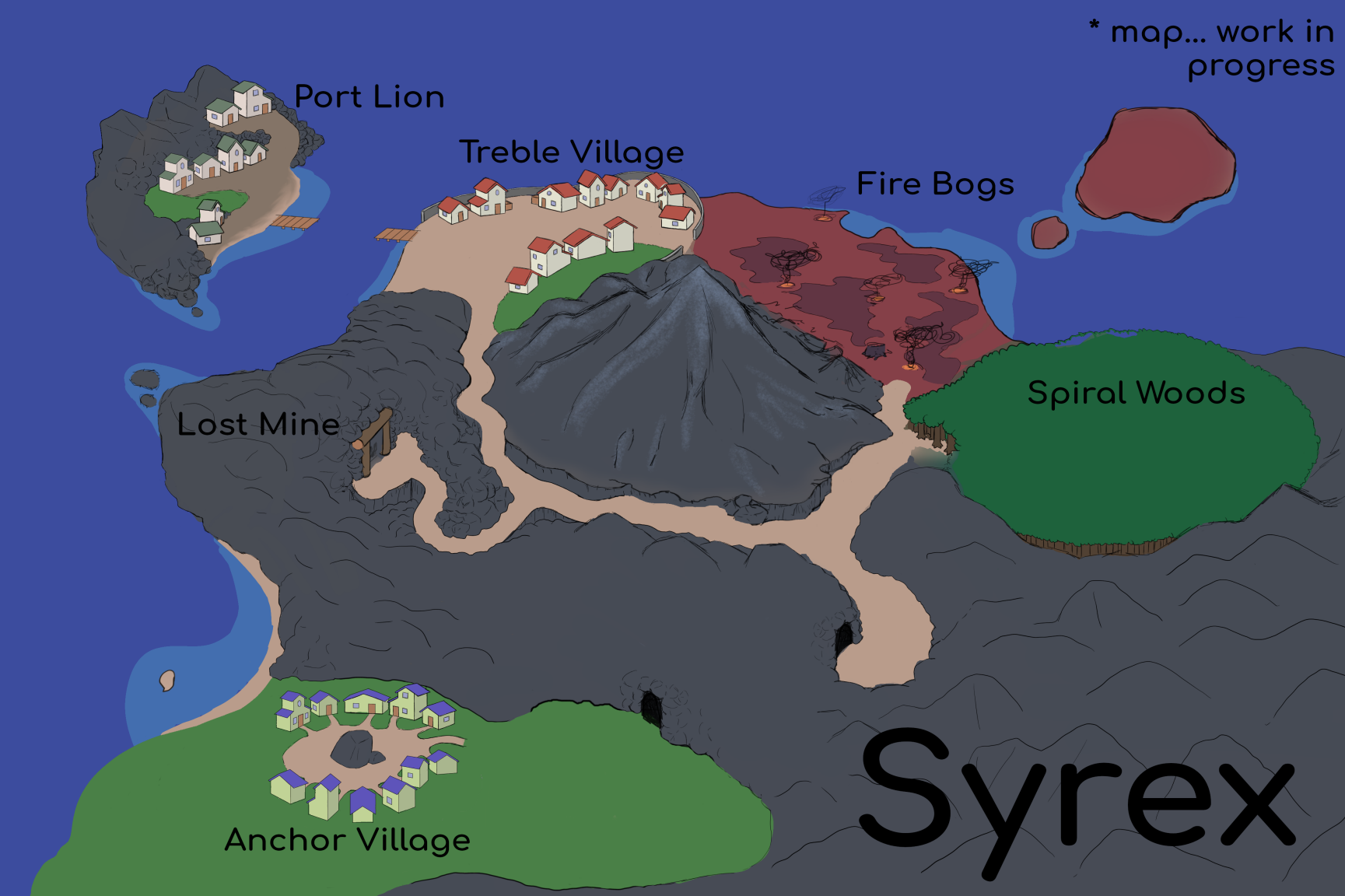
It is "beta" quality software.

A demo version was created in 2021-2022. This manual describes that demo.

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* map... work in progress
Port Lion
Treble Village
Fire Bogs
Spiral Woods
Lost Mine
Anchor Village
Syrex