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* No-Save Demo Public ReleasePlayer's Guide
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This version is for systems in France, Russia, Africa using the SECAM television standard. For Atari Video Computer System CX-2600 (or Sears Tele-Games Video Arcade or Atari 7800 ProSystem) without AtariVox (or MemCard, or SaveKey) device.

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

This manual describes a No-Save 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 MegaDrive gamepad)
- The *Grizzards* game cartridge

Set up your console with your TV or video display. Connect a joystick controller (or SEGA MegaDrive gamepad) to the *left* controller port.

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

Game Select

When viewing the Title Screen, you can use the **Game Select** switch to begin your game or start over

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.

The Left Difficulty Switch can be used to pause game play. When in the "A" (Advanced or Expert) position, you will not be able to continue playing until you toggle the switch to the "B" (Beginner or Novice) position.

2.2 Using a Gamepad

A SEGA 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 Start Game screen.

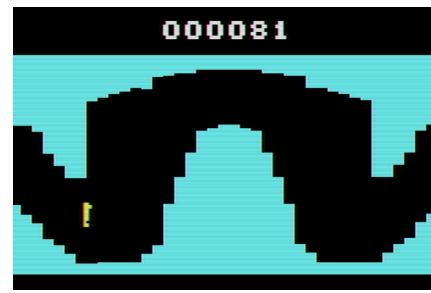
Press the joystick left or right to choose whether to `RESUME` your current game in progress or `BEGIN` a new game, then press **Game Reset** or the **Fire** button.

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

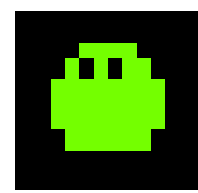
The World Map screen shows your current score (initially `000000`) at the top of the screen. In the map display, you'll see the current area in which you are traveling. Guide yourself using the joystick controller.

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



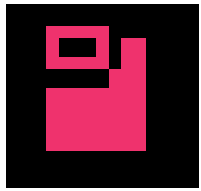
As you travel, you may encounter monsters,Grizzard Depots, other people, signposts, or doors. To interact with them, simply walk into them.

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. Particularly giant monsters look different on the map; you'll discover them during your adventures.

A Grizzard Depot looks like this:

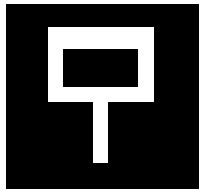


In this no-save demo, you will have one Grizzard companion, Aquax. With a memory device or the retail version of the game cartridge, you may encounter other Grizzards that you can convince to join your party.

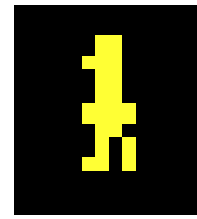
A door looks like this:



A signpost looks like this:



A person looks like this:



2.5 Grizzard Depots

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.

At a Grizzard Depot your Grizzard partner will be fully healed.

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.

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

2.6 Conversations

When you encounter a person, they'll usually speak to you. If you have an AtariVox connected, you'll hear what they have to say out loud

as well. After you've read what they have to say, press the **Fire** button.

*** Missing art: talking

Some people will even want to know what you have to say, in return. If that's the case, you'll be given a choice of two possible answers to give them. Press **Up** or **Down** on the joystick to select a response. If you want to review what the person was asking, you can press **Left** on the joystick to ask them to repeat themself instead. When you've made your selection, press **Fire** to continue.

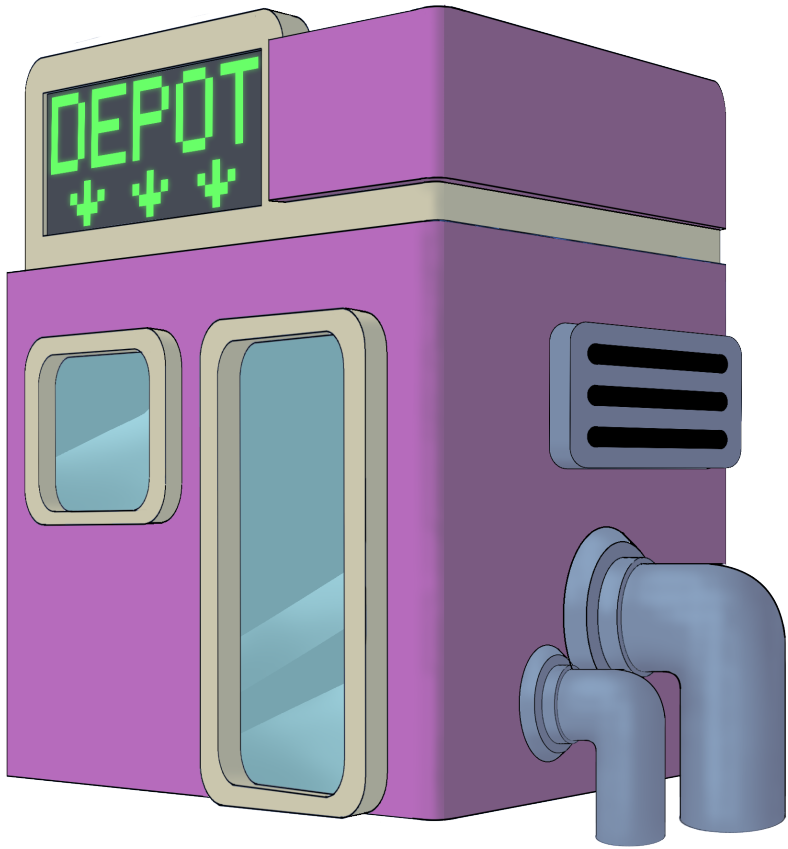
*** Missing art: Inquiry

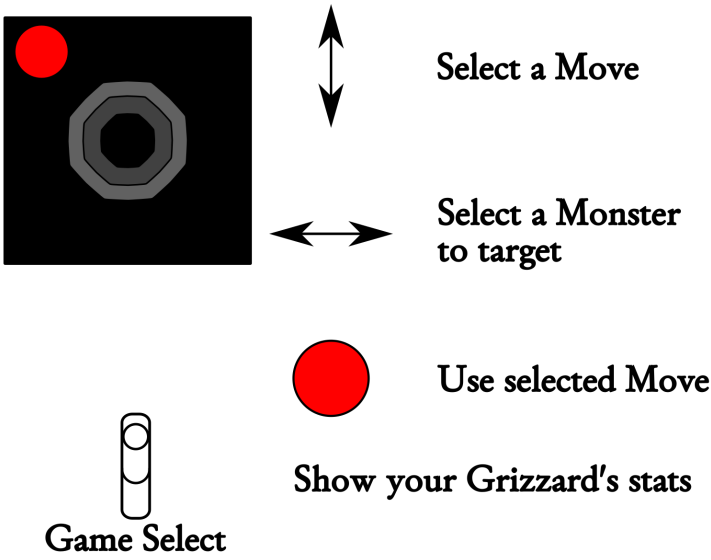
2.7 Battling Monsters

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.



Viewing your Grizzard's statistics



The Combat screen

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. You can resume your game from the Start Game screen, or start over.

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.

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.

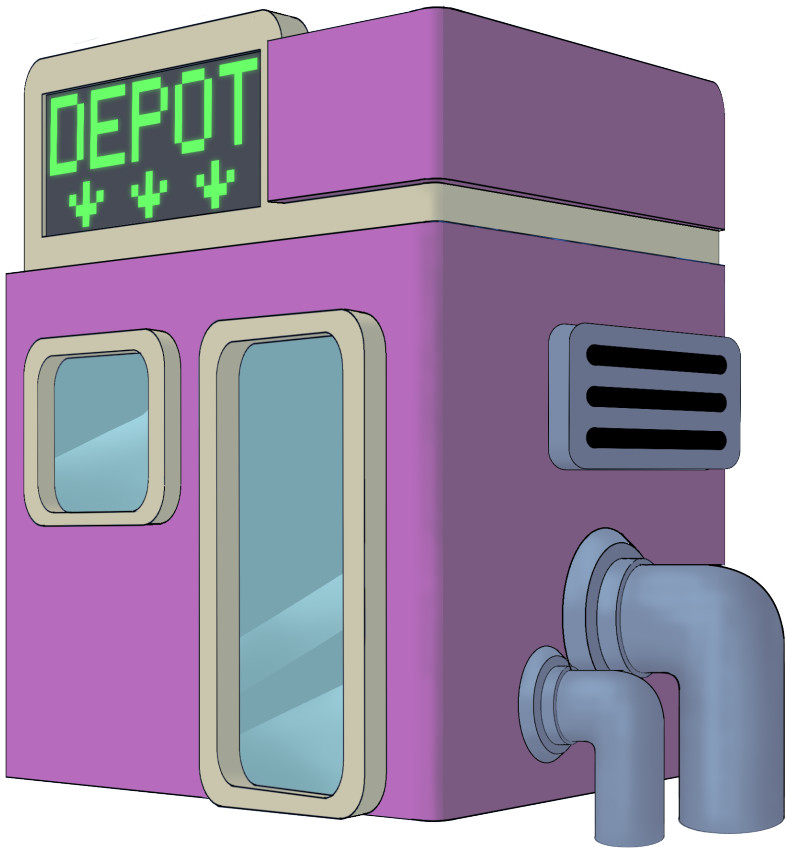
DEF UP A creature with Defend Up has its normal defend score doubled.

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



*** WRITEME wrong art piece

you earn will increase as you defeat more difficult monsters.

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

2.8 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 beginning of the game, but with your current progress.

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

2.9 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.



2.10 Starting Over

When you start the game, you can `BEGIN` a new game, or `RESUME` your existing game.

3 Grizzards and Moves

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

In this demo, you can play with only Aquax. Other Grizzards are available with a memory device or the retail cartridge.

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 try to 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.

Certain monsters are too terrifying to escape from. When you encounter a "boss" monster like this, it's a duel to the death. Watch out for their unique shape on the map.

4 Monsters

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

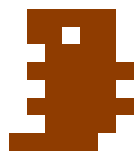
Wicked Slimes are weak slime monsters that your Grizzard can kill fairly easily … but beware when they travel in large packs. Like many creatures, they know some healing Moves that might be useful to learn. Wicked Slimes are now found near Treble Village and the Lost Mine.



Horrid Slimes are more dangerous than a Wicked Slime. A Horrid Slime may survive your attacks until you've learned some new moves.



Vorpal Bunnies are a powerful monster that will take a few hits to kill, but 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 are one of the dangers of the Fire Bog (but I don't think they really exist). They're known to attack pirates and princesses alike.

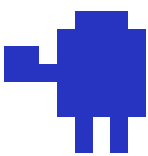


Flame Doggos are a danger of the Fire Bogs. These beasts often roam in packs, and their fur is on fire. Avoid the Fire Bogs until you have begun to train your Grizzard to have a higher Attack stat.



Will-O-Wisps are bright, floating sparks that are known to

travel in large groups. Once your Attack score is high enough to hit them, they go down quickly, but they have very strong defenses!



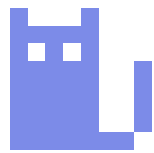
Lectro Sheep are dangerous sheep that are full of static electricity. They roam the countryside, as sheep will do.



Viking Turtles are dangerous waterfront creatures that can be very dangerous to encounter.



Crazy Foxes are likely to unleash a great deal of pain. It's said that they were never actually foxes to begin with, but are created already crazy.



Water Kitties are a special kind of cat that likes to swim, and to dish out punishing water-based attacks on anyone who comes near them.



Fuzzie Bears sound like a cute and cuddly creature, but they're really a lumbering tower of teeth and claws looking for someone to eat.



Metal Mice are extremely durable, so it can take a while to chip away at their hit points, but the rewards in points earned may well be worth it.



Fire Pandas are a bit like Red Pandas, a bit like Firefoxes, and quite a bit more dangerous. Unlike a firefox, these beasts actually dish out fire-based attacks on their victims.

and many more...

There are many other monsters roaming the countryside across Syrex. You'll have to discover the others on your own. Here's a hint: There are more than 40 types of monsters that you can face.

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 312 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.

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.

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 No-Save Version

This special No-Save demo does not allow you to save your progress or catch Grizzards, but it can be used without a memory device (such as SaveKey, MemCard, or AtariVox). When you turn off power to your console, all progress is erased.

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

Philip Clark, James Earl O'Brien, Darcy Troy Paulin, `vitoco`, David Bowen, and miscellaneous users from the AtariAge forum.

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.

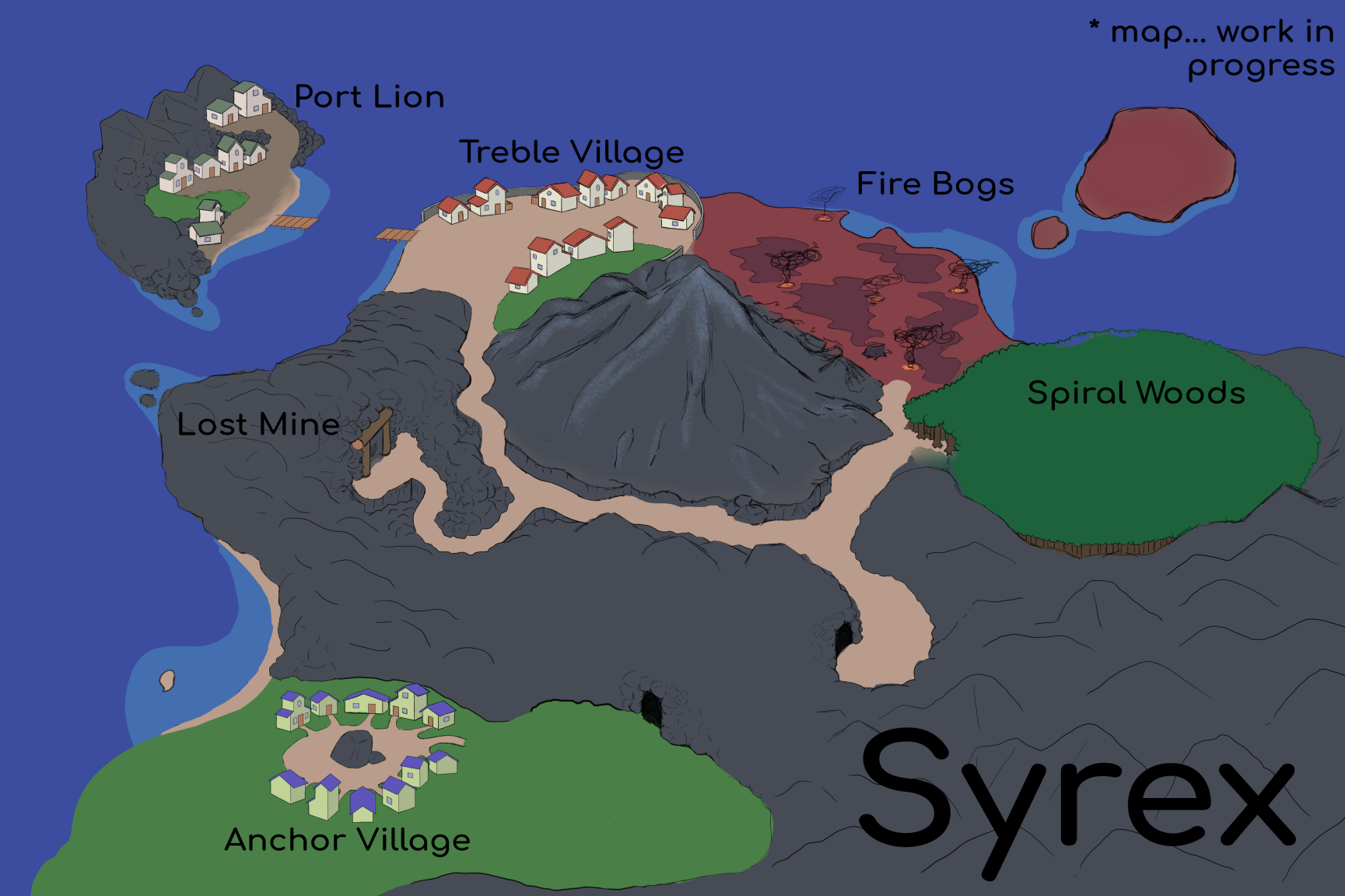
It is "beta" quality software.

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

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Redistribution not for profit is allowed, but sales of this software requires a license.


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