

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 Release Player's Guide

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This version is for systems in France, Eastern Europe, and 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.

Published by AtariAge.

If you enjoy playing Grizzards, you may be interested in purchasing a retail copy with built-in save-game memory from AtariAge. Coming in 2022. <https://atariage.com/>

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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
- The *Grizzards* game cartridge or a multi-cart with the *Grizzards* data on it.

Set up your console with your TV or video display. Connect a joystick 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**.



1.1 Using a Gamepad

A SEGA MegaDrive gamepad (or other compatible controller) may also be used. Use the (B) button as the **Fire** button. Use the (C) button as an alternative way to press the **Game Select** switch to access your Grizzard's statistics.

A RetroGameBoyz "Joy2b+" game pad can also be used. Button (I) will work as the **Fire** button. Button (II) will work as the **Game Select** switch.

An Atari 7800 controller will *not* work as a two-button controller.

Your gamepad *must* be plugged in *before* you turn on the power, or the extra button function will not work. If using a Harmony or Harmony Encore cartridge, hold down the (B) button when you power on your console, or the gamepad will not work on the Harmony menu.

some of your progress since the last time you visited a Grizzard Depot.

2 How To Play

2.1 Console Controls

Color/B&W Switch

On a SECAM Atari 2600 (or similar console) the **Color/B&W Switch** controls the visuals from your console. In the **Color** position, your display will appear in color; in the **B&W** position, the game will appear in shades of gray.

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 view 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 *immediately* abandon your progress and return to the Title Screen. You will lose

Difficulty Switches

Expert Mode

The Left Difficulty Switch adjusts the difficulty of the game. When the Left Difficulty Switch is in the "A" (Advanced or Expert) position, monsters will do more damage in their attacks. When the Left Difficulty Switch is in the "B" (Beginner or Novice) position, monsters will do their normal amount of damage. You will also earn double points for defeating monsters while in the "A" position.

Game Pause

The Right Difficulty Switch can be used to pause game play. When in the "A" (Advanced or Expert) position, your game will be paused until you toggle the switch to the "B" (Beginner or Novice) position.

2.2 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 Begin/Resume 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.

In this no-save demo, you can only play with one Grizzard at a time — starting with Aquax. The demo using a memory device allows you to catch other Grizzards. In the full game, you can choose one of three starting Grizzard companions.

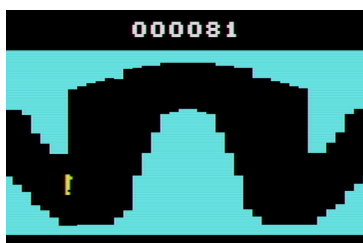
2.3 Exploring Syrex

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


Refer to the map (back cover of this manual) for some ideas about the geography of Syrex. Other characters in the game will also give you advice about places you can go and things you can do.


The Map screen shows your current score at the top. In the map display, you'll see the current area in which you are traveling. Guide yourself using the joystick.

You can check your inventory of potions, and choose to give one to your current Grizzard companion by pressing the **Fire** button. However, there are no potions in this demo.



As you travel, you may encounter people and things; to interact with them, simply walk into them.

 A MONSTER (or a group of monsters) may sneak up on you and attack! Other times you'll see them waiting for you and can avoid battle — or walk up to them when you're ready to face them. Particularly giant monsters look different on the map; you'll discover them in your travels.

 A Grizzard Depot is a safe space. Your Grizzards will be healed. See page 5

to learn more about Grizzard Depots.



WILD GRIZZARDS roam the land sometimes. In this no-save demo, you will have one Grizzard companion at a time, beginning with Aquax.



DOORS lead you to other places in the world.



SIGNPOSTS can provide necessary information to help you progress. You might also want to refer to the map on the last page of this manual.



OTHER PEOPLE will converse with you and can help you out. Make sure you talk to everyone you meet, and keep in mind that some people will respond to you differently based on what has come before.

2.4 Grizzard Depots

To heal your current Grizzard companion, 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 companion will be fully healed.

To view 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.

2.5 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.



Some people will 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 forward or back on the joystick to select a response.

them to repeat themselves instead.

When you've made your selection, press **Fire** to continue.

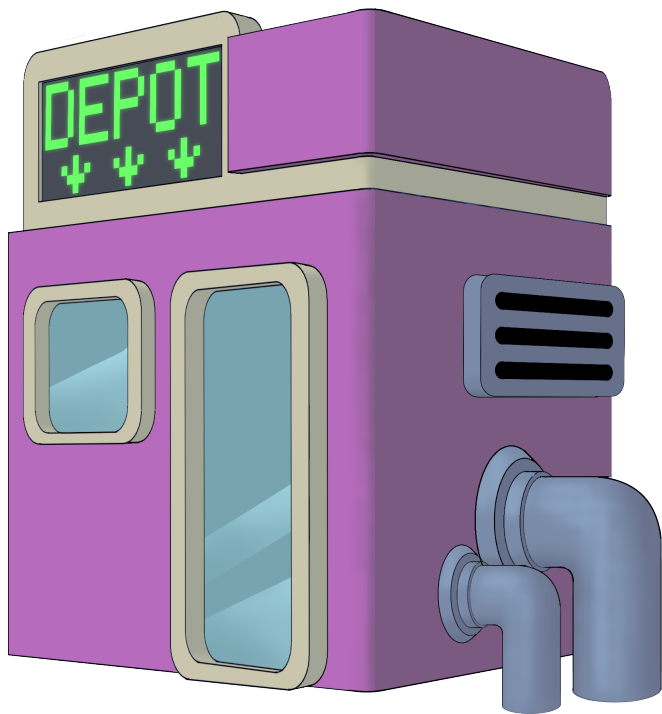


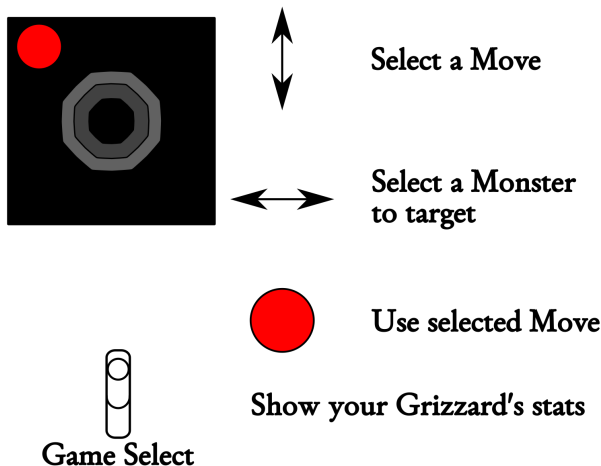
If you want to review what the person was asking, you can press left on the joystick to ask

2.6 Battling Monsters

Monsters plague the world of Syrex. If you're caught by monsters without a Grizzard companion, they're sure to eat you alive! Your Grizzard companion will defend you.

When you encounter monsters, you'll see the Combat display. When it's your turn, the bottom part of





the screen (showing your Grizzard) will be magenta. The long bar beneath your Grizzard shows its hit points.



When it's the monsters' turn, the top part of the screen will be white.



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

You can choose from the moves that your Grizzard knows how to perform. Press the joystick forward and back to select a move. If your Grizzard knows how to perform it, it will appear in light blue. If your Grizzard does not yet know how, it will appear in black.

Most Moves will target one monster. Press left or right on the joystick to select a target. Some Moves instead affect yourself.

When you have chosen a move (and a target), press the **Fire** button.

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

Performing a Move

After a move has been performed, the creature targeted by that move may be injured (lose hit points) and/or have a Status Effect¹ added to it. Status Effects are temporary and last only the duration of one battle.

It's possible for a move to miss its target. If that happens, you'll see **MISSED** appear briefly. It's also possible to have a critical success — that move will do double the usual damage, and see **CRIT!** appear on the screen.

If your Grizzard companion loses hit points, the bar below your Grizzard will reduce in length. If your Grizzard is defeated, the monsters will surely eat you! Your adventure will end there. You can resume your game from the

Begin/Resume 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 also find a potion was left behind by the monsters.

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

Grizzard Learning

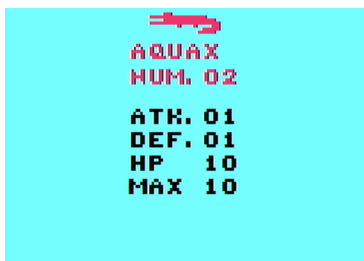
Your Grizzard companion may learn from opposing Monsters. This can result in your Grizzard increasing its Attack or Defend rating, maximum hit points, or learning a new Move. Your Grizzard can only learn certain moves. Moves that your Grizzard might be able to perform, but does not yet know, will appear in black. Sometimes, seeing a monster perform a Move will teach it to your Grizzard. Other times,

¹See page 9 to learn about Status Effects



they may work it out on their own.

2.7 Statistics



You can press the **Game Select** switch while viewing the Map, Combat screen, or at a Grizzard Depot to view your Grizzard's statistics. Press the **Fire** button to return to the previous screen.

At the top of the Statistics screen, you'll see a portrait of your Grizzard companion, their name, and their unique number. There are 30 Grizzards to catch. Can you catch them all?

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

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. The Attack rating, Defend rating, or Maximum Hit Points may go up a bit after each monster that you defeat. The more skilled your Grizzard becomes, the less often its levels will go up.

If you are currently in a combat encounter, there may be Status Effects that could change the effectiveness of your Moves. These are *not* displayed on the statistics screen.

2.8 Status Effects

A move can affect its target with Status Effects. There are six possible Status Effects:

SLEEP A creature can not move on their turn. There is a 50% chance of waking up.

ATK UP / ATK DN Raises or lowers the creature's effective Attack rating.

DEF UP / DEF DN Raises or lowers the creature's effective Defend rating.

MUDDLE A creature will choose its moves at random. There is a 50% chance of clearing its mind.

These status effects last only the duration of one battle.

Also, these status effects cannot be doubled up. For example: Once your attack has been raised, it cannot be raised further.

2.9 Scoring

When you defeat a monster, you'll earn points. The number of points you earn will increase as you defeat more difficult monsters. You can also earn points for other some other actions you take in the game.

The score earned can be increased by:

- ...playing in Expert mode (by setting the Left Difficulty Switch to the "A" position)
- ...defeating the larger version of a monster
- ...playing the game in New Game Plus mode after having defeated the final boss.

The score for defeating a monster will be increased to 2× for any one of these factors, to 3× for any two of these factors, and to 4× if all three are true.

2.10 Winning the Game

You can win the game by discovering what dark forces are behind the onslaught of so many monsters, and defeating them.

New Game Plus

Once you've won the game, you can keep playing! On the screen that appears when you win, press **Game Reset** on your console to save your winning score and create a "new game, plus."

On your second time through, you'll have both of the starting Grizzards that you had not chosen the first time, as well as all your trained Grizzards to choose from. Monsters will become more difficult — but also yield more points when defeated.

2.11 Game Over

If you fail in your mission, your game is over. However, you can continue, and it'll be just as if you'd never failed in the first place. You'll start over from the beginning of the game, with your current progress.



2.12 Starting Over

When you start the game, you can **BEGIN** a new game, or **RESUME** your existing game. If you begin a new game, your previous progress will be erased.

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 one Grizzard at a time. 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 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 (Num. 02) which lives in the water. 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.

With enough experience, Aquax can metamorphose into Sailor.

3.2 Healing

Most Grizzards can learn healing moves as well. Some examples:

- **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.

You can also heal your Grizzard by visiting a Grizzard Depot, or giving them a healing Potion. To use a potion, press the **Fire** button while on the map screen. You can not use a potion during a battle. There are no potions in this demo.

3.3 Run Away

This Move lets you try to escape from a battle.

Your Grizzard will *not* be healed if you run away, but the monsters that you were facing will be healed immediately.

Certain monsters are too terrifying to escape. When you encounter a “boss” monster like that, it will be a duel to the death. Watch out for their unique shape on the map.

3.4 Metamorphosis

Many Grizzards can metamorphose into a new form when they have gained a certain amount of experience by battling monsters. Each Grizzard has their own experience; they only gain experience when they battle as your companion.

When a Grizzard undergoes metamorphosis, you’ll see an announcement screen which looks as though you’ve just caught a new Grizzard. In the full game, it’s more obvious that this is because of a metamorphosis.

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.



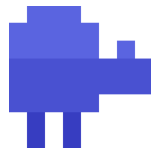
HORRID

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

Wicked Slime. A Horrid Slime may survive your attacks until you've learned some new moves.



VORPALL 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 Vorpall Bunnies near the Spiral Woods.



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



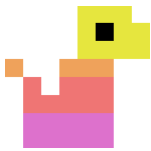
VIKING TURTLES are dangerous waterfront creatures



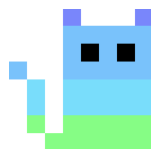
RODENTS of Unusual Size are one of the dangers of the Fire Bog (but I don't think they really exist). They're known to attack pirates and princesses alike.



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



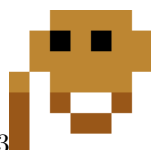
FLAME DOGGOS are a danger of the Fire Bogs. These beasts often roam in packs, and their fur is on fire. Avoid the Fire Bogs until you have begun to train your Grizzard to have a higher Attack stat.



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.



WILL-O-WISPS are bright, floating sparks



CREEPY SPIDERS are much

bigger than
the sort where
you come from.
Watch out for those giant
mandibles, they hurt!



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, or 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, and most of them also can be found in more powerful giant

forms as well.

5 Troubleshooting

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 corrected in the next build of the game.

If you see these effects (or if you are running in an emulator, if you notice that the scan line count is not 312 at all times) please report them to <mailto:support@star-hope.org> so that they can be corrected before the game is finished.

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 game has encountered an error and cannot continue. Please contact support@star-hope.org for additional assistance. Send the code number that appears on this screen with your email.

Pause button must be held down (7800)

This is believed to be a side effect of certain multi-carts, eg. PlusCart. Note that you can press **Game Select** to view your Grizzard's statistics and effectively pause the game as well.

6 No-Save Version

This special No-Save demo does not allow you to save your progress or change 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, Graphics, Sound effects
- Zephyr Salz — Graphics and Printed Artwork; 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 Wilsons. “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 Fred Quimby courtesy of Darrell Spice, Jr. AtariVox and SaveKey

illustrations in this manual are from the AtariAge store.

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Testers

Philip Clark, James Earl O’Brien, Darcy Troy Paulin, **Mika**, **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/zeropage-homebrew>

<https://youtu.be/-yCFDxUqP-k?t=4200>

Syrex

