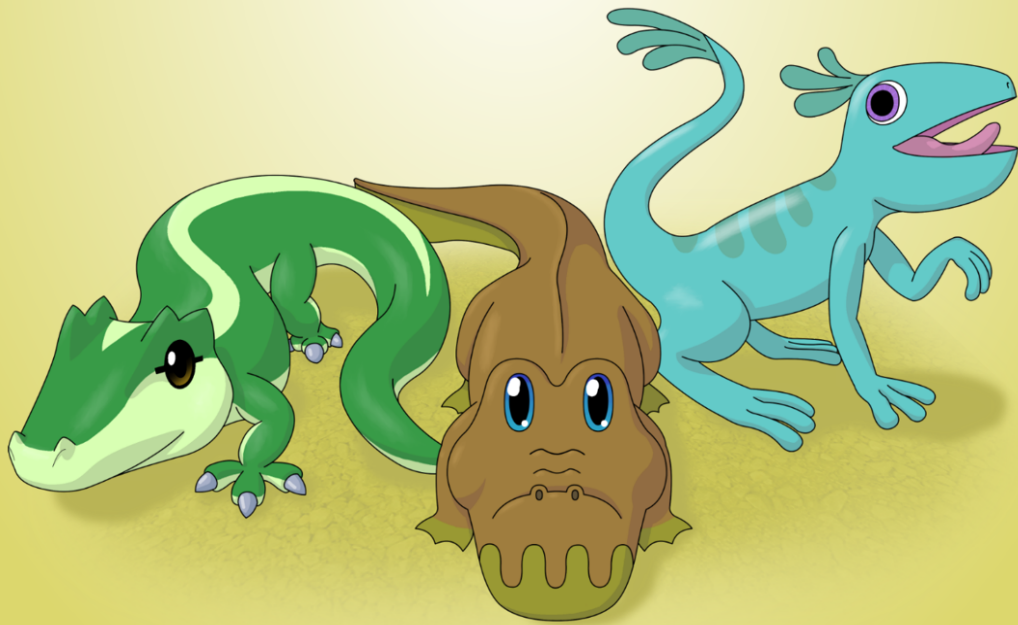


CRIZZARDS

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* Public Release Player's Guide.

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For Atari Video Computer System CX-2600 (or compatible) with AtariVox (or MemCard, or SaveKey) device. Screenshots represent the NTSC version; other versions have distinct coloring.

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

Published by AtariAge. <https://atariage.com/>

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 or a compatible console
- A TV or video display
- A joystick controller or a compatible gamepad
- A memory device: an AtariVox device with (optional) speakers or headphones, or a MemCard or SaveKey device.
- 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 (or gamepad) to the *left* controller port, and the memory device to the *right* controller port.

The retail cartridge (available later in 2022 from AtariAge) will *not* require a memory device because the special AtariAge cartridge contains its own save-game memory within it.

To purchase *Grizzards*, SaveKey, AtariVox+, or many other Atari games, visit <https://AtariAge.com/store/>

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 Genesis/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 “Joy2b+” game pad, such as those from RetroGameBoyz.com, can also be used. Button (I) will work as the **Fire** button. Button (II) will work as the **Game Select** switch. Button (III) will toggle pausing the game.

An Atari 7800 controller will *not* work as a two-button controller, even on an Atari 7800 console.

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



2 How To Play

2.1 Console Controls

Pausing the Game

On an Atari 2600 (or similar console), with the NTSC or PAL version of the game, push the **Color/B&W** switch into the **Color** position to play the game, or the **B&W** position to pause.

With the SECAM version of the game, the Right Difficulty Switch can be used to pause game play. When in the “A” (Advanced or Expert) position, your game will be paused.

On the Atari 7800, press the **Pause** button once to pause the game, and again to resume playing. This may not work with certain multi-carts, e.g. the UnoCart or PlusCart.

Game Select

When viewing the Title Screen, use the **Game Select** switch to choose a Slot and begin or resume a game.

While you are playing the game, use the **Game Select** switch to view your Grizzard’s statistics.

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

Protecting Your Game Record

You cannot erase a game in progress (or un-erase it) unless both Difficulty Switches are in the “A” (Advanced or Expert) position. To protect your game from being erased, set either one of the Difficulty Switches to the “B” (Beginner or Novice) position.

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. You will also earn double points for defeating monsters while in the “A” position.

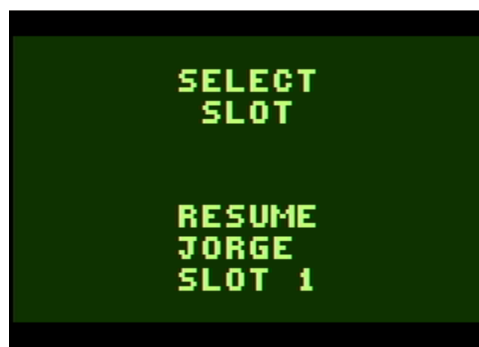
On the Atari 7800, the Difficulty Switches (located near the controller ports) are in the “A” position when they are moved to the right.

2.2 Starting 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 slot¹ for your game. There are three memory slots available.

If someone has already begun to play *Grizzards* in a certain slot, your screen will show **RESUME**, and their name will appear as well. If a slot is empty, you’ll see **BEGIN** instead.

If someone has already *won* the game once, their name will appear in bright yellow. See “New Game Plus,” page 7.

When you have selected the slot in which to begin (or resume), press the **Fire** button.

When you begin a new game, enter your name. Push forward to select the next letter; pull back to select the previous letter. Press left and right to move to the previous or next position. You can use up to six characters for your name. After six characters, the cursor will turn pink; then, press the **Fire** button to proceed.

¹The 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.



Next, you'll pick your starting Grizzard. There are three Grizzards from which to choose: Dirtex, Aquax, or Airex. Refer to Chapter 3 on page 8 for more information about each of them.



Press left and right to choose a Grizzard companion, then press the **Fire** button.

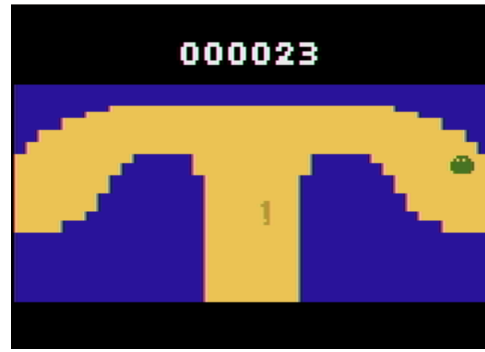
Make sure that you've entered your name correctly and chosen the Grizzard companion you prefer. Push forward on the joystick to select **CHANGE** and edit your name and companion choice, or pull back to choose to **BEGIN** your adventure now. Press the **Fire** button.



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.

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.



Refer to the map on the last page of this manual to learn about the geography of Syrex. Characters in the game will also give you advice.

You can check your inventory of potions, and choose to give one to your current Grizzard companion by pressing the **Fire** button.

To interact with something on the Map screen, just walk into it.



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 approach them when you're ready to face them. Particularly giant monsters look different on the map; you'll discover them in your travels.



Grizzard Depots are safe spaces. Your Grizzards will be healed, and your progress will be saved to your memory device. You can also switch which Grizzard is your current companion. See page 5 for details.



Wild Grizzards roam the land sometimes. You can catch them when you encounter them. At a Grizzard Depot, you can change your Grizzard companion. Each Grizzard you catch will have its own Moves, skill ratings, and experience.



Doors can lead you to other places in the world.



Signposts provide information to help you progress. You should also refer to the map on the last page of this manual.



People will converse with you and can help you out. Some people will respond to you differently based on what has come before, so you may want to visit them more than once.

2.4 Saving Your Progress

Your progress is saved whenever you visit a Grizzard Depot. Once you hear the short musical tune, it is safe to power off your console.

You must leave your memory device connected at all times while playing the game. Sometimes, the game may auto-save some of your progress.

2.5 Conversations

When you encounter a person, they'll speak to you. If you have an AtariVox connected, you'll hear what they have to say out loud. After you've read it, press the **Fire** button.



Some people will want you to answer a question. You'll be given a choice of two possible answers. Push forward and back on the joystick to select a response.



To review what the person was asking, press left on the joystick.

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

2.6 Grizzard Depots

To swap or heal your Grizzard companion, you'll need to visit a Grizzard Depot.



Your progress will *immediately* be saved to your memory device, and your Grizzard companion will be fully healed. Push the joystick forward and back to choose a different Grizzard to travel with you.

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.

2.7 Battling Monsters

Monsters have begun to plague the world of Syrex. If you're caught by monsters, your Grizzard companion must defend you. You'll see this Combat display.



Monsters often travel in groups, so you may see more than one monster facing you. When it's the monsters' turn, the top part of the screen will be red (white on SECAM).

When it's your turn, the bottom part of the screen, showing your Grizzard, will be indigo (magenta on SECAM).

The long bar beneath your Grizzard represents its hit points.



Push the joystick forward and back to select a Move from those that your Grizzard knows how to perform. Those your Grizzard knows will appear in light blue. If your Grizzard does *not* know a Move, it will appear in black.

To view your Grizzard's statistics, press **Game Select**.

Most Moves will target a monster. Press left or right on the joystick to select a target. Some Moves instead affect your Grizzard itself.

When you have chosen a Move and a target, press the **Fire** button.

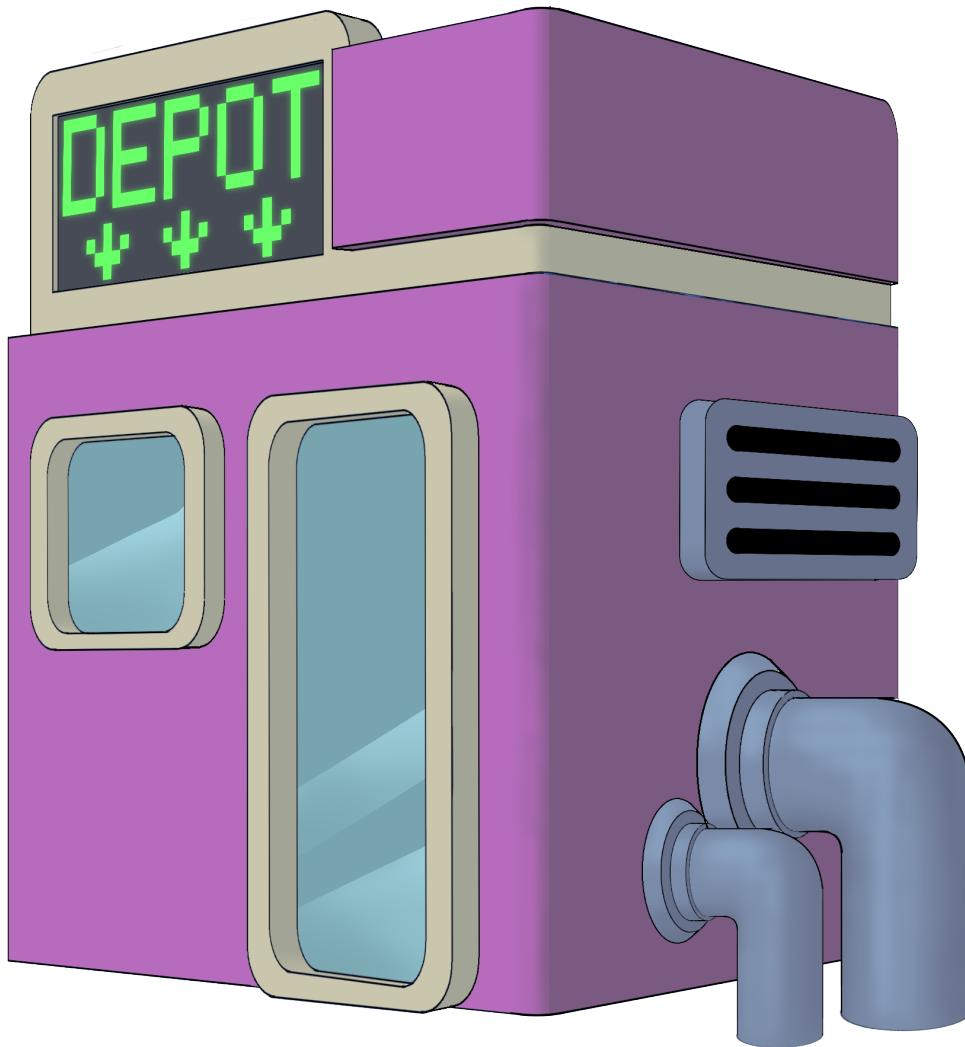
Performing a Move

After a Move has been performed, the creature targeted by that move may be injured (lose hit points) and/or have a Status Effect² 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 you'll 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 continue from the last Grizzard Depot you visited by selecting the same game slot on the Select Slot screen.

²See page 7 to learn about Status Effects



If you defeat all of the monsters, victory is yours! Your score will increase, and you'll return to the Map screen. You may also find a potion was left behind by the monsters.

Grizzard Learning

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

2.8 Statistics

Press the **Game Select** switch³ while viewing the Map, Combat screen, or at a Grizzard Depot to view your Grizzard's statistics. Press the **Fire** button to dismiss the Statistics screen.

At the top of the Statistics screen is 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* ability. 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* ability. 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.

³You can also use the **C** or **II** button on a gamepad. See page 2.

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

The Attack ability, Defend ability, or Maximum Hit Points may go up a bit after you defeat a party of monsters. Grizzards will advance their statistics faster at first, then more slowly as they increase their abilities.

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.

2.9 Status Effects

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

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

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

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

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. They also *cannot* be stacked. For example: Once your attack has been raised, it cannot be raised further.

2.10 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 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 "boss" 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.

2.11 Winning the Game

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

You'll be rewarded with a special screen when you've defeated the final boss, showing your name, score, and the number of Grizzards that have joined you.

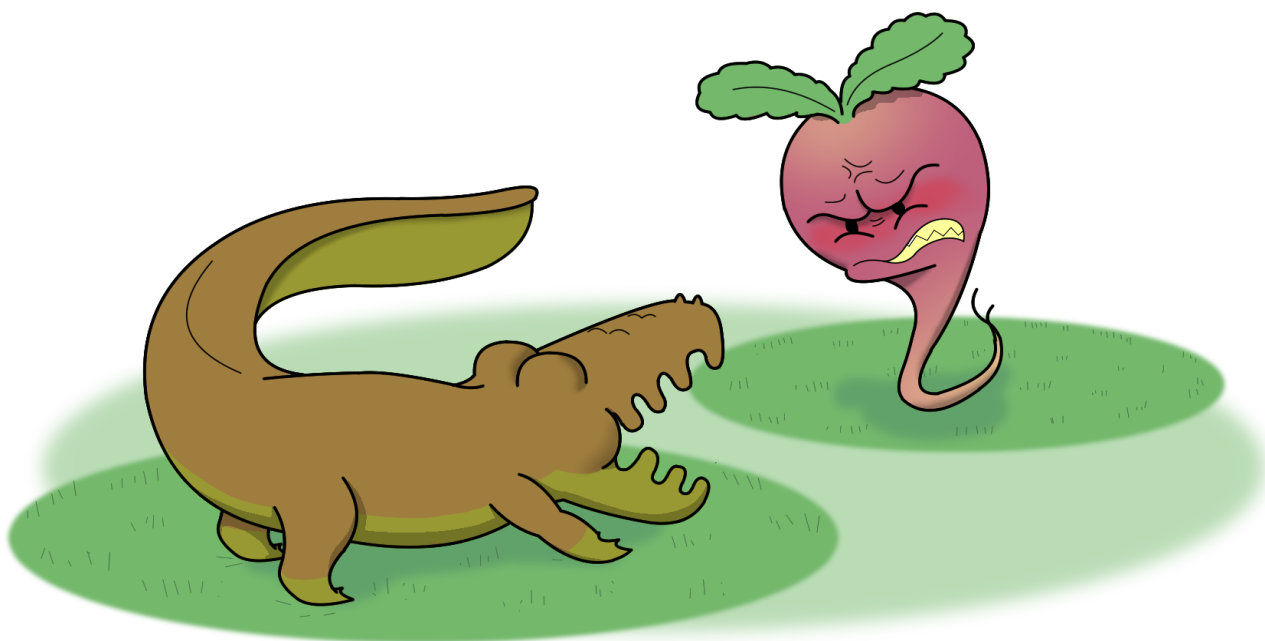
New Game Plus

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 progress and create a "new game, plus."

You'll gain both of the starting Grizzards that you had not chosen the first time, as well as all your trained Grizzards. Monsters will become more difficult — but also yield more points when defeated.

2.12 Game Over

If you fail in your mission, your game is over. However, you can continue. You'll start over from the last Grizzard Depot that you had visited.





2.13 Starting Over

If you want to erase your progress and start again, you must:

- Go to the Select Slot screen, and press **Game Select** or move the joystick left and right until you see the slot you want to erase.
- Set both of the Difficulty Switches on your console to the "A" (Advanced or Expert) position.
- Pull back on the joystick, and *while holding the joystick back* press and hold the **Fire** button.
- If you're *sure* you want to erase your game's progress, then *without* letting go of the **Fire** button, push the joystick forward.



Make sure you want to erase your game. Press the joystick forward or back to make your choice, and press the **Fire** button.



The Left Difficulty Switch is also used to increase the difficulty of the game. After erasing your progress, you may return the Left Difficulty Switch to your desired position. (On SECAM, the Right Difficulty Switch is used to pause the game.)

Protecting Your Game Record

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

Recovering an Erased Game

If you have *just* erased a game's progress, and no one has started a new game using the same slot yet, you may be able to un-erase it.

To recover an erased game, follow the same steps as if you wanted to erase a game. Press left and right on the joystick to select the now-empty slot (the screen will say **BEGIN**). Set both Difficulty Switches to the "A" (Advanced or Expert) position. Pull back on the joystick, and *while holding the joystick back* press and hold the **Fire** button.

If your game's progress can be recovered, you'll see that the slot is **ERASED** with your name. Press forward on the joystick. The game will immediately become available to resume.

It is *not possible* to recover a saved game's progress once a new game has been started in the same memory slot. If you accidentally start a new game, but have not confirmed your name yet, *turn off the power briefly*, then try the preceding recovery steps.

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 eight 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 Metamorphosis

Many Grizzards can metamorphose into a new form when they have gained a certain amount of experience. The new Grizzard may be able to learn different Moves and have improved statistics.

3.2 Dirtex



The green Grizzard Dirtex (Num. 01) lives in the desert. It can learn these Moves:

- **KICK DIRT** — kick dirt at the enemy, causing some damage to them.
- **BURY DEEP** — try to bury the enemy, which may cause them to fall asleep.
- **DIRTY FOOT** — causes some damage and may lower the enemy's Defend ability.
- **LOAMY FEAR** — may lower the enemy's Attack ability.
- **DUSTY EYES** — may lower the enemy's Defend ability.

When Dirtex gains enough experience, it will metamorphose into Lander.

3.3 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.

3.4 Airex



Airex is a teal Grizzard (Num. 03) which lives in the trees. It can learn these Moves:

- **MILD SHOCK** — shocks the enemy with static electricity, causing some damage.
- **WIND FIGHT** — causes a bit more damage than **MILD SHOCK**.
- **STEAL ATTACK** — may lower the enemy's Attack ability.
- **STEAL DEFEND** — may lower the enemy's Defend ability.
- **STEAL TURN** — may put the enemy to sleep.

When Airex gains enough experience, it will metamorphose into Flyer.

3.5 Healing

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

- **FIRST AID** — heals a small amount of health.
- **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 Potion. To use a potion, press the **Fire** button while on the Map screen. You cannot use a potion during a battle.

3.6 Running Away

The Move **RUN AWAY** 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 this, it will be a duel to the death. Watch out for their unique shape on the map screen.

4 Monsters

A slew of monsters are arriving in Syrex, terrorizing the land.



Wicked Slimes are weak slime monsters that your Grizzard can kill fairly easily ... but beware when they travel in large packs.



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



Sky Mutants roam the roads north of Mount Peshon looking for civilians to abduct.



Round Robins are colorful giant birds who live in the area of Mount Peshon. Their beaks and claws are dangerous.



Rodents of Unusual Size are one of the dangers of the Fire Bog (but I don't think they 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 ability.



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.



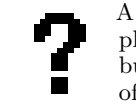
Vorpal Bunnies are a powerful monster that will take a few hits to kill. Beware their attack Moves, though! You may find Vorpal Bunnies in the Spiral Woods.



Will-O-Wisps are bright, floating sparks that are known to travel in large groups. Once your Attack ability is high enough to hit them, they go down quickly, but they have very strong defenses!



Cave Bats are sometimes seen in the tunnels beneath Mount Peshon. They may swoop down from the ceiling and attack!



A Grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is adventurers, but its insatiable appetite is tempered by its fear of light. No Grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale. If you're not careful, you are likely to be eaten by a Grue.



Venom Sheep seem like harmless fluffy creatures, until they lash out with a firey flare — or slap you with a wet noodle.



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.



Viking Turtles live near the Spiral Woods. They crawl from the trees to pillage unsuspecting travelers, but they do move *very* slowly.



Radish Goblins are possessed plants that pluck themselves from the ground and attack unwary travelers. They are well known to be among the more dangerous root vegetables.



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.

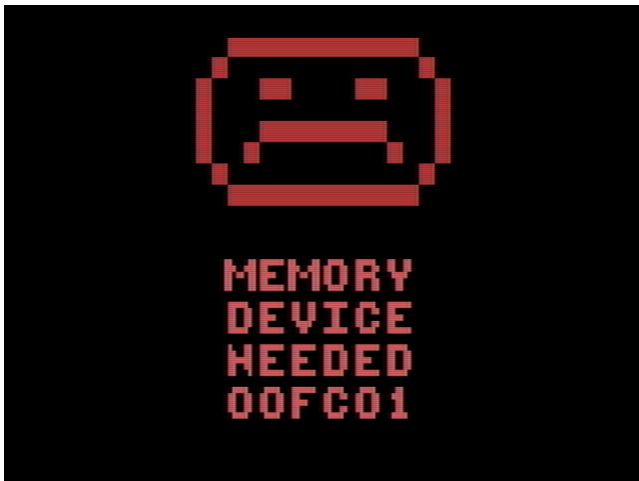
5 Troubleshooting

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: Memory Device Needed



Your memory device was not found. Connect an AtariVox, SaveKey, or MemCard to the right controller port. You should also plug in speakers or headphones to your AtariVox to hear game voices.

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. You can press **Game Select** instead to view your Grizzard's statistics and effectively pause the game.

Joystick does not work in Stella

Because of the support for Joy2b+ gamepads, Stella may (generally wisely, but in our case incorrectly) detect that

you would want to use a Keyboard controller rather than a joystick. In Stella, press **Tab** to access the settings window, then click **Game Properties**. Go to the **Controllers** tab in that window, and make sure that **Left Port** is set to Sega Genesis (or Joystick), and **Right Port** is set to AtariVox (or SaveKey). If it says Auto-Detect and the fine print below says **Keyboard detected**, you will not be able to control the game.

TV goes blank when entering Grizzard Depot

Make sure your memory device is securely 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.

No voices

On the title screen, 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 Credits

Story, Programming, Graphics

Bruce-Robert Pocock

Music, Additional Art

Zephyr Salz

Program Code

The *Grizzards* software includes the VCS header file by Matthew Dillon, Olaf “Rhialto” Seibert, Andrew Davie, and Peter H. Froehlich.

Binary to decimal translation is based upon code by Andrew Jacobs, based upon code by Garth Wilson.

“Six Digit Score” 48 pixel wide display routines are based upon an explanation on Stella list by Erik Mooney and Bradford W. Mott.

SaveKey EEPROM and AtariVox speech synthesis driver is based upon code by Alex Herbert.

The random number generator is by AtariAge forum user **Supercat**. Some math functions are by AtariAge forum user **Omegamatrix**. Some math functions were taken from the December 1984 *Apple Assembly Line*.

Atari 7800 console detection logic written by Fred Quimby courtesy of Darrell Spice, Jr.

Art

“Have You Played Atari Today” jingle created by Atari Inc. and transcribed by AtariAge Forum user **tiggerthehun**.

AtariVox+ and SaveKey photographs are from the AtariAge store.

Special Thanks

Special “save to cartridge” circuitry designed by Fred Quimby.

Thanks to SmittyB for helping get the gamepad support working on the Atari 7800.

Thanks to Albert Yarusso for publication support.

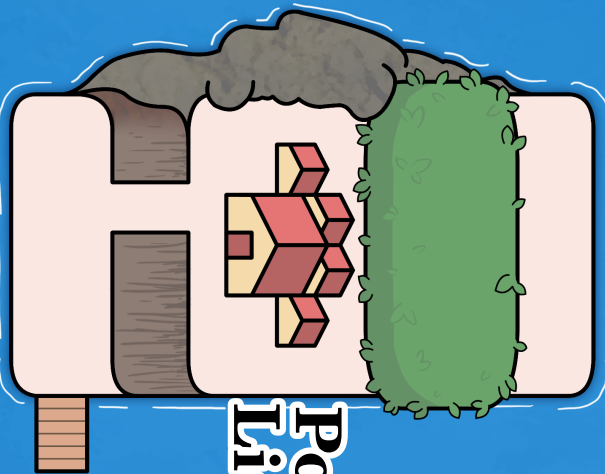
Special thanks to everyone in the Stella and AtariAge communities for making this game possible.

Testers

Philip Clark, Dany Santana, James Earl O’Brien, Tanya O’Brien, Darcy Troy Paulin, **Mika**, **vitoco**, David Bowen, **Fort Apocalypse**, and other users from the AtariAge forum.

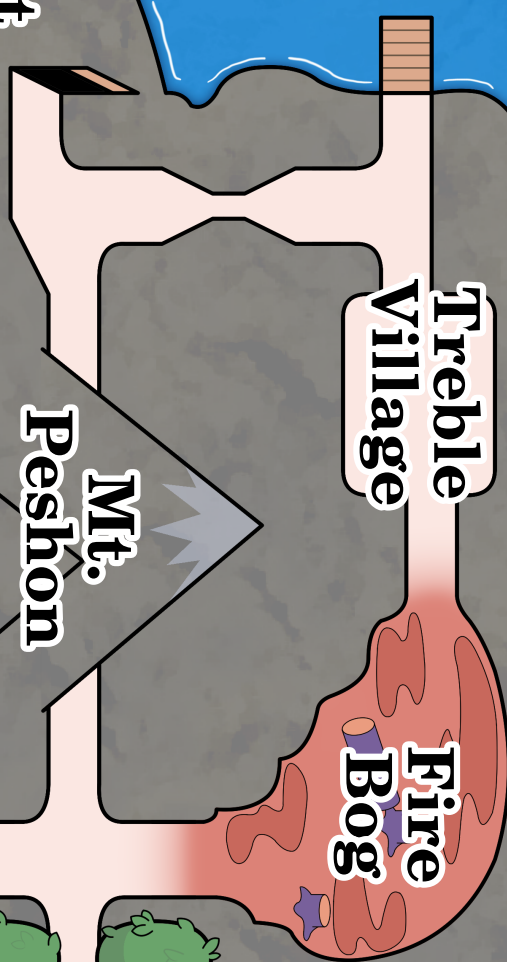


Syrrex



Port
Lion

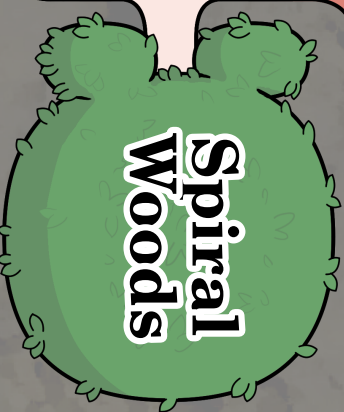
Lost
Mine



Treble
Village

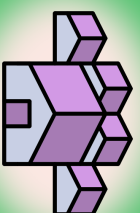
Fire
Bog

Mt.
Peshon



Spiral
Woods

Anchor
Village



Southern
Fields

