# BEARS!

**BEARS! SCENARIO**

You are a plucky young bear living in the forest surrounding Grizzly Manor.  Something is afoot, Lady Grumpleton, resident of Grizzly Manor, hasn't been seen for days.  It's up to you to set out from your cave and investigate!

**SET-UP / LOADING**

BEARS! is supplied as a .cpr file, suitable for use with a C4CPC cartridge.  Set-up the GX4000 and insert a paddle controller as described in the GX4000 user manual.

**CONTROLS**

BEARS! is a one-player game for use with the paddle controller only.

UP/DOWN/LEFT/RIGHT - move character and navigate menus
FIRE BUTTON 1 - interact with environment and confirm menu selections
FIRE BUTTON 2 - access/exit HUD menu and run from battle

PAUSE – toggle map on/off whilst in the game field

**GAMEPLAY**

The title screen menu has two options -

NEW GAME - Start a new game
PASSWORD - Enter a password to restore a previous game (see below)

The main game screen in split into two parts, the game field and the HUD, see Fig 1.

The HUD displays the name of the current screen and has two columns.  On the left -

HP -  your current maximum HP (Health Points)
SKILLS - the current number of skills available to you in battle
ROOMS - the number of screens visited in the current play session

The right hand column is accessed and exited by pressing Fire Button 2.  The options available are -

ITEMS - Display items collected, along with descriptions
MONSTERS - Display monsters you have successfully defeated
PASSWORD - Provide a password which can be entered from the title screen to restore your game.  Your HP, Skills and Items will be retained, and any defeated monsters removed.

Fig 1. The Game Field

Whilst in the game field, the character can be moved up/down/left/right using the directional buttons on the paddle controller. You can interact with the environment by pressing Fire Button 1 next to an NPC (Non-Playable Character) or certain objects (for example, Signposts). Pressing Fire Button 1 next to a monster will activate the battle sequence (see below).

You will also find map pieces strewn across the game field. Once you have collected the first map piece, you can access the map using the Pause button on the GX4000 console.

Defeating a monster will cause it to be removed from play, often allowing access to new areas. Monsters may also leave rewards -

HP - An increase in your maximum HP
ITEM - An item allowing you to pass over certain obstacles
SKILL SET - A new set of skills to use in battle

The game is complete once you have saved Lady Grumpleton!


**BATTLE SEQUENCE**

The battle screen contains three windows (see Fig 2) -

UPPER-LEFT – Status window displaying your current HP, player and monster status ailments and last skills
UPPER-RIGHT – Monster image / Skill selection menu
BOTTOM – Message display

Once battle has commenced, the player and monster take it in turns to choose and execute a skill. The player always gets the first turn. The sequence continues until either the player's HP is reduced to zero, in which case it is game over, or the monster's HP is reduced to zero, in which case the monster is removed from the game field and any rewards are applied.

Fig 2. The Battle Screen

At the start of the player's turn, he or she will be prompted to press Fire Button 1 to access the skill selection menu.  Pressing Fire Button 2 at this point will give the player the option to run from the battle.  On the skill selection menu, only available skills will be visible.

Moving the glove over an available skill will display a brief description of that skill -

NAME – Name of the skill
TYPE – Skill category
SUCC – Percentage chance of a successful execution
DESC – A brief description of the skill's effect

The four categories of skill are -

PHYSICAL – Physical attacks reducing the monster's HP
SPIRITUAL – Spiritual attacks reducing the monster's HP
HUNTING – Status effects (see below) and healing
DEFENCE – Reduction in damage received this turn

The chosen skill is selected using Fire Button 1.  The skill will be automatically executed if it is successful.

Both the player and monsters have access to skills that may induce status effects.  If the player or monster is suffering from a status effect, an indicator will be lit in the status window.  The available effects are -

POISON (P) - Sustained reduction in HP for several turns
NUMB (N) – Unable to act for several turns
BLIND (B) – Reduced skill success rate for several turns

Note, the player "Scruff" skill lowers the chance of receiving a status ailment for several turns.

The monster will then reciprocate with a skill of its own. Monster attack patterns fall into three major categories, detailed below. It is up to the player to identify the attack pattern and act accordingly! To help, the player and monster skills from the previous turn are displayed in the status window.
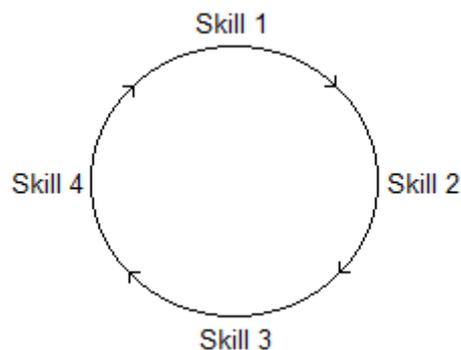
RANDOM – The monster will select a skill each turn randomly from its skill set



REACTIONARY – The monster will react to the skill chosen by the player



CYCLICAL– The monster's attack pattern is cyclical. Note, certain player skills used at the right time can break the cycle!



**HINTS AND TIPS**

- Use the map to help navigate.
- Identify monster attack patterns as early as possible.
- Pay attention to skill categories, some monsters are immune to certain categories!
- If things aren't going your way, run from battle and start afresh. You will not suffer any penalty.
- Not all monsters have to be removed to finish the game but the rewards are definitely worth it.
- There are many hidden areas, keep your eye out for subtle differences in the environment.

**CREDITS**
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