



Tetragon™

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CONGRATULATIONS!

You've purchased the most unique adventure/puzzle game available for 3DO. You are about to enter an interactive 3D world in which you must use your head or lose it. We suggest you read this instruction manual before you take the challenge. Because one wrong move and you'll have to be scraped off the block with a shovel.

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IS EARTH AT THE MERCY OF THE MERCILESS?

The human race has finally taken its toll on Earth's finite natural resources. For centuries mankind has been depleting the planet's life-giving elements and now, in the year 2049 ecological disaster is at hand. An emergency meeting of the United World Council convenes to search for solutions. After several days of fruitless debate the United States environmental ambassador makes a distasteful, yet inevitable recommendation: enlist the aid of the evil Gridders Corporation.

(Gridders are the manufacturing automatons used in the corporation's factory. The name is derived from the acronym G.R.I.D. which stands for Geo-Radical Interactive Dynamo. This device is the power core inside each Gridder. It's a proprietary technology fiercely guarded by The Gridder Corporation's infamous CEO Lazarus R. Trench who insists that his underlings and workers call him The Director.)

A colossal testament to capitalism and technological ingenuity, The Gridders Corporation has become a source of both inspiration and suspicion over the years. It is the only company believed to have unlocked the secret of cold fusion, once believed to be an unimaginably vast, yet unattainable source of inexpensive energy. The Gridder Corporation is rumored to be close to making it an economically viable enterprise. Obviously the profit potential is astronomical and The Gridder Corporation has refused to open its operations to any government or institution.

YOU MUST PLUNGE THE DEPTHS OF SECRECY

The one thing that the public does know is that The Gridder Corporation factory has been moving closer and closer to 100% automation, thanks to the ever increasing sophistication and efficiency of the Gridders. In fact, by September 5, 2049 the worker payroll has dwindled to one. His name is Zack. Although only 20 years old, Zack has out-lastred the 1,550 more experienced assembly line workers because of his superior productivity. He believed the factory's idiotic operational procedures kept him from doing a more efficient job. So he often broke those rules with a resultant boost in his output rate. Zack's numerous clashes with foremen earned him grudging respect from the plant manager, but also a lot of animosity

from his fellow linemen who considered him a punk kid who never missed a chance to show them up.

Today Zack has arrived at work only to find a pink slip attached to his paycheck. But that's not all he finds. Along with the layoff notice and his pay is a hastily handwritten note stating that a terrible secret is hidden in the depths of the factory. The note is signed "Sandra".

Who is Sandra? What is the mystery down below? How can he reach it now that he is persona non grata? Read on and discover the perplexing challenge that awaits you.

YOUR MIND IS THE KEY TO SUCCESS

Gridders™ is the adventure/puzzle game that tests your cleverness and creativity inside an interactive 3D world. As Zack you will enter the Gridder Corporation factory consisting of 36 levels of grids, each 16 x 16 squares. Your objective on each level is to solve it by collecting the required number of Pyramid Keys. You accomplish this by interacting with the tumbling Gridders. After you've solved the level you must locate the diamond shaped portal that transports you to the next level. Continue to descend grid by grid toward your final fate and the mystery of the factory. Each level can be solved in more than one way and the solutions become more challenging with every grid. You cannot advance to the next level until the current one is solved. Dramatic animated sequences between the levels provide plot twists.

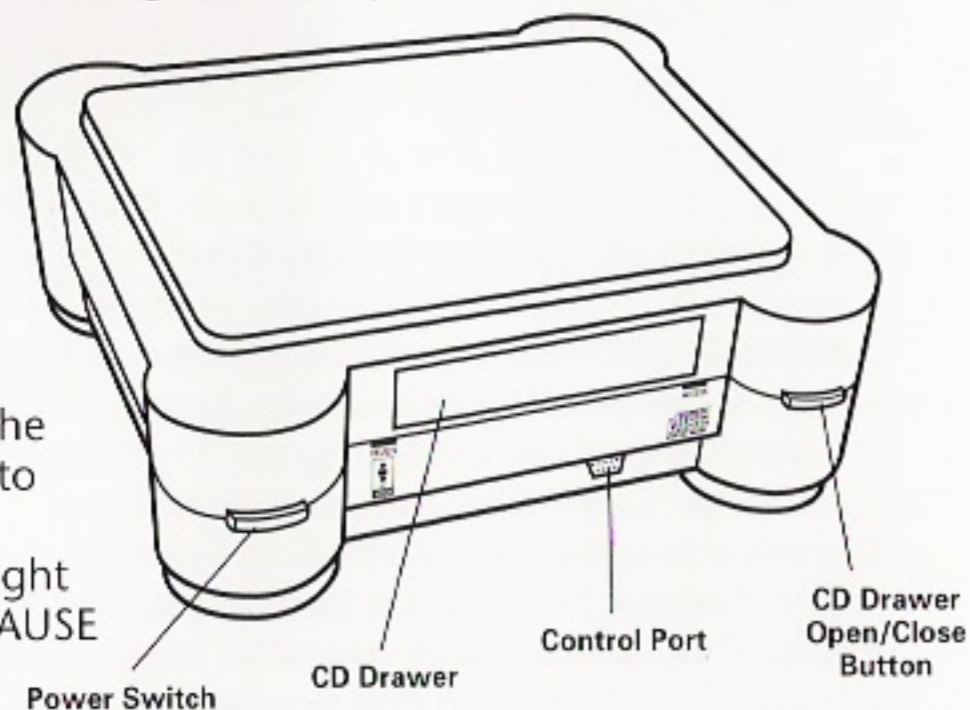
Zack's dog Fidex™ — a bionic beast that is half dog, half robot — is waiting in the wings to help you. You'll need his assistance because dangerous encounters and intriguing surprises await you. Also, you must learn how to use and manipulate objects and devices to your advantage. Fortunately, if things get too intense, you can take advantage of the save feature to take a mental breather. If you're really stuck, give us a call and we'll help you out. The number is (214) 680-8134. We're here from 9 AM -5 PM Central Standard Time.

HOW TO BEGIN THE GAME

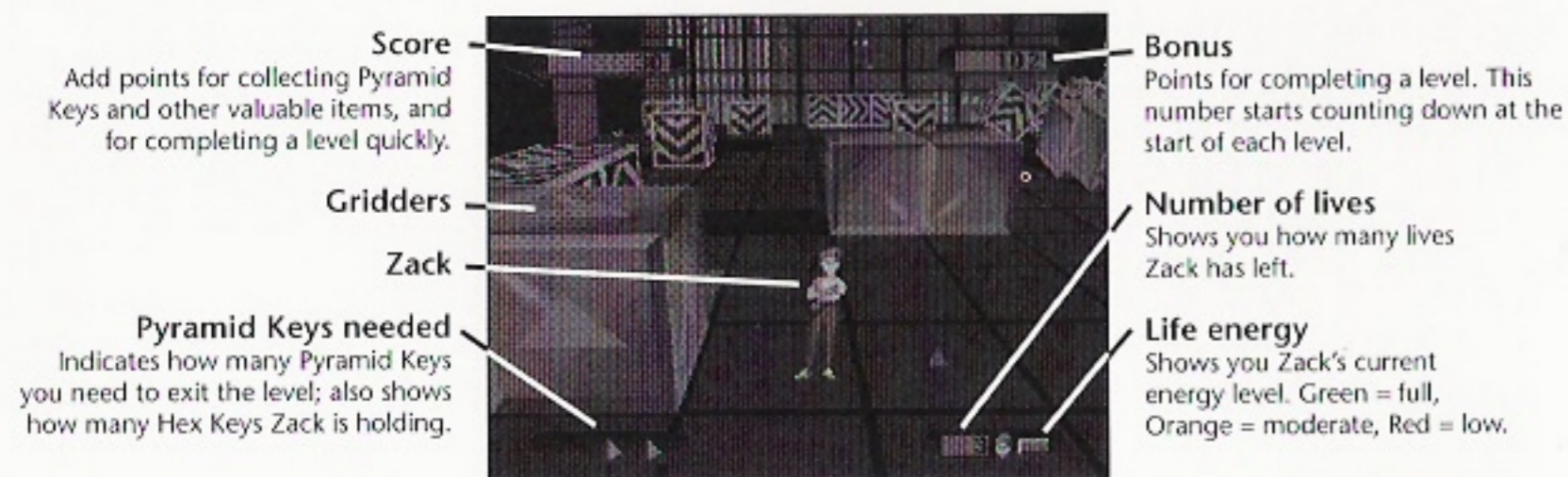
Make sure your 3DO Interactive Multiplayer is properly connected to your video monitor. Turn on the 3DO unit and load the Gridders CD. When the Title Screen appears you can select NEW GAME to start a new game at Level 1, RESUME GAME to resume an interrupted game, OPTIONS to go to the Options Screen, or DEMO to see a demonstration of Gridders.

At the Options Screen you may choose GAME to save the game you are about to play or to resume a previously saved game; DIFFICULTY to set the game play at Easy, Medium or Hard; MUSIC to play all of the game's music themes, one after another, or turn the music on or off; and EXIT to return to the Title Screen.

Use the Directional Pad to highlight your selection and press the PLAY/PAUSE Button to make your choice.



THE GAME SCREEN



THE CONTROLLER

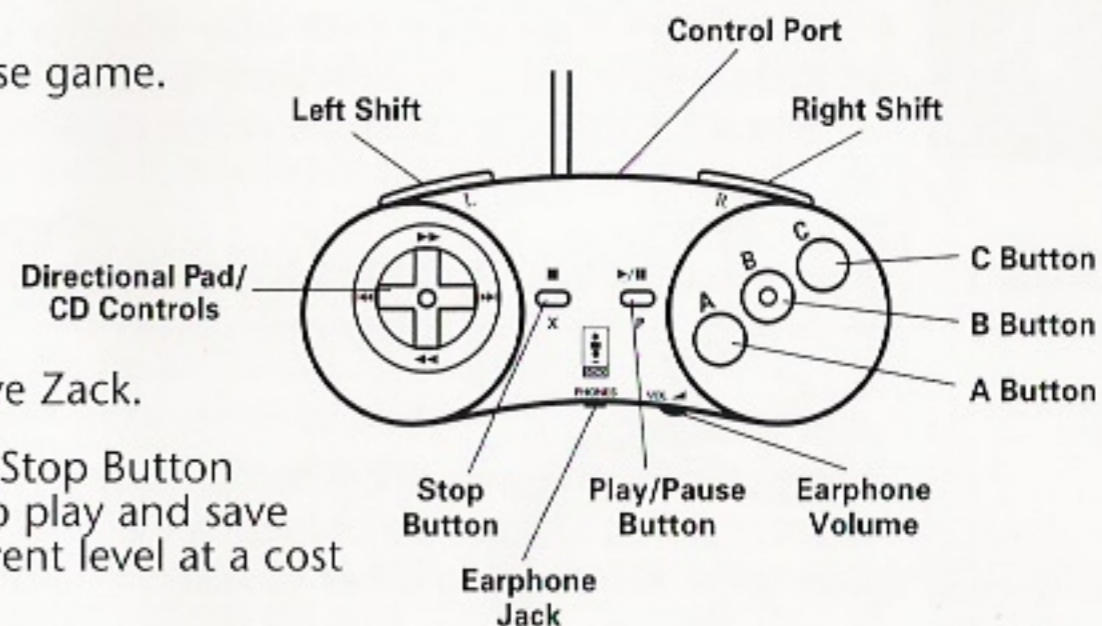
Start Button - Press to pause game. Press again to resume.

C Button - Press for a view of the entire grid.

Directional Pad - Press up, down, left and right to move Zack.

Stop Button - Pressing the Stop Button gives you the option to stop play and save the game or restart the current level at a cost of one of Zack's lives.

Right Shift - Pressing the Right Shift and the Directional Pad let's you customize your view of the game.



KNOW YOUR GRIDDERS

Gridders roll across the grids in various directions and combinations that are not always predictable. Your success is determined by how you interact with the Gridders. Following is a description of each kind of Grider and what you need to know about it.



Generator Grider

Green triangle on each side. These Gridders contain the Pyramid Keys you need to advance to the next level. Block a Generator for a moment and it will release its key. But if you don't pick it up fast enough, it will be sucked up by another Grider that rolls over it.



Proto-Generator Gridder

A two-colored triangle on each side. You must make two Proto-Generator Gridders collide head-on with each other in order to create a single Generator Gridder containing a green pyramid.

Similar to Gridders that contain Pyramid keys, these powerful Generators drop Hex Keys which can be used to activate gates.

Mecca Tech Gridder



Killer Gridder

Striped. Get in the way of a Killer Gridder and you will be crushed instantly. Some Killers may contain a Pyramid Key or Hex Key. You must block these Killers using other Gridders in order to release the key.

Buddy Cube Gridder



This kind of Gridder can be very useful if you discover how it operates.

Dud Gridder

Does not move. Zack can push them at will.

Drone Gridder

Non-striped. These rolling Gridders can be blocked by Zack.

Gridders are equivalent in area to one grid square, or four vertical steps. They can roll up or down one vertical step. Rolling down two steps will deactivate a Gridder and stop it from rolling. Rolling down three steps also deactivates them and crushes them to 1/2 normal height.

NOTE: You may come across deadly Gridders that contain useful, if not, critical items. You'll have to determine the best way to get these Gridders to release their prize.

HOW TO CONTROL ZACK

Where Zack moves and how he interacts with Gridders is totally up to you. Press the Directional Pad to move Zack in the desired direction. (He cannot move diagonally across the grid.)

Zack can blockade Gridders by standing in their way. He can stop a Killer as long as his energy level is high. Once his energy level falls below a certain point he has no stopping power against them. A Drone can be blocked and a Dud can be pushed without using up any energy.

To pick up an item on the grid just move Zack over the item; he will automatically bend over and take it. Zack will also automatically climb up and down adjacent grid squares that are of different heights as long as the height difference isn't more than 1/2 a cube. Again, just move Zack from square to square and he'll climb on his own.

Remember, this is a true 3D world, so if you move Zack too far to the front of a grid he'll bump his head on your monitor screen.

Zack starts the game with three lives. You always have the option to restart a level, at the cost of one of Zack's lives, by pressing the STOP button and then selecting RESTART LEVEL. He receives an additional life after solving a level. If Zack runs out of lives he is sent back one level.

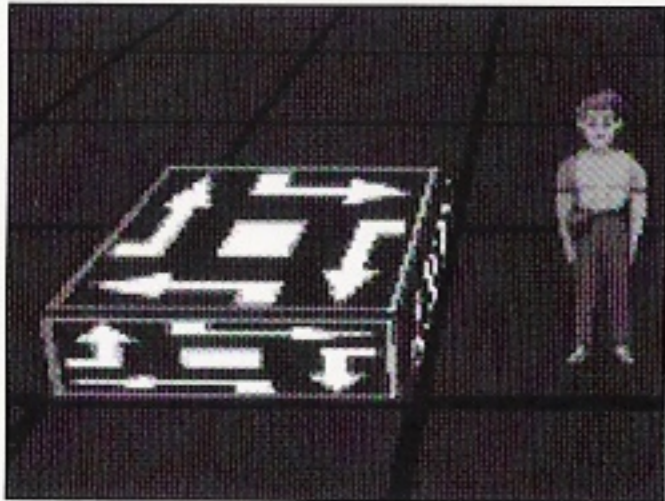


BONUS LEVELS

Every sixth level is a bonus grid where you can pile up the points. A pattern of squares is lighted and your task is to get Non-Dud Gridders to land on them. When (if!) you do, the Gridders will turn into Blue Diamonds which are worth bonus points. But be quick about it or else!

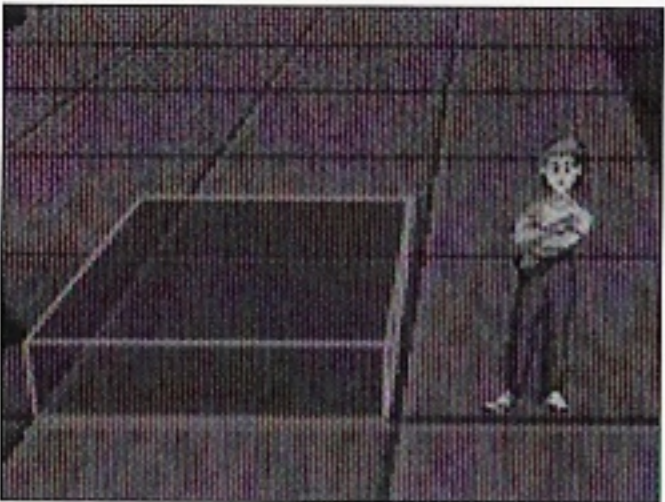
OTHER INTERACTIVE ELEMENTS

Interact with these objects to strategically manipulate Gridders to your advantage.



Divertor

A very handy device that lets you change the direction a Gridder is rolling in. Push the Divertor around the grid and when a Gridder lands on it, it will rotate 90 degrees and roll off in a new direction.



Telepod

When a Gridder rolls on a "transmitter" Telepod it is instantly teleported to its "receiver" Telepod elsewhere on the grid. Zack can maneuver Telepods around the grid.

USEFUL ENVIRONMENTAL DEVICES

Elevator

Grid squares that move up and down.

Gate

These are grid squares marked with a hexagon and are activated automatically if Zack crosses them while he has any Hex Keys in his possession. A Hex Key will be subtracted from Zack's inventory each time a gate is activated.

Barker

Unmarked squares that prompt Fidex to let out an enthusiastic bark. It's your job to discover why.

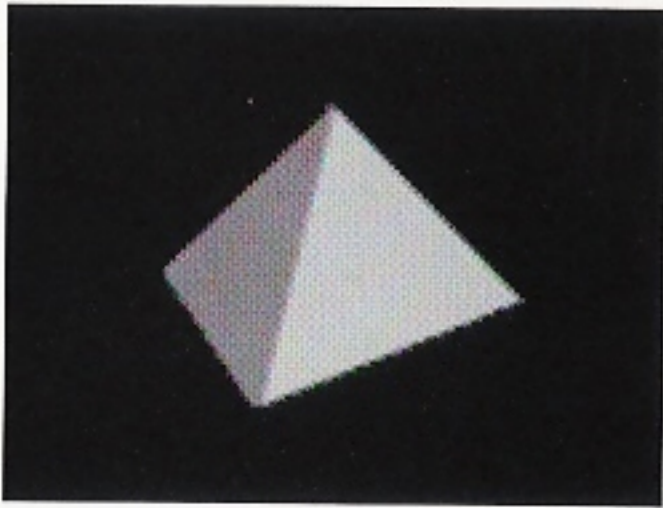
Trap Door

Step on a trap door square and it will open up long enough to swallow one Gridder.

Hydraulix & Multi-Hydraulix

Hydraulix squares are raised when a Gridder rolls onto their corresponding activation square and lowered when a Gridder rolls onto the deactivation square. With a Multi-Hydraulix, several squares are raised and lowered when the activation or deactivation squares are rolled over. Zack can also activate or deactivate Hydraulix Squares.

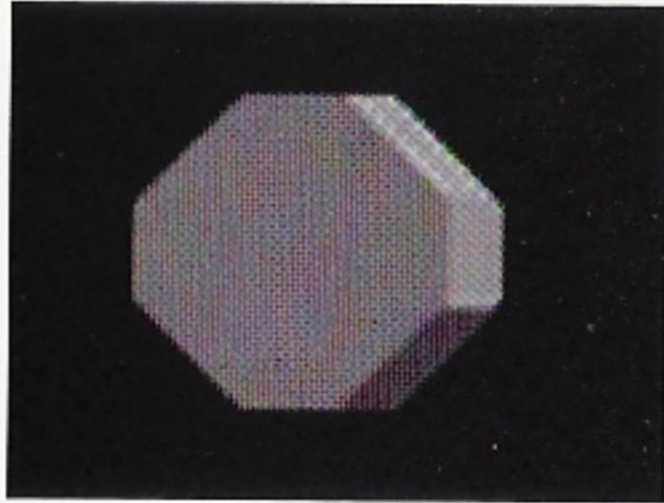
OBJECTS OF INTEREST



Pyramid Key

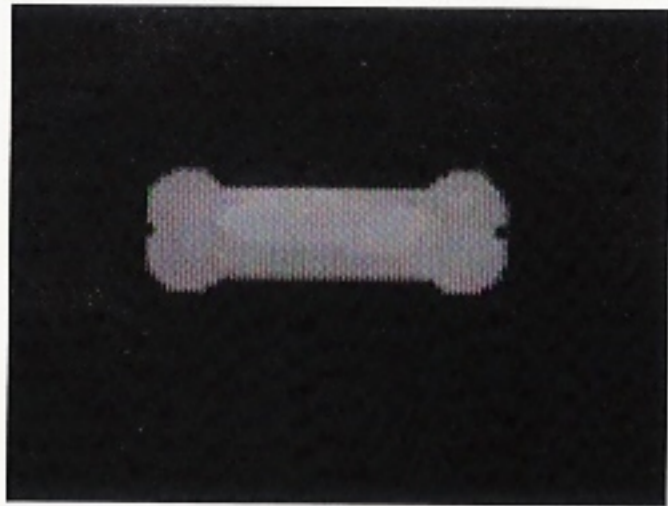
Pyramid Keys are usually contained inside Generator Gridders. You must collect the required number in each level in order to advance to the next.

Hex Key
These keys activate gates. They are contained in Mecca Tech Gridders.



Bone

Walk on the square containing this bone and Zack will pick it up, summoning his courageous canine Fidex.



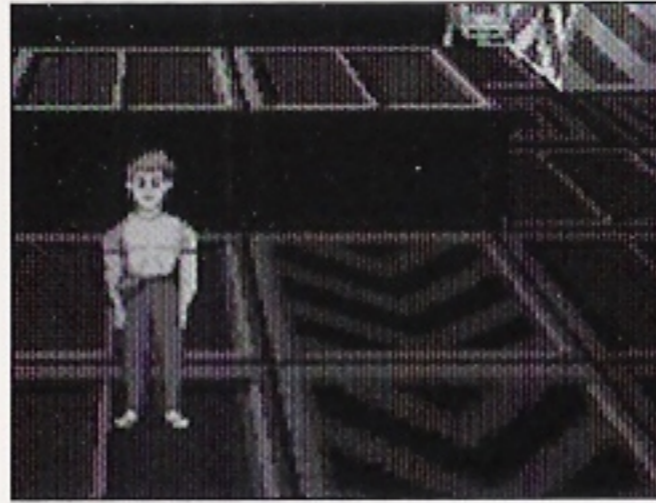
Blue Diamond

Each one of these gems adds points/time to your bonus indicator. Note: be careful of anti-diamonds which take away points.



Anti-Pyramid

Watch out for this mind-bending experience.



Anti-Buddy Cube Gridder

This dastardly cube has a surprise waiting for you if you get too close.

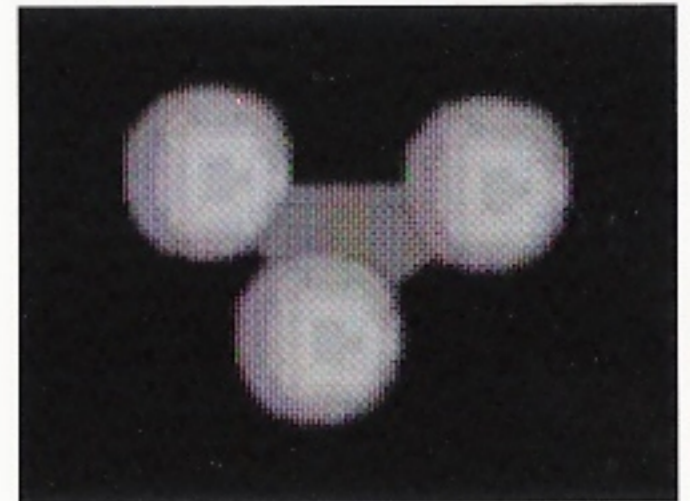


Killer Square

Lethal squares that are deadly to both Zack and Gridders. Keep a watchful eye on these striped squares because they may start moving.

Power Tap

These will either boost or drain your energy level when you walk over them.



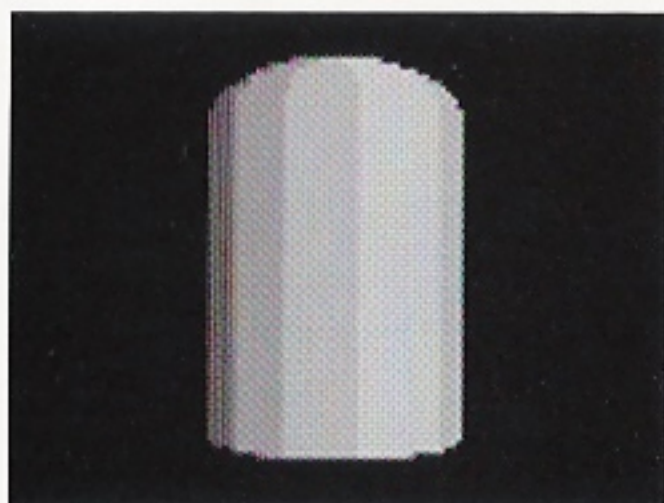
Freezer

Finding this momentarily freezes all Gridders leaving you free to roam the grid without harm. Use it wisely.





Slo-Mo
Picking up this item slows down the Gridders for a short while.



Aura
When Zack walks over this item he is surrounded by

a glowing plasma that empowers him to turn any Gridder he touches into a Dud. The Aura will dissipate after a while so use it to your best advantage.



Hunter Call
Extremely dangerous!

Instant Death
The name says it all.



Construction Shaft
Glass-looking grid squares that Zack will fall into if he steps onto one.

THE GOOD, AND THE BAD 'N UGLY

Fidex



Zack



The Hunter

A fearless "technocutioner" created by The Director to seek out and destroy interlopers in the factory.



Lazarus R. Trench, a.k.a. "The Director"

The Scavenger

A mechanized custodian who will sweep up items useful to your quest or even steal them from you if you have already picked them up yourself.

