2112

# LLAMATRON

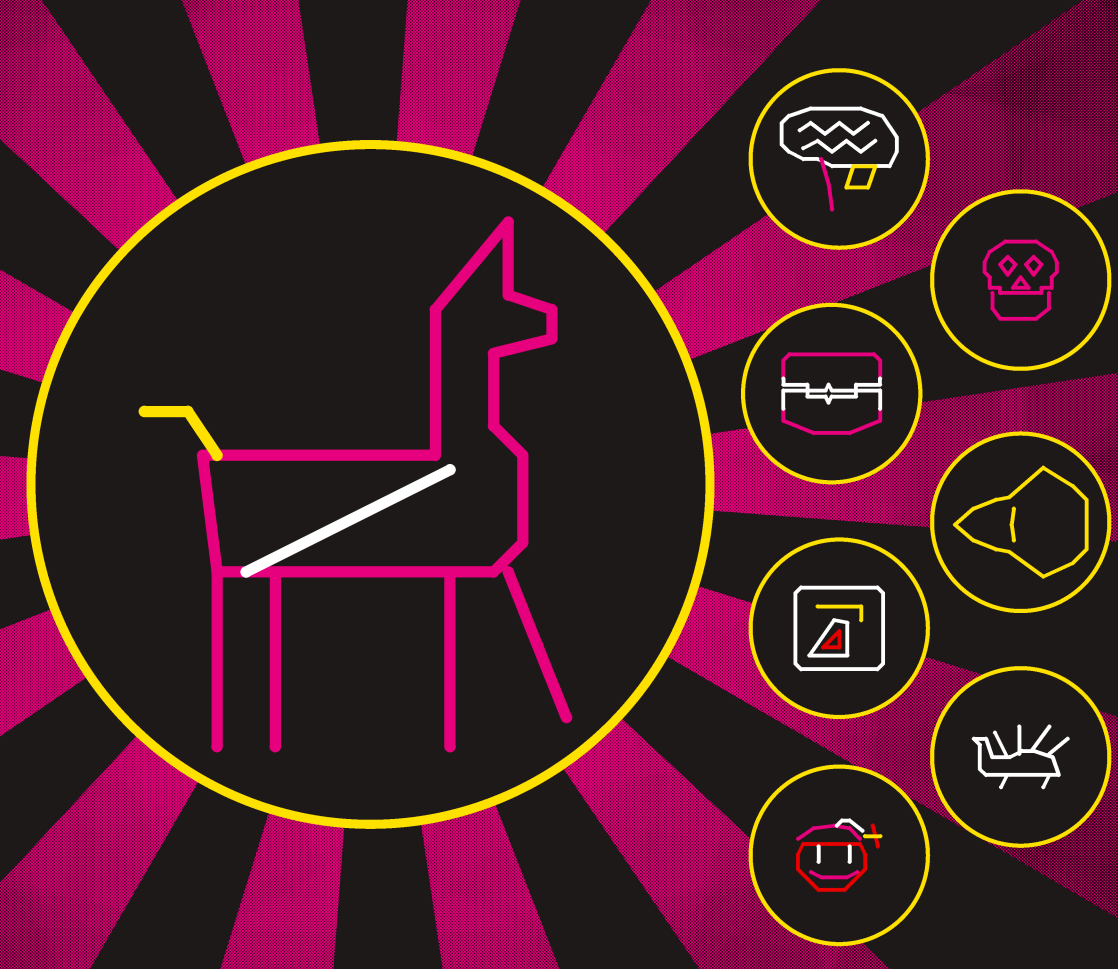





*for the GCE / Milton Bradley Vectrex*

**INSTRUCTION MANUAL**

LLAMATRON



**Original game (Atari ST, Amiga and PC, 1991)**
by Jeff Minter, Llamasoft

**Vectrex version**
by Sad Enby Games

Llamatron is Jeff Minter's and Llamasoft's game. This Vectrex version is a fan conversion made with respect, and is not to be ever sold or otherwise distributed for money without the permission of Llamasoft.

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# 1. GETTING STARTED

Llamatron needs a 64 KB cartridge (for example a VecMulti). Plug in controller 1; plug in controller 2 as well for team mode or true-dualstick play.

## THE CALIBRATION SCREEN

Every Vectrex draws a little differently, so the game starts with a calibration screen. It shows a line of text and the help line

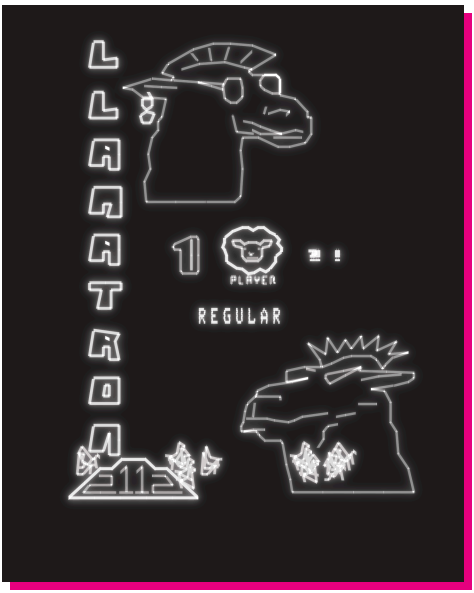
```
2 LEFT      3 RIGHT      4 DONE
```

Press button 2 or button 3 to nudge the setting until the text is sharp and readable, then press button 4. The title screen follows. The default suits most machines; if the text already looks clean, just press button 4.

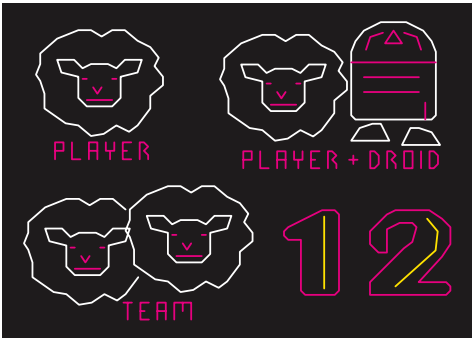
Note that artifacts on vecx based emulators are expected, though MAME tends to match the hardware reasonably well, at least my hardware.

# 2. THE TITLE SCREEN

On the title screen, controller 1 sets up the game:




| | |
|---|---|
| **STICK LEFT / RIGHT** | choose who plays beside you:<br>PLAYER - you alone<br>DROID - a computer partner joins you<br>TEAM - a second player joins you on controller 2 |
| **STICK UP / DOWN** | 1 or 2 players taking turns, each with their own score and lives |




| | |
|---|---|
| **BUTTON 1** | REGULAR control |
| **BUTTON 2** | BUTTON-DUALSTICK control |
| **BUTTON 3** | TRUE-DUALSTICK control (the chosen name is shown under the player picture) |
| **BUTTON 4** | start the game |

## LEVEL SELECT

Hold buttons 2 and 3 together on the title screen. A two-digit level number appears. Move the stick to change it:

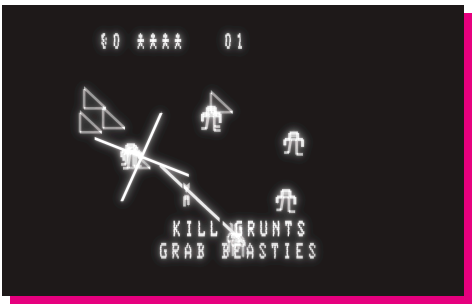
| | | | |
|---|---|---|---|
| **up** | +1 | **right** | +10 |
| **down** | -1 | **left** | -10 |

Let go of every button, then press button 4 to start at that level.

If you leave the title screen alone, the game plays a demo.

## 3. PLAYING

You are the Llamatron. Rescue the beasties (llamas, goats, sheep and camels) and kill everything else, where possible. Clear the screen of enemies to finish the wave. There are 100 waves.




### THE THREE CONTROL SCHEMES

**REGULAR (button 1 on the title)**
The stick moves the llama. Firing is automatic, in the direction of travel. Hold any button to lock the fire angle, so you can move one way and shoot another.

**BUTTON-DUALSTICK (button 2 on the title)**
The stick moves the llama. The four buttons fire, going clockwise round the controller:

| | | | |
|---|---|---|---|
| **button 1** | up | **button 3** | down |
| **button 2** | right | **button 4** | left |

Press two buttons together to fire diagonally (for example 1 + 2 fires up and right; 4 + 1 fires up and left).

**TRUE-DUALSTICK (button 3 on the title)**
Controller 1's stick moves the llama; controller 2's stick aims the shots, in the original Robotron style. Team mode is not available with this scheme (controller 2 is busy aiming).

### PLAYING TOGETHER

| | |
|---|---|
| **DROID** | The droid, a computer-controlled partner, fights alongside you. |
| **TEAM** | A second player controls the camel on controller 2. Llama and camel share one score and one set of lives. |
| **2 PLAYERS (stick up/down on the title)** | Two players take turns, each with their own score and lives. The status line shows P1's and P2's scores in turn. |

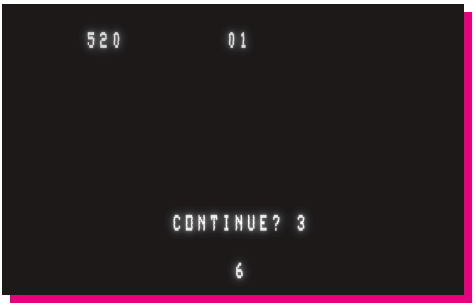
### WHAT TO PICK UP



| | |
|---|---|
| **Beasties** | bonus points, and HOT BULLETS for a couple of seconds: they slice through all enemies like a cat through butter. |
| **The last beastie** | a special bonus. |
| **Hearts** | every beastie falls in love with you and runs towards you. |
| **Power-up pods** | see "collect the following for powerup" in the story (section 4a): an extra llama, a warp of 5 levels, hot bullets, 3-way fire with double score, a smart bomb, invincibility, reflective shots and the Floyd bonus. |

### CONTINUING

You start with 3 lives. When the last one is lost the game asks CONTINUE? and counts down from 9, about one number a second. Press a button before the count runs out to carry on with 5 fresh lives; let it run out for GAME OVER and the title screen. You have 3 continues in a game.



# 4. THE ORIGINAL LLAMASOFT TEXT

These are the scrolling pages from the title screen of the 1991 original, by Jeff Minter, reproduced as written. Where the original showed a little picture in the text, a word in {braces} stands in for it. Some notes are about the Atari ST release (keyboard keys, the hi-score file, 50/60 Hz); see section 5 for the Vectrex.

## 4a. THE STORY

in the space year 2112 the zzyaxians have invaded our planet. with an overwhelming force of cybernetic and genetically-enhanced "grunt" soldiers, the fiends set about systematically destroying every last sheep, goat, camel and llama on the face of the planet.

against this awesome force, we have a devastating (and extremely furry) secret weapon. . .

**l l a m a t r o n**

**{the llamatron}**



llamatron- bionic, telepathic, psychedelic and completely ozric, the laser-spitting llamatron is the best hope to defeat the zzyaxian hordes and keep our beasties safe!

### the mission:



-- rescue beasties ({llama, goat, sheep, camel})



-- kill grunts ({grunt, grunt} etc.)

### your enemies:



**spikers:** ({spiker}) fragment when shot



**fire hydrant generators:** ({generator}) do just that



**fire hydrant:** ({fire hydrant}) chase and fire at you



**bibblers:** ({bibbler}) split into wibblers ({wibbler}) and fooberols ({fooberol})



**killers:** ({killer} ) chase {llama, sheep, goat, camel}, and kill them on contact! {skull}




**lazers:** ({lazer}) generate plazma beam and cannot be killed!



**brains:** ({brain} ) grab {llama, sheep, goat, camel}, and mutate them into mindless zombeasts {zombeast} !



**generator blocks:** ({generator block} ) armoured and generate {grunt, grunt}!



**false teeth:** ({false teeth}) fly around firing weird {projectiles} at you!



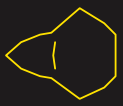
**pointy thing:** ({pointy thing} ) take three shots to kill, and tries to point out {the llama}!!



**alien in sheep"s clothing:** {sheep} beware these in your herd {sheep, sheep, sheep} because they splat"em!

**beware the sheepipede!!**

**watch out for the screaming mandy coz i"m sure it"s gonna get you yeah!!**



-- many many more {llama}- threatening nasties lurk in the higher levels. . .

grab {llama, sheep, goat, camel}, and get hot bullets {hot bullet} and if you get the last beastie get a special bonus!

collect {heart} to make the {llama, sheep, goat, camel} love you! they run towards you while besotted!

collect the following for powerup. .



**{llama pod}** . . . extra {llama}



**{warp pod}** . . . warp 5 levels and 50,000 bbonus



**{hot pod}** . . . hot bullets till end of wave



**{3-way pod}** . . . 3-way firing and double score!



**{bomb pod}** . . . smart bomb damages all enemies onscreen



**{shield pod}** . . . gives period of invincibility



**{bounce pod}** . . . gives you reflective shots



**{bonus pod}** . . . pick this up for a floyd bonus

why not play team mode with a likeminded entity? {llama} and {camel} make a killer team!

all alone? aaahh! never mind - the droid is always waiting and willing to be your partner!



alright then! get out there and grab those {llama, sheep, goat, camel}!

**good luck**

**death to the zzyaxians!!**

{camel}



## 4b. THE CREDITS

**llamatron: 2112**

perpetrated by: yak
coded on: devpac developer
samples grabbed with: replay-8

guest appearences by: m c urtis, sween "e" todd and andy "rubber chicken" capon on "oh f. . !" sample

programmer entertained by: inspiral carpets, floyd, charlatans, faith no more, house of love, inspiral carpets, lemmings, thunderstrike (pc vga version), buckley"s best bitter, pensarnau pizza power, blizzard skis and salomon boots, ozric tentacles, the grateful dead, the handy hendy bendy mandy generator, devil crash on the pc engine, and loads more funky stuff!

**yak 1991**

## 4c. THE VERSION NOTES

llamatron version 1.0

this version at 20 march 1991

!!!read scroller at title screen for play details (wait 1 min for scroller to happen)

use joystick to move beastie. firing is automatic in the direction of travel. you use the fire button to lock the fire angle - so you can move and fire in opposite directions at will.

if you have a suitable arrangement of two joysticks, you can play the game in original robotron style, with the usual stick moving the llama and stick 2 aiming the shots. press fire on stick 2 instead of stick 1 to start a game in that mode.

within game press p to pause the game. in the pausemode h toggles 50/60 hz, s turns samples on/off, t displays an ozric tentacle you can weird with all of joystick 1, g redisplays the game screen if you"ve been looking at the tentacle, and o unpauses the game!

mission: rescue beasties and kill everything else (where possible).

get beasties for bonus and hot bullets - they last for a couple of seconds and slice through all enemies like a cat through butter.

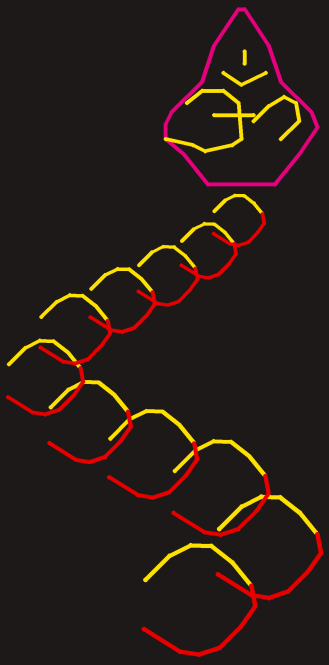
collect last beastie for special bonus

collect hearts to make all the little beasties fall in love with you - they run towards you!

game makes 160-byte file for hiscores on yer current dir.

good luck!!!

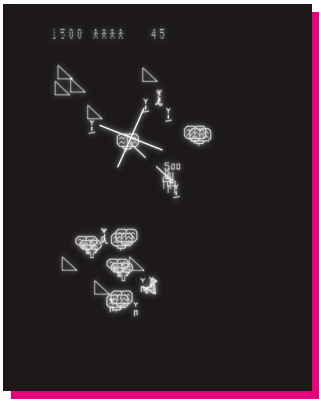


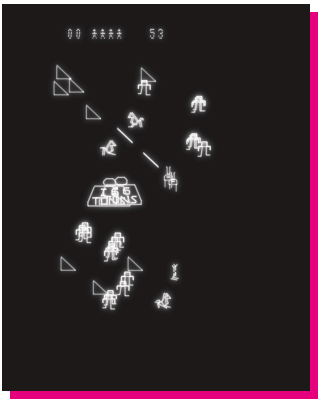



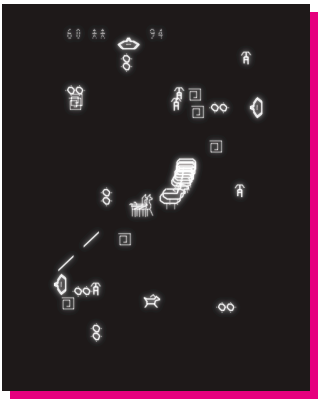
## 5. HOW THE VECTREX VERSION DIFFERS

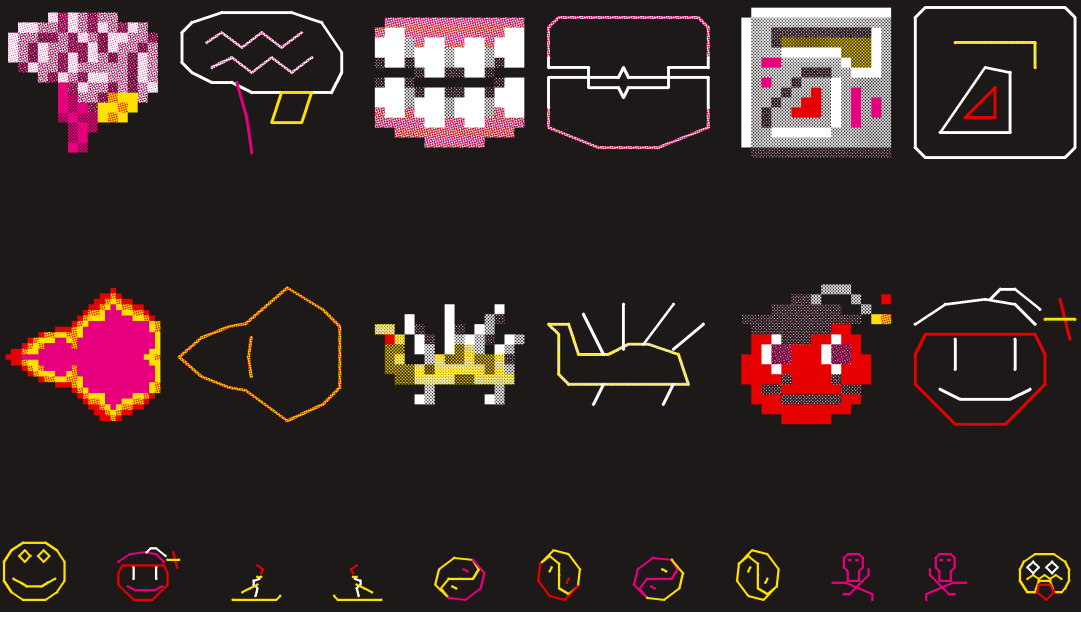
The Vectrex version plays the original's waves, enemies and rules, redrawn as vector art for the Vectrex screen. The differences:

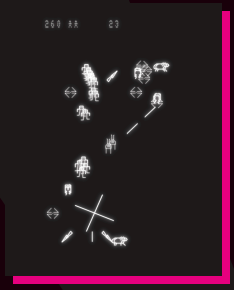
- No pause mode and no keyboard keys: the P / H / S / T / G / O keys in the version notes do not apply, and there is no Ozric tentacle display.
- No hi-score table. Your score is shown while you play but is not kept: the Vectrex has no storage for it (the ST's 160-byte hi-score file does not exist here).
- Robotron-style two-stick play is the TRUE-DUALSTICK scheme, chosen with button 3 on the title, instead of pressing fire on stick 2.
- The calibration screen at power-on, the three control schemes and the level select are new to this version.
- The sound effects are the original samples, re-made for the Vectrex's sound chip.
- When the screen gets very busy, new enemies hold back for a moment so the picture stays steady.

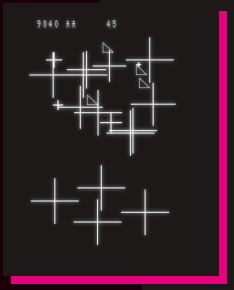


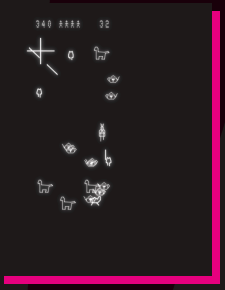


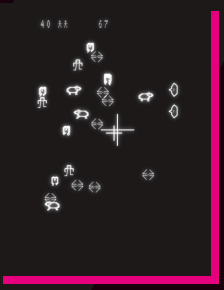












## 6. CREDITS

**LLAMATRON**
Original game, design, code, graphics and sound:
Jeff Minter, Llamasoft
Llamatron (c) 1991 Llamasoft / Jeff Minter

**VECTREX VERSION**
Sad Enby Games

With thanks to Jeff Minter for releasing the original Atari ST source code.



*death to the zzyaxians!!*

