MAMA LLAMA DOCS

Typed up by Merman

From 10 Computers Hits 2 compilation by Beau Jolly

MAMA LLAMA

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Intro/options Screen

There are six parameters affecting game play. You can adjust these individually if you so desire. There are five play modes – each with its own high score/CF and each with its own set of parameters. Each play mode is represented by a different animal icon at the bottom left of the screen.

To switch between play modes, press the SPACE BAR to step through the modes. To adjust a given parameter within a mode, press the letter corresponding to the initial letter of the parameter name – i.e. press "**w**" to adjust Warptime, "**s**" for Shields, etc.

For example, assuming that you are a beginner and want to set up an easy game: Press "SPACE" until the **goat** icon is displayed. Then press "**s**" repeatedly until the display reads "SHIELDS 9". Likewise press "**g**" until you get "GEN RATE 9". (You could of course adjust the other parameters too, but the settings given make for a nice gentle beginners' game.)

Parameters set under a particular mode will always be there whenever that mode is reselected. Try playing games under the modes set up in the program, and see how play differs.

The higher the number of a parameter is set, the **easier** that option becomes. 1 = most difficult, 9 = easiest.

WARPTIME

This determines how much time you get to manipulate the wave select/strategy panel once you've warped out of a particular wave. If set low, you need to think fast and act quickly with your retros and antis.

SHIELDS

Determines how much damage a hit on your llamas does, and indirectly, how much energy the llamas use up in running. Normal play uses shields set in the range 2-4, 9 is super easy, 1 is very hard.

GEN RATE

Controls the rate at which enemies are generated. If set low, you will only get a short game because the grid will become inaccessible very quickly. Set high for an extended game in which the grid remains accessible for a long time.

REGEN

Controls the amount of time allowed per wave for the llamas to sit down and regenerate their strength.

ABORTS

This is the number of 'panic presses' of the emergency warpgate opening button. You use the abort button if you're under heavy attack (usually by Rory the savage guinea pig) and have urgent need to leave the wave early.

NOGOES

The number of grid 'mistakes' you are allowed to make before game termination. Set to 1, you'll be finished off if you make only one mistake. Set to 7, its maximum, it'll be the seventh mistake that kills you.

Starting the Game

To begin a game once you have set up the options, press the fire button on the joystick.

Playing the Game

Mama Llama is played in two main phases. Fires there is the strategy grid. Within the grid you can select which wave you wish to tackle next, and plant retroGenesis and antiGenesis devices. From there you go to the planetary surface you selected, there to battle the resident hostiles until you either kill them all or abort. In either case, the Warp Node opens and by passing through it you return to the Strategy grid.

Grid phase

Whilst in the Grid phase, I recommend that you play with the controls a bit, shuffle the grid around a bit to see how it works.

The **active square** is the flashing square at the bottom right. Within that square you place the symbol of the wave you want to go into.

To move the symbols around

Moving the Joystick moves the X- and Y- axis selector arrows (white arrows, at the edge of the grid). Use these arrows to point to the row or column you want to move. Holding down the FIRE button and moving the Joystick at the same time allows you to rotate the row or column you want to move. (It sounds worse than it is in practice. Try it out a few times). With the combination of selector arrows and rotations, you can dial any symbol into the active square.

There are certain rules to remember, however, whilst on the Grid: **Time is limited.** The scale to the right of the screen counts down continuously. Don't let it disappear entirely, or the game ends. You have to complete your manipulations and leave the Grid before time out.

Watch the icons

The colour and graphic on the little squares tell you something of what to expect if you enter that wave. The **graphic** tells you what type of planetary surface to expect when you warp back in, as follows:

Little llama – indicates Inca City, Earth

Little camel – indicates Ancient Egyptian City, Earth

Rocket – indicates Lunar Colony, low gravity

Music note – indicates Rock City, Led Zepp IV, HEAVY gravity

Planet – indicates Inca homeworld, reduced gravity

The **colour** gives you a rough idea of how many aliens to expect within a given wave. A **dark blue** square would have maybe four of five aliens in it, and at the other extreme a **grey** square could contain over fifty creepies. The colour scale is displayed to the right of the grid, marked 'Safe' to 'Danger' to remind you.

No Go symbols

When you've completed a wave, or a wave becomes inaccessible through time (see below) a grey No Go symbol is displayed. Be very careful around these. You are not allowed to have a No Go symbol within the active square. The only time one should appear there is when you've just come out of a newly completed wave. Your first move should be to rotate it out of the active square – you can do this without penalty.

Penalties

Are incurred for either rotating a No Go into the Active Square, or performing rotations elsewhere on the grid having left a No Go within the Active Square. The number of penalties you are allowed is set by the Nogoes option at the beginning of the game. The number of penalties until Game Over is displayed by the number of non-No Go icons on the colour display strip to the right of the grid.

Time and the Genesis devices

All the while you are within a wave, at set periods the number of aliens waiting in yet-to-be-selected waves increases. (The frequency of this increase is controlled by the Gen Rate parameter). You'll notice the overall grid colour changing as you return to the Grid between waves.

If the number of aliens in a wave gets beyond a certain level, that wave becomes inaccessible and a No Go sign is placed upon it. You cannot enter such a wave. (If you aren't first destroyed, the game ends when all the waves are inaccessible either through you having completed a wave, or through a wave being taken over by aliens).

To prevent the takeover of a wave by aliens, you can either enter the wave and do battle (the usual route), or you may planet a retroGenesis or antiGenesis device in the active square. The device will act for you against the aliens whilst you're away battling on a different wave.

AntiGenesis devices (Plant and retrieve in the active square using **F5**)

Prevent any more aliens being generated in any wave to which applied. You get 8 antis. When you want to enter a wave protected by an antiGenesis, retrieve it and then enter.

RetroGenesis devices (Plant and retrieve in the active square using **F3**)

Actively reduce the number of aliens within their square of operation. You get 4 of these most useful devices. If they reduce a wave to a single alien, they automatically disengage and return to store. Apart from that they can be retrieved into store in the same manner as the antiGenesis devices.

The number of antis and retros, plus the special icon reserved for each, is shown to the right of the colour bar display.

Entering an attack wave

Once you have completed all your business on the strategy grid and wish to go into battle, pressing **F1** transports you into the wave chosen in the Active Square.

Doing Battle

After you have pressed **F1** to go into battle, the strategy grid will fade away and the planetary surface will appear. Your three llamas will also appear in the centre of the screen. The killdroid hovers above their heads.

Control of the Llamas

Moving the joystick left and right causes Mama to accelerate in the desired direction. If the FIRE button is not being pressed, then pushing the joystick up causes Mama to jump, and pushing the joystick down causes her to sit down (if there is any downtime left) to regenerate strength. The baby llamas imitate whatever Mama does, if she jumps, so do they.

The KillDroid

This device is used to clobber the assailants with. When the FIRE button is not pressed, it hovers in a de-activated state over the llamas. Hold down the FIRE button to gain control of the droid. The droid starts to flash (indicating that it's active) and is now under joystick control. Droid response is full-inertial. To kill with the droid, simply run it over the desired target. Note that with FIRE pressed the llamas cannot jump or sit down, but they are still left/right control. The droid cannot be activated while you're sitting down. It is possible to adjust the inertia of the droid to suit the needs of a particular wave or your own tastes. On the upper status line at the base of the screen are two displays, either side of the scanners, reading XI: 4 and YI: 3. These figures represent the X-inertia and Y-inertia of the droid. Press **A** and **Z** to adjust up and down the Y-inertia, and **X** and **C** to adjust the X-inertia. The best time to do this is just before you enter the warpgate and not under attack, or put it in PAUSE mode and adjust the droid in safety.

Status Displays

The top status line shows droid inertia as detailed above. On this line are also the four scanners. These track active objects on the planet, and tell you which direction to go to get them. The number refers to the object being tracked, 1-4, and the arrows bracketing the number give directional and distance information. A **blue** arrow means the object is far away, and a **white** arrow means the object is very close, probably visible. If both arrows

around a scanner are grey, then that scanner is not tracking anything at all. Large arrows also light up when the warpgate is open, indicating the way to get to the Gate.

The **wave name** is displayed below this. On the next line down, against a purple background, the **llama strength** meters are displayed. Meter no.1 indicates the strength of Mama, 2 and 3 show that of the babies. If allowed to reach zero, you lose that llama. Keep an eye on these indicators and sit down to regenerate strength as necessary.

Below this the **Planet type** is displayed, and on the very bottom line are displayed score, CF and zap number. The 'zap number' indicates how many aliens you have to zap to clear the sector (usually). There are certain waves where the zap number is reduced in different ways, but you'll find out about them… The objective in each wave is the same, however reduce the zap number to zero, and thereby open the warpgate. The number of aborts available is also shown on the bottom line.

Sitting Down

As your llamas get clobbered by assailants, their strength decreases. This also occurs just from running and jumping about. You have a limited amount of 'downtime' during which you can sit down and your strength will build up. The amount of downtime is set by the **Regen** parameter. The colour of the llamas changes while seated to give some idea of the amount of downtime available, and they automatically stand up when it runs out. Downtime is reset to maximum whenever you leave the Strategy Grid.

Aborting

If a wave is too heavy and it looks like you're going to lose a llama, you can force the warpgate open by pressing the F7 button (provided you haven't already used up all your aborts!).

Scoring

The game is scored in two ways – by a conventional score, i.e. you get points for whatever you hit, with different creepies giving different values. There is another score system, the CF or Completion Factor. Whenever you complete a wave, 1 x the number of llamas remaining, is added to the CF. Thus the theoretical maximum CF is 300 (there are 100 waves and if you did them with all 3 llamas intact you'd get a CF of 300).

About the Waves

Many of the waves are quite straightforward; i.e. zap the enemy and the zap-quotient decreases. On many waves, however, you have to figure out what to kill; when to kill it; how to activate certain devices; what **not** to kill (mistakes can upset Rory)… Sometimes you may have to pass under something, touch something with your llama, jump to catch things, avoid things, simply hang around, follow things, make things hit other objects and so on. Many of the waves are puzzles, and the zap number doesn't always represent an actual physical number of aliens; there are other ways to reduce it. Some of the aliens are only vulnerable during certain phases of attack.

Leaving a Wave

Once ZAP is reduced to zero, or you've pressed abort, the Warp Gate opens. Use the large arrow to locate the Gate and when it is in an appropriate position, enter the Gate. You will be returned to the Strategy Grid.

Convenience Controls

These are available throughout the Battle phase. Pressing **P** activates Pause Mode. Unlike a normal Pause Mode, this doesn't stop the action, it just renders the aliens harmless and stops degeneration of health and alien production. The border goes **red** while this mode is on. It is useful in this mode to experiment with the droid (which you can still control) and adjust its inertia. Press **P** again to leave pause mode. If the music annoys it can be muted by pressing the **M** key.

Hints on Gameplay

There are two kinds of especially savage Rory; one can be shot with the droid, the other cannot. Ghosts can sometimes be shot. Gremlins don't like water. Rory won't tolerate my CD stopping. Use inertia for your own benefit. Remember to sit down when necessary. Eyeball the scanners. Clobber Uncle Clive and his devices. Turn down the music and listen to Led Zep IV (the album, not the planet). A gentle touch with the droid works better than a heavy hand. Look after Mama. Be quick in all waves. Preserve your spatial awareness.

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