



GRIDLOCK

GAME INSTRUCTIONS



GRIDLOCK

GridLock is a puzzle-based video game that challenges players to unlock a congested city grid full of vehicles. The goal is to move the blocked cars and trucks, while avoiding barriers, and clear a path so that the player's car may exit. Each level starts with a tightly packed parking lot, containing vehicles haphazardly parked every which way.

The player must move the blocked vehicles forward or backward, often planning several moves ahead, to clear pathways for the other vehicles to move. The game emphasizes logical thinking and spatial reasoning, as one wrong move can make the congestion much worse.

As play progresses, the levels increase in complexity and difficulty, with more vehicles and more moves required to clear the grid. The game features a clean and intuitive interface, with colorful graphics that make it easy to distinguish the different pieces.

GridLock offers a blend of challenging but relaxing, contemplative gameplay, with satisfying "aha" moments when a tricky arrangement is finally solved. The game appeals to both casual players and puzzle enthusiasts seeking a mental challenge.

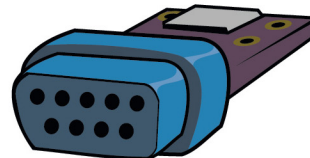
GridLock has 100 levels, carefully selected from a pool of over 2.7 million unique levels. Completing early levels will unlock the later harder levels and eventually, if you're good enough, you will see the winner's trophy!



This is a "Couch Compliant" game. All in-game functions and navigation are available through the joystick!

SAVEKEY

If a SaveKey (or AtariVox) is detected in the RIGHT joystick port at startup a golden key appears at the bottom of the "Champ Games Presents" logo screen, and the game will automatically store and reload the game state as you play.



If the SaveKey has not previously been used with GridLock, the word "Reset" is displayed above the key, and the save state is cleared. To reset the SaveKey manually, hold down the RESET button while powering on the game/console.

TV REGION

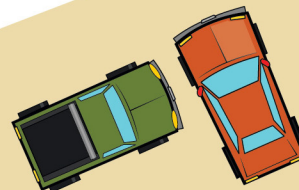
This game automatically detects the correct TV format (PAL or NTSC). It can be used on any Atari 2600 console around the world. PAL-60 format is used for PAL regions.



DISPLAY TECHNOLOGY

The color graphics display technology in this game is called "ChronoColour". There are three different display modes; you may cycle between them by toggling either difficulty switch.

1. pCC (Phased ChronoColour) - Default mode, minimal shimmer
2. iCC (Interleaved ChronoColour) - Richer colors with some shimmer
3. CC (ChronoColour) - Sparser colors with no shimmer



If you have a SaveKey connected, you will only need to adjust this once.

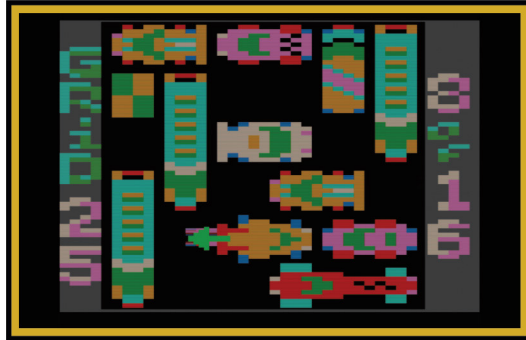


HOW TO PLAY



Your ultimate goal is to win the first place trophy by solving all 100 levels PERFECTLY!
There are two stages to achieving this goal:

1. Solving all levels to win a "participation trophy"
2. Refining your solutions to achieve absolute perfection and win the first place trophy!

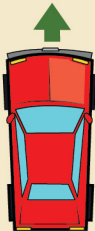
Your task on each level is to move the vehicles and clear an exit path to the right of your white sports car on the third row of the grid. When this exit row is clear of obstacles, your car will automatically drive offscreen and the level is complete.



Cars and trucks can move forward or backward, one step at a time, into vacant spaces. There are also small barriers which cannot move.

The cursor indicates whether a vehicle can be moved  or is blocked . Move the cursor with the joystick.

When a green arrow is shown, you can press the joystick button to move the vehicle underneath the cursor in the indicated direction.



There is no penalty for abandoning a level. To do so, either press RESET (which exits immediately), or hold down the joystick button for approximately 5 seconds. You will first see "EXIT" on the screen. Keep holding down to abandon the level, or release to continue solving.

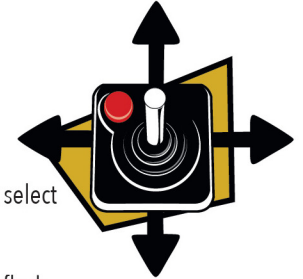
As each level starts, the optimal (BEST) number of moves possible is displayed at the right of the screen. Once you start moving vehicles, your move counter is shown. There is no move limit, or time limit, but completing a level in the optimal number of moves awards a "PERFECT" badge. Solving levels perfectly will improve your trophy place number.

THE MENU SCREEN

The menu screen allows you to preview all 100 levels, and select any open level to play.

The display window on the menu screen can show either a preview of the selected level, or the status of all 100 levels. Switch between these two views by holding down the joystick button until the view changes.

You can navigate to any level using the joystick directions. UP and DOWN will adjust the selected level by 10. LEFT and RIGHT will adjust the selected level by 1. The selected level number is displayed at the bottom of the display window. To begin playing any UNLOCKED level, first select it and then short-press the joystick button.



If you attempt to play a locked level, the LOCKED badge will flash.

THE PREVIEW WINDOW

This window displays a preview of the positions of the vehicles for the currently selected level. The color of the cars/display indicates the status of the level.



MULTI-COLOR

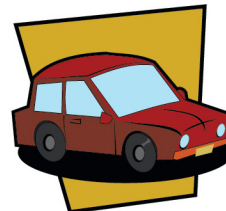
Level is open and may be played

RED

Level is locked and cannot be played yet

GREEN

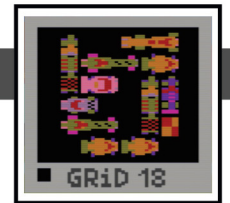
Level has been solved already (but may be replayed)



Additionally, a badge is displayed over solved levels.

SOLVED - Level has been solved

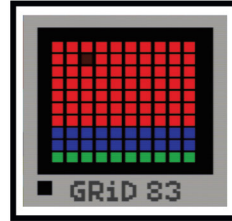
PERFECT- Level has been solved... PERFECTLY!



THE STATUS GRID

The status grid shows the current status of all 100 levels. Each square in the grid represents one level numbered from 1 at the lower left to 100 at the upper right. The currently selected level's grid square flashes. The color of each square in the grid represents the status of the corresponding level.

- RED - level is locked and cannot be played
- GREEN - level has been completed PERFECTLY!
- GREEN (flash) - level has been completed, but not perfectly
- BLUE - level is unlocked and playable



SOLVERS

All levels ARE solvable, but sometimes you may need a bit of an assist!

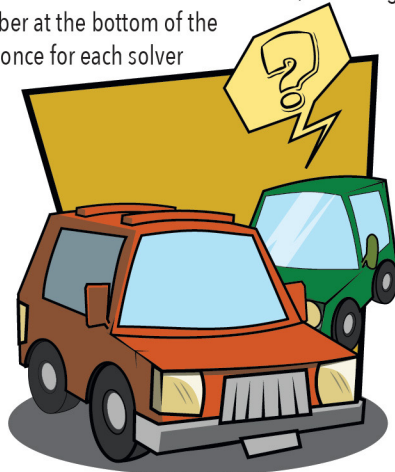
A "solver" is a tool that will automatically solve the currently selected level while you watch. You begin the game with just one solver, but can earn more solvers as you progress through the game.

Each solver can only be used once, on any unlocked level. If solvers are available, a flashing yellow light appears to the left of the GRiD number at the bottom of the preview and status windows. The light will flash once for each solver you have.

USING A SOLVER : There are two ways to use a solver from the menu screen.

1. Hold the joystick button (first) and select a joystick direction
2. Press the RESET switch

You start with one solver, so use your solvers judiciously! Each solver will solve a level PERFECTLY for you.



THE STATUS WINDOW

Levels are unlocked in blocks of 10. Initially the first 10 levels are unlocked and playable, and you have just one solver. You may play these unlocked levels in any order, as many times as you wish.

When any full row of 10 levels is solved for the first time, one new solver is awarded to you, and the following row of 10 levels is unlocked for play. You will see a brief intermission screen showing which levels have been newly unlocked..



If any row of 10 levels is solved PERFECTLY, an additional 10 levels are unlocked, and another solver is awarded. Thus, you can earn up to two solvers per row of 10 levels you complete.

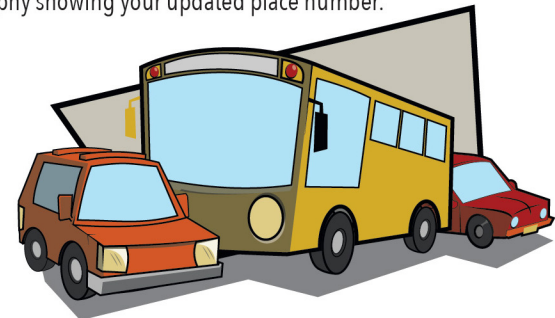
THE TROPHY SCREEN

After all 100 levels have been solved, you will be awarded a trophy showing your "PLACE" calculated from the number of perfectly solved levels you have completed.



The ultimate goal is to achieve first place.

To do this, you must solve ALL levels PERFECTLY! You have the opportunity to improve your place by revisiting the levels you have not yet solved perfectly. Each time you solve a level, you will see the trophy showing your updated place number.



CREDITS

Programming: Andrew Davie

Level Data:
derived from Michael Fogleman
<https://www.michaelfogleman.com/rush/>

Box Art: Vladimir Zúñiga
Testing: Jürgen Oster

Copyright © 2026 Andrew Davie

GridLock may not be reproduced or
distributed in any form without prior
permission.

Published by Champ Games

WWW.CHAMP.GAMES

HONK!