

GRIDRUNNER

CBM 64

GRIDRUNNER INSTRUCTIONS

An arcade game for Commodore 64 and joystick controller

LOADING THE GAME

1. Ensure all game cartridges etc. are removed.
TURN ON 64
2. Ensure the tape is re-wound. Hold down 'SHIFT' on the keyboard, and at the same time tap the 'RUN/STOP' key. You should see

PRESS PLAY ON TAPE

on the 64 screen. Press PLAY. After a short pause you should see

FOUND GRIDRUNNER

At this time press the COMMODORE logo key. This will continue the load until you are ready to play. Loading is automatic. When completed, the 64 screen will clear and display the GRIDRUNNER score display and the copyright message.

GRIDRUNNER is now loaded and pressing 'FIRE' will begin the game. Push forward the joystick to change skill level.

THE GAME

In the year 2190, the human race has set up a huge solar power collecting power station in earth orbit to beam power down to earth. Because of its lattice-like shape, this power station is known simply as 'THE GRID'

Shortly after beginning operation, the grid was found to be delivering less power than predicted. Investigation teams were sent into orbit. They discovered that the grid had been invaded by alien Droids, who were using its power to reproduce themselves, massing for an invasion of Earth. To combat the Droids, a special combat ship was developed. Small and incredibly manoeuvrable, the ship drew its power from the grid and, with such vast amounts of energy readily available, was able to carry an awesomely powerful plasma cannon.

This ship, known as the GRIDRUNNER, was so fast and powerful that, with skilful control, it could annihilate vast amounts of hostile Droids.

The Droids have 3 main weapons: GRIDSEARCH SQUADS, PODS and X/Y ZAPPERS.

1. GRIDSEARCH SQUADS.

These are linked Droid segments which traverse the grid horizontally, descending whenever they encounter an obstruction. Each squad has a rotating 'LEADER DROID'. If the leader is hit the Droid segment behind him takes over. If the squad is hit in the body, it splits into two independent squads.

Squads come in any size, from solitary LEADER DROIDS to linked squads of many Droids. Whenever a squad Droid is hit, his body turns into a POD. Squad Droids are vulnerable to their own X/Y ZAPPER, and may be hit or split by them.

2. PODS.

These small yellow devices lodge at the nodes of the grid, periodically growing in size and changing shape. When they reach the end of their life cycle, they hurl a single bolt of unstoppable, lethal energy down the grid.

Hitting a POD regresses it one stage in its life cycle. Repeated hits will eventually destroy the POD.

3. X/Y ZAPPERS.

These two ships run along the boundaries of the grid. Periodically they stop, and the Y-ZAPPER emits a plasma beam. The X-ZAPPER fires a plasma pulse along the grid, and where the two meet, a new POD forms. It is not wise to get caught in the plasma beam from the Y-ZAPPER. The longer it is on, the more are your chances of losing the ship. The X-ZAPPER'S pulse is always lethal.

CONTROLLING THE GRIDRUNNER

Your GRIDRUNNER can move freely on the bottom 7 lines of the grid. You cannot move through PODS. You will be destroyed if you are hit by a DROID, or the charge from a POD, or a heavy plasma beam. Use the joystick to manoeuvre your GRIDRUNNER. The red button activates your plasma cannon. As long as you hold down the red button, your cannon will repeat fire. This is useful for quick annihilation of PODS close to the GRIDRUNNER.

SCORING

For each POD successfully destroyed	:	10 points
For each DROID segment	:	100 points
For each LEADER DROID	:	400 points
For zapping 1 gridful of DROIDS	:	1 extra GRIDRUNNER

ATTACK WAVES

There are 31 distinct attack waves. In each wave an ever increasing number of DROIDS are released onto the grid in various attack patterns.

When one wave is entirely cleared, the message

GRID ZAPPED

appears and an extra GRIDRUNNER awarded (up to a maximum of 9)

After a short pause the next gridful will appear.

STRATEGIES

1. Keep on the move. If you stay firing in one place, PODS will form above you and often explode while your attention is elsewhere.
2. Remember to use your full mobility. Don't just stay on the bottom line. When GRIDSEARCH SQUADS reach the bottom, be prepared for them to re-enter higher up the grid.
3. Use rapid-fire to clear PODS in your zone. GRIDSEARCHERS will then have to travel right across the screen, giving you more time to pick them off.
4. Learn the pattern of the X/Y ZAPPERS. It never changes, and once you know it you can avoid the potentially lethal Y-ZAPPER'S beam.
5. Don't use rapid-fire all the time. You will survive better if you take the time to aim.
6. DON'T PANIC!

GRIDRUNNER is a very fast game. Don't let the speed intimidate you. Good players will be looking for scores over 100,000 and aces will be getting over 150,000.

GRIDRUNNER © 1982 by JEFF MINTER

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