

Salamander Software

GRIDRUNNER

Instructions

Loading the cassette

1. Plug a joystick into the righthand joystick socket of your Dragon 32.
2. Put the cassette in the cassette player.
3. Type CLOADM and press (ENTER).
4. When the program has finished loading it will automatically run.

Playing the game

The screen depicts the GRID, a high energy lattice from which your ship, the Gridrunner, draws its power. At the top of the screen is displayed your score, the high score, the number of ships you have, and the number of the attack wave. The object of the game is to destroy the Gridsearch Squads before they destroy you.

Gridsearch Squads

These are groups of linked droids which traverse the grid horizontally, dropping down to the next level whenever they find an obstruction. Each squad has a Leader Droid at the front. If the leader is hit, the droid following becomes leader. If a squad is hit in the middle, it splits in two and the front droid of the new squad becomes leader. Squads may come in any size from solitary leader droids to linked squads of many droids. When a droid is hit, its body will change into a Pod.

Pods

The Pods are devices which sit at the nodes of the Grid and rapidly grow, changing in size and shape. When they come to the end of this "life cycle" they turn into a massive dose of lethal energy which hurtles down the

Grid. Hitting a Pod regresses it one stage. Continuous hitting will destroy Pods.

X/Y Zappers

The X/Y Zappers travel along the left hand and bottom sides of the Grid. Periodically, the Y Zapper along the bottom will emit a plasma beam. This beam destroys anything in its path. At the same time, the X Zapper will emit a plasma pulse, and where this meets the plasma beam, a Pod is formed.

Controlling the Gridrunner

The Gridrunner can move freely along the bottom seven lines of the GRID. It may not pass through Pods. It can be destroyed by being hit by a droid, the plasma pulse of a Pod, or the plasma beam of the Y Zapper. The Gridrunner is steered using the joystick, and the fire button is used to fire up the GRID. Keeping the button held down will result in continuous fire.

Scoring

Foreach Pod destroyed	10 pts.
For each Droid destroyed	100 pts.
For each Leader Droid destroyed	400 pts.
For zapping 1 Gridful of Droids	1 extra Gridrunner

Attack waves

There are 31 distinct waves of Droids. When each wave is cleared, you are awarded an extra Gridrunner. You can only have a maximum of 9 Gridrunners at any one time.

General advice – keep on the move, avoid the Y zappers beam, and above all, DON'T PANIC. Good players can expect scores of over 100,000 and aces can expect 150,000 or more.

If you have any problems loading this cassette, please return it to:

Salamander Software
17 Norfolk Road
Brighton
East Sussex

and we will gladly replace it.

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Game designed by Jeff Minter.

For conditions of sale see game cover.