

# LLAMASOFT!!

## GRIDRUNNER INSTRUCTIONS

### LOADING ATARI GRIDRUNNER

1. Ensure that all cartridges are removed from the cartridge slot. Place the GRIDRUNNER tape in the ATARI 410 tape unit. Ensure that tape is fully rewound.
2. Close the cartridge door and turn the Atari ON whilst AT THE SAME TIME holding down the yellow START key.
3. You will hear a bleep. Press PLAY on the tape unit, then press RETURN on the Atari keyboard. Loading will begin.
4. On 16K ATARI units, you will notice odd screen displays towards the end of loading. Don't worry; this is normal.
5. Once loading has finished you will see the game title and level. Push the joystick FORWARD to change the levels (there are 31 in all) or press the red FIRE button to begin.

### 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.

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The Atari logo is displayed in a large, bold, black, sans-serif font. The letters are slightly irregular, with a small yellow dot above the 'A' and a small yellow dot to the left of the 'I'. The logo is positioned in the bottom right corner of the page.