

SUPER GRIDRUNNER

AFTER LOADING

You will be presented with the options screen, from which you can begin a new game, set the game options, or study the inbuilt Game Secrets screen.

STARTING A NEW GAME

Click the left mouse button on the title screen. The display will change to the Wave Select screen. From this screen you can choose your starting level by clicking on the "+" or "-" buttons and then clicking on the "Let's Blast" button.

When you first play Gridrunner, the first 32 levels out of the total 64 are available. If you play and successfully reach beyond level 32, the subsequent games can be started at any level up to that of the highest completed in play.

The level of play reached is saved along with the hi-score information, so subsequent sessions can be played straight away at your current level of expertise.

STARTING BONUSES

If you start on any level except level one, you stand to receive a Starting Bonus on successful completion of the level. (The Bonus depends on the level chosen)

GAME OPTIONS

From the title screen, hold down the SHIFT key and press the left mouse button to bring up the Game Options screen. From this screen you may choose the nature of the 'Pause Mode' (freeze frame or graphics demo), and 'Set Startup Text'. The later allows you to display any desired text on the title screen. This is saved onto the disk and appears each time the game is booted.

GAME HINTS

From the title screen, hold down **ALTERNATIVE** and press the left mouse button. The game will display screens outlining key strategies pertinent to the gameplay.

ABOUT YOUR SHIP

The ship is composed of two parts, the Main ship and the detachable Nosecone.. As you move the mouse, you move the main ship, and, unless deliberately attached, the Nosecone remains wherever it has been left. Holding down the Left mouse causes both Ship and Nosecone to continuously fire. The Ship fires Standard shots while the Nosecone fires wide beams. Holding down the right button causes the Nosecone to drift toward the Mainship.

Hold the button and the Nosecone becomes attached, remaining attached, the firing capacity of the combination is augmented to yield quadruple Wide beams.

AUGMENTING YOUR BULLETS

While the Nosecone is detached, any shots fired **into** it by the main ship become **augmented**. A single shot entering the Nosecone emerges as three shots. These extra shots leave the Nosecone at angles selected the player: they can be fired straight ahead on diagonals, to both sides or directly behind the ship (The Nosecone will continue to fire normally).

THE FIRING ANGLE

The angle of fire is displayed in an icon. Use the Left Shift and ALTERNATE keys.

THE ENEMIES

The most common enemy you will encounter is the **RAIL GUN** which simply stays on the border of the play area firing slowly and cannot be destroyed.

SNAKES

These can emerge from any of the four screen edges and consist of a series of segments that follow a master 'head' segment. If you split a snake in half then it forms another snake. Shooting the head of the snake does not kill it but shortens it until only the head remains which is then vulnerable. Most snake segments when destroyed leave behind a small red diamond or **Pod** which if not dispatched straight away will grow and eventually release a small silver bomb which cannot be destroyed.

The bombs fall down to the bottom of the screen and appear later on in the game.

THE INDEPENDENTS

They can take on a variety of forms from mutant pizzas to flying camels.

POWER SHOTS

Acquired by collecting the **YAK** icon. Power Shots are larger than the average bullet and are not stopped by contact with an enemy. Using them you can slice through many enemies with a single shot, or fire through obstacles which might normally block your lasers.

SHIELDS

Activated by collecting the Shield icon. Once shielded you become impervious to all. You can destroy enemies by just moving your ship over them and pass through obstacles unharmed.

EXTRA LIVES

At every 100,000 points interval, an extra life may be awarded but you must pick them up like Shields or Power shots. Be careful not to shoot them in the heat of the battle. Extra lives are represented by small white goats which leap out from the left-hand side of the screen.

THE BONUS MULTIPLIER

You are rewarded for taking care of your ship. The longer you keep alive and the more enemies you destroy, the higher the value of the Multiplier. At the bottom of the screen are five disks ranging from 1x-5x which will light up as you progress.

NEVER SURRENDER

Should you be destroyed, you return to the beginning of wave you are on and the Bonus Multiplier is reset. This is why, when death looms and there's no where to go, there's only one thing to do—commit suicide! (Press the CONTROL key).

Several things occur; Firstly all enemies on screen are destroyed just like using a Smart Bomb. Thereafter, where your ship was, and still under control and fully armed, a red outline 'ghost' appears. The 'ghost' remains for 10 seconds during which it is invincible. Any snake which is destroyed turns into a Bonus-Llama.

Taking the suicide option is a better alternative to being killed because the bonus multiplier does not reset and you also keep your place in the wave.