

# GRIDTRAP

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## GAME DESCRIPTION

This is a game of strategy, in which the player has to move his man over a grid of stepping stones to reach and defuse a time bomb. As he walks across the stones, they vanish behind him so he cannot retrace his steps. The player has the ability to scroll a row of stones from left to right and vice versa if he finds himself running out of stones to step onto. Scrolling cannot be accomplished if a skull and crossbone, bomb or flag is situated in such a position that it would be scrolled off the grid. The player however, can move off the grid but will reappear on the opposite side. Each time a bomb is successfully defused another will appear and after 7 bombs have been defused the next game level is reached. Time remaining on each bomb fuse is displayed in bar graph form at the top of the screen. If fuse time runs out the bomb will explode and the player loses a life. He will also lose a life if he steps onto a skull and crossbone or is zapped by a flying boot. Points are awarded for each step taken, each bomb defused and each flag collected.

## LOADING INSTRUCTIONS

CPC 464 - Hold down CTRL key and press the small ENTER key on the numeric key pad. Press PLAY on the Datacorder then any key on the computer.

CPC 6128 - Hold down SHIFT key and type:- @TAPE to enter tape mode. Hold down CONTROL and press ENTER. Press PLAY on tape recorder then any key on computer.

## GAME CONTROLS

The player can either define keys for movement around the grid and scrolling of stones or use a joystick. To scroll the stones, hold down the selected scroll key or joystick button and at the same time move left or right.

## POINTS TABLE

Each step taken .....	20 points
Each flag collected .....	250 points
Each bomb defused .....	Fuse time remaining X 10 points

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