

PROGRAM
NUMBER
LW04

GRIDTRAP



What's Mr Livewire up to now....?
He's in another fix! Trapped in a strange room with a red object ticking away... A Time Bomb! Giant Boots stomping around! Each time he tries to get out of the room he reappears on the other side.
There's no way out... he will have to defuse the bomb! Avoid the skulls and crossbones and watch the traps as he crosses the room!
Oh no!... look what's appeared now... another Time Bomb!

GRIDTRAP



64
FLASH
LOAD



Gridtrap 64. Another superb game from the Livewire Software Company. We promise you won't be able to turn it off! Its a real skill tester and loads of fun to play!

Play with the Keyboard or Joystick.
Choose your own operating keys with our User Definable System.
Compete with an opponent by selecting Two Player Mode...

Great graphics, super sound effects in the Livewire tradition including a selectable Melody Mode where the tune is available at the touch of a key and Melody On is indicated by a quaver graphic.

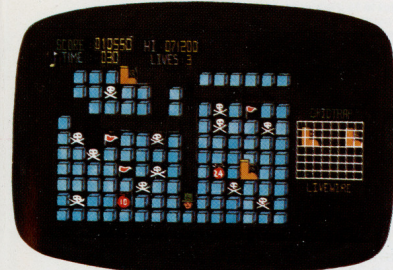
Plus outstanding features:-

- * Hi-res graphics. — * Sprite Graphics.
- * Multi-coloured graphics.
- * Synthesized sound effects and music.
- * 9 pre-selectable skill levels.
- * Progressive Difficulty (from level selected to infinity).
- * Bonus Flags. — * Bonus Lives.
- * Hall of Fame.
- * User Definable Operating keys.
- * Introductory sheets plus self demonstration.
- * View key (to step through introduction sheets).
- * Pause Game key. — * System Restart key.
- * Constant Display of Scores, Lives Remaining, Hi-score and Game Time for one or two player games.



The first bomb needs defusing and quickly!

Livewire



Now he's in a fix!

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Manufactured and Distributed in the
United Kingdom
by
Sumlock Microware

Livewire

GRIDTRAP 64

GAME DESCRIPTION

GRIDTRAP 64 will appeal to players of all ages where the object is to obtain the highest possible score.

The player has to move the main character in the game, **Mr. Livewire** (known as **LW** to his friends), across a room to reach and defuse a time bomb which is counting down to explode. The floor of the room consists of a grid of squares which **LW** has to step on and move in any of the four directions, left right, up and down. His movements are controlled by using either the **Keyboard or a Joystick** (see Operating Instructions and Game Controls).

LOADING INSTRUCTIONS

Ensure that the cassette recorder is as far away as possible from the TV receiver as interference from the TV may cause loading errors. Insert the program cassette into the cassette recorder and ensure that it is rewound. Depress the **SHIFT** and **RUN/STOP** keys together and the screen will respond with **PRESS PLAY ON TAPE**. Depress the **PLAY** key on the cassette recorder. The display will then blank and the tape will run for a short period. The tape will stop and the display will read **FOUND GRIDTRAP 64**. To speed up the loading process slightly, the key with the Commodore symbol may be pressed, which will blank the screen again, this time to a light red and the tape will continue running. If required the pressing of the Commodore key may be omitted in which case the tape will load on its own. Loading time should be approximately eight minutes.

NOTE:- If the program will not load, power off and on the computer, turn the cassette over, rewind and repeat the loading procedure again. It is important to keep the tape heads clean in the cassette recorder otherwise loading problems may be experienced. A standard audio cassette cleaner tape is suitable.



THE SQUARES.

As **LW** walks around the room to reach the bomb, the grid of squares that he has stepped off, turn in to traps preventing him from walking on those areas again. There is however a facility to scroll the whole row that **LW** is on. This is vital to **LW** when trapped without any squares next to him (see Operating Instructions).

LW may move left or right off the grid and appear on the opposite edge if a square is available. He may move up or down off the grid and appear on the opposite edge even if that edge has no square available.

Points are scored for each square walked on (see Points Table).



TIME BOMBS.

Each Time Bomb has a countdown of 30 and if it counts down to zero it will explode. Furthermore another bomb will appear if the

first bomb reaches a count of 15. Five bombs must be defused after which **LW** is placed in another room where the game level is higher (see Game Levels).



SKULL and CROSSBONES

The squares occupied by the skulls and crossbones must also be avoided as a life will be lost if **LW** steps on one or if he scrolls one into him by accident. More of them will appear in later stages of the game (see Game Levels.)



BIG BOOT

More dangers exist in the form of Big Boots which stomp around the room in a menacing manner and a life will be lost if **LW** is squashed by them. As Game Skill Level increases more Big Boots appear up to a maximum of 4 and later on the Big Boot movement takes on a form of strategy (see Game Levels).



THE CAGE.

As the game progresses and bombs are defused, extra boots will be released from the cage and join in the stomping around the room (see Game Levels).



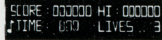
FLAGS.

There are always 4 bonus flags available. Extra points are scored for each bonus flag Mr Livewire steps on. (see Points Table).



MR LIVEWIRE (LW)

He will move in the appropriate direction according to the key pressed or joystick position.



THE SCREEN

(Player 1 mode shown)

The player may constantly monitor all aspects of the game through the information displayed at the top of the game screen. Reading the top row left to right, readout is:- Player 1 score, high score, player 2 score. Second row readout is:- Melody on (quaver symbol), player 1 game time, number of lives remaining and player 2 game time.

When the 1 player mode is selected (see Operating Instructions) the player 2 readout is not displayed. The lives remaining readout is used for both 1 and 2 players and adjusts according to whichever is playing.

When the pause key is used (see Operating Instructions), a window appears at screen centre displaying the word **PAUSED**.

OPERATING INSTRUCTIONS.

Immediately after loading, the player may start the game in standard mode for which the controls are shown in Game Controls section.

Alternatively the player may wish to customise the game by depressing the F1 key and choosing the game control keys required to suit (see User Definable Key Selection).

GAME CONTROLS.

OPERATION	KEYBOARD (Standard set)	JOYSTICK (Port 2)
Move LEFT	Z key	Move stick LEFT
Move RIGHT	C "	Move stick RIGHT
Move UP	↑ "	Move stick FORWARD
Move DOWN	/ "	Move stick BACK
Scroll LEFT to RIGHT	X "	Depress FIRE and stick RIGHT
Scroll RIGHT to LEFT	⌵ "	Depress FIRE and stick LEFT

Note: The effect of scrolling is to shuffle and add squares to the row. Scrolling can not be accomplished if a skull, bomb or flag is situated in such a position that it would be scrolled off the screen.

COMMAND KEYS.

SYSTEM RESET	F1 Key	All scores zeroed except Hall of Fame.
PLAYER OPTION	F3 "	Select 1 or 2 player game.
LEVEL SELECT	F5 "	Select level of difficulty 1 to 9.
GAME START	F7 "	Or joystick FIRE button.
VIEW FACILITY	V "	Manual step through demo screens.
PAUSE GAME	P "	Stops game and displays PAUSED on screen.
MELODY ON	M "	Turns music ON.
MELODY OFF	N "	Turns music OFF. (Sound effects remain).

Note:— It may be necessary to hold down the required key, for a few seconds in some instances to obtain a response from the command keys.

POINTS TABLE.

EACH SQUARE STEPPED ON	20 POINTS.
1st BONUS FLAG	500 "
2nd "	1000 "
3rd "	1500 "
4th "	2000 "

POINTS FOR DEFUSING A BOMB = FUSE TIME LEFT MULTIPLIED BY 100 (100-3000)

BONUS LIFE 1 Extra LIFE EVERY 100,000 POINTS.

USER DEFINABLE KEY SELECTION.

Those players who wish to use the keyboard to play the game, may choose which keys they find comfortable and change them from the standard set. To redefine the control keys press the F1 key and a new screen will appear requesting the player to depress the desired key for each of the six game controls. **The Shift, Commodore, Control and Restore keys may not be used.** **Note:- Certain keys when selected will give a response "ILLEGAL ENTRY" which indicates the key is either reserved for other functions or the computer will not allow that key to be used at all.**

HALL OF FAME.

The highest five scores will be listed in numerical order on the Hall of Fame alongside the appropriate initials that the player has selected. Subsequent scores, if higher than the fifth one on the list will be slotted in place and the lowest score will be removed. The player is invited to select initials by stepping to each letter required and locking them in using the keys or a joystick as follows:-

OPERATION	KEYBOARD	JOYSTICK
Select forward through Alphabet	C Key	Move RIGHT
Select back through Alphabet	Z "	Move LEFT
Lock in letter	F1 "	FIRE BUTTON

The HIGH SCORE MAGIC NUMBER displayed at the bottom of the Hall of Fame refers only to highest score. **IMPORTANT:-** Write down the Magic Number and the highest score before switching off the computer. The Magic Number will be used together with its high score to prove a players claim in the High Score Competition. Details are available from the dealer who supplied the program. In difficulty contact Sumlock Microware.

GAME LEVELS.

GRIDTRAP 64 has 9 pre-selectable skill levels with progressive difficulty from the level selected to infinity. After each set of 5 bombs is defused, a new screen is presented plus another boot is released from the cage. The skill level increased automatically by 1 level per screen and when 4 screens are cleared the maximum of 4 boots released is reached.

As levels progress the number of skull and crossbones increase and the Big Boots acquire strategy. When a level higher than 1 is pre-selected, the game starts with only 1 Big Boot but the Time Bomb countdown runs down quicker and the number of skulls and crossbones is increased according to the level pre-selected.