Grid Wars

Macintosh™ Software by

Ann Arbor Softworks, Inc.™

Welcome To Alphie's

You have just completed the most harrowing spice-run of your life. Authority sentry ships, Tinjikk spacejackers, and a cheating Dqu merchant made your trip miserable. You need a drink.

Unfortunately, the only bar in this dismal backwater spaceport is a place called "Alphie's," reknowned for its hostility towards outsiders, especially humans, and rumored to force strange initiation rites on galactic interlopers. But it's the only bar in 500 parsecs, so you don't have much choice.

As you enter the bar, all heads turn and a hush falls over the crowd of aliens within. Slowly, a low chant begins to spread around the room: "Grid Wars, Grid Wars, Grid Wars."

You stride boldly towards the bar, only to find yourself grabbed from behind and dragged to a large black table near the center of the room. You are deposited in a chair at one end of the table. Before you is a control panel. An electronic eye opens in the chair across from you and the machine speaks.

"I am Grid Wars, human. You must face all challengers on my battlefield. If you win, then you may drink."

You are no longer thirsty. But you have no choice; the game begins.

Grid Wars author Roy Harvey

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Insert the **Grid Wars**™ disk and find yourself in the midst of Alphie's Galactic Bar and Grill, a smoky watering hole filled with local toughs from neighboring star systems. The light is dim, the air filled with tension, for you have stumbled into a place where humans are not welcome. House rules stipulate that, having entered, you must now compete on the **Grid Wars** gaming table, facing any and all challengers. If you win, your reward is to buy drinks for everyone in the house. If you lose, you will be thrown out of the bar. It's not fair - but you have no say in the matter.

You are directed to a seat at one end of the **Grid Wars** playing surface, where you have three defensive weapons at your control - a laser cannon, torpedos, and a vaporizer. Your opponent employs a variety of attackers, each with its own unique characteristics. The attackers will attempt to break through your shields; your task is to prevent them from doing so. Brace yourself now, the first wave of creatures is about to attack!

Impressive high-resolution visuals are combined with incredible sound effects in **Grid Wars**, a fast-action challenge created specifically for the Macintosh by Ann Arbor Softworks. Through the use of the mouse, spacebar and backspace key, the player attempts to maneuver his or her way through fifteen varying levels of difficulty. Let the games begin!

Ann Arbor Softworks, Inc.™
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Behind the name and logo is a group of people with a simple goal: to produce software which fulfills the far-reaching potential of the Macintosh. We want to create not imitate – to bring you user-friendly tools in the form of innovative programs. This product is just one example of our commitment. For more information, contact: Ann Arbor Softworks, 308½ S. State, Ann Arbor, MI 48104 (313) 996-3838.

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Written by Roy Harvey -- Illustrated by Fred Zinn

Getting Started

- Turn your Macintosh on and insert the Grid Wars disk.
- The title screen will appear while the game is being loaded into memory.
- When the game has loaded, the Alphie's Bar screen will appear. Choose the starting level by clicking on one of the five opponent's portraits that appear at the bottom of the screen.

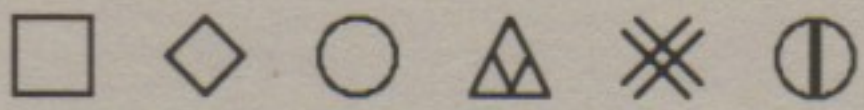
Controls

- Position the Laser Cannon Crosshair by sliding the mouse left and right. Depth is controlled by sliding the mouse forward and backward.
- Joysticks and Trackballs may be used in place of the mouse.
- The mouse button fires the Laser Cannon.
- The <space bar> fires Torpedos.
- The <backspace> key fires Vaporizers.
- Holding down the <option> key will display the menu bar.

- Pause the game with the <caps lock> key.
- Toggle the sound (on/off) with the <s> key.
- Set the sound volume with keys <0-7>.

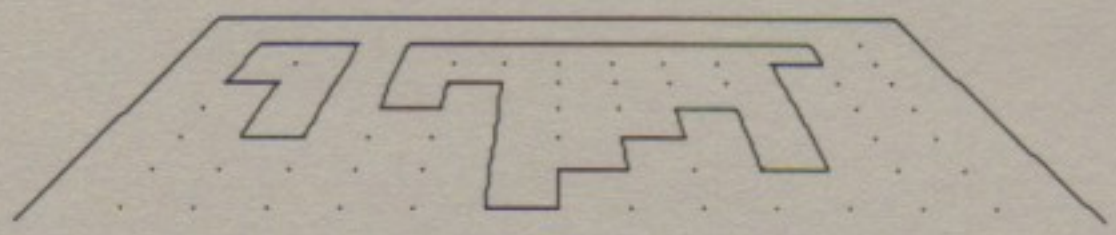
Scoring and Bonuses

- Point values for Grid Nasties vary with each level.



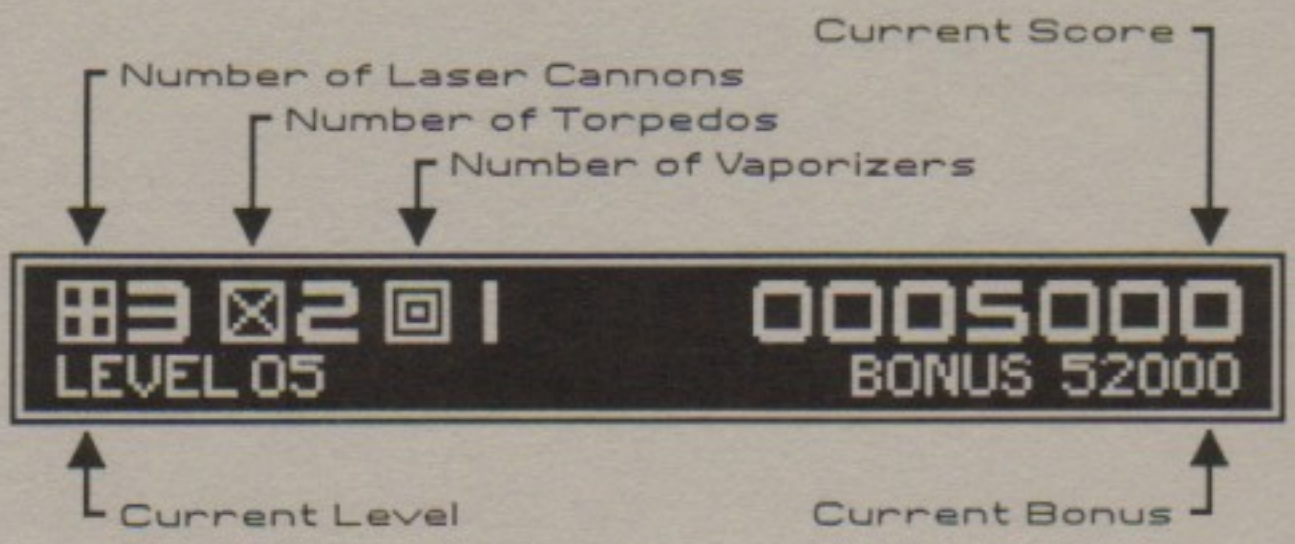
Various Grid Nasties

- 50 points for each Grid Walker killed.



Grid Walkers

- Each level has a bonus which is added to your score at the end of the level. The bonus counts downward by 100 points on each game pulse.
- Extra Torpedo every 75,000 points.
- Extra Vaporizer every 100,000 points.
- Extra Laser Cannon every 125,000 points.



The Object of the Game

- To keep the Grid Walkers from making their way to the front of the grid, while dodging the Grid Nasties.

- Collisions between the Grid Nasties and your Laser Cannon will result in the loss of a Laser Cannon.

- Shields hold back the Grid Walkers, but they are damaged by Grid Nasties.

- Score points by destroying Grid Walkers and Grid Nasties.

- When all the Grid Nasties are killed, you will be advanced to the next level.

How to Play

- To destroy Grid Nasties, position the Laser Cannon Crosshair on your target and press the mouse button to fire. Note - Holding down the mouse button will produce a rapid-fire effect.

- To destroy Grid Walkers, position the Laser Cannon Crosshair over the inhabited grid square and press the mouse button to fire. Note - Grid Walkers become harder to kill the longer they are on the screen.

- Torpedos destroy all Grid Walkers and Grid Nasties in a grid row. To use, position the Laser Cannon in a given row and press the <space bar>.

- Vaporizers destroy all Grid Nasties currently on the screen. To use, simply press the <backspace> key.

End of Game

- The game ends when a Grid Walker advances to the front of the grid or when the supply of Laser Cannons is exhausted.

- High scores are listed under the Apple menu. If the disk is write-protected, new high scores will not be listed or saved to disk.

Strategy

- Lead your targets. When aiming at Grid Nasties, allow time for the shot to arrive.

- Conserve Torpedos and Vaporizers. Torpedos are helpful in clearing rows of Grid Walkers threaten to end the game. Vaporizers give you a break when things get tough.

- At higher levels some Grid Nasties split....

- For additional help, select the GRID WARS NOTES item under the Apple menu.

Grid Wars

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INSTRUCTIONS

Simply boot up **GRID WARS** and you're ready to play. Click on any one of the opponents pictured in Alphie's Bar and the game begins....

GRID WARS is the first in a series of "insanely great" games for the Macintosh from Ann Arbor Softworks.

PLAYER REGISTRATION CARD

Name_____

Address_____

City_____

State_____ Zip_____

Comments about **GRID WARS**_____

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How did you hear about Ann Arbor Softworks?

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GW 8/19

GRID WARS CONTROLS

Mouse Button fires Laser Cannon
Space Bar fires Torpedos
Backspace fires Vaporizer

BONUS POINTS

Torpedo every 75,000 points
Vaporizer every 100,000 points
Life every 125,000 points

SPECIAL KEYS

Press Option key to get Menu Bar
Sound Volume keys 0-7
Toggle Sound with <S> key
Pause game with Caps Lock

Place Stamp Here

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Version 1.0

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