STORY

One Fine Day in the Land of Groan

As always, it was a beautiful day in the land of ^{K}Groan. The King and his clan of Gruntz were out on the hill playing with their Toyz. The King himself was taking a break from all his kingly duties so that he could enjoy the day with the rest of his clan. Grumley had just gotten a new beach ball that day, and was happily playing with it on the hill.
The entire day was picture perfect until Grumley lost his beach ball in the nearby bushez. As he dove in to the bushez to retrieve the beach ball, Grumley noticed three strange Purple Switchez in the ground. Having no idea what the Purple Switchez were, he called out to the other Gruntz to come and have a look, and then went back to playing with his beach ball.

Grumley stumbles onto the Purple Switchez

Nobody had ever seen anything quite like the strange Purple Switchez before. The King was extremely curious as to the purpose of the strange devicez, so he ordered Grimley, Gromley, and Grumley to jump onto the three Purple Switchez. When the King gave the command, Grimley and Gromley quickly jumped onto two of the Switchez. As you might imagine, nothing happened. Everyone□s attention was soon diverted to Grumley who had gone back to playing with his beach ball rather than playing attention and jumping onto the third Switch. As soon as the King realized this, he shouted at Grumley in order to get his attention. Grumley was so happy to be reunited with his beach ball, that he didn□t even hear the King shouting. The King, who was quite angry by now, walked over and used his scepter to whack Grumley in the back causing him to drop his beach ball and to stumble onto the third Switch.

The Disgruntled

What the King and his clan didn□t know is that a group of evil Gruntz known as the Disgruntled were quietly hiding in the nearby treez and watching. A typical day in the life of a Disgruntled consisted of work, combat training, and then more work. Seeing the King and his clan always out playing with Toyz and enjoying themselves made the Disgruntled extremely jealous. Since the King and his clan had no weaponz to defend themselves with, the leader of Disgruntled found this day as the perfect opportunity to launch a surprise attack on them. Armed with various weaponz, the Disgruntled stayed just out of view and anxiously waited for their leader□s command to attack.

The Magical Wormhole

As Grumley stumbled onto the third Switch, his beach ball started bouncing down the hill heading towards a strange stone structure that nobody had ever really paid any attention to before. As soon as all three Switches were pressed, the front of the strange stone structure at the bottom of the hill started to open revealing a swirling magical wormhole inside! Their jawz dropped. That made two thingz in one day that nobody had ever seen before! As the Gruntz were all marveling at the wormhole, Grumley, totally unaware of the miraculous eventz that had just transpired, was running down the hill chasing after his beach ball. As Grumley was catching up to the beach ball, he saw the ball bounce right into the center of the wormhole and disappear. Without even hesitating or thinking about where the wormhole might take him, Grumley continued to run down the hill and dove into the wormhole hoping to save his beach ball.

The Conflict

Seeing the King and his clan still in awe of the great wormhole, the leader of the Disgruntled issued the attack command. Within secondz, there were Gruntz running in every direction. Since the King and his clan did not anticipate this attack, they soon found themselves totally surrounded by the Disgruntled. In a desperate attempt to save themselves from certain doom, the King and his clan fled down the hill towards the wormhole. The Disgruntled could feel victory in their handz as they chased the King and his clan down the hill. The King realized that the wormhole was their only hope at this point, so he ordered his clan to jump in. As the King and his clan jumped in, the wormhole began to close. Not willing to let the King and his clan get away, many of the Disgruntled jumped into the wormhole before it closed.

The Journey Home

Where would the wormhole take them all? Would they ever be able to get home again? What about the Disgruntled? Would the King and his clan run into them along the way? You□ll have to play the game to find out!

SYSTEM REQUIREMENTZ

Computer

Gruntz requires an IBM PC or 100% compatible computer with a PentiumŽ 133MHz or better processor. Your computer must also have at least 32 megabytes of RAM.

Operating System

In order to run Gruntz on your system, you must be using WindowsŽ 95 or later.

Controlz

A keyboard and a 100% MicrosoftŽ-compatible mouse are required to play Gruntz.

Hard Disk Space and CD-ROM

A hard drive with 100MB of disk space available and a 4X CD-ROM drive are necessary for installation and play.

Video

Gruntz requires a Local-bus SVGA video card that has at least 2MB of video RAM and supports DirectDrawŽ in 640x480x16bit color. You must also have DirectXŽ 6.0 or later installed on your system to play Gruntz. (DirectX 6.0 is included on the Gruntz CD.)

Sound

Gruntz will work with any DirextX 2.0 or later compatible sound card. In order to hear the sounds and voices during the game, your sound card must be configured for playing digital audio. In order to hear the music during the game, your sound card must be configured for playing MIDI.

INSTALLING GRUNTZ

Place the Gruntz CD into your CD-ROM drive. If your computer is AutoPlay capable, the Gruntz installer will automatically appear on the screen after a few seconds. Follow the on-screen instructions to install Gruntz on your system. After the game is successfully installed, a Gruntz shortcut will be added to your Start menu under the folder □Monolith Games□.

If your system is not AutoPlay capable, double-click the □My Computer□ icon on your Desktop, then double-click the drive letter that represents your CD-ROM drive. Double-click on the □Setup□ icon and follow the on-screen instructions to install Gruntz on your system.

INSTALLING DIRECTX

Gruntz will detect whether you have DirectX 6.0 or later installed on your machine. If you do not have DirectX 6.0 or later installed on your machine, it will be installed automatically during the installation process.

MENU NAVIGATION

The Main Menu

Use your keyboard or the mouse to navigate through the Gruntz menuz. Use the **up and down arrow keyz** to move from option to option, use the **Enter** key to select an option, and use the Esc key to back out of an option or menu. From the **Main Menu**, you can choose:

- **Single Player:** Play a single player game of Gruntz (either **Questz or Battlez**.)
- **Multiplayer:** Either host or join a multiplayer game of Gruntz (**Battlez only**.)
- **Optionz:** Customize your game controlz, set sound, music, and voice preferencez, and change your gameplay and interface optionz.
- **Moviez:** View the Gruntz cinematic sequencez. (Note: You must complete the game in order to view the final movie)
- **Help:** Displays the Gruntz help screen.
- **Quit:** Leave the helpless Gruntz behind and return to your own world.

Single Player Menu

From the **Single Player Menu**, you can choose:

- **Quick Start:** Start a **Questz** game from the farthest level that you have played.
- **Questz:** Start a new **Questz** game.
- **Battlez:** Start a new **Battlez** game.
- **Load Game:** Load a game (either **Questz or Battlez**.)
- **Custom Levelz:** Start a **Questz** game on a custom level.

Multiplayer Menu

From the **Multiplayer Menu**, you can choose:

- **Host:** Host a multiplayer **Battlez** game.
- **Join:** Join a multiplayer **Battlez** game.

Optionz

- **Sound Effectz:** Adjust the volume, turn on, or turn off the sound effectz.
- **Voicez:** Adjust the volume, turn on, or turn off the voicez.
- **Music:** Adjust the volume, turn on, or turn off the background music.
- **Scroll Speed:** Adjust the speed at which the screen will scroll when you are in the game.
- **Difficulty:** Turn Easy Mode on or off.
- **Video Resolution:** Adjust the video resolution of the screen when you are in the game.

STARTING THE GAME

Questz:

The object of **Questz** is to help the Gruntz find their way home. In order to do this, you must advance the Gruntz through all eight worldz by collecting the four **Warpstone Piecez** in each world. To complete a level, you must find the **Warpstone Piece** and bring it to the **fort** where **the King** is waiting.

Warpstone

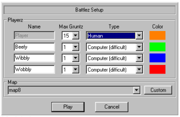
Fort (Rocky Roadz)

In order to do this, you may need to use many different **Toolz** and **Toyz** that your Gruntz will pick up along the way. Once you bring the Warpstone Piece to the fort, you will be able to progress to the next level. Once you have the four Warpstone Piecez in a world, the King will assemble the Warpstone and open up a wormhole to the next world. On any level, if you lose the Warpstone Piece or all of your Gruntz get killed, you will fail the mission and can try it again.

Battlez

The object of Battlez is to take over all of the enemy fortz while at the same time defending your own fort from being taken over by the enemy! To take over an enemy fort, one of your Gruntz must walk onto it. This sure would be simple if the enemy just sat back nicely and let you walk right in, but unfortunately the enemy isn□t that nice!

Important: It is **strongly** recommended that you play all of the Training stagez in Questz mode before playing Battlez for the first time! Battlez is very intense and fast paced and requires a good working knowledge of the basicz to be successful.



Battlez Setup

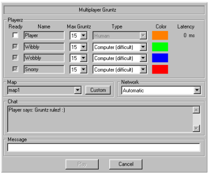
Playerz

Name	Max Gruntz	Type	Color
Player	15	Human	🟧
Beefy	1	Computer (difficult)	🟩
Wibbly	1	Computer (difficult)	🟦
Wobbly	1	Computer (difficult)	🟥

Map: map8

Multiplayer

Multiplayer mode allows you to play with up to four players in a Battlez game. Each of the four slotz can be controlled by either a human or a computer controlled opponent.



Multiplayer Gruntz

Playerz

Ready	Name	Max Gruntz	Type	Color	Latency
☐	Player	15	Human	🟧	0 ms
☑	Wibbly	15	Computer (difficult)	🟩	
☑	Wobbly	15	Computer (difficult)	🟦	
☑	Snorry	15	Computer (difficult)	🟥	

Map: map1

Network: Automatic

Chat: Player says: Gruntz rulez! :)

Message:

Connection Typez

Please note that the performance of a multiplayer game will be affected by the quality of the connectionz between all of the systemz involved. If for any reason the connection between any two computerz is particularly slow, (heavy network traffic, latency, line noise, etc&) the game performance may suffer**. Gruntz requires a minimum of a 28.8 modem.**

Spawn Mode

Gruntz allows up to four players to play a multiplayer game with only one CD by installing Gruntz onto any computer via the original Gruntz CD. When you run Gruntz without a CD (i.e. a "spawned version"), you can only join a multiplayer game created by the person who has the original Gruntz CD in his/her computer.

USING THE MOUSE

Once you are in the game, most of your control over the Gruntz will be by using the mouse.

Scrolling the screen

If you move the mouse pointer all the way to the edge of your monitor, the screen will scroll in that direction unless you are at the edge of the map.

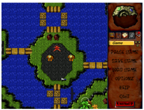
Left Mouse Button (Select Grunt, Use Tool, or Use Toy)

The left mouse button is used to select Gruntz, and/or to have the currently selected Grunt use his Tool or Toy when you have a special Tool or Toy cursor.

Right Mouse Button (Move or Attack)

When you have a Grunt (or group of Gruntz selected) the right mouse button can be used to move if you click on an unoccupied location, or to attack if you click on an enemy Grunt.

THE INTERFACE



Main Screen **Status Bar**

When you are playing a game of Gruntz, the screen is divided into two sectionz, the Main Screen, and the Status Bar.

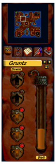
The Main Screen

The main screen shows the world around your Gruntz. You can select Gruntz in the main screen by using the left mouse button. When one of your Gruntz is selected, a red glowing circle will appear around the Grunt indicating that he is ready to faithfully obey your every command.

The Status Bar

The Status Bar in Gruntz serves as your main source of information as well as your method to get new itemz and Gruntz during the game.

The Gruntz Page



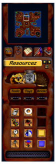
The Gruntz Page contains your Goo Well, and your Grunt Ovenz.

The Goo Well:
When your Goo Well fills with Goo, a new Grunt will bake in your next available Grunt Oven.

Grunt Ovenz:

You may take Gruntz from these ovenz and drop them into the world on any Grunt Creation Pad.

The Resource Page



The Resource Page is where you can take any new Toolz, Toyz, or Brickz that you get during the game and give them to your Gruntz.

The Incredible Grunt Machine:

Grimley the Grunt uses this machine to create Toolz, Toyz, and Brickz. Unfortunately, he is normally asleep at the wheel, so you will need to find a way to wake him up if you want any new itemz. If you are playing a Questz game, you can wake Grimley up by finding Megaphonez and yelling at him for a specific item. If you are playing a Battlez game, then Grimley will always be awake creating random itemz for you, but he will take a very short break each time he creates a new item.

The Next Item Icon

This is the Tool, Toy, or Brick that you will get the next time Grimley wakes up and activates the Grunt Machine.

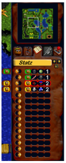
Item Iconz

Once an item icon falls into a slot and turns gold, you can give that item to any of your Gruntz by clicking on the icon and dropping it onto the Grunt that you wish to have the item.

The Shredderz

If you don□t want an item, you can discard it by clicking on it and dropping it into The Shredderz!

The Statz Page



The Statz Page will give you information on all of your Gruntz including what Toolz and Toyz they have, what group they□re in, and how much damage they have taken.

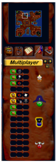
Statz Page Grunt Barz

- The first slot of a Grunt Bar has a picture of a Grunt head on a colored background. The color of the background can be either green, yellow, or red. Green means that the Grunt has not taken much damage, yellow means that he has taken a fair amount of damage, and red means that he has taken a heavy amount of damage and is near death. If a Grunt dies, you will see a skull in this slot rather than a Grunt head.
- The second slot of the Grunt Bar will show you what Tool (if any) a Grunt has.
- The third slot of the Grunt Bar will show you what Toy (if any) a Grunt has.
- The fourth slot of the Grunt Bar will show you what group(s) a Grunt is in. (a single number means that the Grunt is in only that group. An asterisk (*) means that the Grunt is in multiple groups.
- If the Grunt is selected, a red glowing border will surround the Grunt Bar.
- You can left-click on a Grunt Bar to center the Main Screen on that Grunt.
- You can double-click on a Grunt Bar to put the Grunt Cam" on that Grunt.

Side Tab Arrowz

You can click side tab arrows to open or close a Grunt□s side tab.

The Battlez Page (acccessible only in Battlez gamez)



The Battlez Page will give you information on all Gruntz in the game including what Toolz and Toyz they have and how much damage they have taken.

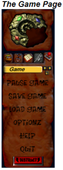
Statz Page Grunt Barz

This gives you the same information as the Statz Page Grunt Barz except for group and selection info.

Warlordz

You can view any player□s Gruntz by left-clicking on the desired player□s Warlord.

The Game Page

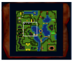


The Game Page on the Status Bar is your in-game menu that will allow you to pause, save, load, change your optionz, view the help screen, quit the game, and self destruct all of your Gruntz.

Destruct Button (accessible only in Questz gamez)

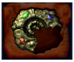
If you left-click the Destruct Button on the Game Page, all of your Gruntz will self destruct and the King will jump off the Fort and drown. Use this option if you are stuck in a level, if you want to start the level over, or if you just feel like seeing your Gruntz scream and explode. (you sicko! ☺)

The Mini Map



The **Mini Map** is a bird□s eye view of what you see on the Main Screen that allows you to see the entire map at once. Your Gruntz appear as dots of your color. Other player□s Gruntz appear as dots of different colors. The white square represents the current area on the map that is on your Main Screen. You can **left-click** on the Mini Map to center the Main Screen on that location. The Mini Map is shown on all of the Status Bar pages except for the Game Page.

The Warpstone



When you are on the Game Page of the Status Bar, you can look above the Status Bar to see which of the four possible Warpstone Piecez you have collected in a Questz world.

Side Tabz

- Side Tabz will give you quick information on the status of your Gruntz. The color of the background can be either green, yellow, or red. Green means that the Grunt has not taken much damage, yellow means that he has taken a fair amount of damage, and red means that he has taken a heavy amount of damage and is near death. If a Grunt dies, you will see a skull in this slot rather than a Grunt head.
- You can left-click on a side-tab to center the Main Screen on that Grunt.
- You can double-click on a side-tab to put the Grunt Cam" on that Grunt.
- You can right-click on a side-tab to close it.
- You can double-click on a Grunt to open and/or close his side tab.

The Action Optionz

If one of your Gruntz is selected and you **right-click** on him, you will see the **Action Optionz** that are available for that Grunt. You can **left-click** to select either the Tool or Toy icon and then **left-click** anywhere on the Main Screen to command that Grunt to use the Tool or Toy at that location.

The Dynamic Mouse Pointer

Your mouse pointer will change depending on what Tool your currently selected Grunt has, and what the mouse pointer is positioned over.

Normal (a muddy hand)

If you don’t have a single Grunt selected, or if your mouse is over a location at which your selected Grunt cannot do anything special, your mouse pointer is the standard muddy hand.

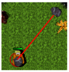
Tool (an animating icon of the Tool)

If you have a Grunt selected and your mouse is over a location at which your selected Grunt can use his Tool, your mouse pointer changes to an animated icon of that Tool. You can left-click to use the Tool at that location.

Action Option Tool/Toy (an icon of the Tool or Toy)

If you select a Grunt’s Tool or Toy via the Action Optionz, your mouse pointer changes to an icon of that Tool or Toy. If the mouse is over a location at which your selected Grunt can use that Tool or Toy, the icon will animate indicating that your Grunt can use it at that location. Otherwise, the icon will be still, indicating that your Grunt cannot use it at that location. When the icon is animating, you can left-click to attempt to use the Tool or Toy at that location.

Weapon Range Line



If your selected Grunt has a range weapon, such as Rockz or Gun Hatz, and you select his Tool via the Action Optionz, a line will be drawn between your Grunt and your mouse pointer. If the line is red, then that location is within the weapon’s range and your Grunt can fire his weapon to that location by left-clicking. If the line is dark grey, then that location is out of the weapon’s range

The Health Bar

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Above each selected Grunt (or a Grunt in combat) is that Grunt’s **Health Bar**. This bar indicates how much damage a Grunt has taken at any given time. A green Health Bar means that the Grunt has not taken much damage, a yellow Health Bar means that he has taken a fair amount of damage, and a red Health Bar means that he has taken a heavy amount of damage and is near death.

The Stamina Bar

Whenever a Grunt uses a Tool, he temporarily loses his stamina and a blue **Stamina Bar** will appear above his head. When a Grunt uses a Tool, he must regain his strength before he can use a Tool again. The Stamina Bar indicates how long a Grunt must wait before he regains his strength and can use a Tool again. When the Stamina Bar is near empty, this means that a Grunt has just used a Tool and must wait until he gains his strength before he can use a Tool again. When the Stamina Bar fills up, it will disappear indicating that the Grunt has regained all of his strength and can use his Tool again at any time. Using certain Toolz will cause a Grunt to have to wait longer to build up stamina. For example, attacking with Gauntletz will cause a Grunt to have to wait around 3 secondz before he can use the Gauntletz again, but using Brick Laying Toolz to build a brick will cause a Grunt to have to wait around 15 secondz before he can use them again. A Grunt can still move while he is building up stamina, but will not be able to use a Tool again until he regains all of his strength.

The Toy Bar

When a Grunt is playing with a Toy, a pink **Toy Bar** will appear above his head. The Toy Bar represents the amount of time that is left before the Toy will break. When the Toy Bar is near full, this means that a Grunt just started playing with a Toy. When the Toy Bar is near empty, it will disappear indicating that the Toy is about to break. A Grunt that is playing with a Toy will continue to play with that Toy until the Toy breaks or he is hit by another Grunt.

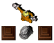
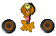
The Wingz Bar

When a Wingz Grunt is flying, a gray **Wingz Bar** will appear above his head. The Wingz bar represents the amount of flying time that a Wingz Grunt has left before his Wingz fall off. When the Wingz Bar is near full, this means that a Grunt has as much flying time as possible. When the Wingz Bar is near empty, this means that the Wingz are about to fall off. A Wingz Grunt cannot recover lost flying time. The only way for a Wingz Grunt to get more flying time is to pick up a new set of Wingz which will reset the Wingz Bar to full.

TOOLZ

Toolz are itemz that Gruntz can use to attack enemy Gruntz or for other special purposez. There are 22 different Toolz that Gruntz can obtain in the game. All Toolz (with the exception of Magic Wandz and Warpstonez) can be used to attack enemy Gruntz, but some Toolz also have other special usez or abilitiez.

 Action Optionz	To use any Tool to attack an enemy Grunt, first make sure that your Grunt that has the Tool selected, and then either **right-click** on the enemy Grunt that you want to attack, or use the Action Optionz to bring up the Tool icon, and then **left-click** on the enemy Grunt that you want to attack.
Bombz Bombz are large round black explosive devicez that are used by Gruntz to destroy Brickz, breakable objectz, and enemy Gruntz. A Bombz Grunt has a lot of destructive power. (Much more than he’d like to have in fact!) At your command, he will run to a specified location and explode. A Bombz explosion will destroy any Gruntz, Brickz, and breakable objectz within a small radius of the explosion. 	To use **Bombz**, make sure that your Bombz Grunt is selected, either right-click on an enemy Grunt, or use the Action Optionz to bring up the Bombz icon, and then left-click where you want to explode.
Boomerangz Boomerangz are long-range wooden weaponz that can only be used to attack enemy Gruntz. A Grunt with Boomerangz can hit multiple Gruntz with a single throw, but if you're not careful, you'll hit your own Gruntz! When a Grunt throws a boomerang, he must be standing at the same spot that the boomerang was thrown from in order to catch it again. 	To use **Boomerangz**, make sure that your Boomerangz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Boomerangz icon, and then left-click where you want to throw the Boomerang.

Boxing Glovez **Boxing Glovez** are short-range weaponz that can only be used to attack enemy Gruntz. Although Boxing Glovez are only slightly stronger than using bare handz, they do have a unique ability. Whenever you hit an enemy Grunt with Boxing Glovez, the enemy Grunt will be knocked back one space. This means that with Boxing Glovez, you can sometimes knock enemy Gruntz into holez, off Bridgez, or onto spikez!	To use **Boxing Glovez**, make sure that your Boxing Glovez Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Boxing Glovez icon, and then left-click on an enemy Grunt.
Brick Laying Toolz **Brick Laying Toolz** consist of a trowel and pail filled with a special kind of Goo called “Brick Goo” that hardens when it dries. A Grunt with Brick Laying Toolz can build Brickz on top of Brick Padz and on top of other Brickz. A Grunt with Brick Laying Toolz will always build normal Brickz unless he is given a Colored Brick. In a Battlez game, you will occasionally get Colored Brickz from the Grunt Machine and they can only be given to a Grunt with Brick Laying Toolz. When a Grunt with Brick Laying Toolz is given a Colored Brick, he will build that Brick next and then return to building normal Brickz until he is given another Colored Brick.	To use **Brick Laying Toolz**, make sure that your Brick Laying Toolz Grunt is selected, and either **left-click** when the dynamic mouse pointer changes to the Brick Laying Toolz icon, or use the Action Optionz to bring up the Brick Laying Toolz icon, and then **left-click** where you want to build a Brick.
Clubz **Clubz** are short-range wooden weaponz that can only be used to attack enemy Gruntz. Clubz are stronger than Gauntletz and Shovelz, but not as strong as Swordz.	To use **Clubz**, make sure that your Clubz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Clubz icon, and then left-click on an enemy Grunt.
Gauntletz  **Gauntletz** are large metal glovez that are used by Gruntz to break Brickz and breakable objectz, and to smack enemy Gruntz. Gauntletz are one of the most important Toolz in the game because you will use them on almost every level. In Rocky Roadz, for example, Gauntletz can break small rockz and giant rockz. In each world, there will be different small and giant breakable objectz, so be sure to keep your eye out for them!	To use **Gauntletz**, make sure that your Gauntletz Grunt is selected, and either **left-click** when the dynamic mouse pointer changes to the Gauntletz icon, or use the Action Optionz to bring up the Gauntletz icon, and then **left-click** on the object that you want to break.
Goober Strawz  **Goober Strawz** are giant plastic strawz that are used by Gruntz to suck up Goo Puddlez and to whack enemy Gruntz. When one of your Gruntz uses a Goober Straw to suck up a Goo Puddle, the Goo gets added to your Goo Well. When your Goo Well is full, a new Grunt will start baking in your first available Grunt oven. You can create a new Grunt by **left-clicking** on a Grunt oven with a fully baked Grunt in it and dropping him on a flashing Grunt Creation Pad that matches the color of your Gruntz.	To use **Goober Strawz**, make sure that your Goober Strawz Grunt is selected, and either **left-click** when the dynamic mouse pointer changes to the Goober Strawz icon, or use the Action Optionz to bring up the Goober Strawz icon, and then **left-click** on the Goo Puddle that you want to suck up.
Gravity Bootz Besides the fact that **Gravity Bootz** look totally hip, cool, and stylish, they give the wearer two special abilitiez. First, a Grunt with Gravity Bootz can walk on spikez for as long as you want without taking any damage at all. Second, a Grunt with Gravity Bootz will not get knocked around when he gets hit by any of the Toolz that have a knock effect (such as Boxing Glovez).	To use **Gravity Bootz**, make sure that your Gravity Bootz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Gravity Bootz icon, and then left-click on an enemy Grunt. The special abilitiez for Gravity Bootz are always active and do not need to be activated.
Gun Hatz **Gun Hatz** are huge metal helmetz with a cannon in the front that can only be used to attack enemy Gruntz. Gun Hatz have the longest range of any Tool in the game, and they also reduce the damage from all long-range weaponz by half.	To use **Gun Hatz**, make sure that your Gun Hatz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Gun Hatz icon, and then left-click where you want to shoot. The defensive capabilitiez of Gun Hatz are always active and do not need to be activated.
Rockz **Rockz** are giant stonez that can only be used to attack enemy Gruntz. Rockz are less powerful than Gun Hatz, but more powerful than Boomerangz.	To use **Rockz**, make sure that your Rockz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Rockz icon, and then left-click where you want to throw the Rock.
Shieldz **Shieldz** are large metal barrierz that are used by Gruntz to protect themselves in battle. Although a Shieldz Grunt won't do much damage to an enemy Gruntz when he attacks, Shieldz reduce the damage from all short-range weaponz by half, and they block all damage from bare handz, Boxing Glovez, and Shieldz.	To use **Shieldz**, make sure that your Shieldz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Shieldz icon, and then left-click where on an enemy Grunt. The defensive capabilitiez of Shieldz are always active and do not need to be activated.
Shovelz **Shovelz** are used by Gruntz to fill in holez, dig out Moundz, and smack enemy Gruntz. Shovelz are slightly more powerful than Gauntletz, but not as powerful as Clubz. In each world, the holez and Moundz look a bit different, so be sure to keep your eye out for them!	To use **Shovelz**, make sure that your Shovelz Grunt is selected, and either **left-click** when the dynamic mouse pointer changes to the Shovelz icon, or use the Action Optionz to bring up the Shovelz icon, and then **left-click** on the hole or mound that you want to dig or fill in.

Sponge Gunz **Sponge Gunz** are big pink gunz that shoot sponge ballz and can only be used to attack enemy Gruntz. Although Sponge Gunz are the weakest of all the long-range weaponz, whenever you hit an enemy Grunt with a Sponge Gun ball, the enemy Grunt will be knocked back one space.	To use **Sponge Gunz**, make sure that your Sponge Gunz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Sponge Gunz icon, and then left-click where you want to shoot.
Springz **Springz** are giant metal coilz that can be used to attack enemy Gruntz and to allow the wearer to jump safely over any single bed of spikez, any single hole, or any one-space gap between Bridgez. **BE CAREFUL:** If a Springz Grunt jumps directly onto a bed of spikez, his Springz will break.	To use **Springz**, make sure that your Springz Grunt is selected, and either **right-click** on your final destination, or use the Action Optionz to bring up the Springz icon, and then **left-click** on your final destination. Your Springz Grunt will automatically jump over any spikez, holez, or gapz that he can along the way.
Spyz Gruntz that are **Spyz** always carry are a large magnifying glass and wear a schnazzy detective□s coat and hat. Spyz can spy Brickz to see what color they are, they can spy breakable objectz and Moundz to see if there is a hidden item underneath, and they can spy Toy Boxez to gain ownership of the Toy Box and to see what toy is inside. When a Spyz Grunt uses his magnifying glass, any Colored Brick or hidden item that is close by will light up with a green flash.	To use **Spyz**, make sure that your Spyz Grunt is selected, and either **left-click** when the dynamic mouse pointer changes to the Spyz icon, or use the Action Optionz to bring up the Spyz icon, and then **left-click** on the object that you want to spy.
Swordz **Swordz** are the most powerful short-range weaponz in the game and can only be used to attack enemy Gruntz.	To use **Swordz**, make sure that your Swordz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Swordz icon, and then left-click on an enemy Grunt.
Timebombz Timebombz are stickz of dynamite that are bundled together and hooked up to a timer that will explode a few seconds after they are set. A Timebombz explosion will destroy any Gruntz, Brickz, and breakable objectz within a small radius of the explosion.	To use **Timebombz**, make sure that your Timebombz Grunt is selected, and either **right-click** on an enemy Grunt, or use the Action Optionz to bring up the Timebombz icon, and then **left-click** where you want to set the Timebombz down.
Toobz Toobz are white inner tubez with a big duck head that are filled with air. In addition to smacking enemy Gruntz with the duck head, a Toobz Grunt can walk around on land, or swim around in water as long as he has his Toob. BE CAREFUL: If a Toobz Grunt walks over spikez on the ground or big silver Toob Spikez, he will lose his Toob!	To use **Toobz**, make sure that your Toobz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Toobz icon, and then left-click on an enemy Grunt. To jump into the water, just right-click in the water near a bridge and the Toobz Grunt will automatically jump off of the bridge and into the water. Do the same for jumping out of the water.
Magic Wandz Magic Wandz are magical stickz that are used by Gruntz to cast Spellz, and cannot be used to attack enemy Gruntz. In a Questz game, a Magic Wand will cast a particular Spell each time it is used depending on what color the Wand is. In a Battlez game, Magic Wandz will cast totally random Spellz each time they are used. Whenever a Grunt uses a Magic Wand to cast a Spell, the Spell will be totally random, and the Grunt will lose ź of a full bar of health. If the Grunt is very low on health when he casts a Spell, he could die after casting the Spell.	To use **Magic Wandz**, make sure that your Magic Wandz Grunt is selected, and use the Action Optionz to left-click on the Magic Wandz icon.
Warpstone Piecez (Questz game only) The goal of each Questz world is to recover the four lost Warpstone Piecez and bring them to the King so that the Warpstone can be reassembled and activated. Since a Grunt with a Warpstone Piece must be extremely careful, he can□t do anything except walk around with it.	**Warpstone Piecez** cannot be used.
Welder□s Kitz **Welder□s Kitz** consist of a long metal rod hooked up to a gas tank that is worn on a Grunt□s back. Every Welder□s Kit shoots fireballz and comes with a state of the art Welder□s mask that prevents a Grunt from getting hurt from the heat of the welding rod. Welder□s Kitz are the most powerful long-range weaponz and can only be used to attack enemy Gruntz. Welder□s Kitz will kill any Grunt with a single shot with the exception of a Gun Hatz Grunt because Gun Hatz offer mild protection against all long-range weaponz.	To use **Welder□s Kitz**, make sure that your Welder□s Kitz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Welder□s Kitz icon, and then left-click where you want to shoot.
Wingz Wingz are the most versatile Toolz in the game. A Grunt with Wingz can blow tornadoez at enemy Gruntz from long distancez, which, if they hit, will knock the enemy in a random direction. In addition to blowing tornadoez, a Wingz Grunt can fly over spikez, holez, water, or death hazardz. BE CAREFUL: If a Wingz Grunt flies for too long, his Wingz will fall off. If a Wingz Grunt is over a hazard when his Wingz fall off, then he is in big trouble! The amount of flying time that a Wingz Grunt has left before his Wingz fall off is indicated by a gray bar that will appear above his head while he is flying. A Grunt that is walking around on land does not lose or gain flying time. A Wingz Grunt cannot recover lost flying time. The only way for a Wingz Grunt to get more flying time is to pick up a new set of Wingz which will reset his flying time to a full bar.	To use **Wingz**, make sure that your Wingz Grunt is selected, and either right-click on an enemy Grunt, or use the Action Optionz to bring up the Wingz icon, and then left-click on an enemy Grunt. To fly over spikez, holez, water, or death hazardz, just right-click on your final destination and the Wingz will automatically activate. Don□t forget to keep an eye on the gray flying time bar that will appear above your Wingz Grunt□s head while he is flying!

+S#TOYZ

Toyz are itemz that are used to keep Gruntz amused and distracted. There are 10 different Toyz that Gruntz can obtain in the game. Toyz can be given to enemy Gruntz, or placed on the ground in a Toy Box. If an enemy Grunt is given a Toy (or if a Grunt walks onto another player□s Toy Box), he will stop whatever he is doing to play with the Toy until the Toy breaks or he is hit by another Grunt. Some Toyz are more durable than others and will keep Gruntz occupied for a longer time. When a Grunt is playing with a Toy, a pink bar above the Grunt□s head represents the time left before the Toy will break. It is important to learn which Toyz last longer than others so that you can be sure to distract your enemiez long enough to get past them!

Action Optionz

To give any Toy to an enemy Grunt, first make sure that your Grunt that has the Toy is selected, use the Action Optionz to bring up the Toy icon, and then **left-click** on the enemy Grunt that you want to give the Toy to.

Toy Boxez

Toy Boxez are colored chestz that have a Toy inside. When one of your Gruntz uses a Toy on an unoccupied location, your Grunt will place a Toy Box on the ground at that location that will match the color of your Gruntz. Any Toy Box that matches the color of your Gruntz belongs to you and can safely be picked up by any of your Gruntz. If a Grunt walks over a Toy Box that belongs to the enemy (a Toy Box of a different color), then he will play with whatever Toy is inside the Toy Box until the Toy breaks or he is hit by another Grunt. Spyz Gruntz can be used to change ownership of Toy Boxez. If a Spyz Grunt successfully spies a Toy Box, the Toy Box will change color to the color of the Spyz Grunt and the Toy Box will belong to the player that is controlling the Spyz Grunt.

To place a Toy Box on the ground, first make sure that your Grunt that has the Toy is selected, use the Action Optionz to bring up the Toy icon, and then **left-click** on the unoccupied location where you want to place the Toy Box.

Baby-Walkerz

Baby-Walkerz are round plastic devicez that are designed to help Gruntz learn to walk. A Grunt that is playing with a Baby-Walker will slowly move around the map randomly until the Baby-Walker breaks. Baby-Walkerz are the least durable of all the mobile Toyz and won□t keep a Grunt occupied very long.

Beach Ballz

Beach Ballz are big plastic Ballz that Gruntz like to throw and bounce on. A Grunt that is playing with a Beach Ball will stand in place and throw it into the air or bounce up and down on it until it breaks. Beach Ballz are the most durable Toyz in the game and will keep a Grunt occupied longer than any other Toy.

Go-Kartz

Go-Kartz are small low motor vehiclez with four wheelz that Gruntz often use for racing. A Grunt that is playing with a Go-Kart will ride around the map randomly until the Go-Kart breaks. Go-Kartz are the most durable of all the mobile Toyz and will keep a Grunt occupied longer than any other mobile Toy.

Jack-in-the-Boxez

Jack-in-the-Boxez are large colorful toy boxez that a Grunt can climb in and pop himself out of by cranking the wheel on the side. A Grunt that is playing with a Jack-In-The-Box will climb inside the box and crank the wheel until he pops out of the box. Jack-In-The-Boxez will keep a Grunt occupied longer than Jump Ropez, but not as long as Beach Ballz.

Jump Ropez

Jump Ropez are ropez that are swung around while Gruntz jump over them and are often used out on the school playgroundz. A Grunt that is playing with a Jump Rope will stand in place and use the Jump Rope until it breaks. Jump Ropez will keep a Grunt occupied longer than Squeak Toyz, but not as long as Jack-In-The-Boxez.

Monster Wheelz

Monster Wheelz are small plastic vehiclez with a large wheel in the front that Gruntz can sit in and pedal around. A Grunt that is playing with a Monster Wheel will pedal around the map randomly until the Monster Wheel breaks. Monster Wheelz will keep a Grunt occupied longer than Pogo Stickz, but not as long as Go-Kartz

Pogo Stickz

Pogo Stickz are long polez with foot restz and strong springz at the bottom that allow Gruntz to jump around. A Grunt that is playing with a Pogo Stick will bounce around the map randomly until the Pogo Stick breaks. Pogo Stickz will keep a Grunt occupied longer than Baby-Walkerz, but not as long as Monster Wheelz.

Scrollz

Scrollz are special magical Toyz that are used by Gruntz to cast Spellz. Scrollz can only be used by the Gruntz that acquire them and cannot be given to other Gruntz or placed on the ground in Toy Boxez. A Grunt that is reading a Scroll will stand in place, read out the text on the scroll, and then cast the Spell. In a Questz game, a Scroll will cast a particular Spell depending on what color the Scroll is. In a Battlez game, a Scroll will cast a totally random Spell. Once the Spell has been cast, the scroll will disappear.

Squeak Toyz

Squeak Toyz are small rubber cat dollz that make a squeak sound when Gruntz squeeze them or chew on them. A Grunt that is playing with a Squeak Toy will stand in place and squeeze and chew on the Squeak Toy until it breaks. Squeak Toyz will keep a Grunt occupied longer than Yo-Yoz, but not as long as Jump Ropez.

Yo-Yoz

Yo-Yoz consist of a spool on a string that Gruntz can swing around by using their handz. A Grunt that is playing with a Yo-Yo will stand in place and swing it around until it breaks. Yo-Yoz are the least durable Toyz in the game and will not keep a Grunt occupied very long.

POWERUPZ

Powerupz are special itemz that have an immediate effect on the Grunt that picks them up. It wears off after a certain amount of time. There are 7 different Powerupz that Gruntz can obtain in the game, and they can easily be spotted by the red sparklez that circle around them.

Conversion

When a Grunt has a Conversion Powerup, any enemy Gruntz that he attacks will change color to match the Grunt with the Conversion Powerup and will permanently belong to the player that is controlling the Grunt with the Conversion Powerup. A Grunt with a Conversion Powerup will lose health at a constant rate until he dies, but each time he converts an enemy Grunt, he will recover ž of a full bar of health. If another player converts one of your Gruntz, you will permanently lose control of that Grunt.

Death Touch

When a Grunt has a Death Touch Powerup, any enemy Gruntz that he attacks will be instantly killed. A Grunt with Death Touch can still be attacked, damaged, and killed just like any other Grunt can, but since a Grunt with Death Touch can kill any Grunt with a single hit, he is a very formidable adversary.

Invisibility

A Grunt with an Invisibility Powerup can not be seen by computer controlled Gruntz, and is extremely difficult for human playerz to see. A Grunt with Invisibility can still be attacked, damaged, and killed just like any other Grunt can, but a Grunt with Invisibility blends in with the background and can easily be overlooked by other human playerz.

Invulnerability

A Grunt with an Invulnerability powerup cannot be damaged by enemy Gruntz or by explosionz. Walking into a hole or being run over by a rolling ball will still kill a Grunt with Invulnerability, but any type of attack or explosion will not damage a Grunt with Invulnerability at all.

Reactive Armor

If a Grunt gets attacked while he has a Reactive Armor Powerup, then the attacker will take 75 percent of the damage, and the Grunt with Reactive Armor will take the other 25 percent. A Grunt with Reactive Armor can still be attacked, damaged, and killed just like any other Grunt can, but a Grunt with Reactive Armor deals much more damage to his enemiez than he receives from them.

Roidz

Roidz cause a Grunt never to lose stamina from using a Tool. This means that a Grunt with Roidz does not have to wait between attackz and Tool usez. A Grunt with Roidz can still be attacked, damaged, and killed just like any other Grunt can, but a Grunt with Roidz can attack so quickly that any single Grunt that attacks him might not even get a shot in.

Super Speed

A Grunt with a Super Speed Powerup walks at twice his normal speed. A Grunt with Super Speed can still be attacked, damaged, and killed just like any other Grunt can, but a Grunt with Super Speed can move extremely fast and must be caught before he can be attacked.

CURSEZ

Cursez are special itemz that only effect human playerz in a multiplayer Battlez game, and they wear off after a certain amount of time. There are 4 different Cursez that Gruntz can obtain in the game, and they can easily be spotted by the green sparklez that circle around them.

Black Screen

When a player□s Grunt picks up a Black Screen Curse, all of the other playerz will only be able to see Gruntz and itemz for a short while. If you get cursed with the Black Screen Curse, then you can either wait for it to wear off, or use the Mini Map, your memory, and a little luck to move your Gruntz around safely.

Crazy Colorz

When a player□s Grunt picks up a Black Screen Curse, all of the other playerz□ Gruntz will permanently change to a random color. If you get cursed with the Crazy Colorz curse, then you will still be able to control all of your Gruntz, but since most of them will have changed to a different color, it might be difficult to keep track of them all.

Mini Cam

When a player□s Grunt picks up a Mini Cam Curse, all of the other playerz□ Main Screenz will shrink down to a small window for a short while. If you get cursed with the Mini Cam curse, then you will still be able to see everything that you would normally see on the Main Screen, but since the window is very small, it might be difficult to keep a watch on what□s going on around you.

Screen Shake

When a player□s Grunt picks up a Screen Shake Curse, all of the other playerz□ Main Screenz will shake in all directionz for a short while. If you get cursed with the Screen Shake curse, then you will still be able to see and control everything you normally would on the Main Screen, but since the screen is constantly shaking, it might be difficult to click on an exact location or give a Grunt an item.

COLORED BRICKZ

Colored Brickz are created randomly in the Grunt Machine during a Battlez game. There are 4 different typez of Colored Brickz in the game and they can only be given to a Grunt with Brick Laying Toolz.

Black Bomb Brickz

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Black Bomb Brickz will explode when they are destroyed. A Black Bomb Brick explosion will destroy any Gruntz, Brickz, and breakable objectz within a small radius of the explosion.

Blue Teleport Brickz (Battlez game only)

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A **Blue Teleport Brick** will teleport any Gruntz that are within a small radius of the Brick to a random location on the map when it is destroyed. Blue Teleport Brickz are only available in Battlez gamez.

Gold Indestructible Brickz

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Gold Indestructible Brickz cannot be destroyed with Gauntletz. The only way to destroy a Gold Indestructible Brick is to use an explosion from Bombz, Timebombz, or adjacent Black Bomb Brickz.

Red Gauntlet-Breaker Brickz

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Red Gauntlet-Breaker Brickz will break any Gauntletz that are used to destroy them. If one of your Gruntz uses Gauntletz to destroy a Red Gauntlet-Breaker Brick, then he will lose his Gauntletz when the Brick is destroyed.

OTHER ITEMZ

In addition to Toolz, Toyz, Powerupz, and Cursez, there are still a few other itemz that can be obtained in the game.

Megaphonez (Questz game only)

Whenever a Grunt picks up a Megaphone, he will call out for a new item that will be created in the Grunt Machine. Megaphonez are only available in Questz gamez.

WARP Letterz (Questz game only)

Hidden somewhere on every Questz level, is one of the four **WARP Letterz**. You do not need to pick up any of these to finish the game, but if you collect all four WARP Letterz in a Questz world, you will get a secret bonus when you complete the fourth stage in that world. WARP Letterz are only available in Questz gamez.

Golden Grunt Coinz (Questz game only)

Throughout the levelz, you will find many **Golden Grunt Coinz** scattered along the way. You do not need to pick up any of these to finish the game. In fact, nobody knows exactly what purpose the Golden Grunt Coinz serve. Okay, we lied. We know exactly what purpose they serve, but we□ll just leave it up to you to figure out what they are for! **Golden Gruntz Coinz** are only available in Questz gamez.

Help Bookz

Throughout the Questz levelz (and the Battlez training map), you will occasionally stumble across **Help Bookz**. Help Bookz contain valuable information that will help you learn about Gruntz. Be sure to read them all!

Zap Cola

Gruntz love to drink Zap Cola! A can of Zap Cola will recover a ž of a full bar of health, a 3 liter bottle of Zap Cola will recover ˝ of a full bar of health, and a keg of Zap Cola will give a Grunt full health!

SPELLZ

There are 6 different Spellz that can be cast by Scrollz or Magic Wandz. In a Questz game a Magic Wand will cast a particular Spell each time it is used depending on what color the Wand is, and a Scroll will cast a particular Spell depending on what color the Scroll is. In a Battlez game, Magic Wandz will cast totally random Spellz each time they are used, and Scrollz will cast totally random Spellz when they are used. Any Magic Wand or Scroll on the ground in a Questz game will be a particular color indicating the Spell that it will cast. Magic Wandz and Scrollz in Battlez gamez can only be obtained via the Grunt machine, and are not colored.

Freeze Spellz (White Wand / Scroll in Questz game)

Freeze Spellz will freeze all Gruntz nearby in big blockz of ice except for the Grunt who cast the Spell. If a Grunt is frozen in ice and gets hit by another Grunt, he will shatter along with the block of ice. A white Magic Wand or Scroll in a Questz game will cast a Freeze Spell.

Health Spellz (Green Wand / Scroll in Questz game)

Health Spellz will give all Gruntz nearby full health except for the Grunt who cast the Spell. A green Magic Wand or Scroll in a Questz game will cast a Health Spell.

Random Toyz Spellz (Battlez game only)

Random Toyz Spellz will cause all Gruntz nearby to start playing with random Toyz except for the Grunt who cast the Spell. Random Toyz Spellz are only available in Battlez gamez.

Resurrection Spellz (Orange Wand / Scroll in Questz game)

Resurrection Spellz will turn all Goo Puddlez nearby into Gruntz. Whichever player was controlling the Gruntz when they died will be in control of them when they are resurrected. All resurrected Gruntz come back to life with ź of a full bar of health. An orange Magic Wand or Scroll in a Questz game will cast a Resurrection Spell.

Rolling Ballz Spellz (Red Wand / Scroll in Questz game)

Rolling Ballz Spellz will cause 4 Rolling Ballz to come from the caster, each rolling in a different direction. Unlike normal Rolling Ballz, these magical Rolling Ballz can only roll so far before they will break. A red Magic Wand or Scroll in a Questz game will cast a Rolling Ballz Spell.

Teleport Spellz (Battlez game only)

Teleport Spellz will cause all Gruntz nearby to teleport to a random location on the map except for the Grunt who cast the Spell. Teleport Spellz are only available in Battlez gamez.

ENEMY GRUNTZ

In a Questz game, you will encounter several different typez of enemy Gruntz. You can always tell how an enemy Grunt in a Questz game will behave by looking at his color.

Post Guardz (Pink)

Post Guardz will stand guard at a location and will not move and will not attack unless they are attacked first. Post Guardz can be found carrying any of the Toolz in the game, and they will not move under any circumstancez. The only way to remove a Post Guard from his post is to kill him or to give him a mobile Toy.

Defenderz (Purple)

Defenderz will stand guard at a location until they sense one of your Gruntz nearby. Once a Defender senses one of your Gruntz, the Defender will attack him. Defenderz will always return to their post if they are not attacking. Defenderz can be found carrying any of the Toolz in the game, and the range that a Defender can sense can vary.

Dumb Chaserz (Light Green)

Dumb Chaserz will hang around a location until they sense one of your Gruntz. Once a Dumb Chaser senses one of your Gruntz, The Dumb Chaser will attack him. If your Grunt runs away, the Dumb Chaser will chase after him. The only way to get a Dumb Chaser to stop chasing you is to kill him, or to get far enough away from him that he can no longer sense you. Dumb Chaserz can be found carrying any of the Toolz in the game, and the range that a Dumb Chaser can sense can vary.

Smart Chaserz (Dark Green)

Smart Chaserz are exactly like Dumb Chaserz except for one major difference. Smart Chaserz will ignore Gruntz that have stronger Toolz than they do. Smart Chaserz will still attack if they are attacked, but Smart Chaserz are smart and will not chase Gruntz that have stronger Toolz than they do. Smart Chaserz can be found carrying any of the Toolz in the game, and the range that a Smart Chaser can sense can vary.

Hit & Runnerz (Yellow)

Hit & Runnerz will hang around a location until they sense one of your Gruntz. Once a Hit & Runner senses one of your Gruntz, The Hit & Runner will attack him. Each time a Hit & Runner attacks, he will try to run away to a safe location until he can attack again. If your Grunt runs away, the Hit & Runner will chase after him. The only way to get a Hit & Runner to stop chasing you is to kill him, or to get far enough away from him that he can no longer sense you. Hit & Runnerz can be found carrying any of the Toolz in the game, and the range that a Hit & Runner can sense can vary.

Object Guardz (Hot Pink)

Object Guardz will pace around an object until they sense one of your Gruntz. Once an Object Guard senses one of your Gruntz, the Object Guard will attack him. Object Guardz will always return to their post if they are not attacking. Object Guardz can be found carrying any of the Toolz in the game, and the range that an Object Guard can sense can vary.

Bomberz (Red)

Bomberz always have Bombz and will hang around a location until they sense one of your Gruntz. Once a Bomber senses one of your Gruntz, the Bomber will light his Bomb and make a kamikaze run (in a straight line) for your Grunt! To avoid a kamikaze Bomber, just move your Grunt out of the way once the Bomber starts running! The range that a Bomber can sense can vary.

Brick Layerz (Dark Blue)

Brick Layerz always have Brick Laying Toolz and will hang around a location building Brickz anywhere they can. Once a Brick Layer senses one of your Gruntz, the Brick Layer will attack him. Brick Layerz will always go back to building Brickz if they are not attacking. The range that a Brick Layer can sense can vary.

Gauntletz Gruntz (Blue)

Gauntletz Gruntz always have Gauntletz and will hang around a location until they sense one of your Gruntz. Once a Gauntletz Grunt senses one of your Gruntz, the Gauntletz Grunt will attack him and break through any breakable objectz that are in the way. The range that a Gauntletz Grunt can sense can vary.

Goo Suckerz (Light Blue)

Goo Suckerz always have Goober Strawz and will hang around a location sucking all Goo Puddlez nearby. Once a Goo Sucker senses one of your Gruntz, the Goo Sucker will attack him. Goo Suckerz will always go back to sucking Goo Puddlez if they are not attacking. The range that a Goo Sucker can sense can vary.

Diggerz (Turquoise)

Diggerz always have Shovelz and will hang around a location digging all Moundz nearby. Once a Digger senses one of your Gruntz, the Digger will attack him. Diggerz will always go back to digging Moundz if they are not attacking. The range that a Digger can sense can vary.

Timebomberz (Dark Red)

Timebomberz always have Timebombz and will hang around a location until they sense one of your Gruntz. Once a Timebomber senses one of your Gruntz, the Timebomber will attack him and use Timebombz to break through and breakable objectz that are in the way. The range that a Timebomber can sense can vary.

Tool Thievez (Black)

Tool Thievez never have any Toolz and will hang around a location until they sense one of your Gruntz with a Tool. Once a Tool Thief senses one of your Gruntz with a Tool, he will chase your Grunt and try to steal the Tool and attack with it. If a Tool Thief steals a Tool, the only way to get it back is to kill him. The range that a Toyer can sense can vary.

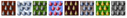
Toyerz (White)

Toyerz will always have a Toy and will hang around a location until they sense one of your Gruntz. Once a Toyer senses one of your Gruntz, he will chase your Grunt and try to give him the Toy. Once a Toyer gives up his Toy, he will just stand around. The range that a Toy thief can sense can vary.

HAZARDZ

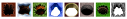
There are several **Hazardz** in the game that can damage or kill Gruntz and should be avoided whenever possible.

Spikez



Spikez are sharp metal pieces in the ground that point upward. Gruntz that walk on spikez will lose some health. The longer Gruntz stand on spikez, the more health they will lose. Sometimes it is necessary for Gruntz to walk across spikez in order to reach their final destination. When this happens, just make sure that you get them off the spikez as quickly as possible! Walking on spikez will not damage a Grunt who has Gravity Bootz.

Holez



Holez are deep pitz in the ground that clumsy Gruntz sometimes fall into. Gruntz that fall into **holez** will die. The only way to get past a Hole is to have a Shovelz Grunt fill it in first.

Toob Spikez

Toob Spikez are two large spikez that stick out of the ground. If a Toobz Grunt walks over Toob Spikez, then the Toob will pop. Other than that, Toob Spikez are completely harmless.

Lava Geyserz

Lava Geyserz are small holez in the ground that spew up lava. A Grunt can safely walk over a Lava Geyser when the lava is not spewing, but if a Grunt walks over it when the lava is spewing, he will be burnt to a crisp.

Birthday Candlez

Birthday Candlez are 4 small candlez in the ground that rise up and ignite. A Grunt can safely walk over a Birthday Candle when it is in the ground, but if a Grunt walks over it when the candle is raised, he will be burnt to a crisp.

Trap Doorz

Trap Doorz are doorz in the ground that open and close. A Grunt can safely walk over a Trap Door when it is closed, but if a Grunt walks over it when the door is open, he will fall in and die.

Electrical Outletz

Electrical Outletz are places that electrical currentz flow through. A Grunt can safely walk over an Electrical Outlet when there is no current, but if he walks over it when there is a current, he will be electrocuted to death.

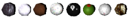
Golf Ball Geyserz

Golf Ball Geyserz are small holez in the ground that shoot up golf ballz. A Grunt can safely walk over a Golf Ball Geyser when the golf ball is in the ground, but if a Grunt walks over it when the golf ball is shooting up, then he will be killed.

Acid Geyserz

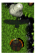
Acid Geyserz are small holez in the ground that spew up acid. A Grunt can safely walk over an Acid Geyser when the acid is not spewing, but if a Grunt walks over it when the acid is spewing, he will be killed.

Rolling Ballz



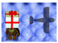
Rolling Ballz are large objectz that will roll over and squash any Gruntz that are in their path. The only way to get rid of a Rolling Ball is to somehow send it into a wall or off of a cliff. Rolling ballz look different in each world, but they are always easy to spot, and should be avoided at all costz!

Bird Shadowz



On some levelz, you will see **Bird Shadowz** of Birdz that are flying overhead. If a Bird flies over any of your Gruntz, it will drop a large poop on the ground that will squash any Gruntz that are underneath it.

Plane Shadowz



On some levelz, you will see shadowz of **Plane Shadowz** of Planez that are flying overhead. If a Plane flies over one of your Gruntz, it will drop a large package on the ground that will squash any Gruntz that are underneath it.

Star Search Spotlightz

On some levelz, you will see Star Search Spotlightz circling around. If a Star Search Spotlight passes over one of your Gruntz, your Grunt will be given a microphone and will be forced to sing Karaoke. Once a Grunt shows that he cannot sing, a hole will temporarily open up underneath him and take him out of the spotlight and out of the game.

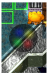
Kitchen Slimez

Kitchen Slimez are large slimy organismz that are made of acid and move around dirty kitchen tilez. Any Grunt that touches a Kitchen Slime will be instantly melted into a puddle of Goo.

Thunder Cloud Shadowz

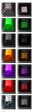
On some levelz, you will see Thunder Cloud Shadowz of Thunder Cloudz that are floating overhead. If a Thunder Cloud floats over one of your Gruntz, a bolt of lightning will electrocute him to death.

UFOz



On some levelz, you will see shadowz of **UFOz** that are flying overhead. Each UFO has two search lightz spinning around it. Gruntz can safely stand underneath the UFO shadow, but if a UFO search light touches one of your Gruntz, it will instantly melt him into a puddle of Goo.

PYRAMIDZ

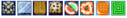


There are several different colored **Pyramidz** in Gruntz that are always either raised up or sunk into the ground. When Pyramidz are raised up, Gruntz cannot move past them. When Pyramidz are sunk into the ground, Gruntz can walk freely over them. If a Grunt is standing on a Pyramid that is sunk into the ground, and something causes the Pyramid to raise up while the Grunt is still standing on it, he will be instantly killed. The color of a Pyramid always matches the color of the Switch that will raise and lower it.

BRIDGEZ

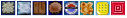
Bridgez allow Gruntz to pass safely over water, tar, lava, and other hazardous surface typez. Bridgez are always either floating on the surface, or sunk beneath the surface. When Bridgez are floating, Gruntz can walk freely over them. When Bridgez are sunk, Gruntz cannot walk over them. If a Grunt is standing on a Bridge that is floating, and something causes the Bridge to sink while the Grunt is still standing on it, he will be instantly killed. There are three typez of Bridgez that exist in the game, and in each new world the look of all the Bridgez will change.

Normal Bridgez



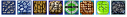
Normal Bridgez do not rise up or sink down unless they are associated with a Blue Switch and that Switch is activated or deactivated. If a Normal Bridge is not associated with a Switch, then it will never move.

Toggle Bridgez



Toggle Bridgez will rise up for a certain length of time and then sink down for a certain length of time. Toggle Bridgez are not associated with Switchez, so the only way to get Gruntz past Toggle Bridgez is to wait for them to rise up and then walk your Gruntz over them before they sink down again.

Crumble Bridgez

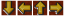


Crumble Bridgez are weak floating Bridgez that will crumble and dissolve shortly after a Grunt steps onto it. Crumble Bridgez are not associated with Switchez so the only way to get Gruntz past Crumble Bridgez is to walk over them as quickly as possible before they break. Once a Crumble Bridge breaks, it will not come back.

ARROWZ

When Gruntz walk onto **Arrowz**, they will only walk in the direction that the Arrow is pointing. When Gruntz are walking on Arrowz, they will not respond to any movement commandz until they are no longer walking on the Arrowz. There are three typez of Arrowz that exist in the game.

Single Arrowz



Single Arrowz never change direction. When a Grunt walks onto a Single Arrow, he will walk in the direction that the Arrow is pointing.

Two-Way Arrowz

Two-Way Arrowz are always either pointing one way or the other. When a Grunt walks onto a Two-Way Arrow, he will walk in the direction that the Arrow is pointing. Every Two-Way Arrow is associated with a Yellow Switch. The direction that a Two-Way Arrow is pointing will only change when its associated Yellow Switch is activated or deactivated.

Intersectionz

Gruntz that walk onto **Intersectionz** will not change direction. They will walk through the Intersection facing the same direction that they were facing when they walked onto it.

SWITCHEZ

Switchez are giant buttonz in the ground that usually get pushed down into the ground when Gruntz step on them, or when Rolling Ballz roll over them. There are 6 different typez of Switchez in the game. You will need to learn them and understand the differencez between all of them in order to complete the game. **Activating a Switch** is when something happens because a Grunt steps onto a Switch. **Deactivating a Switch** is when something happens because a Grunt steps off of a Switch. Not all Switchez activate when a Grunt steps onto them, and not all Switchez deactivate when a Grunt steps off of them. It□s always a good idea to know what happens when a Switch is activated and deactivated, so whenever one of your Gruntz activates or deactivates a Switch, make sure that you look around to see what it does. Play Training Stage 4 for a simple handz-on walkthrough of all the Switchez and how they work.

Green Toggle Switchez

Green Toggle Switchez will raise or lower single groupz of green Pyramidz each time Gruntz step onto them. A Toggle Switch has a curved arrow on it indicating that the Switch will be activated only when a Grunt steps onto it, and that nothing will happen when a Grunt steps off of it. When a Grunt activates a Green Toggle Switch, a group of one or more green Pyramidz will rise up or sink down. A Grunt can repeatedly activate a Green Toggle switch by walking off of it, and then walking back onto it again.

Green Hold Switchez

Green Hold Switchez will raise or lower single groupz of green Pyramidz each time Gruntz step onto them or off of them. A Hold Switch has a straight arrow on it indicating that the Switch will activate when a Grunt steps onto it, and will deactivate when a Grunt steps off of it. When a Grunt activates a Green Hold Switch, a group of one or more green Pyramidz will rise up or sink down. If that Grunt deactivates the Switch, the green Pyramidz will go back to their original state.

Red Toggle Switchez

Red Toggle Switchez will raise or lower all red Pyramidz on the entire map each time Gruntz step onto them. A Toggle Switch has a curved arrow on it indicating that the Switch will be activated only when a Grunt steps onto it, and that nothing will happen when a Grunt steps off of it. When a Grunt activates a Red Toggle Switch, all red Pyramidz on the map will rise up if they were down, or sink down if they were raised. A Grunt can repeatedly activate a Red Toggle switch by walking off of it, and then walking back onto it again.

Red Hold Switchez

Red Hold Switchez will raise or lower all red Pyramidz on the entire map each time Gruntz step onto them or off of them. A Hold Switch has a straight arrow on it indicating that the Switch will activate when a Grunt steps onto it, and will deactivate when a Grunt steps off of it. When a Grunt activates a Red Hold Switch, all red Pyramidz on the map will raise up if they were down, or sink down if they were raised. If that Grunt deactivates the Switch, all red Pyramidz will go back to the state that they were in before the Grunt activated the switch.

Blue Toggle Switchez

Blue Toggle Switchez will raise or lower single groupz of Normal Bridgez each time Gruntz step onto them. A Toggle Switch has a curved arrow on it indicating that the Switch will be activated only when a Grunt steps onto it, and that nothing will happen when a Grunt steps off of it. When a Grunt activates a Blue Toggle Switch, a group of one or more Normal Bridgez will rise up or sink down. A Grunt can repeatedly activate a Blue Toggle switch by walking off of it, and then walking back onto it again.

Blue Hold Switchez

Blue Hold Switchez will raise or lower single groupz of Normal Bridgez each time Gruntz step onto them or off of them. A Hold Switch has a straight arrow on it indicating that the Switch will activate when a Grunt steps onto it, and will deactivate when a Grunt steps off of it. When a Grunt activates a Blue Hold Switch, a group of one or more Normal Bridgez will rise up or sink down. If that Grunt deactivates the Switch, the Normal Bridgez will go back to their original state.

Black Once-Only Switchez

Black Once-Only Switchez will raise or lower single groupz of Black Pyramidz when Gruntz step onto them. A Black Once-Only Switch has a large number one on them indicating that once it is pressed down and activated, it will remain pressed down and cannot be activated again.

Silver Timer Switchez

Silver Timer Switchez keep Silver Pyramidz down for different lengths of time when Gruntz step onto them. A Silver Timer Switchez has a small stopwatch on it indicating that it will activate for a certain length of time when a Grunt steps onto it. When a Grunt activates a Silver Timer Switch, a group of Silver Pyramidz will go down and each Pyramid in the group may stay down for a different length of time.

Purple Multi-Grunt Switchez

Purple Multi-Grunt Switchez are always found in groups of two or more. A Multi-Grunt Switch has a picture of two Gruntz on it indicating that all Switchez must be held down in order to activate them. Whenever all of the Purple Multi-Grunt Switchez in a group are pressed down, they will raise or lower single groupz of Purple Pyramidz. If any Grunt steps off one of the Switchez, the Purple Pyramidz will go back to their original state.

Orange Up-Down Switchez

Orange Up-Down Switchez will raise or lower single groupz of Orange Pyramidz each time Gruntz step onto them. An Orange Up-Down Switch has an arrow pointing up and an arrow pointing down on it indicating that when one Orange Up-Down Switch is pressed down, another Orange Up-Down switch will come up. When a Grunt activates an Orange Up-Down Switch, a group of one or more Orange Pyramidz will rise up or sink down. At the same time, another Orange Up-Down Switch will come up which will raise or lower a different group of Orange Pyramidz.

Secret Switchez (Questz game only)

There's no telling what will happen when one of your Gruntz steps onto a **Secret Switch**. You will have to watch carefully to see what happens because the effectz of a Secret Switch will wear off after a short amount of time.

PRESSURE PLATEZ - QUESTZ GAME ONLY

Pressure Platez are special checkpointz on the map that Gruntz must stand on in order to progress through a Questz level. When a Grunt stands on a Pressure Plate, it will light up. When all the Pressure Platez In a group are lit up, the checkered flag will rise and the next set of Checkered Pyramidz will sink down allowing your Gruntz to move to the next section of the level. There are two typez of Pressure Platez.

Normal Pressure Platez

Normal Pressure Platez are blank indicating that they will light up if any of your Gruntz stand on them.

Item Specific Pressure Platez

Item Specific Pressure Platez have an icon of a Tool or a Toy on them indicating that they will only light up if Gruntz that have that particular Tool or Toy stand on them.

+$#

TELEPORTERZ

If a Grunt walks into a **Teleporter**, he will be instantly transported to a new location on the map. Teleporterz come in three different colorz. A green teleporter can be used over and over, a blue teleporter can only be used once, and a red teleporter is a secret teleporter that will only stay open for a certain period of time.

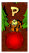
SECRETZ

There is one Secret Switch and one Secret Teleporter somewhere on every level. Finding these is completely optional and is not required to complete the game. If you want to collect all the WARP Letterz and the Golden Grunt Coinz, then you will need to look for these! As the levelz progress, these secretz will become increasingly difficult to find!

Secret Switchez

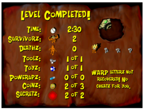
On every level, there is one **Secret Switch**. Sometimes it will be in plain view, and sometimes it will be hidden.

Secret Teleporterz



On every level, there is one red **Secret Teleporter.** In order to find it, a Grunt will have to step on the invisible Secret Teleporter trigger that is hidden in the level. If a Grunt steps onto the invisible Secret Teleporter trigger, the red Secret Teleporter will open for a certain period of time. If you find a Secret Teleporter, try to get one of your Gruntz into it before it closes! To find the invisible Secret Teleporter triggerz, you will have to use your witz! Pay attention to the levelz very closely because there is normally a clue somewhere that will help you find them.

COMPLETING A QUESTZ LEVEL OR WORLD



LEVEL COMPLETED!

TIME:	2:30
SURVIVORZ:	2
DEATHZ:	0
TOOLZ:	1 OF 1
TOYZ:	1 OF 1
POWERUPZ:	0 OF 0
COINZ:	2 OF 3
SECRETZ:	2 OF 2

WARP LETTERZ NOT RECOVERED! NO CHEATZ FOR YOU.

To complete a **Questz Level**, you must recover the Warpstone Piece and bring it to the fort where the King is waiting. To complete a **Questz World**, you must complete each of the four levelz in that world and recover all four Warpstone Piecez. Once you have completed a level or a world, you can replay it at any time. When you complete a Questz level or world, you will see a list of statz.

Time

Time is the amount of time it took you you to complete the level or world.

Survivorz

Survivorz is the number of your Gruntz that were alive when you completed the level or world.

Deathz

Deathz is the number of your Gruntz that died during the level or world.

Toolz

Toolz is the number of Toolz that your Gruntz found during the level or world.

Toyz

Toyz is the number of Toyz that your Gruntz found during the level or world.

Powerupz

Powerupz is the number of Powerupz that your Gruntz found during the level or world.

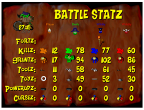
Coinz

Coinz is the number of Coinz that your Gruntz found during the level or world.

Secretz

Secretz is the number of secretz that your Gruntz found during the level or world.

COMPLETING A BATTLEZ GAME



BATTLE STATZ

27:15

	Player	Beefy	Wibbly	Wobbly
FORTZ:				
KILLZ:	12	78	77	60
GRUNTZ:	17	94	102	86
TOOLZ:	11	58	61	45
TOYZ:	3	49	52	30
POWERUPZ:	0	0	0	0
CURSEZ:	0	0	0	0

In order to complete a Battlez game, there must be only one player left in the game who hasn□t had his/her fort taken over. When you complete a Battlez game (or if you quit before the game is over), you will see a list of the Battle Statz.

Fortz

Fortz is the number of Fortz that each player took over during the game.

Killz

Killz is the number of enemy Gruntz that each player killed during the game.

Gruntz

Gruntz is the number of Gruntz that each player created during the game.

Toolz

Toolz is the number of Toolz that each player found or gave out during the game. The spinning Tool icon will tell which Tool was used most often by each player.

Toyz

Toyz is the number of Toyz that each player found or gave out during the game. The spinning Toy icon will tell which Toy was used most often by each player.

Powerupz

Powerupz is the number of Powerupz that each player found during the game. The spinning Powerup icon will tell which Powerup was used most often by each player.

Cursez

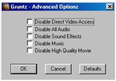
Cursez is the number of Cursez that each player found during the game. The spinning Curse icon will tell which Curse was used most often by each player.

HOT KEYZ

F1	Help
F2	Save Game
F3	Load Game
F5	Quick Save
F8	Quick Load
Ctrl-M	Toggle Music On/Off
Ctrl-S	Toggle SFX On/Off
Ctrl-V	Toggle Voice On/Off
Esc	Clear Action / Quit
ALT-F4	Exit Gruntz
T	Use Tool
Y	Use Toy
A	Gruntz Page
S	Resource Page
D	Statz Page
F	Battlez Page
G	Game Page
[	Move Status Bar to the Left
]	Move Status Bar to the Right
-	Minimize Status Bar
+	Restore Status Bar
H	Home Fort
Tab	Toggle Forward through Fortz
Shift+Tab	Toggle Backward through Fortz
Ctrl+Space	Mark Map Point
Space	Toggle Forward through Map Pointz
Shift+Space	Toggle Backward through Map Pointz
Backspace	Remove Current Map Point
Arrow Keyz	Scroll the Main Screen
Ctrl+#	Assign Group #
#	Select Assigned Group
# again	Center on Assigned Group
C	Center on Selected Gruntz
Ctrl+C	Grunt Cam" on Selected Grunt
Enter	Bring up Gruntz Chat Box / Send Message
Z	Stop Selected Gruntz
Ctrl+Left-Click	Select/Deselect Grunt
Double-Click (on flashing pad)	Drop a Grunt on a Creation Pad
NumPad 1	Grab Tool #1
NumPad 4	Grab Tool #2
NumPad 7	Grab Tool #3
NumLock	Grab Tool #4
NumPad 2	Grab Toy #1
NumPad 5	Grab Toy #2
NumPad 8	Grab Toy #3
NumPad /	Grab Toy #4
NumPad 3	Grab Brick #1
NumPad 6	Grab Brick #2
NumPad 9	Grab Brick #3
NumPad *	Grab Brick #4
NumPad .	Shred Current Tool/Toy/Brick
NumPad 0	Grab Baked Grunt
Ctrl+Alt+R	Restart level

TROUBLESHOOTING

Several of the problems and solutions discussed below reference the Gruntz Advanced Options menu. **The Advanced Options menu can be accessed by holding the Shift key while launching Gruntz.** Please note that most of these options are typically used for troubleshooting purposes as they may cause other technical problems if used improperly.


Gruntz - Advanced Optionz

☐ Disable Direct Video Access
☐ Disable All Audio
☐ Disable Sound Effectz
☐ Disable Music
☐ Disable High Quality Movie

Advanced Options Menu (activated by holding Shift key while launching Gruntz)

The video in the Gruntz movies is distorted: From the Advanced Options menu, try checking □Disable Direct Video Access□ and make sure that □Disable High Quality Movie□ is not checked. If this does not resolve the problem, copying the movies to your hard drive and playing them from there may improve the image quality. Lastly, verifying that you have the most current DirectX 6 compatible drivers for your video card is always a good idea. Reinstalling DirectX 6 may be necessary after installing the new drivers.

The minimap is blurry and the goo in the Goo Well is not visible: These problems sometimes occur with certain Riva chipset cards such as the Riva 128 and Riva TNT. This is usually resolved by installing the most current Direct X 6 compatible drivers for you video card, which can be obtained from the card manufacturer□s web site. Reinstalling DirectX 6 may be necessary after installing the new driver.

The movies play at ż screen and there is pink distortion in the game: This problem is driver-related and sometimes occurs with cards such as STB□s Lightspeed 128. We recommend reinstalling the old drivers that came with the card, checking Disable Direct Video Access from the Advanced Options, and switching resolutions. One of these steps should resolve the problem. If not, downloading the latest DirectX 6 compatible drivers from STB may help. Reinstalling DirectX 6 may be necessary after installing the new driver.

There are bizarre colors during the movies: Some cards such as the Number Nine Imagine will play the movies with unusual palettes if the most current DirectX 6 compatible drivers are not installed. Reinstalling DirectX 6 may be necessary after installing the new driver.

There are white pixel flashes on the screen during game play: This problem sometimes occurs with cards such as the Matrox Millennium MGA if the most current DirectX 6 compatible drivers are not installed. Reinstalling DirectX 6 may be necessary after installing the new driver.

The menu flashes: This problem sometimes occurs with PowerVR chipset cards such as the Matrox M3D or the Video Logic Apocalypse 3Dx if the most current DirectX 6 compatible drivers are not installed. Reinstalling DirectX 6 may be necessary after installing the new driver.

There are sound problems and/or occasional crashes: The Creative Labs AWE64 sound card and some similar cards use hardware for the first 32 MIDI voices, and software for 32 more. If you have such a card, and are experiencing any kind of sound problem or crashes (especially if it affects other games as well), go into Control Panel, Multimedia, and select the MIDI tab. If you have "WaveSynth" selected, you have the extra 32 voices turned on, and this can cause tremendous slowdown or crashes on even the most powerful systems. Instead, select "MIDI for Creative Wave Effects Synthesis". If your card is from another manufacturer, you may want to try choosing another MIDI device in the list of devices, or contact their technical support about this issue.

There are crashes with my S3 ViRGE or Voodoo Rush: Cards with these chipsets may result in occasional crashes when used in certain configurations and with older drivers. Downloading the latest DirectX 6 compatible drivers from the respective board manufacturers may alleviate this problem. In the case of the Voodoo Rush, reference drivers are also available at 3Dfx.com. Reinstalling DirectX 6 may be necessary after installing the new driver.

The screen is extremely dark and the brightness changes when I move the cursor: This problem sometimes occurs with ATI chipset cards such as the Graphics Pro Turbo if the most current DirectX 6 compatible drivers are not installed. These drivers are available at your card manufacturer□s web site. Reinstalling DirectX 6 may be necessary after installing the new driver.

Important: If you are sure you have the most current video drivers for your system and you are still having visual problems with Gruntz, then check (select) □Disable Direct Video Access□ in the Advanced Options menu. Although, by selecting this option the performance of Gruntz may decrease slightly.

TECHNICAL SUPPORT

If you experience a problem that□s got you stumped, do a few things before contacting tech support.

First check the Gruntz Website at http://www.gruntzgoo.com for updates, info, and FAQs about releases or known problems (if any).

Try to determine if the problem is hardware or software related. Often times users experience problems with new hardware at the same time they are attempting to install new software.

If you□re still stumped, feel free to contact technical support. Tech support via e-mail will provide the most detailed and reliable form of support. Be sure to include the following information in your e-mail:
" *Computer Manufacturer*
" *Operating System (Windows 95, Windows 98, etc.)*
" *DirectX Version*
" *Computer Brand*
" *Processor Type (Pentium, AMD, Cyrix, etc.)*
" *Processor Speed in MHz*
" *Amount of RAM*
" *Video Card*
" *Sound Card*
" *CD-ROM Brand and Speed*
" *Mouse Type (Serial, PS-2, USB)*

When e-mailing tech support, please try to be as specific as possible, including all steps necessary to reproduce the problem. This ensures the most accurate assessment of the problem and allows our technicians to quickly advise you of a solution.

Online Servicez
Monolith Productions offers software updatez, technical support, news, information on Monolith and our productz. If you have access to the Internet, you can use the following:

E-mail: support@lith.com
World Wide Web: http://support.lith.com

Phone support is available, but wait times are dependent on call volume.
Tech Support Line: 425-739-1698
Hours of Operation: Monday through Friday, 10:00AM to 7:00PM PST
Please have the above information ready when you call. This will help us answer your question as quickly as possible.

Be sure to stop by our website at: http://www.lith.com