

elcome to GRUNT, a challenging new computer game created by Mark Chetverikov and Farhad Akhmetov which combines a multitude of graphics and sound effects with a multilevel, fast action format. Quick fingers will be beneficial during the game but quick thinking will also be important, even for someone who is all thumbs.

This game was originally prepared for the commercial distribution, but it would have come out only in six months. The authors decided to give this game in shareware and concentrate on the current project.

The authors put the emphasis on keeping the violence to the minimum. Instead of shooting people you are to fight funny characters, so the game won't develop aggressiveness in children (or adults who refused to grow up).

The requirements for playing the game are minimal and as follows: System 7 or 7.x , 8 Bit(256 color) 12" color monitor, 2 MGs. of RAM and 5.5 MGs of free space in the Hard Drive. It runs faster on fast Macs. A lot of additional code was written to make sure that the game runs smoothly on low-speed Macs.

