# Chapter 1

# Grodd

## 1.1 Notation

[language=FG] @SC = Stampede Cancel = bf3 ff/bb L(C) = Leap(Close) = df1b L = Leap = df1 L(F) = Leap(Far) = df1f@

## 1.2 Basic Strings

[language=FG] 112 1+3 22 1+3 b1 1+3

## 1.3 Meterless

[language=FG] 112 xx @SC@ D2 B2 xx @L(C)@ J2 221+3 = 25 D2 B2 xx @L(C)@ J2 221+3 = 22

### 1.3.1 Trait

[language=FG] T F21 xx @SC@ D2 B2xx@L(C)@ J2 221+3 = 32

### 1.3.2 Interactible

[language=FG] 22 xx WB B3 J3 B2 xx @L(C)@ J2 221+3 = 45 B1 xx WB B3 J3 B2 xx @L(C)@ J2 221+3 = 44 B2 xx WB B3 J3 B2 xx @L(C)@ J2 221+3 = 47 112 xx WB B3 J3 B2 xx @L(C)@ J2 221+3 = 39

## 1.4 1 Meter

[language=FG]

### 1.4.1 Trait

[language=FG]

### 1.4.2 Interactible

[language=FG]

## 1.5 2 Meter

[language=FG]

### 1.5.1 Trait

[language=FG]

### 1.5.2 Interactible

[language=FG]

## 1.6 3 Meter

[language=FG]

### 1.6.1 Trait

[language=FG]

### 1.6.2 Interactible

[language=FG]

## 1.7 4 Meter

[language=FG]

### 1.7.1 Trait

[language=FG]

### 1.7.2 Interactible

[language=FG]

## 1.8 X-Ray