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<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>GRID RUNNER | High Voltage Crash</title>
    <style>

        body { background: #050505; color: #00d4ff; font-family: 'Segoe UI', sans-serif; text-align: center; margin: 0; overflow: hidden; }

        #loadingScreen { position: fixed; top: 0; left: 0; width: 100%; height: 100%; background: #000; z-index: 10000; display: flex; justify-content: center; align-items: center; transition: 0.5s; }

        .loader-content { width: 80%; max-width: 400px; }

        .progress-bar { width: 100%; height: 8px; background: #222; border-radius: 4px; overflow: hidden; margin-top: 15px; }

        #progressFill { width: 0%; height: 100%; background: #fbff00; transition: 0.2s; }

        .stats-bar { background: #111; padding: 15px; border-bottom: 2px solid #00d4ff; display: flex; justify-content: space-around; }

        #multiplier { font-size: 80px; font-weight: bold; margin: 40px 0; text-shadow: 0 0 20px #00d4ff; }

        .game-area { height: 200px; position: relative; border-bottom: 1px solid #333; margin-bottom: 20px; }

        #voltageLine { fill: none; stroke: #fbff00; stroke-width: 3; filter: drop-shadow(0 0 5px #fbff00); }

        .controls { background: #111; padding: 20px; border-radius: 20px; display: inline-block; border: 1px solid #333; }

        input { background: #000; border: 1px solid #00d4ff; color: #fff; padding: 10px; width: 80px; border-radius: 5px; text-align: center; }

        button { padding: 15px 40px; font-size: 18px; font-weight: bold; border-radius: 10px; cursor: pointer; border: none; transition: 0.2s; margin-top: 10px; width: 100%; }

        .btn-bet { background: #00d4ff; color: #000; }

        .btn-cashout { background: #fbff00; color: #000; }

        .history { display: flex; justify-content: center; gap: 8px; margin-top: 20px; }

        .h-item { padding: 4px 10px; border-radius: 15px; font-size: 12px; font-weight: bold; background: #222; }

        .low { color: #ff4444; }

        .high { color: #00ff00; }

        .modal { position: fixed; top: 0; left: 0; width: 100%; height: 100%; background: rgba(0,0,0,0.9); display: flex; justify-content: center; align-items: center; z-index: 9000; }

        .modal-content { background: #111; padding: 25px; border: 1px solid #00d4ff; border-radius: 15px; max-width: 300px; }

    </style>
</head>
<body>
```

```
<div id="loadingScreen">
    <div class="loader-content">
        <h1 style="color:#fbff00; letter-spacing:4px;">GRID RUNNER</h1>
        <div class="progress-bar"><div id="progressFill"></div></div>
```

STABILIZING VOLTAGE...

</div>

</div>

<div id="helpModal" class="modal">

<div class="modal-content">

<h3 style="color:#fbff00;">SYSTEM BRIEFING</h3>

<p style="font-size:14px; text-align:left;">1. Place your bet.<br>2. Watch the multiplier rise.<br>3. DISCONNECT before the grid trips (Blackout)!</p>

<button class="btn-bet" onclick="closeHelp()">INITIALIZE</button>

</div>

</div>

<div class="stats-bar">

<div>BALANCE<br><span id="balanceDisplay" style="color:#fff;">R1000.00</span></div>

</div>

<div class="game-area">

<svg width="100%" height="100%"><polyline id="voltageLine" points="0,200" /></svg>

<div id="multiplier">1.00x</div>

</div>

<div class="controls">

<div style="display:flex; justify-content: space-between; gap: 10px;">

<div>Bet: <input type="number" id="betAmount" value="10"/></div>

<div>Auto: <input type="number" id="autoCash" value="2.00"/></div>

</div>

<button id="mainBtn" class="btn-bet" onclick="handleAction()>PLACE BET</button>

</div>

<div id="historyLog" class="history"></div>

<script>

let balance = 1000;

let isRunning = false;

let currentMultiplier = 1.0;

let crashPoint = 0;

let gameLoop;

let history = [];

// LOAD SCREEN

window.onload = () => {

let p = 0;

let inv = setInterval(() => {

p += 5;

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document.getElementById('progressFill').style.width = p + "%";
if(p >= 100) {
    clearInterval(inv);
    setTimeout(() => document.getElementById('loadingScreen').style.display = 'none', 500);
}
}, 50);
};

function closeHelp() { document.getElementById('helpModal').style.display = 'none'; }

function handleAction() {
    if (!isRunning) startRound();
    else cashOut();
}

function startRound() {
    let bet = parseFloat(document.getElementById('betAmount').value);
    if (bet > balance || bet <= 0) return alert("Invalid Bet");

    balance -= bet;
    updateUI();

    isRunning = true;
    currentMultiplier = 1.0;
    crashPoint = 0.97 / (1 - Math.random());
    if (crashPoint < 1) crashPoint = 1.02;

    document.getElementById('mainBtn').innerText = "DISCONNECT";
    document.getElementById('mainBtn').className = "btn-cashout";
    document.getElementById('voltageLine').setAttribute('points', "0,200");

    runEngine();
}

function runEngine() {
    if (!isRunning) return;

    gameLoop = setTimeout(() => {
        currentMultiplier += 0.01 * Math.pow(currentMultiplier, 0.5);
        document.getElementById('multiplier').innerText = currentMultiplier.toFixed(2) + "x";

        // Draw Line
        let x = (currentMultiplier - 1) * 60;
        let y = 200 - (Math.random() * 20 + (currentMultiplier * 5));
        let pts = document.getElementById('voltageLine').getAttribute('points');
        pts = pts.substring(0, pts.indexOf(',') + 1) + x + "," + y + pts.substring(pts.indexOf(',') + 1);
        document.getElementById('voltageLine').setAttribute('points', pts);
    }, 50);
}
```

```
document.getElementById('voltageLine').setAttribute('points', pts + ` ${x},${y}`);  
  
// Auto Cashout  
let auto = parseFloat(document.getElementById('autoCash').value);  
if (auto > 1 && currentMultiplier >= auto) { cashOut(); return; }  
  
if (currentMultiplier >= crashPoint) blackout();  
else runEngine();  
, 80);  
}  
  
function cashOut() {  
let bet = parseFloat(document.getElementById('betAmount').value);  
balance += bet * currentMultiplier;  
endRound(true);  
}  
  
function blackout() {  
document.body.style.background = "#ff000033";  
setTimeout(() => document.body.style.background = "#050505", 200);  
document.getElementById('multiplier').innerText = "TRIPPED";  
endRound(false);  
}  
  
function endRound(win) {  
isRunning = false;  
clearTimeout(gameLoop);  
updateHistory(currentMultiplier);  
updateUI();  
document.getElementById('mainBtn').innerText = "PLACE BET";  
document.getElementById('mainBtn').className = "btn-bet";  
}  
  
function updateUI() {  
document.getElementById('balanceDisplay').innerText = "R" + balance.toFixed(2);  
}  
  
function updateHistory(val) {  
history.unshift(val);  
if (history.length > 5) history.pop();  
let log = document.getElementById('historyLog');  
log.innerHTML = history.map(v => `<span class="h-item ${v >= 2 ? 'high' : 'low'}">${v.toFixed(2)}x</span>`).join("");  
}  
</script>
```

</body>

</html>