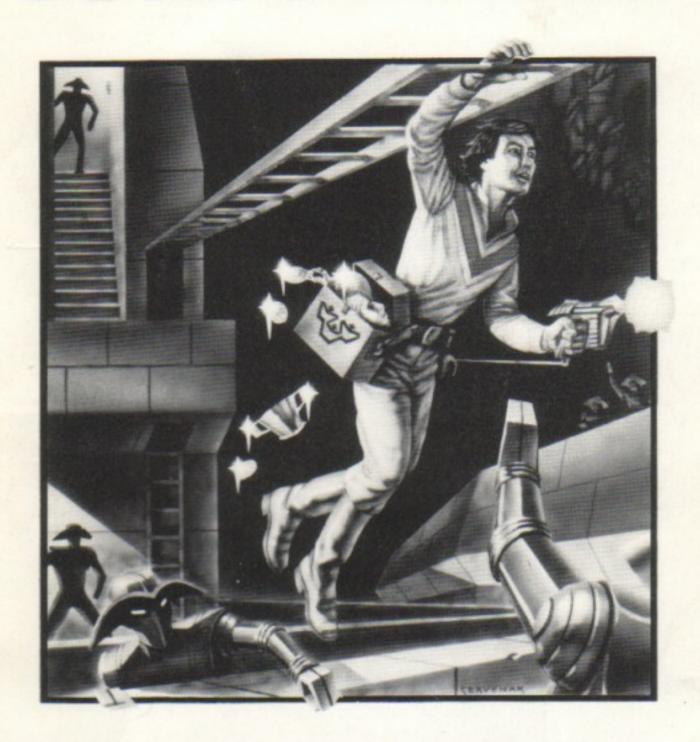# Lode Runner™

INSTRUCTIONS

For the Macintosh

PLAYING THE GAME

You are a Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the people by means of excessive fast food taxes. Your task? To infiltrate each of 150 different treasury rooms, evade the deadly Bungeling guards, and recover every chest of Bungeling booty.

GETTING STARTED

After loading, the title screen appears, and the program automatically begins a self-playing demo of three different levels of play. Watch them to get a sense of game play. To begin play, select Start Game from the Game menu. Your player will start to flash, indicating that the game is ready to play.

CONTROLS

Lode Runner is designed to take full advantage of the mouse interface. With the game's convenient pull-down menus and special keyboard commands every Lode Runner feature can be accessed effortlessly. The mouse interface will be most appreciated when you begin to create your own game boards. More on that in the section entitled "Making Your Own Games" below.

Lode Runner can be played with either keyboard alone, or with keyboard and mouse. *When you first load the disk, the game will be set to keyboard control.* If you want to use mouse control, pull down the Option menu and select Mouse. The keyboard and mouse controls are summarized below.

KEYBOARD

    I = move up
    K = move down
    J = move left
    L = move right
    S or U = dig left
    F or O = dig right

MOUSE

After selecting Mouse in the Option menu, click the mouse to start the game. You can move the mouse left/right/up/down to indicate the direction that you want your player to go. There is no need to lead the player around with your cursor, as it takes only the slightest move of the cursor to alter the direction of your player. Keep your cursor toward the center of your screen, so that when you need to move your player in a particular direction you are not hampered by the screen borders. To dig, use the same keys as in the keyboard mode, namely the S or U to dig left, the F or O to dig right.

To complete a level, you must collect all the gold chests in a scene. When you succeed, you may then climb a ladder to the top of the screen and enter the next level. You will also gain bonus points and earn an extra life for each level you complete. You start with 5 lives.

You will use your laser drill pistol to drill pits and passageways through brick floors. You may dig through fissured bricks, not through solid surfaces, and holes must be drilled all the way through to be effective. If a Bungeling guard falls into a pit and gets stuck, it will become safe (for a moment) for you to run over him; also, he will release any gold he is carrying. Any holes that you've drilled will fill in again after a period of time, and guards caught in them when they refill will die and be replenished by new guards at the top of the screen. Be careful: Guards can climb out of pits that do not close up around them. Your player, however, cannot climb out of pits and will die if trapped in a pit that is only a single brick wide.

You will notice that gold chests carried by enemy guards cease to be visible. If you have picked up all the visible gold on the screen and the ladder leading to the next level has not appeared or you cannot reach the next level by climbing to the highest part of the screen, one or more of the guards is still carrying gold. You must trap the guards in a pit and pick up their gold. If an enemy carrying gold falls into a "dead end" that he and you are unable to leave, you will not be able to get that gold chest safely. If stuck in a "dead end," use the Abort Man feature in the Game menu or press ⌘-A to continue.

SCORING

Completing a level . . . . 1500 points
Picking up a gold chest . . . . 250 points
Trapping an enemy . . . . 75 points
Enemy dying in a hole . . . . 75 points

HIGH SCORES

If you achieve a new high score, a high score window will appear on the screen at the game's end. Type in your name, then press RETURN or click the mouse outside of the window. You may use only 20 characters or less in entering your name. Even though you can type more characters on the screen, the computer will accept only 20. If you make an error in typing, you can use the Back Space key to make a correction.

VIEW HIGH SCORES

The high score window is always present behind the game board window. Drag down the game board window with your mouse to view it. You can also view the high scores by selecting Show High Scores in the Scores menu. Click the game window, now located behind the high score window, to make it active again.

All Lode Runner game features except digging can be accessed with the mouse. Most of these same features can also be accessed with special command keys.

Menu	Key	
Game	⌘-A	Aborts man if stuck without means of death or escape
Option	⌘-M	sets game to mouse control
Option	⌘-K	sets game to keyboard control
Game	⌘-P	pauses game
Game	⌘-U	advances a level
Game	⌘-E	adds additional lives
Game	⌘-S	starts new game
Option	(none)	slows down or speeds up game

ADJUSTING THE VOLUME

A volume control is located on the Control Panel found on the Apple menu.

MAKING YOUR OWN GAMES

With Lode Runner's Editor you can design, save to disk, and play an endless number of game boards. The mouse interface makes the editor extremely easy to use.

CREATE A NEW FILE

Before you can design your own Lode Runner boards you must create a file to hold them. First pull down the File menu and select Close. Then select New from the same menu. Now follow the prompts.

You can create five game board files on the Lode Runner disk. Each file will hold up to 150 boards. You can make room on your disk for additional files by deleting your current board files (by dragging them to the trash and then emptying the trash) or by moving your current board files to a data disk and then deleting them from your original game disk.

ACTIVATING THE EDITOR

After loading or creating a file, you can activate the Lode Runner editor. Begin by selecting Editor On from the Editor menu. Then follow the prompts. With the editor activated you will be able to create new boards from scratch or modify boards that were created earlier.

DRAWING YOUR BOARDS

Begin by selecting the pen pattern you would like to use from the option bar at the bottom of the screen. The currently activated pen pattern will blink. You'll be choosing from bricks, ladders, bars, trap doors, gold chests, guards, invisible ladders (ladders that appear after getting all gold), and a blank square that will come in handy for correcting errors. You can place up to five guards, and must place one player, on each board. Just move your cursor onto the game screen, press the mouse button and begin to draw. If you want to draw a straight line, use the Shift key for constrain.

MAKING CORRECTIONS OR STARTING OVER

If you change your mind after drawing, or you make an error, there are several ways to correct your design:

1) Use your cursor as an eraser by selecting the blank square. Related to this is another feature that allows you to use the cursor to erase selectively. After drawing with a particular pen pattern, if you press and hold down your mouse button while the cursor is on top of the pattern you have drawn, you will be able to erase that particular pen pattern. Thus, after drawing bricks, if you push and hold down the mouse button while it is on top of a brick, you will then be able to erase only bricks, leaving the rest of your board intact.

2) Select Undo from the Editor menu (or press ⌘-Z) to take back the last action you took, such as the last stroke you made.

3) Click the Revert button on the bottom of the screen to restore your screen to how it appeared when it was last saved.

4) Select Clear from the Editor menu to clear your entire screen.

SAVING YOUR CREATIONS

To save your game boards, click the Save button at the lower left of the screen.

Note: A blank screen will signal to your computer that it has reached the end of a set of boards, so avoid saving a blank screen between levels that you may want to play consecutively later on.

PLAYING YOUR GAME

To play a board that you have just created or altered, select Start Game From...in the Game menu and follow the prompts.

To play your board(s) immediately after loading the Lode Runner game disk, you must first load the proper file. Select Open from the file menu and then select the file that contains your boards. Now select Start Game or Start Game From-...from the Game Menu.

After you play a set of boards they will loop around, allowing you to play them again, this time with even greater challenge: The speed of the guards relative to the speed of your player will increase. Also, the level number at the bottom of the screen will increase each time a new board appears on your screen. Thus, if you were playing a set of three boards, after playing them through once, board one would reappear but would be labeled level four.

LOADING BOARDS FROM A DATA DISK

To load a set of boards from another data disk after first booting the Lode Runner disk, begin by selecting Close, then Open, on the File menu. Then eject the game disk, insert your data disk and select the file that you want. If you have two drives, insert your data disk into your second drive and click the Drive button to get a directory of files. Then click the name of the appropriate file.

MOVING OR DUPLICATING A BOARD

You can *transfer* a board from one level to another, or from one file to another, by using Cut and Paste on the Editor menu. You can *duplicate* a board onto another level by using Copy, also on the Editor menu. The board with which you want to work must be on your screen, and the editor turned on, before you can begin.

To transfer a board to another level, start by selecting the Cut function. Then click Forward or Backward, moving to the level where you want to place the board, and select Paste. You can paste a board on as many levels as you like after first cutting it. If you want to duplicate a board on another level, use Copy instead of Cut.

To transfer a board from one file to another, start by selecting the Cut function. Click Close, then Open, in the File menu. Select the file to which you want to transfer your board. Then select Editor On from the Editor menu. Select the level where you want to place your board and place it there using the Paste feature from the Editor menu. If you want to duplicate a board on another file, use Copy instead of Cut.

MAKING A BACKUP COPY

Lode Runner can be copied as many times as you like. You will need to copy both the Lode Runner application and system folder. Be sure to copy the system folder from the Brøderbund disk, as early versions of the system folder may not work properly with Lode Runner. Playing with a copy will preserve the life of your original game disk. Each time you open a copied Lode Runner from the Finder, you will be asked to momentarily insert your original Lode Runner disk. The original disk acts as a "key," giving you access to the copy. The original may be write protected when used only for validating.

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