

Lode RunnerTM



*An Action Game and Game Generator
by Doug Smith
Version for the IBM PC, PC/XT and PCjr
by Doug Greene*

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.

TO START:

Place the Lode Runner Master Disk in Drive A and turn on your machine, or if your machine is already on, press the Ctrl-Alt-Del keys to boot. After booting, the program automatically begins a self-playing demo of three different levels of play. Watch them to get a sense of the game.

To begin play, press any key (except Esc) or a joystick button if you are using a joystick. (The program automatically determines whether you have a joystick and only sets that mode of play for you.) Your player will start to flash on the screen. To begin game action, move your player using keyboard or joystick control or push a joystick button.

ADJUSTING YOUR JOYSTICK:

The very first time you use joystick control, you will be asked to adjust the centering and sensitivity of your joystick. Follow the screen prompts, adjusting each axis in turn: first center, then up, down, left and right, pressing the joystick button once in each of these five positions. After doing this, the prompts at the lower right of the screen will accurately indicate each joystick position. You may repeat this process until the joystick trigger levels are set to your satisfaction. When finished, press **Esc** to return to the game.

You may also make joystick adjustments anytime during game play by pressing **Esc** then **J** for joystick.

If, at the start of a game, your Lode Runner player starts running without your first moving the joystick, it is a sign that your joystick needs to be readjusted. Repeat the above.

GAME CONTROLS:

Joystick Commands:

- Joystick = move up/down/left/right
- Button 1 = dig right
- Button 2 = dig left

Keyboard Commands:

Initially the program is set to use the following keys. You may redefine the keys if you prefer using others (see "Reassigning Keys" below).

PC and PC/XT (numeric keypad)		PCjr (keyboard)
8 (↑)	move up	I
5 (↓)	move down	K
4 (←)	move left	J
6 (→)	move right	L
7 (or Home)	dig left	U
9 (or Pg Up)	dig right	O

Reassigning Keys:

You may reassign the keys used for keyboard control in the following way. *During game play*, press **Esc** then **K** for **K**eyboard setup. (You may have to press **K** twice if you have a joystick attached to your computer.) Then follow the prompts and press **Enter** (i.e. Return) after assigning each key. You may assign any of the letter, number, function or cursor keys for game control. You may not assign **Esc**, **Ctrl**, **Alt**, **Shift**, **Num Lock**, **Caps Lock**, **ScI Lock**, **Prt Scrn**, or **Enter**.

Important: **During play, never attempt to print the screen using Function-P (on the PCjr) or Prt Scrn (on the PC or PC/XT).** "Printing the screen" will cause the program to freeze and you will have to restart the game.

OVERVIEW:

Lode Runner has three modes of operation: Title/Demonstration Mode, Game Play Mode, and Edit Boards Mode.

The **TITLE/DEMONSTRATION MODE** is the mode that begins when the program is loaded. The screens will cycle from the title page to a three screen demonstration of game action to the high scores screen then back again to the title page.

The **GAME PLAY MODE** usually begins at level 1 with 5 men. Your objective is to pick up all of the treasure boxes and then climb to the highest point on the screen in order to get to the next level without being captured (touched) by an enemy player. You may suspend the action at any time by hitting the **Esc** key, which will freeze the players in their tracks and also allow you to choose options that can change the game.

The **EDIT BOARDS MODE** allows you to create your own game boards on a disk other than the master disk, which cannot be edited. You can manipulate the boards by hitting **Esc**, which allows you to choose other options including a return to game play.

The key to moving between these three modes of operation is to first press the **Esc** key, which will suspend whatever you are currently doing and present you with a list of options for what you can do at that point. You can always return to the previous mode (if you haven't selected another mode) by hitting **Esc** again or the **Return** key which is labeled **↵**. If you are currently playing a game and want to change modes, you must first quit the game by pressing **Esc**. (If you pass through the high score screen first, you may record your initials, or just press **↵** and continue.)

GAME PLAY:

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 only, 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. Your player may also get caught in a situation with no way out and yet be alive. In this case you must sacrifice him/her by pressing **Esc** then **A** (Abort).

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 yet 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" press **Esc** then **A** to continue (see below).

SCORING:

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

HIGH SCORES:

If you achieve a new high score, a high score list will appear on the screen at game's end. Type in your initials then press **←**. Note: You can use the back space key to make corrections before pressing **←**.

SPECIAL KEYS:

As mentioned above, there are three "modes" in the Lode Runner program: DEMO, EDIT and PLAY, and the "key" to opening up all of these options is **Esc**. In any of the three modes, you may view your current options simply by pressing **Esc**. A prompt line will appear at the bottom of the screen. To select a command, simply press the appropriate first letter or key.

Here are the options available in the DEMO and PLAY modes upon pressing **Esc**:

DEMO MODE COMMANDS:

P (lay	enter Play Mode: select any level of play (1-150)
S (how	display high scores
C (lear	clear high scores
E (dit	enter Edit Mode to create your own game boards
I (nit	initialize (i.e. prepare) a blank disk in order to save your own game boards
Esc or ←	return to demo mode

PLAY MODE COMMANDS:

K (eyboard	set game to keyboard control
J (oystick	adjust joystick and set game to joystick control
S (ound	toggle sound off/on
M (en	add "lives," i.e. number of players
L (evel	select any level (1-1500)
→	speed up overall game speed (on PC and PC/XT only)
←	slow down overall game speed (on PC and PC/XT only)

X		flip x-axis on joystick
Y		flip y-axis on joystick
A(bort		abort man if stuck without means of death or escape
Q(uit		return to Demo Mode
Esc or	←	return to Play Mode

Note that adding additional lives or starting a game at a level other than level number one is considered "cheating." Because of this, use of either of these features will prevent you from saving your "high scores" for that game.

NUMBER OF LEVELS:

The Lode Runner master disk has 150 different game boards. There are, however, 1500 playable levels! Upon completion of level 150, you will be faced with level one once again — with a difference! This time the enemy will be faster. In fact, each time you go around the board loop (151, 301, 451, etc.), the enemy gets faster and faster relative to your speed, requiring new strategies. You can experiment with these higher levels by holding down the L(evel key until you go past 150.

MAKING YOUR OWN GAMES

The Game Generator ("Edit mode") lets you design, move, erase, playtest, and save to disk your own unique Lode Runner games — with no programming knowledge required! Don't panic. It's all remarkably easy.

The following chart summarizes the steps involved in making your own games. Detailed instructions are given in the sections that follow.

HOW TO MAKE YOUR OWN GAMES: SUMMARY

	WHAT TO DO	HOW TO DO IT
1.	Enter "Edit Mode"	From demo mode press Esc then E for "Edit" (From game in progress first press Esc then Q to "Quit" game)
2.	Put "Initialized" data disk into disk drive	(See "Initializing Your Data Disk")
3.	Design Your Game	Use cursor arrow keys on the numeric keypad (four cursor arrows on PCjr) to move cursor; Use the standard typewriter keys 0-9 to make shapes
4.	Save Your Game	Press Esc then S to "Save"
5.	Play Your Game	Press P to "Play"

1. ENTERING EDIT MODE:

First you must enter Edit mode. If you are playing a game, press **Esc** then **Q** (for "Quit") to end the game, then press **Esc** then **E** (for "Edit"). If you are starting from the self-playing demo mode, simply press **Esc** then **E**. In either case if you encounter a high score screen you may enter your initials, then just press **←** and continue. The Lode Runner Board Editor screen will appear, allowing you to enter the following single-key editing commands:

EDIT MODE COMMANDS:

S(ave	save created game screen
G(et	call up any level to edit
X(change	swap positions of two levels
C(lear	erase game board
←	view previous level
→	view next level
P(lay	play any level
Q(uit	return to Demo Mode
Esc/↵	return to board editor

These commands are explained in the instructions below.

2. INITIALIZING YOUR DATA DISK:

Before designing your first game board, you must prepare a Lode Runner data disk on which to save your creations. Enter the Demo/Title mode (if you haven't done so already), press **Esc** and then press **I** for "Initialize." Remove your Lode Runner disk and insert a blank disk of your own into the drive. Follow the prompts and give your data disk a name. When the disk drive stops whirring, your data disk is ready to use, and you can use it to create and save 150 different boards without reinitializing. Note: Use this **I** command with caution as it erases the entire data disk! By the way, the program will prevent you from initializing (and erasing) your Lode Runner master disk.

3. DESIGNING YOUR OWN GAME BOARDS:

Now that you have an initialized data disk, you are ready to create your own games. From the Lode Runner Demo screen, press **Esc** then **E** (for "Edit"). You will be asked to type in the number of the game board you want to work on (1-150). For your first board, use 1. Type in the number, then press **↵**. The selected screen will appear.

NOTE: You may use the backspace key **←** above the **↵** key to correct errors on entry.

The process of designing your own boards is simple. There are nine basic shapes that make up all Lode Runner game boards. Each of these shapes is controlled by one of the nine top row number keys (1-9). Zero (0) makes a blank. To design a game screen you simply move the cursor around the screen with the cursor movement keys and place the shapes where you want them by pressing the appropriate number keys.

Remember: You **MUST** have an initialized data disk on hand if you are going to save your creations to disk; you cannot use the Lode Runner


master disk for this purpose.


IMPORTANT: SEE TIPS ON SAVING YOUR CREATIONS BELOW. YOU MUST SAVE YOUR GAME EACH TIME YOU QUIT THE EDIT MODE.


CURSOR MOVEMENT CONTROLS:


When using the Game Generator on the PCjr, use the four cursor arrows for cursor movement. On the PC and PC/XT, use the arrow keys on the numeric keypad for cursor movement.


LODE RUNNER SHAPES:


0 =  = blank (erase)


5 =  = trap door


1 =  = diggable floor

6 =  = ladder that appears after getting all gold

2 =  = undiggable floor

7 =  = gold chest

3 =  = ladder

8 =  = enemy

4 =  = hand over hand bar

9 =  = player

There are a few practical limitations regarding the number of objects you can use:

YOU MUST HAVE ONE "PLAYER" ON YOUR GAME BOARD FOR YOUR GAME TO BE PLAYABLE — i.e. NO MORE, NO LESS THAN ONE LODE RUNNER COMMANDO (SHAPE #9) MUST BE INCLUDED IN YOUR GAME BOARD DESIGN.

You may have 1, 2, 3, 4 or 5 enemy guards (shape #8) on a board. No more than five, no less than one.

Some other shapes (1-7) also have numerical limits, though you are not likely to exceed them. If you do, the program will let you know.

4. SAVING YOUR CREATIONS:

When you finish designing a screen, or when you want to play test it or take a break . . .

YOU MUST SAVE THE BOARD ON YOUR INITIALIZED DATA DISK BY TYPING **Esc** THEN **S** (for "Save"). IF YOU DO NOT SAVE THE GAME ON A DATA DISK, THE BOARD WILL BE LOST WHEN YOU EXIT THE GAME GENERATOR!

5. PLAYING YOUR GAME:

After you have saved a board (using **S**) type **P** (for "Play") to play the game board you've created.

When playing your boards, if you advance to a level for which there is no board, or no player, the game will return to board 1 but at a higher level with the enemy players' speed increased. Thus, you can play around a loop of one or more boards up to 10 times with increasing difficulty each time.

OTHER EDIT MODE COMMANDS:

The other single-key commands available (upon pressing **Esc**) from the Board Editor screen are as follows:

G(Get) — Lets you call up any game board you desire.

Type in the number and press ←

X(Exchange) — Lets you switch one game board with another.

C(Clear) — Erase a game board from disk (blanks the board).

Q(Quit) — Returns you to demo mode.

Esc — Returns you to Editor

NOTE: You cannot edit or manipulate the game boards on the master disk. The editor may be used with a data disk only.

TROUBLESHOOTING:

If you see the message: "Unable to read/write/init this disk . . ." try again with that disk several times before giving up. One of the following problems may be at fault:

1. Drive door was open — close it!
2. Disk not centered on drive spindle — open door, move disk in and out, then close door again.
3. A glitch that will be gone on a retry (dirt, dust, power line noise).

The retry option gives you a chance to recover without loss of level or score if you can fix the problem. This is especially handy on a high score run.

Playtest your own board creations to make sure they are beatable. If you want to refine or improve them, simply return to the editor.

If you get the message: "This game board has an error on it and must be skipped," you have a problem with a game board. If this occurs, with a player disk, enter the editor, C(lear) that board and reenter it.

Remember, as mentioned in "Game Play," if a player becomes stuck in a "dead end" with no way out, press Esc then A to sacrifice that "life" and to resume play.

Important: The Lode Runner master disk is not write protected and could be wiped out using programs such as FORMAT or DISKCOPY if the master disk were inadvertently put in the drive being copied to or formatted. If you do put a write-protect tab on your master disk, you will not be able to save high scores. Otherwise, the game will work as usual.



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