

LODE

RUNNER

®

THE LEGEND RETURNS

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YOU ARE A FEARLESS BOUNTY HUNTER KNOWN TO YOUR ENEMIES AS THE LODERUNNER. THE GREEDY RULERS OF THE EVIL EMPIRE HAVE PLUNDERED THE WORLD OF ITS GEMS AND GOLD, AND IT'S YOUR GOAL TO INFILTRATE THEIR UNDERGROUND TREASURES AND WIN BACK EVERY COIN, TRINKET, AND GEMSTONE. YOU'LL BE RUNNING, CLIMBING, AND DIGGING YOUR WAY THROUGH A LABYRINTH OF SUBTERRANEAN DANGERS. YOU'LL BE BLASTING ESCAPE HOLES WITH YOUR POWERFUL LASER-BLASTER, AND FENDING OFF THE MAD MONKS OF THE EVIL EMPIRE. YOUR SPEED, STRENGTH, AND COCKY ATTITUDE WILL HELP . . . BUT ONLY YOUR QUICK WITS AND CUNNING WILL GET YOU THROUGH THIS MISSION ALIVE!

SYSTEM REQUIREMENTS

MS-DOS™

HARDWARE REQUIREMENT

INTEL 386SX 20 MHZ OR BETTER CPU
HARD DRIVE WITH 12MB FREE
ONE 3.5 IN. HIGH DENSITY DRIVE

MONITOR/CARD SUPPORT

16 COLOR 640X400 (VGA)
256 COLOR 640X400 (SVGA)

SOFTWARE REQUIREMENT

MS-DOS 3.3 OR HIGHER

MEMORY REQUIREMENT

2MB OF MEMORY

SOUND CARD SUPPORT

SOUND BLASTER, SOUND BLASTER PRO,
SOUND BLASTER 16, THUNDERBOARD,
PRO AUDIO SPECTRUM, AND OTHER
SOUND BOARDS THAT ARE SOUND
BLASTER COMPATIBLE

INTERFACE

KEYBOARD, MOUSE, AND JOYSTICK

MACINTOSH™

HARDWARE REQUIREMENT

MACINTOSH COMPUTER
HARD DRIVE WITH 12MB FREE
ONE 3.5 IN. HIGH DENSITY DRIVE

MONITOR/CARD SUPPORT

640X400 256 COLOR
640X400 256 GREY
640X400 16 GREY

SOFTWARE REQUIREMENT

SYSTEM 6.0.7 OR BETTER

MEMORY REQUIREMENT

4MB OF MEMORY

SOUND CARD SUPPORT

MACINTOSH COMPATIBLE SOUND

INTERFACE

KEYBOARD, GRAVIS MOUSE STICK II,
AND GRAVIS GAME PAD

WINDOWS™

HARDWARE REQUIREMENT

INTEL 486SX 25 MHZ OR BETTER CPU
HARD DRIVE WITH 12MB FREE
ONE 3.5 IN. HIGH DENSITY DRIVE

MONITOR/CARD SUPPORT

WINDOWS COMPATIBLE GRAPHICS
CARD (16 COLOR VGA OR BETTER)

SOFTWARE REQUIREMENT

MS-DOS 3.3 OR HIGHER
WINDOWS 3.1

MEMORY REQUIREMENT

4MB OF MEMORY

SOUND CARD SUPPORT

ANY 100% SUPPORTED WINDOWS
SOUND CARD.

INTERFACE

KEYBOARD, MOUSE, AND JOYSTICK

SO MANY WAYS TO PLAY . . .

WHETHER YOU WANT TO DO BATTLE WITH MAD MONKS IN THE NETHERWORLD, BUILD YOUR OWN LEVELS, OR GO HEAD-TO-HEAD AGAINST ONE OF YOUR PALS IN A GOLD-GRABBING LODER-A-THON, LODE RUNNER HAS A STYLE OF GAME PLAY FOR EVERYONE. YOU CAN CHOOSE LODE RUNNER LEVELS AND SET OFF ON AN ADVENTURE THROUGH TEN UNDERGROUND WORLDS FILLED WITH 150 MIND-WRENCHING LEVELS. OR WHEN YOU WANT TO FIND OUT WHO'S TOP BOUNTY HUNTER IN THE EVIL EMPIRE, JUST CHALLENGE ONE OF YOUR FRIENDS TO A GAME OF HEAD-TO-HEAD. THEN, WHEN YOU FEEL THE NEED TO BE CREATIVE, YOU CAN SWITCH OVER TO THE GAME GENERATOR, WHERE YOU'LL HAVE ALL THE TOOLS AND PARTS YOU NEED TO BUILD YOUR OWN LODE RUNNER LEVELS!

BALLOON HELP FOR MAC & WINDOWS

IF YOU EVER NEED INFO ABOUT ANYTHING IN ONE OF THE GAME MENUS, YOU CAN CONSULT BALLOON HELP BY PLACING THE CURSOR OVER ANYTHING YOU WANT IDENTIFIED. ANYTIME THE CURSOR SITS STILL FOR A COUPLE SECONDS, A HELP BALLOON WILL POP UP DESCRIBING THE OBJECT BENEATH IT. IF YOU WANT TO SHUT OFF BALLOON HELP, DRAG YOUR CURSOR TO THE TOP OF THE SCREEN AND THE HELP ICON WILL APPEAR. PULL DOWN THE BAR AND CHOOSE "DISABLE BALLOON HELP."

F1

F1 BUTTON FOR DOS PLAYERS

DOS PLAYERS CAN PRESS THE F1 KEY TO BRING UP A HELP MENU THAT LISTS ALL THE KEY BOARD EQUIVALENTS THAT YOU NEED TO KNOW TO PLAY LODE RUNNER.

MAIN MENU



LODE RUNNER PLAY - CLICK ON THE RUNNING FIGURE TO PLAY LODE RUNNER LEVELS IN THEIR GIVEN ORDER, OR HIT THE CORNER OF THE ICON TO SELECT A SPECIFIC LEVEL.



HEAD-TO-HEAD PLAY - IN HEAD-TO-HEAD PLAY, YOU AND A PAL BATTLE IT OUT FOR GOLD, GUTS, AND GLORY! CLICK ON THE TWO FIGURES TO PLAY HEAD-TO-HEAD LEVELS IN THEIR GIVEN ORDER, OR SELECT THE CORNER OF THE ICON TO CHOOSE A SPECIFIC LEVEL FOR YOUR HEAD-TO-HEAD MATCH.



PLAY HOMEMADE LEVELS - CHOOSE THE FIGURE WITH THE HAMMER TO PLAY A GROUP OF YOUR HOMEMADE LEVELS, OR HIT THE CORNER OF THE ICON TO SELECT A SPECIFIC LEVEL.



LOAD A GROUP OF LEVELS - CLICK HERE TO LOAD LEVEL SETS FROM DISK.



GAME GENERATOR - CHOOSE THE HAMMER TO CREATE YOUR OWN LODE RUNNER LEVELS.



SELECT THIS ICON TO BRING UP THE GAME OPTIONS.



CLICK HERE TO QUIT GAME.



LODE RUNNER PLAY

LODE RUNNER PLAY WILL TAKE YOU THROUGH TEN SUBTERRANEAN WORLDS, EACH WITH FIFTEEN LEVELS OF INCREASING DIFFICULTY. LEVELS WILL COME IN A PROGRAMMED ORDER UNLESS YOU INTENTIONALLY SNEAK AHEAD. (NOTE: IF YOU CHOOSE TO PLAY THE LEVELS OUT OF ORDER, YOU'LL MISS OUT ON THE ANIMATED MINI-FLICKS THAT REWARD YOU FOR FINISHING OFF EACH WORLD!)

YOUR MAIN OBJECTIVE IS TO HELP JAKE PERIL (A.K.A. THE LODE RUNNER) SNATCH UP ALL THE TREASURES IN EACH LEVEL WITHOUT GETTING SNUFFED BY THE MAD MONKS. AS SOON AS JAKE GRABS THE LAST GOODIE IN A LEVEL, AN EXIT APPEARS LEADING JAKE OUT OF ONE ADVENTURE AND ON TO THE NEXT.

JAKE CARRIES A LASER-BLASTER EVERYWHERE HE GOES. HE USES IT TO BLAST HOLES IN THE TURF FOR TRAPPING MAD MONKS, TO CREATE AN ESCAPE ROUTE, OR TO BURROW HIS WAY TO BURIED TREASURES. THERE ARE ALSO A VARIETY OF SPECIAL TOOLS SCATTERED THROUGHOUT THE GAME (SEE PAGES 14-19). YOU'LL NEED TO HELP JAKE GET AHEAD OF THESE FROM TIME TO TIME . . . TO FIGHT HIS WAY THROUGH STICKY SITUATIONS.

LODE RUNNER ICON BAR



RETURN TO MAIN MENU



LIVES REMAINING (CLICK ON THE SKULL AND CROSSBONES TO KILL THE PLAYER.)



SCORE FOR PLAYER



THOSE MENACING MAD MONKS

THESE NETHERWORLD GHOULS PRESENT THE GREATEST DANGER TO JAKE'S TREASURE-HUNTING EXPLOITS. IF THEY MANAGE TO CATCH HIM, THEY BEAT THE BEJEEPERS OUT OF HIM AND HE LOSES A LIFE. JAKE GETS THREE LIVES AT THE BEGINNING OF EACH GROUP OF LEVELS. EACH TIME HE GETS SNUFFED, THE LEVEL RESETS UNTIL HE RUNS OUT OF LIVES. UNUSED LIVES ARE ACCUMULATED, SO THAT JAKE CAN USE THEM LATER WHEN THE LEVELS GET TOUGHER.

MAD MONKS HAVE VARYING LEVELS OF INTELLIGENCE, AGGRESSIVENESS, AND BAD HYGIENE. THE KEY TO BEATING THEM IS WATCHING THEIR MOVES AND FIGURING OUT HOW TO TRICK THEM INTO GETTING SIDETRACKED, STUCK, OR OTHERWISE CONFUSED. JAKE CAN TRAP MAD MONKS BY BLOWING HOLES IN FRONT OF THEM WITH HIS LASER-BLASTER. BEING A LITTLE SHORT ON BRAINS, MAD MONKS WILL WALK RIGHT INTO THE HOLES AND GET STUCK THERE FOR SEVERAL SECONDS. THE ONES THAT GET TRAPPED AND DIE WILL REAPPEAR ON THE SCREEN AFTER A WHILE, LOOKING FOR REVENGE.

MAD MONKS CAN ALSO PICK UP AND CARRY TREASURE. SOMETIMES JAKE HAS TO TRAP THEM IN HOLES TO MAKE THEM COUGH UP THE GOODIES THEY'RE HOLDING.

001

LEVEL BEING PLAYED

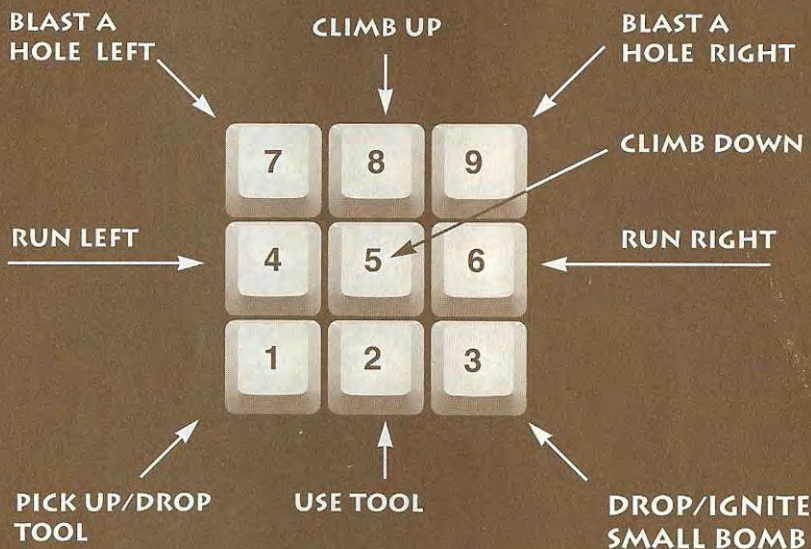


TOOL PLAYER IS CARRYING
AND NUMBER OF BOMBS
PLAYER IS CARRYING



CONTROLLING JAKE

YOU CAN CONTROL JAKE'S MOVEMENT A COUPLE DIFFERENT WAYS (DEPENDING ON WHAT KIND OF COMPUTER YOU'RE USING). FOR ALL MACHINES, JAKE'S DEFAULT CONTROLS ARE THE NUMERIC PAD ON YOUR KEYBOARD. BUT YOU CAN ALSO USE A JOYSTICK (DOS AND WINDOWS) OR A GRAVIS MOUSE STICK II OR GRAVIS GAME PAD (MAC). CHECK OUT THE OPTIONS MENU ON PAGE 10) FOR ADJUSTING THE SETTINGS.



HEAD-TO-HEAD CONTROLS FOR PLAYER 2



IN A HEAD-TO-HEAD MATCH, PLAYER 2 CAN CONTROL JAKE'S GOLD-GRABBING SIDEKICK, WES RECKLESS, BY USING THESE DEFAULT KEYS. IF YOU WANT TO CHANGE THE SETTINGS, SEE THE OPTIONS MENU ON PAGE 10.



JOYSTICK CONTROL

MS DOS

IF YOU WANT TO OPERATE YOUR LODE RUNNER CONTROLS WITH A JOYSTICK, GO TO THE OPTIONS MENU (SEE PAGE 10) AND CHOOSE THE JOYSTICK ICON IN THE TOP LEFT CORNER.

WINDOWS

PLEASE MAKE SURE YOUR JOYSTICK DRIVER IS INSTALLED. CONSULT YOUR JOYSTICK INSTRUCTION MANUAL FOR WINDOWS INSTALLATION.



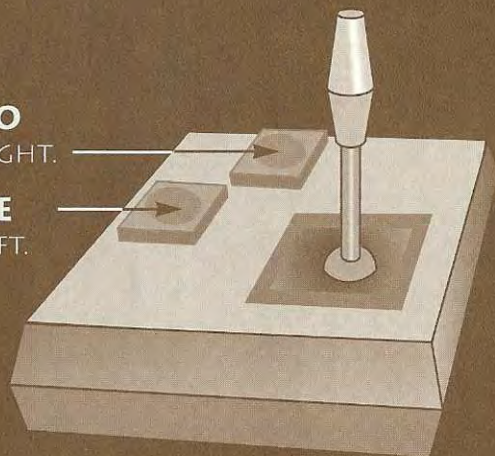
BUTTON TWO

BLAST A HOLE RIGHT.



BUTTON ONE

BLAST A HOLE LEFT.



PICK UP/DROP TOOL

PULL DOWN JOYSTICK AND PRESS BUTTON ONE.



USE TOOL JAKE IS CARRYING

PULL DOWN JOYSTICK AND PRESS BUTTON TWO.



DROP AND IGNITE SMALL BOMB

PUSH UP JOYSTICK AND PRESS BUTTON TWO.



TACTICAL TIP NO. 1

F6 KEY SPEEDS THINGS UP!

DOS AND WINDOWS USERS CAN SPEED UP THE GAME BY PRESSING THE F6 KEY. TO SLOW DOWN THE GAME PRESS THE F5 KEY.



GAME OPTIONS

USE THIS MENU TO CHANGE ANY OF THE GAME'S CONTROLS. SET THE OPTIONS FOR A ONE-PLAYER GAME USING THE CONTROLS ON THE LEFT, OR CUSTOMIZE CONTROLS FOR A SECOND PLAYER USING THE PANEL ON THE RIGHT. IN HEAD-TO-HEAD PLAY, JAKE IS JOINED BY WES RECKLESS, A FELLOW BOUNTY HUNTER DRESSED IN BLUE. IF YOU PLAY USING THE DEFAULT SETTINGS, JAKE IS CONTROLLED BY THE NUMERIC PAD AND WES IS CONTROLLED BY THE SET OF KEYS SHOWN ON THE RIGHT SIDE OF THE OPTIONS MENU. YOU CAN ALSO ALTER THE CONTROLS TO USE A MOUSE OR JOYSTICK IF AVAILABLE.



CONTROL THE GAME WITH A JOYSTICK.



CONTROL THE GAME WITH THE KEYBOARD.



CONTROL THE GAME USING A MOUSE.



RESET CURRENT OPTION SETTINGS TO DEFAULT OPTION SETTINGS.

KEY CONTROL PROGRAMMING

USE THESE BUTTONS TO CHANGE THE KEYBOARD CONTROL SETTINGS FOR YOUR GAME. CLICK ON THE ICON WHOSE SETTING YOU WANT TO CHANGE. THEN CHOOSE ANY KEY ON YOUR KEYBOARD. WHEN YOU PUNCH THAT KEY, THE NUMBER OR LETTER WILL APPEAR IN THE WINDOW.

BLAST A HOLE LEFT

CLIMB UP

BLAST A HOLE RIGHT

RUN LEFT

CLIMB OR DROP DOWN

RUN RIGHT

PICK UP OR DROP TOOL

USE TOOL

DROP/IGNITE BOMB



RAISE OR LOWER THE VOLUME OF MUSIC AND SOUND EFFECTS.

NOTE:

THE DOS OPTION SCREEN DOES NOT HAVE A VOLUME CONTROL SECTION.



TURN THE MUSIC ON OR OFF.

TURN THE SOUND EFFECTS ON OR OFF.



CANCEL THIS SCREEN



SAVE CHANGES AND RETURN TO THE MAIN MENU

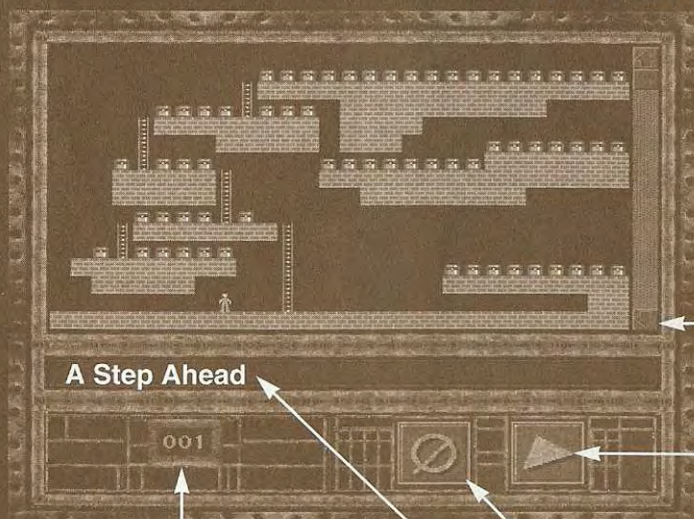


PLAY FROM LEVEL

YOU DON'T HAVE TO PLAY THE LODERUNNER LEVELS IN THE ORDER THEY'RE GIVEN TO YOU. IF YOU'RE FEELING ESPECIALLY DEFIANT AND ANTI-ESTABLISHMENT, YOU CAN USE THE PLAY FROM LEVEL FEATURE TO BRING UP ANY LEVEL IN THE WHOLE GAME. BUT THERE'S A CATCH. IF YOU BLOW OFF THE PROGRAMMED ORDER OF THINGS, THE GAME WILL HAVE NO WAY OF RECOGNIZING YOUR COLLECTIVE ACHIEVEMENTS. HENCE, YOU'LL MISS OUT ON THE COOL ANIMATED MINI-FLICKS STASHED AT THE END OF EACH GROUP OF LEVELS. WORSE STILL, YOU'LL MISS JAKE PERIL'S OUTRAGEOUS FINALE FLICK AT THE END OF THE GAME.

PLAY FROM LEVEL WINDOW

THIS WINDOW SHOWS YOU A DIAGRAM OF THE SELECTED LEVEL.



USE THE ARROWS TO SCROLL UP AND DOWN THROUGH THE LIST OF LEVELS

PLAY THE SELECTED LEVEL

CANCEL

NAME OF THE LEVEL



HEAD-TO-HEAD PLAY

HEAD-TO-HEAD CONTESTS CAN BE PLAYED AS COOPERATIVELY—OR AS CANTANKEROUSLY—AS YOU WANT. IF YOU WANT TO WORK TOGETHER, ONE LODERUNNER CAN LURE THE MAD MONKS AWAY WHILE THE OTHER NABS THE GOODIES. OR IF YOU WANT TO GO FOR POINTS, YOU CAN COMPETE TO SEE WHO CAN SNAG THE MOST GOLD. THE GAME KEEPS TRACK OF EACH PLAYER'S EARNINGS. IN SOME LEVELS, YOU MAY FIND IT NECESSARY TO WORK TOGETHER TO GET AT SOME OF THE GOODIES. IN OTHERS, YOU CAN BE AS GREEDY AND OBNOXIOUS AS YOU WANT.



RETURN TO MAIN MENU



NUMBER OF BOMBS PLAYER IS CARRYING



TOOL PLAYER IS CARRYING



LIVES REMAINING
CLICK ON THE SKULL AND
CROSS-BONES TO KILL
THE PLAYER.



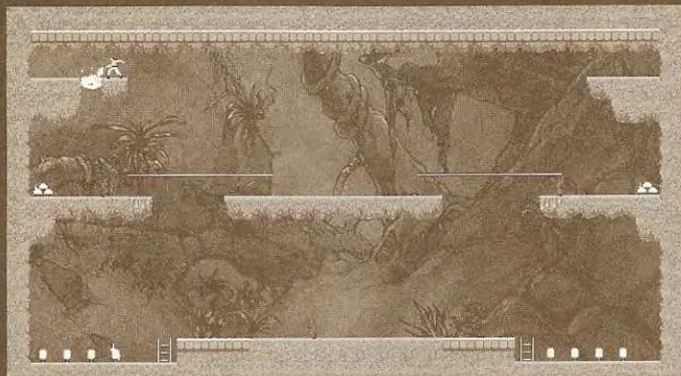
SCORE FOR PLAYER

TEN UNDERWORLDS & TOOL OVERVIEW

JAKE'S JOURNEY WILL TAKE HIM THROUGH TEN UNDERGROUND REGIONS, EACH CONTAINING FIFTEEN LEVELS OF INCREASING DIFFICULTY. JAKE WILL ALSO LEARN HOW TO USE A NEW TOOL AT THE BEGINNING OF EACH WORLD.



MOSS CAVERNS



LASER BLASTER

THE LASER BLASTER IS JAKE'S DEFAULT TOOL. HE CARRIES IT WITH HIM EVERYWHERE HE GOES—AND IT NEVER RUNS OUT OF FIRE POWER. HE CAN USE IT TO BLAST HOLES IN TURF SO HE CAN TRAP MAD MONKS, CREATE ESCAPE ROUTES, AND GET TO HIDDEN TREASURES.

7

BLAST LEFT

9

BLAST RIGHT



TACTICAL TIP NO. 2

GETTING TO THE GOODS

YOU CAN BLAST YOUR WAY DOWN TO TREASURE THAT'S HIDDEN BENEATH SEVERAL LAYERS OF TURF. HERE'S HOW: BLAST A HOLE, THEN BACK UP. BLAST ANOTHER HOLE, AND BACK UP AGAIN. KEEP DOING THIS UNTIL YOU'VE BLASTED AS MANY HOLES IN A HORIZONTAL ROW AS THERE ARE LEVELS OF TURF YOU NEED TO GET THROUGH. (IN OTHER WORDS, IF YOU NEED TO GET TO TREASURE THAT'S BURIED UNDER FOUR LAYERS OF TURF, DIG FOUR HOLES IN A ROW BEFORE YOU JUMP INTO THE DITCH). REPEAT THE BLASTING PROCESS UNTIL YOU'VE TORCHED YOUR WAY DOWN TO THE TREASURE!



FINDING STUFF IN TURF

TREASURES, SMALL BOMBS, AND KEYS MAY BE HIDDEN UNDERNEATH THE TURF ANYWHERE IN A LEVEL. JAKE CAN DISCOVER THESE GOODIES BY BLASTING ABOUT IN A RANDOM FRENZY.

SMALL BOMBS

SET THESE DOWN , THEN GET JAKE OUT OF THE WAY - FAST - OR HE'LL GET BLOWN UP. THEY'LL BLOW UP AFTER A SHORT DELAY, TOASTING ALL MAD MONKS AND TURF WITH-IN RANGE. JAKE CAN CARRY UP TO FOUR OF THESE AT A TIME.



HIDEOUT

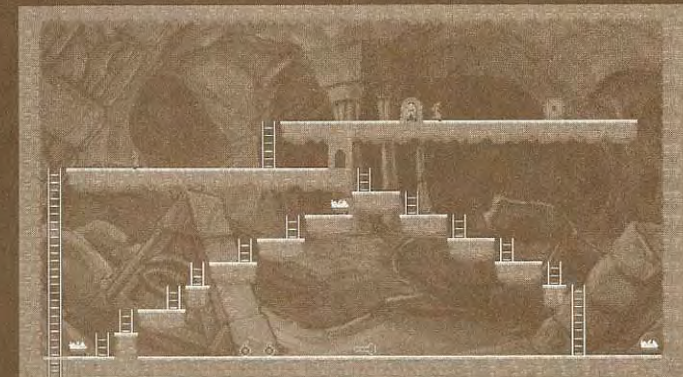
JAKE CAN SLIP INSIDE THIS CAVE TO HIDE UNTIL THE MAD MONKS HAVE GONE PAST.



FUNGUS DELVINGS

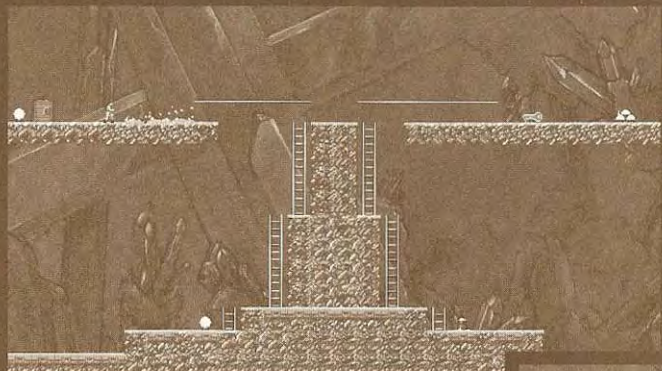


LOST CITY OF UR





CRYSTAL HOARD



1 PICK UP

2 USE



SLIME BUCKET

THIS STUFF CAN BE HURLED ON THE GROUND IN FRONT OF APPROACHING MAD MONKS. IT'LL SLOW THEM DOWN QUITE A BIT, BUT DOES NO PERMANENT DAMAGE. EACH BUCKET CAN BE USED ONLY ONCE.



WINTER'S DUNGEON



1 PICK UP

2 USE



MAD MONK SNARE

JAKE CAN PICK THIS UP AND DROP IT IN THE PATH OF A MAD MONK. WHEN THE MAD MONK WALKS OVER IT, THE TRAP SPRINGS AND HE'S HUNG UPSIDE-DOWN.



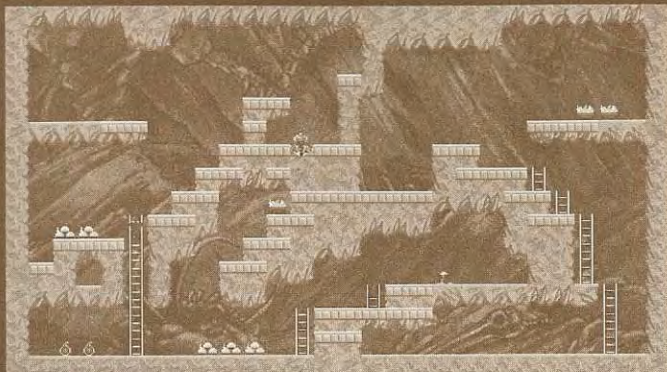
WARNING!
JAKE CAN GET CAUGHT IN THIS TRAP TOO,

JACKHAMMER

LETS JAKE DRILL THROUGH BEDROCK (WHICH HIS LASER-BLASTER CAN'T DO). THIS TOOL IS REUSABLE—HE CAN DRILL HOLES ANY-TIME HE'S CARRY-ING IT. THE HOLES ARE PERMANENT. JACKHAMMERS DON'T AFFECT ANY OTHER KINDS OF TURF.



SKELETON'S KEEP



1 PICK UP

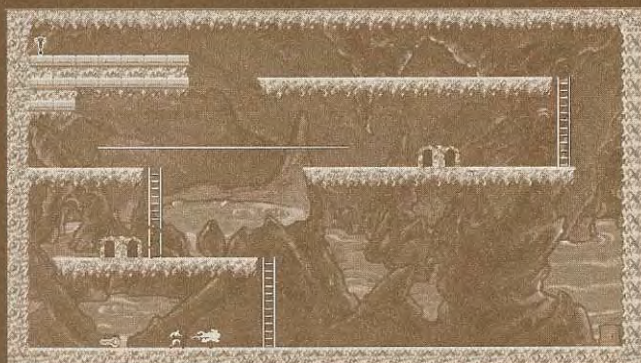
2 USE

BEFUDDLEMENT GAS

WHEN JAKE SETS THIS STUFF OFF IN FRONT OF A MAD MONK, THE MONK WILL BECOME TOTALLY DISORIENTED FOR SEVERAL SECONDS. THIS TOOL NEVER RUNS OUT.



INFERNO'S PLAYGROUND

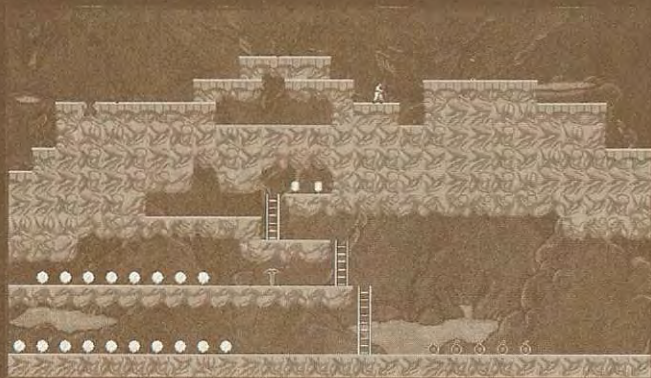


1 PICK UP

2 USE



SHIMMERING CAVERNS



1

PICK UP

2

USE

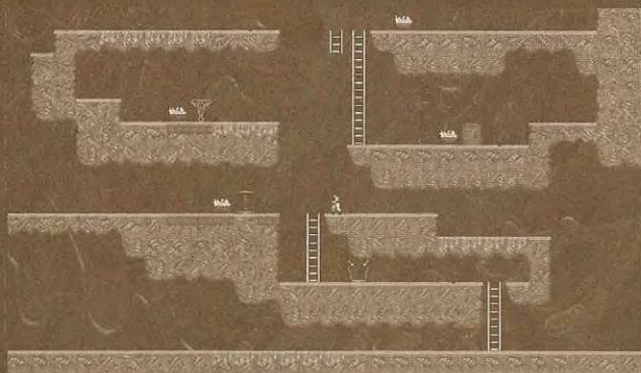


PICKAXE

JAKE CAN USE THIS TOOL TO CREATE CAVE-INS FROM OVERHEAD TURF AND BEDROCK. IT'S A HANDY WAY TO TRAP MAD MONKS AND CREATE BARRICADES—THOUGH ONLY TEMPORARILY. THE AXE CAN BE USED REPEATEDLY AS LONG AS JAKE'S CARRYING IT.



THE SHADOWLANDS



DARKNESS SPOTLIGHT

SUDDENLY JAKE FINDS HIMSELF SURROUNDED BY AN EERIE DARKNESS. HIS PATH IS LIT ONLY BY A DIM GLOW FROM THE XARTANIUM PENDANT HANGING ROUND HIS NECK. THERE ARE NOISES IN THE DARKNESS. WHERE THE HECK IS THE EXIT DOOR? SWEAT AND ADRENALINE. DANGER AROUND EVERY CORNER. IT JUST DOESN'T GET ANY BETTER THAN THIS.

TRANSPORTER

CONSISTS OF AN ENTRANCE AND AN EXIT (THEY WON'T WORK IN THE REVERSE DIRECTION). WHEN JAKE RUNS INTO THE ENTRANCE, HE'LL POP OUT THE EXIT. MAD MONKS CAN USE IT, TOO.



MELTDOWN METROPOLIS



WIRING TRANSPORTERS

YOU CAN PLACE AS MANY TRANSPORTER ENTRANCES AND EXITS ON THE SCREEN AS YOU DESIRE. TO WIRE A SPECIFIC ENTRANCE TO A SPECIFIC EXIT, CLICK ON THE PLIERS IN THE TOOLBOX AND THEN CLICK ON THE ENTRANCE YOU WANT TO WIRE. A ZERO WILL APPEAR ON THAT ENTRANCE. LEFT CLICK ON THE ZERO TO COUNT UP THROUGH THE NUMBERS (WINDOWS USERS COUNT DOWNWARD USING THE RIGHT MOUSE BUTTON; MAC USERS PRESS THE OPTION KEY AND CLICK THE MOUSE; DOS USERS PRESS THE CTRL KEY AND CLICK THE MOUSE). LET'S SAY YOU ASSIGN A NUMBER "1" TO THIS ENTRANCE. NOW MOVE YOUR CURSOR TO THE EXIT YOU WANT TO WIRE. ASSIGN THE SAME NUMBER ("1"). NOW, WHEN JAKE COMES TO ENTRANCE 1, HE WILL BE TRANSPORTED TO EXIT 1. ASSIGN DIFFERENT NUMBERS TO EACH PAIR OF TRANSPORTERS IN THE LEVEL. (NOTE: IF YOU ASSIGN THE SAME NUMBER TO MORE THAN ONE EXIT, JAKE WILL TRANSPORT INTO THE ONE YOU PLACED HIGHEST ON THE SCREEN.)



ENTRANCE



EXIT



GAME GENERATOR

CHOOSE THE HAMMER ICON FROM THE MAIN MENU WHEN YOU'RE READY TO BUILD YOUR OWN LODERUNNER LEVELS. YOU'LL HAVE ACCESS TO ALL THE TOOLS AND PARTS YOU NEED TO CREATE LEVELS JUST LIKE THE ONES THAT COME WITH THE GAME. YOU CAN SELECT ANY OF THE TEN NETHERWORLD BACKGROUNDS, AND DROP UP TO TEN BLOODTHIRSTY MAD MONKS INTO EACH OF YOUR CREATIONS. YOU CAN ALSO MAKE YOUR OWN HEAD-TO-HEAD LEVELS SIMPLY BY PUTTING TWO LODERUNNERS (ONE WHITE - ONE BLUE) ON THE SCREEN. YOU'LL BE BUILDING YOUR LEVELS IN GROUPS—WHICH CAN CONTAIN AS FEW OR AS MANY LEVELS AS YOU WANT. YOU CAN CONNECT THESE LEVELS TOGETHER. EACH TIME A PLAYER MAKES IT THROUGH THE EXIT IN ONE OF YOUR LEVELS, HE'LL BE TAKEN TO THE NEXT LEVEL IN THE GROUP. (SEE PAGE 22 FOR A FULL EXPLANATION). ONCE YOU'VE BUILT YOURSELF A NICE COLLECTION OF LODERUNNER LEVELS, YOU'LL WANT TO TRY THEM OUT ON YOUR PALS. YOU CAN DOWNLOAD YOUR HOMEMADE ADVENTURES ONTO FLOPPY DISKS OR BULLETIN BOARDS, AND SET OUT A CHALLENGE FOR OTHER LODERUNNER PLAYERS ANYWHERE.



GAME GENERATOR MENU



	RETURN TO MAIN MENU.			MOVE TO THE NEXT LEVEL IN THE GROUP.
	LOAD A LEVEL YOU PREVIOUSLY CREATED AND SAVED.			CHOOSE BETWEEN DAYLIGHT OR SPOTLIGHT SETTING.
	SAVE A GROUP OF LEVELS YOU CREATED.			BRING UP THE BACKGROUND MENU (SEE PG. 25 FOR DETAILS).
	START BUILDING A NEW GROUP OF LEVELS.			TITLE THE LEVEL YOU'RE BUILDING.
	ADD A LEVEL TO A GROUP.			INDICATES THE LEVEL YOU'RE WORKING ON.
	DELETE A LEVEL FROM A GROUP.			RUN THE LEVEL.

SAVING LEVELS INTO GROUPS

YOUR HOMEMADE LOAD RUNNER LEVELS ARE SAVED INTO GROUPS JUST LIKE THE ONES IN THE GAME. YOU CAN ADD AS MANY LEVELS AS YOU WANT TO A GROUP, AND YOU CAN LINK ANY TWO LEVELS WITHIN THE GROUP (SEE LINKING LEVELS ON PAGE 22). JUST FOLLOW THESE NINE STEPS:

1. CHOOSE THE SAVE GROUP ICON AND MAKE UP A NAME FOR THE GROUP OF LEVELS YOU ARE ABOUT TO BUILD.



2. BUILD A LEVEL. MAKE SURE IT CONTAINS ONE LOBE RUNNER (OR TWO FOR HEAD-TO-HEAD LEVELS), AT LEAST ONE MAD MONK, AS MANY GEMS AS YOU WANT, AND AN EXIT DOOR.

3. TITLE YOUR LEVEL USING THE TITLE ICON.



4. ADD LEVEL TO THE GROUP BY CHOOSING THE ADD A LEVEL ICON. NOTE: THIS WILL NOT SAVE YOUR GROUP AUTOMATICALLY. YOU NEED TO SAVE YOUR GROUP BY CLICKING ON THE SAVE GROUP ICON.



5. BUILD A SECOND LEVEL.

6. TITLE THIS LEVEL ALSO.

7. CLICK ON THE SAVE GROUP ICON TO SAVE THIS INTO THE SAME GROUP AS THE PREVIOUS LEVEL.

8. YOU NOW HAVE TWO LEVELS IN YOUR GROUP. ADD AS MANY LEVELS AS YOU WANT IN THE GROUP BY REPEATING THIS PROCESS.

9. WHEN YOU'RE READY TO START A WHOLE NEW GROUP OF LEVELS, CHOOSE THE NEW GROUP ICON. THEN FOLLOW STEPS 1-7 AGAIN.



LINKING LEVELS

WHEN JAKE PERIL ESCAPES THROUGH THE EXIT DOOR OUT OF ONE LEVEL, HE CAN BE AUTOMATICALLY TRANSPORTED INTO ANY OTHER LEVEL IN THE GROUP. HERE'S HOW YOU DO IT:

1. LOAD THE LEVEL YOU WANT JAKE TO EXIT. MAKE SURE THERE IS A GRAY EXIT DOOR ON THE SCREEN.



2. CLICK ON THE PLIERS IN THE TOOLBOX.

3. CLICK ON THE GRAY EXIT DOOR.



4. THE LEVEL LOADER SCREEN WILL APPEAR. SCROLL THROUGH THE LEVELS UNTIL YOU COME TO THE ONE YOU WANT JAKE TO ENTER. THEN CLICK ON THE BIG TRIANGLE ICON.
5. NOW WHENEVER SOMEONE SOLVES THE PUZZLE WITH THE PROGRAMMED EXIT, JAKE WILL AUTOMATICALLY TRANSPORT TO THE LEVEL YOU SELECTED FOR HIS NEXT ENTRANCE. HE WILL ENTER THAT LEVEL WHEREVER YOU HAVE PLACED THE LODER RUNNER FIGURE ON THE SCREEN.



TACTICAL TIP NO. 3

LOTS OF EXIT DOORS

YOU CAN PLACE MORE THAN ONE GRAY EXIT DOOR ON THE SCREEN IF YOU WISH, AND YOU CAN LINK EACH DOOR TO A DIFFERENT LEVEL. THIS WAY, THE EXIT DOOR THAT A PLAYER HAPPENS TO CHOOSE WILL DETERMINE WHICH LEVEL HE ENDS UP IN. ONE DOOR MIGHT TAKE HIM BACK TO THE BEGINNING OF THE GROUP, ANOTHER MIGHT LEAD HIM TO A LEVEL AT THE VERY END OF THE GROUP.



TACTICAL TIP NO. 4

JUMP TO THE END OF A GROUP

WHEN YOU'RE PLAYING IN THE GAME GENERATOR, YOU CAN SCROLL BACK AND FORTH THROUGH THE GROUP OF LEVELS BY USING THE LEFT AND RIGHT ARROWS AT THE BOTTOM OF THE SCREEN. SINCE LODER RUNNER LEVELS ARE LINKED IN A LOOP, YOU CAN SCROLL BACKWARDS WITH THE LEFT ARROW TO GET TO THE LEVELS AT THE END OF THE GROUP.

BACKGROUND MENU



BRING UP THIS MENU BY CHOOSING THE GLOBE ICON FROM THE GAME GENERATOR MENU. EACH OF THE TEN ICONS REPRESENTS AN UNDERGROUND WORLD. CLICK ON THE BACKGROUND YOU WANT, THEN CLICK ON THE SELECTION ARROW.



VIEWING WINDOW



SHOWS THE SECTION OF THE BACKGROUND THAT WILL APPEAR ON THE LEVEL SCREEN.



CANCEL THIS SCREEN.



SELECT THE HIGHLIGHTED BACKGROUND.



GAME GENERATOR TOOLBOX

USE THE TOOLS IN THIS MENU TO CREATE YOUR OWN LODGE RUNNER LEVELS. SELECT THE PART YOU WISH TO PLACE ON THE SCREEN FROM THE WINDOW AT THE BOTTOM OF THIS MENU. THEN USE THE TOOLS AS FOLLOWS:



FILL IN THE AREA BETWEEN SURROUNDING WALLS WITH THE SELECTED PART.



CLICK PARTS ONTO THE SCREEN ONE AT A TIME, OR HOLD DOWN ON THE CURSOR AND DRAG THE MOUSE TO PAINT LARGE SECTIONS WITH THE SELECTED PART.



DRAG THE CURSOR TO CREATE A SQUARE OR RECTANGULAR OUTLINE, WHICH WILL FILL IN WITH THE SELECTED PART.



DRAG THE CURSOR IN A DIAGONAL LINE. WHEN YOU LET UP ON THE CURSOR, THE LINE WILL FILL IN WITH THE SELECTED PART.



SELECT THIS PART, THEN HIT OR DRAG CURSOR ACROSS PARTS YOU WISH TO ERASE.



CUT ANY PART OR SELECTED AREA ON THE SCREEN.



CLICK ON THIS, THEN CLICK ON ANY PART ON THE SCREEN TO SELECT PART.



COPY SELECTION TO A CLIPBOARD.



WIRE TOGETHER TELEPORTERS AND EXITS.



PASTE A PART OR SECTION YOU'VE CUT OR COPIED.



SURROUND AREA YOU WANT TO ERASE OR MOVE.



UNDO YOUR LAST MOVE.



GAME GENERATOR PARTS BIN

CLICK ON THIS WINDOW AND HOLD DOWN ON THE CURSOR. THIS WILL BRING UP THE TOOLBOX PARTS BIN.



TURF - THE PRIMARY SUBSTANCE IN NETHERWORLD TERRAIN. JAKE PERIL CAN TEMPORARILY BLOW HOLES IN IT WITH HIS LASER-BLASTER OR WITH A BOMB (WHICH ALLOWS HIM TO DIG HIS WAY TO BURIED TREASURES OR MAKE PITS FOR TEMPORARILY TRAPPING MAD MONKS). DESTROYED TURF GROWS BACK AFTER A FEW SECONDS.



BEDROCK - REALLY BEDROCK. CAN ONLY BE DESTROYED WITH A JACKHAMMER.



TAR TURF - SLOWS DOWN JAKE AND THE MAD MONKS BIG TIME. JAKE CAN CREATE THE SAME EFFECT ON REGULAR TURF BY HURLING A SLIME BUCKET.



TRAP DOOR TURF - IF JAKE STEPS ON THIS, HE'LL FALL RIGHT THROUGH.



TREASURES - YOUR MAIN GOAL IS TO HELP JAKE SCOOP UP ALL THE TREASURE ON THE SCREEN SO YOU CAN GO ON TO THE NEXT LEVEL. AS SOON AS YOU GRAB A PIECE, IT DISAPPEARS FROM THE SCREEN AND IS ADDED TO YOUR SCORE. MAD MONKS CAN ALSO PICK UP TREASURE AND CARRY IT AROUND FOR A WHILE. THEY'LL DROP IT IF THEY FALL INTO HOLES DUG BY JAKE.



LADDER - ALLOWS JAKE TO CLIMB UP AND DOWN WITHIN THE LEVEL.



INVISIBLE LADDER - APPEARS ONLY WHEN ALL THE TREASURE IN A LEVEL HAS BEEN COLLECTED. CAN REVEAL A SECRET ACCESS TO EXITS.



HAND-OVER-HAND BAR - JAKE AND THE MAD MONKS CAN CROSS GORGES AND CHASMS VIA HAND-OVER-HAND BAR, OR DROP OFF THE BAR AT ANY POINT. JAKE CAN'T USE ANY OF HIS TOOLS WHILE HE'S HANGING ON TO THE BAR.



TRANSPORTER - CONSISTS OF A ONE-WAY ENTRANCE AND AN EXIT (THEY WON'T WORK IN REVERSE). WHEN JAKE JUMPS INTO THE ENTRANCE, HE'LL POP OUT THE EXIT NO MATTER WHERE IT'S POSITIONED. MAD MONKS MIGHT FOLLOW HIM.



KEYS - COLOR CODED TO GO WITH A SPECIFIC KEY DOOR.



KEY DOOR - MATCH THE KEY WITH THE SAME COLORED DOOR AND JAKE IS ON HIS WAY TO THE NEXT LEVEL.



EXIT DOOR - ONE OF THESE APPEARS WHEN JAKE HAS NABBED ALL THE TREASURES IN THE LEVEL. USE THE PLIERS TO LINK THIS EXIT TO ANOTHER LEVEL. FOR MORE INFO SEE THE TACTICAL TIPS ON PAGE 22.



JACKHAMMER - LETS JAKE DRILL THROUGH BEDROCK (WHICH HIS LASER-BLASTER CAN'T DO). THIS TOOL IS REUSABLE—JAKE CAN DRILL HOLES ANYTIME HE'S CARRYING IT. THE HOLES ARE PERMANENT, SO JAKE USUALLY NEEDS TO THINK BEFORE DRILLING. JACKHAMMERS DON'T AFFECT ANY OF THE OTHER KINDS OF TURF.



PICKAXE - JAKE CAN USE THIS TOOL TO CREATE CAVE-INS FROM OVERHEAD TURF AND BEDROCK. IT'S A HANDY WAY TO TRAP MAD MONKS AND CREATE BARRICADES—THOUGH ONLY TEMPORARILY. THE PICKAXE CAN BE USED REPEATEDLY AS LONG AS JAKE'S CARRYING IT.



MAD MONK SNARE - JAKE CAN PICK THIS UP, CARRY IT, AND DROP IT IN THE PATH OF A MAD MONK. WHEN THE MAD MONK WALKS OVER IT, THE TRAP SPRINGS AND HE'S HUNG UPSIDE-DOWN. WARNING—JAKE CAN GET CAUGHT IN THIS TRAP, TOO!



HIDEOUT - JAKE CAN SLIP INSIDE THIS CAVE TO HIDE UNTIL THE MAD MONKS HAVE GONE PAST.



BOSS BOMB - SET THIS DOWN, THEN GET JAKE OUT OF THE WAY - FAST! THIS WILL BLOW UP AFTER A SHORT DELAY, TOASTING EVERYTHING WITHIN RANGE - PERMANENTLY. YOU CAN PICK UP/IGNITE ONLY ONE OF THESE GUYS.



SMALL BOMB - THIS HIGH POWERED EXPLOSIVE WORKS JUST LIKE A BOSS BOMB, EXCEPT IT CAN ONLY BLOW UP MAD MONKS, TURF, AND JAKE. IT WILL NOT PERMANENTLY TOAST THESE THINGS, EXCEPT JAKE. THIS IS NOT LIKE THE BOSS BOMB: YOU CAN CARRY FOUR OF THESE.



SLIME BUCKET - HURL THIS ON THE GROUND IN FRONT OF APPROACHING MAD MONKS. IT'LL SLOW THEM DOWN QUITE A BIT, BUT DOES NO PERMANENT DAMAGE. EACH BUCKET CAN BE USED ONLY ONCE.



BEFUDDLEMENT GAS - WHEN JAKE SETS THIS STUFF OFF IN FRONT OF A MAD MONK, THE MONK WILL BECOME TOTALLY DISORIENTED FOR SEVERAL SECONDS—LONG ENOUGH FOR JAKE TO MAKE A GET-AWAY. THIS TOOL NEVER RUNS OUT.



LODE RUNNER - HERE'S JAKE PERIL. RARIN' TO GO. THERE'S ONLY ONE LODE RUNNER PER LEVEL, EXCEPT IN HEAD-TO-HEAD LEVELS, WHERE, OF COURSE, THERE ARE TWO.



BLUE LODE RUNNER - PLAYER 2 LODE RUNNER - MEET WES RECKLESS, THE HOTSHOT LODE RUNNER DRESSED IN BLUE. HE SHOWS UP IN ALL THE HEAD-TO-HEAD LEVELS, READY TO SNAG GOODIES FOR PLAYER 2. HE HAS THE EXACT SAME SPEED, SKILLS, AND ABILITIES AS JAKE, BUT HE'S RUN BY A DIFFERENT SET OF CONTROLS (SEE THE OPTIONS MENU ON PAGE 10). YOU GET TO DECIDE WHETHER HE WORKS WITH OR AGAINST JAKE PERIL.



MAD MONKS - MEET THE MAD MONKS OF THE EVIL EMPIRE. THESE RED-CLOAKED BAD BOYS HAVE ONLY ONE THING ON THEIR MINDS: OBLITERATING JAKE PERIL. YOU CAN PUT UP TO TEN OF THEM ON THE SCREEN AT ONCE.



MAD MONK ENTRANCE - THIS LITTLE DOORWAY FROM THE NETHERWORLD CAN BE PLACED ANYWHERE ON THE SCREEN. WHEN A MAD MONK GETS SNUFFED, HE REINCARNATES THROUGH THIS OPENING.

NOTE: MAD MONKS WILL REAPPEAR RANDOMLY IF YOU DO NOT USE THE MAD MONK ENTRANCE.



TACTICAL TIP NO. 5

HIDING STUFF IN TURF

ALL KINDS OF GOOD STUFF—LIKE TREASURES, SMALL BOMBS, AND KEYS—CAN BE HIDDEN UNDERNEATH THE TURF ANYWHERE IN A LEVEL. TO HIDE THE GOODS, JUST LAY A BUNCH OF TURF AND PLACE THE OBJECTS SO THEY OVERLAY THE TURF. THE STUFF WILL DISAPPEAR WHEN YOU HIT THE PLAY BUTTON. JAKE CAN DISCOVER UNTOLD HOARDS OF ESSENTIAL GOODIES BY BLASTING ABOUT IN A RANDOM FRENZY WHENEVER HE DEEMS IT APPROPRIATE.



TACTICAL TIP NO. 6

MONK-HOPPING FOR FUN & PROFIT!

IF YOU'RE REALLY QUICK AND DARING, YOU CAN ACTUALLY GET JAKE TO RUN OVER THE HEADS OF MAD MONKS WHEN THEY'RE FALLING THROUGH THE AIR OR OTHERWISE PREOCCUPIED. IT'S A GREAT WAY TO GET ACROSS GAPS OR DROP TO A LOWER LEVEL OF TURF WHEN YOU'RE IN A PINCH AND FEELING ESPECIALLY BRAZEN.



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PRESAGE SOFTWARE

GAME CREDITS

EXECUTIVE PRODUCER JEFF TUNNELL

PRODUCER RANDY DERSHAM

DIRECTOR JAKE HOELTER

**THE ORIGINAL LODE
RUNNER GAME DESIGN** DOUG SMITH

LODE RUNNER GAME ENGINE TODD DAGGERT
JAKE HOELTER
CRAIG VINET

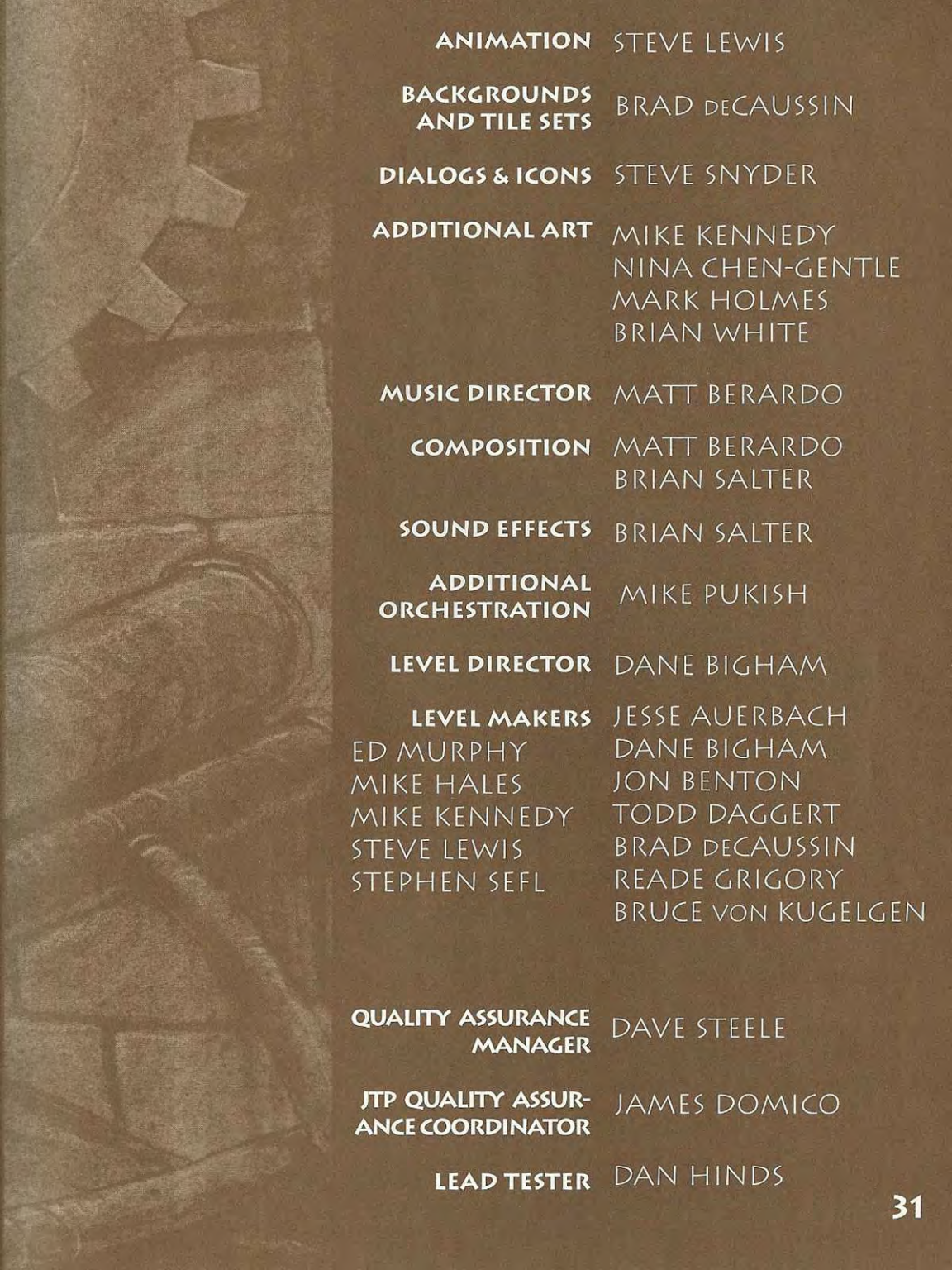
**MACINTOSH
PROGRAMMER** JAKE HOELTER

**MS-DOS
PROGRAMMER** CRAIG VINET

**WINDOWS
PROGRAMMER** TODD DAGGERT

ART DIRECTOR STEVE SNYDER

**ASSISTANT ART
DIRECTOR** MIKE KENNEDY



ANIMATION	STEVE LEWIS
BACKGROUNDS AND TILE SETS	BRAD DECAUSSIN
DIALOGS & ICONS	STEVE SNYDER
ADDITIONAL ART	MIKE KENNEDY NINA CHEN-GENTLE MARK HOLMES BRIAN WHITE
MUSIC DIRECTOR	MATT BERARDO
COMPOSITION	MATT BERARDO BRIAN SALTER
SOUND EFFECTS	BRIAN SALTER
ADDITIONAL ORCHESTRATION	MIKE PUKISH
LEVEL DIRECTOR	DANE BIGHAM
LEVEL MAKERS	JESSE AUERBACH
ED MURPHY	DANE BIGHAM
MIKE HALES	JON BENTON
MIKE KENNEDY	TODD DAGGERT
STEVE LEWIS	BRAD DECAUSSIN
STEPHEN SEFL	READE GRIGORY BRUCE VON KUGELGEN
QUALITY ASSURANCE MANAGER	DAVE STEELE
JTP QUALITY ASSUR- ANCE COORDINATOR	JAMES DOMICO
LEAD TESTER	DAN HINDS

AARON ANDERSON
JOHN WOLF
COREY REESE
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GARY STEVENS
CHRIS MEDINGER
GEOFF WRIGHT
MARK BEARDSLEY
CHRIS SINGLETON
GERALD AZENARO
LYNNE DAYTON
SCOTT GILBERT

SHAWN BIRD **MANUAL LAYOUT
& DESIGN**

MICHAEL WAITE **MANUAL WRITERS**
SHAWN BIRD

DOUG SMITH **EXTRA SPECIAL
THANKS**
BILL HOLT
GLENN SUGDEN
STEVE OHMERT
SCOTT SHUMWAY
GARY ARNOLD
ED MURPHY
MICK FOLEY
KURT WEBER

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Sierra On-Line Limited
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Theale, Reading, Berkshire
RG7 5AJ United Kingdom

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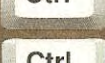
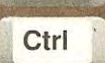
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	+		OPEN A SAVED GAME
	+		RESTART A LEVEL
	+		BACK A LEVEL
	+		FORWARD A LEVEL
	+		SOUND EFFECTS ON/OFF
	+		MUSIC ON/OFF
	+		EXTRA MAN PLAYER 1
	+		EXTRA MAN PLAYER 2
	+		PAUSE GAME
	+		KILL/ABORT PLAYER 1
	+		KILL/ABORT PLAYER 2



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	HELP FOR DOS		END GAME (TO MAIN MENU)
	SPEED UP GAME		SLOW DOWN GAME

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