

# Lode Runner

## Introduction Screen



## Registration Screen

**Register**

Register LodeRunner at:  
**<http://www.pilotgear.com/>**  
(userID is required)

UserID: ardiri  
RegCode: 1.....

**Good Luck!**

## Game Properties

**Properties**

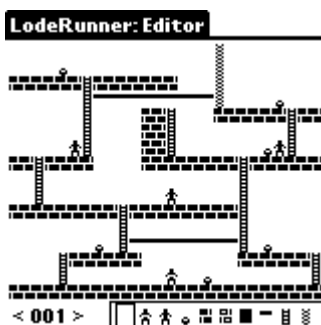
**Game Options:**

Game Speed ▼ Normal  
Runner Control ▼ Key: Step  
Game Display ▼ FullScreen

**Cheat Options:**

Playing Lives: ▼ 3  
Start Level: ▼ 0 ▼ 0 ▼ 1

## Level Editor



You are an imperial agent, codenamed "**LodeRunner**".

Your task is to recover the treasure stolen by the Dark Forces. The stolen gold is being closely guarded by the Dark Forces robots: the Spereoids.

Armed with a digging vaporizer and your wits, you set forth on your mission.

## Tips

- When you dig a hole with your vaporizer; you can safely fall through to the ground below, but if a Spereoid chasing you falls into the hole; they will get stuck.
- You may safely stand on a Spereoids head; getting on top can be difficult.
- The Spereoids can only carry one treasure, and a level is not over until you get all of it. To get a treasure off a Spereoid, you must trap them in a hole. The treasure will appear above them.
- Just because it looks solid, it does not mean it is. Regular bricks can contain trap doors.
- Not all bricks can be vaporized; solid bricks and trap doors may not be vaporized.
- After all the treasure is collected, you need to climb to the top of the level to continue to the next.
- If a Spereoid comes in contact with you, you die, and the level restarts.

## Icons



Empty Player Guard Treasure Brick Trap Rock Rope Ladder ExitLadder

## Controls

There are two modes of control for your runner:

**Keys:** Use the six keys of your Pilot to control your runner (configurable). They keys allow you to move the runner and dig holes to trap guards.

**Stylus:** Tapping a point on the screen will make the runner run to that location (if possible). To dig holes, the user must tap the area where the hole should be dug.

The **MENU** button terminated the current game.

The **FIND** button aborts the current level.

## High Scores

A high score table is being maintained at the LodeRunner web page:

<http://www.hig.se/~ardiri/development/palmIII/index.html>

When registered users play the ORIGINAL level set, they are shown an information screen containing their score and access code. This info should be mailed to the address shown in the dialog.

## Registering

In order to register LodeRunner you will need to purchase ONLINE (using your credit card or by phone order) at PilotGearHQ.

<http://www.viaweb.com/pilotgears/aaronardiri.html>

LodeRunner is ONLY US \$10, and ALL updates are FREE.

Registration gives you the ability to play custom level sets and obtain information relating to the development of LodeRunner.

Once you register at PilotGearHQ, a registration code will be sent to you within 1 or 2 working days.

## Database Sets

Only registered users can manipulate database sets. The unregistered version of LodeRunner will allow you to view the editor, however not make any changes or have the ability to play extra level sets.

Up to 16 databases can be installed, use the **Database** menu to access these features.

Two Database sets are available for download, 140 **original** levels, and 10 extra levels found in the original **Brøderbund** classic. That is 150 standard levels!