ATARI XE VIDEO GAME CARTRIDGE

Lode Runner™

You've discovered the secret underground treasure hoard of the power-hungry Bungeling Empire. It contains the fortune in gold that the evil Bungelings stole from the Galactans.

As a highly trained Galactic Commando, your mission is to infiltrate each of the 150 subterranean levels, evade the Bungeling guards, and recover every last batch of Bungeling booty. One other thing — you've got to stay alive!

System Components

- Atari XE game system console (or XE or XL™ computer)
- Atari XE keyboard (optional)
- Atari CX40 joystick (optional if using keyboard)
- Atari XE- or XL-compatible disk drive (optional, keyboard required)
- Color TV or color monitor

Getting Started

1. With your system set up, plug the joystick into controller port 1. If you're using the XE keyboard, connect the keyboard to the XE console. Insert the Lode Runner cartridge into the cartridge slot.

2. Turn on your TV or monitor, then press the **[Power]** key to turn on the system. The Lode Runner title screen appears, followed by demonstration game play at three different play levels. Watch the demonstrations to see how to get your Lode Runner out of tight situations.

3. To begin play at the lowest level, press the joystick fire button (or press any keyboard key except **[Return]**). The game screen appears and your Lode Runner begins flashing. Move the joystick handle or press the fire button to start the action. If you're using a keyboard, press **[Ctrl] [K]** to set the game to keyboard control.

   If you're using a joystick, you can begin play at any level. Press **[Select]** when the title screen appears. When the Play Editor screen appears, move the joystick handle forward or back to change the number to the play level you want. (You can choose any level between 001 and 150.) A level is selected when its number appears on screen. Then press the joystick fire button to begin.

4. Press **[Select]** or **[Esc]** to pause a game during play; press the same key again to resume play.

Playing the Game

You start a play level with five lives. Your mission is to collect all the gold chests in that level by running over them. If a Bungeling guard catches you or you become trapped, you lose a life and the level starts over. Once you collect all the gold chests, a ladder appears at the top of the screen and you can climb up to the next level. You gain an extra life each time you complete a level.

Control your Lode Runner by moving your joystick handle. The player will move in the direction you move the handle. Press the joystick fire button to drill through floors with your laser drill pistol. For keyboard control, use the keys listed below to move your player.

- **[I]**   Climb up.
- **[J]**   Run left.
- **[K]**   Climb down.
- **[L]**   Run right.
- **[O]**   Drill right.
- **[U]**   Drill left.

Use your pistol to drill escape channels for your Lode Runner and pits to trap the Bungeling guards. You can drill through brick floors but not through solid surfaces.

Bungeling guards chasing you at close range will fall into these pits, dropping any gold they are carrying. Grab the gold and run over the guards to escape them. But be careful—guards can climb out of pits, and if you're not fast enough, they'll catch you. Pits will eventually close up, sometimes trapping a guard. When this happens, a replacement guard appears at the top of the screen.

If you fall into a pit, you won't be able to climb out. To free yourself, you must be able to drill down through a brick surface. If you're trapped, you'll have to sacrifice your Lode Runner. Press **[Option]** or **[Ctrl] [A]** to begin again with a fresh screen at the same level.

Sometimes the guards pick up gold chests and hide them under their uniforms. If you've picked up all the visible gold but you can't climb up to the next level, one or more of the guards may be carrying gold. You must trap the guards in a pit to pick up their gold. If an enemy carrying gold falls into a dead end (where you can't reach his gold and he can't escape), press **[Option]** or **[Ctrl] [A]** to continue. You must give up one of your lives, but if you can't get the gold you can't advance to the next level.

The game ends when you lose all your lives.

ld and Run!

Keyboard Control Keys

For keyboard control, press the keys listed below to perform the actions described.

Keys	Actions
[Ctrl] [A]	Sacrifice trapped Lode Runner, display new screen.
[Ctrl] [D]	Toggle direction of drill (forward or behind player).
[Ctrl] [J]	Set game to joystick control (press any time during play).
[Ctrl] [K]	Set game to keyboard control (press any time during play).
[Ctrl] [R]	End current game.
[Ctrl] [Z]	Turn off telescoping scene change feature (press any time during play); press keys again to turn feature on.
[Ctrl] [U]	Advance game one level.
[Ctrl] [F]	Add extra lives.
[Left Arrow]	Slow down game speed (press repeatedly any time during play).
[Right Arrow]	Speed up game speed (press repeatedly any time during play).

Using the Board Editor

The Board Editor lets you design, save, test, move, play, and erase your own unique Lode Runner game boards. You can also use the editor to play any of the original 150 game boards, and prepare data disks for saving your game creations.

To use the Board Editor, you must have a keyboard connected to your XE system. Press **[Ctrl] [E]** to access the editor from the title screen or demonstration play. If you are currently in play, press **[Ctrl] [R]** to end the game, then press **[Ctrl] [E]**.

With just the keyboard attached, you will be in ROM mode. Here you can design game board 151. You will be able to access your design as long as you don't reset or turn off your console. See the section **Creating Your Own Game Boards** for instructions.

By connecting a disk drive to your system, you can create and permanently save another series of up to 151 game boards. With a disk drive connected and turned on, press **[Ctrl] [E]** to access the editor, then press **[D]** to toggle between ROM mode and DISK mode.

Before designing a game board in DISK mode, prepare a data disk for saving the board. Insert a blank disk into the drive and move the latch to the closed position. Press **[I]** (for initialize), then wait for the drive's busy light to go off and the whirring

sound to stop. Press **[Ctrl] [E]**, then follow the instructions in **Creating Your Own Game Boards**. To exit DISK mode without completing or saving a design, press **[D]** from the command line. Doing this puts you back in ROM mode.

Note: Initializing a data disk erases any information already saved on the disk.

Creating Your Own Game Boards

From the Board Editor screen, press **[E]** (for edit). If you're in ROM mode, the screen automatically displays game board 151 for you to work on.

If you're in DISK mode, use the number keys to type in the number of the game board you want to work on. You can choose any number from 001 to 151. You must always show three digits for your game board (for example, board 3 must be shown as 003; board 47 as 047). You can use the **[Left Arrow]** and . **[Right Arrow]** keys to skip over digits. After you type the number, press **[Return]**. The selected game board appears.

Designing a new game board is simple. You use nine shapes, each controlled by a number key, **[1]** through **[9]**. To begin, move the cursor around the screen by pressing the keys below:

[I]	Move cursor up.
[J]	Move cursor left.
[K]	Move cursor right.
[M]	Move cursor down.

When the cursor is where you want it, press a number key to set a shape in place. You can replace shapes with other shapes, or erase them by covering them with an empty space **[0]**. Shapes and their corresponding number keys are shown below:

 [0] Empty Space

 [1] Brick Floor

 [2] Solid Surface

 [3] Ladder

 [4] Hand-Over-Hand Bar

 [5] Trap Door

 [6] Ladder That Appears after Getting All Gold

 [7] Gold Chest

 [8] Bungeling Guard

 [9] Lode Runner

In order for the game boards you design to be playable, they must contain these shapes:

- One (and only one) Lode Runner (**[9]**).
- One to five Bungeling guards (**[8]**).
- At least one ladder (either **[3]** or **[6]**) leading to the top of the screen for escape to the next level.

Other shapes also have numerical limits, but if you go over the limit the program ignores the extra shapes.

From your game screen, press **[Right Arrow]** to display the next highest game level, or **[Left Arrow]** to display the next lowest game level.

Board Editor Control Keys

At the Board Editor screen, press the keys listed below to get the results described.

Keys	Actions
[C]	Clear (erase) any game board you created in DISK mode; clear board 151 in ROM mode.
[E]	Edit level, at which you type in the number of the game board you want (in DISK mode).
[I]	Initialize (DISK mode only).
[M]	Move (copy) a board to another level number (DISK mode only).
[P]	Play any game board in ROM or DISK mode. Press **[P]** followed by the three-digit number of the board you want to play.
[Esc]	Erase previous command.
[Right Arrow]	Skip over digit to the right.
[Left Arrow]	Skip over digit to the left.

Saving and Playing Your Creations

When you finish designing a game board, press **[Ctrl] [S]** to save it. If you want to take a break or test a board, save it first. Otherwise the board will be lost when you exit the Board Editor.

After saving a board, type **[Ctrl] [Q]** to return to the Board Editor screen. Then press **[P] [Return]** to play the game board you've created.

Troubleshooting

When a disk error occurs in DISK mode, the game returns to the demonstration game play. If this happens, check your disk drive. Make sure your data disk is in the drive and the drive latch is in the closed position. Check to see if you have level 001 on your data disk. If not, create one or skip to level 002. If you still have disk error problems, your disk drive may be malfunctioning.

Test your game board creations to make sure they are playable and beatable. If you want to change or refine a board, return to the editor and type in the number for the board you want to work on.

Scoring

The bottom of the game screen displays your current score (on the left); the number of lives you have (in the middle); and the game level (on the right). You score points as follows:

Completing a level .... 1500 points

Picking up a gold chest .... 250 points

Trapping a guard .... 75 points

Guard perishing in a pit .... 75 points

You gain an extra life each time you complete a level.

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