

Lode Runner

by Doug Smith and Dane Bigham

Spellbinding Action!

You are a highly trained Galactic commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace loving people, and you've just discovered their secret underground treasure. Your goal? To recover every last ingot of Bungeling booty. You'll be running, jumping, and climbing heroically solving perplexing puzzles, and drilling passage-ways through stone floors and barriers using your laser drill pistol. You'll need more than fleet feet and good looks to get through this mission alive. You'll need your quick wits and brains!

- An action style game with 150 different puzzles and scenes
- Keyboard or joystick controlled



Apple Screen

LODERUNNER

AS 12002

Bruderbund

Lode Runner

from Bruderbund



Fast Load
Chrome Tape

The famous addictive
action program for the
COMMODORE 64
U.S. No. 1 HIT

ariolasoft



Lode Runner

To start

Turn on your computer. Insert cassette into cassette player. Press Shift and Run/Stop together. Press Play on tape. At 'found' press SPACE BAR. Your screen will remain blank during loading. Plug your joystick into Port 2.

To leave demo

Push joystick button or any key (except RETURN) to leave demo and start game action.

Player control

Joystick control:

CTRL - J sets game to joystick control. Player moves up/down/left/right according to joystick movements. Press the joystick button to dig.

Keyboard control:

CTRL - K sets game to keyboard control

up = I	dig right = O
down = K	dig left = U
left = J	right = L

Game play

To complete a level, collect all the gold chests. Then climb to the top of the screen to enter the next level. You will gain bonus points and earn an extra life for each level you complete. You start with 5 lives.

Use your laser drill pistol to drill pits and passageways through fissured bricks only, not through solid surfaces. Holes must be drilled the way through to be effective. If a Bungeling guard falls into a pit and gets stuck, it will be 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.

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

