

Lode Runner™



Game Generator: Cassette Version

MAKING YOUR OWN GAMES



The Game Generator ("Edit mode") lets you design, move, erase, playtest, and save your own unique Lode Runner games – with no programming knowledge required! You may also use this editor to access directly (then play) any of Lode Runner's 150 different game screens. 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"	Press CTRL-E from demo mode (or CTRL-R then CTRL-E from game in progress)
2. Put data cassette into cassette drive	
2. Design Your Game	Use I-J-K-M keys to move cursor; Use 0-9 to make shapes
3. Save Your Game	Press CTRL-S
5. Play your Game	Press CTRL-Q to "Quit" game generator; Press P (and RETURN) to "Play"

1. ENTERING EDIT MODE:

First you must enter Edit mode. If you are playing a game, press CTRL-R to end the game, then press CTRL-E (for "Edit"). If you are starting from the self-playing demo mode, simply press CTRL-E. The Lode Runner Board Editor screen will appear, allowing you to enter the following single-key editing commands:

- E (for "Edit")
- P (for "Play")
- I (for "Initialize")
- C (for "Clear")
- M (for "Move")
- S (for "Score")

These commands are explained in the instructions below.

2. DESIGNING YOUR OWN GAME BOARDS:

From the Lode Runner Board Editor screen, press E (for "Edit"). You will be asked to type in the number of the game board you want to work on

(001-150). For your first board, use 001. Type in the number, then press RETURN. The selected screen will appear.

in the Board Editor, you must type the entire three digit number before pressing RETURN (i.e. 3 must be entered as 003, 47 as 047, etc.) You may use the left and right cursor keys to skip over digits or to make corrections before pressing RETURN.

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 nine 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.

IMPORTANT: SEE TIPS ON SAVING YOUR CREATIONS BELOW. YOU MUST SAVE YOUR GAME EACH TIME YOU QUIT THE GAME GENERATOR, EVEN TO PLAYTEST.

CURSOR MOVEMENT CONTROLS:

- I = up a line
- M = down a line
- J = left a character
- K = right a character

LODE RUNNER SHAPES:

- | | |
|---|--|
|  0 = blank |  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. OTHERWISE, WHEN YOU TRY PLAYING YOUR GAME, YOU WILL BE RETURNED TO DEMO MODE.

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

The other shapes (1-7) also have numerical limits, though you are not likely to exceed them. If you do, the program will simply ignore the excess.

From within the game generator, you may also view adjacent Lode Runner boards by pressing CTRL-F.

3. 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 BLANK CASSETTE BY TYPING CTRL-S (for "Save"). IF YOU DO NOT SAVE THE GAME, THE BOARD WILL BE LOST WHEN YOU EXIT THE GAME GENERATOR!

4. PLAYING YOUR GAME:

After you have saved a board (using CTRL-S), type CTRL-Q (for "Quit"). CTRL-Q returns you to the Board Editor screen. From there simply type P (for "Play") and RETURN to play the game board you've created.

OTHER EDIT MODE COMMANDS:

The other single-key commands available from the Board Editor (CTRL-E screen) are as follows:

P (Play) – Lets you select any game board you desire. After pressing P, you will be asked to enter the three digit number of the level you wish to play (001-150). Type in the number and press RETURN. Note: If you attempt to enter Play mode using a cassette that has no level 001, control is returned to demo mode. To resolve this, enter Edit mode and create a first level.

C (Clear) – Erases a game board from the disk (blanks the board).

M (Move) – Copies a board to another level number.

Note: You cannot Clear, Move, or Edit the game boards on the master cassette. These functions are available for use with a blank cassette only.

TROUBLESHOOTING:

Whenever there is a cassette error, the game will return to demo mode. Check to see if you have a level 001 on your game disk. If not, create one.

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

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



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WHAT TO DO	HOW TO DO IT
1. Enter "Edit Mode"	Press CTRL-E from demo mode (or CTRL-R from CTRL-E from demo mode)
2. Put data on cassette	Press CTRL-S to save (game in progress)
3. Design your game	Use G-M to move or move cursor 0-9 to make shapes Press CTRL-S
4. Press CTRL-Q to "Quit" game generator	Press CTRL-Q to "Quit" game generator
5. Press P (and RETURN) to "Play"	Press P (and RETURN) to "Play"

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IMPORTANT

Cassette Version

Your Lode Runner cassette must be loaded from the side of the tape with the loading instructions. Once loaded you must remove the cassette, turn it over to Side 2 and rewind it. Side 2 contains the 150 screen levels and must be ready, with the 'Play' on the cassette drive depressed, to permit loading of each screen as you reach it.

If you lose all of your lives you must rewind the tape on Side 2 to restart the game.