LODE

THE MAD MONKS' REVENGE

RUNNER

ON-LINE

Contents

Installing and Starting Lode Runner

Installing the Macintosh Version

1. After starting your computer, insert the *Lode Runner* CD into the CD-ROM drive.
2. Double-click on the *Lode Runner* Installer icon.
3. Follow the on-screen instructions.

Starting the Macintosh Version

1. After starting your computer, insert the *Lode Runner* CD into the CD-ROM drive.
2. Double-click on the *Lode Runner* game icon on your hard drive.

Installing the Windows 95 Version

1. After starting Windows 95, insert the *Lode Runner* CD into the CD-ROM drive. When "Do You Want to Install Lode Runner?" appears, click "Yes." (If the CD is already loaded, reinsert it.)
2. Follow the on-screen instructions.

Starting the Windows 95 Version

1. After starting Windows 95, insert the *Lode Runner* CD into the CD-ROM drive.
2. When "Do You Want to Play Lode Runner?" appears, click "Yes." If the CD is already loaded, you can start the game from the Start menu: Programs>Sierra>Lode Runner Online.

If playing with a joystick, calibrate it each time you start the game. (See Options to set up the joystick.) At the Main Menu, simply push the joystick all the way in all four directions. This gives you the best control when you start playing.

Balloon Help

If you point to an item in the game, Balloon Help will "pop up" to describe that item. You can turn Balloon Help Off or On from the Help menu at the top of the screen.

Main Menu

At its top level, the Main Menu displays the *Lode Runner* logo or the High Scores list. Once you select a play mode, other buttons appear to let you select levels or game settings, and to start the game.

Single Player Mode

Click this button if you want to play the single-player *Lode Runner* levels — just you against the Evil Empire. *Note:* To start playing the levels in order, click the Run button to start. To play levels out of sequence, first select the Puzzle Group or Level you want to play (see page 8 for details).

Two Player Mode

Click this button for Two Player Mode so you and a friend can battle it out at the same keyboard for gold and glory! See Two Player Mode, page 15, for more details.

Two Player Network Mode

Click this button to play the Two-Player levels with a buddy over a network. You both need to use the same version of *Lode Runner: Online* (Win 95-Win 95 or Mac-Mac). See Two Player Network Mode, page 16, for setup details.

Two Player Modem Mode

Click this button to link up with a *Lode Runner*-playing friend using modems and compete on the Two Player levels from afar! Your opponent needs the same version of *Lode Runner: Online* as you (Win 95-Win 95 or Mac-Mac only). See page 16 for setup details.

Game Generator

Click this button to go to the Game Generator and create your own full-function Lode Runner levels. Confound your friends and impress yourself! See Game Generator, page 20, for details.

Game Options

Click this button to open the Game Options screen. You can select or change your controls, sound, and music settings there. See Game Options, page 10, for details.

Exit/Quit

To quit *Lode Runner*, select "Exit" (Win 95) or "Quit" (Mac) from the File menu at the top of the screen.

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How to Play Lode Runner

Help Jake Peril (a.k.a. the Lode Runner) snatch up all the treasures in each level without getting ripped to bits by the Mad Monks. As soon as Jake grabs the last goodie in a level, an exit appears leading Jake to the next level. It may sound easy, but you'll have to run fast and think faster to stay alive.

Lode Runner solo play will take you through 12 subterranean worlds, each with 15 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 won't be able to record a High Score.) Use the File menu to Save your game in progress, and continue it later by Restoring the game.

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 17-19). Jake needs these from time to time to fight his way through sticky situations.

In Two-Player games, Jake (dressed in white) is joined by rival Runner Wes Reckless (dressed in blue). Wes can do anything Jake can. Jake and Wes can play cooperatively, teaming up against the Monks to complete levels. Or they can play cutthroat, competing for points or sole survivorship. You choose.

Mad Monks

Keep away. These Netherworld ghouls present the greatest danger to Jake's (and Wes's) treasure-hunting exploits. If they can catch you, they tear you apart.

Mad Monks have varying levels of intelligence, aggressiveness, and halitosis. 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 digging 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 often pick up and carry treasure. Sometimes Jake has to trap them in holes to make them cough up the goodies they're holding. If

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you're really daring, you can get Jake to dash across the heads of falling Monks. It's a great way to cross gaps when you're in a pinch and feeling especially brazen.

Staying Alive

Jake gets five lives to start, and earns a life for each level he completes. Unused lives are accumulated, which is good, because Jake will need some spares as the levels get tougher. Don't forget — you can save your progress from the File menu. When Jake runs out of lives, the game is over. In Two-Player games, the first player to exit gets three lives, and the second player gets one.

Game Screen

Once you select a game mode and click the Run button, the game screen opens, displaying the following icons at the bottom. You'll see icon bars for both Player 1 and Player 2 in Two-Player modes. Menu commands are also available at the top of the screen.

Click the Return button to return to the Main Menu.

The Lives Remaining counter shows the number of lives remaining for the current Runner. (You can click on the skull and crossbones to kill the current Runner. You may need to do this if he gets stuck.)

Score for Player shows points awarded for the treasure you've grabbed.

Level. This counter shows the game level being played currently.

Stash. These counters show the tool and number of bombs your Runner is carrying, if any. (Runners can carry only one tool, and up to four Small Bombs, at a time.)

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Game Controls

The default Player 1 controls are your numeric keypad keys. But you can also use a joystick or other controller supported by Win 95 (PC) or Mac OS. See the Options screen (page 10) for adjusting the settings.

Climb Up

Dig a Hole Left **7** **8** **9** Dig a Hole Right

Run Left **4** **5** **6** Run Right

Pick Up/Drop Tool **1** **2** **3** Use Small Bomb

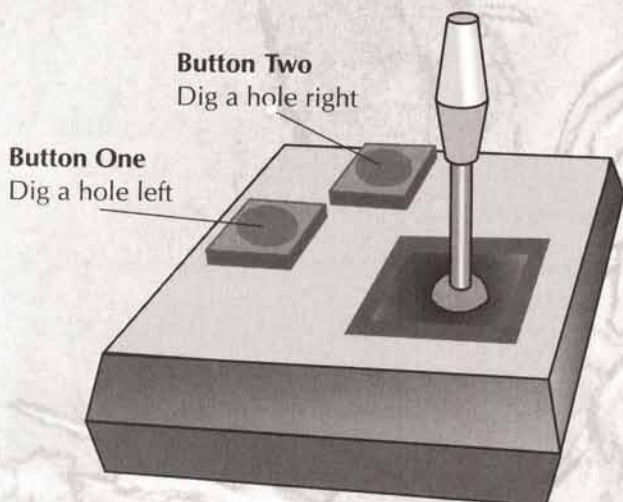Use Tool

Climb Down

Default Controls – Player 2

In a Two-Player match, Player 2 can control Jake's gold-grabbing side-kick, Wes Reckless, by using these default keys. To change the settings, see the Options screen on page 10.

Q **W** **E**

A **S** **D**

Z **X** **C**

Q: Dig a Hole Left
W: Climb Up
E: Dig a Hole Right
A: Run Left
S: Climb Down
D: Run Right
Z: Pick Up/Drop Tool
X: Use Tool
C: Use Small Bomb

Joystick Controls

If you already have a joystick installed for Win 95 or your Mac, just go to the Options screen and select it if you want to use it in the game.

Button Two
Dig a hole right

Button One
Dig a hole left

Use Small Bomb
Push up joystick,
press Button Two.

Pick Up/Drop Tool
Pull down joystick,
press Button One.

Use Tool
Pull down joystick,
press Button Two.

Selecting Puzzle Groups and Levels

The standard *Lode Runner* levels come in a programmed order of increasing difficulty. If you prefer to play them in a different order, or want to play custom game groups, use the Puzzle Group and Game Level selection windows to choose a starting point.

Note: If you don't play the standard levels in order, your score won't be considered for the High Scores list.
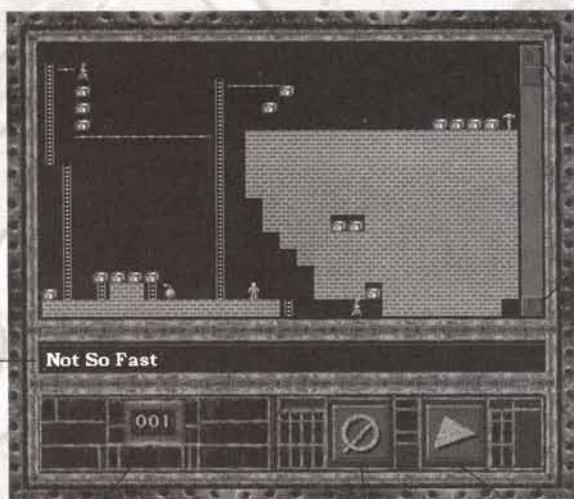
Select a Puzzle Group

Click this button to select a puzzle group. Levels are grouped in "Puzzle" or .PZL files. Select and open the folder and puzzle group you want.

Select a Game Level

Once you have selected the puzzle group you want, click the Select Level button. The window that opens shows you a diagram of the current level.

Scroll up/down through levels

Level name — **Not So Fast**

001

Number of this level in the current group   Cancel   Select this level

Scroll to the level you want to play, and then select it. Then click the Run button, when it reappears, to start playing at that level.

Options Screen

Use this screen to change the game's controllers (mouse, keyboard, or joystick), default keys, or sound and music. (To open this screen, click on the Main Menu's Checkmark button.) The left side lets you set controls for Player 1 (Jake), while the right side sets controls for Player 2 (Wes). The default settings are highlighted.
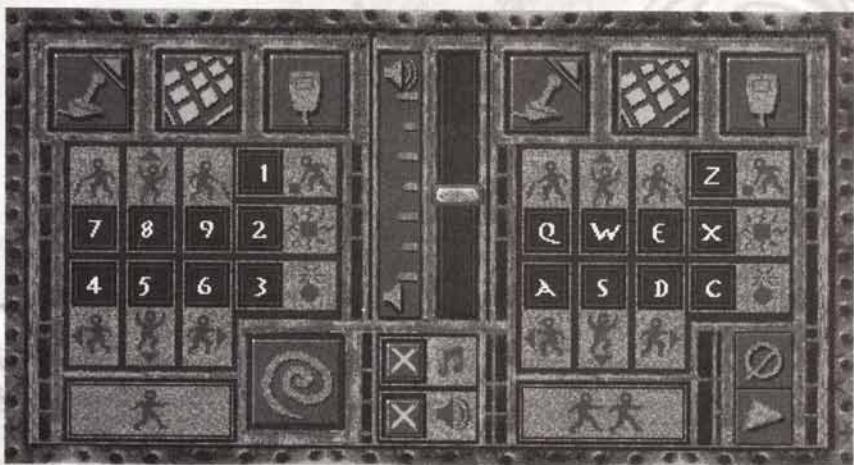
Jake is controlled by the numeric keypad number keys, while Wes is controlled by the set of keys shown on the right. If you have a mouse or joystick available, you can choose that instead of the keys for either player.

 Use a joystick
(Click in top right corner
to calibrate it.)

 Use a mouse

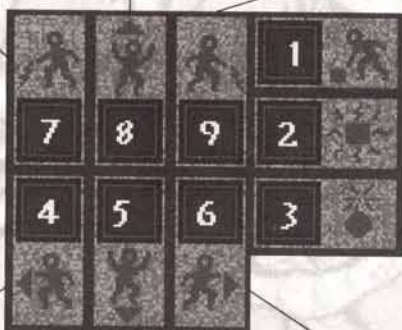 Use the keyboard

 Return to Default Settings

Changing Control Keys

To change the default keyboard controls, click on the current number or letter for the action you want to change. Then press the key you want to use for that action. The new number or letter will appear in the window.

Dig a hole LEFT   Climb UP   Dig a hole RIGHT

Pick Up/Drop Tool

Use Tool

Use Small Bomb

Run LEFT   Climb DOWN/DROP   Run RIGHT

Change Sound/Music Volume

Cancel changes and return to the Main Menu

Save changes and return to the Main Menu

Turn the music On or Off (checked is On)

Turn the sound effects On or Off

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Windows '95 Menu Commands

These commands are available from the pull-down Menu Bar during a game. Most also have keyboard shortcuts, as shown. (Move your mouse cursor to the top of the screen to see the Menu Bar.)

File

Restore Game	Ctrl + O
Choose and resume a saved game	
Save Game	Ctrl + S
Save the current game at the start of the current level	
Exit Game	Ctrl + Q
Leave Lode Runner, return to Windows 95	

Game

Pause Game	Ctrl + P
End Game	Esc
Abandon current game, return to Main Menu	
Decrease Game Speed	F5
Increase Game Speed	F6
Restore Default Game Speed	F7
Sound Effects On/Off	Ctrl + E
Music On/Off	Ctrl + M

Players

Kill Player One	Ctrl + K
Kill Player Two	Ctrl + A
Use these if your Runner gets stuck	
Player One Gives a Life to Player Two	F2
Player Two Gives a Life to Player One	F3
Restart Level	Ctrl + R
Starts level over, costs you (both) a life	

Cheat

Back a Level	Ctrl + [
Forward a Level	Ctrl +]
Jump to Level	
Extra Man Player One	Ctrl + =
Extra Man Player Two	Ctrl + 2

Help

Enable Balloon Help	F1
Lets you turn Balloon Help on and off	

<u>Tools</u> *(in Game Generator only)*
   Hide/Show Toolbox   F8
   Save Puzzle as Play-only
   Save this group in read-only format (cannot be edited by people you
   send it to). Don't save your only copy this way, or you can't re-open it.
<u>Music</u> *(in Game Generator only)*
   Lets you pick music for the level

Macintosh Menu Commands

These commands are available from the pull-down Menu Bar during a
game. Most also have keyboard shortcuts, as shown.

File

   New Level Group
   Create a new group in the Game Generator
   Open Level Group
   Open a group to play or edit
   Save Level Group
   Save a group you have created or edited

   New Game   ⌘ + N
   Start play all over from Level 1
   Open Game   ⌘ + O
   Choose and resume a saved game
   Save Game   ⌘ + S
   Save the current game at the start of the current level
   Quit Game   ⌘ + Q
   Leave Lode Runner, return to Mac OS

Edit

   The standard Mac edit commands can be used in the Game Generator

Level

   Add Level   ⌘ + +
   In Game Generator, lets you add current level to a puzzle group
   Remove Level   ⌘ + –
   In Game Generator, lets you remove current level from a puzzle group
   Next Level   ⌘ +]
   This cheat key lets you play the next level
   Previous Level   ⌘ + [
   This cheat key lets you play the previous level

Go To Level
This cheat key lets you play a specified level

Darkness
Music
World
Level Title
Play-only Puzzle Set
Save this group in read-only format (cannot be edited by people you
send it to). Don't save your only copy this way, or you can't re-open it.
Play   ⌘ + G
Lets you test-play a level you create
Restart level   ⌘ + R
Starts level over, costs you (both) a life

Game

Sound Effects On/Off   ⌘ + E
Music On/Off   ⌘ + M
Backdrop   ⌘ + B
Show/hide your Mac desktop

Extra Lode Runner   ⌘ + 1
Give Player One an extra life
Abort Lode Runner   ⌘ + K
Extra Blue Runner   ⌘ + 2
Give Player Two an extra life
Abort Blue Runner   ⌘ + A

Give a Life
          White to Blue   ⌘ + 3
          Blue to White   ⌘ + 4

Slow
Normal
Fast
No Limits
*Adjust game speed to suit your preferences*

Pause Game   ⌘ + P
End Game   ⌘ + .
End current game, return to Main Menu

Two-Player Games

Two-Player contests can be played as cooperatively — or as cantankerously — as you want. If you want to work together, one Lode Runner 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 — or even lend each other spare lives — to get at some of the goodies. In others, you can be as greedy and obnoxious as you want.

Two-Player Game Screen
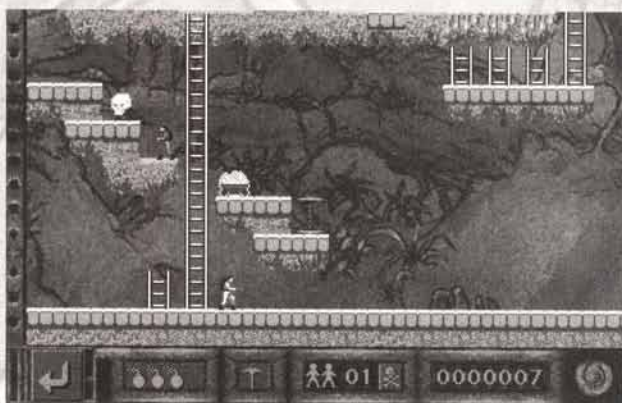
Return to Main Menu

Each player has the following displays and controls:

Number of Small Bombs Player is Carrying (4 max.)

Item/Tool Player is Carrying

Lives Remaining (To kill the Player, click on the skull and cross-bones).

Player Score

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Two-Player Network Mode

You and a friend can play the Two-Player levels together over a local area network (LAN). You both need the same version of the game (both Win95, or both Mac). PC users both need to be logged in on the same file server.

1. In *Lode Runner*, both players open the Network Mode screen.
2. One player clicks on the "Host" button. The Host gets to select the game set and level of play. Also, the Host can use the Pliers tool to enable the Cheat functions. (If you play with Cheat functions, neither player is eligible for a High Score.)
   Note: Both players can use the Pliers tool to enter a new name to use during the game.
3. When the Host is all set, he or she clicks the Run button.
4. When the Host's computer says "Waiting for joiners...," the second player can then "join" the game by clicking the "Join" button.
5. A window pops up to confirm each player's network ID, and then the selected game can begin.

Null Modem Connections

You can directly link two computers and play *Lode Runner* in Two-Player *Network* Mode. For Macs, just link up with a printer cable (DIN-8/DIN-8) between the printer or modem ports, and you're set. For PCs, link up with a null modem cable between the serial ports. Then, in the Windows 95 Control Panel, open Network. (You may need to install the Network configuration program and the Dial Up Networking driver from your Win 95 CD first). In Network, select the Dial Up Adapter driver, and click the Properties button. Under Bindings, make sure IPX/SPX protocol is selected. If it all checks out, you're set. Remember — start it as a Two-Player Network game, *not* a Modem game. For more help with the Control Panel, see your Windows 95 manual.

Two-Player Modem Mode

If you have a friend with his or her own copy of *Lode Runner: On-Line*, you can play the Two-Player levels together over a modem link. You both need functioning modems, and the same version of the game (both Win 95, or both Mac). Win 95 users should have Error Control Off and Hardware Flow Control On; Mac users can use their default settings.

1. To get set up, both players start *Lode Runner* and open the Modem Mode screen.
2. One player clicks on the "Dial" button. The dialing player gets to select the game set and level to play. Also, the dialing player can use the Pliers tool to enable the Cheat functions. (If you play with Cheat functions, neither player is eligible for a High Score).
3. The dialing player enters the other player's modem number, and then clicks the Run button.
4. When the dialing player's computer says "Waiting for answer...," the second player can then "join" the game by clicking the "Answer" button.

The game will start automatically on the puzzle group and level selected by the host. For more information on setting up your modem, see the README file on the CD.

Tools of the Underworld

In Single Player Mode, Jake dashes, dives, and darts through 12 underground worlds. Although the levels get tougher, Jake will find new tools and tricks along the way that can aid him in his quest. This section introduces these items as well as the Player 1 default keys. For information on other items, see the "Parts Bin" section on page 24.

Laser Blaster

As Jake gets started in the Moss World, he already has his trusty Laser Blaster. It goes everywhere he goes — and it never runs out of firepower. Jake can use it to blast holes in turf floor to trap Mad Monks, create escape routes, and get to hidden treasures.

Dig left   [7]
Dig right   [9]

"Blast and Back" for Big Diggings

If you're quick, you can get Jake to dig down through several layers of turf. Dig a hole, then back up. Repeat until you dig as many holes across as you have levels of turf to dig through. (For example, to dig through four layers of turf, make the opening in the top layer four holes wide.) Jump into the hole, and keep repeating the "blast and back" process until you've torched your way through. Keep moving, or the turf will close up on you!

Finding Turf Treats

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 Bomb

Jake finds Small Bombs beginning in the Fungus World. He can pick up and carry up to four Small Bombs at a time. If he sets one down, get him out of the way — fast. Small Bombs blow up all Mad Monks and turf within range, as well as Jake if he doesn't make tracks out of there.

Pick Up Small Bomb (Automatic)
Set Small Bomb [3]

Hideout

Jake first encounters Hideouts in the Ancient World. He can slip inside any of these small caves to hide until any pursuing Mad Monks have gone by.

Go In [8]
Go Out [5]

Slime Bucket

When entering the Crystal World, Jake learns the usefulness of Slime Buckets. These buckets contain gummy glop that can be hurled on the ground in front of approaching Mad Monks. It slows them down quite a bit, but does them no permanent damage. Each bucket can be used only once.

Pick Up [1]
Use [2]

Snare

Jake finds snares after arriving at the Ice World. Jake can pick a snare up and then place it in the path of a Mad Monk. When the Mad Monk walks over it, the trap springs and he's hung upside-down, helplessly a-dangle. Careful! Jake can get snared, too.

Pick Up [1]
Use [2]

Jackhammer

Jake encounters Jackhammers in the Fossil World. He can use a Jackhammer to drill a permanent hole right into Bedrock (which his Laser-Blaster can't do). This tool is reusable — Jake can drill holes anytime he's carrying it. It doesn't affect any other type of turf.

Pick Up [1]
Use [2]

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Befuddlement Gas

Jake first whiffs Befuddlement Gas in the Lava World. If he picks up this sprayer and uses it in front of a Mad Monk, the Monk will become disoriented for several seconds. Spray away! The sprayer never runs out of gas, and the gas won't affect Jake. *Note:* Jake's gas *will* affect Wes, and vice versa.

Pick Up [1]
Use [2]

Pickaxe

On entering the Phosphorus World, Jake finds his first Pickaxe. He 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. Cave-ins can also be used to fill liquid and turn it into diggable turf. The axe can be used repeatedly as long as Jake's carrying it.

Pick Up [1]
Use [2]

Xartanium Pendant

Tiptoing into the Dark World, Jake finds himself surrounded by an eerie murk. His path is lit only by a dim glow from the Xartanium pendant hanging around his neck. What's that noise? Danger lurks left, lurks right, lurks up and down. Where is the exit door? Sweat and adrenaline — true seat-soaking excitement!

Transporters

Jake runs into Transporters beginning in the Industrial World. These consist of paired entrance (innie) and exit (outie) units. When Jake runs into the entrance here, he'll pop out of the exit there. Two things to note: Transporters won't work in reverse, and Mad Monks can use them too.

Liquid Tiles

In the shimmering Water World, Jake encounters the Liquid Tile. This new terrain type is a hideous corrosive liquid that makes a bleached skeleton out of anyone who falls in. If Jake can't go over or around it, he can use a Pickaxe to create a cave-in from the turf or bedrock ceiling above it and fill in the liquid one square at a time.

Phaze Bricks

Jake meets the Phaze Brick in the Astral World. This is a special kind of turf that "phazes" in and out of nothingness on a predetermined cycle. Out of phaze, the phaze brick is a hole — anything standing there falls in or through. Anything still in the hole when the turf

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phazes back gets crunched! Jake may encounter moving gates, bridges, Monk traps, and down elevators made of phaze bricks. Phaze bricks can be destroyed with a Big Bomb.

Game Generator

To build your own groups of *Lode Runner* levels, choose the Hammer icon from the Main Menu. You can build Single or Two-Player levels using any of the backgrounds, tools, or terrain in the game, and place as many as ten raving Mad Monks in each one.

When you create a level, you save it into a puzzle group. A group can contain as few or as many levels as you want. Plus, levels in a group are connected. 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.

Once you've built yourself a nice group of *Lode Runner* levels, try them out on your pals. You can even load your homemade adventures onto floppy disks or bulletin boards, and challenge other *Lode Runner* players anywhere.

Game Generator Menu

Return to Main Menu

Load a puzzle group you previously created and saved

Save a group of levels you created

Start building a new puzzle group

Add a level to a group

Delete a level from a group

Move to the next or previous level in the group

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Choose between Daylight or Darkness setting

Bring up the Background (Worlds) Menu

Edit the title of the level you're building

001   Indicates the number of the current level

Run the level and test your creation

Saving Levels into Puzzle Groups

You save your homemade *Load Runner* levels into puzzle files (.PZL files on the PC). While you can't edit the original game levels, you can add as many levels as you want to your own groups, and you can order the levels as you like. The following rules help you keep things straight.

1. When you open the Game Generator for the first time, you are starting the first level of your first group. Once you create one or more levels and choose Save Level Group, you can select the group and play the levels in it from within the game. You can also return to the Game Generator to edit the levels and add new ones as you please.

2. Each level you create must have an exit door, or the Runner(s) can't move on to another level. Naturally, a Single-Player level must have one Lode Runner, and a Two-Player level needs both Lode Runners. Other than that, it's all up to you: treasure, terrain, tools, traps, Mad Monks, background world art — you choose.

3. Test and tweak the level until it's working the way you want. Use the Title button to give it a fresh and snappy name. When you're happy with the level, click Save Level Group to save the group to disk.

    Note: You can save a Group as Play-only so that people you send it to can't edit it. When doing this, however, be sure to save it under a different file name. Otherwise, you won't be able to edit it yourself, either!

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4. To move to another level in your group, use the Forward and Back browse buttons. The levels are connected in a loop so you can browse all the way through them. To add another level to the group, click the Add a Level button. Experiment as much as you please: the changes aren't saved until you Save the Group.
5. By default, the levels in a group will be linked in the order you create them. But you can reorder the links any way you want. See Linking Levels.
6. If you have already saved more than one group, you need to select the group you want to edit each time you re-open the Game Generator.

Linking Levels

When Jake makes it to the Exit of a level, he transports to any other level in the group you choose. Here's how to set up the links in the Game Generator:

1. Load the level you want Jake to Exit. (Make sure there is an exit door on the screen.)
2. Click on the pliers in the Toolbox.
3. Click on the Exit door.
4. The Level Loader screen will appear. Scroll to the level you want Jake to enter. Then click on the big triangle icon. Voila! It is done!
5. You can wreak some mischief with linking. For instance, you can place multiple Exits in a level, and link each one to a different level. But be wary of linking levels in an endless circle; it makes people crazy.

Selecting Background Worlds

This menu lets you pick the background art, or "world," for the current level. To open it, choose the Game Generator's Globe button. Click on the background you want, then click on the selection arrow.

Preview Window
Lets you preview the background art for the level.

Select
Select this background.

Using the Toolbox

Use the Toolbox to create your own *Lode Runner* levels. Just select the terrain, tool, treasures, etc., from the Parts Bin that you wish to place on the screen. You can then use the following tools to "paint" the parts onto the screen and wire the level together.

Fill: Fills in the area between surrounding walls with the selected part.

Place 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.

Fill Area: Drag the cursor to create a square or rectangular outline that will fill in with the selected part.

Fill Line: Drag the cursor in a diagonal line. When you let up on the cursor, the line will fill in with the selected part.

Erase: Select this part, then hit or drag the cursor across parts you wish to erase.

Select This: Click on this, then click on any part on the screen to select that part type.

Wiring: Wire together Transporters and Exits.

Select Area: Surround area you want to erase or move.

Cut: Cut any part or selected area on the screen.

Copy: Copy selection to a clipboard.

Paste: Paste a part or section you've copied.

Undo: Undo your last move.

Parts Bin

The Parts Bin at the bottom of the Toolbox lets you select any item to build into your *Lode Runner* level. To open the Parts Bin, click on this "tile select" window, and while holding down the cursor, select the item you want to work with, and release. The selected item will appear in the tile window. You can then "paint" it into the level.

Here are the items you'll find in the Parts Bin:

Turf

The primary substance in Netherworld terrain. Jake Peril can blow temporary holes in it with his Laser-Blaster or with a Small Bomb — these holes close up in a few seconds. However, Big Bombs vaporize turf permanently. You can also bury tools and treasure inside turf — when the level is played, the treats will be hidden, and Jake will have to find them all to make the Exit appear. Cruel but fun!

Bedrock

Really bedrock. Jake can't laser-blast it, but he can dig through it with a Jackhammer, or destroy it with a Big Bomb.

Slime Turf

Slows down Jake and the Mad Monks big time. Jake can create the same effect on regular turf by hurling a Slime Bucket. Can't dig through it, and can't destroy it except with a Big Bomb.

Trap Door Turf

Looks like normal turf when the level is played, but anyone who steps on it falls right through.

Treasure

Coin, Ore, Skull, Ingots. — Sprinkle these four treasure types about in difficult places to make the level more challenging, and provide points to compete for in Two-Player levels. Once a player snags the last bit of treasure, the Exit door will appear. Plain treasure can be grabbed by either player. Gold-highlighted treasure can be grabbed by Player 1 only, and blue highlighted treasure can be grabbed by Player 2 only. The four treasure types have these corresponding values: Coin 1, Ore 2, Skull 3, Ingots 4. *Note:* Mad Monks may pick up and carry treasure. They'll drop it if they fall into holes dug by a Lode Runner, or get blown up or snared.

Ladder

Allows Lode Runners to climb up and down within the level.

Invisible Ladder

Appears only when all the treasure in a level has been collected. Reveals a hidden path to the Exit.

Hand-Over-Hand Bar

Jake and the Mad Monks can cross gorges and chasms via the hand-over-hand bar, or drop off the bar at any point. However, Jake can't use any of his tools while he's hanging onto the bar.

Transporters

Entrance and Exit — Consists of paired one-way Entrance (innie) and Exit (outie) units. When Jake jumps into the entrance, he'll pop out of the exit wherever it's positioned. Transporters don't work in reverse. Mad Monks can use them, too.

If you place multiple transporters in a level, you need to link each Entrance to a specific Exit. It's easy — just click on the Pliers in the Toolbox to make numbers appear on each Entrance and Exit. To link an Entrance and Exit, click on them to assign them both the same number (left-click to increase, right-click or Option-click (Mac) to decrease). If you assign the same number to more than one Exit, Jake will transport to the one highest on the screen.

Keys

Brass, Green, Red — Color coded to go with a specific colored Exit door. In Two-Player levels, either player can use these keys.

Key Door

Brass, Green, Red — These doors are always visible when the level is played, but require the player to bring and use the matching key to open them. Also, all the treasure must be collected before the door will work as an Exit. In Two-Player levels, either player can use these doors. Use the Pliers to link the Exit to another level. (Each Exit can be wired to a different level!)

Exit Door

Gray — When the level is played, these Exit doors are hidden until Jake has nabbed all the treasures. However, these doors don't require keys. Use the Pliers to link the Exit to another level. (You can use multiple Exit doors, and even wire each one to a different level!)

Jackhammer

Lets Jake drill a permanent hole through bedrock (which his Laser-Blaster can't do). This tool is reusable — Jake can drill holes anytime he's carrying it. It doesn't affect any other type 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, or fill in holes or liquid — though only temporarily. The pickaxe can be used repeatedly.

Snare

Jake can pick a snare up and then Use (place) it in the path of a Mad Monk. When the Mad Monk walks or falls into it, the trap springs and he's hung upside-down, helplessly a-dangle. Careful! Jake can get snared, too.

Hideout

Jake can slip inside any of these small caves to hide until any pursuing Mad Monks have gone by.

Small Bomb

This high-powered explosive works just like a Big Bomb, except it can only blow up Mad Monks, turf, and Lode Runners. (Mad Monks and turf will regenerate, but Runners will not.) You can carry up to four of these.

Big Bomb

Set this down, then get Jake out of the way - fast! This will blow up after a short delay, permanently atomizing everything within range — Monks, turf, bedrock, tools - permanently. You can pick up/ignite only one of these guys at a time.

Slime Bucket

These buckets contain gummy glop that can be hurled on the ground in front of approaching Mad Monks. It slows them down quite a bit, but does no permanent damage. Each bucket can be used only once.

Befuddlement Gas

If a Lode Runner picks up this sprayer and uses it in front of a Mad Monk, the Monk will become disoriented for several seconds. Spray away! The sprayer never runs out of gas. *Note:* Jake's gas affects Wes, and vice versa.

Player 1 Lode Runner

Here's Jake Peril, white-suited and rarin' to go. He's the only Lode Runner on single-player levels. In Two-Player levels, he represents Player 1, and is joined by Wes Reckless.

Player 2 Lode Runner

Meet Wes Reckless, the hotshot Lode Runner dressed in blue. He shows up in all the Two-Player 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 screen on page 10). Does he work with or against Jake Peril? You decide.

Mad Monks

Meet the Mad Monks of the Evil Empire. These red-cloaked bad boys have only one thing on their minds: obliterating Lode Runners like you. You can put up to ten of them on the screen at once.

Mad Monk Entrance

When a Mad Monk gets snuffed, he reincarnates through one of these little doorways from the Netherworld. You can place more than one entrance on a level, and can place them anywhere on the screen. You can also use the Pliers to specify which entrance each Monk uses (click to match monk # and entrance #). If you don't specify any entrances, Monks will reappear in random locations.

Color-Coded Tools and Treasure

When building Two-Player Levels, you can place gold- or blue-coded tools, keys, doors, and treasure that can be used only by a particular player. Jake (white runner) can use only the gold-coded parts, while Wes (blue runner) can use only the blue-coded parts.

Pre-Lit Bomb

This bomb's fuse will already be burning when the level begins, and will explode a few seconds later. It does not regenerate.

Phaze Bricks

This is a special kind of turf that "phazes" in and out of existence on a cycle that you choose. Out of phaze, the turf is a hole — anything standing there falls in or through. Anything still in the hole when the turf phazes back gets crunched! You can create patterns of phaze bricks to form moving gates, bridges, Monk traps, and down elevators. To set the timing of a phaze start, just click the Toolbox pliers, point to the brick, and set the starting frame. *Note:* A Big Bomb can destroy a phaze brick.

Regenerating Bombs

These bombs will keep reappearing at an interval you choose. The unlit kind allows Jake to run back and resupply from it again and again. The lit kind reappears with a hissing fuse, exploding in place again and again. (Makes a dandy obstacle.) To set the time between

regenerations, just click the Toolbox Pliers, point to the bomb, and set the interval. *Note:* A Big Bomb can destroy a regenerating bomb.

Liquid Terrain

No swimming! This stuff is a hideous corrosive poison. If Jake can't go over or around it, he can use a pickaxe to create a cave-in from the turf or bedrock ceiling above it and fill in the liquid one square at a time.

Personal Exit Keys

Gold, Blue — Color coded to go with a specific player's Exit door. Only Jake can exit through the Gold door, and only Wes can exit through the Blue door.

Personal Exit Door

Gold, Blue — These doors are always visible when the level is played, but require the player to bring and use the matching key to open them. All the treasure must be collected before the door will work as an Exit. Only Jake (Player 1) can exit through the Gold door, and only Wes (Player 2) can exit through the Blue door. Use the Pliers to link the Exit to another level. (Each Exit can be wired to a different level!)

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Design and Development:
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Game Credits

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