

# *Championship* **Lode Runner™**



Instructions for Apple II Series, Commodore 64, Atari 400,  
800 XL/XE and IBM PC, PC XT and PCjr

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*Original Apple Version by Doug Smith  
Commodore 64 and Atari Versions by Dane Bigham  
IBM PC Version by Doug Greene*

### THE CHALLENGE

As you'll remember from the original *LODE RUNNER*, power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the people by means of excessive fast food taxes. Your mission, as a Galactic Commando, was to infiltrate the mind-boggling treasury rooms, evade the deadly Bungeling guards, and recover every chest of Bungeling booty.

Now you are faced with more formidable treasury rooms, in fact 50 of the most intricate and challenging treasury rooms ever designed! Your mission is even more critical. Unless you can recover every chest of booty, the Bungeling Empire will establish a stronghold beyond imagination.

If you succeed in your mission, your rewards will be many. First, you will see the screen title for each treasury room in which you can recover every chest of booty. Second, you will hear a catchy tune for each completed level. And, if you have the skill and cunning to complete all 50 levels, your victory will be honored and recognized in a very special way.

We have enclosed a CHAMPIONSHIP *LODE RUNNER* Registration Card with a unique serial number (see "CHAMPIONSHIP WINNERS" on page 3). Once you have completed all 50 levels you'll get a special password that you will write on the CHAMPIONSHIP *LODE RUNNER* Registration Card and mail to Broderbund. We will verify the serial number and the password and then give you R-E-C-O-G-N-I-T-I-O-N with a personalized Championship Certificate from Broderbund!

Can you solve all 50 championship levels? Maybe, but let those who challenge the Bungeling's evil power beware . . .



## PLAYING THE GAME

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CHAMPIONSHIP LODE RUNNER rules are the same as Lode Runner rules except where noted. To complete a level, you must collect all the gold chests in a screen. When you succeed, you may then climb to the top of the screen and enter the next level. You will gain bonus points and earn an extra life for each level you complete. You start with 5 lives.

You will use your laser drill pistol to drill pits and passageways through brick floors. You may dig through fissured bricks only, not through solid surfaces, and holes must be drilled all the way through to be effective. If a Bungeling guard falls into a pit and gets stuck, it will become 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 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: Bungeling 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, when 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 part of the screen, one or more of the guards is still carrying gold. You must trap the guards in a pit and pick up their gold. If an enemy carrying gold falls into a "dead end" that he and you are unable to leave, you will not be able to get that gold chest safely. If stuck in a "dead end," press **CTRL-A** (**Esc** or **A** on the IBM machines) to continue (see "SPECIAL KEYS" below).

## SCORING

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The scoring with CHAMPIONSHIP LODE RUNNER is as follows:

Completing a level .....	2000 points
Picking up a gold chest .....	500 points
Trapping an enemy .....	100 points
Enemy dying in a hole .....	100 points

## HIGH SCORES

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If you achieve a new high score, a high score list will appear on the screen at the game's end, permitting you to enter up to eight characters. If you have finished all 50 levels and your high score is the best ever, you may enter a victory message of up to nineteen characters! (For example: DOUG IS A BAD DUDE).

Note: You can use the following keys to make corrections before pressing **RETURN** (or **ENTER**):

Apple	← →
Atari	← →
C 64	<b>DELETE</b> and <b>CURSOR</b> keys
IBM PCs	<b>BACKSPACE</b>

## CHAMPIONSHIP WINNERS

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When you have completed the fiftieth level you will receive a message of congratulations. You will also be asked if you want to know your secret password. If "yes," carefully type in the serial number from your CHAMPIONSHIP LODE RUNNER Registration Card. You will then receive your unique secret password. Write it on your registration card and mail it to Broderbund as soon as possible. As noted above, we will mail back to you a personalized CHAMPIONSHIP LODE RUNNER Champion Certificate suitable for framing.

## ACKNOWLEDGEMENTS

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The 50 fiendish levels that make up this game were designed by the following CHAMPIONSHIP LODE RUNNERS:

Roe R. Adams  
Hideki Akiyama  
Alice Carlston  
Don Carlston  
Doug Carlston  
Joan Heller  
Gen Mizuno  
Dan Smith  
Margot Tommervik  
Alan Weiss

## HINT BOOK

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Players of CHAMPIONSHIP LODE RUNNER, like Galactic Commandos, never say die. However, on occasion they ask for a little help. And that's just what you'll get with the CHAMPIONSHIP LODE RUNNER HINT BOOK . . . a little help.

Features include:

- Step-by-step hints for solving every super challenging level.
- Complete diagrams of every screen.
- Hints only . . . the solutions are up to you.

The CHAMPIONSHIP LODE RUNNER HINT BOOK is available at \$9.95 for all versions of the program except the IBM PC, PC XT and PCjr. See your local software dealer, or contact Broderbund for further information.

## FOR THE APPLE

### GETTING STARTED

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After booting, the program automatically begins a self-playing demonstration ("demo"). Watch it to get a sense of Championship game play. To begin play, press any key or push a joystick button. Move your player or push a joystick button to begin game action.

### GAME CONTROLS

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#### Keyboard

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

#### Joystick

Up/Down/Left/Right  
Button 0 = dig left  
Button 1 = dig right

### SPECIAL KEYS

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**CTRL-A** aborts man if stuck without means of death or escape  
**CTRL-B** flips left/right dig buttons on joystick  
**CTRL-C** clears high scores if activated in the demo mode  
**CTRL-J** sets game to joystick control  
**CTRL-K** sets game to keyboard control  
**RETURN** displays current high score list  
**CTRL-R** terminates current game  
**CTRL-S** during play, will toggle the sound off  
← slows down overall game speed (press repeatedly)  
→ speeds up overall game speed (press repeatedly)

**CTRL-X** flips x-axis on joystick  
**CTRL-Y** flips y-axis on joystick  
**ESC** freezes action until **ESC** is pressed again

### SAVE GAME FEATURES

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In CHAMPIONSHIP LODE RUNNER you may opt to save your position in the game. This can be achieved by typing **CTRL-S** at the beginning of the level. If you do this, CHAMPIONSHIP LODE RUNNER will display a list of games previously saved. Up to ten separate games can be saved on your CHAMPIONSHIP LODE RUNNER disk. If you want to save your progress, follow the prompt that appears at the top of the screen. After typing in a name, hit **RETURN** to save the disk. The game will return to the demo after allowing you to view the list of saved games and the high score screen. Press the **SPACEBAR** to start a new game.

By typing a name identical to one listed, you can "overwrite" that entry with your own game's status. By following the prompt on the Save Game screen you may also **D(elete)** previously saved games to make room for a game to be saved with a new name.

To resume playing a CHAMPIONSHIP LODE RUNNER game that you have previously saved with a **CTRL-S** command, enter **CTRL-L** while in the demo mode. When you do this, a list of games previously saved will appear on the screen. Pick one from the list displayed, type its name and hit **RETURN**. You will then be allowed to continue that game as if there were no interruption. You will still qualify for high score when you do this. You can restore a game one time without penalty. You will lose one life, however, each time you attempt to restore the game thereafter.



## FOR THE ATARI

### GETTING STARTED

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After booting, the program automatically begins a self-playing demonstration ("demo"). Watch it to get a sense of Championship game play. To begin play, press any key or push a joystick button. Move your player or push a joystick button to begin game action.

### GAME CONTROLS

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#### Keyboard

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

#### Joystick

(In Control Port #1)

Up/Down/Left/Right  
Button = dig  
CTRL-D = toggle  
direction of digging

### SPECIAL KEYS

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CTRL-A aborts man if stuck without means of death or escape  
CTRL-D toggles direction of dig (forward or behind runner)  
CTRL-J sets game to joystick control  
CTRL-K sets game to keyboard control  
RETURN displays current high score list  
CTRL-R terminates current game (enter demo mode)  
← slows down overall game speed (press repeatedly)  
→ speeds up overall game speed (press repeatedly)  
ESC freezes action until ESC hit again  
CTRL-Z toggles iris-in/iris-out scene change feature

### SAVE GAME FEATURES

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In CHAMPIONSHIP LODERUNNER you may opt to save your position in the game. This can be achieved by typing **CTRL-S** at the beginning of the level. If you do this, CHAMPIONSHIP LODERUNNER will display a list of games previously saved. Up to ten separate games can be saved on your CHAMPIONSHIP LODERUNNER disk. If you want to save your progress, follow the prompt that appears at the top of the screen. After typing in a name, hit **RETURN** to save the disk. The game will return to the demo after allowing you to view the list of saved games and the high score screen. Press the **SPACEBAR** to start a new game.

By typing a name identical to one listed, you can "overwrite" that entry with your own game's status. By following the prompt on the Save Game screen you may also **D**(elete) previously saved games to make room for a game to be saved with a new name.

To resume playing a CHAMPIONSHIP LODERUNNER game that you have previously saved with a **CTRL-S** command, enter **CTRL-L** while in the demo mode. When you do this, a list of games previously saved will appear on the screen. Pick one from the list displayed, type its name and hit **RETURN**. You will then be allowed to continue that game as if there were no interruption. You will still qualify for high score when you do this. You can restore a game one time without penalty. You will lose one life, however, each time you attempt to restore the game thereafter.

## FOR THE COMMODORE 64

### GETTING STARTED

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Turn on your disk drive and then your computer. After the disk drive light goes off, insert your disk and close the drive door. Type **LOAD "CHLR", 8** and press return. When your computer responds **READY** type **RUN** and press **RETURN**. The program will continue to load.

In the final stages of loading (be patient, it takes a minute or more), your disk drive will make mechanical sounds. This is normal.

After loading, the program automatically begins a self-playing demonstration ("demo"). Watch it to get a sense of Championship game play. To begin play, press the **SPACEBAR** or push a joystick button. Move your player or push a joystick button to begin game action.

Note: Keep your disk drive turned on during play.

### GAME CONTROLS

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#### Keyboard

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

#### Joystick

(In Control Port #2)

**Up/Down/Left/Right**  
**Button** = dig  
**CTRL-D** = toggle  
direction of digging

### SPECIAL KEYS

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<b>CTRL-A</b>	aborts man if stuck without means of death or escape
<b>CTRL-C</b>	clears high scores if activated in the demo mode
<b>CTRL-D</b>	toggles direction of dig (forward or behind runner)
<b>CTRL-J</b>	sets game to joystick control
<b>CTRL-K</b>	sets game to keyboard control
<b>RETURN</b>	displays current high score list from demo mode
<b>CTRL-R</b>	terminates current game
<b>-</b>	slows down overall game speed (press repeatedly)
<b>+</b>	speeds up overall game speed (press repeatedly)
<b>RUN/STOP</b>	freezes action until <b>RUN/STOP</b> is pressed again

### SAVE GAME FEATURES

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In **CHAMPIONSHIP LODERUNNER** you may opt to save your position in the game. This can be achieved by typing **CTRL-S** at the beginning of the level. If you do this, **CHAMPIONSHIP LODERUNNER** will display a list of games previously saved. Up to ten separate games can be saved on your **CHAMPIONSHIP LODERUNNER** disk. If you want to save your progress, follow the prompt that appears at the top of the screen. After typing in a name, hit **RETURN** to save the disk. The game will return to the demo after allowing you to view the list of saved games and the high score screen. Press the **SPACEBAR** to start a new game.

By typing a name identical to one listed, you can "overwrite" that entry with your own game's status. By following the prompt on the Save Game screen you may also **D**(elete) previously saved games to make room for a game to be saved with a new name.

To resume playing a **CHAMPIONSHIP LODERUNNER** game that you have previously saved with a **CTRL-S** command, enter **CTRL-L** while in the demo mode. When you do this, a list of games previously saved will appear on the screen. Pick one from the list displayed, type its name and hit **RETURN**. You will then be allowed to continue that game as if there were no interruption. You will still qualify for high score when you do this. You can restore a game one time without penalty. You will lose one life, however, each time you attempt to restore the game thereafter.



## FOR THE IBM

### GETTING STARTED

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Place the CHAMPIONSHIP LOAD RUNNER disk in Drive A and turn on your machine, or if your machine is already on, press the **Ctrl-Alt-Del** keys to boot. After booting, the program automatically begins a self-playing demo. Watch it to get a sense of the game.

To begin play, press any key (except **Esc**) or a joystick button if you are using a joystick. (The program automatically determines whether you have a joystick and only sets that mode of play for you.) Your player will start to flash on screen. To begin game action, move your player using keyboard or joystick control or push a joystick button.

#### Adjusting Your Joystick

The first time you use joystick control, you will be asked to adjust the centering and sensitivity of your joystick. Follow the screen prompts, adjusting each axis in turn: first center, then up, down, left and right, pressing the joystick buttons once in each of these five positions. After doing this, the prompts at the lower right of the screen will accurately indicate each joystick position. You may repeat this process until the joystick trigger levels are set to your satisfaction. When finished, press **Esc** to return to the game.

You may make joystick adjustments anytime during the game play by pressing **Esc** the **J** for joystick.

If, at the start of the game, your CHAMPIONSHIP LODE RUNNER starts running without your first moving the joystick, it is a sign that your joystick needs to be readjusted. Repeat the above.

## GAME CONTROLS

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Use joystick or keyboard control. Initially the program is set to use the following keys. You may redefine the keys if you prefer using others (see "Reassigning Keys" below).

PC and PC XT (numeric keypad)		PCjr (keyboard)
8 (↑)	move up	I
5	move down	K
4 (←)	move left	J
6 (→)	move right	L
7 (or Home)	dig left	U
9 (or Pg Up)	dig right	O

### REASSIGNING KEYS

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In the IBM versions you may reassign the keys used for keyboard control in the following way. *During game play*, press **Esc** then **K** for Keyboard Setup. (You may have to press **K** twice if you have a joystick attached to your computer.) Then follow the prompts and press **Enter** (i.e. **Return**) after assigning each key. You may assign any of the letter, number, function or cursor keys for game control. You may not assign **Esc**, **Ctrl**, **Alt**, **Shift**, **Num Lock**, **Caps Lock**, **Sci Lock**, **Prt Scrn**, or **Enter**.

Important: During play, never attempt to print the screen using **Function-P** (on the PCjr) or **Prt Scrn** (on the PC or PC XT). "Printing the screen" will cause the program to freeze and you will have to restart the game.

### SPECIAL KEYS

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There are two "modes" in the CHAMPIONSHIP LODE RUNNER program: DEMO MODE and PLAY MODE.

The DEMO MODE is the mode that begins when the program is loaded. The screens will cycle from the title page, to a demonstration of game action, to the high score screen, then back again to the title page. Press **Esc** to select from these DEMO MODE commands:

L(oad)	load a previously saved game
S(how)	display high scores
C(lear)	clear high scores
Esc or Enter	return to demo mode

The PLAY MODE begins with Level 1 of the game. Press **Esc** to select these PLAY MODE commands:

Game Save	save game level and score to disk (Available only at the beginning of each level when the man is still flashing.)
Button	flip left/right dig buttons
Keyboard	set game to keyboard control
Joystick	adjust joystick and set game to joystick control
Sound	toggle sound off/on
→	speed up overall game speed on PC and PC XT only
←	slow down overall game speed on PC and PC XT only
X	flips x-axis on joystick
Y	flips y-axis on joystick
Abort	abort man if stuck without means of death or escape
Quit	return to DEMO MODE
<b>Esc</b> or <b>Enter</b>	return to PLAY MODE

### SAVE GAME FEATURES (IBM)

In CHAMPIONSHIP LODE RUNNER you may opt to save your position in the game. This can be achieved by pressing **Esc** and selecting **G**(ame) Save at the beginning of the level. If you do this, CHAMPIONSHIP LODE RUNNER will display a list of games previously saved. Up to ten separate games can be saved on your CHAMPIONSHIP LODE RUNNER disk. If you want to save your progress, follow the prompt that appears at the top of the screen. After typing in a name, hit **ENTER** to save the disk. The game then returns to the demo mode.

By typing a name identical to one listed, you can "overwrite" that entry with your own game's status. You may also **D**(elete) previously saved games to make room for a game to be saved with a new name.

To resume playing a CHAMPIONSHIP LODE RUNNER game that you have previously saved, press **Esc** while in the DEMO MODE and enter **PLAY**. When you do this, a list of games previously saved will appear on the screen. Pick one from the list displayed, type its name and hit **ENTER**. You will then be allowed to continue that game as if there were no interruption. You will still qualify for high score when you do this. You can restore a game one time without penalty. You will lose one life, however, each time you attempt to restore the game thereafter.

### LIMITED WARRANTY INFORMATION

#### Disk Replacement Policy

If this disk should fail within 90 days of purchase, please return with proof of purchase for prompt FREE replacement. If the disk has been physically damaged, or after 90 days from date of purchase, please include \$5 for replacement, plus \$2.50 for postage and handling.

#### Limited Warranty

The manual and the software included in this package are sold "AS IS," without warranty as to their performance. The entire risk as to the quality and performance of the software is assumed by the user. The user, and not the manufacturer, distributor or retailer assumes the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages.

However, to the original purchaser only Brøderbund warrants that the medium on which the program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase. If during this period a defect in the product should occur, the product may be returned Brøderbund or to an authorized Brøderbund dealer along with proof of purchase, and Brøderbund will replace or repair the product at Brøderbund's option without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement or repair of the product as provided above.

If failure of the product, in the judgment of Brøderbund, resulted from accident, abuse or misapplication of the product, then Brøderbund shall have no responsibility to replace or repair the product under the above terms.

Nonetheless, such products (and products that become defective after the ninety day replacement period) may be returned to Brøderbund along with \$5, plus \$2.50 for postage and handling, and Brøderbund will provide you with a replacement.

The above warranties for goods are in lieu of all other express warranties and no implied warranties of merchantability and fitness for a particular purpose or any other warranty obligation on the part of Brøderbund shall last longer than ninety (90) days. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you. In no event shall Brøderbund or anyone else who has been involved in the creation and production of this software be liable for indirect, special, or consequential damages, such as, but not limited to, loss of anticipated profits or benefits resulting from the use of this software, or arising out of any breach of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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