LR2
Lode Runner 2

Macintosh®

Mac OS

Sequel to the Original Arcade-Style Classic

MacSoft®

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Welcome to Lode Runner 2! If you are familiar with Lode Runner 1 or computer games in general, why not skip this boring manual? All the passion and effort associated with Lode Runner 2 is found in the game, not in this manual. This is just a bunch of printed words. On paper, nonetheless. Blah, blah, blah. Go play the game.

If you are not familiar, or you just want to pick up a few tips before diving in, then read on.

Getting Started: The Quick Way

1. Install Lode Runner 2:
   a) Insert the Lode Runner 2 CD-ROM into your computer's CD-ROM drive.
   b) Double-click the "Lode Runner" 2 CD-ROM icon to open the CD-ROM window.
   c) Double-click the "Install LR2" icon to launch the installer.
   d) Follow the on-screen instructions.
2. Launch Lode Runner 2.
3. After the opening movie has played, you will be at the main screen.
4. Click on the button named "single player," then click on the button named "new."
5. You are now at the sign-in screen. If you desire, watch the information at the top half of the screen. It will show you some character moves and game techniques.
6. Type in your name at the black box.
7. Select your favorite color from the eight selections. Select your gender.
8. Click on the button named "start game." You are now at the Jump Station! The Jump Station acts as a hub to all five worlds. You will return here every time you complete a world. Hit the dig key (default "Q") to enter the Jump Station.
9. Run around and find a door that is to your liking. Run through it (we recommend starting with Jungle World. Look for the entrance that is covered in foliage).
10. Try your hand at the first level by collecting all the gold and finding the door to the next level.

The Tutorial

If playing the game is too hard or too confusing, try your hand at the tutorial levels. You can read about the tutorial levels in the on-line manual.

The On-line Manual

A more thorough treatment of Lode Runner2, the Lode Runner2 editor and the tutorial are treated in the on-line manual. Go to the CD and open the folder called "Manual."

The Default Keyboard Settings

If you don't know how to control your character, the default settings are as follows.

Keypad 1:	run southwest
Keypad 3:	run southeast
Keypad 7:	run northwest
Keypad 9:	run northeast
Q:	dig
Shift:	let go
Control:	drop bomb
X:	suicide
Keypad 0:	pick up/drop
Space bar:	use
Tab:	cycle bombs

These settings can be modified from the control screen. Accessing the control screen is easy. From the main menu:

1. Click on the button named "options."
2. Click on the button named "configure controls."

You can now modify the keyboard control settings.

The Five Worlds

There are five unique worlds in Lode Runner 2. They are:

> Jungle World
> Wacky World
> Gear World
> Industry World
> Mona World

Each world consists of at least fifteen unique puzzles. Within a world, puzzles will become more difficult as you progress. The best world to start with is Jungle World. Once you collect all the gold on a level, the exit portal on that level will open°and be accessible. Run through the exit portal to gain access to the next level in the world.

The Jump Station

The Jump Station acts as a hub to all five worlds. You don't have to, but you should start a new game at the Jump Station. When you start a new game at the jump station, you will progress through each of the levels found in the world you selected. Once you complete an entire world, you will be rewarded before returning to the Jump Station. Complete all five worlds from the Jump Station, and you will be rewarded again.

Viewing an Entire Level

Some levels in Lode Runner 2 only occupy one screen. That is, they are fixed in location and do not scroll. These types of levels are displayed in their entirety on your monitor.

Other levels in Lode Runner 2 are massive, scrolling levels. If you would like to see other sections of this type of level without moving Jake around, do the following:

1. Depress and hold the Command key.

2. With the Command key depressed, use the directional arrow keys to view the level.

3. Once you let go of the Command key, the camera will snap back to Jake's location.

While you are viewing a level in this fashion, the game is still active. That is, a wandering monk can still kill Jake. The best time to review a level using the Command + direction key combo is before Jake enters the world.

The Pop Up Dialog

The pop-up dialog can appear during a game while you are playing a level. To access the pop-up dialog, hit the Esc key. When the pop-up dialog is on screen, the game is paused.

The pop-up dialog allows access to many of the key features found in the user interface. You can save or load a game from here, reconfigure your controls, or quit the level altogether.

If the pop-up dialog is showing, you can return to the game by hitting the Esc key again, or by clicking on RESUME GAME.

Load Game
Save Game
Options
Resume Game
Quit
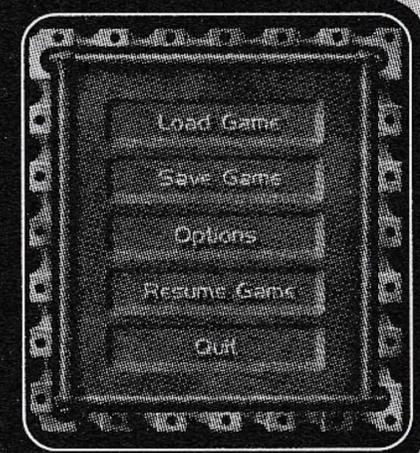
Selecting a Different Puzzle

If you get tired of progressing through all the levels in a world in order, you may separately select one from the puzzle selection screen. From the main screen:

1. Click on the button named SINGLE PLAYER.

2. Click on the button named NEW.

3. You are now at the sign-in screen. Click on the button named SELECT PUZZLE.

4. You are now at the puzzle selection screen. Select your world and the puzzle you'd like to play.

5. Click on the 'OK' button, which looks like a smiley face.

Building Your Own Levels

You can build your own levels for Lode Runner 2! To do so, you need to run the application called "LR2 Editor." Instructions on how to build levels are found in the on-line editor workbook. Building levels can be time-consuming, but is incredibly rewarding for die-hard LR fans.

RULES

The Object of the Game

Playing Lode Runner 2 is almost as straightforward as playing classic Lode Runner 1, but there are a couple of new rules you should know first. These new rules will help you navigate through each of the five worlds. Read this section thoroughly to get a good grasp of the new aspects found in Lode Runner 2.

If you'd prefer not to read this section and just learn by doing, load up the first level in Tutorial World. Play through each level found in that world and as you do so, read through the section of the on-line manual entitled TUTORIAL.
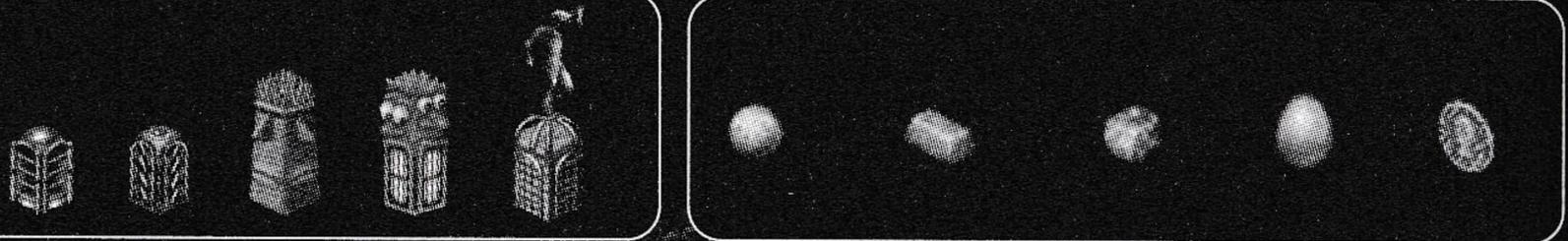
The object of the game is to collect all the gold on a level without dying. Collecting gold can get very tricky; you're going to need to dig and blast your way through each level in order to collect all the gold found there. Once you collect all the gold, find the exit portal and go through it. It will take you to the next level. Proceed through all the

levels to master the game. Try to complete a level as fast as you can; doing so will record your time as a high score.

As you collect gold, you will encounter monks. These monks are dangerous, and if you come in contact with them they will kill you. Don't touch them!

There are five game worlds in Lode Runner 2. Though the gameplay in each of the worlds is similar in nature, each has a unique visual flavor. The gold in each world looks a little bit different, as do the exit portals.

What Can You Do?

Just as in classic Lode Runner 1, you control a character named Jake Peril. Jake's got a companion this time around named Jane, and you can choose that character instead if you like. Jake or Jane can do one of seven things:

1. RUN   2. DIG   3. CLIMB   4. SCALE   5. FALL   6. COLLECT STUFF   7. DIE

That's it! Ah, the beauty of simplicity. Jake and Jane are identical in their capabilities. In this manual, we will always refer to Jake.

Running

Run, run, run. It's all about running. Lode Runner. Not sure what "Lode" is. Ah yes! Lode. Mother lode. Gold. Collect gold. Now I get it.

Jake can run in one of four directions: northwest, northeast, southwest or southeast. You can control the running of Jake through the keyboard. The default keys for running are:
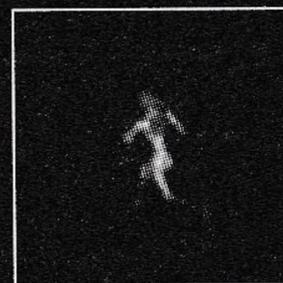
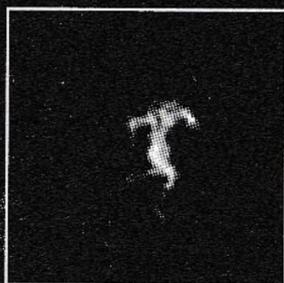Keypad 7: run NW   Keypad 9: run NE

Keypad 1: run SW   Keypad 3: run SE

Depress a key assigned to running and Jake will run that way. Stop depressing the key and Jake will stop running. Simple.

To customize the configuration of the controls, go to the control screen.

Digging

No grenade launchers. No chainsaws. Generally nothing which will procure chum from any source. Foo. Only one thing you can do: dig.

When you dig, call first. No, that's not true. When you dig, you always dig in front of Jake. And you always dig down and in front of Jake. The default key for digging is set to Q.

Run around and then hit Q. Jake will stop, and then he'll dig.

After awhile, you'll want to upgrade your controls by assigning four keys to digging, instead of one. In this way, Jake will stop running, turn toward the direction you want to dig, and then dig. It's a faster way to dig, and is a crucial element to some of the levels.

To customize the configuration of the dig control, or to upgrade to the advanced, 4-key dig set, go to the control screen.

The Holes That You Dig

When you dig, you dig a hole that is one brick in size. After a certain amount of time, the brick that was dug out will reappear, or "phase in."

If you run toward and over a hole that has been dug, you will fall into it. Be careful when you do this though. You always need a way out. You can't climb up

and out of a hole unless there's a ladder there. Just like in classic Lode Runner 1, the only way Jake can move up is by climbing a ladder. So if you fall into a hole you've dug, make sure of your surroundings.

Even if you do have an escape route from your digging, be careful not to get trapped by a reappearing brick. If you are standing in the same space as a brick at the time it reappears, you will die.

Monks can also fall into holes that you dig. This is an excellent way to trap them and temporarily remove them out of the way. When a monk falls into a hole, a force field will appear at the top of the hole. You can run over that force field if you so choose.

After a certain amount of time the force field will end, and the monk will climb out of the hole. However, if you stand still on the force field until the brick reappears, the monk will be trapped inside the hole, and will die.

Undiggables

Some bricks are undiggable. We refer to them by the catchy name of, "undiggable." A brick that is undiggable is one that Jake cannot dig down into. If you try to dig a brick of this type, Jake's gun will just misfire. Undiggable bricks are easy to see: they are covered by a tough-looking round spot.

You can also spot an undiggable brick from its two facing sides. This will aid you if an undiggable brick is buried deep down in a wall of bricks. Pay close attention to the placement and location of undiggables; they are a key element to solving a puzzle correctly.

Some other things in the five worlds are also undiggable. Most importantly, bricks that have ladders on them are undiggable. Other things that are more decorative in nature are also undiggable. (Plants, smiley faces, weird-looking animated

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contraptions. You'll get the idea as you play.)

All things that are undiggable are also un-bombable. See the section of the on-line manual about bombs for more information.

Climbing

We've always enjoyed games that mirror the corporate life, don't you? "Lode Merger."

That's our next game. We swear.

In Lode Runner 2 you climb ladders. Climbing with Jake is easy. Run toward the bottom of a ladder and Jake will climb up it. Run toward the top of a ladder and Jake will turn around, and then climb down it.

While Jake is on a ladder, he can jump off of it to either side. To do so, just hit the direction key that corresponds to the side you would like Jake to jump off of.

Jake can also dig from a ladder. From the ladder, you can choose to dig to the left or to the right of the ladder. Accomplishing this feat depends on how you have set up your controls. If you have the Basic' controls set up, (where only one key is assigned to digging), you must hit the dig key and the direction key at the same time. If you have the "Advanced" controls set up (where four separate keys are assigned to each direction of digging), you need only hit the key in the direction you wish to dig from the ladder.

Scaling

In Lode Runner 2, scaling is the art of navigating a hand-over-hand bar. It is very easy to perform. Just run up to a protruding hand-over hand bar, and Jake will automatically jump onto it.

Just like running, use the four direction keys to navigate while on a hand-over-hand bar. If you hit the key assigned to "let go" (the default setting is the Shift key), Jake will fall from the hand-over-hand bar.

Jake can also dig from a hand-over-hand bar. Just face him in the direction you'd like to dig, and hit the dig key.

Take particular note of hand-over-hand bars that protrude. A protruding hand-over-hand bar is one that juts out into space. It is from this extending piece that Jake can jump onto the hand-over-hand bar. Alternatively, Jake can mount a hand-over-hand bar by falling down onto it.

Hand-over-hand bars cannot be mounted from the side.

Take special note of the shadows that hand-over-hand bars cast. These shadows will help you in determining the location of certain hand-over-hand bars.

Falling

Falling down. It symbolizes life: Run, Collect objects, Fall down, Die. Might we suggest that you acquire the LR2 Cliff Notes for further allegorical information.

Falling is a very important element in Lode Runner 2. Some people like to refer to it as "jumping," but this is an incorrect reference. Jake can only fall downward. He cannot jump across, or up or otherwise bound across the landscape in similar fashion to Mario, Sonic, Crash, or those other guys.

There is one important rule associated with falling: Jake can only fall off a corner, and not an edge. This is the one rule that should be uppermost in your mind when playing the game. This one rule dictates many of the solutions to the puzzles.

If Jake tries to fall off an edge, he will be held in place by a force field. If Jake tries to fall off a corner, a special yellow icon will appear, indicating the spot Jake will land on. This spot is called the landing spot, and is discussed below.

Remember that Jake can always fall into a hole that has been dug.

The Three Landing Spots

The landing spot appears as a yellow icon. The icon will always appear when Jake is standing on a corner. However, the shape of the icon depends on what is

below Jake at the time.

If Jake were to fall down to another brick, the icon would look like a yellow bulls-eye.

If Jake were to fall down to a hand-over-hand bar, the icon would highlight the hand-over-hand section Jake would fall onto.

If Jake were to fall down to nothing, the icon would look like a yellow skull. Falling down to nothing, or rather, falling into the void, is a cause for concern. Basically, Jake will die if you force him to fall into the void. Try not to do this, okay?

The bulls-eye yellow icon will also appear at the start of a level, just before Jake enters into the level.

Collecting Stuff

Of the things you can collect in Lode Runner 2, there are three classifications:

1. Gold (you know about this)
2. Bombs
3. Power Ups

Collecting gold and bombs is automatic. That is, Jake only needs to run over them to collect and store them.

Power ups however must be picked up consciously. Jake can only hold one power up at a time, and the decision to hold which one is a crucial element to solving some of the levels. To pick up a power up, Jake must be standing on the same brick as the power up. Depress the key assigned to "pick up/drop" (the default setting is keypad 0), and Jake will pick up the power up.

Depress the same key again and Jake will drop the power up.

Using a power up is also a conscious decision on your part. Just because Jake is holding a power up in his possession doesn't mean it is automatically activated or in use.

To use the power up that Jake holds, depress the "use" key (default key is keypad 5).

Some power ups, like the gasoline can, don't need to be used. The act of picking them up and holding them makes them active. See the section in the on-line manual entitled "Power Ups" for further information.

The tally of all gold and bombs collected is indicated on the status bar. The status bar also indicates which of the power ups Jake is currently holding. See the on-line manual for further information about the status bar.

Dying

There are four ways to die in Lode Runner 2. If you want Jake to stay alive, heed this wise advice:

• Don't touch monks. Don't do it, man.
• Don't get trapped in a hole.
• Don't get in the path of an exploding bomb.
• Don't fall into the void.

Now if you are of a twisted nature, you can always instruct Jake to commit suicide. Doing so will restart the level and cause Jake to lose one life. Sometimes Jake will get into a situation that makes level completion impossible, and then suicide is necessary.

Any time Jake or Jane dies, they lose one life. If zero lives are reached, the game is over.

MONKS

Throughout the entire Lode Runner line of products, the monks have been the bad guys. Touch them and you die. No swordplay, no laser beams, just physical contact. Nice and clean that way.

In Lode Runner 2, there are three different kinds of monks. Each type of monk is indicated by the color of its robe.

Blue Monks

Blue monks are blind. Blue for Blind. Blue monks cannot see Jake. They will silently go about their business and never alter their course to intercept Jake. On any given level, watch the blue monks for a little while. Like an uneducated security guard, blue monks will follow a pattern. Identifying this pattern and navigating around it are an important part to solving a level safely. Blue Monks never chase Jake.

Purple Monks

Purple Monks are unpredictable, or Wild. Purple for unPredictable. If Jake gets too close to a purple monk, it will come after him. Some purple monks follow a pattern, and other purple monks wander aimlessly about. Watch them carefully, but don't get too close. Purple Monks sometimes chase Jake.

Black Monks

Black monks are evil and aspire to death and trouble. Black for Death. Okay, okay. "Black" and "death" don't start with the same letter. What color starts with "D" anyway? Dorange? You get the idea. Black monks are the toughest to deal with. They will constantly chase Jake, no matter where he is on the level. Black monks may get stuck in some places, but in general they are always on Jake's heels. Be careful if you see a black monk on a level. Black Monks always chase Jake.

Monks can die in one of two ways: you can blow them up with a bomb, or Jake can stand on top of them while they are in a hole. If a monk dies, it will often regenerate back onto the level. Watch out; a regenerating monk can come into the level at an entirely different place from where it started.

!!! Thwart the monks! GO to Tutorial World and select these levels:

> Blind Monk
>
> Wild Monk
>
> Death Monk

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EXPERIENCE 3D-MENTIA!

Macintosh System Requirements:
Power PC • 16MB RAM • Support for thousands of colors • CD-ROM drive

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