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1) Version History [VHST01]

```
o-----o
| Version.....Date.....Updated   |
o-----o

Version 0.00 .....01/14/05..... Started FAQ
Version 0.25 .....01/15/05..... Added Intro, Controls,
                               Special Thanks/Legal,
                               Copyright sections
Version 0.50 .....01/22/05..... Added Characters/Objects,
                               Design Game Boards, Score
                               and Techniques/Strategy
Version 0.56 .....01/24/05..... Added levels 1-6
```

2) Introduction [INFO02]

"You are a Galactic Commando deep in enemy territory. 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 task? To infiltrate each of 50 different treasure rooms, evade the deadly Bungeling guards, and recover every stack of Bungeling Booty!"

Lode Runner places you in the game as the Lode Runner, you must collect each of the stacks of gold to continue to the next level. Trying to stop you are the Bungeling guards, evade them by using ladders and hand-bars. Lode Runner was released in 1986 by Broderbund and Hudson.

3) Controls [CTRL03]

```
          ||
          ||
|-----|-----|
|         |         |
|   _   _   | Select | Start |
| |D-Pad| [ ] [ ] ( ) ( ) |
|   _   _   |         | B   A |
|         |         |
```

```

+-----+
| Controlling the Lode Runner |
+-----+

```

```

D-Pad Up ..... Move Cursor Up
D-Pad Down . Climb Down Ladder/Jump Off Hand-Bar
D-Pad Right ..... Move Cursor Right
D-Pad Left ..... Move Cursor Left
A Button ..... Drill Hole On Right
B Button ..... Drill Hole On Left
Start ..... Pause
Select ..... Speed Control/Select Level

```

```

+-----+
| Designing Game Boards |
+-----+

```

```

D-Pad Up ..... Move Cursor Up
D-Pad Down ..... Move Cursor Down
D-Pad Right ..... Move Cursor Right
D-Pad Left ..... Move Cursor Left
A Button ..... Select Next Object
B Button ..... Select Previous Object
Start ..... Play Level
Select ..... Return To Design Mode

```

4) Characters/Objects [CHAR04]

```

+-----+
| Lode Runner |
+-----+

```

You are set as the Lode Runner, searching through enemy territory to retrieve the stolen gold. The Lode Runner can protect himself from the Bungeling Guards by digging holes to his left and right, which causes the guards to fall in and get trapped.

```

+-----+
| Bungeling Guard |
+-----+

```

The Bungeling Guards are located all around each level with one purpose; to protect their gold from any intruders. They will use the ladders, hand-bars, and anything else at their disposal to try to get to the Lode Runner. Once they touch the Lode Runner, victory is theirs and the Lode Runner must collect the gold another day.

```

+-----+
| Gold |
+-----+

```

Gold is the main focus of both the Lode Runner and the Bungeling Guards. Collect all of the gold by running it over, and the escape ladder will appear for you to continue to the next level.

```

+-----+
| Brick |
+-----+

```

Bricks are used to let the Lode Runner stay on the level, but can be dug out to

access gold in the floor, or trap the Bungeling Guards.

```
+-----+
| Concrete |
+-----+
```

Concrete cannot be dug into by the Lode Runner, but is used to block off the boundaries of each individual level.

```
+-----+
| Ladder |
+-----+
```

The ladder is used to climb to levels in the map that cannot be reached otherwise. Climb a ladder or drop from it at any time.

```
+-----+
| Hand-Bar |
+-----+
```

The hand-bar lets you move from one side of the level to the other. Climb onto the hand-bar from any ladder, and drop from it at any time.

```
+-----+
| Trap Door |
+-----+
```

The trap door will appear just like the bricks, and can trap you or the Bungeling Guards.

```
+-----+
| Escape Ladder |
+-----+
```

The escape ladder is the means of exiting a level, and is not available until all of the gold in the level is collected. The Bungeling Guards will still chase the Lode Runner when the gold is gone and the escape ladder appears, so don't let your guard down!

5) On-Screen Display [DISP05]

```
+-----+
| Playing |
+-----+
```

While playing you will see your character in the center of the screen, surrounded by the current outlay of the level. The bricks, ladders, and hand-bars, as well as the Bungeling Guards and the piles of gold they protect.

```
+-----+
| Scoring Screen |
+-----+
```

The scoring screen shows you which player is currently playing (player 1 or 2), which stage the game is currently on, the number of lives you have left, your current score, and your high score. The scoring screen comes up before and after each level.

```
+-----+
| Level Screen |
+-----+
```

The level screen displays your current level, between level 1 and level 50. The level screen comes up when you pause the game, and when selecting between levels in the pause menu.

Designing a game board lets you play your own custom level. You can choose to select any type of object from bricks to enemies, and put it in your own level. You may play this created level after you finish editing it, and can go back and edit the level at any time.

To successfully complete your own created level, you must make a ladder extend up to the top of the screen. Once you collect all of the gold in your level, climb the ladder to the top of the level to get to the scoring screen. After completing your custom level, you will be returned to the level edit screen.

7) Techniques/Strategy [TECH07]

```

+-----+
| Trapping Enemies |
+-----+

```

Use the A and B buttons to drill holes to the left and right of the Lode Runner. This will cause the Bungeling Guards to fall into the holes and get stuck. The Bungeling Guards will then be safe to walk over, and will release any gold they picked up along the course of the level. Guards can escape from holes dug by the Lode Runner after a certain amount of time and will continue to chase after you.

Use the holes to trap enemies to buy yourself time, and collect even more gold. However, if you drill a hole and step in it you will be stuck, lost a life and will need to restart the level.

```

+-----+
| Jumping |
+-----+

```

The Lode Runner can jump off of hand-bars and ladders from any height without being injured. Use this to your advantage when you are on course to run into a Bungeling Guard. Jump off at the right time to lose the guard on your tail and collect the gold while they are still chasing you.

```

+-----+
| Buried Gold |
+-----+

```

To get to gold buried more than one brick in the ground, you must dig a new level. To do this you must dig at least two squares worth of brick, one to dig another level down and one to stand on while digging.

```

+-----+
| Hidden Gold |
+-----+

```

Sometimes you will collect all of the gold, but the ladder will not appear. This is caused by the Bungeling Guards picking up gold while they chase you. By walking over the gold, the Bungeling Guards will keep the gold undetected. This will cause you to not be able to finish the level and use the escape ladder. To get this gold back, you must dig a hole and have the Bungeling Guard fall into it. Once they get stuck, the gold will return to the ground level above their heads, and is able to be collected.

8) Scoring [SCOR08]

After completing a level, you will be taken to the score screen. The score screen displays your current score, the high score, the next level, and the

number of lives you have left. After each completed level you will receive an extra life, you are able to collect up to 9 lives. Your high score is erased once you turn off your Nintendo.

- By collecting a pile of gold, you will receive 100 points.
- Killing a Bungeling Guard gives you 100 points as well.
- When a fruit appears, collect it to receive bonus points.

9) Walkthrough [WALK09]

```

+-----+
| Level 1 |
+-----+

+-----+-----+
| 3 | Guards |
|----|-----|
| 6 | Gold |
|----|-----|
| 8 | Ladders |
|----|-----|
| 2 | Hand-Bars |
+-----+-----+

```

There are 6 gold pieces here, one of which will immediately be taken by a guard, so eventually you'll need to trap him to retrieve it. Head to the right to start the level and draw the guards to the right side of the level. Stand under the ladder on the first level and dig to your left to trap this guard. Once he gives up the gold head up the ladder and clear out the top section while the guards struggle below. Once you collect all the gold on the top level, head down the ladder to the left and dig a hole for the guard following you closely. Grab the last gold and return uncontested to the top to find the escape ladder.

```

+-----+
| Level 2 |
+-----+

+-----+-----+
| 3 | Guards |
|----|-----|
| 8 | Gold |
|----|-----|
| 10 | Ladders |
|----|-----|
| 2 | Hand-Bars |
+-----+-----+

```

Go up the ladder to the right and trap the guard, then continue up the ladder he just came down to get the gold piece. He will also drop a gold piece, so pick it up and continue going right. Collect the two nearest gold pieces on the top level and the level below that. Go back down the ladder after trapping the guards on the top level, then head all the way to the right on the middle level to get another gold piece. This part is concrete so be careful not to have anyone follow you. Return to the left, across the hand-bar to get the rest of the gold pieces on the left side. If the guards are still on the top level, simply go up the ladder to get to the escape ladder. If they are close to you, dig holes as you go and return to the bottom level to shake them. Go up the ladders on the right to get to the top and the escape ladder.

```

+-----+
| Level 3 |
+-----+

```

```

+-----+-----+
| 5 | Guards |
|----|-----|
| 8 | Gold |
|----|-----|
| 18 | Ladders |
|----|-----|
| 5 | Hand-Bars |
+-----+-----+

```

Move up the ladders to the left collecting all of the gold, then immediately return back down. By now 3 guards should be next to each other, so dig holes to your left and right as you return back down. Go along the bottom slowly as to draw the guards behind you while they go down ladders on the left. The right side should be completely empty, so collect all the gold and jump down to the middle section. The final 2 pieces of gold should be here, but now you're being engaged from both sides by guards. Dig holes to your right and run over the two fallen guards to get to the top and the escape ladder.

```

+-----+
| Level 4 |
+-----+

```

```

+-----+-----+
| 3 | Guards |
|----|-----|
| 14 | Gold |
|----|-----|
| 58 | Ladders |
|----|-----|
| 1 | Hand-Bars |
+-----+-----+

```

This level is made up entirely of ladders, so forget relying on the ability to dig holes. There are only 3 guards and misleading them is the key to winning here. Go up the first ladder to the gold and the guards should go down to meet you, but will be in the wrong spot yet again. Go to the top of the large ladder and across the hand-bar. Drop to the gold and go down and to the right to land on the bricks with more gold in front of you. Now go to the right again and up the ladder to get another pile of gold.

To the right is the middle section, containing two pieces of gold and one guard. Dig a hole to the right to trap him and jump down to get the gold under the section of bricks. Climb back up with the ladder to the right to get the gold, but go straight back to get up to the left side. On the lower level you can dig and trap guards, so take advantage of it. Go to the left and all the way up to the hand-bar, but this time take it all the way to the right side of the level. Collect the final pieces of gold and escape from this level.

```

+-----+
| Level 5 |
+-----+

```

```

+-----+-----+
| 3 | Guards |
|----|-----|

```

```

| 7 |          Gold          |
|----|-----|
| 9 |          Ladders        |
|----|-----|
| 0 |          Hand-Bars      |
+----+-----+

```

Two guards converge on you as soon as you start the level, so stand still and dig holes on both sides of you, starting with the left. Once the guard on the left is trapped, trap the guard on the right. Once both of these guards are down, head to the right and trap the final guard while collecting all the gold. This is a fairly straightforward level, very linear, just head to the right then go up and continue on to the left and down. Once all the gold is collected trap the guards following on your left, and the guard on the bottom level to your right to access the escape ladder.

```

+-----+
| Level 6 |
+-----+

```

```

+----+-----+
| 3 |          Guards        |
|----|-----|
| 14 |          Gold          |
|----|-----|
| 9 |          Ladders        |
|----|-----|
| 1 |          Hand-Bars      |
+----+-----+

```

This is the first level where your multiple lines of digging will come into play. The guards will converge on you quickly much like the previous level, so forget about digging this first hole for now. Get up the left side and to the top getting the gold on your way. Bypass the guard by using the hand-bar, and be careful of the long empty space on the right. There's two gold pieces burried under here, and if you time it right, you can catch the guard after he drops down from the hand-rail.

10) Special Thanks/Legal [THNK10]

Special thanks go to:

- Broderbund Software and Hudson for making this game.
 - GameFAQs.com for hosting my guide, and being a wonderful site for all gamers.
 - Neoseeker.com for hosting my guide, and having a great gaming site.
 - CheatHappens.com for hosting my guide, and maintaining a great gaming site.
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