

Lode Runner™

L E G A C Y

Lode Runner Legacy Operating Manual

[Controls](#) → p.02

[How to Play](#) → p.04

[World Levels](#) → p.08

[Craft Mode](#) → p.09

[DATA](#) → p.12

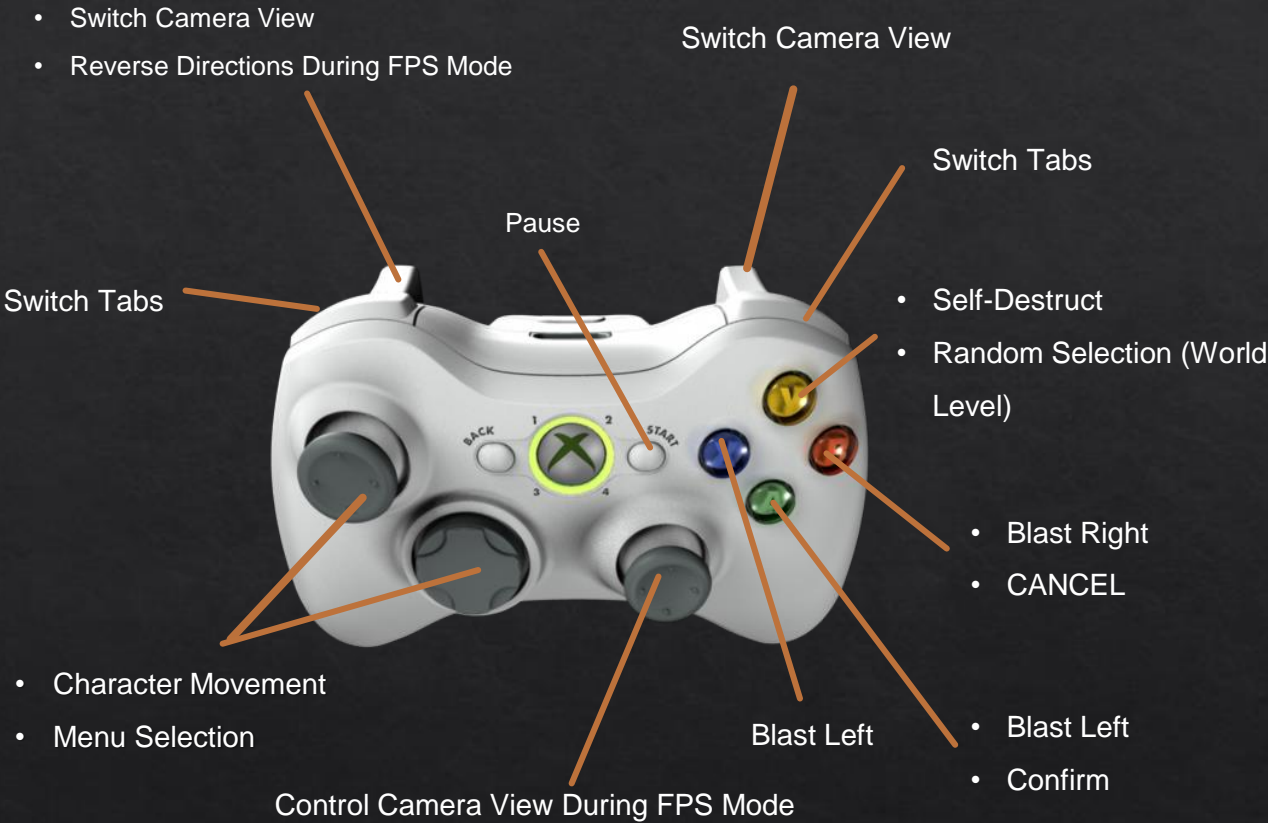
[OPTIONS](#) → p.13

[Scoring System](#) → p.14

Controls/Singleplayer

[← Menu](#)

Character Movement/Menu Selection	Arrow Keys [W][D][S][A] [8][6][2][4]
Blast Left	[Z][?][7]
Blast Right	[X][_][9]
Self-Destruct/Random Selection (World Level)	[Delete]
PAUSE	[Esc]
Confirm	[Enter]
CANCEL	[Back Space]
Switch Tabs	[Page Up][Page Down]
Switch Camera View	[Space]
Reverse Directions During FPS Mode	[Ctrl]
Control Camera View During FPS Mode	[I][L][K][J]



*Based on the Xbox 360 Controller.

Controls/Two Player

[← Menu](#)

Connect an extra controller for two player mode.

Combinations include keyboard + controller or controller + controller.

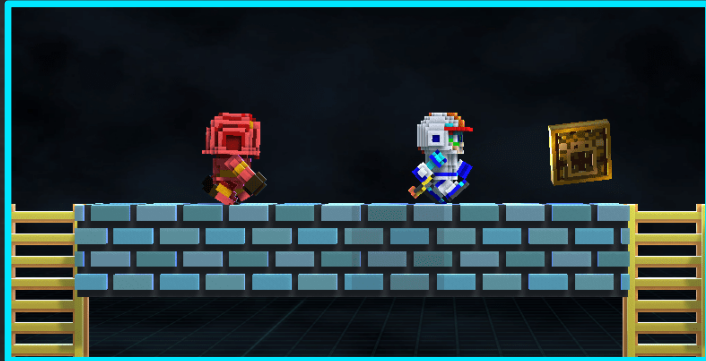
(Controllers must be compatible with XInput.)



*Based on the Xbox 360 Controller.

How to Play Lode Runner and game rules

← [Menu](#)

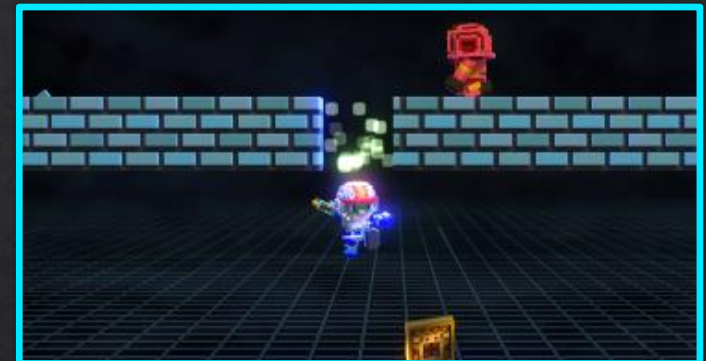


1. Collect all items in the stage without getting caught by enemies.



2. Dig holes to Runner's bottom left or right.

Dig holes to trap enemies in when they approach. Holes cover up after some time has passed.



3. Runner falls through the holes that are dug. This can be used to evade enemies or collect items found below.

How to Play Lode Runner and game rules

← [Menu](#)



4. Dig holes while on a ladder.



5. Dig holes while on a bar.



6. Dig holes while standing on an enemy's head.

How to Play Lode Runner and game rules

[← Menu](#)



7. Hold the dig button while moving to dig continuously.



8. Enemies that drop gold glitters as they walk are holding items. They let go of that item if they fall into a hole.



9. Collect all items and finish by climbing the escape ladder that appears.

How to Play Lode Runner : Notes About Digging

[← Menu](#)

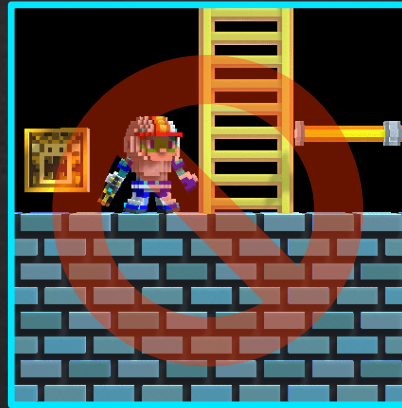
These blocks cannot be dug.



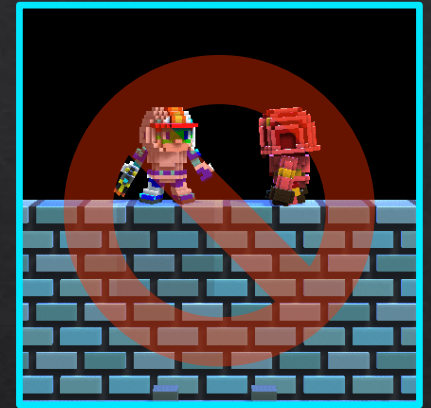
Concrete blocks



Pitfall blocks



Obstacles directly above, Directly below Runner.



World Levels

 [Menu](#)

This is where you can play posted levels and view posted characters and items.

■Filter

RECENT	Sort by latest post
POPULAR	Sort by highest rated
LOCAL	Levels stored on local storage
My Posts	Your own posts


■Function

Random	Play a random level
Rating	Like: Positive feedback Dislike: Negative feedback
ID Search	Search using ID
Creator Search	Search using creator name
Tag Search	Search using tags



Craft Mode : Create Level

 [Menu](#)

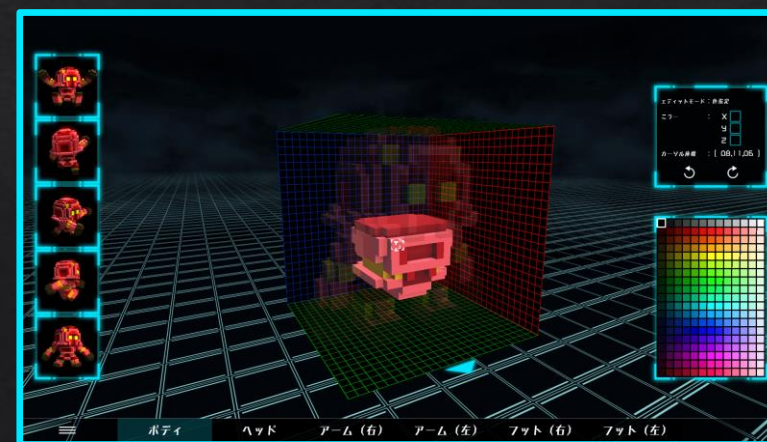
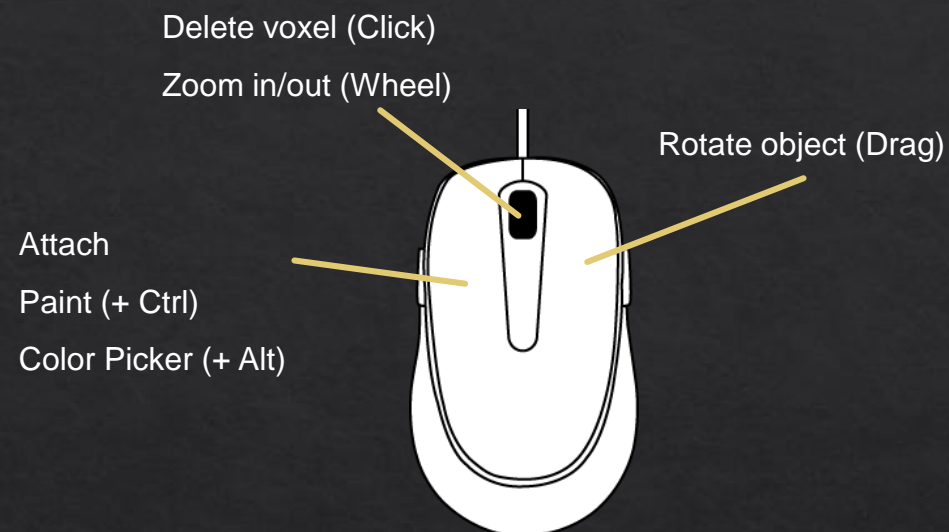
Function	Mouse/Keyboard	Game Controller
Select	[Tab]/Left Click [Pg Up] [Pg Dn]	LB, RB
Place	[Z]/Left Click Drag to keep placing	A Button + move to keep placing
Delete	[X] [Delete]/Scroll Wheel Click Drag to keep erasing	B Button + move to keep erasing
Menu	[Esc]	Start Button
Undo	[Ctrl] + [Z]	LT Button
Redo	[Ctrl] + [Shift] + [Z]	RT Button
	[z] + [Space] / Left Click	A Button



Craft Mode : Create Characters / Items

Move cursor	Arrow Keys
Attach/Paint	[Space]
Delete voxel	[Delete]
Switch between Attach/Paint modes	[B]
Rotate object	[A][W][D][S]
Zoom in/out	[Page Up] [Page Down]
Color Picker	[Alt]
Switch parts view	[Tab]
Undo	[Ctrl] + [Z]
Redo	[Ctrl] + [Shift] + [Z]
Menu	[Esc]

← [Menu](#)



Craft Mode : Create Characters / Items

← [Menu](#)

■ Game Controller



*Based on the Xbox 360 Controller.

DATA

 [Menu](#)

■ Created Data

Upload

Upload data created by the user
* Levels must be cleared before they can be uploaded

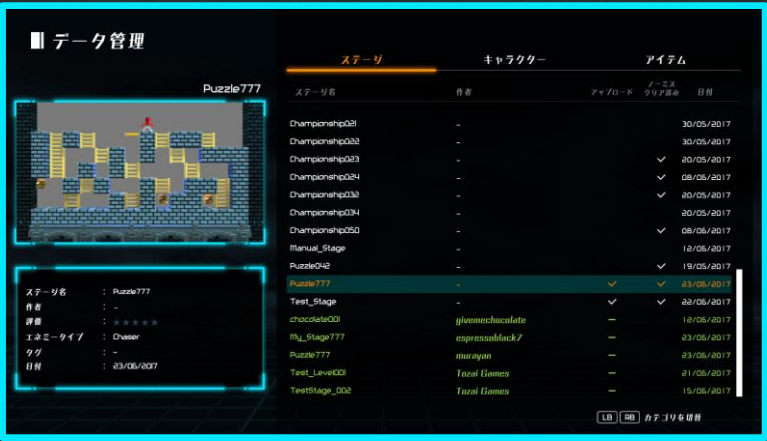
Delete

Delete Data
* Data that has not been uploaded cannot be restored after deletion

■ Downloaded Data

Delete

Unsubscribe



OPTIONS

 [Menu](#)

BGM	BGM volume
Sound	Sound effects volume
Language Settings	Switch languages
Display Mode	Display size
Resolution	Display resolution
Effects	Turn OFF to hide all object effects. This lightens drawing load and makes movements faster.
Splashes	Turn OFF to hide brick fragments when digging holes. This lightens drawing load and makes movements faster.
Mini-map	Turn OFF to always hide the full-view mini-map that appears when zooming in. This lightens drawing load during zooming and makes movements faster.
Background	Turn OFF to hide foreground. This lightens drawing load and makes movements faster.
A Button	Change A button on controller to either "dig bottom left" or "dig bottom right."
Retry	Change the retry to "Continue" or "Restart".
Runner design (P1)	Change appearance of playable character
Runner design (P2)	Change appearance of 2nd character used in Two Player mode

Scoring System

■ Level Score

Items	200 x	M
Collecting items consecutively	200, 400, 800 x	M
Dropping enemies into holes	100 x	M
Burying enemies	100 x	M
Standing on enemies	1,000 x	M
Entrapping enemies	1,000 x	M
Walking across 3 buried enemies in a row	3,000 x	M
Special items	8,000 x	M
And more !		

■ Clear Bonuses

Time Bonus	Bonus x	M
No Deaths	3,000 x	M
No Kills	10,000 x	M
No Entrapments	20,000 x	M

M Multiplier

- All scores are calculated with the multiplied values only.
- The multiplier changes according to the Bonus Score, which begins decreasing from the start of the game.
- "No Kills" and "No Entrapments" are not affected by the multiplier.

Bonus	Multiplier
9,990 ~ 5,000	x 3.0
4,990 ~ 2,000	x 2.0
1,990 ~ 0	x 1.0
0	x 0 (No score added)

*Each death decreases the multiplier by a factor of 0.5.