Introduction Screen

LodeRunner II

Lode Runner

... for PalmOS™ ...

[START GAME]

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UNREGISTERED

Registration Screen

Register

Register LodeRunner II at:

http://www.pilotgear.com/

(userID is required)

UserID: ardiri

RegCode: |.................

Good Luck!

(Ok)   (Cancel)

Game Properties

Properties

Game Options:

Game Speed   ▼ Normal

Runner Control ▼ Key: Step

Game Display   ▼ FullScreen

Cheat Options:

Playing Lives: ▼ 3

Start Level: ▼ 0 ▼ 0 ▼ 1

(Ok) (Cancel)

Level Editor

LR II: Editor   < 001 >

Lode Runner II

You are an imperial agent, codenamed "**LodeRunner**".

Your task is to recover the treasure stolen by the Dark Forces. The stolen gold is being closely guarded by the Dark Forces robots: the Spereoids. Now the puzzles are getting harder!

Armed with a digging vaporizer and your wits, you set forth on your mission.

Tips

- When you dig a hole with your vaporizer; you can safely fall through to the ground below, but if a Spereoid chasing you falls into the hole; they will get stuck.
- You may safely stand on a Spereiods head; getting on top can be difficult.
- The Spereiods can only carry one treasure, and a level is not over until you get all of it. To get a treasure off a Spereiod, you must trap them in a hole. The treasure will appear above them.
- Just because it looks solid, it does not mean it is. Regular bricks can contain trap doors.
- Not all bricks can be vaporized; solid bricks, mud and trap doors may not be vaportized.
- After all the treasure is collected, you need to climb to the top of the level to continue to the next.
- If a Spereiod comes in contact with you, you die, and the level restarts.
- To open a door, you must have a key.
- Potions give special powers, experiment, but use wisely.
- Beamer's send you to a random location on the screen (another beamer)

Icons

Empty Player Guard Beamer Treasure Potion Key Door Brick Trap Mud Rock Rope Ladder ExitLadder

Controls

There are two modes of control for your runner:

Keys: Use the six keys of your Pilot to control your runner (configurable). They keys allow you to move the runner and dig holes to trap guards, and change potions ability.

Stylus: Tapping a point on the screen will make the runner run to that location (if possible). To dig holes, the user must tap the area where the hole should be dug. Tap on the potion icon to change the feature of the potions.

The **MENU** button terminated the current game.
The **FIND** button aborts the current level.

High Scores

A high score table is being maintained at the LodeRunner II web page:

http://www.hig.se/~ardiri/development/palmIII/index.html

When registered users play the ORIGINAL level set, they are shown an information screen containing their score and access code. This info should be mailed to the address shown in the dialog.

Registering

In order to register LodeRunner II you will need to purchase ONLINE (using your credit card or by phone order) at PilotGearHQ. (a registration code will be sent to you within 1 or 2 working days.)

http://www.viaweb.com/pilotgearsw/aaronardiri.html

LodeRunner II is ONLY US $10, and ALL updates are FREE.

Registration gives you the ability to play custom level sets and obtain information relating to the development of LodeRunner II.

Database Sets

Only registered users can manipulate database sets. The unregistered version of LodeRunner II will allow you to view the editor, however not make any changes or have the ability to play extra level sets.

Up to 16 databases can be installed, use the **Database** menu to access these features.