Lode Runner Legacy
Operating Manual

Menu

I. Controls/Keyboard

Character Movement/Menu Selection	↑ → ↓ ←	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	Pg Up Pg Dn		
Switch Camera View	Space		
Reverse Directions During FPS Mode	Ctrl		
Control Camera View During FPS Mode	I L K J		

I. Controls/Game Controller

- Switch Camera View
- Reverse Directions During FPS Mode

- Switch Camera View

PAUSE

Switch Tabs

Switch Tabs

- Self-Destruct
- Random Selection (World Level)

- Character Movement
- Menu Selection

- Blast Right
- CANCEL

- Blast Left
- Confirm

Control Camera View During FPS Mode

Blast Left

Based on the Xbox 360 Controller.

2. How to Play/Basic Rules 1

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.

2. How to Play/Basic Rules 2

4. Dig holes while on a ladder.

5. Dig holes while on a bar.

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

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.
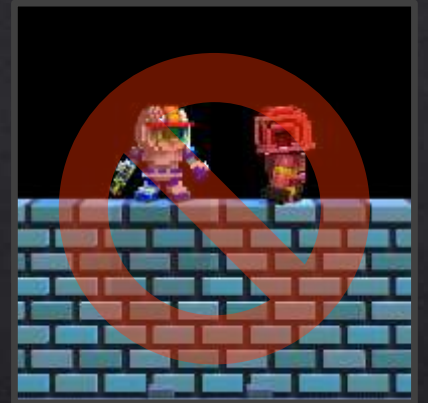
◇ These blocks cannot be dug.

Concrete blocks

Pitfall blocks

Obstacles directly above, Directly below Runner.

3. Mode Select

1. **ADVENTURE**
   Play all 50 Adventure levels.

2. **PUZZLE**
   Play all 50 Puzzle levels.

3. **CLASSIC**
   Play all 150 Classic levels.

4. **WORLD LEVELS**
   Try out user-created levels.

5. **CREATE LEVEL**
   Create your own original level.

6. **CREATE CHARACTER**
   Customize character designs.

7. **CREATE ITEM**
   Customize item designs.

8. **DATA**
   Manage edited data.

9. **OPTION**
   Change game settings.

4. World Levels

1. Play levels that have been submitted.

2. Choose a level from different categories.

   ◇ RECENT: Levels that were recently submitted

   ◇ POPULAR: Levels with high ratings

   ◇ LOCAL: Levels saved on local storage devices (this category is disabled if no level data exists)

   ◇ Play Random Levels: Play a random user-created level (press [Y] on the controller, or the [Delete] key)

3. To look for levels not shown here, do a direct search on Steam Client's Steam Workshop.

5. Level Creation

◇ Create, play, save, and upload original levels. Uploaded levels are shared with users around the world.

◇ Upload Flow

1. Place parts.

2. There needs to be at least one Runner and one item. Runner also needs to be able to escape to the top of the level using the escape ladder.

3. Do a test run and clear stage with no mistakes.

4. Name and save data.

5. Exit Editor and proceed to [DATA] found on the top right of the mode selection screen.

6. Select the level to upload, then select UPLOAD.

7. The TAGS screen will appear. Check all that apply.

8. Click UPLOAD. (No confirmation screen will be shown.)

9. If upload was successful, the Upload column will be ticked.

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

1 Menu	5 Ladders	9 Escape ladder	13 Hidden enemies
2 No. of placed items (Max 60)	6 Bars	10 Traps	14 Enemies
3 No. of placed enemies (Max 20)	7 Concrete	11 Special enemies	15 Runner
4 Bricks	8 Item	12 Special items	16 Level name

Level : Manual_Stage

03/60   01/20

A / Z + Space

5. Level Creation Settings Menu

Menu > LEVEL SETTINGS

Level Size	Select from 4 level sizes Small/Medium/Large/Extra Large
Runner Design	Change Runner's design to a character from save data.
Enemy Design	Change enemy design to a character from save data.
Enemy AI	Select enemy type (Chaser/Crawler)
Item Design	Change item to an item from save data.
EX Item Design	Change special enemy's (hidden enemy) item to an item from save data.
BGM	Change background music.
Background	Change background.

6. Character Creation

◇ Place customized characters into original levels that can be played, saved, and uploaded.

◇ Uploaded characters are shared with users around the world.

◇ Upload Flow

1. Create character.

2. Name and save data.

3. Exit Editor and proceed to [DATA] found on the top right of the mode selection screen.

4. Open [CHARACTERS] on tab menu.

5. Select saved character.

6. Select UPLOAD.

7. Check all the TAGS that apply.

8. Click UPLOAD on the bottom right to upload.

9. If the upload was successful, the Upload column will be ticked.

10. Subscribed characters can be inserted into original levels.

6. Character Creation Screen Explanation

Edit Mode
  Attach/Paint mode indicator

Mirror
  Attach Place voxel on target
  Paint Apply color on target

Cursor Pos

Undo/Redo

Color Palette

Actual movement

Cursor

Menu

Part being edited
Switch by using [TAB] or LB and RB on the controller.

Edit Mode   : Color Picker
Mirror   : X
                 y
                 z
Cursor Pos   : (08,09,05)

BODY   HEAD   ARM (R)   ARM (L)   LEG (R)   LEG (L)
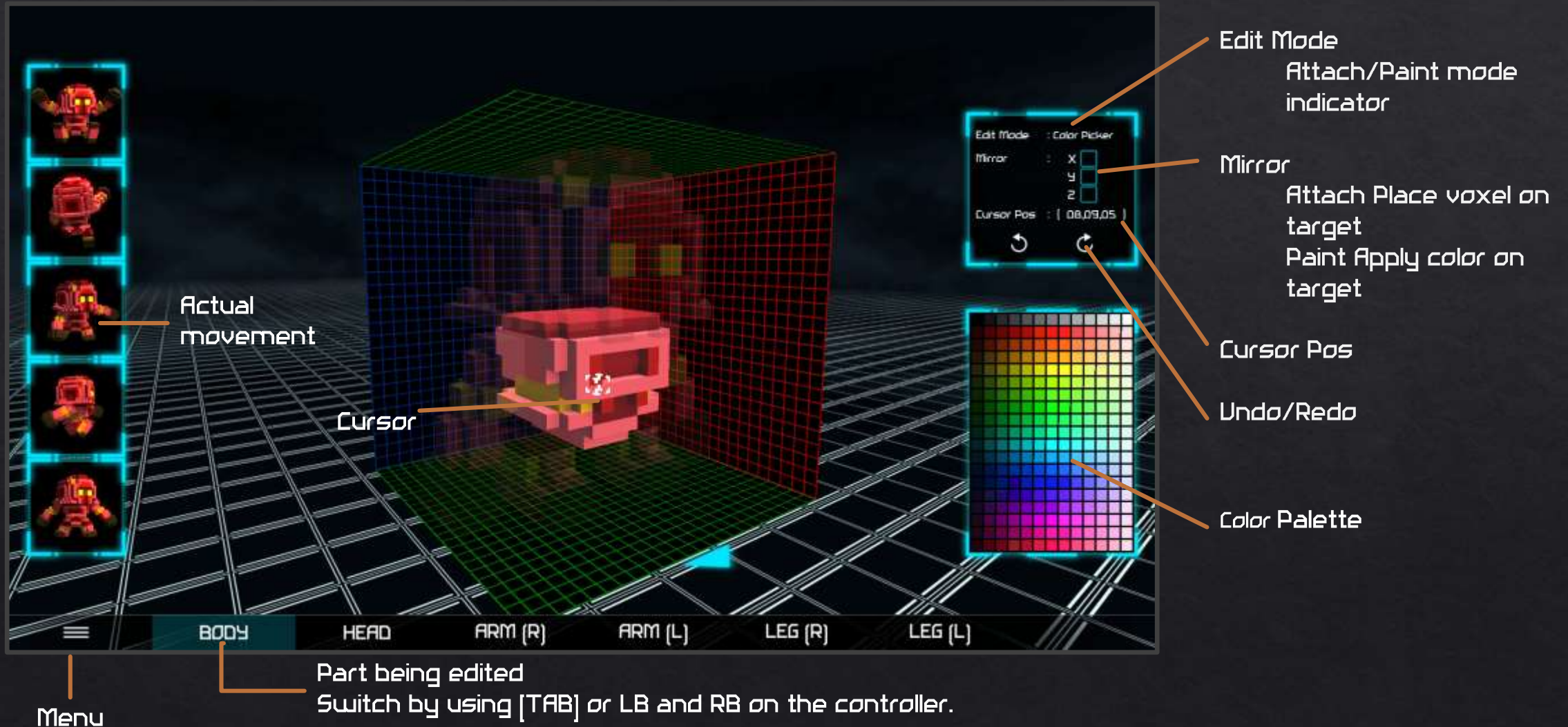
6. Character Creation Screen Explanation 2

◈ Change the motions of a self-created character.

1. Select CREATE NEW from the menu

2. SELECT CHARACTER TYPE
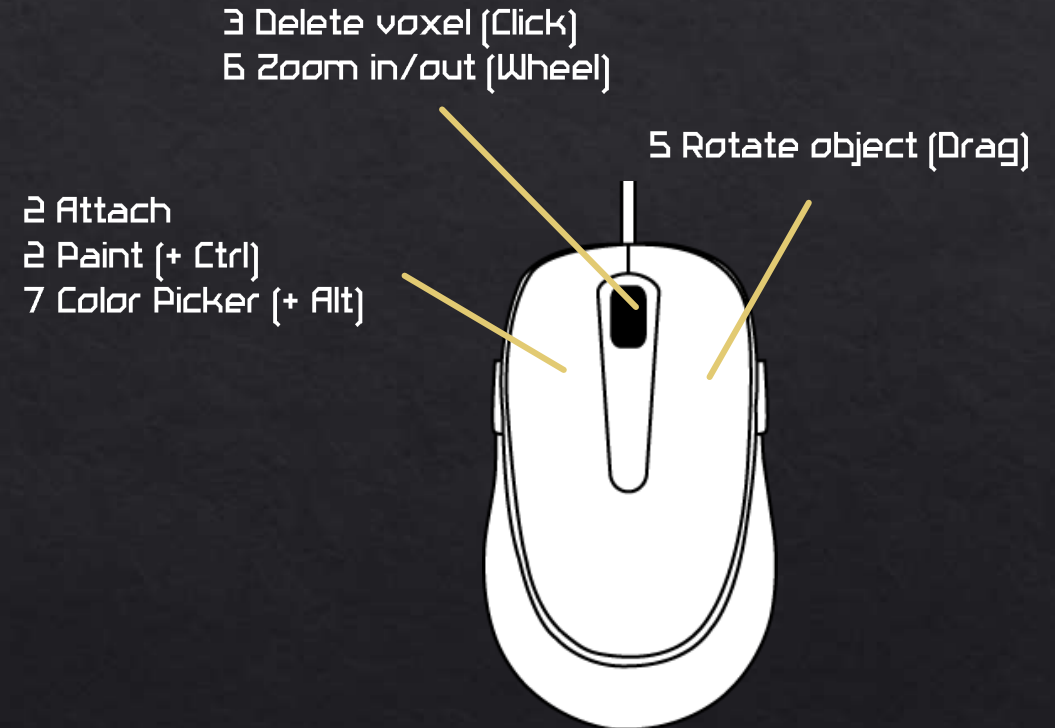
6. Character Creation Controls/Keyboard and Mouse

1	Move cursor	↑ → ↓ ←
2	Attach/Paint	Space
3	Delete voxel	Delete
4	Switch between Attach/Paint modes	B
5	Rotate object	A W D S
6	Zoom in/out	Pg Up Pg Dn
7	Color Picker	Alt
8	Switch parts view	Tab
9	Undo	Ctrl + Z
10	Redo	Ctrl + Shift + Z
11	Menu	Esc

3 Delete voxel (Click)
6 Zoom in/out (Wheel)

5 Rotate object (Drag)

2 Attach
2 Paint (+ Ctrl)
7 Color Picker (+ Alt)

6. Character Creation Controls/Controller

Undo

Mirror settings window

Redo

Switch parts

Menu

Switch parts

Color Palette

- Cursor free movement
- Switch between Attach/ Paint modes (Push in)

- Delete voxel
- CANCEL

- Attach & Paint
- Confirm

Cursor coordinate plane movement

- Rotate object
- Color Picker(Push in)

Switch parts view
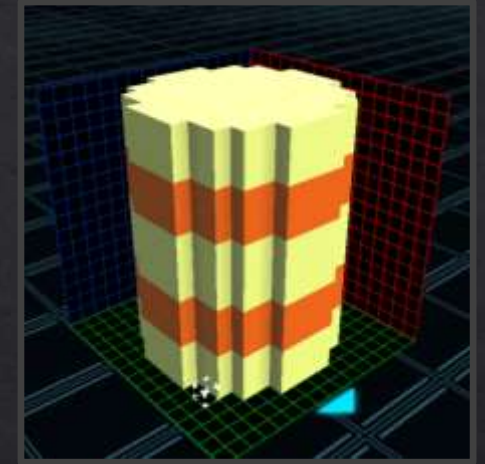
*Based on the Xbox 360 Controller.

7. Item Creation
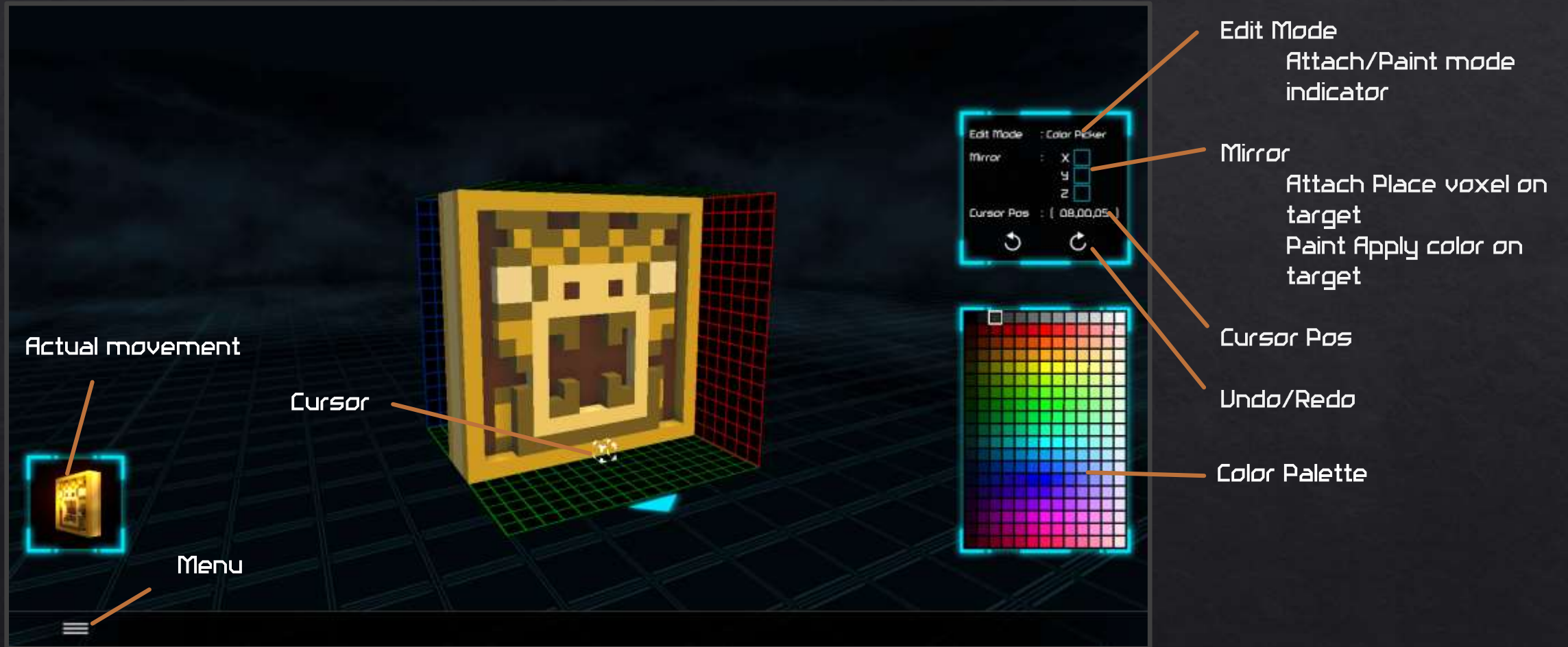
◇ Place original items into editor levels that can be played, saved, and uploaded.

◇ Uploaded items are shared with users around the world.

◇ Upload Flow

    1. Create item.

    2. Name and save data.

    3. Exit Editor and proceed to [DATA] found on top right of mode selection screen.

    4. Open [ITEM] from sub-menu.

    5. Select saved item.

    6. Select UPLOAD.

    7. Check all the TAGS that apply.

    8. Click UPLOAD on the bottom right to upload.

◇ If the upload was successful, the Upload column will be ticked.

◇ Subscribed items can be inserted into original levels.

7. Item Creation Screen Explanation

Edit Mode : Color Picker
Mirror : X
Y
Z
Cursor Pos : (08,00,05)

Edit Mode
Attach/Paint mode indicator

Mirror
Attach Place voxel on target
Paint Apply color on target

Cursor Pos

Undo/Redo

Color Palette

Actual movement

Cursor

Menu

Controls are the same as "6. Character Creation Controls" on page 17.

8. DATA

◇ The following things can be done on the data management screen.

1. Browse/Upload/Delete self-created data information

  ◇ Limited to levels confirmed to be cleared.

  ◇ Deleted data cannot be restored.

2. Subscribed data (levels)

  1. Delete (Unsubscribe)

  2. Move to Steam WorkShop page

3. Subscribed data (characters, items)

  1. Delete (Unsubscribe)

  2. Rating

    ◇ Like   Positive feedback

    ◇ Dislike   Negative feedback

  3. Move to Steam WorkShop page
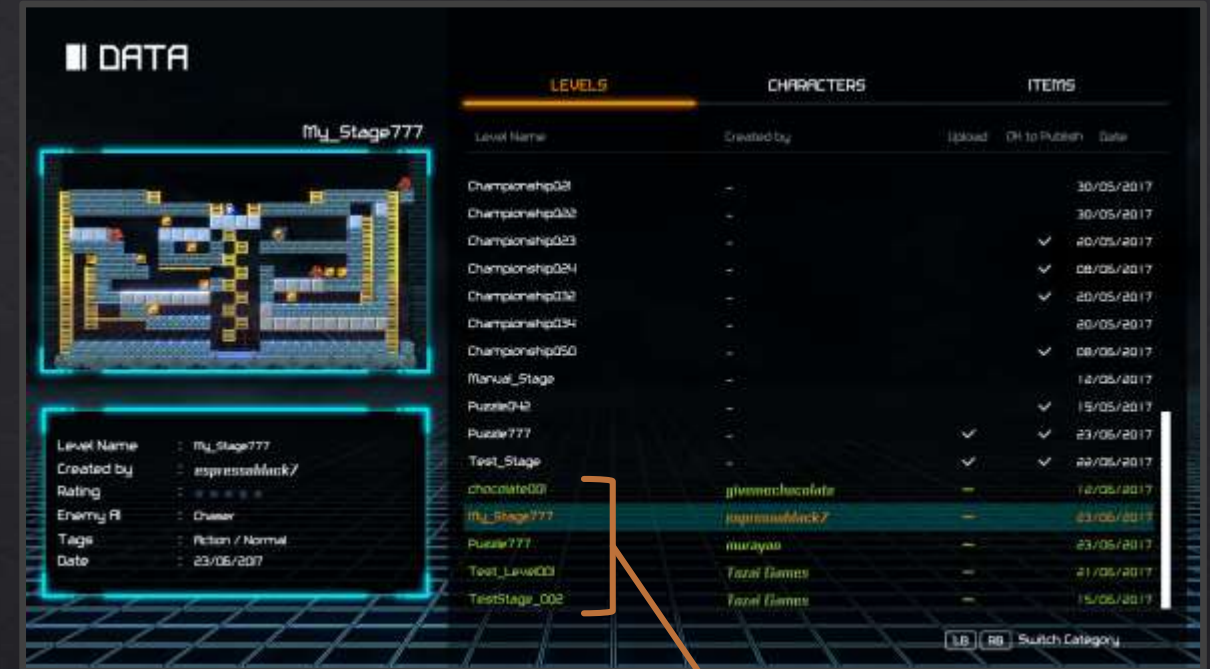
Subscribed data

9. Options

Change the following settings in the options screen.

BGM z	BGM volume
Sound	Sound effects volume
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".

BGM ◀ ■■■■■□□□□□ 050 ▶
SOUNDS ◀ ■■■■■□□□□□ 050 ▶

Display Mode   ■ Full Screen   □ Windowed
Resolution   □ 1280 x 720   ■ 1920 x 1080

Effects   ■ ON   □ OFF
Splashes   ■ ON   □ OFF
Mini-map   ■ ON   □ OFF
Background   ■ ON   □ OFF
A Button   ■ Blast Right   □ Blast Left
Retry   ■ Continue   □ Restart

RESET   SAVE

10. Steam Client

Browse through the following info from the screen of this app. (Select "Details" for display mode)

1. Rankings Link Menu "Achievements" > "Rankings"

    ◇ Browse Adventure Mode score rankings and Puzzle Mode time rankings.

2. Achievements Link Menu "Achievements"

3. Submitted works Link Menu "Community Hub" > "Workshop"

4. Your submitted works (two ways)

    ◇ Link Menu "Community Hub" > "Workshop" > "Your Workshop Files"

    ◇ Main Menu "Community" > "Workshop" > "Your Workshop Files"

Level Scoere

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

Clear Bonuses

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

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.

Time	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.