



NTSC U/C

PlayStation™



SLUS-00557

LODE RUNNER™



GAMES IN

1

Lode Runner The Legend Returns
Lode Runner Extra

Serious Fun™

NATSUME®

WARNING:

READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to these patterns or backgrounds on a television screen, or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor or the CRT. Avoid repeated use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

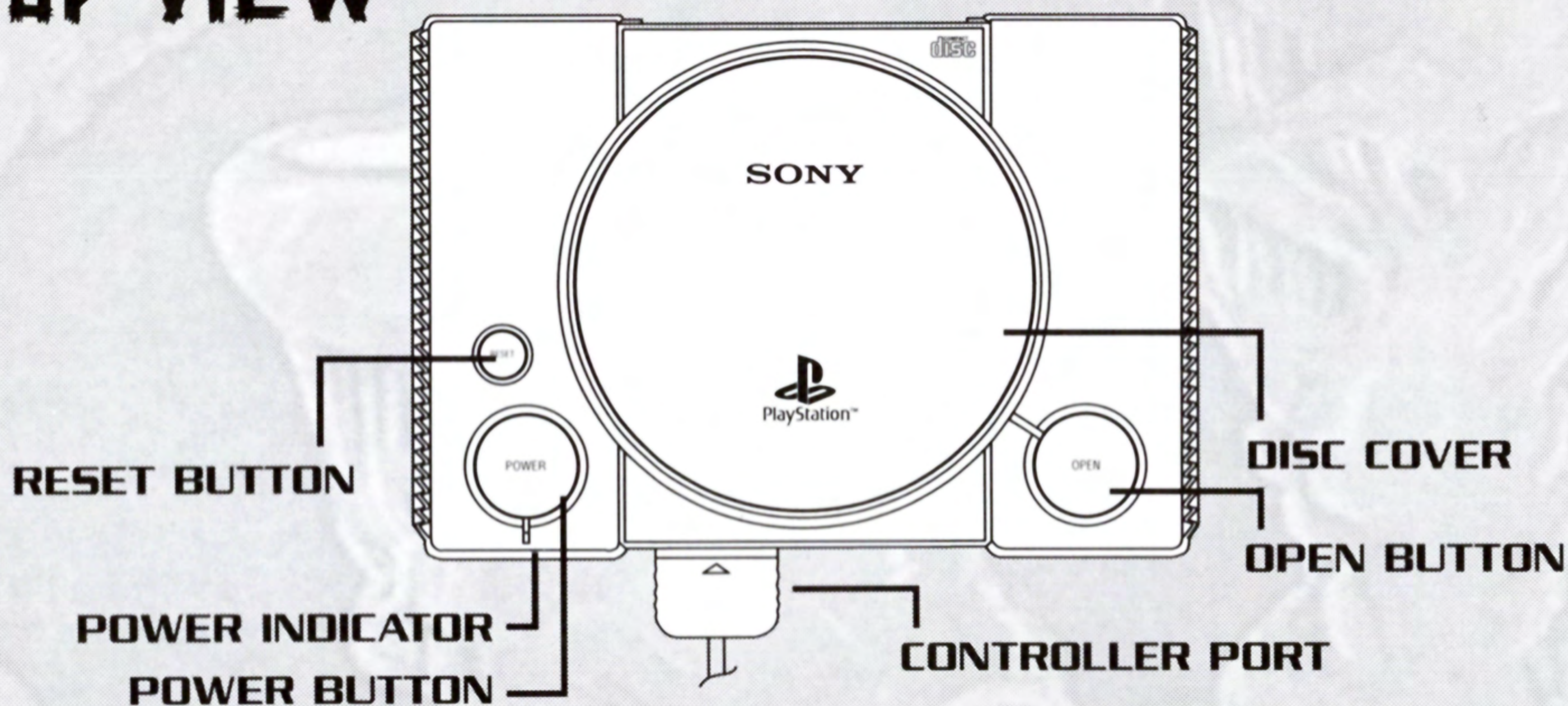
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The once green Earth has been rendered barren by centuries of pollution. Under the surface, the remnants of humanity live in caverns and compete for what little their subterranean environment offers up. Prized above else is gold; for enough of it can buy passage from the planet.

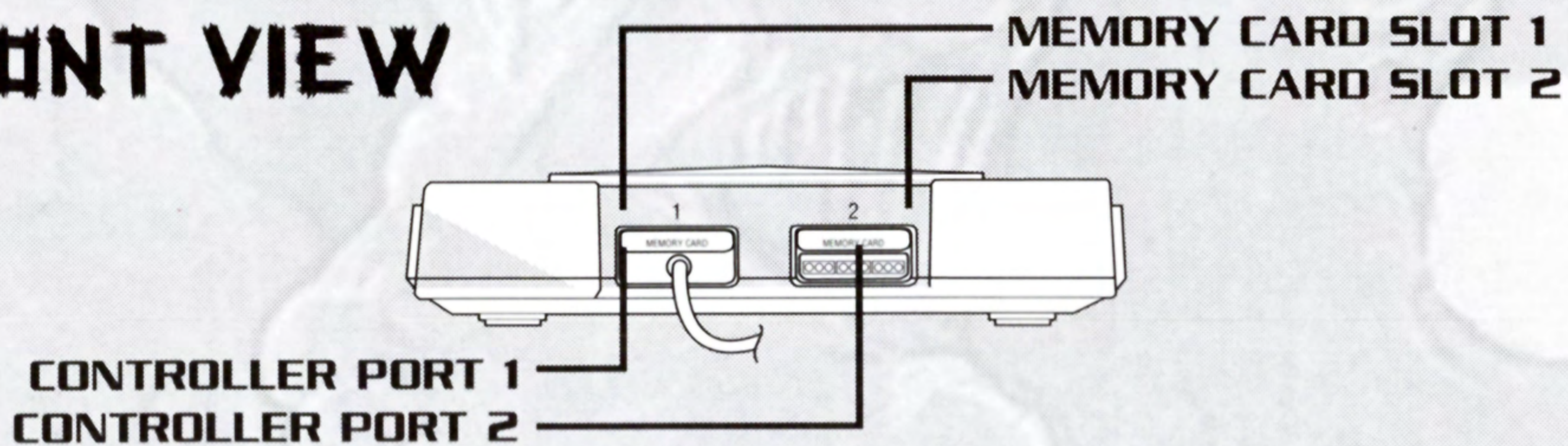
But there is another force hungry for the yellow metal; the Mad Monks. Within the realm, this subterranean cult worships gold, and hoards most of the wealth of the Earth. Hidden deep inside hundreds of well guarded and fiendishly devised caverns, their gold lies unattainable. Unattainable that is, to all but the bravest and most skilled. In this environment, the daring Lode Runner thrive; Jake Peril foremost among them.

For Jake, the stakes are high. Success over the monks and the other Lode Runners means freedom; failure means death.

TOP VIEW

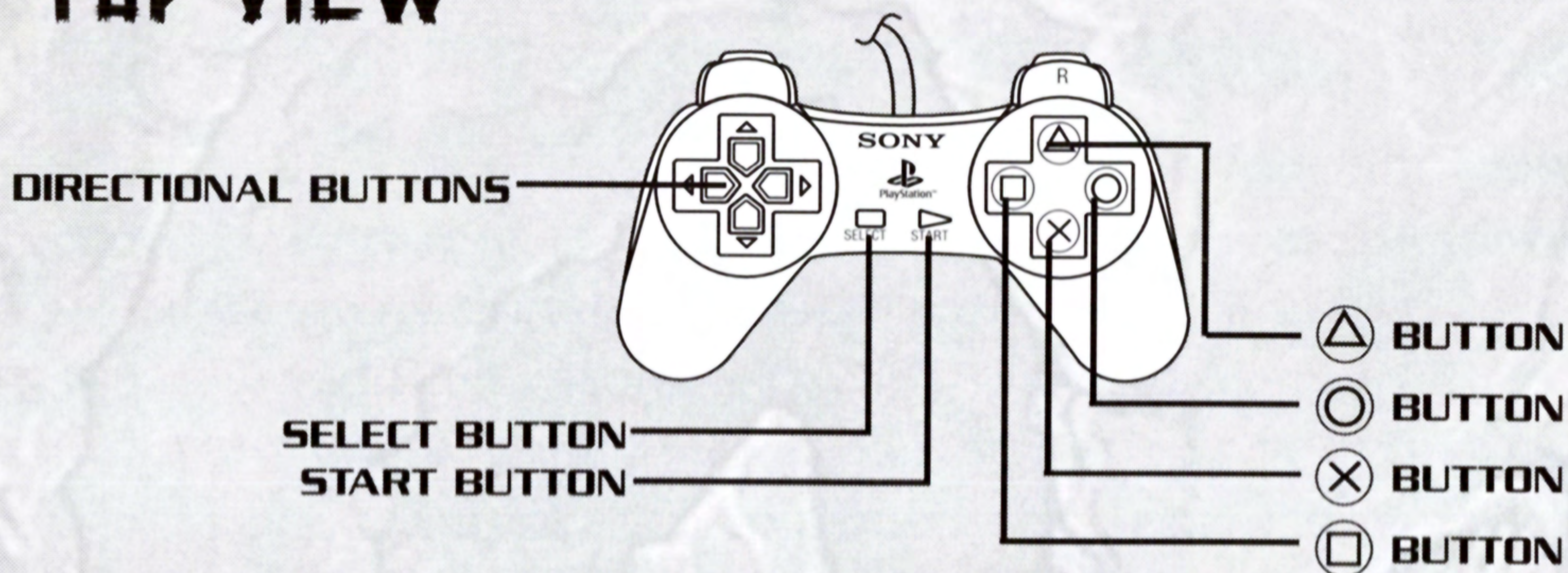


FRONT VIEW

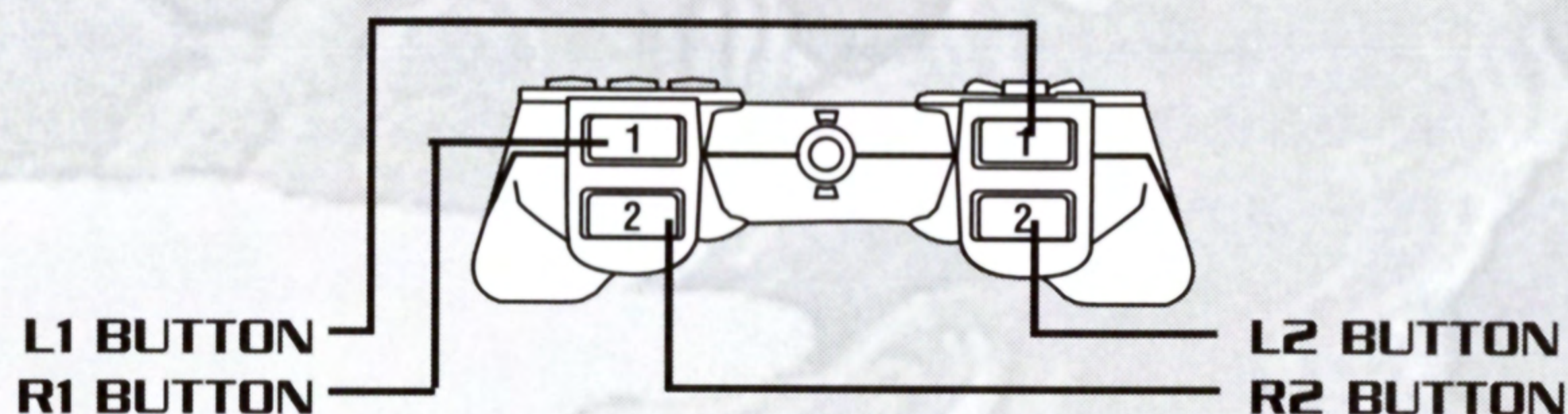


1. Set up your PlayStation game according to the instructions in the console manual.
2. Insert the Lode Runner disc and close the disc cover.
3. Insert a game controller and turn the PlayStation game console on. Follow the on-screen instructions to start a game.

TOP VIEW



FRONT VIEW



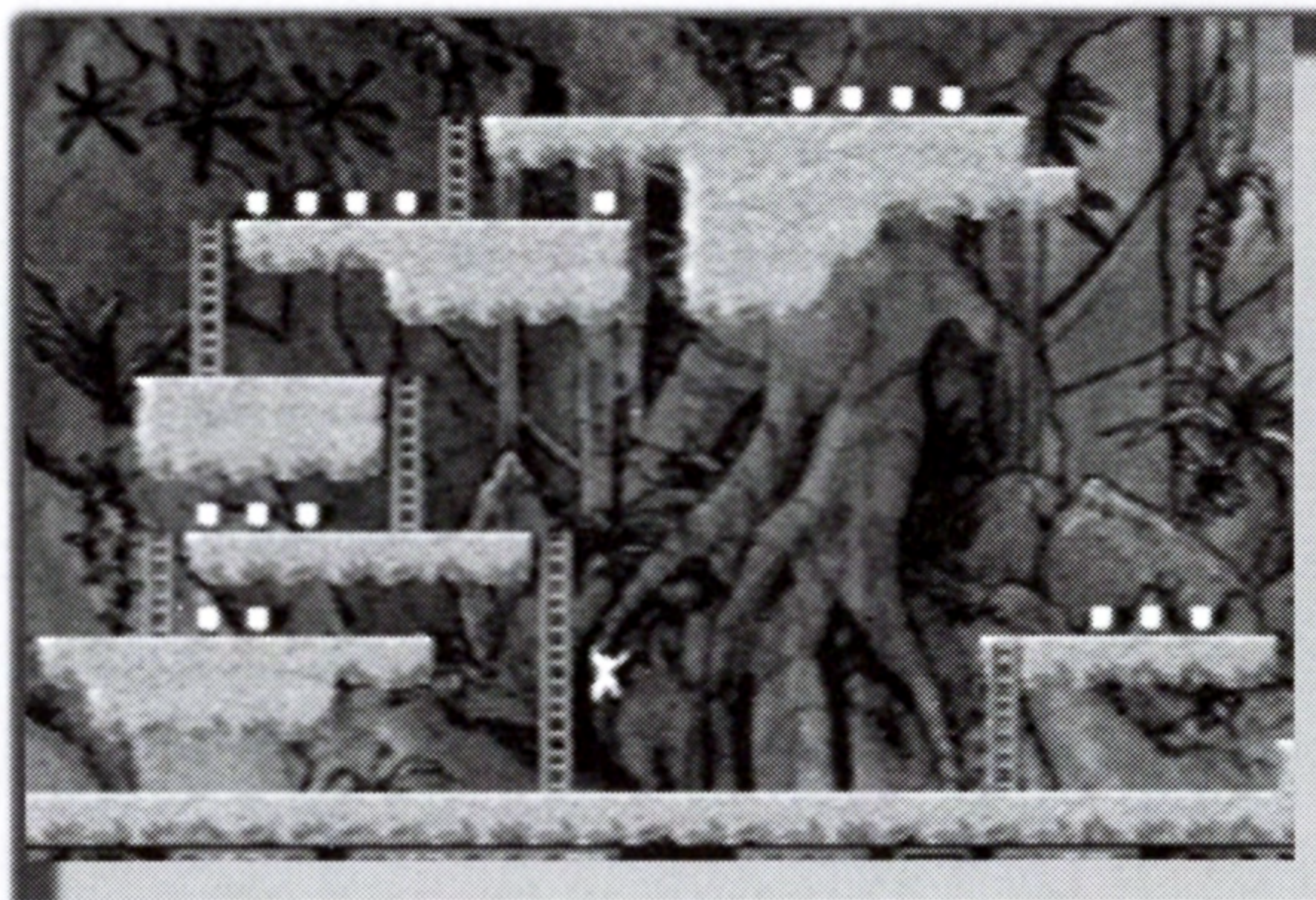
DIRECTIONAL BUTTONS	BUTTONS	L&R BUTTONS
Up Climb up ladder	○ Burn right	L1 Set bomb
Down Climb down ladder	△ Pick up item	L2 Set bomb
Left Walk left	□ Burn left	R1 Set bomb
Right Walk right	× Use item	R2 Set bomb

*Pushing "L1", "L2", "R1", and "R2" buttons simultaneously will restart level

THE LEGEND RETURNS

Under the surface of barren, polluted Earth, what is left of humanity survives in man-made caverns. In such an environment, anarchy reigns and paper money has no meaning. Gold is the only thing of value, and there are those who will do anything to get it in order to buy their way off the planet. The most skilled are known as Lode Runners and Jake Peril is the best among them.

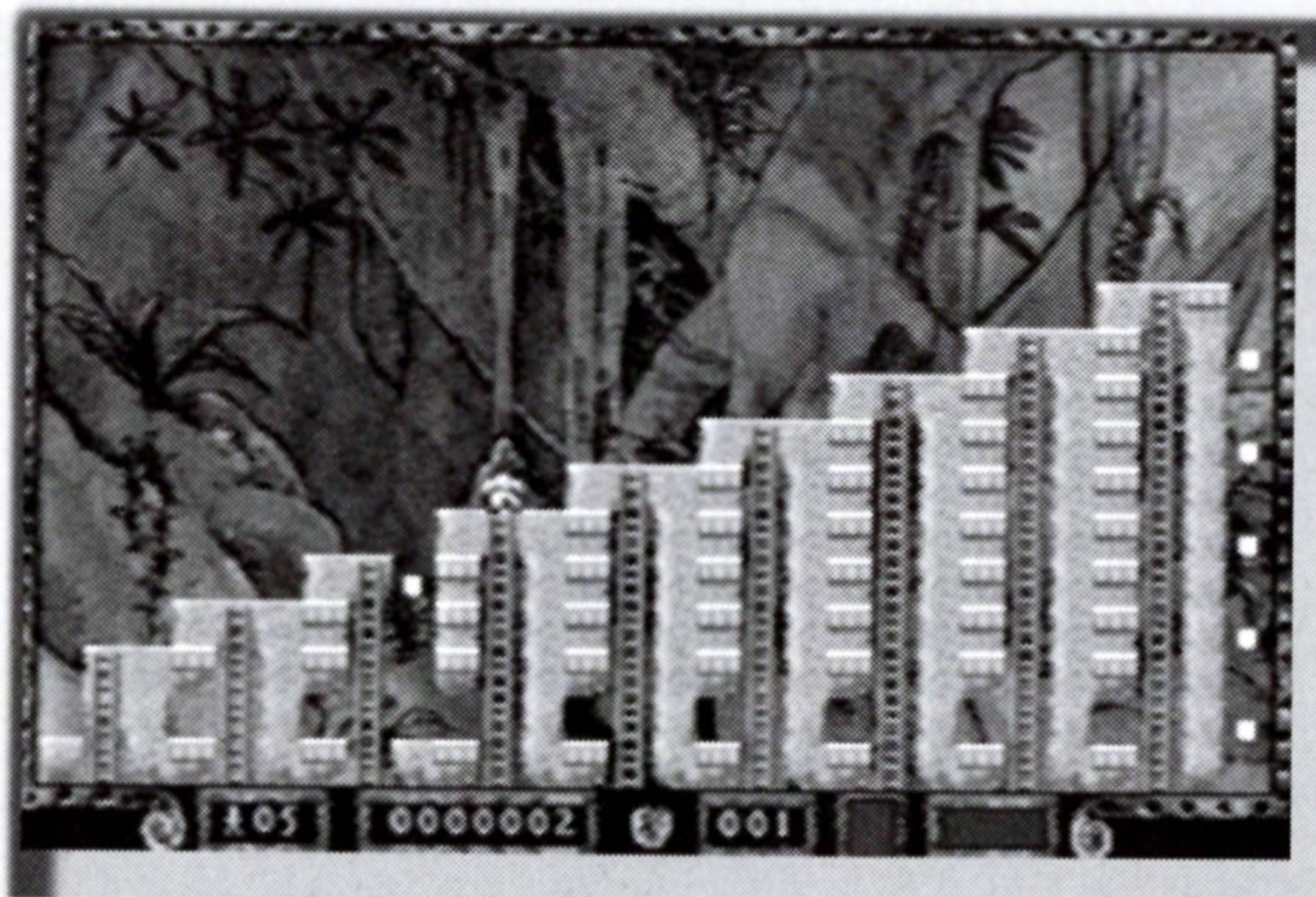
Between Jake and his dream of escape lies the Mad Monks. A subterranean cult of gold worshippers; the Mad Monks hoard the wealth of the Earth. Even if Jake can outrun the other Lode Runners and steal enough of the Monks' gold to buy his freedom, he must still escape the fiendishly devised caverns or fall prey to the Monks' revenge.

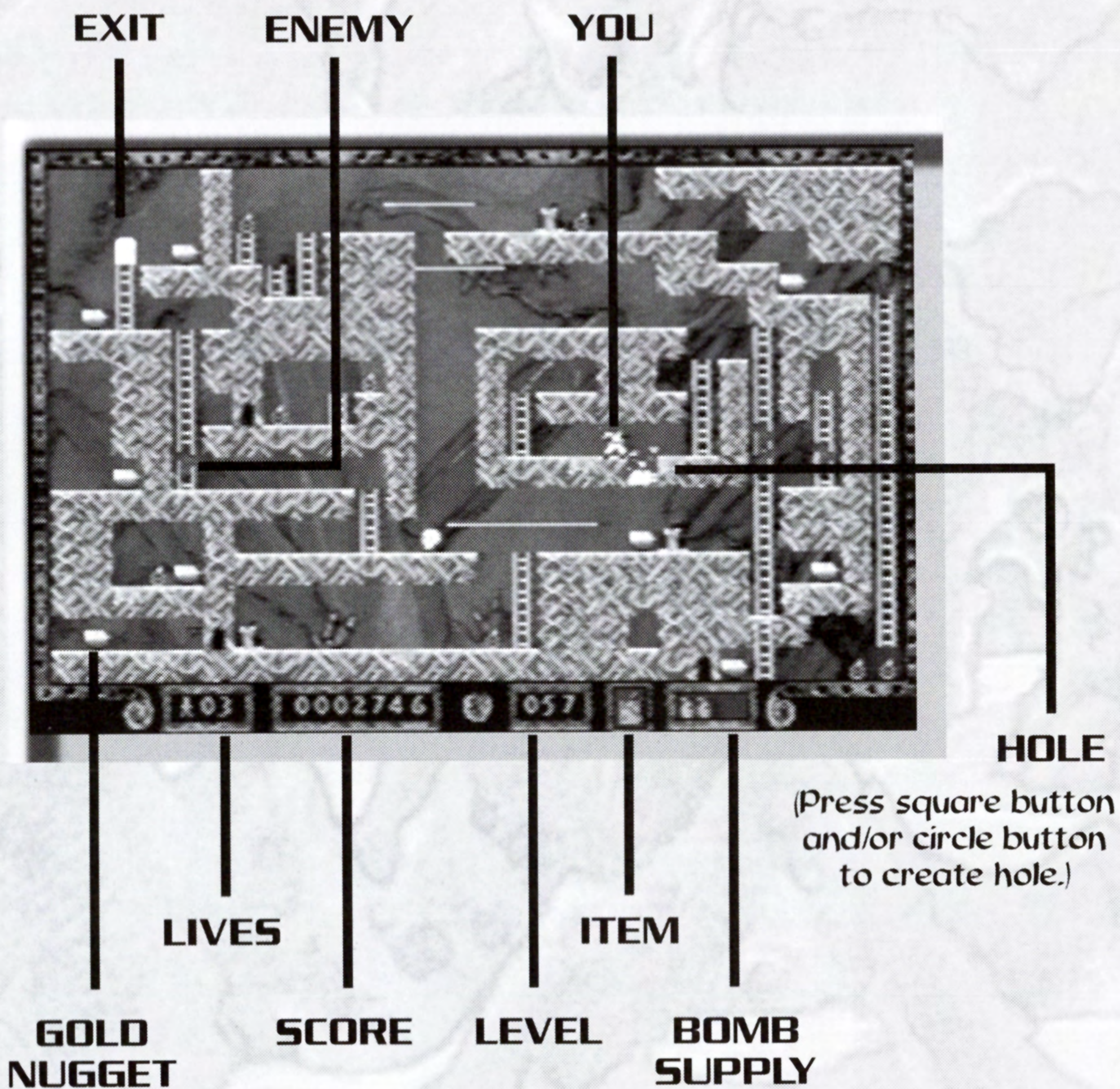


EXTRA

The thief is stolen! Under the surface of a scarred, polluted Earth the Mad Monks have hoarded the world's gold. Jake Peril, bravest and most skilled of the Lode Runners, has stolen enough to buy his way off the planet. However, Jake has underestimated the Monks' desire for gold-and revenge.

Using their wealth, the Monks have conspired to abduct Jake and banish him to their deepest and deadliest caverns. Now Jake must use every tool at his disposal, among them bombs, goo, and teleporters to outwit the Mad Monks and rival Lode Runners, steal their treasure, and escape the planet.





CONTINUE

Continue play on the same level.

RESTART

Restart the level - costs one life.

LOAD

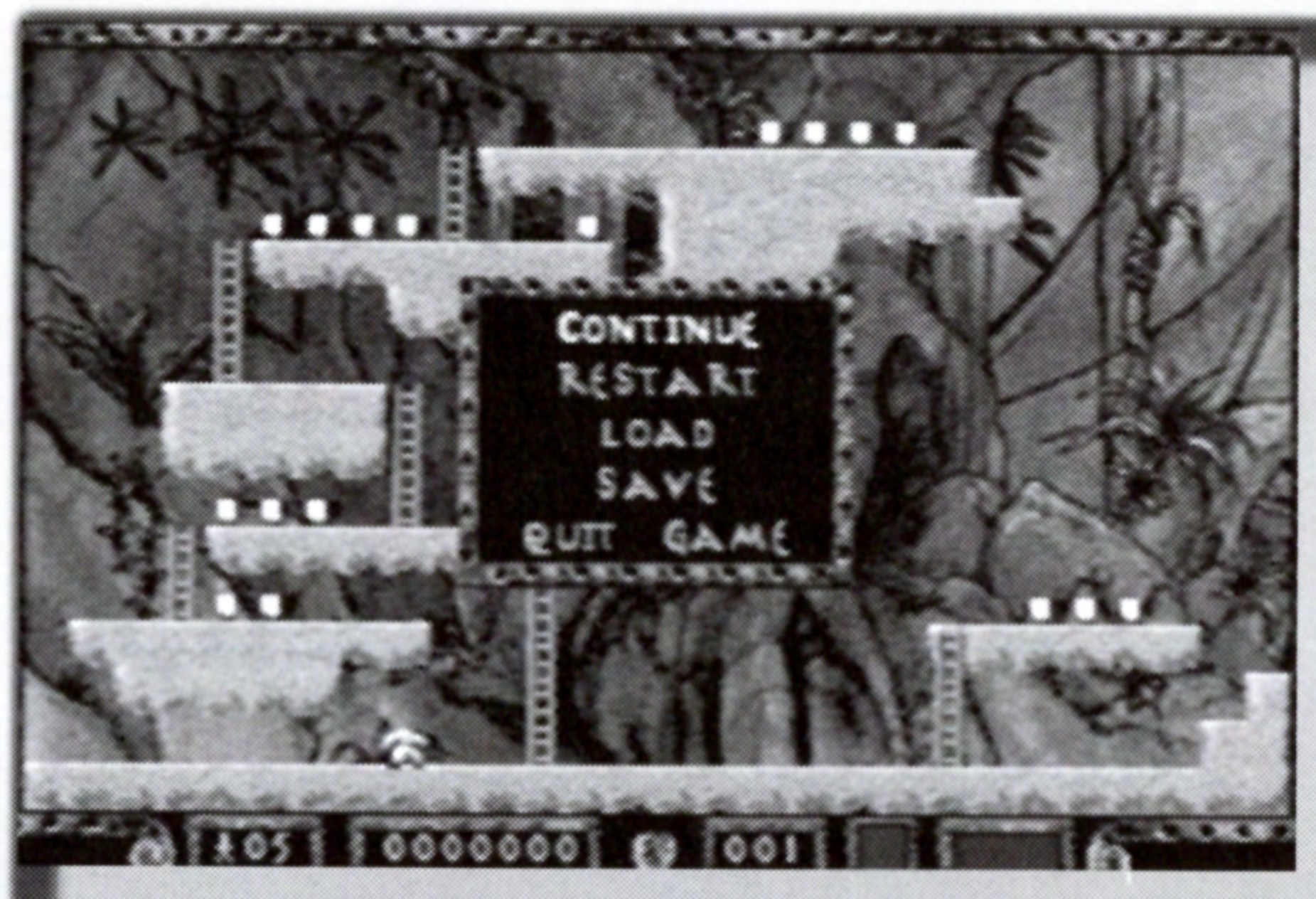
Load a saved game.

SAVE

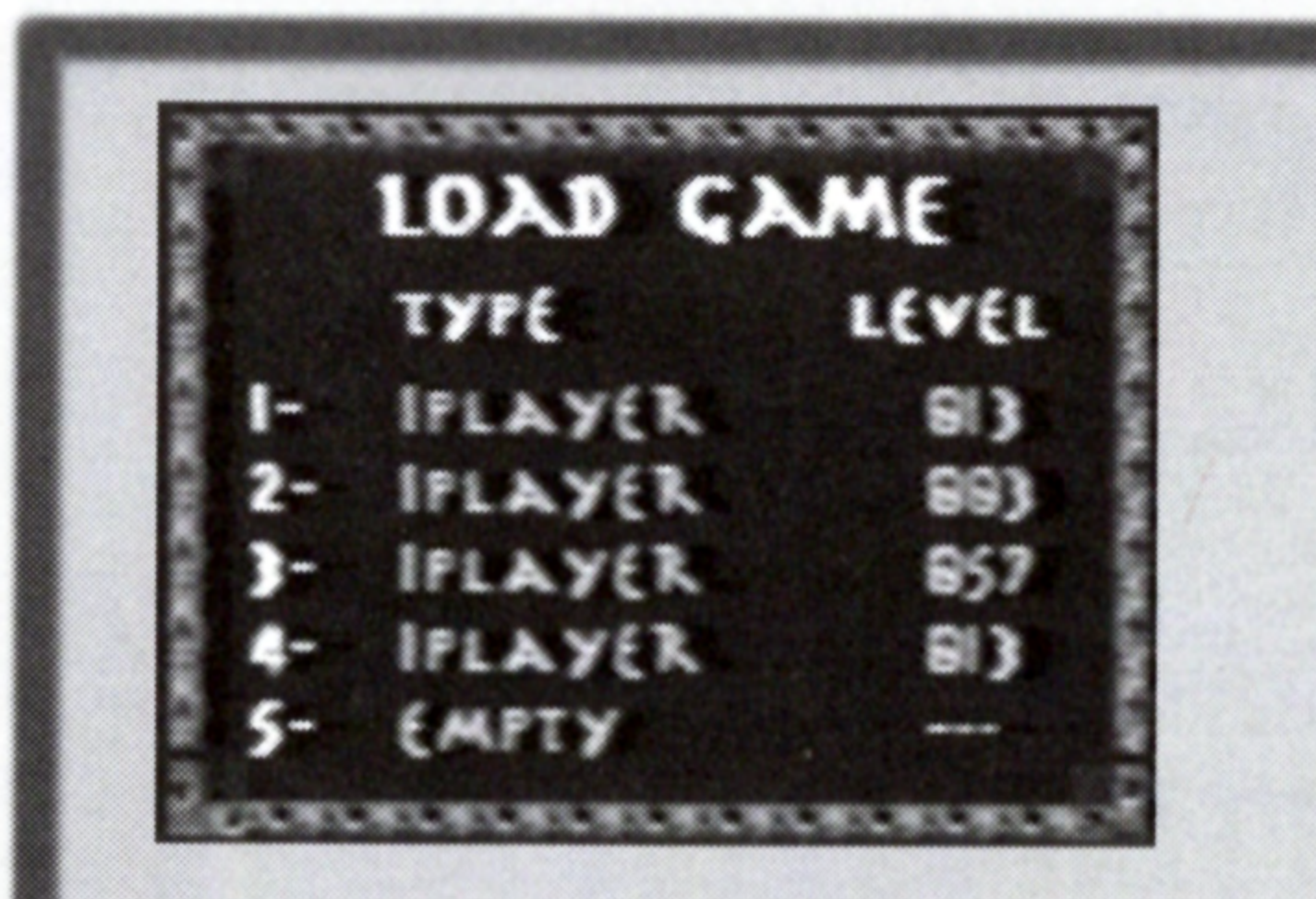
Save the current level.

QUIT GAME

End the game and return to the main menu.



LOAD



Load one of up to five previously saved games from the memory card.

SAVE



Save one of up to five games on the memory card.



THE LEGEND RETURNS

The original Lode Runner Game.

EXTRA

The sequel to Lode Runner.

CONSTRUCTION

Create customized levels.

OPTIONS

Modify the game play parameters.

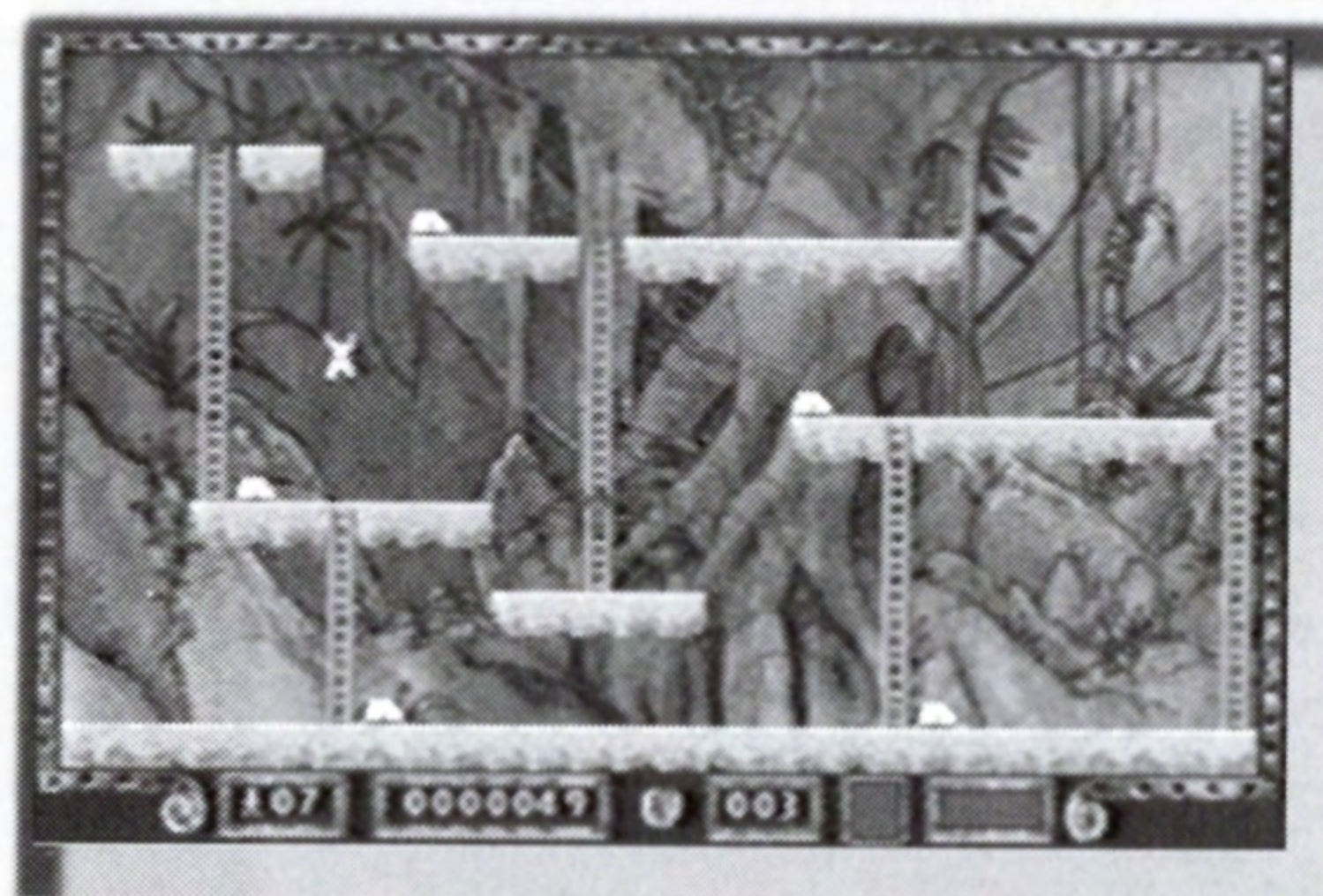
RANKING OF 1 PLAYER		
PLAYER	SCORE	LEVEL
1- MARTY	02738	057 L
2- PLAYER1	00886	034 L
3- TREE	00885	034 L
4- PLAYER1	00884	034 L
5- PLAYER1	00859	038 L
6- GREYFAX	00300	015 L
7- HOELTERGEIST	00299	015 L
8- SUNSET BUNNY	00298	015 L

1 PLAYER
2 PLAYERS
CANCEL

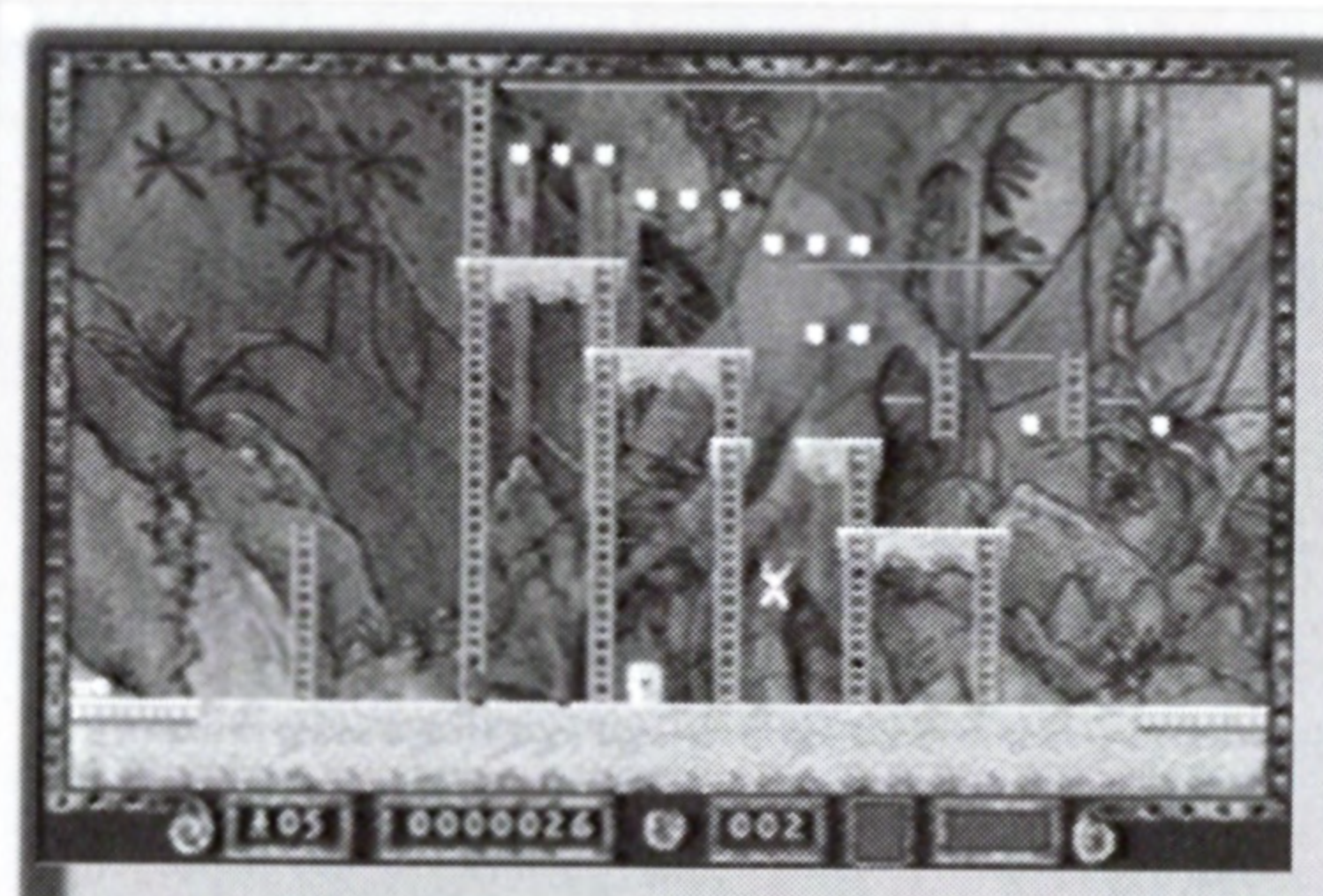
At the main menu, select "The Legend Returns" or "Extra" with the directional controller and press start. Then select 1 player or 2 players and press start. In the 2 player game, both players work together to solve scenarios requiring perfect cooperation.

THE LEGEND RETURNS

EXTRA



"The Legend Returns" is composed of quite a few levels that become progressively more difficult. Your advancement depends on you learning new moves to keep the enemy away.

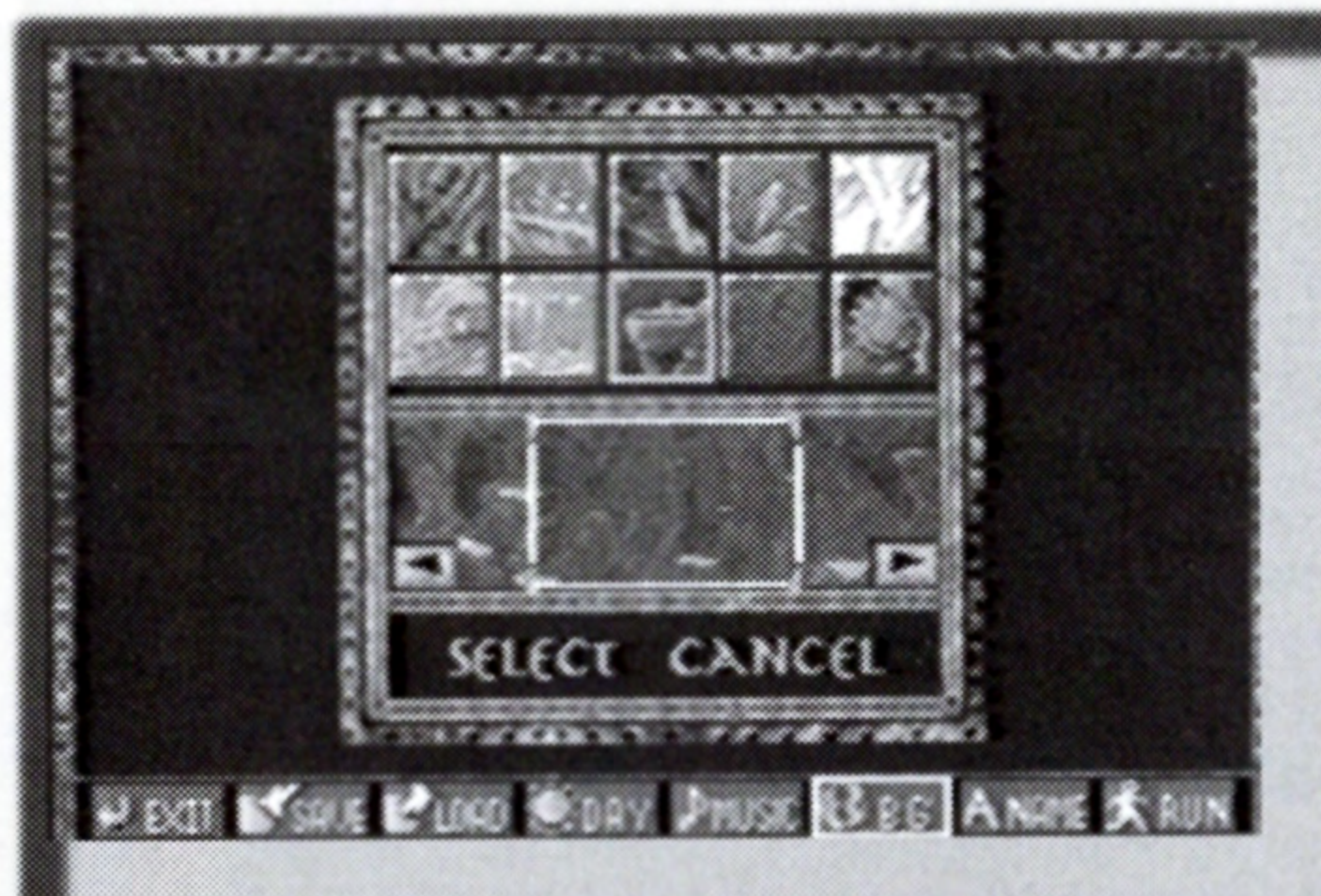


"Extra" continues where "The Legend Returns" left off. It starts with a fiendishly difficult puzzle and becomes more and more challenging.

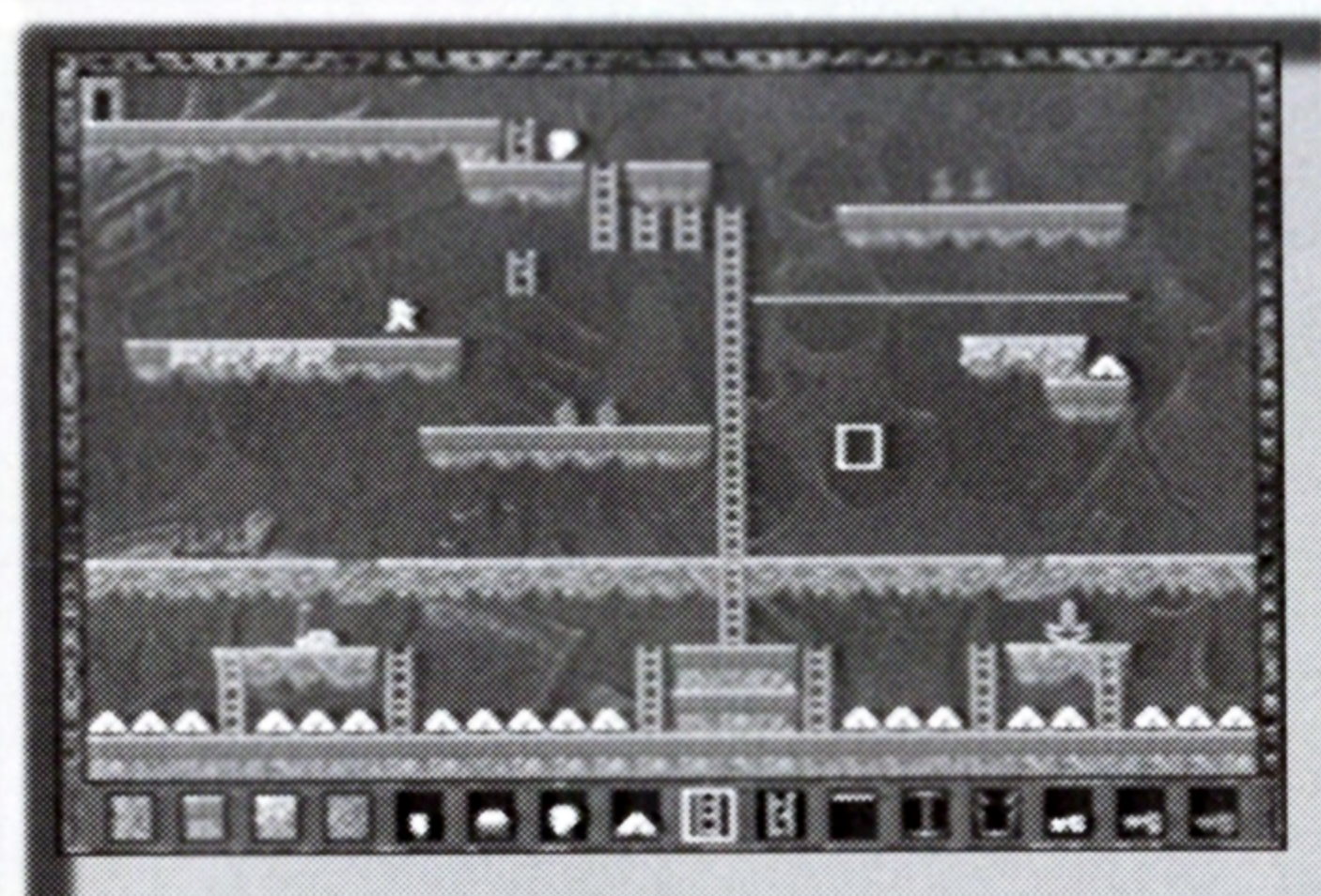


To start creating your own levels, select "Construction" on the Main menu. You'll see a blank backdrop with an object menu at the bottom. Scroll through the three different menu bars as you build your level. Below are the menu options. Item descriptions are on pages 16-19.

- EXIT** Return to the Main menu.
- SAVE** Save the custom level to the memory card.
- LOAD** Load a custom level.
- DAY/SPOT** Select whether the level is day or casts a spot light.
- MUSIC** Choose a track from the 10 available as background music.
- BG** Choose 1 of 10 background patterns.
- A NAME** Name this level and save it.
- RUN** Play a saved custom level.



Start "Construction" mode by selecting a background pattern. Highlight "select" once you have chosen the appropriate background. Press the button and you will go on to the item menu. Use any combination of the 32 items available in constructing your level. A list of the items is on page 17



You can play test your level at any time while you are building it. To do so, make sure the #1 controller is plugged in and press the "start" button. There are five levels which you can create, load, and modify while you are in "Construction" mode.

- Move cursor on screen.
- Remove an icon.
- Change menu bar.
- Hold to link Teleporters.
- Place selected icon.

L2 Move cursor left on menu bar.

R2 Move cursor right on menu bar.

START Test the custom level.

SELECT Exit test mode and go back to construction.

NOTE: To link Teleporters, place the cursor on the "entrance". Press the button and a line will appear. Select an "exit", and confirm by pressing the button.

NOTE: To create a new level, after you have saved the level you have created, hold down L1, L2, R1, R2, and the Select button. This will erase your previous work.



MUSIC ON/OFF Turns the music on and off.

SOUND ON/OFF Turns the sound effects on and off.

CONTROLLER1 CONFIG. Configure controller 1.

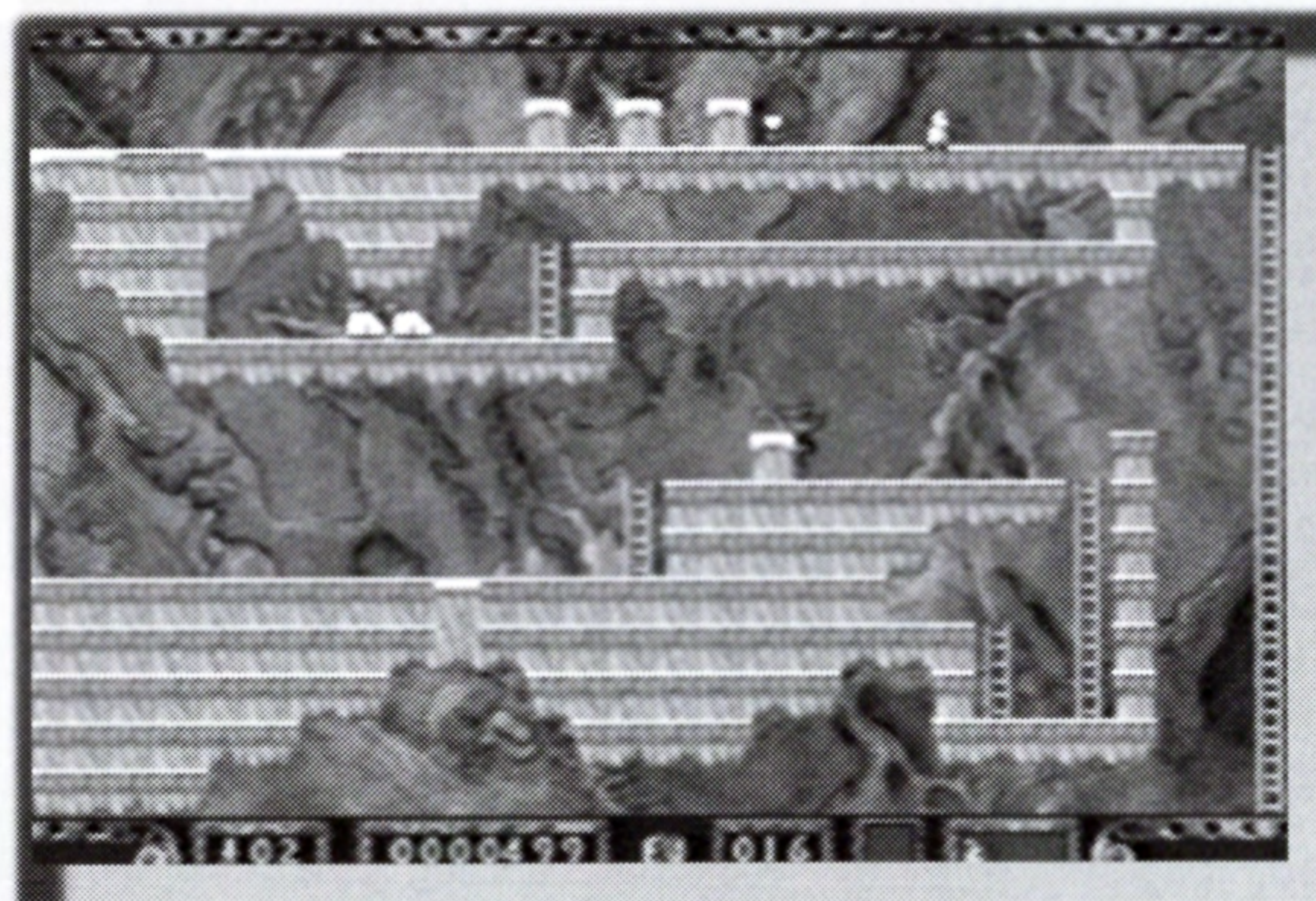
CONTROLLER2 CONFIG. Configure controller 2.

CONFIG LOAD Load a saved controller configuration.

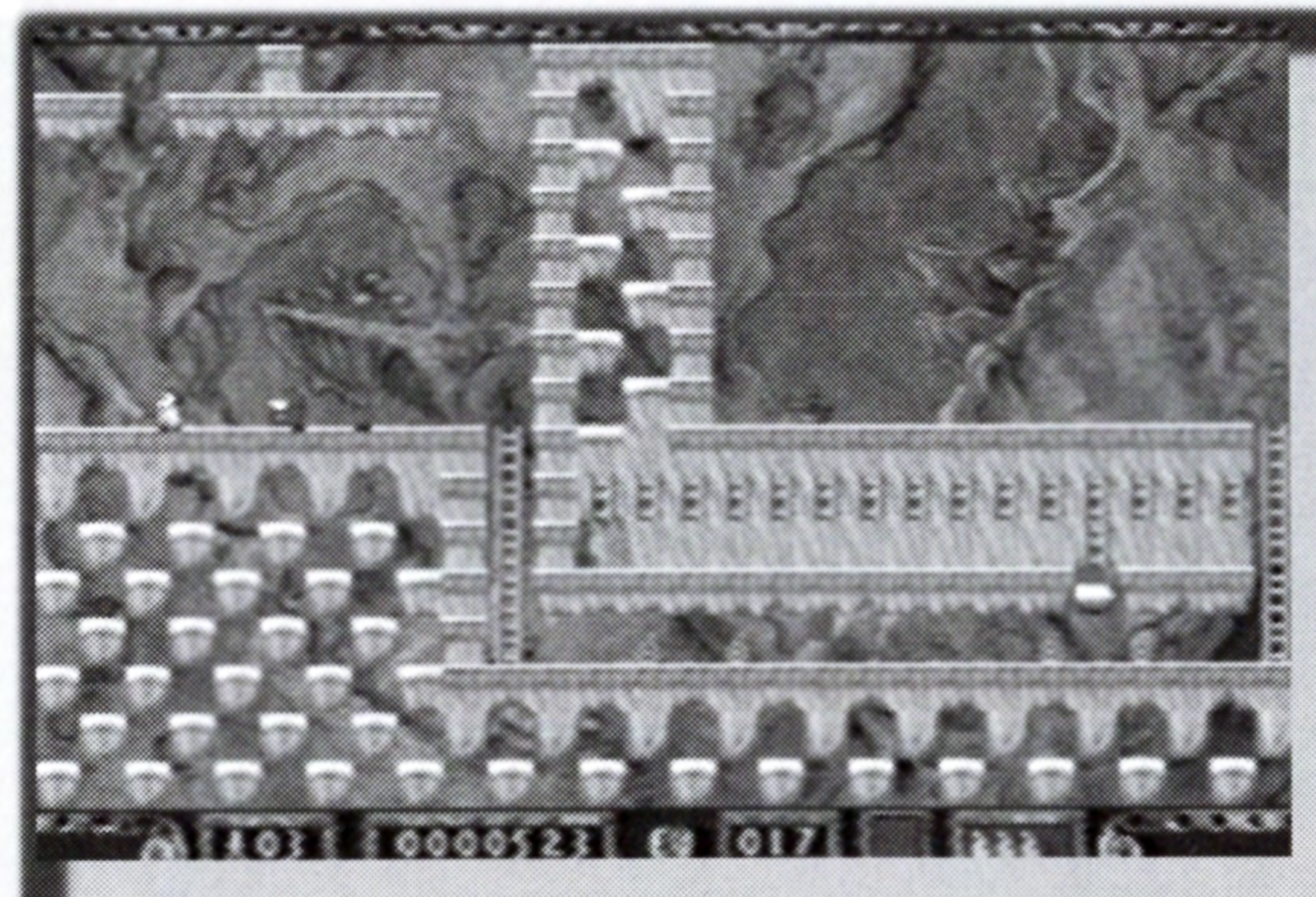
CONFIG SAVE Save current controller configuration.

EXIT Return to the Main menu.

BOMBING YOUR WAY THROUGH

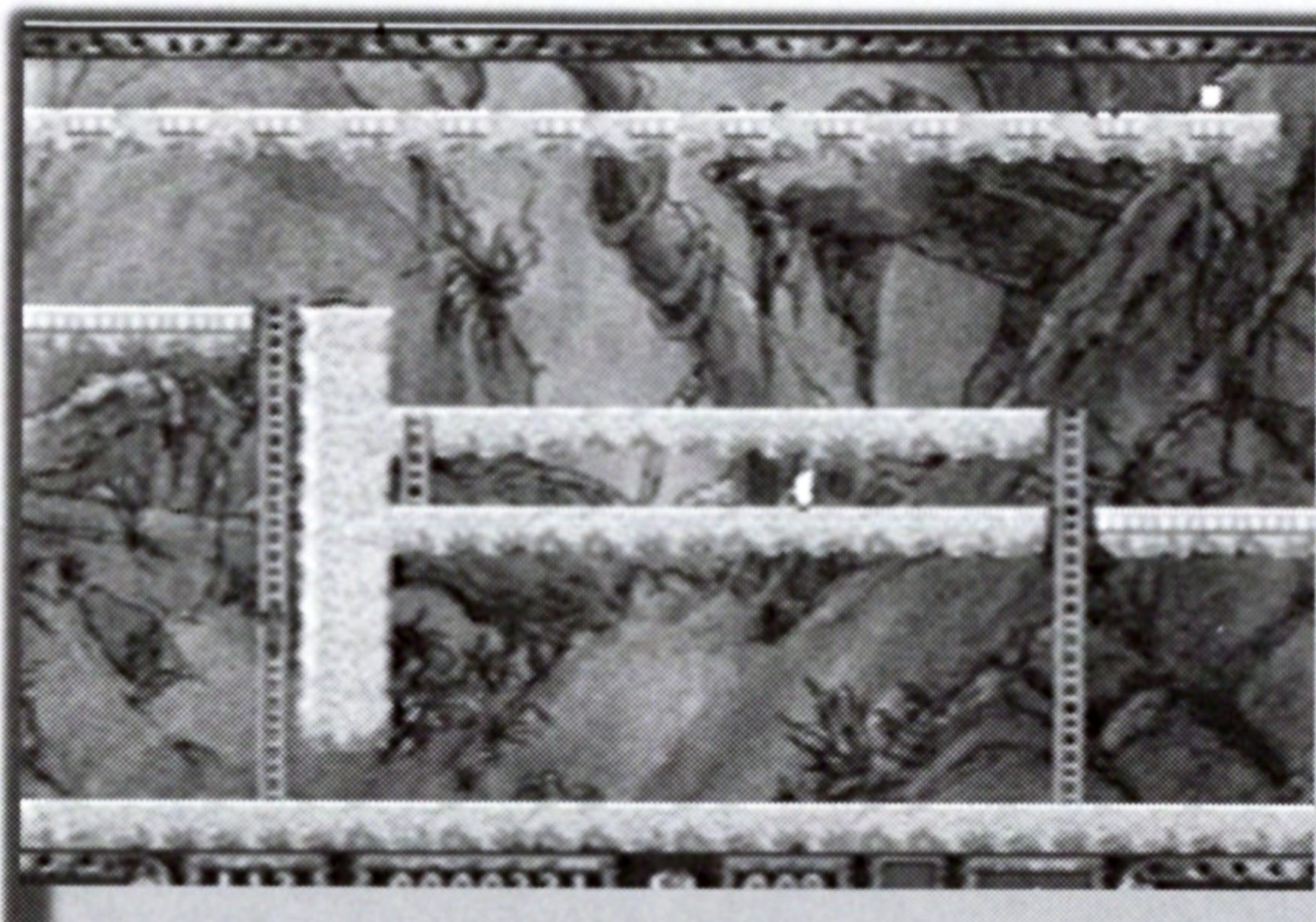


Bombs can be used for two purposes. They can be used to destroy walls which you can't dig through in the normal manner. This is why explosives were invented, after all. Just make sure you are well away from the bomb when it goes off. Also, be aware that a bomb will light the fuses of any other bombs nearby.



You can also use bombs to clear a path through the guards. If the guards are closing in, hot on your tail, place a bomb in their path, either on the ground or on a ladder, and watch them disintegrate. Up to five guards can be cleared this way. They will reappear at a comfortable distance.

GET THE IMPOSSIBLE GOLD

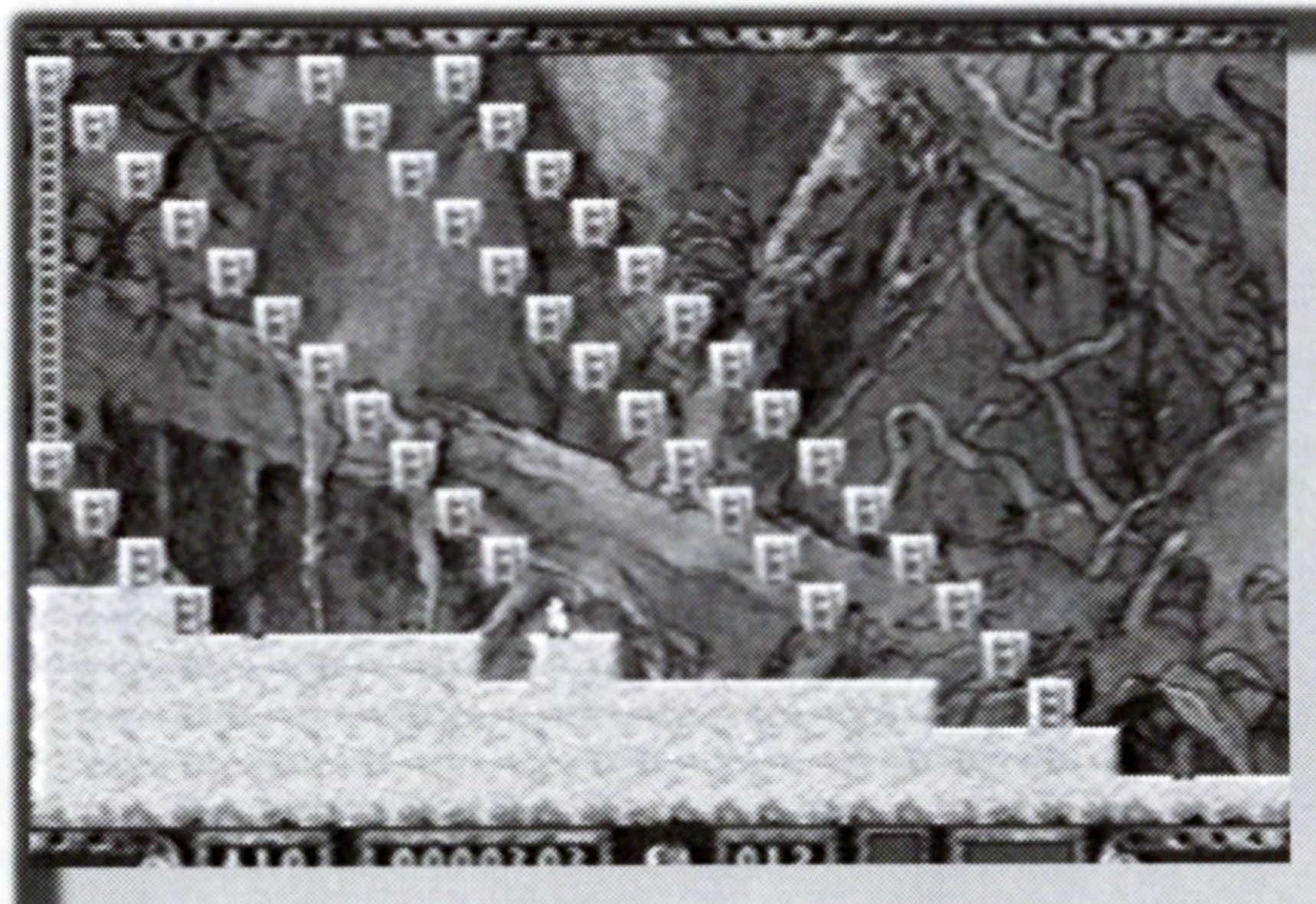


In some cases, the last bars are unreachable. Rather than try for it yourself, it is best to try to coerce a guard to pick it up and bring it to you. Try to maneuver the guard so it is forced to run over the gold. If it is not already carrying a bar, it will grab the gold. Then all you need to do is convince the guard to give up its new wealth.

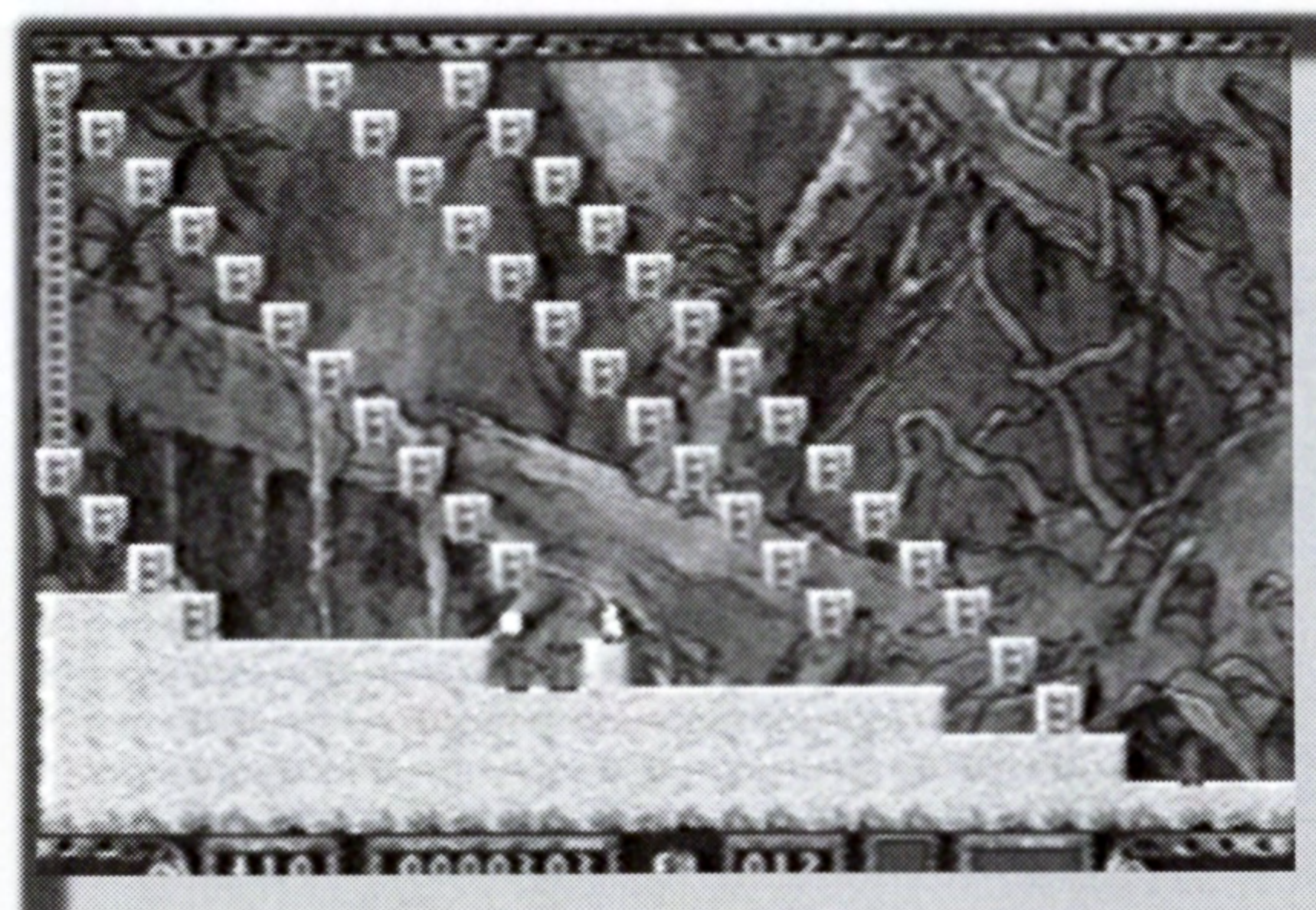


Some scenarios have buried treasure. If you have collected all the visible gold and the exit doesn't appear, then dig through the soft ground to find any hidden gold bars. If you find buried gold, you will have to drop through the hole you created to pick it up. Make sure you have a way out before you fall, or you might get stuck.

GET THE GOLD FROM THE REAPER

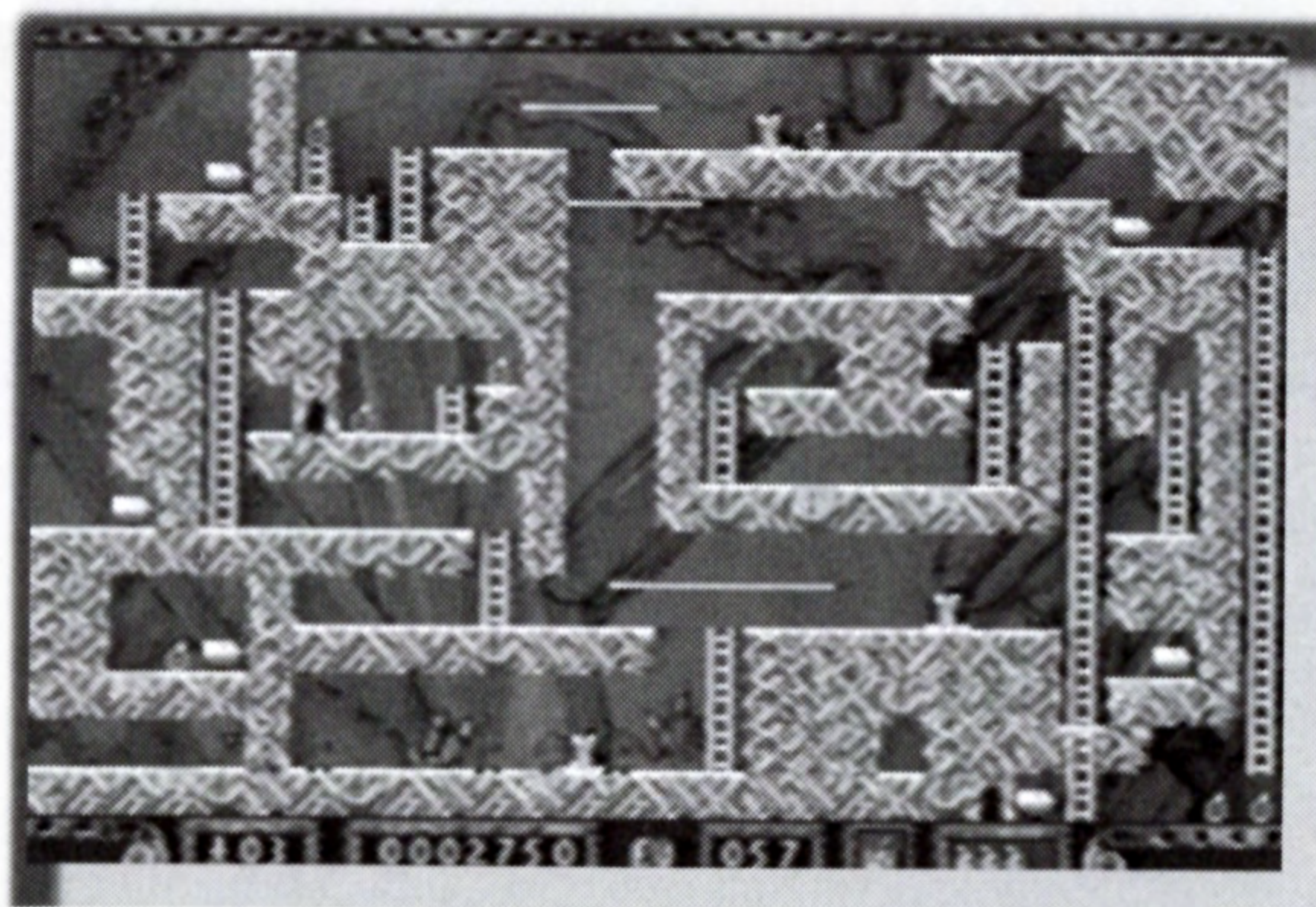
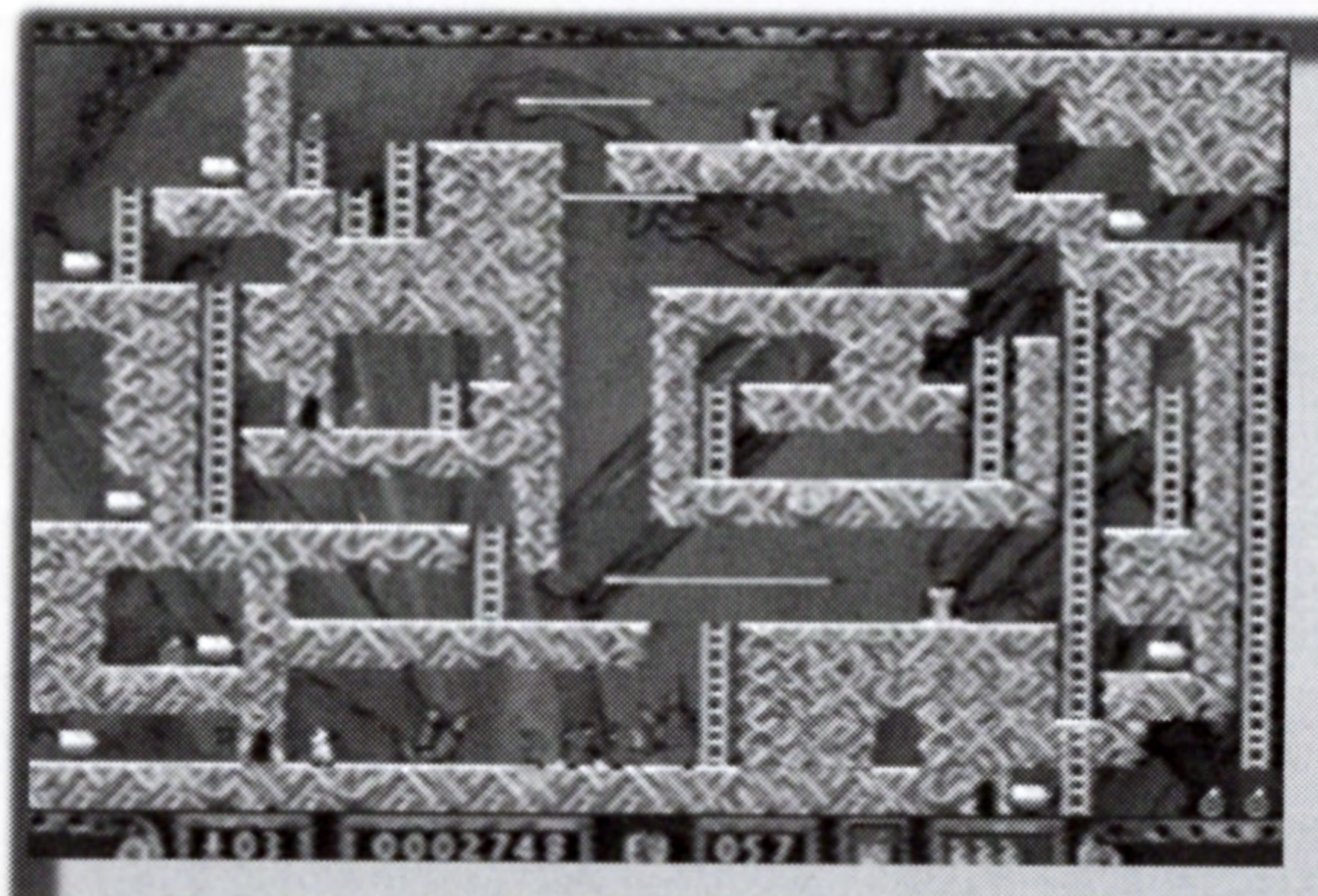


The guards may be intent in catching you, but they are not above a little theft. If you have all the visible gold and there is nowhere else to dig, it is very possible that a guard might have sneaked an addition to his pay while you weren't looking. Try to have an idea as to which one it could be. Otherwise, you will have to go through all of them to find the missing gold.

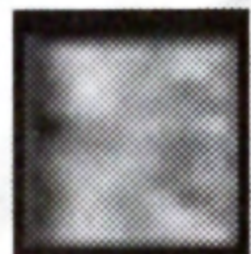


In those cases, get the guard to follow you. Dig a hole for them to fall into and they will drop the gold. On occasion, more than one guard has stolen the gold, so you might have to bury a few more. Also, be careful that another guard doesn't grab the gold, or you will have to repeat the process.

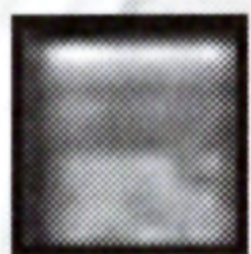
HIDE AND GO SEEK



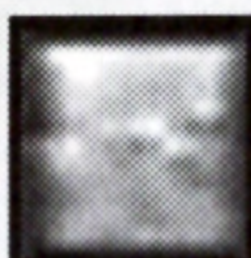
Deep in the madness of the mazes are hideout huts. If you are out of bombs, or need to save them, the hideout huts provide a refuge from the guards chasing you. Simply stand in the opening of a hut and press up to enter it. The guards aren't too smart, and they will ignore you as you hide, walking right past you. When the coast is clear, press down to leave. This is a very useful technique to keep the guards off your tail. It is best to wait until they are all as far away from where you need to be as possible, or in a place which is awkward to chase you from.

**SOFT GROUND**

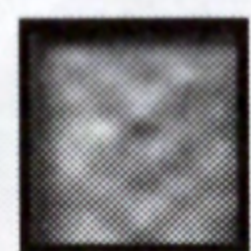
This ground is soft and easy to burn, dig, or blow holes through.

**SOLID GROUND**

This ground can only be dug or blown through with the jack hammer or big bomb.

**STICKY GROUND**

You and the guards are slowed tremendously through this.

**HOLE IN THE GROUND**

It looks like normal ground, but it really is a hole.

**GOLD BARS**

One gold bar is one point.

**CART OF GOLD BARS**

A mining cart full of gold is worth 2 points.

**GOLD SKULL**

A golden skull is 3 points.

**STACK OF GOLD BARS**

A stack of gold bars is 4 points.



LADDER

Climb this to reach a plane.



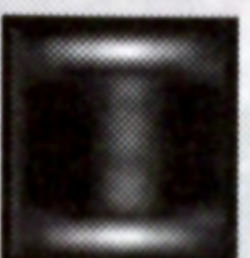
HIDDEN LADDER

These ladders appear when all the gold has been collected.



ROPE

Allows you and the guards to cross wide pits.



TELEPORTER ENTRANCE

Step on this to teleport.



TELEPORTER EXIT

You appear in this when you use the teleporter.



GOLD KEY

Use this to open the gold door.



GREEN KEY

Use this to open the green door.



RED KEY

Use this to open the red door.

**BIG BOMB**

Permanently destroys both solid and soft ground and will ignite other bombs, guards, and you.

**BOMB**

Blows up the soft ground and will ignite other bombs, guards, and you.

**GLUE**

Spread this on the ground to turn it sticky.

**BUG SPRAYER**

Sprays a green cloud which slows any guards.

**PLAYER 1**

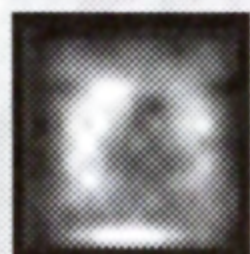
This is player 1.

**PLAYER 2**

This is player 2.

**GUARD**

The folk whose gold you are stealing. One touch, and you are finished.

**GUARD GENERATOR**

When guards die, they reappear here.

**JACK HAMMER**

Use this to drill through solid ground.

**PICKAX**

Use this to create a pile of rubble from the ceiling and block any guard's progress.

**SNARE**

Use this to trap guards and hang them by their feet.

**HIDEOUT**

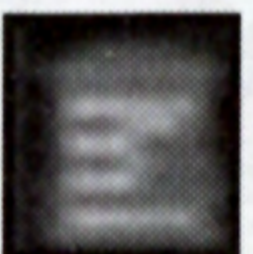
Hide by pressing up when standing in front of it, leave by pressing down.

**EXIT**

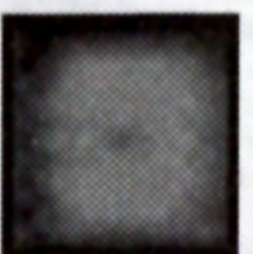
Leave this level after you've collected the gold.

**GOLD DOOR**

Use the gold key to unlock this exit.

**GREEN DOOR**

Use the green key to unlock this exit.

**RED DOOR**

Use the red key to unlock this exit.

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Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076; Europe Nos. 80244; Canada Nos. 1,183,276; Hong Kong Nos. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999

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