

Championship **Lode Runner™**



HINTS

ON SOLVING
THE 50 LEVELS OF
CHAMPIONSHIP
LODE RUNNER



Hint Book



Broderbund™

CHAMPIONSHIP LODE RUNNER HINT BOOK

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LODE RUNNER and CHAMPIONSHIP LODE RUNNER
are action/strategy games by Doug Smith



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PREFACE

THE CHALLENGE

As you'll remember from the original *LODE RUNNER*, 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 mission, as a Galactic Commando, was to infiltrate the mind-boggling treasury rooms, evade the deadly Bungeling guards, and recover every chest of Bungeling booty.

In *CHAMPIONSHIP LODE RUNNER* you face more formidable treasury rooms, in fact, 50 of the most intricate and challenging rooms ever designed! Your mission, if you choose to accept it, is to penetrate to the deepest, most difficult rooms and discover what lies beyond.

THE LEGEND

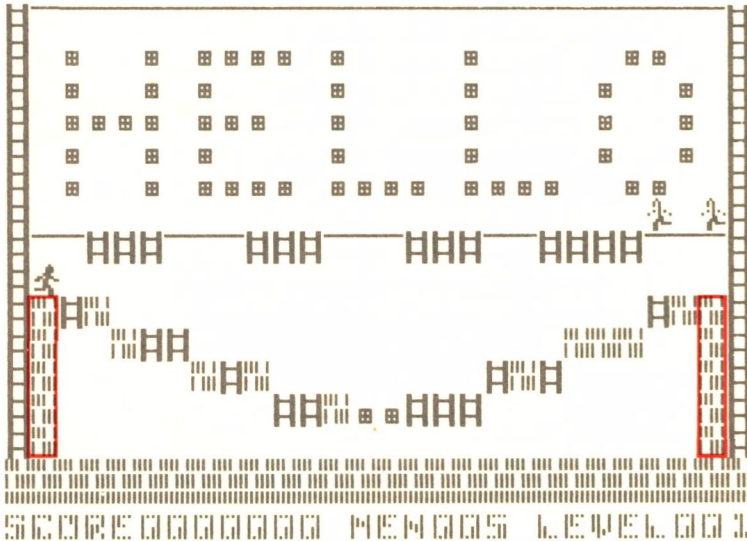
The original *LODE RUNNER* is one of the most popular games of all time. It has received numerous awards including *THE MOST POPULAR PROGRAM OF 1983 FOR THE APPLE COMPUTER* from Softalk, *1983 GAME OF THE YEAR — APPLE* from Video Game Update, *1983 BEST OVERALL COMPUTER SOFTWARE — ARCADE STYLE ENTERTAINMENT* from Billboard, and *1984 ARCADE AWARDS COMPUTER GAME OF THE YEAR* from Electronic Games. *LODE RUNNER* has also been introduced to the coin-operated market by IREM Corporation of Japan.

Now, from the programmer and company that brought you *LODE RUNNER*, comes the exciting sequel — *CHAMPIONSHIP LODE RUNNER*!

THE HINT BOOK

The *CHAMPIONSHIP LODE RUNNER HINT BOOK* is designed to help you solve 50 of the most elaborate, complex, heavily defended Treasury Rooms you'll ever encounter. It is a hint book not a solution book. Our intent is to maintain the challenge of *CHAMPIONSHIP LODE RUNNER* by providing you with an approach that will work to solve each level rather than an absolute solution. We assure you that no matter how "impossible" these levels may seem at times, they are all solvable! In fact, there is more than one way to solve many of them.

LEVEL 1: HELLO & WELCOME

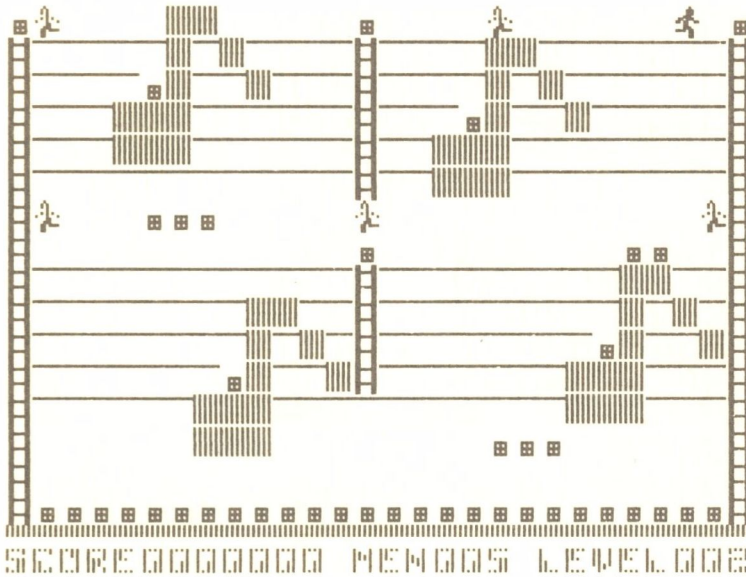


STEP 1: Descend the left-hand ladder and draw the Bungelings to the bottom right before they can get any gold chests.

STEP 2: Dig down the column of bricks next to the ladder slowly enough that the top brick has reappeared when the bottom brick has been dug (see diagram). Without hesitation, run up the ladder to the top of the column and across the steps for the nearer of the two lower gold chests. When you fall to the bottom of the board, quickly run out before the bottom brick of the column reappears.

STEP 3: Climb the ladder halfway and then lure the two Bungelings into the trap at the bottom. Pull them all the way to the left by descending the left-hand ladder again. Then cross over to the right side and repeat Step 2. If you move quickly, you will fall to the ground with the second gold chest just before the two Bungelings reach you. If you hesitate, however, even for a second, they will catch you.

LEVEL 2: MUSIC MAESTRO



KEY: Keep all of the Bungelings together (this should be the opening move).

STEP 1: To start, move to the top right corner. Four Bungelings will proceed up and left and the fifth will climb toward you. Just as he approaches, move left. Again, as soon as the Bungeling is near you, drop to the bottom, run right and up the ladder to a spot that makes the Bungeling run left.

STEP 2: Stay high to draw all Bungelings to the top left. Then repeatedly collect gold chests from the right side and the bottom.

STEP 3: Draw all of the Bungelings that are on the bottom to the right side and then up.

STEP 4: Finally, go left and down, moving up the left ladder to keep all five Bungelings on the right side. The left side can now be cleared.

LEVEL 3: LADDERS GALORE

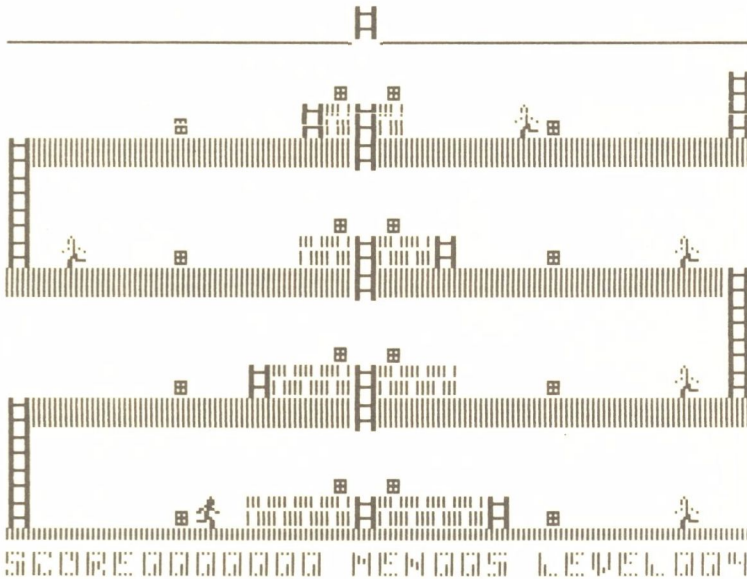


STEP 1: Get by the Bungelings by moving left, under the first Bungeling and over the next. Remember, you're slightly faster and you've got great timing!

STEP 2: Lure each Bungeling individually into the one place on the board where you can dig and dispose of each Bungeling one at a time.

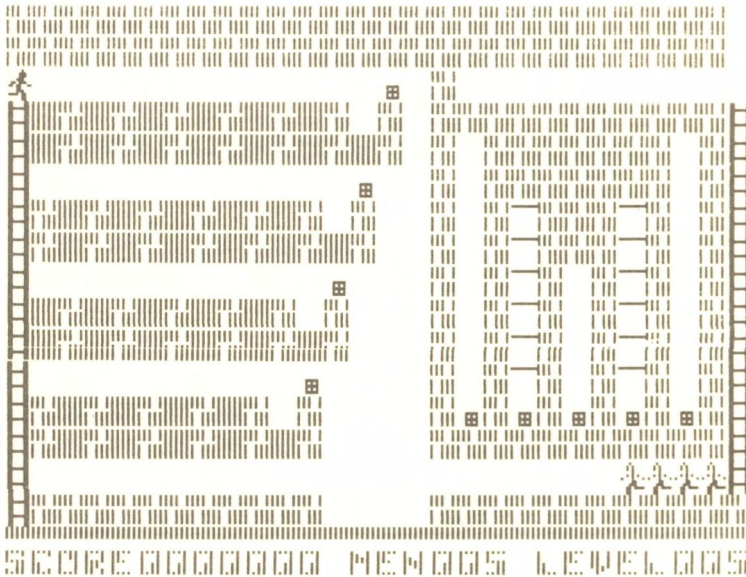
STEP 3: Collect all remaining gold chests.

LEVEL 4: DROL HOLE



STEP I: Use your position on the ladders to move the Bungelings to the left and right, dropping each Bungeling past and below you through the center channel before moving up to the next level.

LEVEL 5: FOUR IS COMPANY



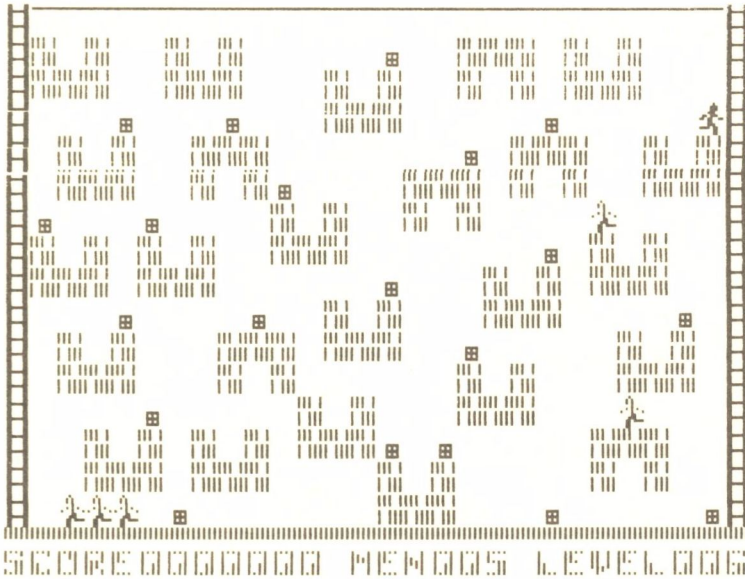
STEP 1: Start by getting the Bungelings trapped at the bottom center by moving to the bottom of the far left ladder.

STEP 2: Run over their heads and get all of the gold chests on the right side (the fifth chest from the right has a trap door under it).

STEP 3: Dig away all the bricks to the left of the Bungelings, letting one Bungeling free.

STEP 4: Dig a hole to get to the left of the Bungeling (walking over his head while he's in it), and force the Bungeling to the right by positioning yourself at the right spot on the ladder.

LEVEL 6: THE U.N.

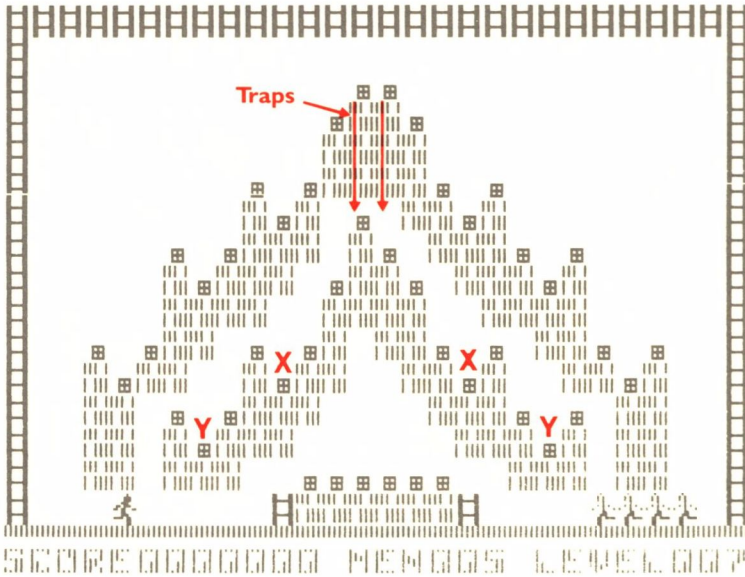


KEY: Get the Bungelings into strategic "U's" and use their heads to walk over.

STEP 1: Climb either ladder and position yourself at the top so that the Bungelings fall into the "U's".

STEP 2: Using their heads to stand on, dig and release them after retrieving the gold chests. They will drop into other "U's" and you can repeat the action.

LEVEL 7: PYRAMID TRAPS

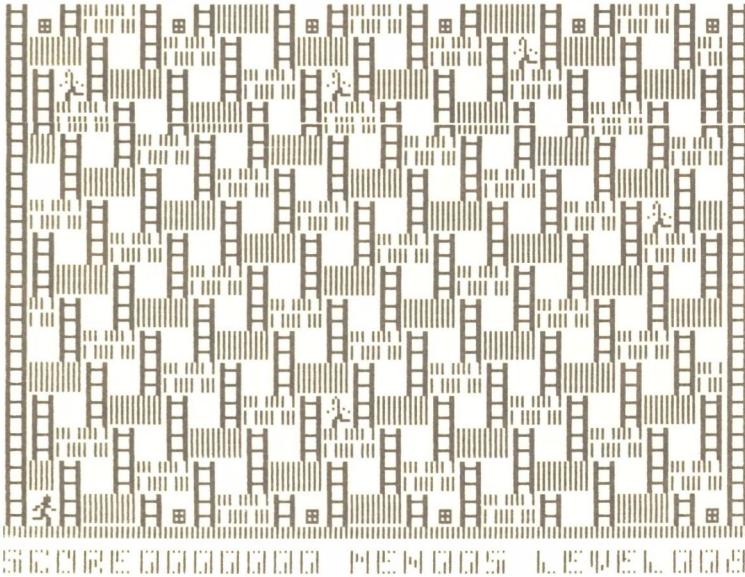


STEP 1: You can clear the inner pyramid by forcing the Bungelings to drop through the top middle bricks (traps) into primary spots marked “X”.

STEP 2: Drop down after them, collect the gold chests and then release the Bungelings to secondary spots marked “Y”.

STEP 3: Repeat this for all four areas.

LEVEL 8: EIGHT WAS GREAT

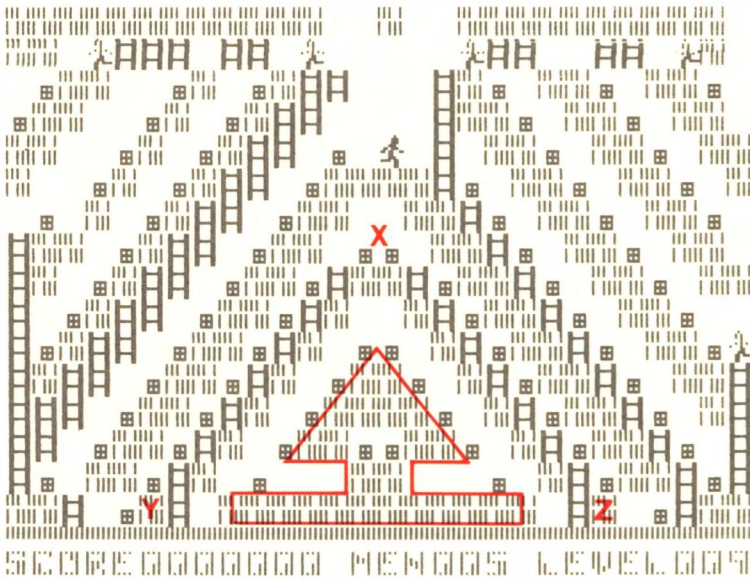


STEP 1: Go up the ladder toward the left-hand corner of the screen. You will have to duck into one of the diagonal channels and dig to get by one Bungeling guard.

STEP 2: Pick up all of the gold chests across the top, dropping from diagonal to diagonal by blasting through the bricks.

STEP 3: Descend a diagonal to the lower left corner and make your way across the bottom in the same manner, picking up the remaining gold chests.

LEVEL 9: ARROWHEAD



KEY: Clear the center arrowhead gold chests first and trap the Bungelings in the area (see diagram).

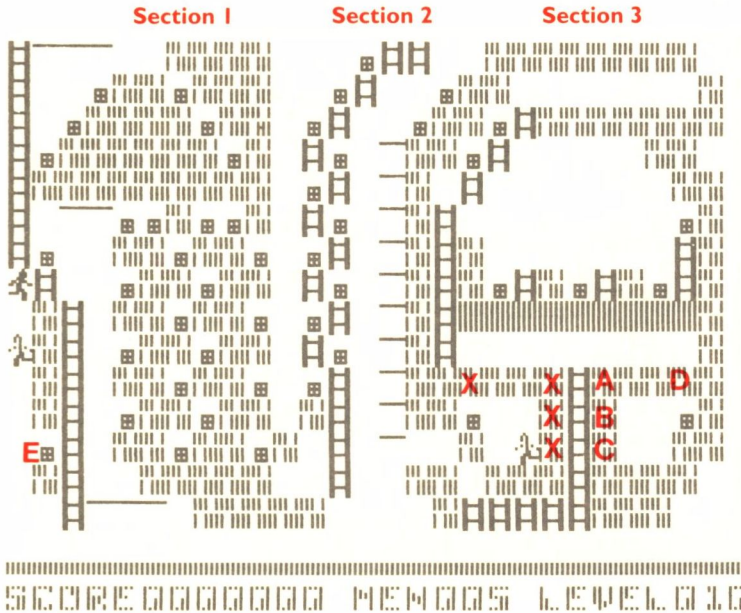
STEP 1: First, by digging from point "X", collect the gold chests that appear at the center of the arrowhead.

STEP 2: Collect as many gold chests surrounding the arrowhead by digging from point "X" and circling back.

STEP 3: Dig from either position "Y" or "Z" and get a Bungeling to chase you to the top of the pyramid. At this point dig, trap the Bungeling, climb down the first ladder on the other side of the pyramid, and he'll eventually drop into the bottom center.

STEP 4: After all Bungelings are trapped, collect the gold chests.

LEVEL 10: TEN



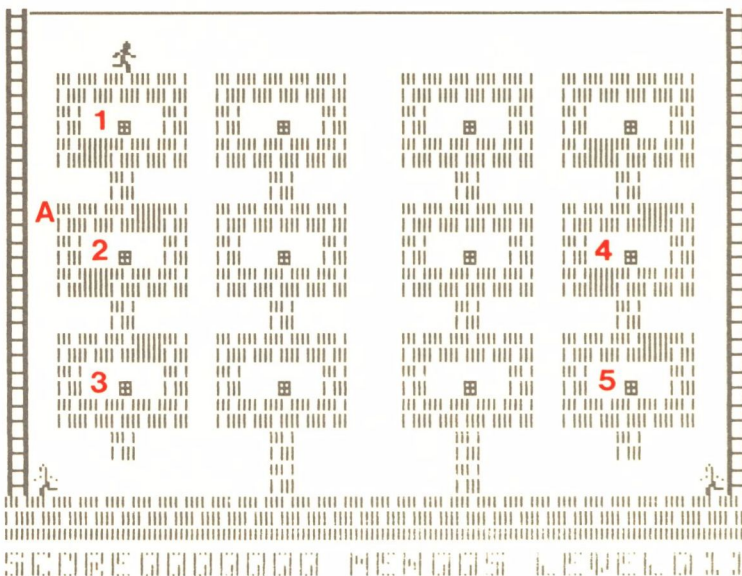
STEP 1: Don't fall to the bottom. Step right at "E" and work your way over to the ladder (see diagram).

STEP 2: Move back up the ladder to the top of section 1 (see diagram) and dig your way to the gold chests in two passes.

STEP 3: Climb up the ladders in section 2 (see diagram) as you collect gold chests.

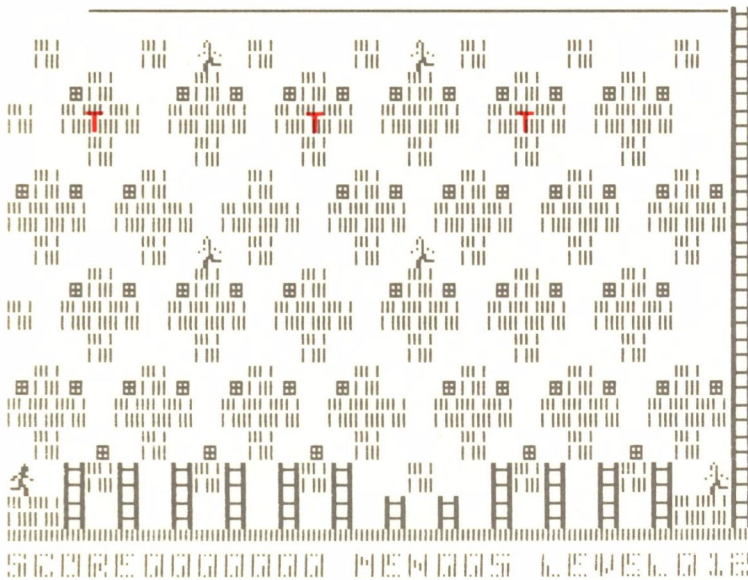
STEP 4: Getting the gold in section 3 is a matter of timed digging, as follows: First, dig "A", hesitate, dig "B", hesitate, dig "C" as soon as you see "A" forming. Run over "A" to "D", dig, and run through "C". The reason you're hesitating is to get over the reformed "A" to get to "D" and still get through "C". "X"'s mark the spots where you must use this technique to collect the gold chest on the other side.

LEVEL 11: CHAIN REACTION



There is no way to get into box 2 from box 1. You can get into box 2 from the left-hand ladder by using the head of a falling Bungeling as a stepping-stone when the Bungeling is at point "A". A similar trick is needed to get into boxes 3, 4 and 5.

LEVEL 12: CROSS YOUR T

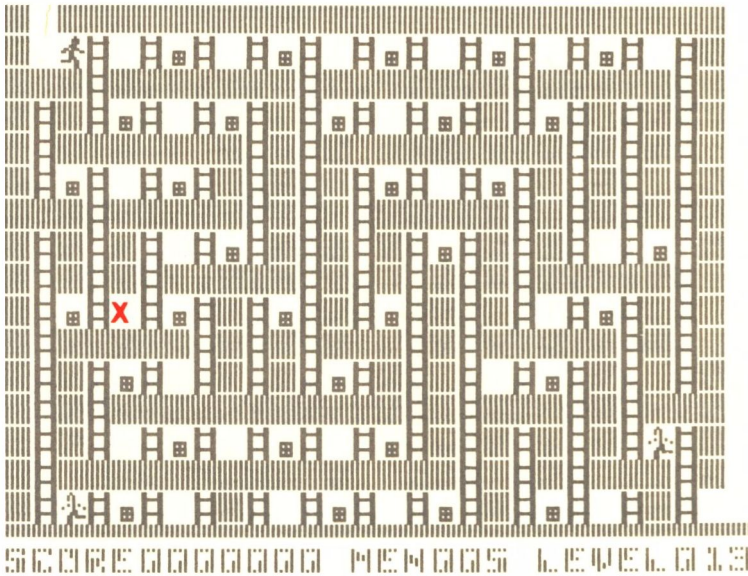


STEP 1: Go to the far right and up the ladder.

STEP 2: Get three of the Bungelings into the three traps (see diagram).

STEP 3: Get the remaining two Bungelings together and make them follow you in a circle while you collect the rest of the gold chests.

LEVEL 13: MAZOLIA



KEY: Get the Bungelings to bring the gold chests to you.

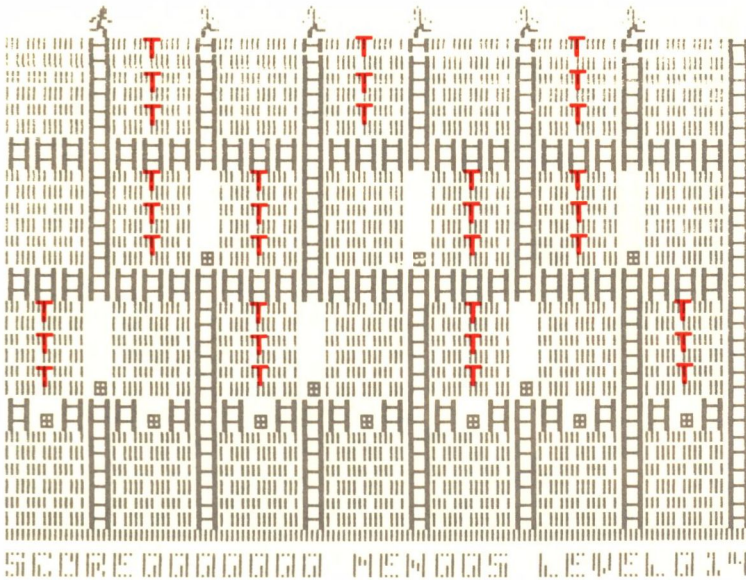
STEP 1: Collect the gold chests that are not in the vicinity of the Bungelings.

STEP 2: Manipulate the Bungelings by moving up and down in the center part of the maze. Get by the leftmost Bungeling into the lower central portion of the board.

STEP 3: Continue to manipulate the Bungelings from this area as you collect gold chests.

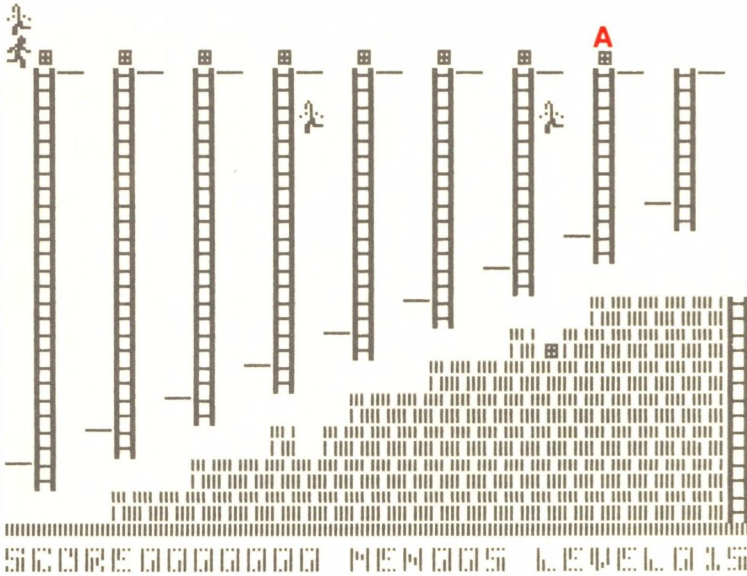
STEP 4: To get the leftmost Bungeling to part with his gold chest in the right place, draw him to you at the position marked "X" until he is almost upon you. Then, race up the ladder to the right of the "X" as he runs up the ladder to the left of the "X". He may drop the gold chest in the space between the two ladders. Race down, collect the gold chest, and race back up the ladder.

LEVEL 14: NEW YORK CITY



There is no specific strategy to this level except that by keeping the Bungelings together you have a better chance of controlling and getting by them.

LEVEL 15: MAGICAL GOLD



KEY: Save furthestmost right gold chest for last.

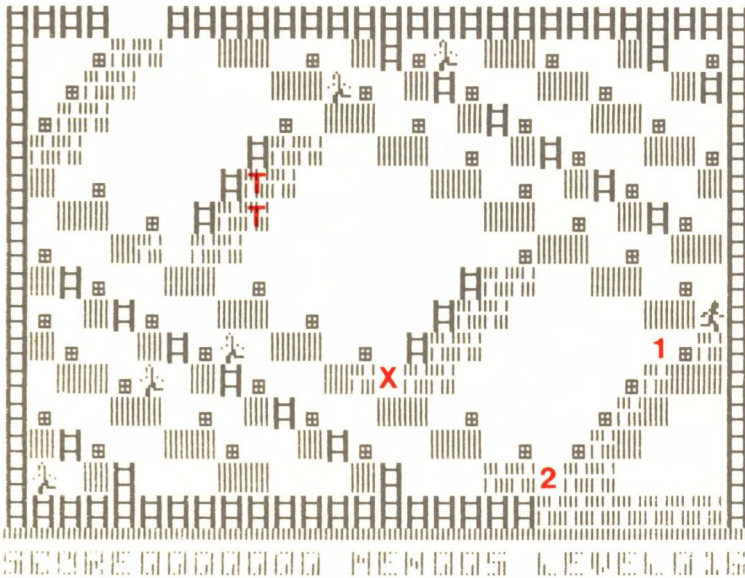
STEP 1: Collect all gold chests at the top except for the one marked "A".

STEP 2: Let the rightmost Bungeling out of the hole into which he has fallen, and get any gold chest that may appear.

STEP 3: Manipulate as many Bungalings as needed to the bottom left of the board and use their heads to gain access to the leftmost ladder.

STEP 4: Get the final gold chest.

LEVEL 16: RUNAROUND QUILT



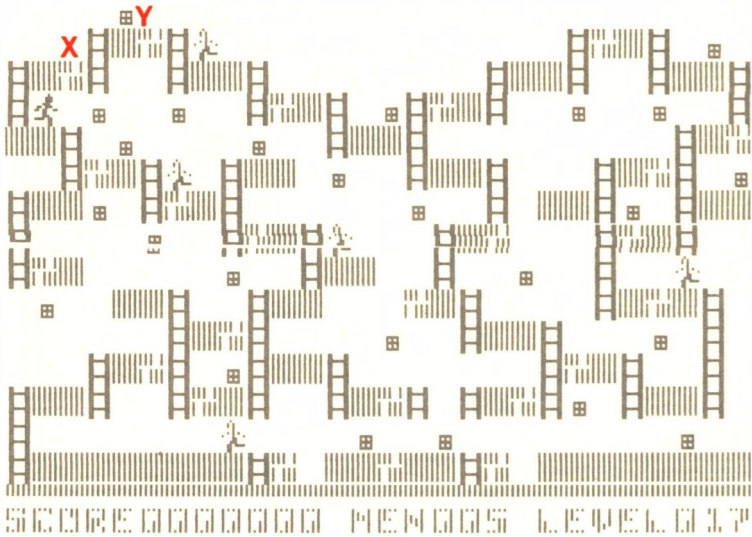
STEP 1: Start by collecting some gold chests from the upper right side of the board.

STEP 2: Continue to stay high on the board in order to attract Bungelings. Then go down and dig from point 1 to point 2 in order to get to the left side of the board. By running in circles, you can avoid the Bungelings.

STEP 3: Get a Bungeling into the hole marked "X" and collect the gold chest from the middle section. In the process, get the Bungelings to fall into the middle part, which will keep them out of your hair.

STEP 4: Collect the remaining gold chests.

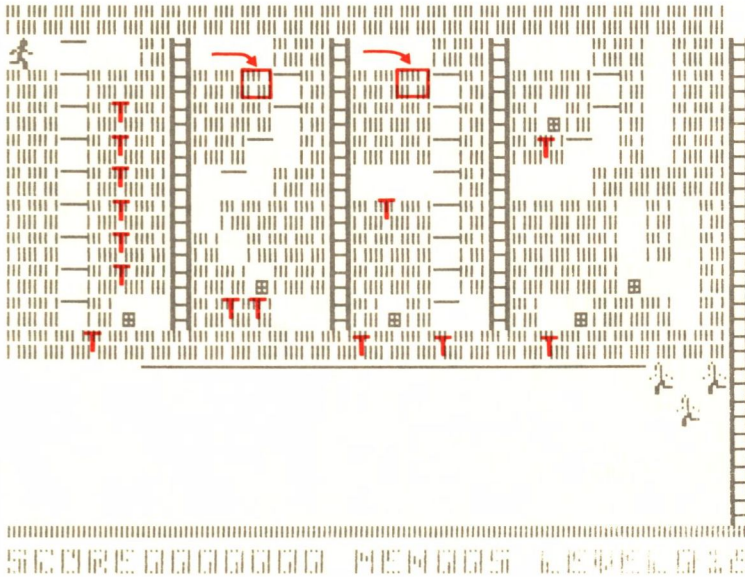
LEVEL 17: SUSPENDED GOLD



STEP 1: Use points marked "X" or "Y" to trap and kill the Bungelings until they all appear at the right side of the board. Then move down and drive the Bungelings onto the floor.

STEP 2: Try to trap the Bungelings in the bottom two holes of the board as you collect the gold chests.

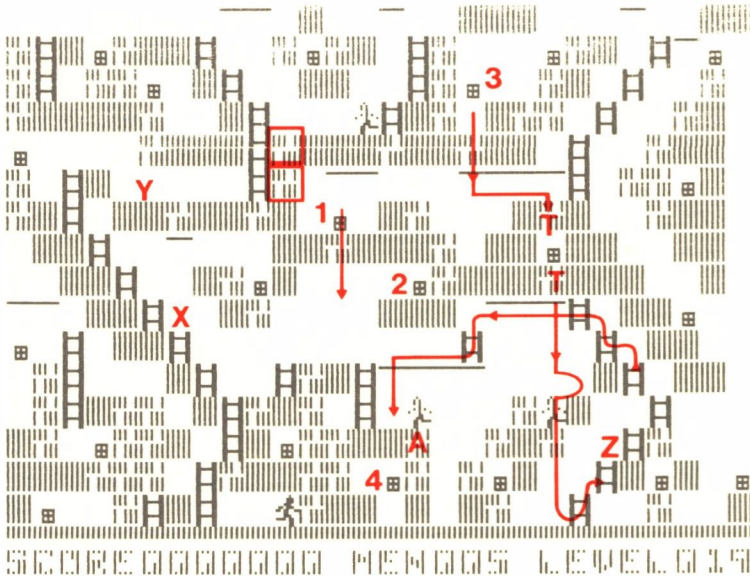
LEVEL 18: TRAP FOURTEEN



KEY: The main clue is printed right on the screen — there are fourteen trap doors to look out for, and they are all cunningly placed so that, if you do the obvious thing, you will end up in the pit at the bottom of the screen.

As a general rule for this level, try to approach each gold chest from directly above or from the right side. Don't get ANY of the gold chests by digging over the ladders to the left.

LEVEL 19: THE THINKER



KEY: All three Bungelings are indispensable. Collect the gold chests from the left side first.

STEP 1: Run up the ladder marked "X" until you reach the row of undiggable bricks marked "Y". Move to the right and dig the one diggable brick. When the Bungeling falls in the hole, run over his head to the ladder on the right. Climb it and then descend, digging away the two marked bricks on the right as you come down. Jump down through the opening you've created and pick up the gold chest marked "1". There is a diggable brick beneath and, if you move quickly, you can dig it away and drop through before the Bungeling catches up with you. The Bungeling will be trapped.

STEP 2: Return to the wall you dug earlier, dig down and run over the trapped Bungeling's head. Dig down and collect the gold chest marked "2".

STEP 3: Collect the remaining gold chests on the left side of the board.

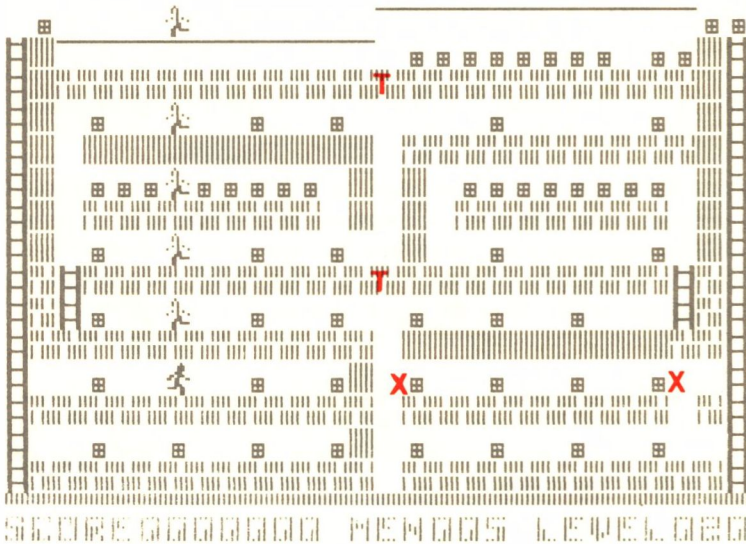
STEP 4: To retrieve the gold chest marked "3", climb the ladder to the left of the gold chest and dig the top two bricks between the ladder and the gold chest. Don't dig the bottom brick until the top brick starts to reappear. Then dig the bottom brick away, run up the ladder, dig the top brick again, run to the right and drop down onto the gold chest. You can now dig down and escape onto the bar. Finally, drop through the trap by the ladder onto the bar below.

STEP 5: To retrieve the gold chest marked "4", fall onto the guard beneath you and while standing on his head, dig away the brick on his left and jump over onto the brick on his right when he starts to move away. When he drops down onto the other guard, jump off the block you're standing on. Don't follow the guard, but dig out the rightmost brick instead so you can drop to the bottom and get back out the ladder.

STEP 6: Climb up ladder "Z" and cross over to the left side of the two guards. Dig brick "A", jump on the Bungeling's head, dig right and then left without hesitation, and immediately run right. Pick up the gold chest and exit quickly to the right.

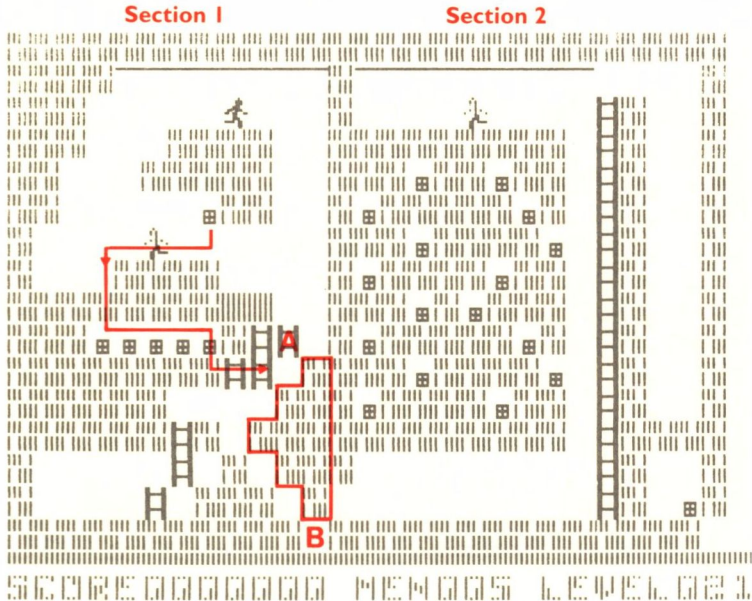
STEP 7: Pick up the remaining gold with the exception of the gold chests to the right of ladder "Z" and then work your way down to lower right corner last.

LEVEL 20: STACK EM UP



KEY: Stack the Bungelings in the center. Get the Bungelings to retrieve the gold chests in the row marked by X's.

LEVEL 21: TWENTY-ONE



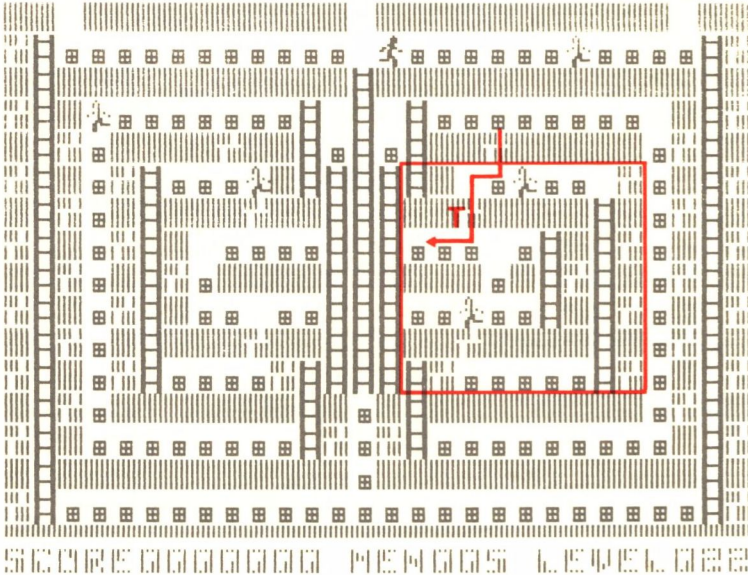
STEP 1: The trick is to get all of the chests in section 1 and still end up on the ladder marked "A", which is the only position that will allow you to dig through to section 2.

STEP 2: After collecting the row of five gold chests in section 1, dig and use the Bungeling's head to step over to ladder "A".

STEP 3: Dig the marked bricks (some by standing on the Bungeling's head) and release the Bungeling successively into lower levels so that he ends up trapped in hole "B".

STEP 4: Collect the remaining gold chests from section 2, leaving the rightmost gold chest for last.

LEVEL 22: CRAZE MAZE



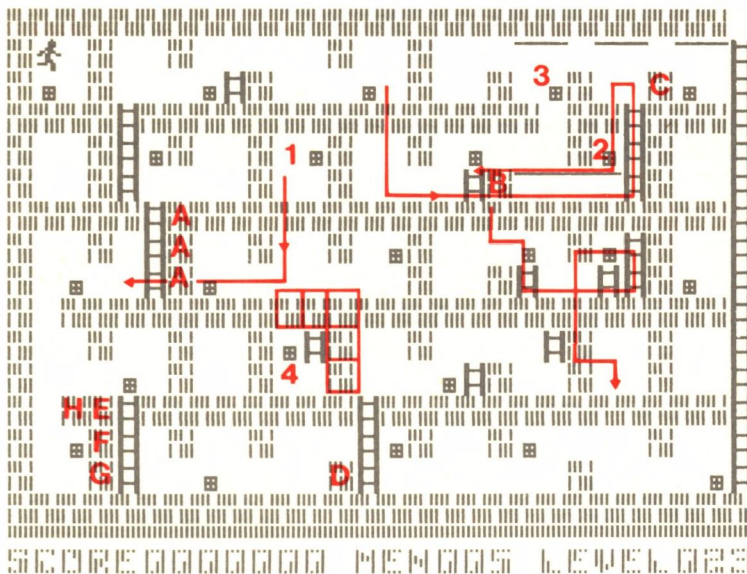
KEY: Try to keep the Bungelings together.

STEP 1: Begin collecting the gold chests at the top left as you get three Bungelings on the left side of the board together.

STEP 2: Once you have collected all of the gold chests that you can, release one of the Bungelings from the mid-right section by drawing him through the marked trap door and have him join the earlier three Bungelings.

STEP 3: Release the final Bungeling in the same manner, have him join the others, and collect the remaining gold chests.

LEVEL 23: BEST BUNGELINGS



STEP 1: After collecting the gold chests below you, dig the three bricks marked "A", run up around the top and get gold chest "1", and quickly escape through the wall you dug.

STEP 2: Dig out brick "B" before retrieving gold chest "2".

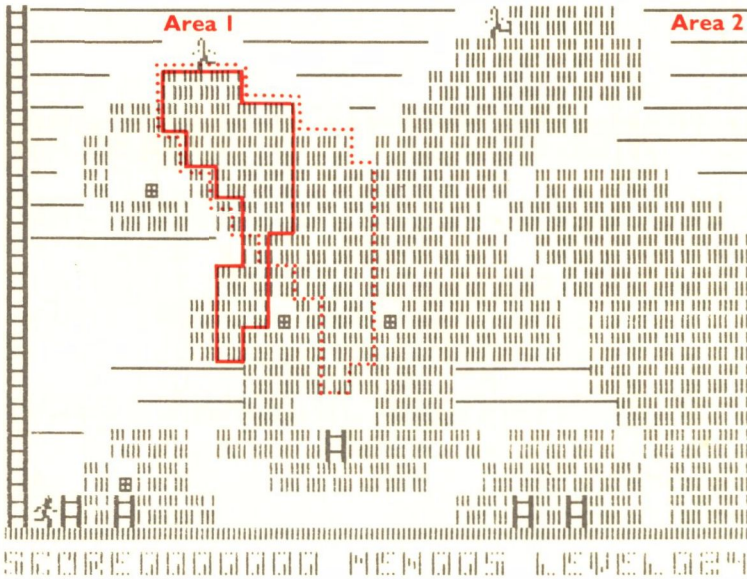
STEP 3: Collect all accessible gold chests while working your way to the lower right corner.

STEP 4: Next, collect the gold chests in the upper right corner. Dig out brick "C" before retrieving gold chest "3".

STEP 5: Now, get the gold chest marked "4" by digging the marked bricks and jumping down on the chest from the top of the ladder.

STEP 6: To get the gold chest in the lower left corner, first dig brick "D", then "E" and "F". Run back, dig "D", then "G", "H", drop on the gold chest and leave.

LEVEL 24: BRODERBUNNY



KEY: Dispose of the two guards early by killing them until they reappear in area 2. You can't win if either guard falls down between the rabbit's paws.

STEP 1: Move halfway up the ladder until both guards drop into the valley between the two ears.

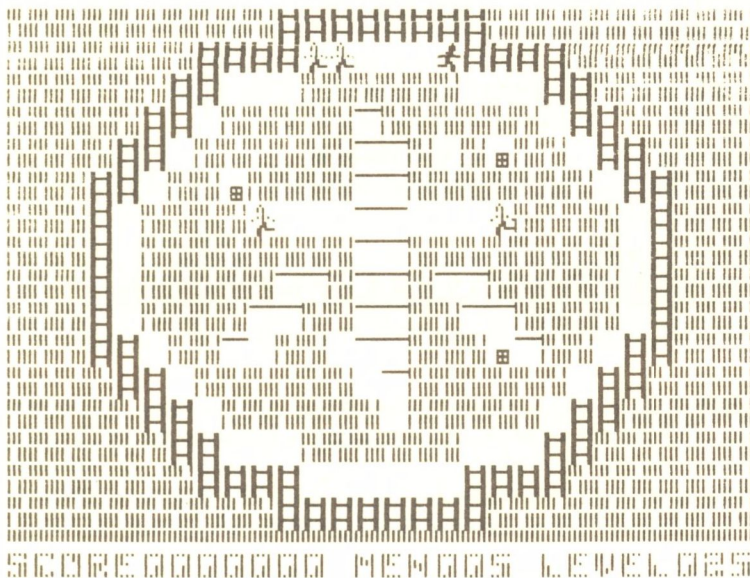
STEP 2: Dig away portions of the ear on the left of the board, dropping through to safety and repeatedly killing off the guards until you get them both stuck in area 2.

STEP 3: Retrieve the gold chest from the eye on the left of the board first. Start by digging away enough bricks to remove the two bricks to the left of the eye, which will enable you to drop down to his whisker for escape purposes.

STEP 4: Removing the gold chests from the eye on the right side of the board requires split second timing. You'll have to dig away all of the bricks outlined with a dotted red line, including the two to the left of the eye, in order to get down to the nose and then freedom.

STEP 5: Once between the rabbit's paws you'll have smooth sailing!

LEVEL 25: BO

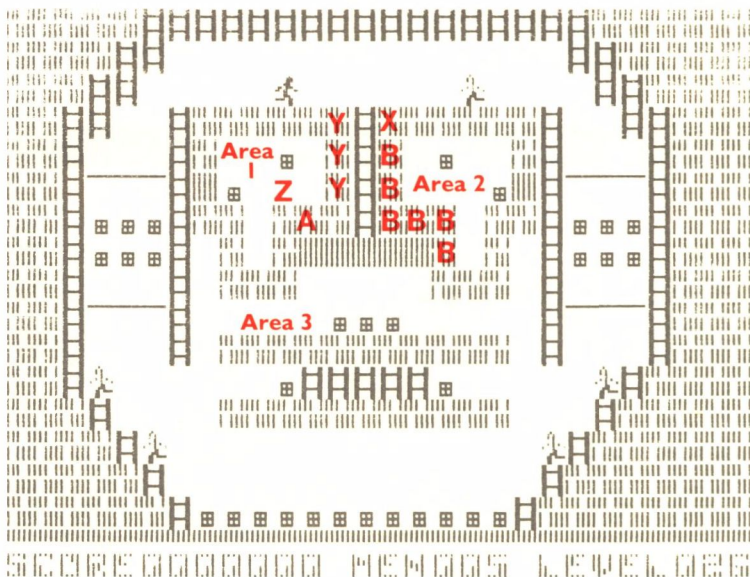


KEY: Get the gold by digging from the outside. You can dig from the ladders.

STEP 1: Get the Bungelings in a position where they will not interfere with your digging.

STEP 2: To collect the gold chests, dig from the outside, using the ladders to dig from where appropriate.

LEVEL 26: MASK OF THE SUN



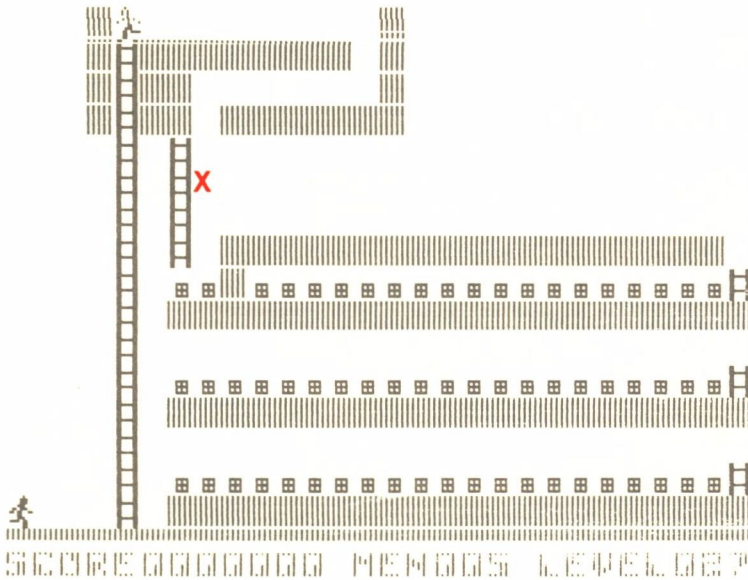
STEP 1: First, you need to trap two Bungelings in area 1. Turn to the center ladder and dig brick "X", trapping the Bungeling guard. Then dig out the three bricks marked "Y" and move left to position "Z". As soon as the guard is released dig brick "A", run over the trapped guard's head and climb to the top of the ladder. The guard will fall in the pit in area 1.

STEP 2: Attract a second guard from the right side of the board and trap him in precisely the same way. Now you should be able to retrieve all the gold from area 1.

STEP 3: Draw the last guard from the right side over to the left by pulling him over the tops of areas 1 & 2 and digging one brick so that you can walk over him. Descend the ladder to the right of area 2 until you find a spot that pushes the guard to the left.

STEP 4: Retrieve the chests from area 2 one at a time. Use timed digging to get the "floating" chest. Get the second chest after digging all the bricks marked "B", then jump down from the pit to area 3.

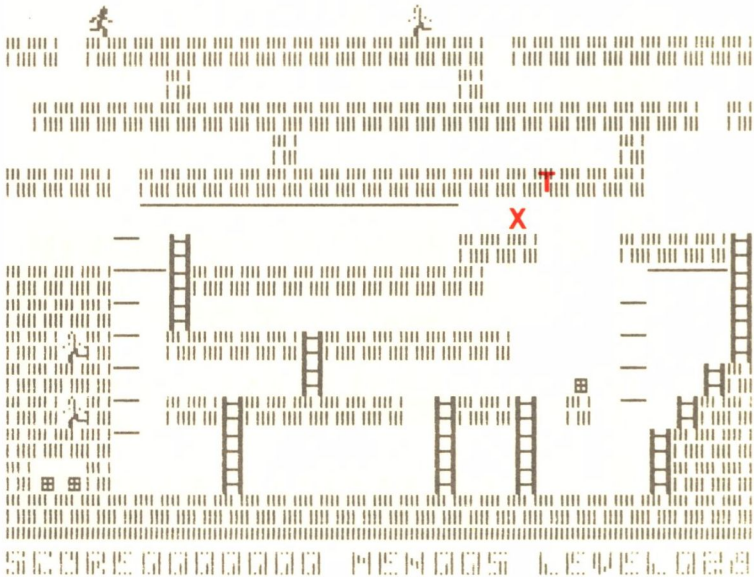
LEVEL 27: SPHINX



STEP 1: Collect the gold chests from the bottom two rows first, gaining access by jumping on a falling guard's head.

STEP 2: Use a guard's head to get to ladder "X". Using the same technique, gain access to the top level and collect the remaining gold chests.

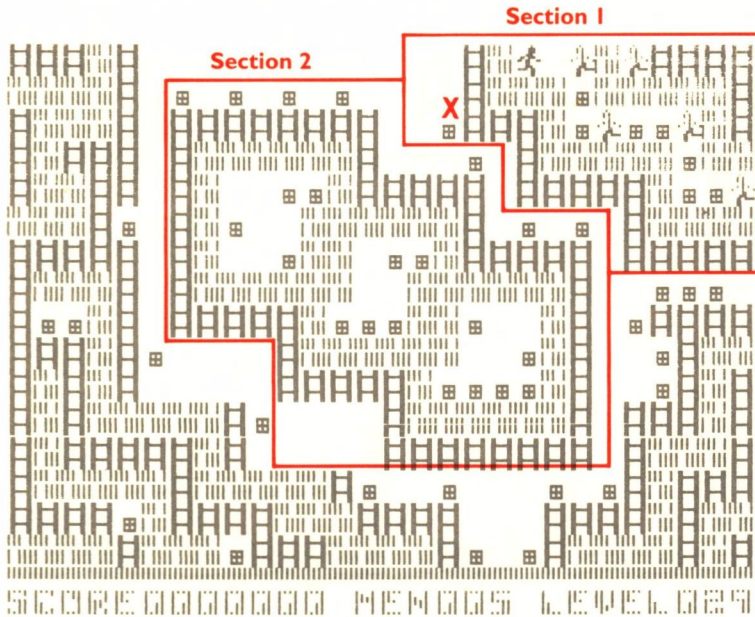
LEVEL 28: FALLING STAR



STEP 1: Destroy the two Bungalings at the lower left in order to give yourself time to collect the gold chests at the lower left corner of the board. Release the first Bungeling while hanging from the bars. Then dig holes until he is destroyed. Repeat the process with the second Bungeling.

STEP 2: Destroy the Bungalings, then run to point "X". Fall on a Bungeling's head to collect the final gold chest.

LEVEL 29: TRINGOR'S LAIR



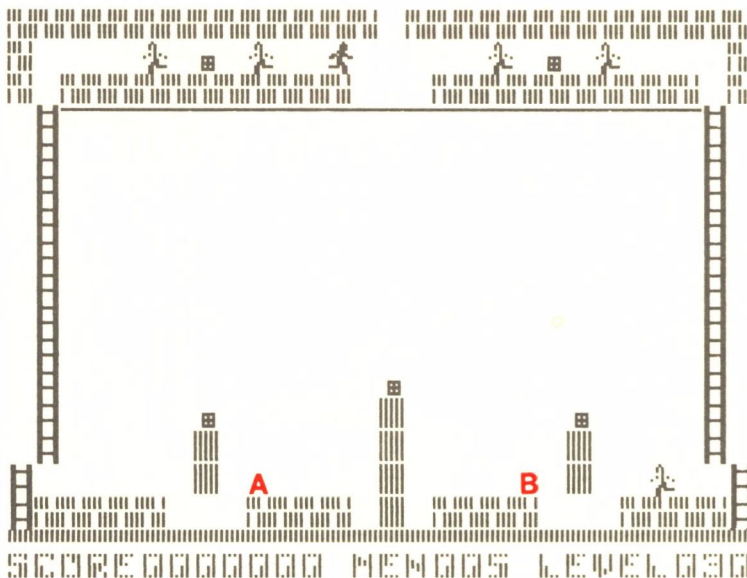
KEY: There is a distinct "1, 2, 3" sequence in approach. Don't let the Bungelings possessing gold fall into the bottom traps. Ladders are safer than bricks to walk on.

STEP 1: Begin by collecting the gold chests in section 1. The gold chest marked "X" is the last chest when leaving section 1.

STEP 2: Use the trap doors in section 2 to dispose of the Bungelings while you collect the gold chests.

STEP 3: In collecting the remaining gold chests, use the ladders and avoid the traps. Don't let a Bungeling carrying a gold chest fall into any bottom traps.

LEVEL 30: MANIPULATION

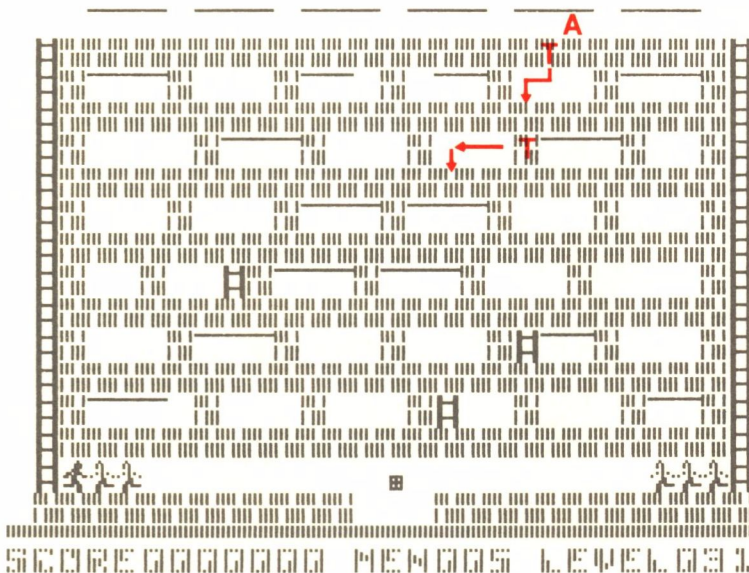


KEY: Don't let any Bungelings with gold chests fall between points "A" and "B". Get the center gold chest last.

STEP 1: Get all available gold chests except the center chest. Use the Bungelings to get the gold chests at the top of the left and right towers. Be sure to keep track of gold chests being carried by Bungelings.

STEP 2: When you are sure you have acquired all of the gold chests except the center chest, fall onto the center tower and the escape ladder will provide a way out!

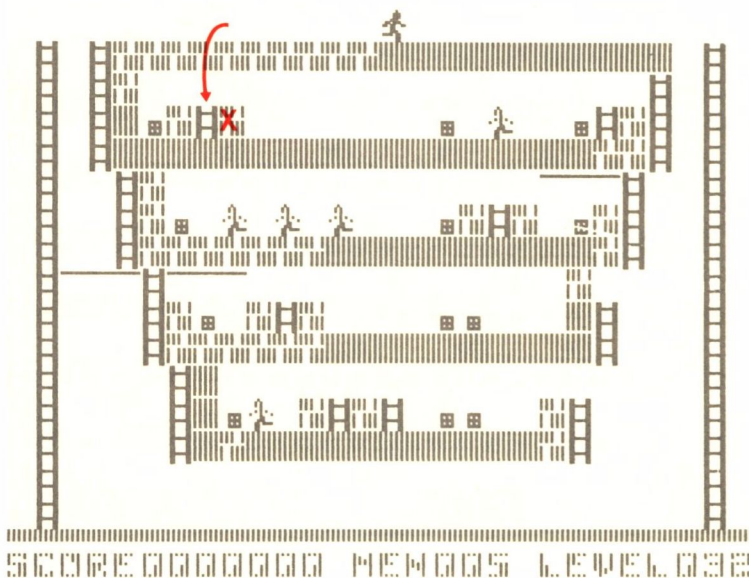
LEVEL 31: PACHINKO



STEP 1: Go up the left ladder to the trap at point A.

STEP 2: Dig left after falling through and continue left down the trap doors. You will fall directly onto the chest.

LEVEL 32: INVERSE PYRAMID



STEP 1: Get the gold chest at the far top left first. Dig the brick labeled "X" and get the top Bungeling to run left into the brick as it reappears.

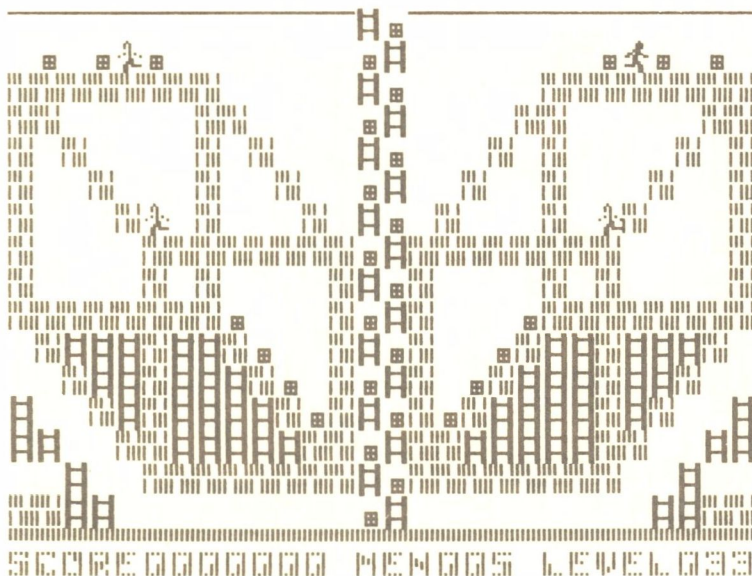
STEP 2: Dig down to the next section and get the farthest gold chest to the right. Dig to the left of the ladder, run to the right ladder, and force one of the Bungelings into the reappearing brick.

STEP 3: Trap the two remaining Bungelings in the pit beneath the bar being careful that they leave behind any gold chests that they may have been carrying.

STEP 4: Dig down to the ladder below and collect the gold chests.

STEP 5: Proceed to the next level and collect the gold chests.

LEVEL 33: RORSCHACH TEST

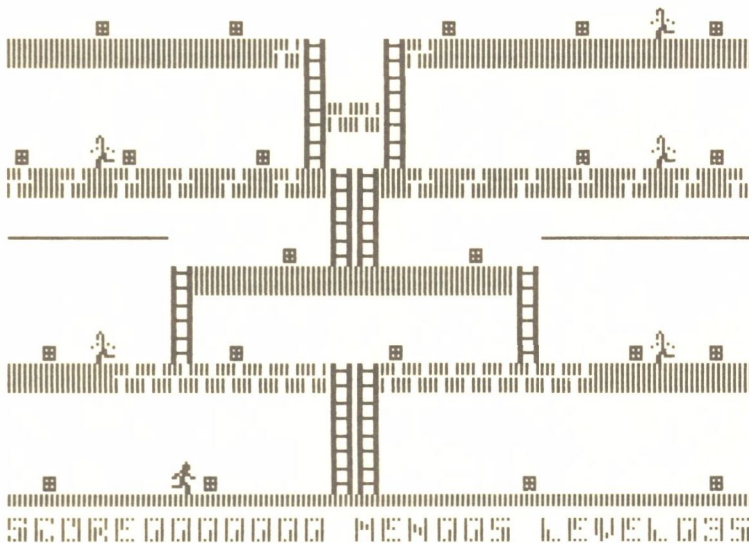


KEY: Get all of the Bungelings to the lower left corner.

STEP 1: Attract all three Bungelings to the lower left corner (you can do this from the bottom right corner) and collect all of the gold chests.

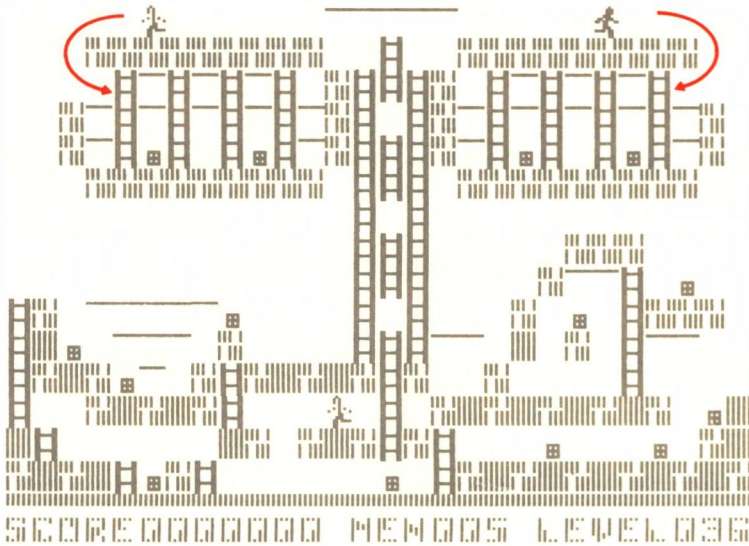
STEP 2: If any gold chest is picked up by a Bungeling, try to get him to drop it for you toward the bottom middle of the board.

LEVEL 35: BARREN BOARD



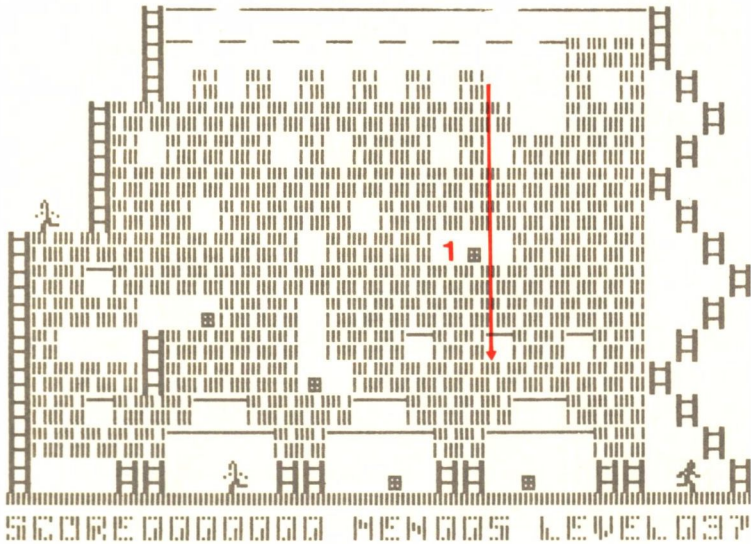
KEY: The only important thing to know about this level is to spend as much of your time as possible on the second row from the top. The Bungelings will bring you many of the gold chests and you can drop down to the ground level to pick up others after you have caught all of the Bungelings in the pits.

LEVEL 36: BI-PLANE CLIMB



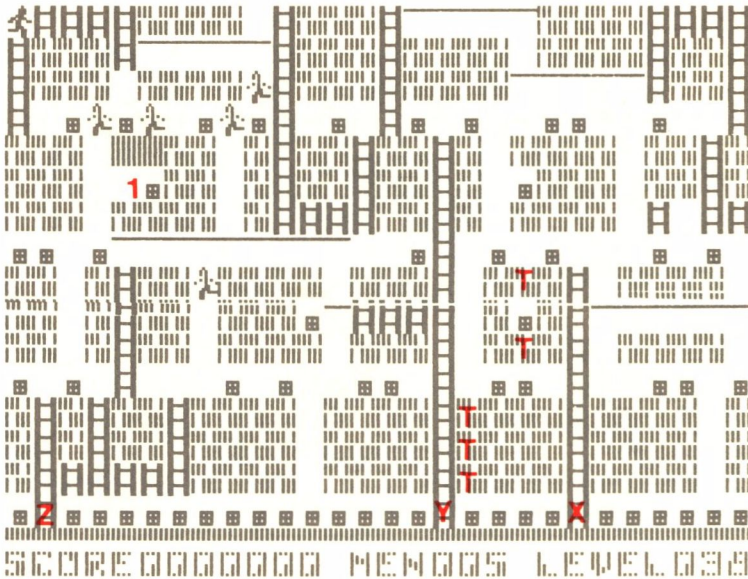
KEY: Trap the Bungelings in the upper two chambers by leading them over the outer edges. Then collect the rest of the gold chests being careful you can always escape via the center ladders.

LEVEL 37: CREEPY CASTLE



KEY: Follow the Bungeling through the traps using him like an elevator to the gold chest marked "1". The remaining gold chests can be collected by clever digging.

LEVEL 38: BROTHERHOOD



KEY: Try to keep the Bungelings together. Get gold chest “I” first (see diagram).

STEP 1: Get gold chest “I” immediately by using a Bungeling’s head to step on as before.

STEP 2: Run to the ladder marked “X” (see diagram) and gather all Bungelings on the “Y” ladder. Go to the top of ladder “X” in order to force the Bungelings up ladder “Y”. Collect as many gold chests as you can.

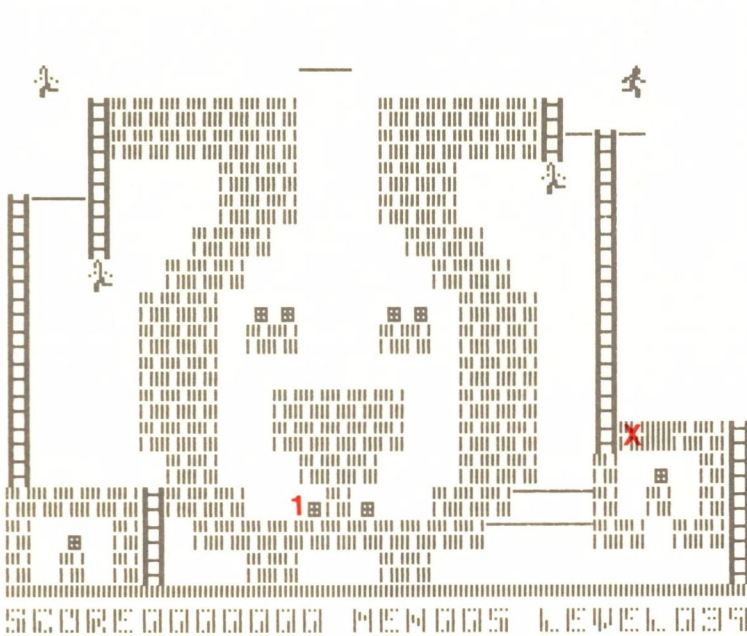
STEP 3: Use traps between “X” and “Y” ladders to get to the bottom of the board, and run quickly to ladder “Z” and climb.

STEP 4: Collect as many gold chests as you can while keeping the Bungelings together on ladder “Y”.

STEP 5: In order to keep the Bungelings together and get past them, wait at the bottom of ladder "Z", drawing them over and, at the last second, climb up and run for ladder "Y". The Bungelings will return to ladder "Y" from below, but too late to interfere with your mission.

STEP 6: Collect remaining gold chests by repeating STEP 5.

LEVEL 39: OMEGA WABBIT

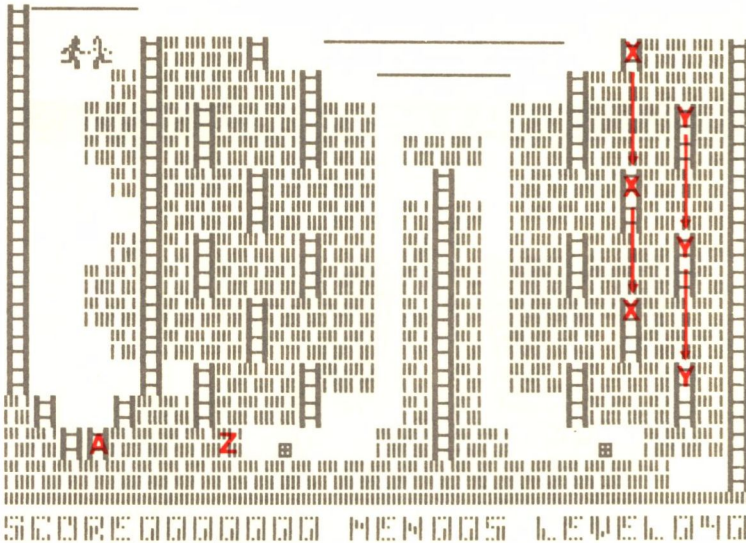


STEP 1: Trap a Bungeling in the brick marked "X" (see diagram) and then run to the ladder on the right. Use this ladder to force the Bungeling left when he climbs out of the hole — he will then fall into the chamber allowing you to get the gold chest in the center of the chamber.

STEP 2: Get the gold chest marked "1" (see diagram) while you lead the Bungelings behind you.

STEP 3: Collect the rest of the gold pieces.

LEVEL 40: TAX MAN

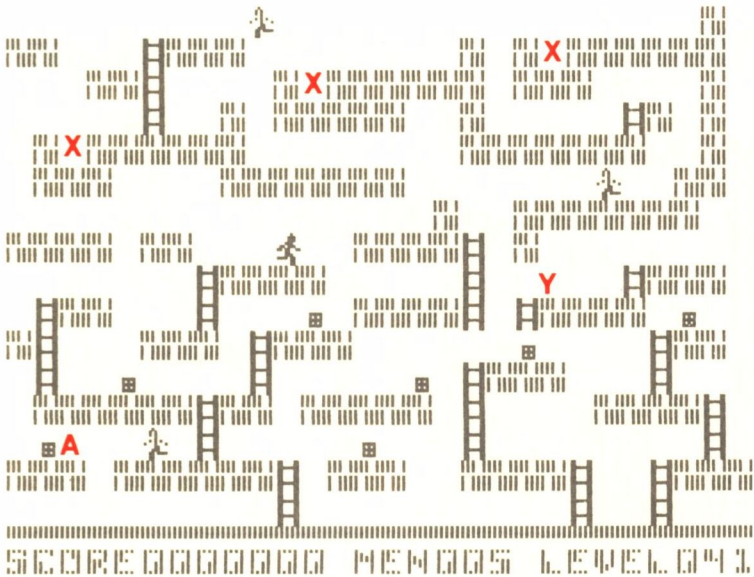


STEP 1: Lure the Bungeling into the left center pit (see diagram), but don't get stuck down there yourself.

STEP 2: Dig a column between the "X" ladders and the "Y" ladders in order to retrieve the right bottom gold chest.

STEP 3: Repeat STEP 2 on the left side. Dig brick "Z". If you move to point "A", the Bungeling will retrieve the gold chest and when brick "Z" refills, he will be destroyed along with the gold he was carrying.

LEVEL 41: HOMICIDE

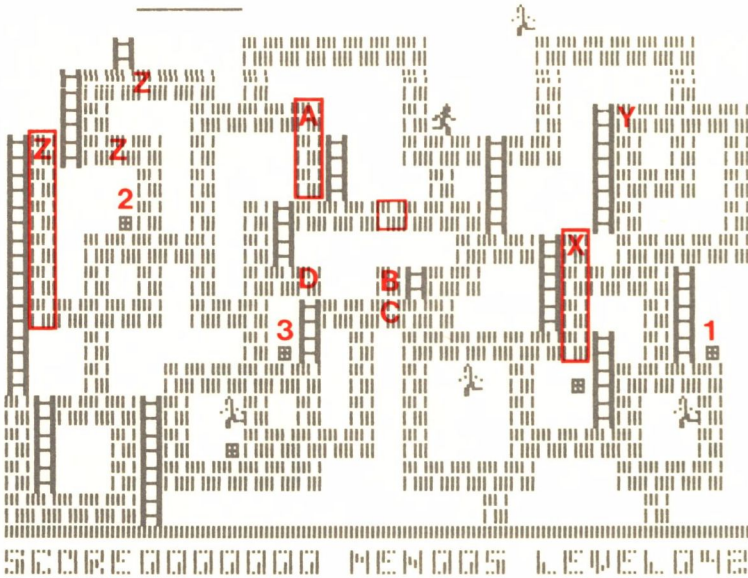


STEP 1: Destroy the Bungelings repeatedly until they trap themselves in the three single holes marked "X" at the top of the board (see diagram).

STEP 2: Collect the remaining gold chests, leaving the chest marked "A" for last.

STEP 3: Upon collecting the last gold chest, the Bungelings will be released. To escape through the ladder that appears, run over the Bungelings' heads, from left to right to point "Y".

LEVEL 42: ETCH A SKETCH



STEP 1: Use the timed digging technique on the bricks marked "X" to get the chest right beneath them.

STEP 2: To get the gold chest marked "1" start digging at brick "Y" and dig your way to gold chest "1" leaving an exit path out to the left of the bricks marked "X".

STEP 3: Work your way to the left side of the board by exiting through brick "C".

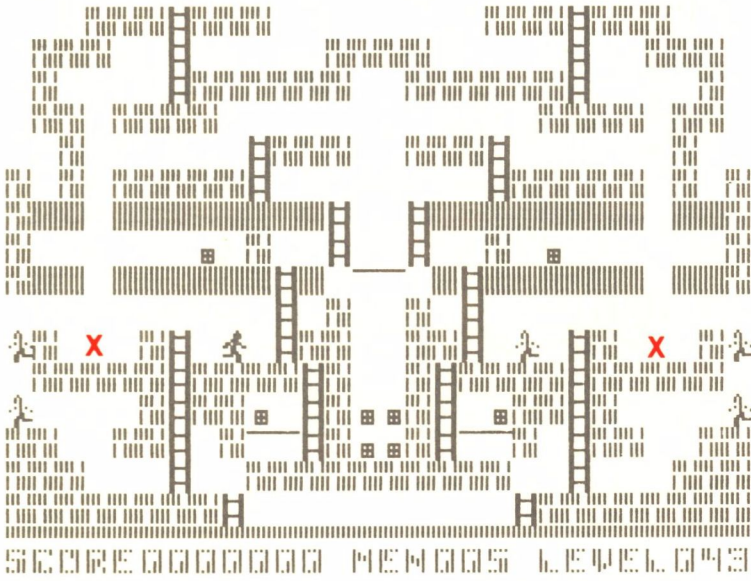
STEP 4: Use timed digging on the bricks marked "Z" for gold chest "2".

STEP 5: To get gold chest "3" start at point "A" and dig down to brick "D". Then run back up the ladder, drop down on brick "B", dig it, get the chest and exit via brick "C".

STEP 6: Work your way back to the left side of the board.

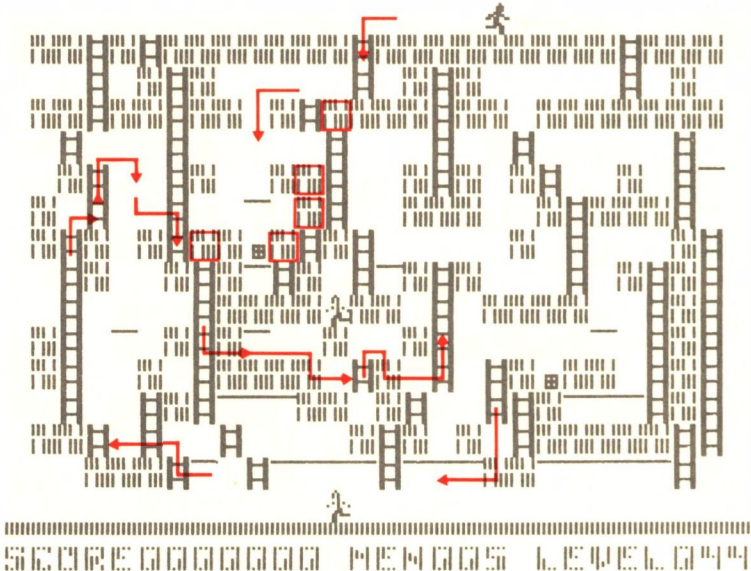
STEP 7: SURPRISE! The Bungeling trapped in the lower left chamber has a gold chest! You must release him and then trap him in order to get the gold chest away from him.

LEVEL 43: STACK ATTACK



KEY: Stack the Bungelings on top of each other at points "X" so that the top Bungeling can get to the seemingly unreachable gold chests on the left and right sides. Repetitive digging is required.

LEVEL 44: CAN OF CORN



STEP 1: Collect the left gold chest by descending the centermost of the four ladders that reach the top of the screen. Then dig away the brick to the left of the ladder's base. Drop in that hole and descend to the ladder beneath it, digging the two bricks to the left of the ladder as you descend. Then move left and dig away the brick immediately to the right of the gold chest. Race back up the ladders until you are standing just above and to the left of the first brick you dug. Go left and drop straight down onto the gold chest. Climb back to the top of the board before the bricks fill in.

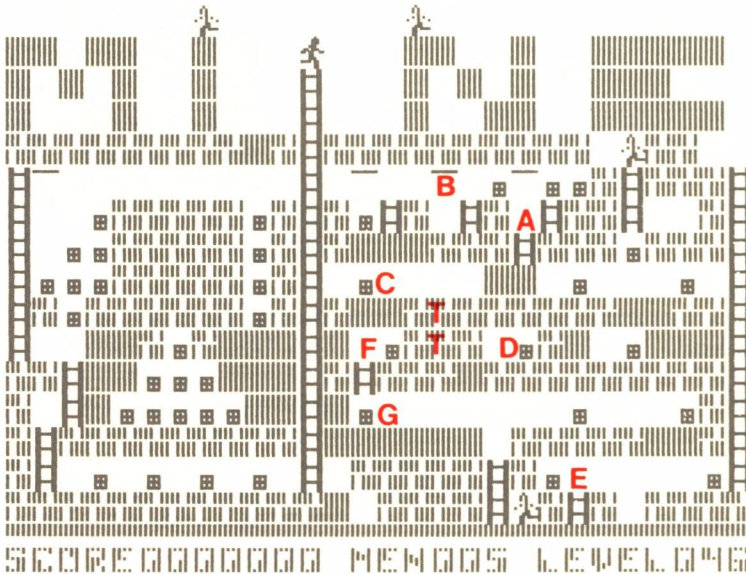
STEP 2: The second gold chest is easy to get to. However, getting back to the top of the board is difficult since there is only one way. You'll have to travel the bottom hand-over-hand bar to the leftmost ladder, climb up, and then work your way back to the right by digging in order to get out.

P.S. The ladder that appears at the far right after you collect the second gold chest is a red herring.

STEP 3: Your exit is at the bottom of the marked row of bricks. There are two clever parts to the right side. In the top part, you will need to stand on the head of a falling Bungeling guard to pick up the leftmost chests. The most difficult part is the bottom.

STEP 4: Use timed digging, first to reach the top chest (digging bricks in the order A, B, C, D and E), then starting over and getting the bottom chest (Dig A, B, C, D, E, F and G. Run up and over brick A, which will have reappeared. Then drop down through brick D and dig H, I, and J).

LEVEL 46: MINE IS YOURS



STEP 1: Get the top two guards to fall into the two trap doors marked with T's by dropping to point "A" when a guard is at point "B". Then you can clear up the left side of the board in peace.

STEP 2: Be sure to pick up chest "C" by following the two guards you have trapped and running over their heads back to the middle ladder. Then

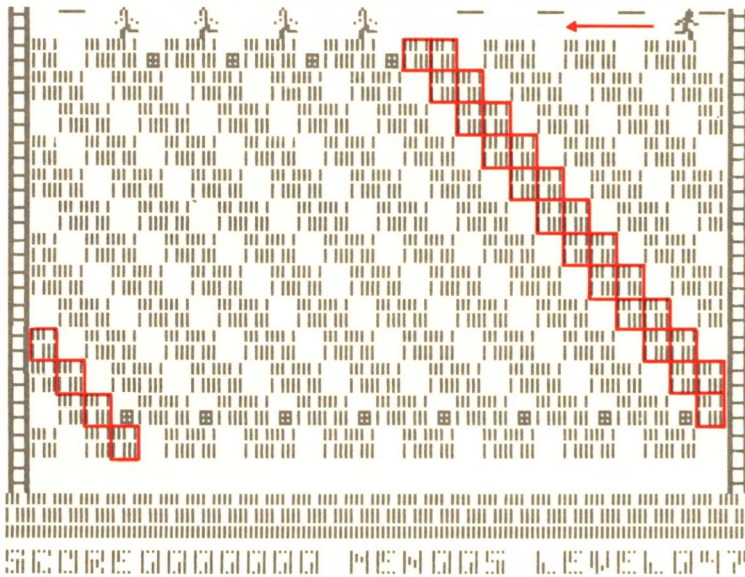
dig your way to the right part of the board by blasting through the bricks to the right of point "A" and immediately cutting through to chest "D".

STEP 3: Dig your way to the short ladder marked "E" and descend it to bring the last free Bungeling guard toward you and trap him in the hole to your right. Now clean up all the remaining chests on the board except for chests "F" and "G".

STEP 4: You can get to chests "F" and "G" by digging the brick to the left of the two guards stuck in the trap doors and jumping in the hole (the second brick down is also a trap door, so you will be able to walk out of it to chest "F"). Pick up chest "G" and run over the other two guards' heads until you are back atop ladder "E".

STEP 5: If the pit to the right of ladder "E" has not been filled with a ladder, then one of the two guards at the bottom is carrying a gold chest. You will have to kill them to fill the pit and liberate yourself. You can do this by digging the block to the left of ladder "E", staying at the top of the ladder until the brick is about to fill in, and then descending to draw the guards toward you.

LEVEL 47: TEMPLE OF TOMBS



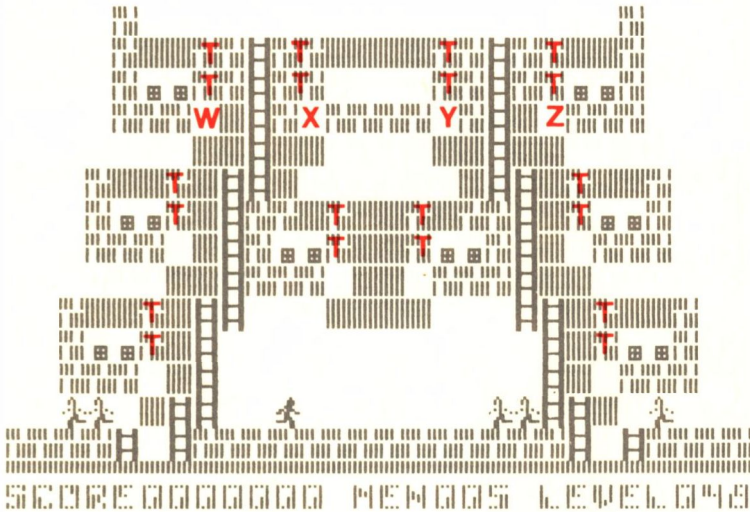
STEP 1: Move to the left and get the four Bungelings trapped into holes. Run over their heads and go to the ladder on the left.

STEP 2: Dig down to the first four gold chests at the bottom left rows.

STEP 3: Next, position yourself just to the right of the rightmost Bungeling. Dig the two bricks to the right of him, working right to left (you'll have to dig the second brick while standing on his head). Take one step to the left as you finish digging the second brick so you won't fall when the Bungeling starts to move.

STEP 4: After he drops into the hole in the next row, jump in after him, run to the right, and repeat the process as you proceed to collect the top and then bottom gold chests on the diagonal.

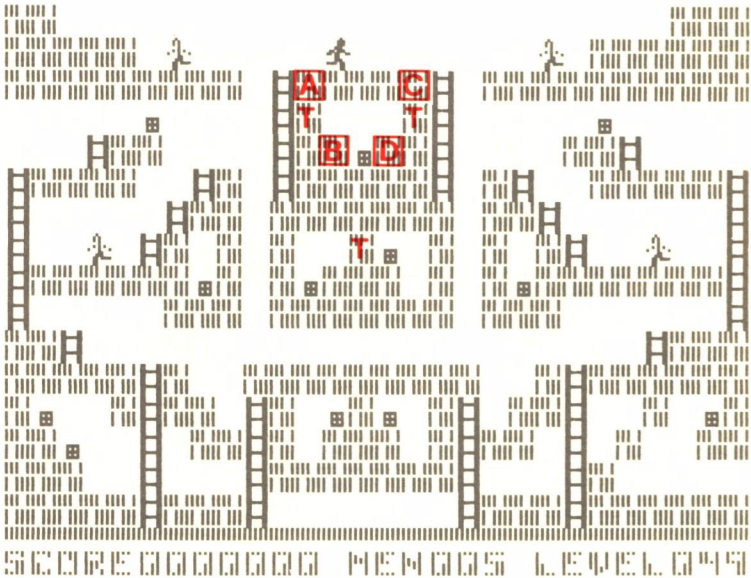
LEVEL 48: AZTECA



STEP 1: Begin by digging at the bottom of the board in order to kill Bungelings. They must fall through traps into holes marked "W", "X", "Y" and "Z".

STEP 2: Fall on the Bungeling's head, retrieve the gold chests, dig and release the Bungeling, and continue recovering the gold chests (same technique as LEVEL 47).

LEVEL 49: 4:30 AM

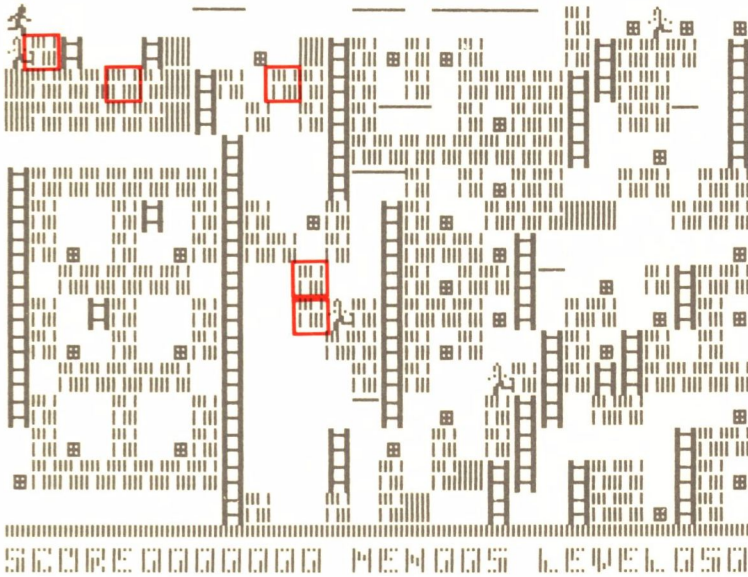


KEY: This level makes extensive use of a little known capability — it is possible to blast bricks in the normal manner while one is standing inside a trap door.

STEP 1: Dig brick “A” and jump in. You will fall into the trap door below brick “A”. Wait for brick “A” to reappear. Then dig brick “B”, exit left to the ladder, and cross over to brick “C”, where you repeat the process. Once bricks “B” and “D” have been removed, you can enter the central room, recover the chest and dig down to the rooms underneath.

STEP 2: Many of the other bricks in this level play off the same trick — you stand inside a trap door and dig an adjacent brick.

LEVEL 50: YOU ARE A CHAMP



STEP I: If you have gotten this far, you're a pretty good Lode Runner player. So you're going to have to figure out this level with the help of just one minor clue . . .

Here's the hint. Just as Level 49 hinged on being able to dig from within a trap door, Level 50 hinges on your ability to dig bricks while falling on the head of a Bungeling guard.

Good luck!

Players of CHAMPIONSHIP LODERUNNER, like Galactic Commandos, never say die. However, on occasion they ask for a little help. And that's just what you'll get with the CHAMPIONSHIP LODERUNNER HINT BOOK . . . a little help.

But don't delude yourself about finishing the 50th level before breakfast; Galactic Commandos know that there's a big difference between a hint and a solution. Good luck, Ace!

- For use with Brøderbund's CHAMPIONSHIP LODERUNNER game only.
- Step-by-step hints for solving the world's 50 most challenging levels.
- Complete diagrams of every screen.

CHAMPIONSHIP LODERUNNER, available at your favorite software dealer, is intended for experienced users of the original LODERUNNER game. Both games were designed by Doug Smith.

