

LODERUNNER

Introduction:

The ZX81 never had a version of Loderunner.

In 2017 David Stephenson planned on starting a version of Loderunner.

I had the same idea almost at the same time. David sent me a link with the levels.

With those levels I started coding LODERUNNER. David suggested some kind of compression.

I used a method that I used in other games. With this method you can compress up to 18 items in 1 byte. This compression makes it possible to load 75 levels into a 16K ZX81.

Gameplay:

You load the game with LOAD “”.

Each game has a personalized serialnumber. This is shown in the left down corner after loading.

The menu allows you to alter controls with “R”. You start the game with “S”.

The intelligence of the enemies is different than the original. Some levels are harder to complete with this intelligence. You can skip a level with SHIFT+N. When you are locked in and can't get out you can terminate a life with SHIFT+R.

Like the original you will get an extra life for each 'completed' level.

When your game ends and you might enter a highscore by typing a name and press Newline.

The character under the cursor will remain.

Compressed levels:

Due to the compressed levels you can not edit the levels. A change in the level will disturb the compression.

Difference with the original game:

Apart from the AI of the enemies there are a few alterations from the original game.

In some cases the enemy will be killed holding the gold. Then they will take the gold with them back on top. Digging a hole is a pixelperfect job on other machines. Here you can dig the stone you are on when besides you is a place to go to.

The key SHIFT+L is not coded. You will not get free extra lives.