

DIP SW 1

COMMAND/ITEM	SW							
	1	2	3	4	5	6	7	8
PLAY TIME	180 SEC	OFF	OFF					
	170 SEC	ON	OFF					
	160 SEC	OFF	ON					
	155 SEC	ON	ON					
			2	ON	OFF			
			3	OFF	OFF			
			4	ON	ON			
			5	ON	ON			
MODE 2 DIP SW 2 - 3 ON	1	COIN 1 PLAY			OFF	OFF		
	2	COIN 1 PLAY			ON	OFF		
	3	COIN 1 PLAY			OFF	ON		
	4	FREE PLAY			ON	ON		
	5	COIN 2 PLAY			OFF	OFF		
	6	COIN 1 PLAY			ON	OFF		
	7	COIN 5 PLAY			OFF	ON		
	8	COIN 1 PLAY			ON	ON		
	9	COIN 6 PLAY			OFF	ON		
	10	COIN 1 PLAY			ON	ON		
MODE 1 DIP SW 2 - 3 OFF	1	COIN 1 PLAY			OFF	OFF		
	2	COIN 1 PLAY			ON	OFF		
	3	COIN 1 PLAY			OFF	ON		
	4	COIN 1 PLAY			ON	ON		
	5	COIN 1 PLAY			OFF	OFF		

DIP SW 2

FUNCTION	SW							
	1	2	3	4	5	6	7	8
TOPN. of VIBEC	NORMAL	OFF						
	TURN COVER	ON						
GAME STYLE	TABLE		OFF					
	LIP RIGHT		ON					
COIN MODE	MODE 1			OFF				
	MODE 2			ON				
STOP MODE	OFF							
	ON							
NO DEATH MODE	OFF				OFF			
	ON				ON			
TEST MODE	NORMAL							
	TEST							OFF

GND	1	2	GND
GND	3	4	GND
	5	6	
	7	8	
COIN COUNTER	9	10	2P LEFT
1P LEFT	11	12	2P RIGHT
1P RIGHT	13	14	2P SHOOT (LEFT)
1P SHOOT (LEFT)	15	16	1P 29-1
2P START	17	18	COIN COUNTER B
	19	20	COMP SYNC
COIN B	21	22	+12V
+12V	23	24	+12V
+12V	25	26	SPEAKER (+)
SPEAKER (-)	27	28	2P SHOOT (RIGHT)
1P SHOOT (RIGHT)	29	30	GREEN
RED	31	32	
BLUE	33	34	2P DOWN
2P UP	35	36	1P DOWN
1P UP	37	38	COIN A
SERVICESW	39	40	+5V
+5V	41	42	+5V
+5V	43	44	GND

CN-131

**Lode Runner**  
**II**

# RETALIATION OF THE BANGERING EMPIRE

## NORMAL POINT

PITTING ENEMY INTO HOLE 100 POINT



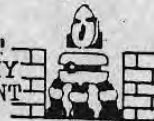
TREASURE 200 POINT



BURYING ENEMY 100 POINT



TREASURE WITH ENEMY 500 POINT



PATTERN CLEAR REMAINING TIME

## MAIN THINGS OF TECHNICAL POINT

(1) PITTING 3 ENEMIES INTO HOLE CONSECUTIVELY AND PASSING OVER THE HEADS 3000 POINT

AT ONE STRETCH



(2) RIDING ON ENEMY'S HEAD 1000 POINT



(3) CONSECUTIVE TAKING OF TREASURE

	1 ST	2 ND	3 RD	4 TH...
NORMAL TREASURE	200	400	600	800
TREASURE WITH ENEMY	500	1000	1500	2000

(4) SHUTTING ENEMY UP ONE ENEMY: 1,000 POINT

(5)(6)(7).....MANY REMAINING POINT



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