

GAME SPECIFIC FEATURES

Skill Shot

Pull trigger of gun handle located at the front of cabinet when moving lit target(display) is in sharpshooter's sights.

Multiball

Clear either of drop target banks (1) to light red, yellow, and then blue lights. (2). This lights Multiball ready at VUK hole (3). Shoot ball into VUK hole to begin Auto 3 Ball.

Second Multiball may be initiated by satisfying above criterion on other Drop Target bank (1).

Jackpot

Multiball only- Hitting ramp (4) awards Jackpot. Two balls on the ramp at the same time awards Double Jackpot. Following Double Jackpot with two consecutive shots around the subway (5) awards Quadruple Jackpot. hit lit saucer (6, 3, or 7) to re-qualify Jackpot.

Multiplier

Completing the three top lanes (8) advances Bonus Multiplier. Shooting subway (5) spots a lane.

Laser Kick

Laser Kick (9) is lit at the start of each ball. Re-light Laser Kick by hitting lit target (10).

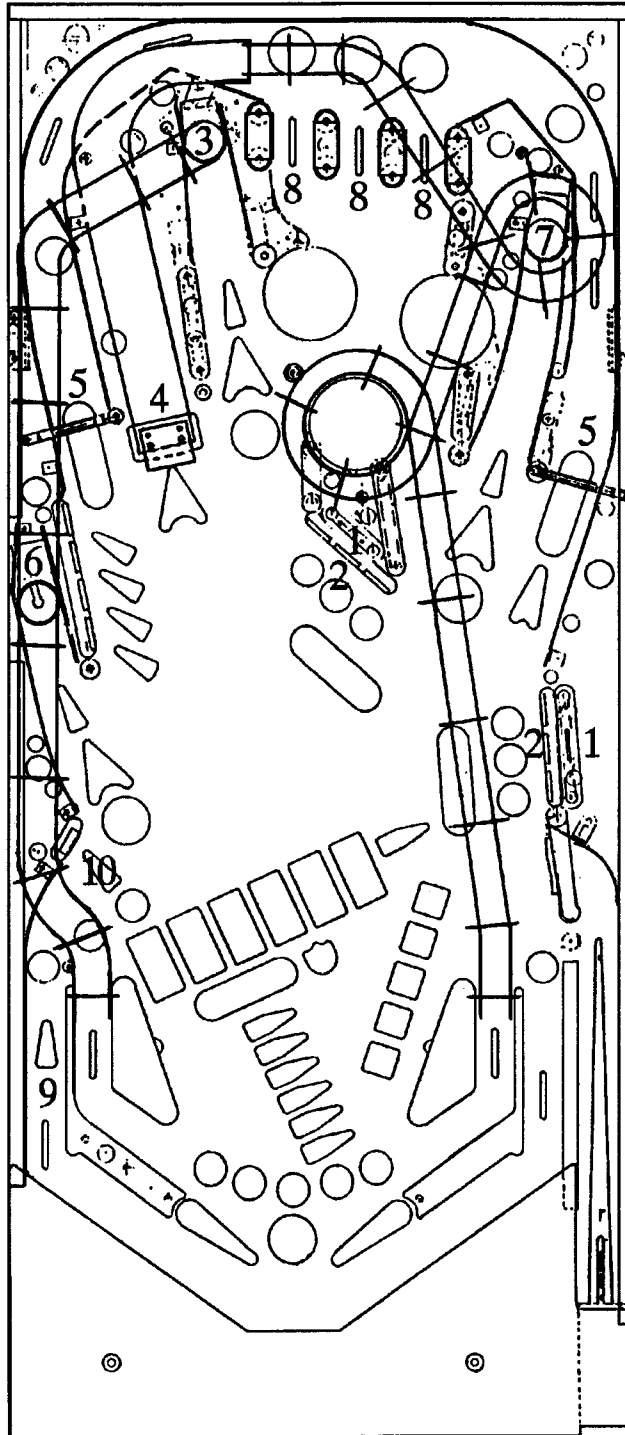
Light target (10) by completing two consecutive trips around the subway (5).

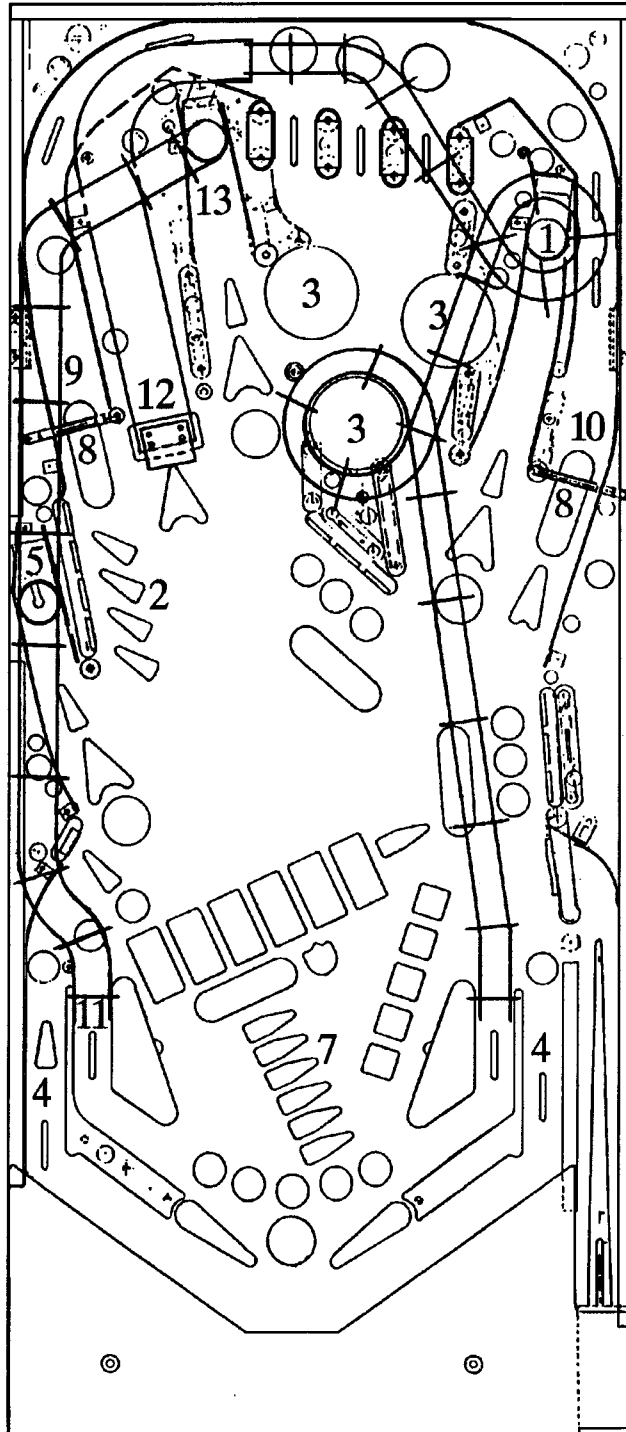
Red Wire / Blue Wire

Initiate Red Wire/Blue Wire by hitting center target at either Drop Target Bank (1). Then choose either remaining target to find the right wire (chosen randomly). Correct choice leads to lighting Unlimited Millions light on target (10).

Lethal Weapon 1-2-3

Shooting all three saucers (6, 3, 7) awards a stunt. Each stunt awards points and a short display animation.





Leo Getz

Light Leo Getz on saucer (1) by completing bullet targets (2). Shoot saucer (1) to win Leo Getz. Leo Getz scores one of the following

(random choice):

- a) Maximum Multiplier and Bonus Hold.
- b) Super Pops-Turbo bumpers (3) worth 100K or 1 Million.
- c) Murtaugh's Retirement- Lights outlanes (4) for a random value between 3 and 5 Million.
- d) Mystery score- scores a random value.
- e) 1 Million points.
- f) Lights Multiball ready.
- g) Lights Extra Ball for saucer (5).
- h) Awards stunt.

Shoot-Out

Shooting subway (9,10) lights Bullets on Uzi (7). Filling Uzi clip (lighting all six bullets) begins Shoot-out. Pull trigger of gun handle at front of cabinet to shoot adversary (pictured in display) before he opens fire. The later you wait (without being shot) and the more bullets you use, the higher the score awarded.

Winning Shoot-Out awards (in order):

- a) 3 Million.
- b) 1 Million & Bonus Hold.
- c) Lights Super Leo Getz and Super Spinners. Super Spinner timer begins when either spinner (8) is hit. Hitting spinners by shooting subway (9, 10) before timer expires awards Unlimited points.
- d) Lights Video and Getaway. Getaway-shooting left ball return (11) and then right subway (10) scores Getaway bonus.
- e) Crazy Riggs.
- f) Looping- Start looping timer by shooting Freeway (12). Each trip on the Freeway before timer expires awards 10 Million.
- g) Super Lethal Weapon- Shoot saucers (1, 5, 13) for 10 Million before timer expires.

Super Leo Getz

Score Super Leo Getz in saucer (1) while Leo Getz light is flashing. Super Leo Getz awards one of the following (random selection):

- a) Special.
- b) Extra Ball
- c) Crazy Riggs- a timed -fast scoring mode with every switch closed scores 250K.

Video

Enter Video Mode by hitting VUK hole (2) with video lamp lit. Pull trigger on gun handle at front of cabinet when a spinning target (display) shows a criminal. Exits video mode when ten shots have been fired, ten targets have been displayed or the player shoots a civilian target.

Bonus

Bonus is increased by 5K with every switch closure. Bonus awarded at end of ball.

Special

Special is awarded by Super Leo Getz.

Victory Laps

Shoot Freeway (3) after Special is awarded and before victory lap timer expires to score 25 Million.

Freeway

Consecutive shots on the Freeway ramp (3) scores Millions & Extra Ball lit. Extra Ball lights on saucer (4), and is scored by shooting saucer (4) with light lit.

Fight Mode

Fight mode is awarded randomly upon entering one of the holes (1, 2, 4). Fight begins on display. Press Flipper buttons rapidly to command Riggs to throw punches. Throwing more punches than the adversary wins fight and scores big.

