

# THE GETAWAY

H I G H S P E E D

## Playfield

- a. **Left Outlane:** has Kickback
  - b. **Left Inlane:** lights *Freeway* on **Right Orbit**
  - c. **Right Inlane:** lights *Freeway* on **Left Orbit**
  - d. **Right Outlane**
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- 1. **1-2-3 Targets:** make all three targets to relight Kickback
  - 2. **Left Orbit:** award RPMs, lock balls
  - 3. **Supercharger Ramp:** award Supercharger Boost value
  - 4. **Left Loop:** lock balls, collect *Speed Millions*
  - 5. **Stoplights:** light locks
  - 6. **Tunnel:** awards Tunnel Shots
  - 7. **Right Orbit:** award RPMs
  - 8. **Hideout:** stores locked balls



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Williams

## Gameplay

### Gears

- Each game begins in 1<sup>st</sup> Gear, advance through Gears by collecting RPMs at **Orbits** or through *Speed Millions*; RPM progress shown as lit inserts in middle of playfield
- 1<sup>st</sup> Gear: make 1 **Orbit**; awards 3M
- 2<sup>nd</sup> Gear: make 2 **Orbits**; awards Hold Bonus
- 3<sup>rd</sup> Gear: make 3 **Orbits**; lights *Video Mode*
- 4<sup>th</sup> Gear: make 4 **Orbits**; lights *Supercharger Mode*
- 5<sup>th</sup> Gear: make 5 **Orbits**; lights *Redline Mania*
- Once you have enough RPMs, you must shift up using Shifter (Ball Launch), which also adds to Bonus Multiplier

### Video Mode

- Complete 3<sup>rd</sup> Gear to light, collect at **Tunnel**; completing the *Video Mode* in higher gears awards more points (use Shifter to move up gear)

### Supercharger Mode (20-second timed mode)

- Complete 4<sup>th</sup> Gear to light, collect at **Supercharger Ramp**: all flashing shots score 5M

### Redline Mania (multiball)

- Complete 5<sup>th</sup> Gear to light, collect random award at **Supercharger Ramp**; collect **Jackpots** and **Super Jackpot** at **Supercharger Ramp**

### Multiball

- Light locks via **Stoplights**: make all three green lights to light Lock #1, then all yellows to light Lock #2 and all reds to light Lock #3
- All three green must be completed before can light yellow, and all three yellow before can light red
- Make **Supercharger Ramp** to light Jackpot (make it once on first multiball, more on subsequent); make **Left Orbit** or **Left Loop** to collect
- Then make **Supercharger Ramp** to light Super Jackpot and collect at **Left Orbit** or **Left Loop**

### Misc

- *Tunnel Shots* are awarded at **Tunnel** during game; 8 shots lights Special
- *Burn Rubber* (random award): lit at game start and every gear shift; award collected at **Tunnel**
- *Speed Millions*: make **Left Loop** once to light, then continued shots to **Left Loop** award *Speed Millions*, starting at 1M and increasing with each shot
- *Freeway*: light at inlanes or via an **Orbit** RPM shot; make respective **Orbit** for *Freeway Value*; 5 shots lights Extra Ball