



# LETHAL WEAPON

## Playfield

- a. **Left Outlane:** has kickback
- b. **Left Inlane**
- c. **Right Inlane**
- d. **Right Outlane**
  
- 1. **Karate Kick Target:** relight kickback
- 2. **LW1 Saucer:** collect Extra Ball, Stunt values
- 3. **Bullet Targets:** skill shot
- 4. **Subway Orbit:** light Uzi bullets, collect Subway, spots rollover lane
- 5. **Freeway Ramp:** collect jackpot, light Extra Ball
- 6. **LW2 Kicker:** start Multiball, *Video Mode*
- 7. **Bomb Targets:** light Multiball, *Bomb Defusal*
- 8. **LW3 Saucer:** *Leo Getz* and *Super Leo Getz*
- 9. **Right Orbit:** light Uzi bullets
- 10. **Bomb Targets:** light Multiball, *Bomb Defusal*



# Gameplay

## Karate Kick

- Reactivate by hitting lit **Karate Kick Target**; light target by two consecutive shots to **Subway Orbit**

## Multiball

- Complete either **Bomb Target** bank twice to light, then **LW2 Kicker** to start
- Shoot **Freeway Ramp** for Jackpot then either two quick balls to **Freeway Ramp** for Super Jackpot, or **LW1 Saucer** then **Freeway Ramp**

## Stunts

- Complete LW1, LW2 and LW3 shots in any order to start Stunt
- Pull trigger at "Now!" for extra 1M

## Bomb Defusal

- To start, hit centre target on either **Bomb Target** bank, then hit red or blue target as directed

## Shootout

- Light Uzi Bullets via Orbits; light all six bullets to start Shootout
- Pull trigger to shoot target before he shoots you; wait as long as possible for most points

## Leo Getz

- Hit all four Bullet Targets to light, then collect at **LW3 Saucer**

## Super Leo Getz

- Awarded at **LW3 Saucer** when Super Leo Getz light is flashing

## Looping

- Shoot **Freeway Ramp** multiple times when Looping Light is lit above ramp

## Video Mode

- Start at **LW2 Kicker**; don't shoot civilians

## Extra Ball

- Shoot **Freeway Ramp** multiple times (default is 3x) to light Extra Ball at **LW1 Saucer**
- Also via *Super Leo Getz* random awards

## Skill Shot

- Shoot lit **Bullet Target**

# ROM Adjustments

## Navigation

- 7 to enter ROM adjustments and then to cycle through
- 8 to reverse cycling direction
- 1 to toggle value
- Proceed to adjustment #13 to expand menu to full set of options

## Difficulty Settings (#7)

	Extra Easy	Easy	Factory	Hard	Extra Hard
Save 3 Banks	Yes	Yes	Yes	No	No
Save Ramp Xballs	Yes	Yes	Yes	No	No
Earning LW 1,2,3	Any order	Any order	Any order	In order after 2 <sup>nd</sup> stunt	In order
Save Stunts	Yes	Yes	Yes	No	No
3 Bank Style (Multiball trigger)	Either bank	Either bank until 3 <sup>rd</sup> multiball	Either bank until multiball, then both banks	Both banks	Both banks
Spot 3 Banks	Extra Easy	Easy	Easy	Hard	Extra Hard
Multiball: Drained Ball Recycle	Extra Easy	Easy	Hard	Hard	Extra Hard
Save LW 1,2,3	Yes	Yes	Yes	No	No

*"Save" options retain progress between balls*

## Other Adjustments

	Adjustment #
Balls per Game	15
Free Play	32
Background Music Volume	43
Save Uzi	48
Factory Restore	56