

Playfield

- Left Outlane:** award Extra Ball when lit
 - Left Inlane:** award Extra Ball when lit
 - Right Inlane:** award Extra Ball when lit
 - Right Outlane:** award Extra Ball when lit
- Loan Shark Targets:** jail Loan Shark when all targets hit
 - Croc Kickout:** put Croc in jail; Hot Sheet Mystery Award
 - Centre Ramp:** score value lit underneath; must make sequential shots to progress value
 - Drug Rat Targets:** jail Drug Rat when all dropped
 - Right Loop:** make target at end to score Extra Ball or Top Cop bonus
 - Right Ramp:** lock balls, spot P-O-L-I-C-E, award Jackpots
 - Diamond Weasel Targets:** jail Weasel when all dropped
 - Handcuff Kickout:** award Handcuff Score

Gameplay

Multiball (2-ball): lock balls at **Right Ramp**

- All playfield values are doubled
- Jackpot scored on **Right Ramp**

P-O-L-I-C-E: spot at **Right Ramp** when lock is not lit

- When complete, Top Cop bonus at **Right Loop** is lit for 3M

Criminals: jail all four criminals via **Loan Shark Targets**, **Croc Kickout**, **Drug Rat Targets** and **Diamond Weasel Targets**

- Once all four jailed, Jackpot available at **Right Ramp**

Skill Shot

- Awarded based on number of spinner spins multiplied by ball number

