

# WHO? d

## A MURDER

### Playfield

- a. **Left Outlane**
  - b. **Left Inlane:** start *Taxi Chase* when lit
  - c. **Right Inlane:** start *Taxi Chase* when lit
  - d. **Right Outlane**
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- 1. **Mystery target:** Mystery award
  - 2. **TAXI targets:** spot T-A-X-I
  - 3. **Left orbit:** make *Taxi Chase*
  - 4. **Red Roulette target:** sets next roulette bet to Red
  - 5. **Phone:** WhoDunnit when lit
  - 6. **Elevator targets & ramp:** change floors
  - 7. **Black Roulette target:** sets next roulette bet to Black
  - 8. **Right ramp/orbit:** orbit during *Taxi Chase*, else ramp; make *Train Loops*
  - 9. **Roulette lane:** collect jackpots, start *Roulette*
  - 10. **Sewer:** collect jackpots; start *Slots* when lit; find *Equipment* (Map)
  - 11. **Penthouse Keys targets:** light **Mystery target**; award *Penthouse Key* for *Penthouse Party* mode



# Gameplay

## Phases of play

1. Collect Evidence (up to five clues per case); collecting a clue lights the **Phone** and can be done by any of:
  - Completing T-A-X-I
  - Getting 3 fingerprints in *Slots*
  - Exiting on floor 3 or 5
2. Interrogate a suspect for clues
  - Initiate at **Phone**; listen to clue
3. *WhoDunnit?*
  - Initiate at **Phone**; choose the right person to proceed to final phase
4. *Catch The Killer*
  - Complete *Taxi Chase*, then make **Phone** to start 4-ball multiball

## Floors (via **Elevator ramp**)

- Basement: 3-ball multiball
- Main Floor: light *Slots* and *Roulette*
- 2<sup>nd</sup> floor: award T-A-X-I
- 3<sup>rd</sup> floor: collect evidence or start *WhoDunnit?*
- 4<sup>th</sup> floor: spin *Slots*
- 5<sup>th</sup> floor: collect evidence or start *WhoDunnit?*
- 6<sup>th</sup> floor: award *Equipment*
- 7<sup>th</sup> floor: start *Elevator Madness*
- 8<sup>th</sup> floor: interrogate a suspect or start *WhoDunnit?*
- Penthouse: start *Penthouse Party*
- Roof: start *Catch the Killer*

## Taxi Chase

- Start at lit inlane; shoot **Orbits** and complete T-A-X-I

## Slots

- Orbit shots feed bumpers (if Taxi Chase not lit); match 3 to win
- Can also make 4<sup>th</sup> floor in **Elevator** or **Sewer** when lit to spin
- If only 2 match, shoot **Phone**, **Roulette**, **Sewer** or **Elevator Exit** for final spin
- An outlane drain when 2 of 3 Slots match gives Second Chance and relaunch
- Slot award only granted if ball falls into hole directly beneath the bumpers

## Roulette

- Result is random; whether you win or lose, multiplier increases;

## Elevator Madness (2-ball multiball)

- Hit **Elevator** for Jackpots

## Penthouse Party (timed frenzy)

- All flashing shots score increasing values

## Basement Multiball (3-ball)

- Collect Jackpots at **Roulette** and **Sewer** and by making all three **Elevator** shots

## Equipment: collect on floor 6, at Slots (Magnifying Glass), 2x Train Loops and **Sewer**

- Revolver: increases multiball jackpot faster (at bumpers)
- Magnifying Glass: eliminates a suspect
- Flashlight: helps find Map (in **Sewer**) or Magnifying Glass (**Phone**)
- Map (from **Sewer**):

## Skill Shot

- Aim for lit T-A-X-I letter: DMD shows what you will collect; failing to hit lit letter will just spot that letter with no award
- Aim for the Super Skill Shot hole just below the I of T-A-X-I to award a clue, advance multiplier and lock ball; 3<sup>rd</sup> lock starts *Basement Multiball*

## Extra Balls

- Slots award
- 3x Train Loops (collect at **Phone**)
- Get 5 clues in one case (collect at **Phone**)

## 3D Mode

- Start game, then press B, 8L, 1R, 5L, 1R, 5L, 1R, 6L, 2R (where B is both flippers, L is left and R is right)
- When it says "Put on your 3D Glasses Now" launch the ball.

Bally