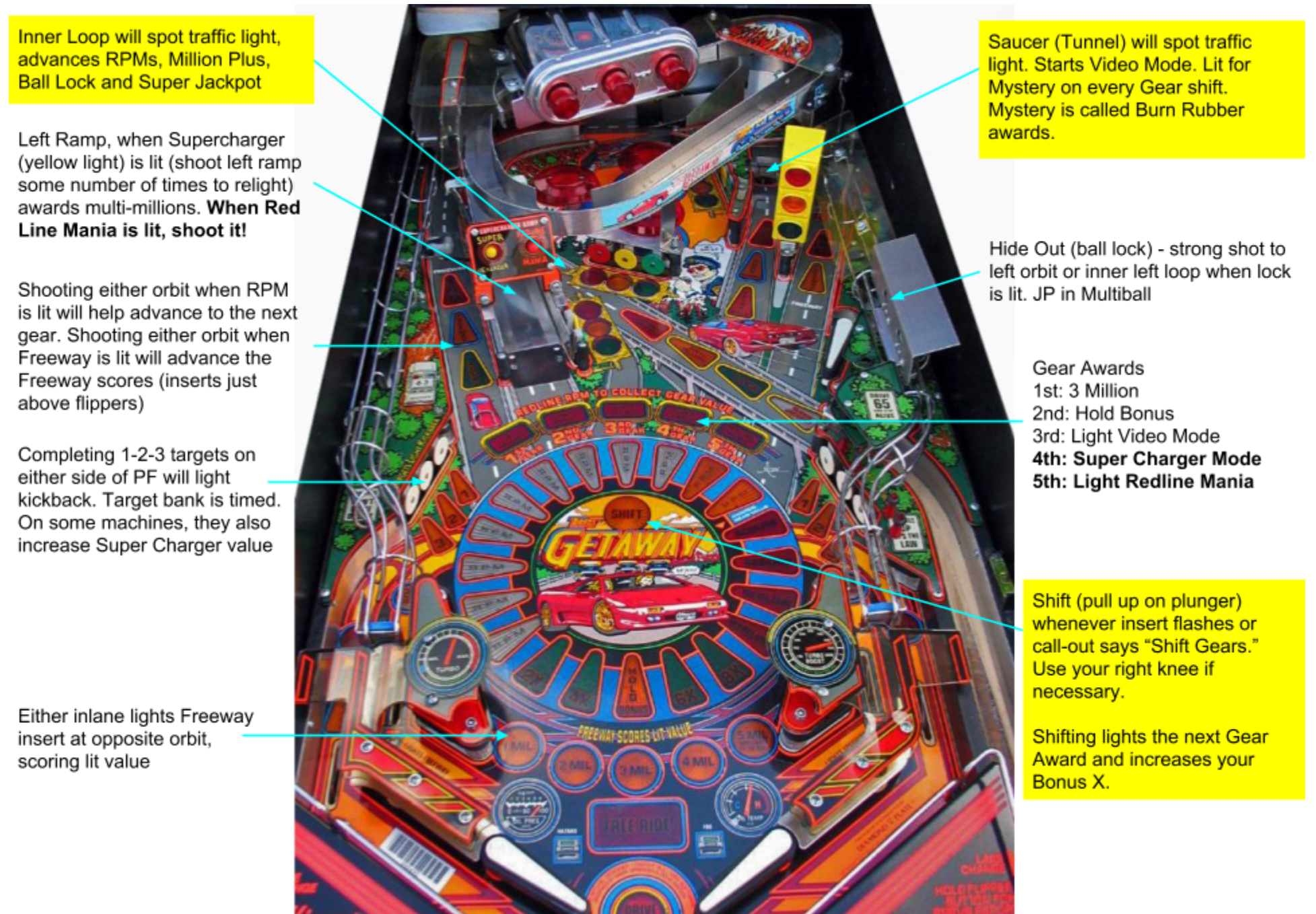


The Getaway: High Speed II

4 player DMD - [Williams](#) 1992 - Design: [Steve Ritchie](#) - Code: [Dwight Sullivan](#) - Art: [Doug Watson](#), [Mark Sprenger](#)

[60 Sec Tutorial](#) | [EM Guide](#) | [Instruction Cards](#) | [IPDB](#) | [Pinball Videos](#) | [Pinburgh Bank Reveal](#) | [Pinside](#) | [PinTips](#) | [Rule Sheet](#)



Strategy - Inner Loop Combos, Multiball & Red Line Mania

Inner Loop Combos: Looping the inner loop with the upper right flipper for Million Plus can be very lucrative!

Stoplight MB: Shoot all standup targets or spot them with inner loop shots to light lock. Lock 3 balls in the Hideout via inner loop or strong shot to left orbit. Shoot left ramp to light the 25M JP at Hideout. Shoot left ramp again to light SJP at Hideout. SJP = 50M. Alternate left ramp, inner loop. JP is always worth 25M and the SJP increases by 25M each time.

Redline Mania: Complete 5th Gear and the left ramp will light (red lamp over ramp). Shoot ramp to start. JP starts lit at inner loop for 25M. Then shoot left ramp. You need 20 loops in the Supercharger to light the SJP. 1 shot to the Supercharger usually spots 10 loops, so it should take 2 left ramps to light **SJP for 100M**.

Tips

- On plunge, hold left flipper up (to provide wider gap) and let ball drain. So long as the ball drains quickly, you should be able to do this twice more to quickly advance RPMs (and gears), but with two balls locked, the ball takes forever to go through an empty trough, so don't push your luck! Doesn't work after locking ball and plunging additional ball onto PF (no ball save).
- During MB, use ball save (so long as the auto plunger plunges all the way around to upper right flipper) to feed balls to upper right flipper for quick shots to JP. These shots will also count as Million Plus (1M, 2M, 3M = 6M for draining 3 balls). It's possible to get ~30 seconds of free loops this way.
- Video Mode: Try straddling line between leftmost pair of lanes. More points the higher the gear - you start in 3rd, shift 2x for 5th!
- Supercharger Mode: 4th gear award. 20 second mode where all shots light for 5M and Supercharger lights for 5M Plus.

Code Bugs & Fix

- Bug - Secret Mania: If there are 3 cop cars outside donut shop (on DMD) when locking 2nd ball, shift up/down quickly to start Frenzy. In Tournament mode there are always 3 cop cars, **but don't do this!** It's super buggy and can screw up the game. Secret mania messes up the traffic lights progress and potentially have more hazardous side effects.
- Bug - Unlimited JPs in Multiball (forgot how to do it but it's a thing)
- Corrected ROM: Rev L-5 patch bc43 - Download link: <http://tinyurl.com/ychedyrw9>
 - The premature multiball (re)start bug - fixed.
 - With tournament play unselected: Multiball may be removed from Burn rubber awards (with adjustment A.2 13).
 - Secret mania is scrapped.
 - Correct light locks, lock balls, start multiball, jackpot and super jackpots logic.
 - With tournament play selected: Multiball is still the fifth Burn rubber award (when no extra balls selected).