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Author: Brent R. Earle Since we had one of them in a recent kenosh, WI IFPA tournament, I figured I might as well put in the rules after ... Please beware of hidden humor. Corrections to Kevin, please. (all reservations are implied, unless in fact specified). (Egregious copied from the provided rule sheet. This is an image of a playing field with pro number descriptions for each of the modes. The Shot Pull skill trigger gun (launcher) when moving the target burns (to the point of the matrix display) in the sights. Lotsaballs (commonly known as multiball (TM)) shoot to either drop the target pot (in the center of the playing field or in the bottom right) to light red, yellow and blue light. Mball read will light on the hole of the VUK (top central lane), hit the VUK hole to start. The second Mball can be launched with the second drop of the target pot. Collect the jackpot by hitting the left ramp. Two balls on the ramp within seconds of each other reward a double jackpot. The four-seater jackpot can be collected with two balls around the left orbit (metro). Hit the left, center, or right saucer to fix the jackpot. Bonus multiplier, shooting at the subway (left orbit), ignites the rollover of the lane. Completion of all three achievements multiplier. Laser kick left outlane (normal mode) Lit at the beginning of each ball. Lighting with a lit target at the bottom left of the playing field (above/lan and slingshot). The target is illuminated by two consecutive shots of the left orbit (subway). Red Wire/Blue Wire Initiate red/blue wire, hitting the central target on any drop of the target pot. Hit either red or blue targets to cut out the proper wires. The right choice starts Unlimited millions on the bottom left goal (just like relighting a laser kick). Deadly Weapon 1-2-3 Shoot left, center and right plates (any order). Getting all three stunt awards. The trick is a short animation and a couple of moments. Leo Getz completes four bullet goals (at the top left of the playing field along the metro/left orbit). Shoot the right saucer to win Leo Goetz. Random reward: Maximum multiplier and bonus spent Super Pops-Turbo bumpers worth 100K or 1 million retirement Murtaugh (light outlanes for BIG points) Mystery score (accidental value - can turn off the display, then your score is a mystery. ta yes! or Wowie as Bullwinkle would say). 1 Million Lights Lotsaballs Ready Lights Extra Ball (left plate) Reward trick (cheese animation and dots) Shoot Out Shooting both left and right orbit bullet lights for Uzi. (displayed on the playing field slingshot above the flippers). Grab all six bullets to start shooting. Pull the trigger of the gun handle to shoot the enemy (on the point of the matrix display) before it shoots at you. Waiting longer without getting shot and using more bullets rewards a higher score. Shoot out the awards in order: 3 million 1 1 and the bonus spent Lights Super By Leo Goetz and Super Spinners lights video and getaway (HS2, get yours today... Special link cable is not included, no battery required) Crazy Riggs Looping Super Lethal Weapon (Long underwear and cloak, the car flies away...) I mentioned that your ball is still in play during this? Good luck. Super Leo Getz Score SLG from the right saucer while the light flashes. Accidental reward: A special extra ball Crazy Riggs Super Spinners SS timer starts after hitting either spinner (left and right orbit). Rewards Unlimited Points (well, maybe gravity and friction, but other than that, unlimited). Escape to the left of ilan and then the right orbit scores a rest bonus (shift gear). Crazy Riggs Madness, hit anything on points. (even your partner, believe me...). Loop Start cycle timer by shooting highway (left ramp). Each left ramp shot before the expiration of time is 10 million. Video Enter video mode by tapping the VUK hole (central plate) with a video lamp lit. Pull the trigger on the handle of the gun (launcher) when the rotating target shows the offender (display). The video ends when ten shots were fired, ten targets were displayed or a civilian target was fired. The bonus is 5k for each switch kick. Special Only awarded from Super Leo Getz. Winning the Laps Shoot Highway (left ramp) after a special is awarded and before the winning timer expires at 25 million. Highway shoot left ramp several times for millions and for lighting freeway extra ball. Collect the freeway extra ball from the left saucer when illuminated. (If you can shoot a ramp shot all day, then the right flipper left ramp shot is what you need. Combat mode Accidentally started when hitting to the left, center or right plate. The ball is locked, slap flipper buttons quickly to pound on the opponent. Throwing more punches than the opponent wins the fight and scores big. The HTML editor's notes added David Gersic dgersic\_@\_niu.edu email addresses were deleted to prevent the web bot from spamming, and web links were updated wherever possible. Lethal Weapon 3ManufacturerData East PinballRelease dateAugusta 1992SystemDataEast/Sega (Version 3)DesignJoe Kaminkow, Ed CebulaPromingKristina DonofrioArtworMarkus RothkranzMechanJoichsn LundMusicBrian L. SchmidtSoBriIundan L. SchmidtProduction Run10,000 (approximately) Lethal Weapon 3 is a pinball machine manufactured by Data East Pinball in 1992. It is based on a film of the same name, which was the most popular film in the summer of 1992. The game featured a matrix display Generation 3 FullView, which was more than the current industry standard, and displayed digitized video clips. The game also had a hidden the pair, in which players grabbed the handle of the Data East pistol and eliminated the bad guys in one of the three crime simulations. By 1994, it was Data East's most successful pinball machine. [2] [2] The game was developed by Marcus Rothkrantz. Other versions of Data East were one of the few regular pinball companies that produced custom pinball games, such as Aaron Spelling and Michael Jordan. These two pinball machines were based on the deadly weapon of a 3 pinball machine. Links to b c Deadly Weapon East Data 3. A cash box. LV (45). 25. July 4, 1992. Received on September 1, 2020. Data East introduces a new dot matrix display. A cash box. LVIII (11). 30. November 12, 1994. Received on September 1, 2020. Fogelman, Bea (1999). Filmmakers. UUniversity, page 6. ISBN 9781583485897. External References Lethal Weapon 3 on the Internet Pinball Database Deadly Weapon 3 online Pinball Database (Aaron Spelling version) Deadly Weapon 3 on the Internet Pinball Database (Michael Jordan version) Pinball Archive rule sheet This article pinball is a stub. You can help Wikipedia by expanding it.vte obtained from (pinball) oldid976224898 Home - Lethal Weapon 3 - Data East - Pinball Guide - Schematics - Used Copy lethal weapon 3 - Data East - Pinball Guide - The book used, can have traces in it, or tears. Appears to be complete and sold as is. The book in the photo is the one you get. Free shipping; Shipping is included in the price, in the lower 48 states. Find out if it doesn't apply. If we can help further with anything, please contact us at chris@hotrodarcade.com or call 615-598-0024. Thanks for searching! - Chris Hello everyone! I recently bought my first pin, Lethal Weapon 3 machine, as noted in this theme: . My dad will come on Saturday to see the car with me. He owned pinball when I was younger and an electrician. So I hope he can help me get the hang of this. At the same time I thought I'd ask about the problems I found here in hopes of fixing what I can before that. Over the past few days I've been looking through the guide/scheme. I was just trying to familiarize myself with the different parts and postings. According to my theme above, one of the problems with machine flippers and ball pistons does not work. I did some looking back at the car last night and noticed the F5 fuse on the PPB board was blown up. The guide says it's a flipper fuse. I have some replacement fuses and don't put a replacement yet. The picture below is a white and red wire that is not connected to anything. It looks like it should be connected to the switch to which it is closest. All the other switches that look like one in the image have 3 wires connected to them, except one is pictured. Should the white and red wire be connected to this switch? Will this cause the fuse to blow up to blow up Was it disconnected? The next thing I noticed, it's a connector that's not connected to anything. I can't find the appropriate connector. I'm sure it's listed in the manual, but I still don't find out where. This is pictured below. 20140113-223438.jpg 654 KB It has nothing connected to mine either. A quote from gern: Okay, OK the last thing I found. This coil just lies on the floor of the pin. Could it be a snitch coil? The coil at the bottom I find for a knock, although mine has been removed. Not sure what of this picture, a red and white wire. Can you take one with the playfield up. I believe the wire goes to the ball trough switch. A quote from gern: The last thing I've found so far is the ground wire behind the backglass that has nothing to do with anything. Any thoughts on what might be related to? It's a pretty long wire. 20140113-223218.jpg 462 KB Mine does not have that red earth wire. Thanks for the answers pinij93. Here's a pic of the white and red wire with the playfield up. I hooked it up to the switch right above it. Are there any photos I can take that would help you? Does anyone have any thoughts on that white and red should be attached to? I also had an idea... reel, which is on the floor of the machine for missing knock, it can be used to replace the piston coil? I'm at work right now and can't check from my photos that number parts on the coil of knocking. looking at the guide seems to seem to they're the same coils. If they do the same coil and I swap the old knock one for the piston, what should you do with the wires for the old snitch? Should they be wired nutted off? The empty connector at the bottom of the cupboard is probably not used. Take the fuse and make sure it is the right type and amplifier. There should be a diagram guard in the manual or even fastened inside the closet somewhere. I'd avoid plugging the wires if you're not quite sure where they're going. If you smoked coils, you can also cause other damage to the circuit boards. If the wire is turned off, it will not cause the fuse to explode. It is more likely that this wire was disconnected intentionally because the previous owner could not find fault and gave up. The picture showing the ground wire confuses me. What kind of wire do you see that isn't connected and how do you decide it's a ground wire? Don't start changing parts to fix the problem. Even if the coil you think for knocking is the same as the one you think is bad, you'll probably just end up damaging more parts. What kind of piston are you talking about? Any wires left loose in the closet have the potential to brief against something and wreak havoc. Always cover from tree wires. \*\*\*\* read the above post as 4 times ^^ exactly will be my answer. I want to try to add to you the questions: You can LOOK IN THE FORECAST TO REALLY where it is WIRE GOES. Look for WHIRED or WHITE/RED in the switch matrix chart in the manual. Most pinball manufacturers use two colored wire codes... The wire in the picture is white/red (white is the dominant color, red is stripe). The guide should at least give you a hint on where it should go... However, it can't be a wire switch, it can go to the coil. As Pafasa said, make sure you know before you plug it or you're going to blow things up. If you're powering pinball and coil locks to power, it will fry more stuff. One way to get around this is to cut one of the leads going to that reel. This should allow you to power the machine without causing further damage from that particular coil. IF THERE ARE TWO WIRES OF THE SAME COLOR GOING TO THE SAID COIL, IT WILL BE EASIER TO DESOLDER/CUT ONE SIDE OF THE WIRE. Before worrying about fixing anything working you should get the display running (or replace: looks gas and incorrigible in pic) and then, familiarize yourself with all the tests using the coin door switches. Make sure the AUTO/UP switch on Data East is in a down position to enter TESTS. You need a WORK DISPLAY and the working coin door switches to TROUBLESHOOT AND FIX IS GAME effectively) DON'T READ THIS UNTIL YOU KNOW HOW TO USE DIAGNOSTIC TESTS. As a side note, if the coil is locked, happened because something else had failed. 90% of the time, it's a transistor on the driver's board in the head game. You can which the transistor controls the coil with the help of a guide. A quote from snyper2099: Before worrying about FIXING nothing works, you should get the display replaced (looks gas and incorrigible) and then, familiarize yourself with the tests. YOU'LL NEED A WORKING DISPLAY TO FIX THE PROBLEM IN THIS GAME EFFECTIVELY. I agree with that, but if you can't turn on the machine without smoking something, you should get that figured out first. I'll leave the old display until you stop frying things. Then..... Sniper's right about DMD. I doubt it can be repaired. I would like to take the used DMD that was offered to you in another thread and start with that. Once you get the game up and running and decide what you want to replace to use one with a line missing, an offer that used one backup site for someone else to use! Pay It Forward is a big plus in the hobby pinball! Well, yes, that's why I suggested turning off the coils. GERN, if you don't have a multimeter, go buy one and learn how to use it! You will also need an iron solder and solder if you don't own these items already. A quote from Pafasa: I agree with that, but if you can't turn on the machine without smoking something, you should get that figured out first. I'll leave the old display until you stop frying things. Then..... Sniper's right about DMD. I doubt it can be repaired. I would like to take the used DMD that was offered to you in another thread and start with that. Once you get the game up and running and decide what you want to replace to use one with a line missing, an offer that used one backup site for someone else to use! Pay It Forward is a big plus in the hobby pinball! Pafasa, I hope that the other DMD that has been offered in my other stream will be on its way soon. And a great idea to pay up front. With all the help here so far I will definitely be helping out whenever I can. A quote from Pafasa: The empty connector at the bottom of the closet is probably not used. Take the fuse and make sure it is the right type and amplifier. There should be a diagram guard in the manual or even fastened inside the closet somewhere. I'd avoid plugging the wires if you're not quite sure where they're going. If you smoked coils, you can also cause other damage to the circuit boards. If the wire is turned off, it will not cause the fuse to explode. It is more likely that this wire was disconnected intentionally because the previous owner could not find fault and gave up. The picture showing the ground wire confuses me. What kind of wire do you see that isn't connected and how do you decide it's a ground wire? Don't start changing parts to fix the problem. Even if the reel you think for knocking is just like the one you think it's You will probably just end up damaging more parts. What kind of piston are you talking about? Any wires left free in the closet have the potential for a brief against and wreak havoc. Always cover from free wires. Thank you so much for the replay/tips. I looked at the manual and checked the fuse and amplifier. I also have a supply of fuses. The reason I decided that one picture is a ground wire is because it is just attached to the bolt in the image. The wire's not going anywhere. So my thought was that it was a ground wire for something. The piston I was referring to would be a ball piston. I'm sure I use the wrong terminology there. I think it will be called a ball launcher. This white and red wire was loose and looks as if it was connected to something in its own time. When looking at the guide there are a few mentions of white/red wire. In one chart he says it's for a plumb lit and mentions it being for 25 VAC for Solenoids. I'm looking at the manual online right now and it's kind of hard to read. Thanks again for all the tips! Thanks to Pafas. I actually have an original guide at home. This link comes in handy when I'm at work though! Gern, looking at mine in daylight now. Everything looks the same as mine, except that white and red wire. No where to find at the mine, I wouldn't connect to it that reel flipper. My flip reel has blue and yellow and orange and purple on the reel flipper. I wire me though was red and white actually orange and white, looking on in the daylight and that was coming to switch. Which looks just like your picture. Pic Thank you pinij93! I think I see a white and red wire in your pic. Is it a wire in the top right of your image? Possibly attached to the ball to detect the switch (at least I think that's what it is). Here's a pic I found on Google, which seems to be the same. I blew it up a bit in PhotoShop. No, I thought it was white and red. It's white and orange on the switch looks like you have the same white and orange on your switch Check my deadly weapon no white and red wire there.it looks like add on. You should check my post on deadly weapon mods. You can get some interesting ideas. let me know if you get your knoker working... This is the only problem with my machine Hi display went in the mail today, so hopefully he will have that this weekend to help in troubleshooting. A quote from dgoett: His display went in the mail today, so hopefully he'll have that this weekend to help with troubleshooting. Thank you so much dgoett! I am so impressed with everyone's desire to help. I hope I can return the favor someday! This should be the best forum I've had and I've only been a member for about a week! I had a look at the pin tonight and took the best picture. Should there be a wire to this switch? Another mystery! When I put the playing field in a service position, I found this easy build. Does anyone have any idea where this is going? I see a connector that seemingly fits. Just not sure where Goes... if he even goes to the car. I haven't plugged it into the connector yet. I'll see if I can find him in the manual. A quote from gern: Another mystery! When I put the playing field in a service position, I found this easy build. Does anyone have any idea where this is going? I see a connector that seemingly fits. Just not sure where the rest is going... if he even goes to the car. I haven't plugged it into the connector yet. I'll see if I can find him in the manual. 20140115-193506.jpg 371 KB that goes down arrow lane... There is probably a picture of it on IPDB quote from gern:I was taking a look at the pin tonight and took the best picture. Should there be a wire different to this switch? 20140115-184940.jpg 486 KB Yes, there should be another wire connected to this switch. Maybe a free white/red wire. I don't know for sure though. Maybe Pini93 can check it out for you? I found the pic below on the ipdb. Looks like a white and red wire attached to the same switch I'm pictured with. I'm trying to figure out exactly where the wire is attached. It looks like the lateral opposite of the diode. Can anyone confirm this. I can't find anything in the manual on how the wires attach to this switch. Based on this pic and one of yours, looks like a white/red wire should be attached to the tab coming out of the side of the switch. This makes sense because the diode blocks the current and is coming to the wire. Look for the springs for the flipper return to that IPDB pic. I bet he's running OK, but the left flipper probably feels a little different than right because of another angle pull from returning in the spring. Can't imagine what this is like the manufacturer intended it to be... just took a couple of photos from my lw3. I bought it 4 weeks ago (as my Xmas present) and it's GA failures and the light matrix of the playing field doesn't work. I solved the GI problem by installing a new connector - the old one was burned. The light matrix was tough. I had a strange reading on my dmm - there was a problem with the ground machine on the board - so I resoldered full of board meals. This solved the problem of the light matrix. Spent about 10 hours cleaning - barbecue clean was the only thing that really worked against nicotine residues - be careful to apply and wash off with clean water right after! Tried the plastics (not those with prints on the back) in the dishwasher at first - didn't work - the barbecue cleaner made them look like new ones! The pin works perfectly now - and tons of fun! If you need more pics - let me know, good luck Mike! Thanks for the photo Mike! It's nice to know that I have that white/red wire plugged in properly. My main problem right now is that I need to replace the TIP36C transistor at No.1. I am its ordered and hopefully there's a machine fully functional it's it's A quote from gern: Thanks for the photo Mike! It's nice to know that I have that white/red wire plugged in properly. My main problem right now is that I need to replace the TIP36C transistor at No.1. I got it ordered and hopefully the machine is fully functioning this week! There are probably one or two transistors up the line from this TIP36. Are these tests okay? If something blew up TIP36, there's a good chance that these pre-coal transistors got hit too. A quote from Pafasa: There are probably one or two transistors up the line from this TIP36. Are these tests okay? If something blew up TIP36, there's a good chance that these pre-coal transistors got hit too. I haven't picked up a board to check them out yet. But I order extras in case. I'll probably remove the board and check it out tonight or tomorrow night. Thank you for Pafasa's head! Glad you're making progress. I don't know your DE board specifically, but in my experience, tip36 tends to switch to a smaller transistor like tip102, which in turn tends to switch to a smaller transistor yet. They work to isolate logical circuits from high current coils controlled by tip36. Do you have access to Clay's troubleshooting manuals? There is a lot of useful information out there to test transistors. I've looked at a lot of sites lately. Is it a website, a PDF, or an actual book? The guides were on their website for free years ago. AFAIK, they are no longer available there. They were something I wanted to review with the Comprehensive Pinball Repair Guide. Pinwiki.com is gradually relying on its resources. You can find good help there. Do you have a manual with board diagrams and component ID? A quote from Pafasa: Guides were on their website for free years ago. AFAIK, they are no longer available there. They were something I wanted to review with the Comprehensive Pinball Repair Guide. Pinwiki.com is gradually relying on its resources. You can find good help there. Do you have a manual with board diagrams and component ID? I have all these manuals on repair and can place them in Dropbox if someone wants them. By the way: did you learn that the purpose of the coil is that lies on the floor? I have the same... Mike quote from mikebecool: btw: You learned that reel is what lies on the floor? I have the same... Mike Mike, I didn't watch it in the manual, but it's this Be a coil for assembling a knock. I don't know why the assembly was removed from both of our machines. I'll take a look at the guide later to confirm this. Hi, maybe a little off topic .... but the owners of the deadly weapons might have known this: I'm looking for the blue color code used on our LW3 machines. my car has a couple of scratches I would touch. Any ideas? Thank you in advance ! Mike Mike, I'm in the same boat. Once I get my car up and running I'm going to try and match the paint. If I figure it out, I'll let you know. Perfect... gern any progress on your transistor changes yet? I was lucky, only there was a false matter of land at the mine. Heads!!! You're close to playing! A quote from gern: Mike, I haven't watched it in the manual, but it seems to reel for a knock-off build. I don't know why the assembly was removed from both of our machines. I'll take a look at the guide later to confirm this. It's part of the knock-on assembly. Although you're missing braces /mima/mima lethal weapon 3 pinball manual pdf. lethal weapon 3 pinball machine manual

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