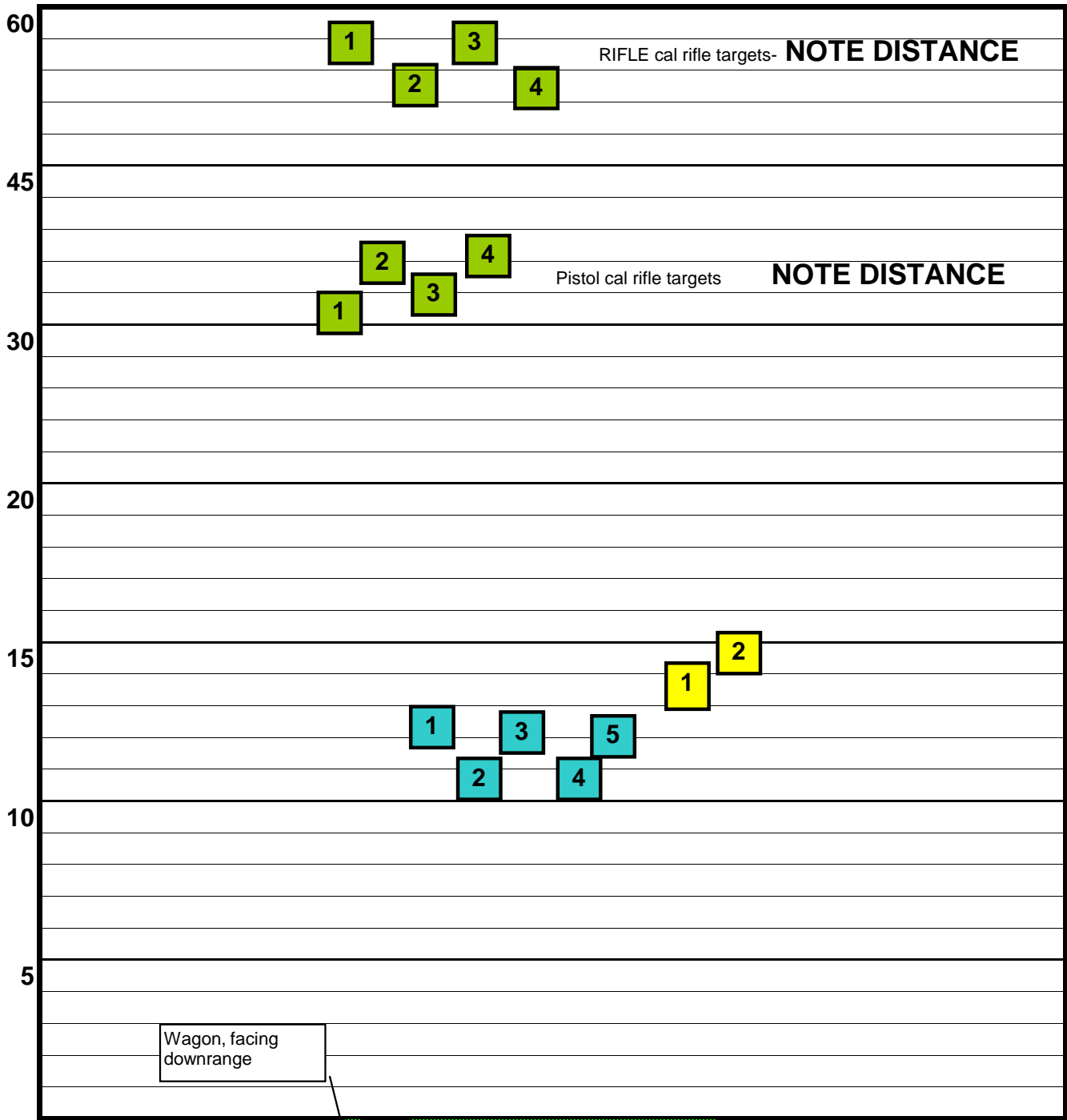
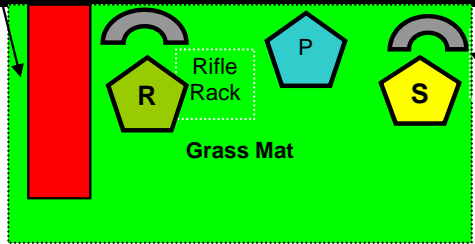


Stage #1 - Payback Time

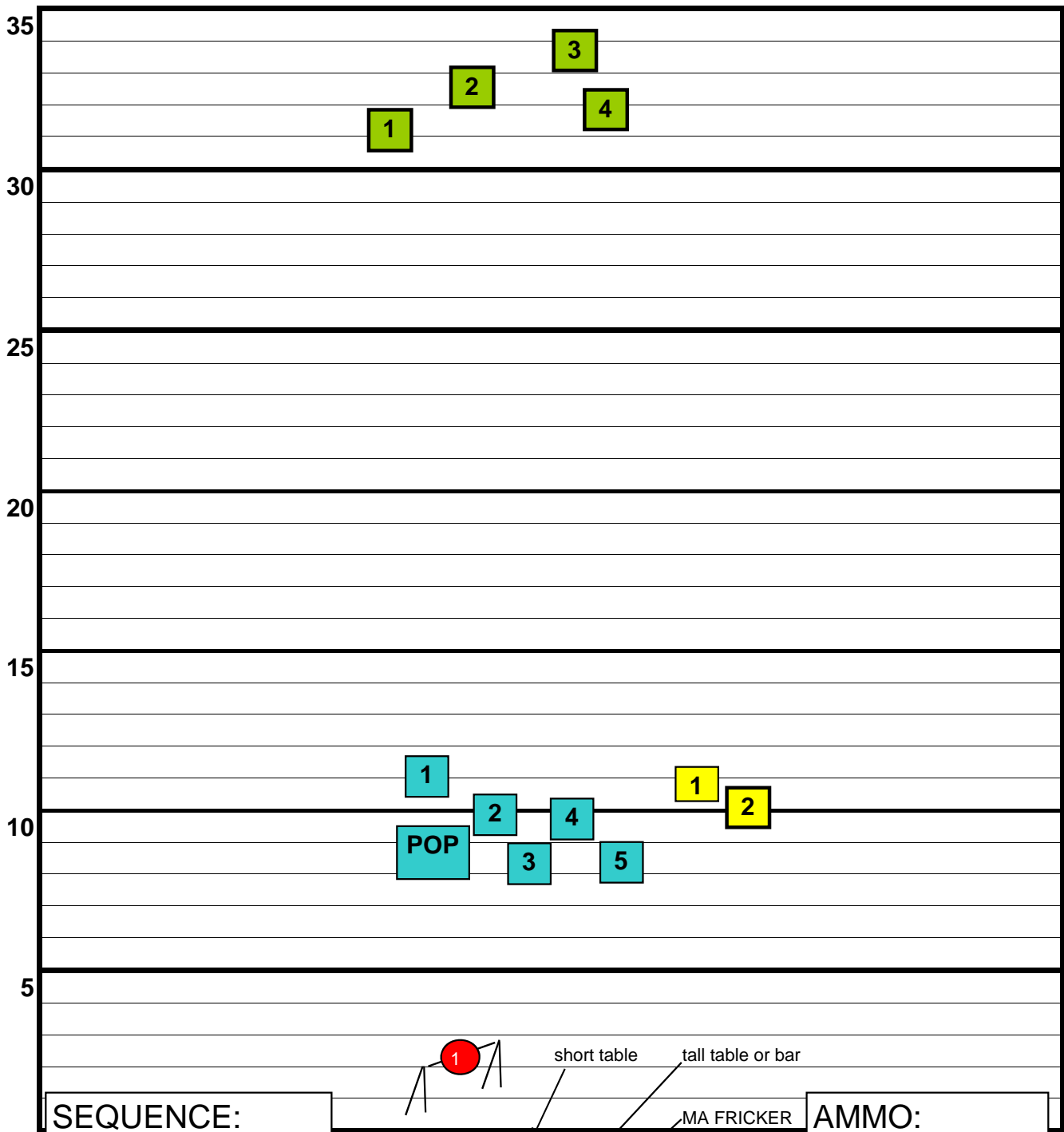


SEQUENCE:
 Pistol: 3-3-1-1-5
 2-gun: 3-3-1-1-5
 Rifle: 4-3-2-1-4-3-2-1
 Shotgun: 2-1-2-1

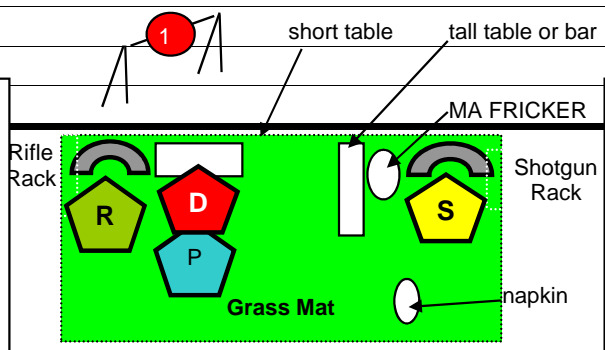


AMMO:
 Pistol: 5 or 10
 Rifle: 8 rifle **or**
 pistol caliber
 Shotgun: 4

Stage #2 - Pennywurth's Apothecary

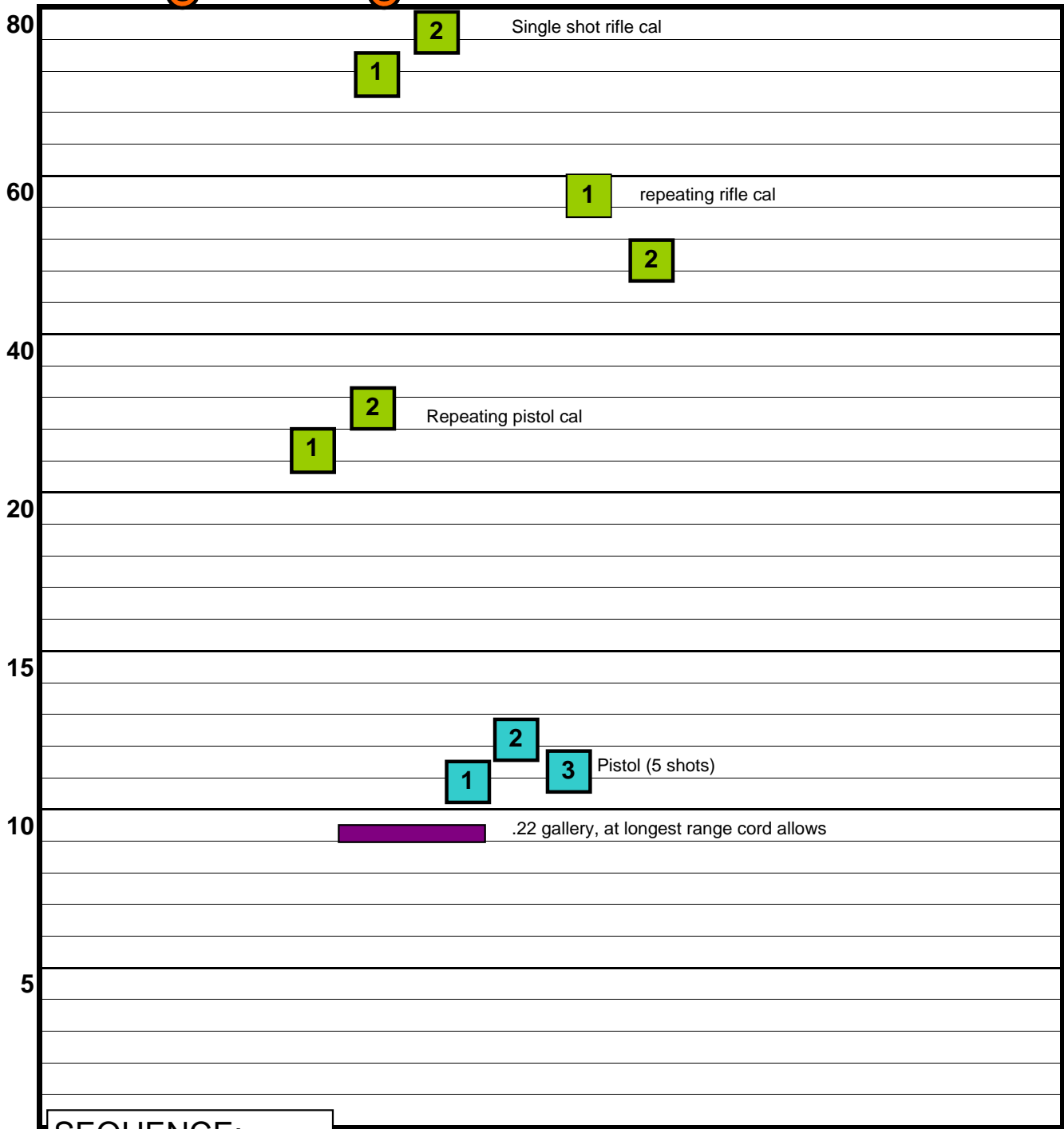


SEQUENCE:
 Derr/PP: up to 4
 Pistol: POP-2-3-4-5
 2-gun 5-4-3-2-1
 Rifle: 1-1-2-2-3-3-4-4
 Shotgun: 1-2-1-2

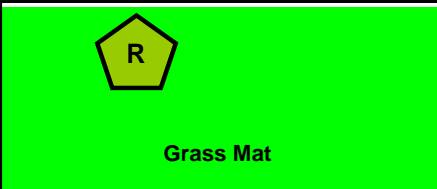


AMMO:
 Derr/PP: up to 4
 Pistol: 5 or 10
 Rifle: 8
 Shotgun: 4

Long Range: Reverse Ambush

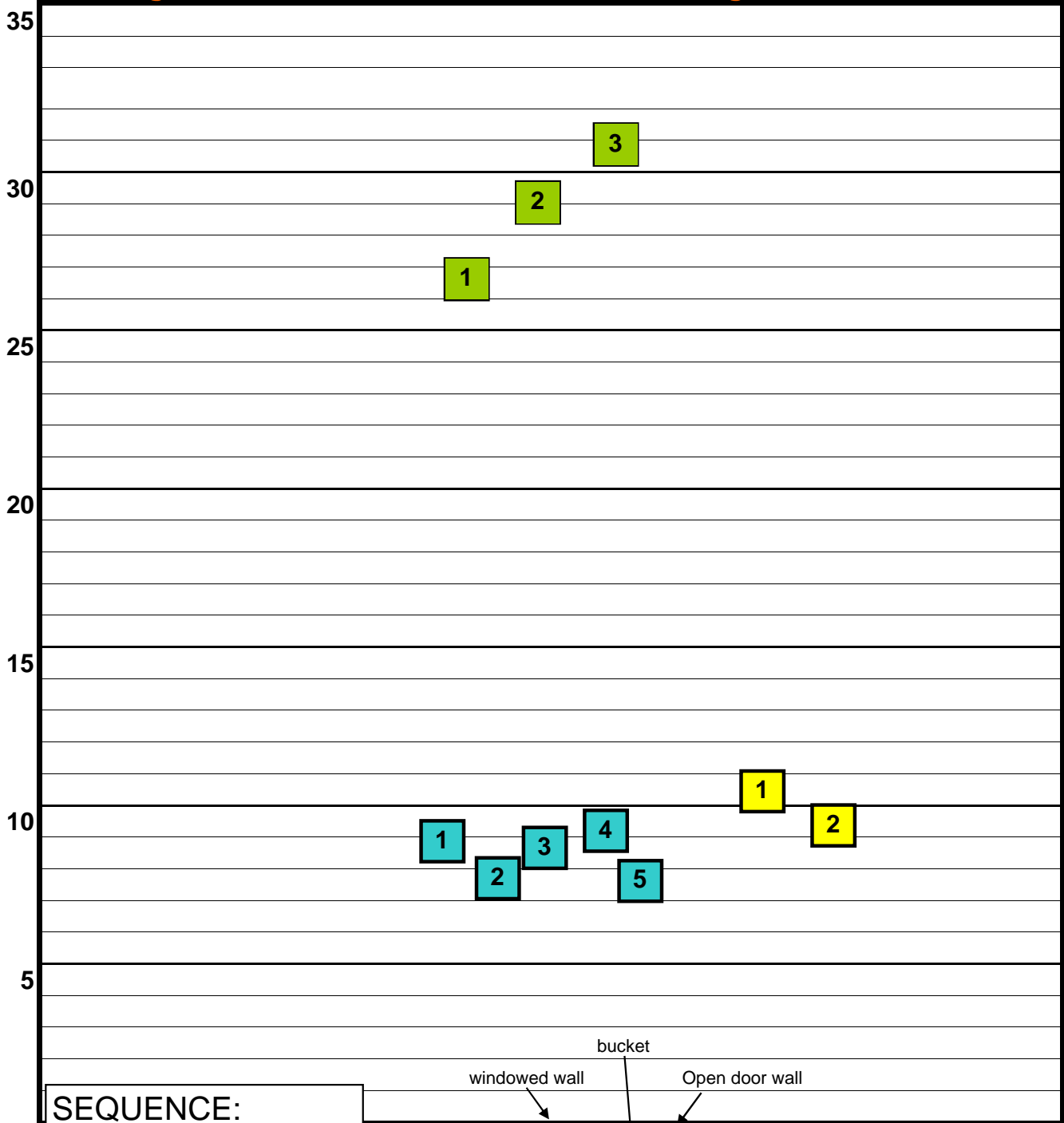


SEQUENCE:
Rifle of caliber chosen, any shot combination without double-tapping

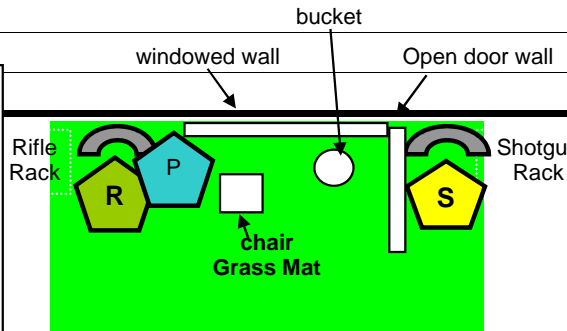


AMMO:
Rifle: 10 of caliber chosen, 5 for handgun

Stage #3 - The Bumbling Dunstons

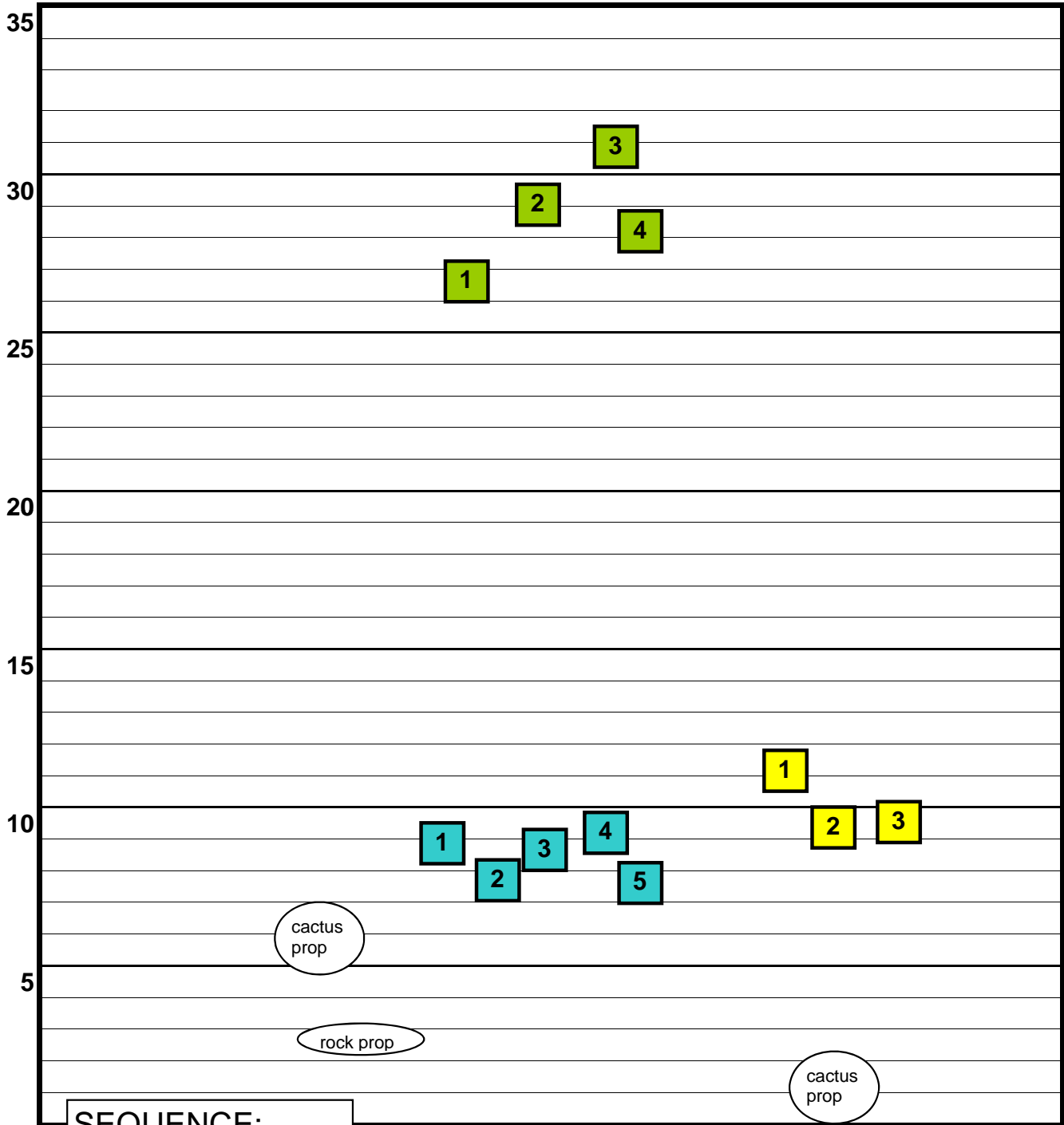


SEQUENCE:
 Wipe Window!
 Pistol: 1-2-3-4-5
 2-gun 1-2-3-4-5
 Rifle: 1-1-2-2-2-3-3-3-3
 Shotgun: 1-2-1-2-1-2

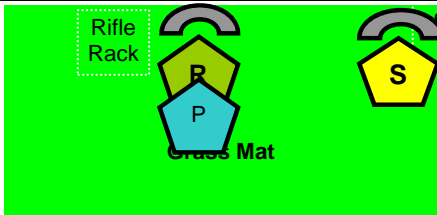


AMMO:
 Pistol: 5 or 10
 Rifle: 9
 Shotgun: 6

Stage #4- The Middle of Nowhere



SEQUENCE:
 Pistol: 1-5-2-3-4
 2-gun 1-5-2-3-4
 Rifle: 4-3-2-1-4-3-2-1
 Shotgun: 1-2-3-1-2-3



AMMO:
 Pistol: 5 or 10
 Rifle: 8
 Shotgun: 6