# Dirty Harry (DH)

## Skill Shot

Use the left flipper to select one of the three possible awards on the display. Pulling the trigger launches the ball and awards the highlighted selection on the display. The choices are:

* Ramp shot

Magna-force activates, giving the player a slow feed to the upper flipper for the left ramp shot for a point award skill shot. This value increases after every previous successful skill shot.

* Load gun

The ball is loaded into the gun, and the skill shot target is the HQ, or mode start hole. If made, you will be awarded a skill shot value, and the current flashing mode will start. [Strategy: Always go for this. Not only does it give you points, starting at 5M incrementing by 5M every successful time, but it also lights a mode].

* 3 Bullets

Spot 3 bullet targets.

* 2 Million

Collect 2M points

* BONUS X

Advance bonus multiplier.

# Rules

## Modes

Shooting the outer loops will light the HQ hole. Shooting the HQ hole when lit will start the current flashing shotgun shell mode

They are:

Barroom Brawl

A 25-second timed mode. Shoot the ramps as much as possible. The left ramp is worth twice as much as the right ramp, and initial value of the right ramp is 10M.

Car Chase

A 20-second timed mode. Shoot both loops and the left ramp. If the player makes four shots in any combination before the time runs out, the player will receive an added finishing bonus.

Warehouse Raid

A 25-second timed mode. Shoot the warehouse as much as possible for 10M+5M and contraband items.

Letter bomb

Shoot the safehouse four times within 25 seconds. Every switch is awarded a `bomb value,' which is initially 100K and increases after each safehouse hit. Score starts at 25M.

Meet the Mob

Both ramps and both loops are lit for 20 seconds. Shoot each one once before the timer expires.

Stop Scorpio

Various crosshair pointer lights are flashing and timing down. Shooting one turns it off, and another lights up, and starts timing down. Crosshair shots can be added by shooting the safehouse. Each ramp is worth 15M during mode, HQ hole value starts at 10M, mode stops when you hit HQ hole. The mode is over when a) all crosshairs time out, b) when the ball is shot into the HQ hole, where the player is given bonus finishing points, which is the total ramp scores plus HQ value.

Completing all modes starts a 6 ball multiball. During this mode any arrest made is worth 50M. The three arrest targets lit are the warehouse, safehouse, and the mode start hole.

# Safehouse

The Safehouse is lit by advancing your rank on the left ramp. The safehouse awards occur in this order:

Bank Robber Hurry-up

A hurry-up that starts at 50M, and is collected by shooting the left loop.

Warehouse Hurry-up

Shoot the warehouse before the hurry-up finishes and the player is rewarded with a two ball multiball where the jackpot value is the hurry-up value, and the jackpot shot is the warehouse. Value starts at 20M.

Light Extra Ball

Lights the Extra Ball at the HQ hole.

Super Loops

Both loops are lit for a short time. Shoot a loop to restart the timer, and increase the loop value for the next shot.

Alcatraz

A multiball where the jackpot is on a flashing crosshair shot. Make it, and it moves to another crosshair.

# Bullets And the Magazine

Completing all the bullet targets scattered around on the playfield, advances the awards on the MAGAZINE by flashing the lowest available. Shoot the Warehouse to collect the lowest flashing award on the magazine.

The awards are:

Magnum Jets

Until the end of the current ball, all jet hits are worth 1M.

Magnum Bullets

Until the end of the current ball, all bullet targets are worth millions.

Light Extra Ball

Lights the Extra Ball at the HQ hole.

Light Shoot-out

The exits are lit. If the ball drains on an exit, the current player is instantly thrown into a multiball where the player must complete all of the bullet targets. Balls are continuously fed for a short period of time. After 20 seconds, all balls are drained, and the player's ball is over.

Playfield Promotion

All scores are multiplied by up to 5x for a short period of time. The multiplier is based on what the player's current RANK is, which is earned by multiple shots up the left ramp.

Always trap ball and look at the warehouse for lit awards, since most of the time you end up picking up bullets from bullet ricochets.

# Regulation Play and Non-mode Stuff

Lanes and bumpers

The lanes alternately increase jet value and multiply the current ransom value. The ransom value is built by the jets and unlit HQ hole shots.

Return Lanes

If the ball rolls down the left return lane, Magna Force is lit for a short period of time on the right loop. If the shot is made, Magna Force will grab the ball, award points, and then allow a slow feed to the upper flipper for a shot at the left ramp. The right return lane briefly light ransom at the HQ hole. If made, the ransom shot collects the ransom value. Ransom can be multiplied by the upper lanes above the jets, or by making combination shots just before making the ransom shot (therefore, the ransom shot would be the player's last shot in the combo.)

Left ramp

Multiple shots up the left ramp will earn the player increasing ranks. Achieving a new rank lights the safehouse.

Right Ramp

Multiple right ramp shots, called helicopters, lights `Feel Lucky' at the warehouse. Shooting the right ramp twice consecutively will divert the ball to the right flipper, and light `ricochet' for a short period of time on the left loop.