

Williams 



# DIRTY HARRY

Software: Craig Sylla  
Sound: Vince Pontarelli  
Design: Barry Oursler



March, 1995  
4,248 units

Art: Kevin O'Connor  
& Pat McMahon

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# DIRTY HARRY

## FREE



## PLAY







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- **SKILL SHOT:** WATCH DISPLAY & SELECT AWARD BY PULLING TRIGGER- 'RAMP SHOT'- 'LOAD GUN'- 'RANDOM AWARD'.
- **MULTIBALL:** COLLECT 5 BADGES TO LIGHT MULTIBALL. SHOOT LEFT RAMP OR WAREHOUSE TO START. SHOOT RAMPS FOR 'JACKPOTS'.
- **TOP LANES & 'RANSOM':** TOP LANES INCREASE JET BUMPER VALUE. JETS BUILD UP 'RANSOM'. RIGHT RETURN LANE LIGHTS 'HQ' HOLE TO COLLECT 'RANSOM'.
- **BULLET TARGETS:** COMPLETE ALL 8 'BULLET' TARGETS TO ADVANCE 'MAGAZINE' AWARDS. SHOOT WAREHOUSE TO COLLECT LOWEST FLASHING MAGAZINE AWARD.
- **LEFT & RIGHT RAMPS:** LEFT RAMP AWARDS PROMOTIONS IN 'RANK'. ADVANCING RANK LIGHTS SAFEHOUSE AWARD. RIGHT RAMP LIGHTS 'FEEL LUCKY'. CONSECUTIVE RIGHT RAMPS LIGHTS RICOCHET.
- **HQ MODES:** OUTER LOOPS LIGHT 'HQ'. SHOOTING 'HQ' WHEN LIT AWARDS CURRENT FLASHING SHOTGUN SHELL MODE.
- **FEEL LUCKY:** WATCH DISPLAY & SELECT INSTANT POINTS WITH LEFT FLIPPER. OR, USE RIGHT FLIPPER TO SELECT OPPORTUNITY TO EARN YOUR FEATURE BY SHOOTING AT A FLASHING TARGET WITH YOUR GUN.