

Playfield

- a. **Left Outlane:** start *Shoot-Out* when lit
 - b. **Left Inlane:** light *Magna Force*
 - c. **Right Inlane:** light *Ransom*
 - d. **Right Outlane:** start *Shoot-Out* when lit
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- 1. **Bullet Targets:** qualify *Magazine Awards*
 - 2. **HQ Sinkhole:** start *Mode*
 - 3. **Left Loop:** light *HQ*
 - 4. **Left Ramp:** increase *Rank*, start *Multiball*
 - 5. **Safehouse:** collect *Safehouse Awards*
 - 6. **Rollovers:** increase *Ransom* and *Jet* values
 - 7. **Warehouse:** collect *Magazine Awards*, *Contraband*, start *Multiball*
 - 8. **Right Ramp:** collect *Jackpot*
 - 9. **Right Loop:** collect *Jackpot*, light *HQ*
 - 10. **Gun**



Gameplay

Shotgun Modes: Lite HQ via **Loops** then shoot **HQ Sinkhole** to start Mode

- *Barroom Brawl:* shoots **Ramps**
- *Car Chase:* shoot **Loops** and **Left Ramp**
- *Warehouse Raid:* shoot **Warehouse** as many times as possible
- *Letter Bomb:* shoot **Safehouse** four times
- *Meet the Mob:* Shoot both **Ramps** and **Loops**
- *Stop Scorpio:* shoot lit crosshair shots; add more by shooting **Safehouse**; only shoot **HQ Sinkhole** at end to finish
- *Crime Wave:* 6 ball multiball started after previous modes complete; shoot **Warehouse**, **Safehouse** or **HQ Sinkhole**

Multiball: complete all five main shots (badges) to light multiball, then start at **Left Ramp** or **Warehouse**

- Shoot **Right Ramp** for Jackpot, **Left Ramp** for Super Jackpot

Safehouse Awards: lit each time you increase in Rank via **Left Ramp**

- *Bank Robber Hurry Up:* shoot **Left Loop**
- *Warehouse Hurry Up:* shoot **Warehouse** to start 2-ball Multiball
- *Light Extra Ball:* collect at HQ Sinkhole
- *Super Loops:* shoot **Loops**
- *Alcatraz:* shoot flashing crosshair shots

Magna Force: lit via **Left Inlane:** shoot **Right Loop** then Left Ramp

Ransom: lit via **Right Inlane:** shoot **HQ Sinkhole** to collect Ransom value (value is increased by

Contraband: collect at **Warehouse** when lit

Magazine Awards: complete all **Bullet Targets** to qualify, then shoot **Warehouse** to collect

- *Magnum Jets:* jet hits worth 1M
- *Magnum Bullets:* Bullet Targets worth 1M
- *Light Extra Ball:* collect at **HQ Sinkhole**
- *Light Shoot-Out:* instant multiball on drain via outlanes; hit all **Bullet Targets**
- *Playfield Promotion:* all scores multiplied (multiplier depends on Rank)

DIRTY HARRY