

JUDGE DREDD

REGULATION PLAY

1 CREDIT

EXTRA BALL: Shoot lit crime scenes to arrest Criminals and light Extra Ball targets.

MULTI-BALL : Complete "Judge" drop targets & Lock balls in planet to start Multi-ball.

START MODES: Complete "Chain Feature Count-up" to start flashing mode.

MODE SELECT: Choose desired mode of play by Pressing side cabinet buttons any time during game.

FAST FORWARD: Accelerate bonus count at end of ball by pressing any side cabinet button.

BUY EXTRA BALL: At the end of a game, buy 1 extra ball for 1 credit. All features & scores remain as they were at the end of the game.

SUPERGAMETM PLAY

Includes Regulation Play

2 CREDITS

Additional Features Include:

- *Start each ball in play with 2-ball Multi-ball (Complete 5-bank for Super Multi-Ball)!*
- *Extended "Drain Shield" Timer For Each Ball in Play!*
- *Exclusive Supergame Multi-Ball Play Modes!*
 - Mad Bomber Traffic Jam*
 - Deadworld Attack Prison Break*
- *And...advance crime levels to maximum to light the ultimate shot in pinball...*

100 Million Points!!!