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.

SUPERGAME E™ 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!!!