

JUDGE DREDD

Playfield

- a. **Left Outlane:** has kickback
 - b. **Left Inlane:** drains ball
 - c. **Right Inlane**
 - d. **Right Outlane:** drains ball
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- 1. **Left Orbit:** *Crime Scene* shot; *Battle Tank* mode
 - 2. **Extra Ball Targets:** shoot to win *Extra Ball* when lit
 - 3. **Left Ramp:** lock balls, start *Chain Link*
 - 4. **JUDGE Targets:** complete J-U-D-G-E to light lock; **Subway** target (multiball jackpot) is behind 'D'
 - 5. **Small Loop:** 3M per shot; *Crime Scene* shot
 - 6. **Centre Ramp:** jackpot for *Battle Tank* and *Blackout Chain Links*
 - 7. **Sniper Tower:** *Crime Scene* shot;
 - 8. **Air Raid Ramp:** feeds **Left Outlane**
 - 9. **Right Orbit:** Skill Shot
 - 10. **Advance Crime Level Targets:** increases *Crime Scene* levels
 - 11. **Right Ramp:** *Crime Scene* shot;
 - 12. **Reactor Captive Balls:** hit to complete *Meltdown*



JUDGE DREDD

Bally

Gameplay

Chain Links: shoot **Left Ramp** or **Sniper Tower** when lit to start

- **Pursuit:** make **Left** or **Right Ramp** to shoot missile and (hopefully) hit car
- **Black Out:** 2-ball multiball; all scores doubled; shoot **Centre Ramp** for 10 M
- **Sniper:** hurry-up; shoot **Sniper Tower** to collect
- **Battle Tank:** shoot **Left Orbit**, **Centre Ramp** and **Advance Crime Level Targets** to complete
- **Bad Impersonator:** shoot lit **JUDGE Targets**
- **Melt Down:** hit **Reactor Captive Balls** 3x
- **Safe Cracker:** shoot **Subway** (behind 'D' in **JUDGE Targets**) 4x
- **Manhunt Millions:** shoot **Left Ramp**
- **Stake Out:** shoot **Right Ramp**

During any mode, shoot Bonus target (just below upper left flipper) for a...bonus

Crime Scenes: shoot any of **Left Orbit**, **Small Loop**, **Sniper Tower**, **Large Loop** and **Right Ramp** when lit to award Crime Scene

- There are four levels associated with each scene; completing all lit Crime Scenes or hitting **Advance Crime Level Targets** advances level

2x Bonus

- Hit the upper target in the **Reactor Captive Balls** to receive a 2x Bonus which can be very valuable

Multiball: light lock by spotting J-U-D-G-E; lock balls at **Left Ramp**

- Completing the entire **JUDGE Target bank** will spot one letter in J-U-D-G-E; the Subway target will also spot a letter
- Shoot **Left Ramp** to light jackpot; shoot **Subway** to score

Skill Shot: make **Right Orbit** after plunge