

Judge Dredd Pinball

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1. EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen
- Avoid playing if you are tired or have not had much sleep
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

2. BACKGROUND TO DREDD

THE WORLD OF DREDD

The time is the 22nd Century. The place is Planet Earth. Most of the world's population is concentrated in vast Mega-cities. Outside, danger lurks, aliens and muties prowl... and worse, much worse!

Within the cities there are no police, no trials, no juries ... only the Judges! Vested with the power of instant sentence, a Judge's court is the streets, a Judge's word is the Law.

There duty, to seek out lawbreakers wherever they may be found. To administer instant justice without favour, without mercy!

This is the World of Judge Dredd!

THE BIRTHPLACE OF DREDD – 2000AD.

1977: the birth of punk culture and the launch of 2000 AD! A weekly comic featuring gritty heroes of the far future, 2000 AD's first issue made front page news.

Issue two saw the introduction of the character soon to become 2000 AD's most popular hero. That man was Judge Dredd, guardian of the 22nd futropolis known as Mega-City One. With his highly distinctive uniform, awesome Lawmaster patrol bike and deadly Lawgiver gun, Judge Dredd is the Law!

Today, Judge Dredd is recognised as one of Britain's most famous comics' characters and star's in a variety of titles published by Fleetway Editions Limited for the U.K. and his exploits are also syndicated across the world. Later a major motion picture, starring Sylvester Stallone, was released. Now, we are proud to present the latest and greatest addition to the Judge Dredd phenomenon, **Judge Dredd Pinball**.

BACKGROUND

By the early years of the 22nd Century, the face of the Earth has been scarred by a number of nuclear exchanges known as the Atomic Wars. Because of this devastation, and other disasters, much of the world's population is concentrated in safe havens known as Mega-cities. In most cities, a version of the Mega-City One Judge system has developed. Citizens venturing beyond the protective walls of Mega-city do so at their own risk; muties, monsters and worse prowl the radioactive wastelands outside!

Despite the physical effects of the Atomic Wars, technology in Dredd's world has progressed far beyond what was deemed possible in the late 20th Century. The sciences of cryogenics and cloning have been perfected, and high-power, ceramic computers are widely used. Face-Change Parlours and Sleep Machine Centres abound and some cities possess weather control, theoretically capable of producing any weather effect in a localised area.

JUDGE DREDD: ONLY THOSE WHO BREAK THE LAW NEED FEAR HIM!

Judge Dredd is one of a select group of Mega-City One Judges cloned from the genetic material of earlier Judge heroes – in his case, Fargo, the first Chief Judge.

In character Dredd is two dimensional and machine-like. Fifteen years in the Academy of Law, the toughest school on Earth., saw to that. Dredd has no social life, no outside interests and very few feelings not linked to his devotion to the Law.

Food holds no attraction for Dredd except to maintain his body in full operational condition. Music, art, film, literature (law books aside) are of no interest unless of a seditious and banable nature. Sleep is a necessary evil to be got out of the way as quickly as possible (usually ten minutes in a sleep machine).

He lives alone in Rowdy Yates Block and has an office in the Grand hall of Justice, but he is seldom there, preferring to spend his time patrolling the streets of Mega-City One on his Lawmaster motorcycle.

Friendship is a concept Dredd does not recognise. Rather, he feels a kinship, notably to Judges such as Hershey – Judges who share the same spartan values as himself.

Dredd never smiles. Though he is capable of a very black sense of humour, we can never be sure if he thinks his remarks are funny.

One of the most important aspects of Dredd's appeal is the fact that his both public hero and public villain. Public defender – and bogeyman. There's no-one a mugging victim is happier to see arriving than Judge Dredd – until Dredd turns round and books the victim for "incitement to mug"!

3. GUIDED TOUR OF THE MENUS

MOVING AROUND THE MENUS

The best way to navigate around the menus is to use the mouse. We have very user friendly button and slider controls which you operate with the mouse and the left mouse button.

If you do prefer to use the keyboard then the following keys also allow you to select your desired options.

TAB	Use this to cycle through the various buttons and sliders
ENTER	To select an option
← →	To move the sliders left or right
G	Go
Q	Quit
N	New Game
P / ESCAPE	To pause during a game

To help you with which options to select work, through the following pages which will help you get the best out of Judge Dredd Pin-ball.

LANGUAGE SELECT SCREEN



This is the first screen which you will be presented with. Simply select the flag relating to the language you desire and click on the 'go' button.

TABLE SELECT SCREEN



SELECTING A TABLE

If this is the first Pin-ball Games table you have bought, and being our first title it probably is, then you won't see this menu. However as your collection grows you will be able to use this menu to select any available tables on your computer. Don't worry, this will all be done automatically for you!

To cycle through your tables just click either of the 2 arrow buttons on either side of the Title Bar at the top of the screen.

THE GALLERY

To allow you to fully appreciate the attention to detail we have put into our tables we have put together a collection of views of the table at different angles which we have called the Gallery. Again, to cycle through the images just click on the 2 arrow button on either side of the Gallery Title Bar.

When you have selected the table you desire, click on the GO button to continue.

We have included a QUIT button on the left-hand side but I'm sure you will have no use for that.

MAIN MENU



Now comes the Main Menu. This also includes the Gallery, as on the last menu, plus a selection of option buttons on the right-hand side which are explained below.

OPTIONS AVAILABLE

Resolution (640,800,1024 buttons – hotkeys: 6, 8 & 0 respectively) – The main thing you need to know here is the higher the level of resolution you select the higher the image quality you will get. However, the higher the image quality you choose the more resources (main and video RAM) the game will require. If you find that the game is running slowly try selecting a lower resolution.

You may find that your computer doesn't support the highest resolution of 1024 by 768 in which case the game will detect this and grey the particular button out.

The Colour Depth (8 bit, 16 bit, 24 bit – hotkeys: 1, 2 & 3 respectively). Note that 24 bit gives higher quality images, 8 bit is lower quality – remember higher quality means slower game play. Again if your computer doesn't support a particular colour depth the game will grey out the button (see the above picture which shows the 24 bit button greyed out).

Please note that in 640 resolution the game only supports 8 bit colour depth.

Music quality (11Khz and 22Khz are the options – hotkeys: L & H respectively) Higher sampling rate means higher quality sounds with the usual effect on gameplay.

If, like most people, you haven't got the top of the range computer you will have to play around with the above settings to get the best combination between picture quality and the optimum speed at which the game runs. It shouldn't take you long to sort this out.

As before, press the GO button to continue or if the thought of entering Mega City One is getting too much for you, press the QUIT button to exit the game.

OPTIONS MENU



This menu allows you to select the number of players, change the brightness level of your monitor, adjust the volumes and to configure your keyboard or joypad.

You will get this menu before you start the game and it is also available during a game by pressing the pause key [ESCAPE].

USING THE MOUSE.

As explained before, this is by far the easiest way of selecting your desired options.

For the buttons – move the mouse pointer over the button and click on the left button to select it

For the sliders – move the mouse pointer over the slider, hold down the left mouse button and move it to the desired position.

USING THE KEYBOARD

For any die-hard keyboard users the following Hot Keys are also available:

1,2,3,4	+ [Enter]	to select the number of players
B	+ [Enter] ◀ ▶	brightness control
V	+ [Enter] ◀ ▶	Sound Effects Volume level
C	+ [Enter] ◀ ▶	Music CD Volume level
K	+ [Enter]	Keyboard
J	+ [Enter]	Joypad
S	+ [Enter]	Setup

This screen is split into four sections, starting from the top right and working clockwise, as follows:

- No. of players – choose between 1 to 4 players by clicking the relevant button
- Brightness Level – adjust the slider to your own taste.
- Keyboard / Joystick – this allows you to select and configure your keyboard and joystick settings. See next section for an explanation for the setup menu. If the joypad option is not available see troubleshooting section
- Volume levels: Top Slider – move this to change the Sound Effects Volume
Bottom Slider – move this to change the CD Music Volume

KEYBOARD/JOYPAD CONFIG MENU



USING THE MOUSE

To alter the default setting click on the key you would like to change, a white box will appear round the selection, and type in the key or joystick button you would like to use.

USING THE KEYBOARD

Use the tab key to select the key you would like to change, a white box will appear round the selection, and type in the new key or joystick button you would like to use.

Note the program doesn't allow the ALT, CTRL and \ keys to be used as part of the keyboard configuration.

4. THE TABLE



DREDD PINBALL

The future conjures up many powerful images of both hope and terror. As we near the 23rd Century AD, the science fiction seeds of our past are blooming. On our horizon, the streets of Mega-City One are looming.

The aim of Judge Dredd Pinball is to clear our future streets of vermin. As Dredd, you must patrol the Mega-City's vast lanes and freeways to ensure the law-abiding citizens (a rare and diminishing race) are protected from the vast throngs of vicious and disillusioned criminals (Perps).

Even more terrifying is the fact that technology has now unleashed the power of inter-dimensional travel.

From these new realms comes the added unforeseen horror of a new type of evil. A remorseless vengeance-hungry evil in the shape of the Dark Judges. A mockery of hope and life.

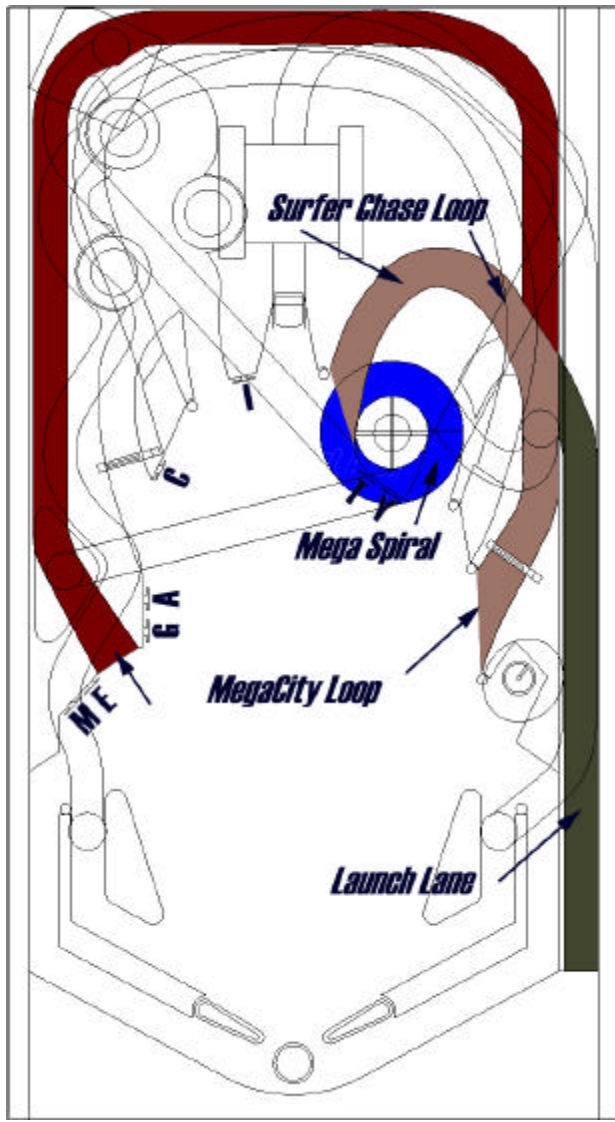
With the help of the PSI-Judges you must battle these beings, and contain them within inescapable bubbles to be jettisoned from Earth, like the trash they are, for eternity.

Do this.

Arrest or kill the Perps and save the streets.

YOU ARE THE LAW.

Aim for the highest score in the world, for the world may be watching...



BALL LAUNCH

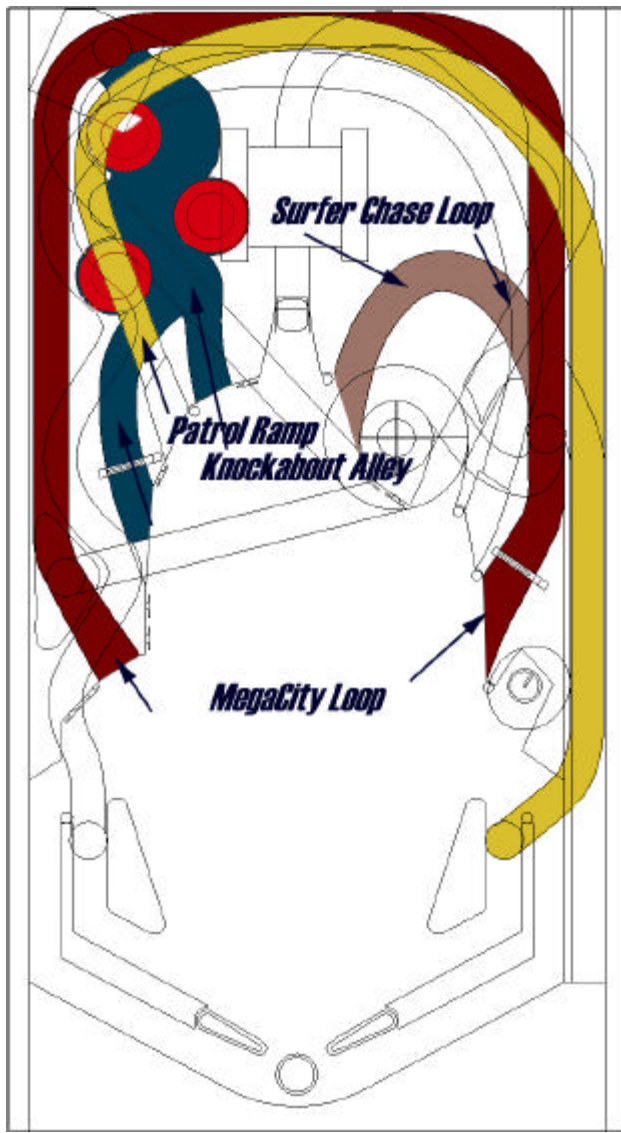
A variable power launch. An indication of power to the plunger is on display as there is a skill shot option. The skill shot is positioned to the upper right of the **MEGA SPIRAL** and is achieved by approx 75% power of the plunger. When the player makes the skill shot, a 5 million skill shot bonus is awarded. The ball then pops out into the **MEGACITY LOOP** and into play via the right spinner.

If 100% power is applied to the plunger, the ball will overshoot the skill shot and enter play via the **SURFER CHASE LOOP**. A non-return gate will close entry to the **LAUNCH LANE** when the ball is in play.

A ten second ball saver (indicated by a flashing lamp) will be active after the launch of every ball.

MEGACITY LIGHTS

The eight drop targets positioned around the table must be hit to light the letters of the word **MEGACITY**. Each target scores 100,000 and when completed start MEGACITY MILLIONS. During this mode every shot to the **MEGACITY LOOP** scores 5 million for 20 seconds. After 20 seconds, the drop targets lights reset and the player must hit them all again to restart MEGACITY MILLIONS.



MEGACITY LOOP

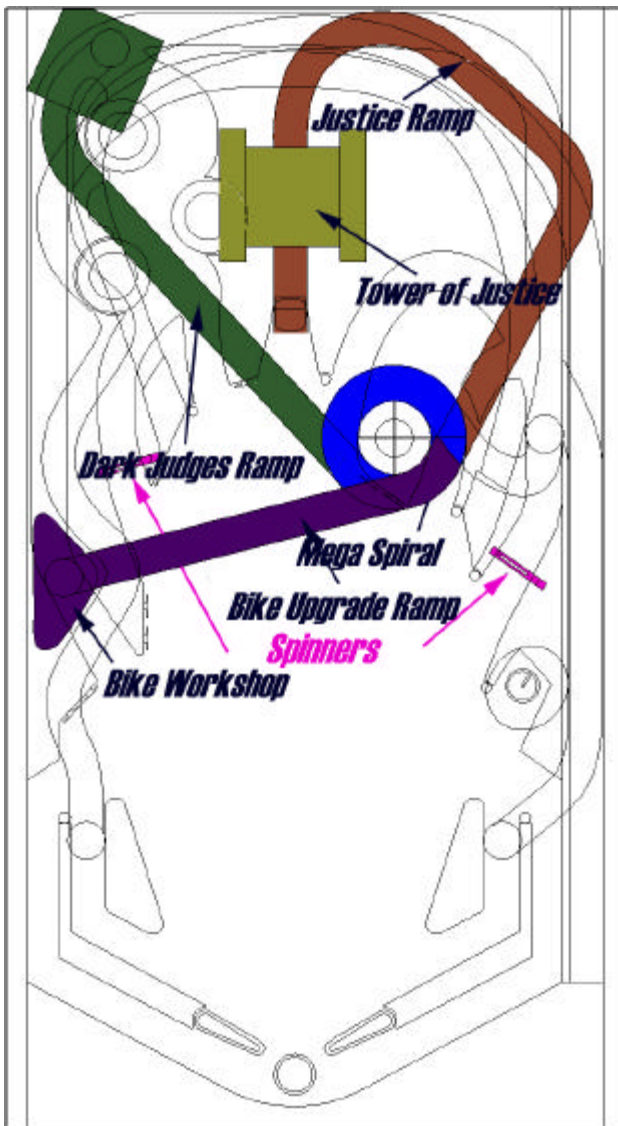
Shots around this loop score 1 million and can be made from the left or right side. 3 shots in a row, around this loop scores an additional MEGACITY MADNESS award of 5 million. Shots to the **MEGACITY LOOP** followed by a shot to the **PATROL RAMP** awards a MEGACITY PATROL bonus of 3 million. This award can also be made by shooting the **PATROL RAMP** followed by the **MEGACITY LOOP**. Shots that do not go all the way around the ramp (ball falls into the **KNOCKABOUT ALLEY**) will not award 1 million.

KNOCKABOUT ALLEY

The **KNOCKABOUT ALLEY** is the area of 3 jet bumpers at the top left of the table. There are 3 entrances to this area; at the top via the **MEGACITY LOOP**, and two entrances below the **KNOCKABOUT ALLEY**. Hits to the jet bumpers score 300,000. Every 50 hits to these jet bumpers starts SUPER KNOCKABOUT which scores 2 million per hit and lasts 20 seconds.

SURFER CHASE LOOP

This loop is positioned to the right of the **JUSTICE LOCK** and joins onto the **MEGACITY LOOP**. This loop will toggle the ramp that lowers and covers the **JUSTICE LOCK** so that a shot can be made into the **TOWER OF JUSTICE**.



SPINNERS

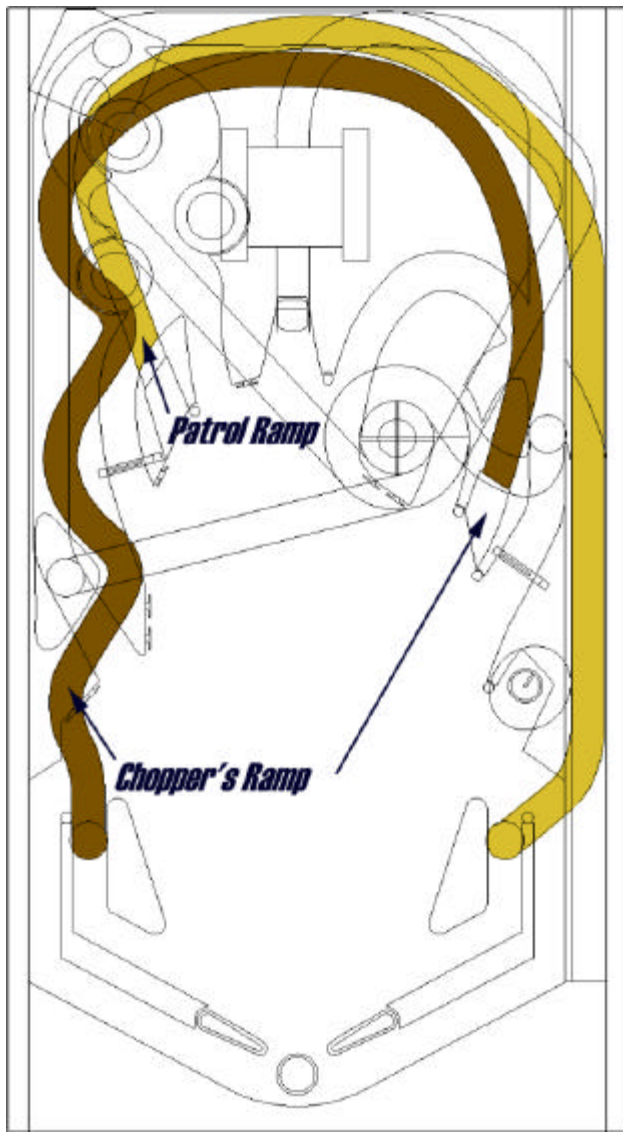
There are two **SPINNERS** in Judge Dredd. They are located on the entrance to the **KNOCKABOUT ALLEY** and on the right side of the **MEGACITY LOOP**. Each complete revolution scores 10,000 during normal play.

MEGA SPIRAL

The **MEGA SPIRAL** starts at the bottom entrance and feeds the **JUSTICE RAMP** (Highest), **DARK JUDGES' RAMP** (next down), **ANDERSON'S RAMP** (3rd from top) and **BIKE UPGRADE RAMP** (4th from top). In normal play, a shot into the bottom entrance of the spiral will reach **ANDERSON'S RAMP**. The ball will exit the spiral based on the power of the shot into it (ie if the ball goes past the **BIKE UPGRADE RAMP** but does not quite reach **ANDERSON'S RAMP**, it will spiral backwards onto the **BIKE UPGRADE RAMP**). Shots at full power will leave the spiral by one of the three exits in turn. First shot by **BIKE UPGRADE RAMP**, second by **ANDERSON'S RAMP** and third by **DARK JUDGES' RAMP**. The **JUSTICE RAMP** can only be reached with **POWER FLIPPERS**.

The spiral is capable of holding 4 locked balls inside at the top. The balls are locked in a sequence from the bottom up through the middle of the spiral. These locked balls when released are each launched down individual ramps. The locked ball at the top is released down the top **JUSTICE RAMP**, 2nd ball to the **DARK JUDGES' RAMP**, 3rd to the **ANDERSON'S RAMP**, and finally the 4th to the **BIKE UPGRADE RAMP**. The locked balls must be locked in order, 1st

ball ALWAYS from the **BIKE WORKSHOP**, 2nd from Andersons PSI Division building, 3rd from the top of the **DARK JUDGES' RAMP** and 4th from the **TOWER OF JUSTICE**.



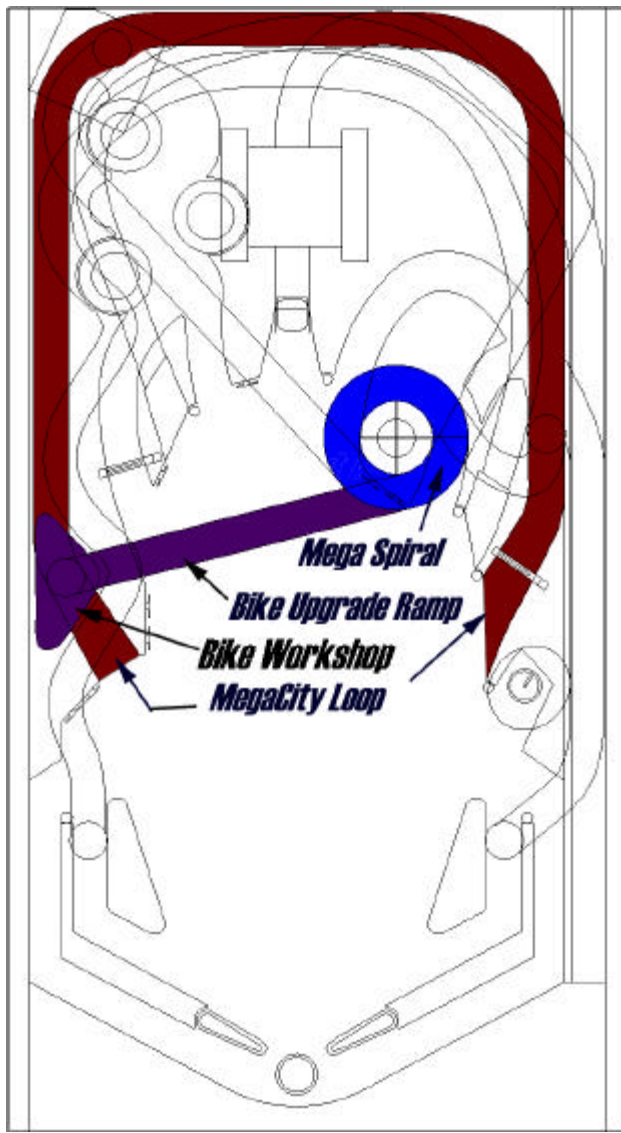
CHOPPER'S RAMP

Every shot to **CHOPPER'S RAMP** awards 2 million and adds 2 million to the DARK JUDGE BONUS. This ramp will also advance the mode, unless a mode is currently enabled. Shooting this ramp followed by the **PATROL RAMP** (or other way round) will award a 'RAMP COMBO BONUS' of 5 million.

PATROL RAMP

Each shot to the **PATROL RAMP** awards 1 million and adds 1 to the PATROL COUNTER. The counter awards a random feature picked from this list below at 10 point intervals:

1. Activate Ball Saver (20%)
2. 10 million (40%)
3. Light Extra Ball (10%)
4. Bonus Multiplier (20%)
5. 30 Million (10%)



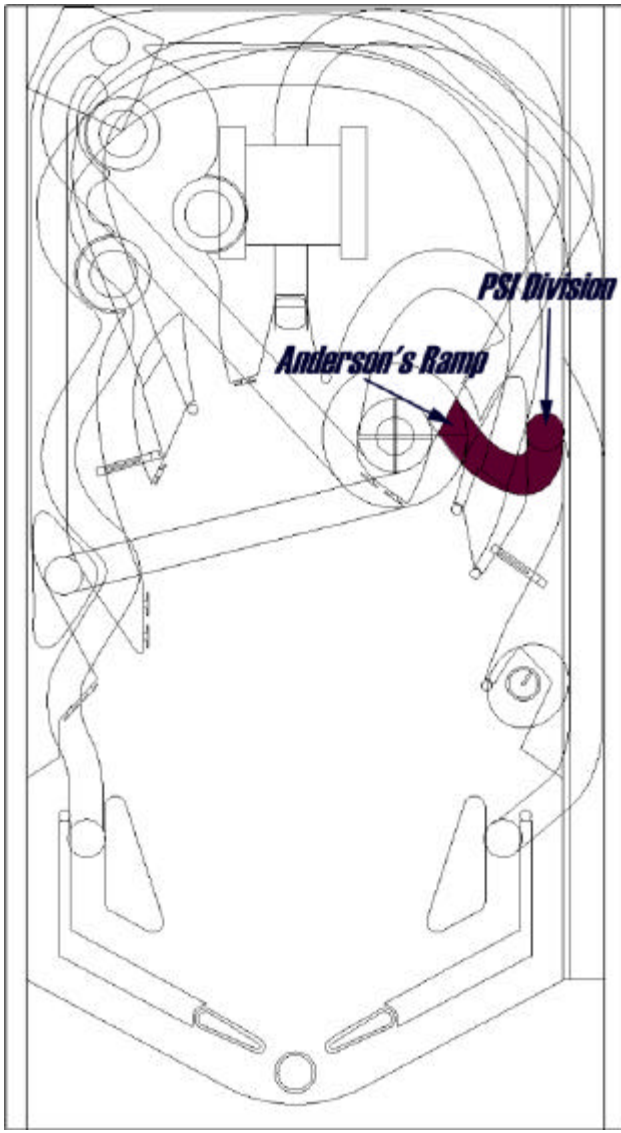
BIKE UPGRADE RAMP (LEADING TO BIKE WORKSHOP)

This ramp is positioned on the 4th exit down from the top of the **MEGA SPIRAL** and spans across the table to the building on the left. This building is the **BIKE WORKSHOP** and will upgrade your bike in the following steps:

1. Armour Upgrade - 5 million.
2. Engine Upgrade Fitted - 10 million.
3. Security Upgrade Fitted - 15 million.
4. Super Tyres Fitted - 20 million.
5. Hover Unit Fitted - 25 million.
6. Lock Ball in the **MEGA SPIRAL**, and 30 million.

When the 'Lock Ball' is reached, the ball from the **BIKE WORKSHOP** will be launched back along the **BIKE UPGRADE RAMP** and into the middle of the **MEGA SPIRAL**. This is always the first ball to be locked (although other features on the table will force this ball to be locked premature of the final upgrade). A new ball then appears in the **LAUNCH LANE** ready for play. If this ball is already locked in the **MEGA SPIRAL**, '1st Ball Already Locked' will display in the dotmation and the ball in the workshop drops into the **MEGACITY LOOP** and back into play.

When the last upgrade is fitted and the ball is locked in the **MEGA SPIRAL**, there are no more upgrades and 35 million points are awarded, which increments by 5 million per shot. The ball is held for 2 seconds while the dotmation displays the upgrade and award, unless there are no more upgrades, and the ball is dropped after 1 second. When dropped, the ball falls into the **MEGACITY LOOP** and back into play.

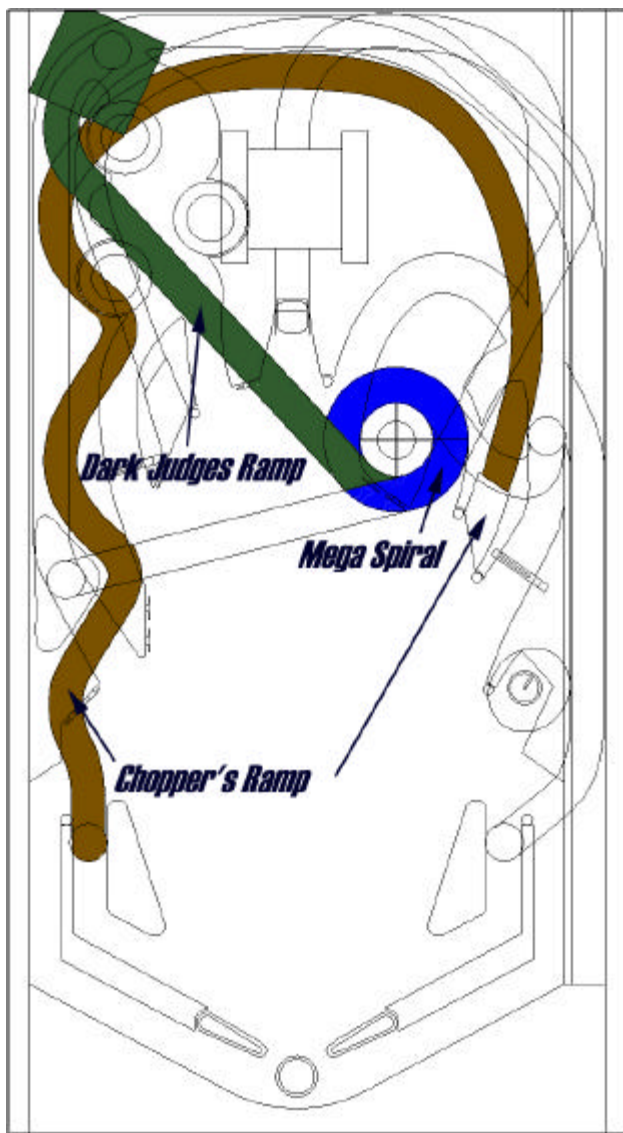


ANDERSON'S RAMP (LEADING TO PSI DIVISION)

This ramp is positioned on the 3rd exit down from the top of the spiral and loops around into a building on the right of the spiral. This is PSI division and Judge Anderson will tell you where a Dark Judge has just teleported. This place must be shot with the ball, to teleport the Dark Judge out. The following locations are picked at random:

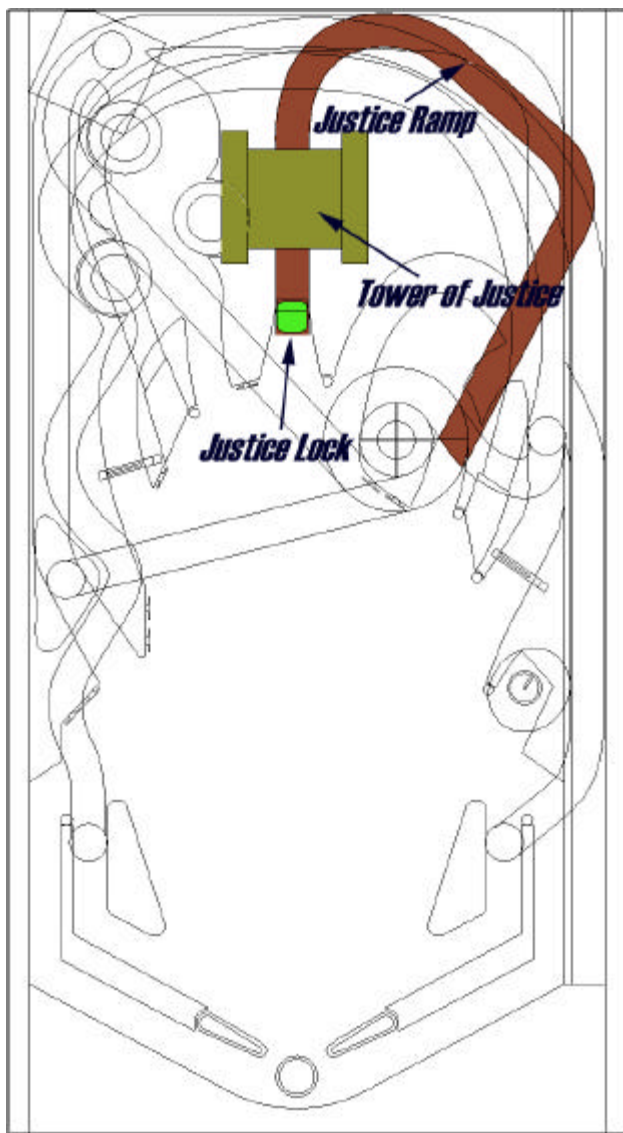
1. Judge Death at **DREDD'S LOCK** (Mode Start disabled at this point).
2. Judge Fear at **TOWER OF JUSTICE** (ramp comes down to cover **JUSTICE LOCK** for this shot).
3. Judge Fire at **JUSTICE LOCK**.
4. Judge Mortis at **BIKE WORKSHOP**.

Each Judge found scores 15 million. When all the judges are found, a completion bonus of 25 million is awarded and the 2nd ball is locked into **MEGA SPIRAL** by firing the ball back up **ANDERSON'S RAMP**. All the buildings with locks have a ball store, this way if the feature is completed with the ball fired at the Dark judge at the **JUSTICE LOCK**, the ball in the **JUSTICE LOCK** is ejected and a ball in the PSI division building is launched for the spiral. If this ball is already locked in the **MEGA SPIRAL**, '2nd Ball Already Locked' will display in the dotmation. This feature resets on completion.



DARK JUDGES' RAMP

This ramp is positioned on the 2nd exit down from the top of the spiral and spans around the back to a building on the left. The four Dark Judges must be destroyed, and a video mode will show all four with a moving gun sight which you must fire at one of the judges. Each Judge will award 10 million, then 15 million, 20 million and finally 25 million for the last one. You only get one shot per visit. When all the Judges are killed, a completion bonus is awarded. This bonus starts at 30 million but can be added to by shooting **CHOPPER'S RAMP**. The ball is held until the dotmation is finished. The 3rd Ball is also locked on completion of this feature, and like the other ramps, this ball is fired back out of the Dark Judges building in into the **MEGA SPIRAL**. If this ball is already locked in the **MEGA SPIRAL**, '3rd Ball Already Locked' will display in the dotmation and the ball in the Judges building is ejected below near '**KNOCKABOUT ALLEY**'. A new ball then appears in the **LAUNCH LANE** ready for play. This feature resets when all the judges are killed.

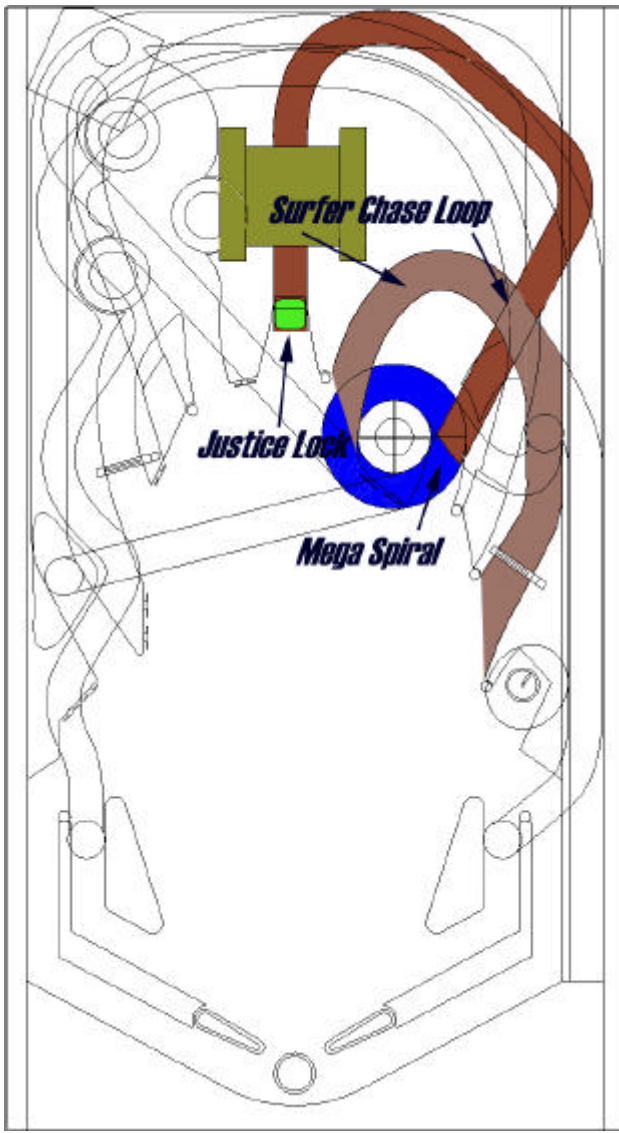


JUSTICE RAMP (LEADING TO BACK OF TOWER OF JUSTICE)

This ramp is positioned at the top of the spiral and curls round to the back of the **TOWER OF JUSTICE**. This ramp can only be reached with Power Flippers, and is therefore a high scoring feature. A random commendation award is selected:

1. 'SUPER DOUBLER' - Double scores ALL table features for 20 seconds.
2. 'LOCK ALL BALLS' - Locks all or any remaining balls needed for Judge Dredd Multiball (note, to release them for Multiball **JUSTICE LOCK** must be hit)
3. 50 million commendation award.
4. Extra Ball.

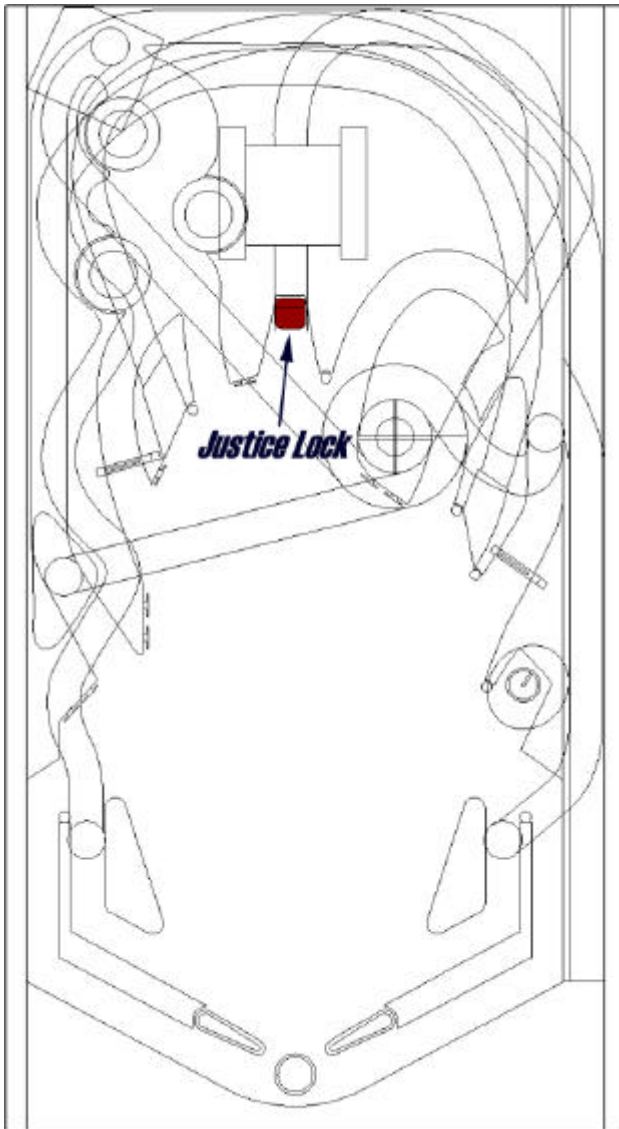
When the award has been made, the **JUSTICE RAMP** lowers to cover the **JUSTICE LOCK** at the front and the ball rolls down into play. If the 'LOCK ALL BALLS' is selected, the balls in the ball store of each building that have not yet locked a ball, will eject one towards the spiral.



JUSTICE RAMP (LEADING TO FRONT OF TOWER OF JUSTICE)

This Ramp is positioned above the **JUSTICE LOCK** and is toggled with the **SURFER CHASE LOOP**. This shot can only be made with the ramp lowered over the **JUSTICE LOCK**. The front lock of the **TOWER OF JUSTICE** starts 'SHOOT THE PERP' video mode. In this mode, the player must shoot the Perpetrator who will be showing through one of four windows.

The 'Perp' will go from one window to another, and the player must quickly adjust the sights with the flippers to shoot him. There are 4 'Perps' in total and only one can be shot at a time. 15 million is awarded per 'Perp' successfully shot and on completion of all 4 'Perp's, 25 million is awarded. At this time, the 4th and final ball will fire out of the back of the tower and lock into place in the **MEGA SPIRAL**. A new ball then appears in the **LAUNCH LANE** ready for play. If this ball is already locked in the **MEGA SPIRAL**, 'Final Ball Already Locked' will display in the dotmatrix and the ball in the **JUSTICE RAMP** ejects back into play. This feature resets when all the 'Perps' are killed.

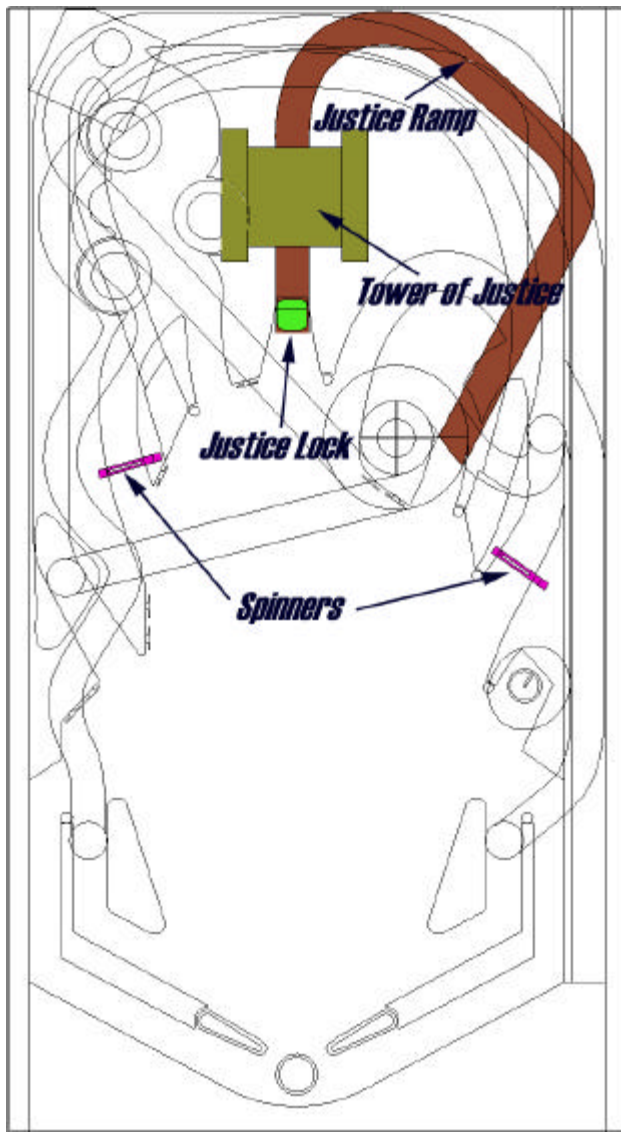


JUSTICE LOCK

The **JUSTICE LOCK** is positioned just below the **TOWER OF JUSTICE** and can only be made when the **JUSTICE RAMP** above it is raised. In normal mode, the ball is held while a random selection is made:

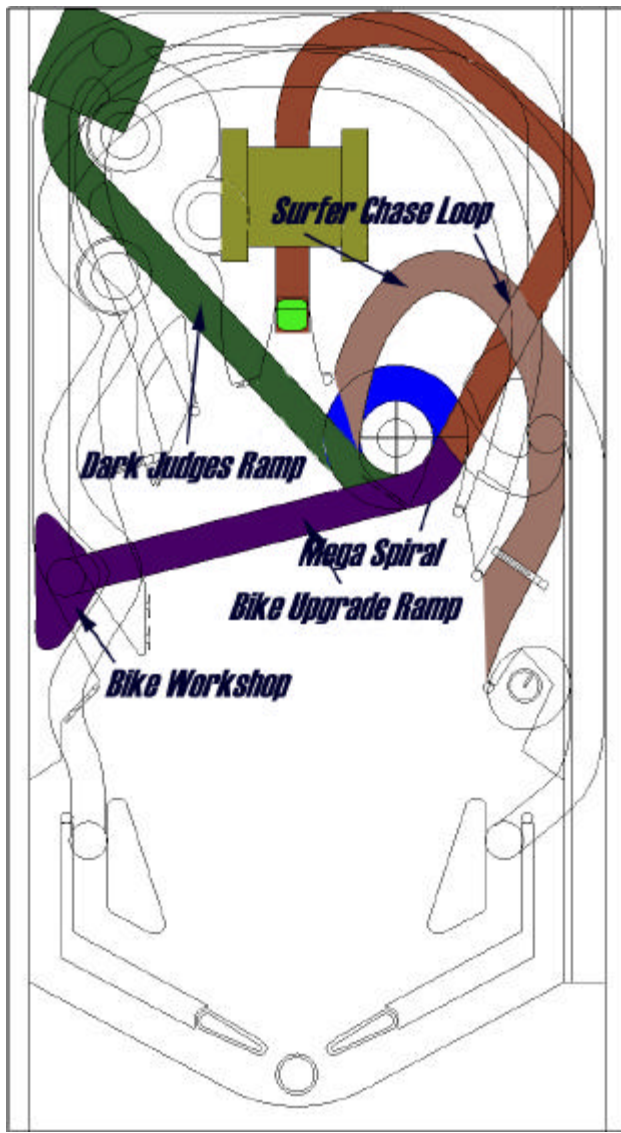
1. Extra Ball (10%)
2. Lock Next Ball (20%)
3. Quick Multiball (20%)
4. 10 Million (30%)
5. Power Flippers (20%)

The ball is then released back into the playfield. If all 4 balls are locked in the **MEGA SPIRAL**, the Multiball light will flash below the **JUSTICE LOCK** and a shot at this time will launch the JUDGE DREDD MULTIBALL MODE. The **JUSTICE LOCK** will also collect any extra balls awarded provided the 'XB' is lit. If 'Lock Next Ball' is selected, the next ball in the spiral sequence will be launched from the relevant building into the spiral: ie if 3 balls are locked, the final ball will come from the **TOWER OF JUSTICE** ball store and fire along the ramp towards the spiral and lock in place. An additional shot to the **JUSTICE LOCK** would then be needed to start the multiball.



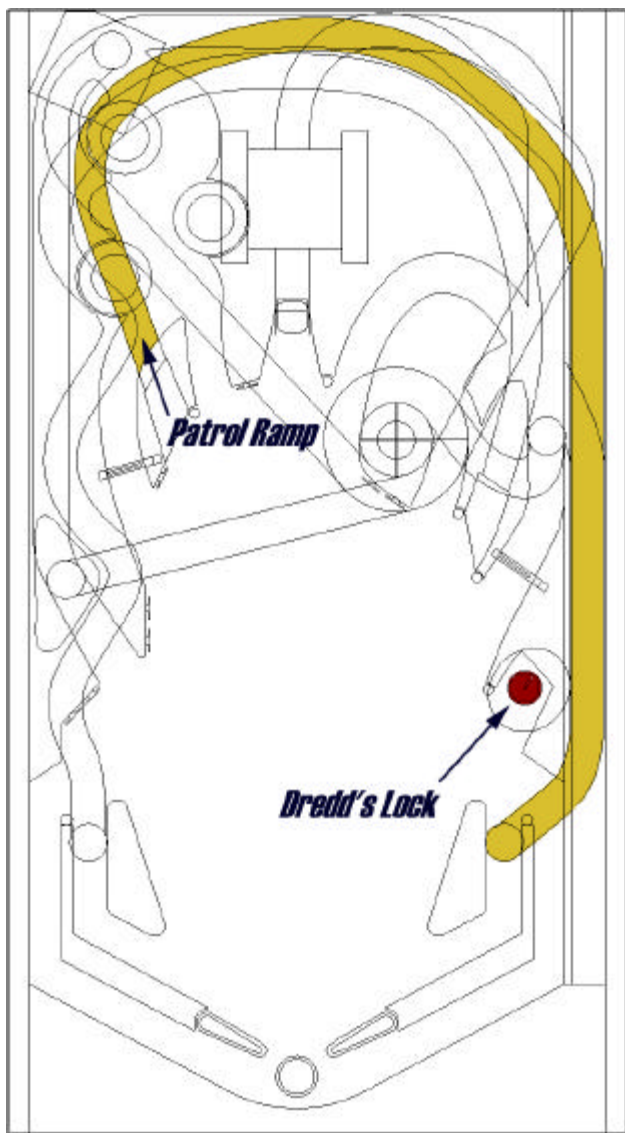
POWER FLIPPERS

Power flippers can be awarded from the **JUSTICE LOCK** or from the 'POWER FLIPPERS' mode start. The flippers are double power during this mode. **SPINNERS** will spin faster, giving more revolutions and thus more points. The shot to the back of the **TOWER OF JUSTICE** can be made from the bottom of the spiral. Shots into the front of the **TOWER OF JUSTICE** (when the ramp covers the **JUSTICE LOCK**) will NOT start the 'SHOOT THE PERP' video mode, but will go through the **TOWER OF JUSTICE** and out of the other side along the ramp that leads to the spiral. When this happens a special 'Power of Justice' award is given of 20 million. The ball will then continue around the spiral at high speed and eject at the bottom, awarding a 'Mega Spiral Bonus' of 20 million. Power Flippers lasts for 20 seconds.



JUDGE DREDD MULTIBALL

This is difficult to achieve but worth it. All four balls must be locked in the **MEGA SPIRAL** and the Multiball light will flash on the **JUSTICE LOCK**. When the **JUSTICE LOCK** is hit, the locked balls are released down individual ramps. The locked ball at the top is released down the top **JUSTICE RAMP** (ramp will cover **JUSTICE LOCK**), 2nd ball to the **DARK JUDGES' RAMP**, 3rd to the **ANDERSON'S RAMP**, and finally the 4th to the **BIKE UPGRADE RAMP**. An additional ball will be auto-launched from the **LAUNCH LANE** into play. This is a 5 ball multiball mode. Dredd's Jackpot is collected by shooting the **JUSTICE LOCK** again, but a shot to the **SURFER CHASE LOOP** will be needed first to raise the ramp covering the **JUSTICE LOCK**. If Dredd's jackpot is awarded, the player gets 200 million points.



MODES

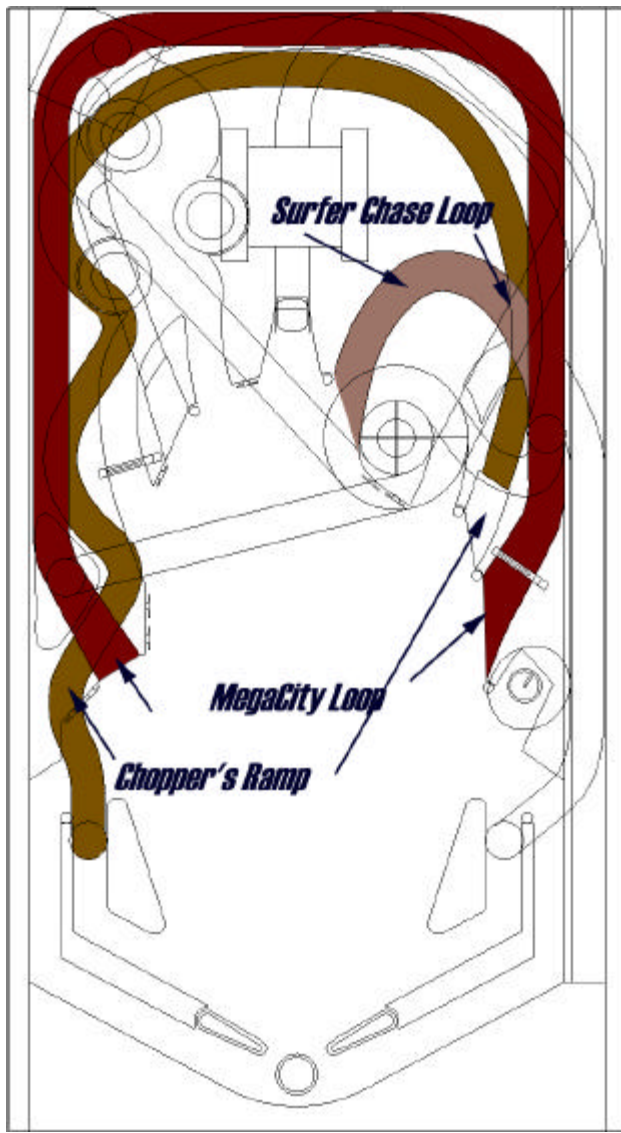
There are several modes in Judge Dredd, each mode is advanced by shooting the **PATROL RAMP**. The default start mode is SUPER SPINNERS, but will not be enabled until **DREDD'S LOCK** is hit. When a mode is completed, the mode must be advanced by shooting the **PATROL RAMP** before the next mode can be enabled. The modes in Judge Dredd are:

1. SUPER SPINNERS
2. RAMP MILLIONS
3. POWER FLIPPERS
4. QUICK MULTIBALL
5. SUPER SPIRAL

These cycle in this order. An indicator light on the table will flash to show current mode to be enabled, and flashing will stop when mode is started.

DREDD'S LOCK (MODE START)

Shooting this starts the lit mode on the playfield. Modes will only be started during normal play; if any other feature is active (ie Multiball) then the ball will simply be ejected.

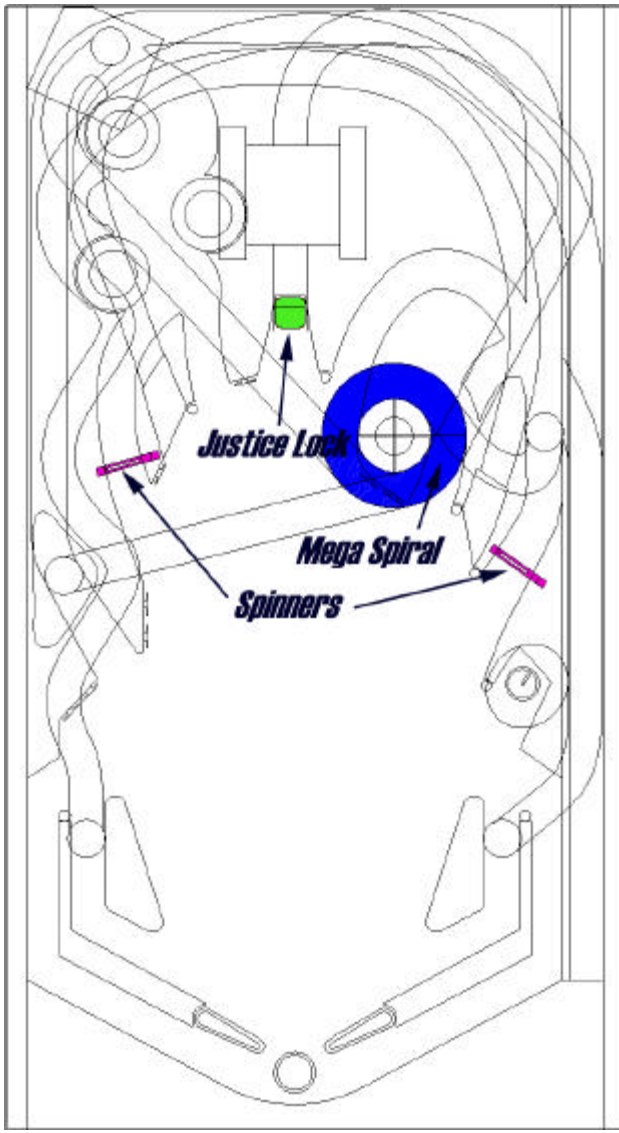


QUICK MULTIBALL

Shooting the 'Mode Start' lock will start Quick Multiball when active. The ball in the lock will be returned to play and an additional ball will be launched from the **LAUNCH LANE** with maximum power. The jackpot in this mode is enabled by shooting the **MEGACITY LOOP**. If the player enables the jackpot, the light is lit on **CHOPPER'S RAMP**. Shooting the lit ramp will award a jackpot of 50 million which grows by 10 million for every **SURFER CHASE LOOP** shot. This mode ends when one of the balls is drained.

RAMP MILLIONS

This mode will make all the ramps score 5 million each, the standard features of these ramps will be disabled during this mode. The ramps that exit from the spiral are also included, and features of the buildings are disabled. This mode lasts 20 seconds and a final score for ramp millions will be printed in the dotmation.

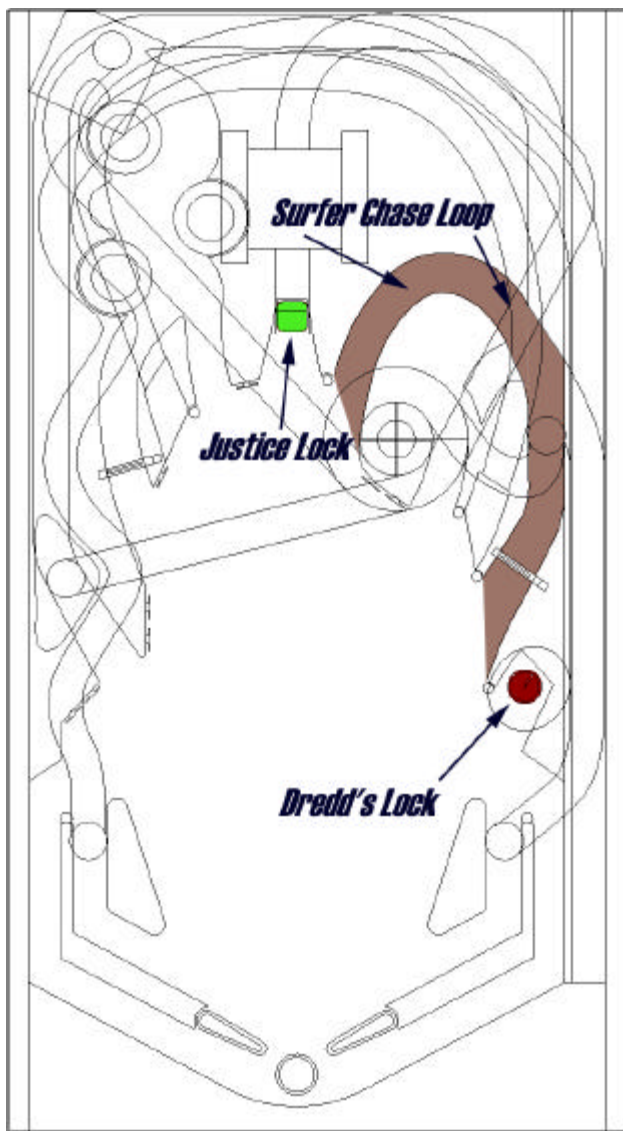


SUPER SPINNERS

This mode will make the **SPINNERS** worth 10 times their normal value. This feature, on a rare occasion can be held with Power Flippers for a high scoring combination (assuming Power Flippers are selected from a shot to the **JUSTICE LOCK**). All other features around the table will remain active during this mode including the mode advance (**PATROL RAMP**). A light near the **SPINNERS** will show 'Super Spinners' is still active, even when the mode has been advanced. This mode ends after 20 seconds or when the mode has changed (by advancing it, and hitting mode start).

SUPER SPIRAL

When this mode is started, the spiral becomes the only feature active. A shot to the spiral will send the ball around it to the top (even without Power Flippers). When the ball reaches the top, a second ball is launched from the **LAUNCH LANE** into play. A 'Super Spiral' award of 20 million is made which increments by 5 million per shot and the ball spirals down back into play. This can be repeated and more balls collected by shooting the spiral again. This feature lasts for 20 seconds, and any remaining multiballs can now be used around the table.



BOING MULTIBALL

After you have shot all the Dark Judges from the PSI Division (on the MEGA SPIRAL) the BOING MULTIBALL is activated. First shoot Dredd's Lock to open the Portal which is situated underneath the ramp in the Tower of Justice. Next shoot the SURFER CHASE LOOP to raise the ramp. Once the ramp is raised you have to shoot the lock at the Tower of Justice. This procedure needs to be completed 4x to capture all 4 Judges in Boing (a substance which traps their souls).

5. TROUBLESHOOTING

JOYPAD PROBLEMS

Q: “The joypad option is not available when I try to select it”

A: The joypad may not be installed properly in Direct X. Go into the control panel, double-click on the Direct X icon, choose the Direct Input tab and add your joypad here.

Q: “The joypad is working but not as it should”

A: The joypad may not be calibrated properly in Direct X. Go into the control panel, double-click on the Direct X icon, choose the Direct Input tab and click on joystick button, properties, calibrate.

GAME SPEED

Q: “The game is running too slowly”

A: Try lowering the colour depth or/and resolution until you find a combination which runs the game smoothly.

6. CREDITS

Concept and Design – Ian Margetts & Steve Beverley

3D Artwork – Ian Margetts & Steve Beverley

2D Artwork – Oliver Hatton & Phil Irving

Dotmations Artwork – Phil Irving, Oliver Hatton, & Sean Bastick

Intro Art – Sean Bastick, Oliver Hatton & Phil Irving

Lead Programmer - PP

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Music and Sound Effects – Chris Brightmore & Mark Cooksey

Producer – Jon Gregson

Management – Paul Tresise & Richard Chappells

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