**Design:** John Trudeau  
**Art:** Kevin O’Connor  
**Sound:** Paul Heitsch

**Software:** Jeff Johnson  
**Animation:** Eugene Geer  
**Animation:** Scott Slomiany

**I am the law**

**Bally**  
**September, 1993**  
**Production:** 6,990

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**REGULATION PLAY**

**EXTRA BALL:** Shoot in 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 at any time during game.

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**SUPERGAME PLAY**

**Additional features include:**

- Start each ball in play with 2-ball Multi-ball (Complete 5-balls for Super Multi-Ball)!
- Extend "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 level to maximum to light the ultimate shot in pinball...
  - **100 Million Points!!!**