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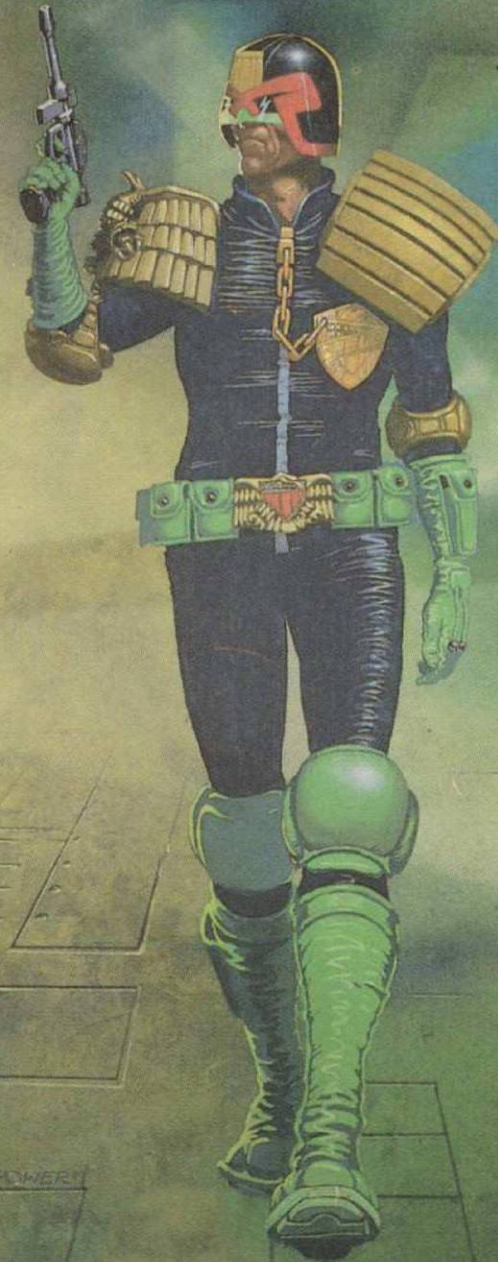


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# JUDGE DREDD



ENGLISH



Virgin Mastertonic Presents...

# JUDGE DREDD

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"Nobody's innocent citizen - we're just here to determine  
the level of guilt".

## JUDGE DREDD

"Only those who break the law have anything to fear from me ... I am the law and you better believe it!" (Judge Dredd, 2023 A.D.)

Tough but fair, Judge Dredd (first name Joe) is the most respected and the most feared lawman in Mega-City One. Cloned from the finest genetic stock, Judge Dredd embodies a harsh system of government dedicated above all to the maintenance of law and order in the city.

A huge, towering Metropolis of the 23rd century, the giant Mega-City was built to solve the critical problem of over population in America. Most of the City's 400 million citizens live in vast self-contained tower blocks, fully equipped with every amenity, schools, hospitals, shopping malls, leisure complexes and even civil defence groups; these 'cities' within the Mega-City supply the citizens' every physical need but cannot relieve the terminal boredom brought about by their futile existence. Everything in their lives is controlled even the weather, the crime rate escalates daily and there is one suicide every 45 seconds.

The 23rd century is a world where the drudgery of work has been replaced by the equally mind-numbing effects of constant leisure, and with unemployment running at around 80-90% many citizens turn to bizarre hobbies and get swept along by weird crazes. Many more turn to crime.

Chronically overcrowded the city has proved to be an ideal breeding ground for violent crime of all kinds. The Judges were needed to control this crime, empowered to mete out instant justice in the course of their duties. The Judges regard every citizen as a potential 'perp' (criminal) and even the most petty offences are cracked down on hard. The life of the average Mega-City citizen is dominated by fear, not only of criminals, but also of the people they must trust to protect them!

## PLAYING JUDGE DREDD

Judge Dredd is able to move left and right, and walk to drive up and down ramps built onto the side of the city blocks. Dredd cannot be killed but his energy level will decrease if he is attacked by a perp. If he loses too much energy he will be committed to hospital and the crime rate will soar. If the crime rate is too high Dredd must take the 'long walk'. The crime rate in Mega-City also increases if Dredd does not do anything, and also while he is riding his 'Lawmaster' bike. Although the bike travels around the block faster than if Dredd is walking, he cannot shoot or arrest 'Perps', hence the crime rate rises. If he arrests a 'Perp' with his 'Lawgiver' drawn or shoots a 'Perp' the crime rate drops. Dredd's weapon is his 'Lawgiver' which uses three types of bullets:

General Purpose	-	standard bullets
High-Powered Laser	-	which are so powerful they can kill a whole line of 'Perps' but they have a limited life
Homing Missiles	-	which are limited in number

The overall objective of the game will be to uphold the law, and keep the crime rate as low as possible. There is no scoring during each game but 2 bonuses are available at the end of each level:

- Bonus 1 level of crime rate
- Bonus 2 level of energy

## LEVEL ONE: THE LEAGUE OF FATTIES

"Control to Judge Dredd, a 299 for you on Dan Tanner Block". As Dredd speeds towards Dan Tanner Block the Fatties of Mega-City One are running riot, devouring everything in sight. Four food dispensers are placed around the block; Dredd will have to destroy these to quell the Fatty rampage.

Meanwhile the Civs' are taking their revenge upon the Fatties and taking any opportunity to shove a Fatty off the building and send him crashing to certain death.

The Fatties desperately attack Dredd who is threatening their food supply:

Running Fatties charge into him trying to push him from the building:

Jumping Fatties climb the building and when they are above Dredd, they jump, crashing into him as they plummet towards the ground. Some of the Fatties are so distraught that they resort to throwing lethal lumps of Pizza at him. Remember every time one of the Fatties is successful in squashing, hitting or jumping on Dredd, his energy level will be affected!

## **END OF LEVEL ONE : THE FOOD CONVOY**

Defeated by Dredd the Fatties have hi-jacked a Food Convoy. Dredd's only chance of going on to the next level is to reach the front of the convoy before it reaches the Fatty hideout. Crazy with hunger, the Fatties attack Dredd as he runs along the top of the convoy, determined to hang on to their prize.

## **LEVEL TWO: EVOLUTION LEVEL**

"Justice control to Judge Dredd: investigate situation on Charles Darwin Block!"

Judge Dredd arrives on the Block to discover that the entire population of Charles Darwin Block is slowly regressing through evolution.

Frenzied Professor Fribb has developed an enzyme that can reverse the process of evolution. An accident in his laboratory has released some of the enzyme into the ventilation system. Dredd must fight his way past various forms of regressed human evolution to reach Fribb's laboratory at the top of the block. On his way he must close the outlets from the ventilation system to halt the spread of the enzyme.

Monkeys roam around the block at different stages of development, throwing rocks and rubble. Some still have enough intelligence to realise when Dredd is arresting them, but some have regressed too far and punch Dredd when he tries to arrest them.

On the higher parts of the block Dredd is attacked by Lizards, running towards him at high speed and lunging at his throat. Further down the evolutionary scale, Dredd confronts amoebas, although few are found on the main level.

## **END OF LEVEL TWO: FRIBBS LABORATORY**

Finally Dredd reaches Fribb's lab at the top of Charles Darwin block, but finds the lab has been overrun by amoebas. On the far side of the lab Dredd can see a considerably regressed Professor Fribb. Dredd must fight his way through the amoebas and arrest Fribb to complete the level. Dredd's task is made infinitely more difficult as the amoebae split into two when shot.

## **LEVEL THREE: THE AQUA STATION**

"Control to Judge Dredd! Investigate presence of Sov agent, location Atlantic Purification Plant.!"

Sov agent, Orlok has been sent to Mega-City One to perpetrate blockmania. His mission is to poison the water supply with the blockmania solution. Dredd must destroy all of the inlets to the main water supply to stop the contamination.

Aware of his adversary, Orlok has come well prepared with two types of 'Satallats' and two types of 'Sov Agent':

Satallat 1 will hover around the Aqua Station and drain Dredd's energy if they hit him.

Satallat 2 is the more lethal class of Satallat: while hovering around the station it sprays out bullets indiscriminately and drops bombs at random which have a delay device of 20 seconds before they explode, firing bullets in all directions.

On the ground Orlok has his deadly Sov Agents. One type, armed with knives, walk and run around the level trying to stab Dredd, whilst the second type are armed with rifles. They walk onto the screen, take aim and fire three or four shots before they turn round and run off the screen.

## **END OF LEVEL THREE: THE SLUDGE TRUCK**

When Dredd has successfully destroyed all of the inlets to the main water supply, Orlok will abort his mission and escape in a sludge truck. Judge Dredd chases his opponent on his Lawmaster avoiding the bombs that Orlok hurls from the back of the truck. Orlok escapes and if Dredd has survived the shower of bombs he will be awarded a bonus for halting Orlok's first attempt at causing chaos.

## **LEVEL FOUR: WEATHER STATION**

As the first rays of dawn creep over Mega-City One, the Weather Control Judges programme another fine, fair day. Orlok has other ideas: he forecasts rain, deadly rain, contaminated with blockmania solution.

Having failed in his mission at the Aqua Station, Orlok has contaminated the weather station's water supply. Judge Dredd must destroy the weather control devices to stop the contaminated water raining down on Mega-City One.

Orlok has reprogrammed some of the Weather Station's maintenance robots to attack anybody that they meet on the station. If Dredd gets too close these robots will zap him with blue sparks and drain his energy levels.

The normal maintenance robots roam the station fulfilling their daily tasks of repairing and cleaning. If Dredd gets in their way they will force him to the edge of the station and push him off. Whilst Dredd is endeavouring to destroy the weather control devices, Orlok will be on the Weather Station and will shoot Dredd whenever he gets the opportunity also, some of the Class 2 Satallats are hovering around dropping the deadly delay bombs and spraying out bullets indiscriminately.

## **END OF LEVEL FOUR: THE SHUTTLE**

Orlok makes his escape from the Weather Station in a shuttle. Dredd gives chase on a Hover bike and will have to shoot down Orlok's shuttle from the skies.

## **LEVEL FIVE: BLOCKMANIA!!**

"Control to Judge Dredd! We have possible Block Mania in your vicinity. Heavy firing has broken out between two neighbouring blocks!"

Block fighting is a common feature of Mega-City life. Boredom, overcrowding, mass unemployment all combine to set tensions on a razor edge. The slightest incident can invoke a Block War. A serious disturbance is developing: two rival blocks have both obtained two large guns each and are attempting to blow each other to oblivion. Dredd must destroy all four guns and go to the command centre which is situated on the building on the left of the screen. Crazy 'Civs', some with guns and some with bombs, hamper his progress, whilst suicidal jumpers, crazed by the boredom and loneliness of their existence, leap from the higher levels of the blocks. Usually jumpers will try to land on someone just to cause an extra bit of aggravation as they die.

The most courageous of the blockmania freaks are the 'fighters'. These brave men actually try to punch Judge Dredd.

## **END OF LEVEL FIVE: THE BIG GUN**

On finally reaching the command centre Dredd discovers a Mega-gun. One of the crazed 'Perps' is manning the gun and as Dredd enters the command centre starts firing at him. To survive Dredd must blast through the shield on the front of the gun and kill the 'Perp'. When this happens the gun will self-destruct.

## **LEVEL SIX: THE DARK JUDGES**

From another dimension have come the Dark Judges, their mission - to kill. In their dimension, being alive is illegal and now they have come to Mega-City One to wreak havoc upon its citizens. Dredd's job is to send them back to their own dimension by using dimension bombs. These can be found scattered around the level but, while Dredd is collecting these bombs, the Dark Judges are killing as many 'Civs' as they can, and the crime rate is increasing to dangerous levels.

Judge Death is the leader of the Dark Judges. If he gets close to Dredd he will reach out and squeeze his heart, causing Dredd to lose a dangerous amount of energy.

Judge Fear is even more pernicious. If he gets the chance to stand in front of Dredd he has the power to drain Dredd's energy.

Any contact with Judge Mortis is disastrous for Dredd's energy level, and if Mortis touches a dimension bomb it just turns to dust.

The fourth Judge is Fire, who will throw fire bombs at Dredd. As they hit him they'll explode causing a massive energy drain. This is the most difficult level in the game for, whilst combating the Dark Judges, Dredd is in danger of losing vast amounts of energy and, whilst the Judges walk the streets of Mega-City One killing 'Civs', the crime rate will rise.

## **END OF LEVEL SIX: THE DARK JUDGES**

Once Dredd has collected all of the available dimension bombs, he will have to face the Dark Judges one by one.

This takes place in the Doomsday Room. Each Dark Judge will walk into the room and Dredd will have to drop a dimension bomb and stand well clear of the explosion. If successful he will have saved the city from a dreadful menace.

## LOADING INSTRUCTIONS

**Amiga:** Insert disc in drive A (DFO:).  
Program will load and run.

**ST:** Insert disc in drive A.  
Program will load and run.

**C64/128:**  
**TAPE:** Hold down the SHIFT key and press RUN/STOP.  
Press play on tape. Program will load and run.

**C64/128:**  
**DISC:** Insert disc in drive.  
Type LOAD "\*", 8, 1 and press RETURN.

**Amstrad**  
**464:**  
**TAPE:** Press CTRL and small ENTER.

**6128:**  
**TAPE:** Type: !TAPE and press RETURN.  
Press CTRL and ENTER.

**CPC:**  
**DISC:** Type RUN"DISC and press ENTER.

**Spectrum:**  
**+3:** Insert disc and press ENTER.  
**+2:** Insert tape and press ENTER.  
**48k:** Type LOAD"\*" and press ENTER.  
**128k:** Insert tape and press ENTER.

## CONTROLS

### ST/Amiga Joystick

Up	-	Jump/go up ramp
Down	-	Duck/go down ramp
Left	-	Walk/drive left
Right	-	Walk/drive right
Fire	-	Fire

### Keyboard

Q	-	Jump/go up ramp
A	-	Duck/go down ramp
O	-	Walk/drive left
P	-	Walk/drive right
Left ALT	-	Fire
SPACE	-	Select Lawmaster
Left SHIFT	-	Select weapon
F1	-	Joystick/keyboard (Start screen)
F5	-	Quit game
F10	-	Pause game
GAME LOGON:	-	DREDD

### C64 Joystick

Up	-	Jump/go up ramp
Down	-	Duck/go down ramp
Left	-	Walk/drive left
Right	-	Walk/drive right
Fire	-	Fire

### Keyboard

;	-	Jump/go up ramp
/	-	Duck/go down ramp
Z	-	Walk/drive left
X	-	Walk/drive right
SHIFT	-	Fire
SPACE	-	Toggle Lawmaster

F1-F3-F5 - Select weapon  
 F7 - Show weapon status  
 Q - Quit game  
 P - Pause game

GAME LOGON: DREDD

### Spectrum Joystick

Up - Set toggle to go up next ramp  
 Down - Set toggle to go down next ramp  
 Left - Walk/drive left  
 Right - Walk/drive right  
 Fire - Fire  
 Fire+Up - Jump

### Keyboard

Q - Set toggle to go up next ramp  
 A - Set toggle to go down next ramp  
 Q and M - Jump  
 O - Walk/drive left  
 P - Walk/drive right  
 M - Fire  
 Z - Select/deselect Lawmaster  
 ENTER - Select weapon

The type of joystick can be selected by typing  
 MODE on the terminal section.  
 Joysticks supported are Sinclair 1/2 and Kempston.

GAME LOGON: DREDD

### Amstrad Joystick

Up - Set toggle to go up next ramp  
 Down - Set toggle to go down next ramp  
 Left - Walk/drive left  
 Right - Walk/drive right  
 Fire - Fire  
 Fire+Up - Jump

### Keyboard

Q - Set toggle to go up next ramp  
 A - Set toggle to go down next ramp  
 Q and @ - Jump  
 O - Walk/drive left  
 P - Walk/drive right  
 @ - Fire  
 SPACE - Select/deselect Lawmaster  
 M - Select weapon  
 N - Magnify screen

Joystick or Keyboard control can be selected by  
 typing MODE on the terminal section.

GAME LOGON: DREDD