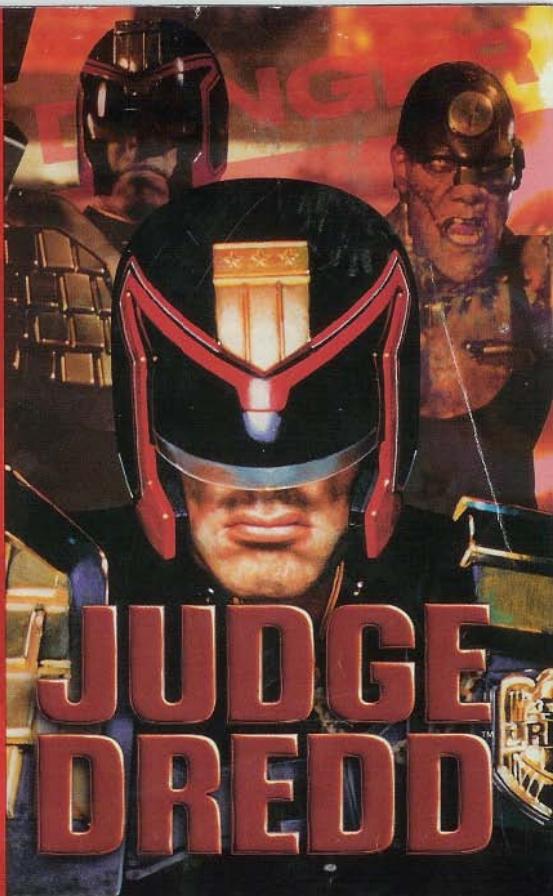


SEGA™

SEGA™  
S  
I  
S  
E  
N  
E  
W  
G



# JUDGE DREDD

INSTRUCTION  
MANUAL



aim  
entertainment, inc.



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

### HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

### WARNING

To owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

**THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.**

### WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

# CONTENTS

**THE LAW .....3**

**BEFORE YOU BEGIN PATROL ...5**

**OPTIONS .....6**

**GAME FEATURES .....6**

**JUDGE DREDD'S™ MOVES .....7**

**ARRESTING & SENTENCING  
PERPETRATORS .....9**

**WEAPONS AND AMMUNITION ...9**

**PICKUPS .....11**

**LAYING DOWN THE LAW .....13**



# THE LAW

The few inhabitable areas left in America are sprawling metropolitan areas covering what used to be states. In between the three Mega-Cities lies the wasted radiation desert called the Cursed Earth, created during the Great Atomic War of 2070, where mutants spawn and retiring

Judges go for The Long Walk...

A world where automation and robotics have made unemployment the rule, where caffeine dealers risk their lives to sell a quick jolt to restless, embittered citizens, and mere littering can earn you jail time in an Iso-Cube.

Welcome to Mega-City One, home to 400 million citizens. Here up to 60,000 people exist in soulless self-contained CityBlocks that provide cradle-to-Resyk "living", if the inhabitants aren't destroyed in the vicious intra-block rivalries that erupt into Block Wars. Within the dreary confines of this enormous sprawl, order is no longer kept by a police force. In the year 2139, the seething citizens of the world are judged not by their peers, but by Judges, unforgiving, authoritarian keepers of the peace who believe in speedy justice. Justice is dispatched on the spot.

Judge Dredd™ finds himself on the wrong side of the law as unseen forces work to bring him down.

He may find that a new style of justice is needed to restore the Law. All the while, there remains a more elusive menace —the Dark Judges. Under the guidance of Judge Death, who exists only in a spirit form, these Dark Judges are able to take over and control both living humans and corpses, making Dark Judges difficult to defeat. Their approach to the Law is inhuman: they believe that since all crime is committed by the living, the best way to eliminate crime is to eliminate the living! They are determined to steal an inter-dimen-



sional jump device which would allow them to bring their evil brand of justice from Dead World to Mega-City One whenever they like. Dredd has some fierce fighting in his future!

## BEFORE YOU BEGIN PATROL...

1. Make sure the power switch is OFF.
2. Insert the JUDGE DREDD™ Game Cartridge as described in your SEGA™ GENESIS™ instruction manual.
3. Turn the power switch ON.

When the JUDGE DREDD™ title screen appears, pressing the START BUTTON will bring you to the options menu, where you may use the D-BUTTON to highlight and the START BUTTON to select from the following options:

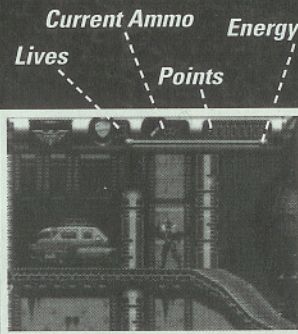


## OPTIONS

**START GAME** — When this option is highlighted, press the START BUTTON to begin a game, before or after setting options.

**PASSWORD** — When this option is highlighted, press the A-BUTTON to access the password function. To pick up a game where you left off, JUDGE DREDD™ features a PASSWORD option. To select a PASSWORD, use LEFT or RIGHT on the D-BUTTON to highlight letters. Use UP or DOWN on the D-BUTTON to scroll through letters and numbers. Once you have assembled the desired PASSWORD, press the START BUTTON to exit this option.

## GAME FEATURES



### LIVES

Judge Dredd™ begins each game with three lives, each represented by a shield which appears at the top left of the screen.

### ENERGY

Judge Dredd™ begins each life with a full energy bar, which appears at the top of your screen.



Each time he sustains damage, his energy bar will decrease to reflect the amount of damage. When it reaches zero, he loses that life.

**SCORING** — Judge Dredd™ earns differing amounts of points for different activities throughout the game, such as either Arresting or Sentencing a perpetrator, completing a level or destroying a boss, etc. His score appears at the top right of the screen. Note that for the highest score, Arresting someone is sometimes preferable to Sentencing them.

**VID LINK/ COM LINK** — Judge Dredd™ is able to communicate with Justice Central by means of a Com Link. Before each mission, a Video Phone communication informs Dredd of the mission's objectives.



## JUDGE DREDD'S™ MOVES

Judge Dredd™ is capable of the following movements:

*Walk/  
Run*



*Jump*

## MOVING

Note: Where different, 6 Button Controls appear in parentheses.

### WALKING —

Press LEFT or RIGHT on the D-BUTTON to walk in any direction.

### RUNNING —

Tap LEFT or RIGHT twice on the D-BUTTON to run in any direction.

### PUSHING —

When Judge Dredd™ comes upon a solid looking object, pushing on it may cause it to slide out of the way,

revealing hidden pick ups. Hold LEFT or RIGHT on the D-BUTTON to push in either direction.

### EXITING —

When Judge Dredd™ is in front of a flashing area exit, press UP on the D-BUTTON to enter it.

### CROUCHING —

Press DOWN on the D-BUTTON to crouch.

### CRAWLING —

Hold DOWN LEFT or DOWN RIGHT on the D-BUTTON to crawl left or right.

### JUMPING —

Press the B BUTTON to jump. Press the B BUTTON and LEFT, DOWN or RIGHT on the D-BUTTON to jump in those directions.

### CLIMBING —

When Judge Dredd™ is standing in front of a ladder, press UP or DOWN on the D-BUTTON to climb in either direction.

### GRIPPING —

When Judge Dredd™ is hanging from an object,

press LEFT or RIGHT on the D-BUTTON to grip the next object in either direction.

### FLYING —

When Judge Dredd™ has collected an Anti-Grav Belt (see Pick Ups), press the B BUTTON to fly. Press the B BUTTON and LEFT, DOWN or RIGHT on the D-BUTTON to fly in those directions.

## FIGHTING

### 3 BUTTON CONTROLLER



*Fire Weapon/  
Strike Enemy*

*Select Ammo*

### 6 BUTTON CONTROLLER



*Arrest*

*Select Ammo  
Backwards*

*Punch/Kick/  
Headbutt*

*Fire Weapon*

*Select Ammo  
Forwards*

When Judge Dredd™ is very close to a perp or other enemy, pressing the **A BUTTON** (X BUTTON on 6 Button Controller) will execute a Headbutt, a Punch or a Kick, depending on which move Dredd believes will be most effective.

#### **FIRE WEAPON —**

When Judge Dredd™ is not close enough to strike a perp or other enemy physically, press the **A BUTTON** to fire the Lawgiver.

To Pause the action at any time, press the **START BUTTON**.

## **ARRESTING OR SENTENCING PERPETRATORS**

Judge Dredd™ can mete out justice in either of two ways, Arresting or Sentencing. Some law-

breakers can be subdued and arrested. More vicious felons must be dealt with more harshly: for them, the sentence is usually fatal. Keep in mind that higher points are awarded for making an appropriate Arrest than for wantonly wasting every dirtbag in sight. To make an Arrest, walk into an unarmed offender (disarm the suspect by force if necessary) when the **GUILTY** marker flashes above them. (If using a 6 Button controller, you must press the **Y BUTTON** when you walk into the perpetrator.)

## **WEAPONS AND AMMUNITION**

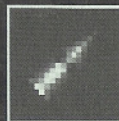
### **THE LAWGIVER**

This handgun is a Judge's standard issue weapon. It

is encoded with an individual Judge's DNA in the handle. The Lawgiver fires a number of different projectiles, which can be found at various locations throughout the game. Press the **A BUTTON** to fire the Lawgiver. Judge Dredd™ **MUST** select which ammunition he wishes to fire by pressing the **C BUTTON** to cycle through his available supply to the desired ammunition. (On a 6 Button controller, press the **C BUTTON** to cycle forward and the **Z BUTTON** to cycle backwards.) Pressing both at once will immediately bring up the general purpose shell. The various types of projectiles are explained in detail below.

#### **GENERAL PURPOSE SHELL—**

This is the default shell. Dredd carries an unlimited supply of these,



which are useful in sentencing wrongdoers.

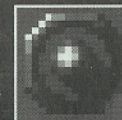
#### **HEAT SEEKER —**

These heat seeking missiles lock on to the nearest source of heat and detonate on impact.



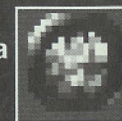
#### **RICOCHET MISSILES —**

These are rubber-based shells that rebound off hard surfaces such as floors and walls. Ideal for stunning humanoids prior to arrest, they do very little permanent damage. But be careful to fire them at an angle, or the shell may rebound directly back at you!



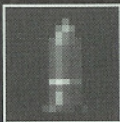
#### **INCENDIARY MISSILES —**

This projectile explodes into a fireball on impact. Useful for burning any trash that threatens the harmony of Mega-City One.



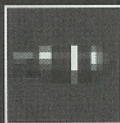
### ARMOR PIERCING MISSILES —

One of the most damaging types of ammunition available to Dredd, these shells are capable of penetrating even thick steel.



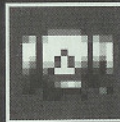
### GRENADE —

This is a short range projectile that detonates on impact!



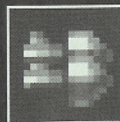
### HIGH EXPLOSIVE MISSILE —

This is a long range projectile. It is more powerful than the grenade, and detonates on impact.



### DOUBLE WHAMMY —

This is a dual projectile version of the Heat Seeker missile: it fires two Heat Seeker shells at one time.



### BOING BUBBLE —

This plastic-like material forms bubbles when fired, and is the only thing that can contain the spirit form of the Dark Judges. It is capable of shattering after a short time, however, and the shards can be damaging to anyone touched by them.

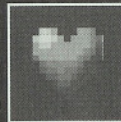


## PICKUPS

There are a number of pick ups Judge Dredd™ can collect throughout the various levels of the game. Some, like the various bits of contraband Dredd can confiscate from Looters or Caffeine Dealers, have point values which will enhance your score. Others carry no points, but are useful in completing the game. Good Luck!

### SMALL ENERGY ICON —

Collecting this small heart icon restores Judge Dredd's™ energy bar to half full.



### LARGE ENERGY ICON —

Collecting this large heart icon restores Judge Dredd's™ energy bar to full.



### EXTRA LIFE —

Pick up these valuable shield icons to collect an extra try.



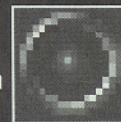
### ANTI GRAV BELT —

Judge Dredd™ immediately gets 10 seconds of flying ability when he picks up this device and presses the B BUTTON.



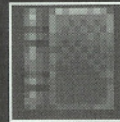
### FORCE FIELD GENERATOR —

Judge Dredd™ is immediately protected by an invulnerable shield for 10 seconds when he picks up this icon.



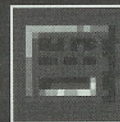
### BOOK OF LAW —

This book is the guide for Judges. It must be picked up to complete certain levels.



### SECURITY DOOR CARDS —

In the Hall of Justice, the sealed doors can only be opened with special door cards which must be found by Judge Dredd™.



### PASSWORD DISK —

Pick up this password disk icon to receive a password allowing you to return to the following level.



## ILLEGAL CAFFEINE

### BAG —

Earn points by collecting any contraband caffeine dropped when a Caffeine Dealer is Arrested.



### BAG OF CREDITS —

Earn points by collecting illegally gotten credits dropped by fleeing felons such as Caffeine Dealers or Looters.



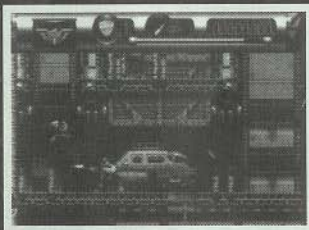
## LAYING DOWN THE LAW

Judge Dredd™ consists of 12 levels, each having both a primary and a secondary objective. Complete all of them for a Mega Bonus at the end. That is all. Good Luck!



## BLOCK WAR

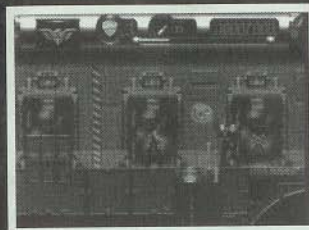
When a vicious band of lowly squatters led by a charismatic loser named Zed decide to play, it's a Block War! As usual, Dredd lets his weapon do the talking.



His primary objective is to locate and destroy all ammunition supplies in the area. His secondary objective is to Arrest or Sentence all Block War participants.

## BREAKOUT AT ASPEN

A vicious inmate sparks a riot at the Aspen Penal Colony, a prison in the middle of the dreaded wasteland known as Cursed Earth. Arriving back at the Hall of

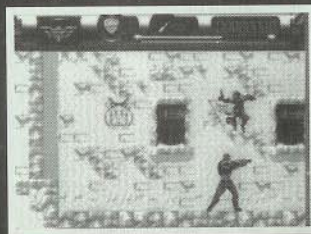


Justice following the Block War, Dredd learns of the riot. As the foremost Judge in service, Judge Dredd™ is dispatched to quell the riot. Dredd's primary objective is to close all security doors (using the computer consoles) to prevent further escapes. His secondary objective is to see that all perps still in the area are Arrested or Sentenced.

## SHUTTLE CRASH IN CURSED EARTH

As part of a secret plot, Judge Dredd™ is framed for the murder of a newsman named Hammond. Because tradition allows a retiring Chief Judge one final ruling, Chief Judge

Fargo elects to retire in order to commute Dredd's Sentence from death to life without parole in Aspen Penal Colony. When the shuttle transporting Dredd to prison is shot down by the crazed Angel Clan, Dredd man-



ages to escape. His primary objective is to find Judge Fargo and seek his wisdom. His secondary objective is to Arrest or Sentence all perps in Cursed Earth.

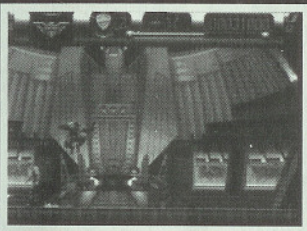


## PREPARE FOR THE FINAL FIGHT

Judge Dredd™ learned from Judge Fargo and the Book of Law that he is the genetic twin of ex-Judge Rico. Rico was sentenced to death, but was secretly spared by powerful allies and escaped from Aspen. Dredd realizes it was Rico's DNA on the Lawgiver that killed Hammond! It's clear to Dredd that he must get back to the city to prove his innocence. His primary objective will be to rearm himself for what may follow. He will also need to Arrest or Sentence any perps who hinder him.

## LOCATE RICO

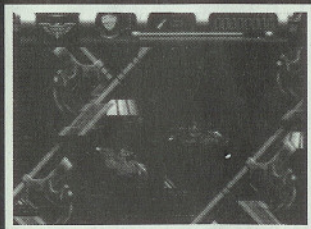
Fully armed, Dredd's primary objective is to reach the Council Chamber in order to



convince the Council of Judges of his innocence. His secondary objective is to avoid or disarm any Judge Hunters in the Hall. He enters the Hall of Justice only to find that the Council of Judges have all been murdered—by Rico! His new mission is to find Rico's secret location by using the Central Terminal. But the Hall of Justice is secured by a series of doors that can only be opened with

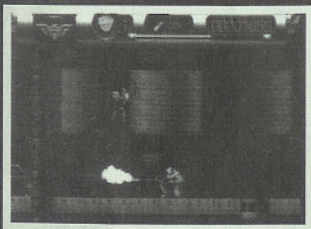
security cards. Each door requires a key card, which must be found and inserted in the right terminal. Dredd must continue to avoid or disarm the Judge Hunters who are after him as he tries to escape the Hall, or he'll never reach Rico!

## ESCAPE FROM THE JUDGE HUNTERS

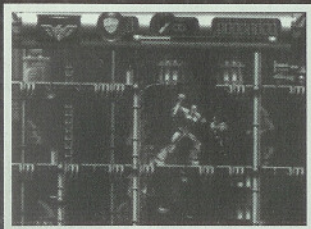


Judge Dredd™ must move quickly to get to Rico's hideout in the Janus Lab. Spying a Lawmaster IV prototype cycle, Dredd and his side-kick Fergie take off, pursued by a gang of Lawmaster mounted Judge Hunters!

The Judge Hunters are firing missiles, and it's up to Fergie to get off a clean shot and prevent the Judge Hunters from catching them. Use the D-BUTTON to aim at the pursuing Judge Hunters and press the A BUTTON to fire. If Dredd can manage to escape the Judge Hunters, he may still be able to reach the Janus Lab!



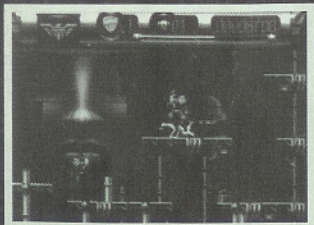
## ACCESS THE JANUS LAB



Dredd learns the Janus Lab is in the forgotten ruins of the Statue of Liberty! He must find the entrance to the Statue of Liberty, where the Janus Lab is guarded by outlawed ABC Robots. His primary objective is to defeat the ABC Robots.

## ENTER THE JANUS LAB

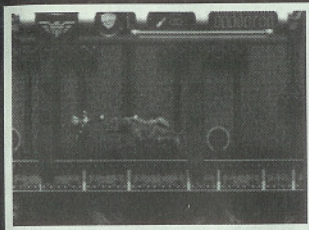
When he discovers that Judge Dredd™ has gained access to the lab, Rico prematurely “hatches”



the clone forms from their cloning tubes. Dredd must deactivate all computer terminals to shut down the lab's power system, preventing any future cloning. His secondary mission is to find and destroy all the cloning tubes. Rico challenges Dredd to a Judge vs. Judge battle to the finish—with the future of the justice system in the balance!

## INVASION BY GILA MUNJA

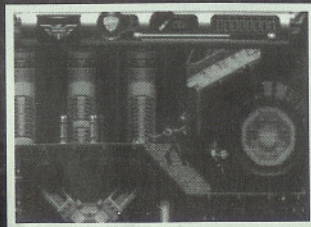
Mega-City One has been spared the threat of Rico and the Janus Project, but things never remain quiet for long. The Gila Munja, a band of mutant assassins, are lurking in the sewers below Mega-City One, hoping to get in. Judge Dredd's™ primary objective is to locate and destroy all Gila Munja. Gila Munja are spinning



tops of terror and are tough to sentence. Judge Dredd™ must also contend with the usual day-to-day dreck of Mega-City One: Looters, Squatters, Arsonists and the like.

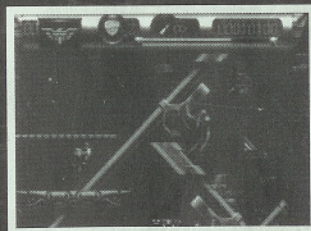
## RC 4 HOSTAGE SITUATION

Processing Radical Carbon 4, a highly toxic substance, isn't much fun. When the disgruntled workers at the RC4 Processing Center riot and take hostages, Dredd's primary objective



is to locate and destroy all RC4 canisters before the city is contaminated. His secondary objective will be freeing the hostages. Dredd must deal with Blitz Agents and escaped Aspen convicts hoping to deal him some destruction.

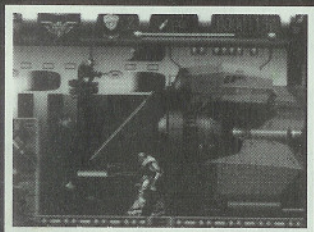
## RIOTS IN MEGA-CITY ONE



Judge Dredd's™ primary objective is to Sentence all the Sky Surfers who have whipped up a frenzy in Mega-City One—there's a riot going on! His secondary objective is Arresting or Sentencing all perps involved, restoring order to Mega-City One...for now!



# ABOARD JUSTICE ONE



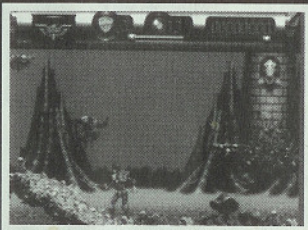
Judge Dredd™ learns that the recent disturbances were distractions meant to cover up a plot by the Dark Judges to steal an inter-dimensional jump device hidden aboard Justice One, allowing them to travel between Dead World and Mega-City One at will! As Dredd travels aboard Justice One, his primary objective is to activate all the ship's security systems to prevent the theft of the jump device. He must also



clear the ship of any perps who have gained entry. After securing

Justice One, Dredd must then locate the jump device and protect it— with his life!

## FINAL JUDGEMENT



Discovering that the inter-dimensional jump device he has been guarding is a clever fake, Judge Dredd™ follows the Dark Judges to Dead World, where he must put an end to the mad plans of the Dark Judges and their evil spirit leader, Judge Death! Dredd must rid Earth of this threat forever, but in a land where the dead rule, survival isn't easy!

## NOTES

JR QWN  
P JTRVJZ  
KZ VDT

KZDVT

## NOTES

XXXXXX

## ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

**Repairs/Service after Expiration of Warranty-** If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

**Acclaim Hotline/Consumer Service Department (516) 656-2000**

JUDGE DREDD © 1995 Cinergi Pictures Entertainment Inc. and Cinergi Productions N.V. Inc. All Rights Reserved. © 1995 Egmont Foundation. All Rights Reserved. JUDGE DREDD™, and all names, characters and elements thereof are trademarks of Egmont Foundation. Licensed by Copyright Promotions International Limited and Surge Comic Properties, Inc. Developed by Probe Software Ltd. Acclaim is a registered trademark of Acclaim Entertainment Inc. © 1995 Acclaim Entertainment Inc. All Rights Reserved.

TM Sun Corporation of America. © 1995, Sun Corporation of America. All Rights Reserved. \*DC bullet logo, Justice League and related characters and elements are the property of DC Comics TM and © 1995. All Rights Reserved.

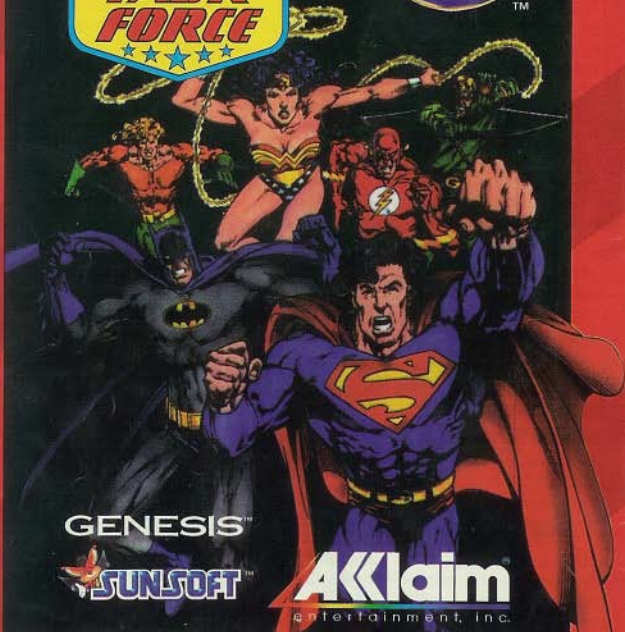
Marketed by Acclaim. Distributed by Acclaim Distribution, Inc. One Acclaim Plaza, Glen Cove, New York 11542-2708

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan # 1,632,396.

LOOK FOR

# JUSTICE LEAGUE

## TASK FORCE™



GENESIS™

SUNSOFT™

Acclaim®

entertainment, inc.



Contact the ESRB at 1-800-771-3772 for more information on game ratings.  
 Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2708.  
 Sega and Genesis are trademarks of Sega Enterprises, Ltd. All Rights Reserved.