SEGA™

GAME GEAR™



JUDGE DREDD™

INSTRUCTION MANUAL

JUDGE DREDD™

Acclaim® entertainment, inc.

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

TEEN

AGES 13+

OFFICIAL SEGA SEAL OF QUALITY

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™ GAME GEAR™ SYSTEM.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ 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.

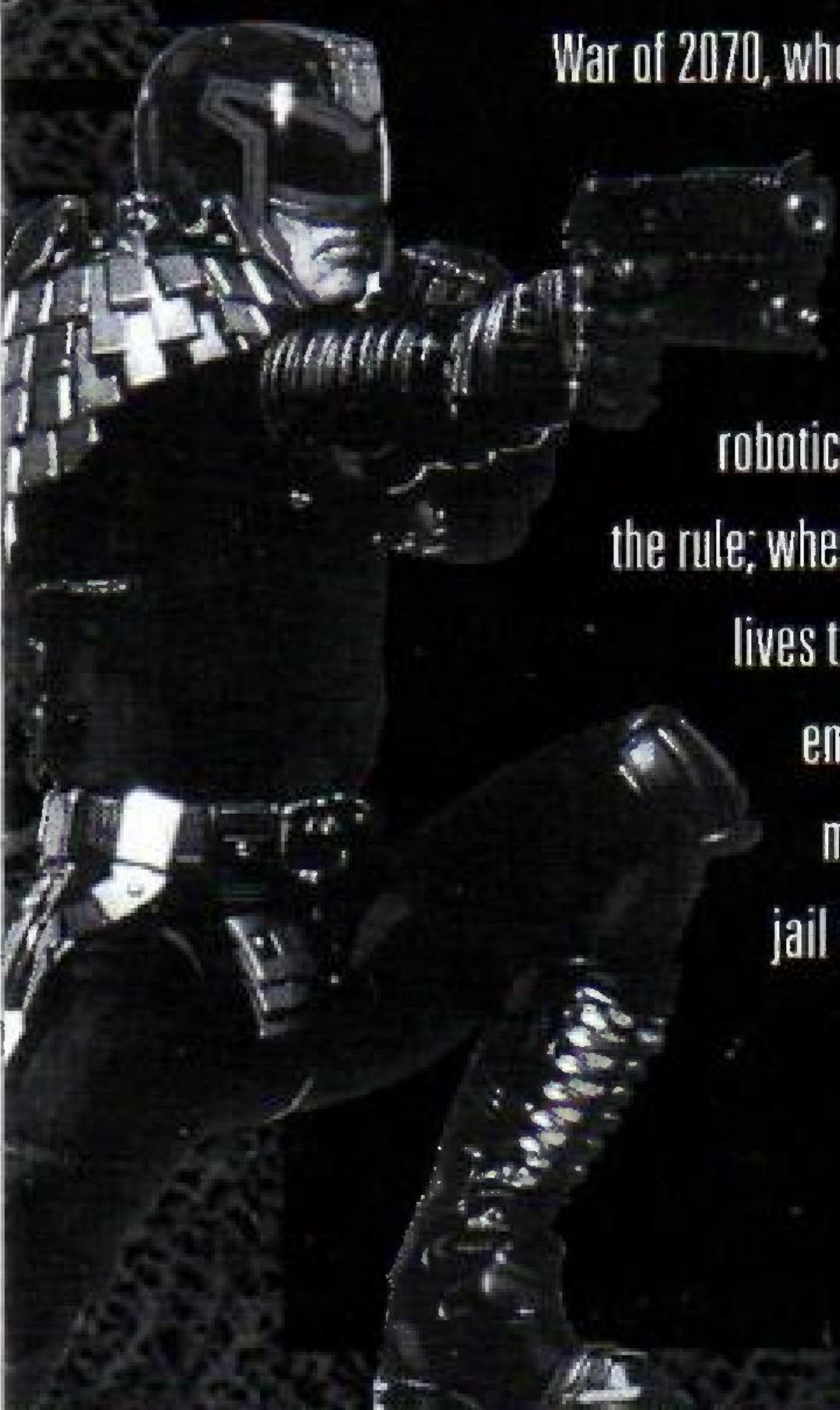
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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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.

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 where 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 A.D., 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.

BEFORE YOU BEGIN PATROL...

1. Make sure the power switch is OFF.

2. Insert the JUDGE DREDD™ Game Cartridge as described in your SEGA™ GAME GEAR™ instruction manual.

3. Turn the power switch ON.

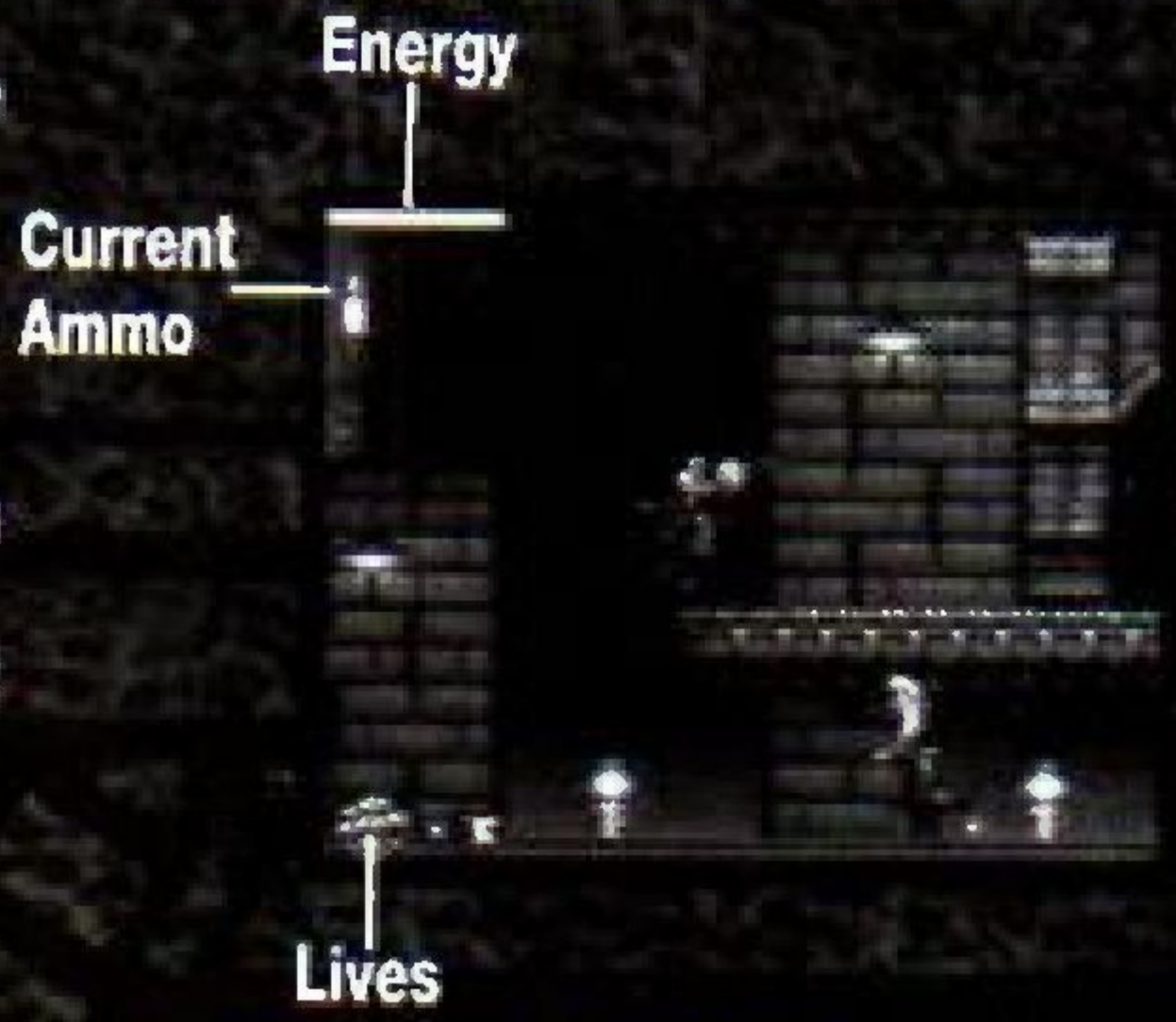
When the JUDGE DREDD™ title screen appears, pressing the START BUTTON will bring you to the options menu, where you may use the D-BUTTON to highlight and the START BUTTON to select from the following options:

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 START 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, press UP or DOWN on the D-BUTTON to scroll through/ highlight the desired letters. Press RIGHT on the D-BUTTON to enter letters. Press LEFT on the D-BUTTON to go back over a letter. 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 bottom left of the screen. When he loses a life, if he has any remaining he will restart the game where the life was lost.



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, destroying a boss, etc. His score appears at the end of each level. 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:

MOVING

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

RUNNING — To Run Left or Right, Tap LEFT or RIGHT twice on the D-BUTTON.

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

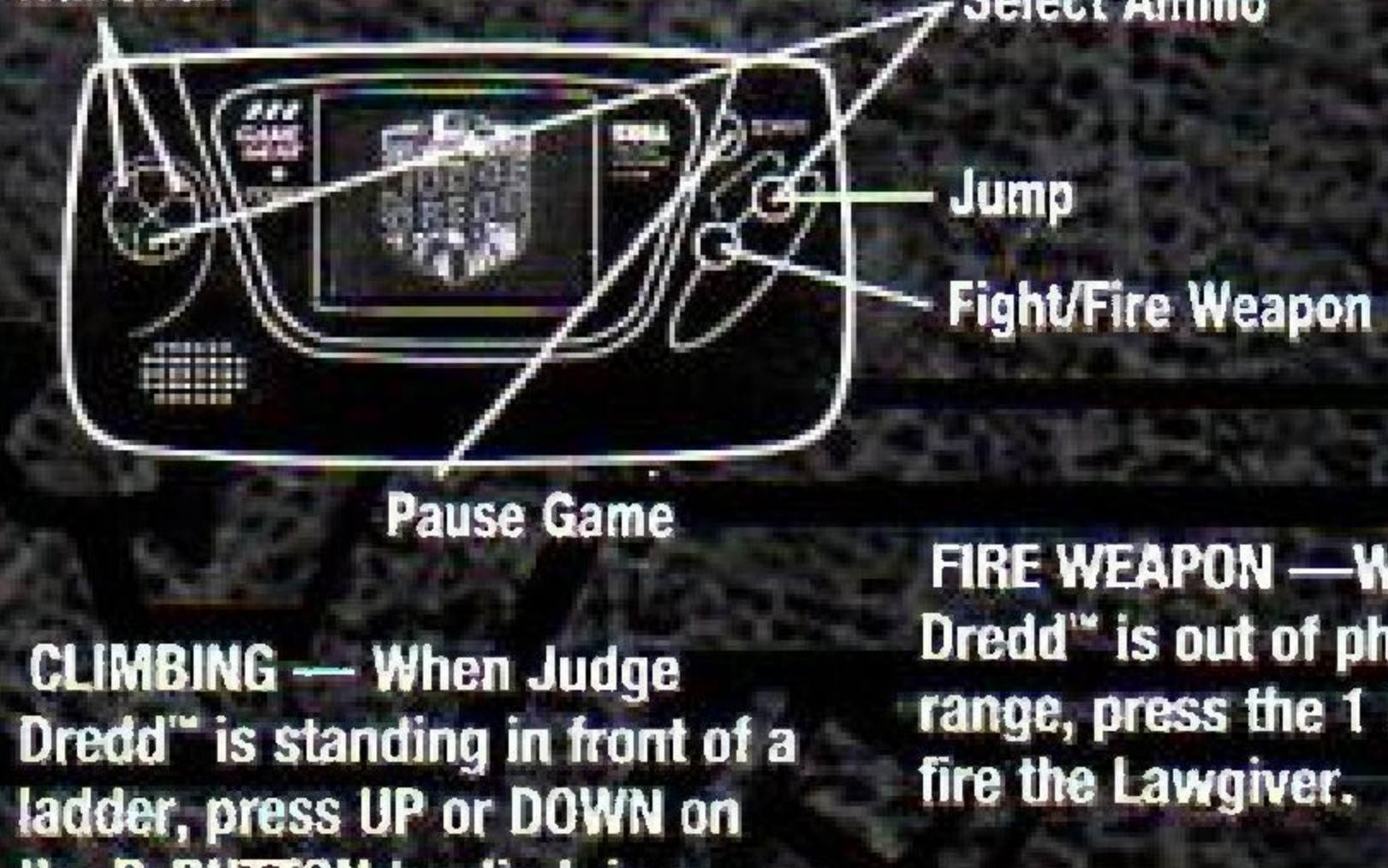
CROUCHING — Press DOWN on the D-BUTTON to crouch.

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

JUMPING — Press the 2 BUTTON to jump. Press the 2 BUTTON and LEFT, DOWN or RIGHT on the D-BUTTON to jump in those directions.



Controls



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.

FIGHTING

PUNCH — When Judge Dredd™ is close to an enemy, press TOWARDS + 1 Button to Punch.

KICK — When Judge Dredd™ is not close enough to an enemy to punch, press the 1 Button to kick.

FIRE WEAPON —When Judge Dredd™ is out of physical range, press the 1 BUTTON to fire the Lawgiver.

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

ARRESTING & SENTENCING PERPETRATORS

Judge Dredd™ can mete out justice in either of two ways, Arresting or Sentencing. Some lawbreakers 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 his arms are raised in surrender.

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 1 BUTTON to fire the Lawgiver. Judge Dredd™ MUST select which ammunition he wishes to fire by pressing the DOWN + the 2 BUTTON to cycle through his available supply to the desired ammunition. Ammo can also be cycled through when the game is paused. 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 fire-ball 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 shell: it fires two Heat Seeker Shells at one time.



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!

ENERGY ICON — Collecting this 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.



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 Halls 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 level where the disk is collected.



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 7 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.



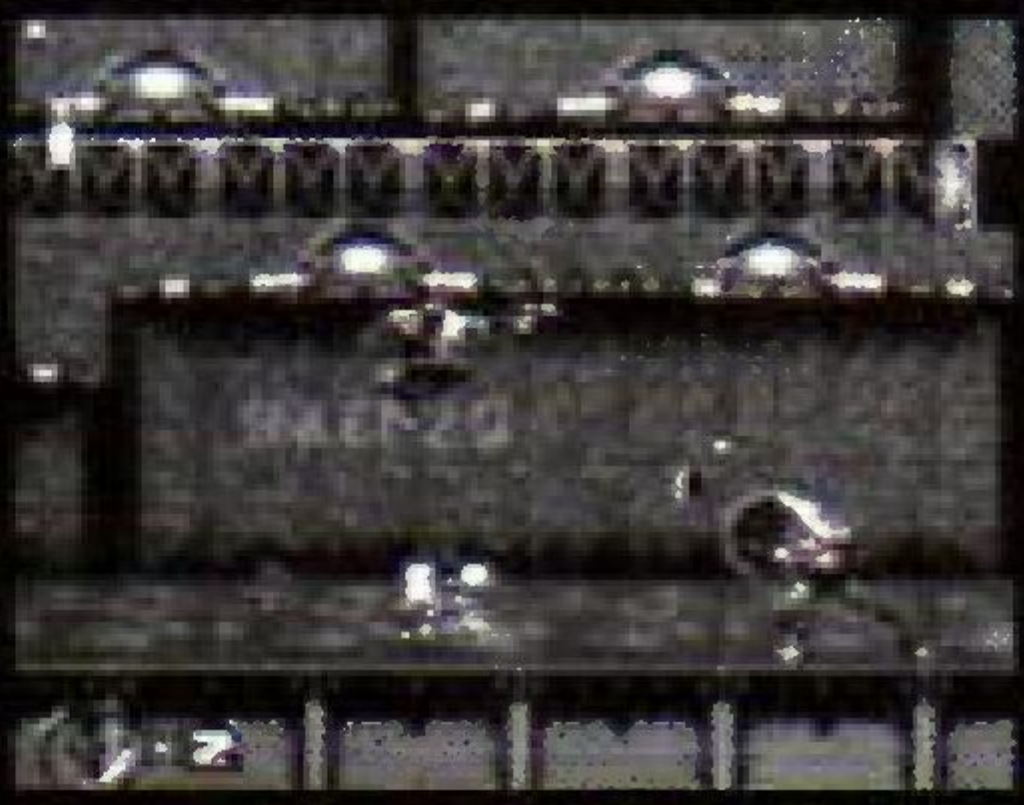
Arriving back at the Hall of Justice following the Block War, Dredd learns of the riot. As the foremost Judge in service, Judge Dredd™ is dispatched to quell the riot. Dredd's primary objective is to close all security doors (using the computer consoles) to prevent further escapes. His secondary objective is to see that all hostages are freed unharmed.

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 manages to escape. His primary objective is to find Judge Fargo and seek his wisdom. Once he has done so, his primary objective will then be to find the Book of Law, which will help him prove his innocence. His secondary objective is to Arrest or Sentence all perps.



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 that it was Rico's DNA on the Lawgiver that killed Hammond! It's clear to him 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

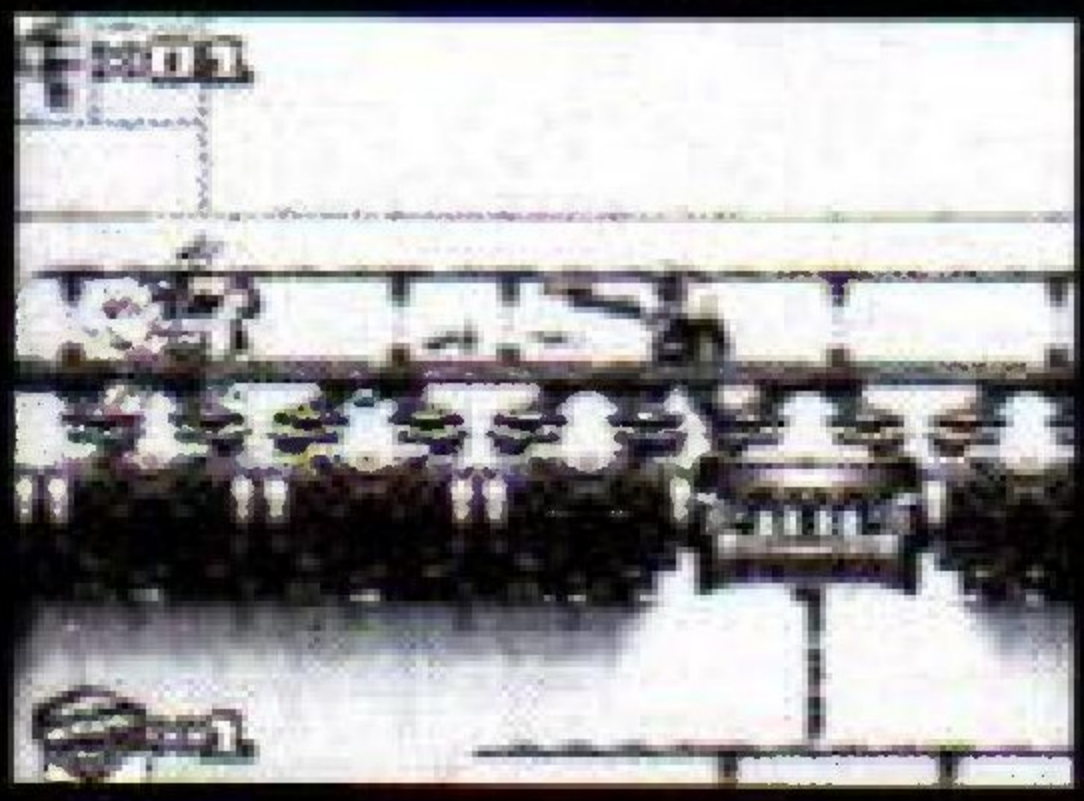
Fully armed, Dredd's primary objective is to reach the Council Chamber in order to convince the Council of Judges of his innocence. His secondary objective is to avoid or disarm any Judge Hunters in the Hall. He enters the Hall of Justice only to find that the



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!

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 all of the ABC Robots to gain entrance to the lab.

DESTROY 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 and stop the cloning operation. Then Rico challenges Dredd to a Judge vs. Judge battle to the finish—with the future of the justice system in the balance!



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Acclaim® Hotline/Consumer Service Dept. (516) 656-2000

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JUSTICE LEAGUE TASK FORCE™

DC™

LOOK FOR

KIDS TO ADULTS

AGES 6+

SUNSOFT™

Acclaim entertainment inc.



The Man of Steel vs. The Dark Knight!!!



It's a bird! It's a plane! It's Supermen?!!!



Wonder Woman lassoes Despero!

GENESIS™ GAME GEAR

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