
PlayStation
NTSC U/C
PlayStation
JUDGE DREDD
LOAD YOUR LIGHT GUN
AND LAY DOWN
THE LAW
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00630
1000300.221.US
Gremlin
INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

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, including games played on the PlayStation game console, 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

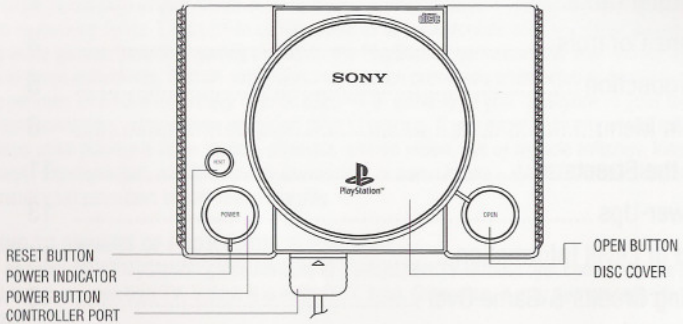
HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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STARTING UP



- Set up your PlayStation™ game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Judge Dredd disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

GAME CONTROLS

LIGHT GUN

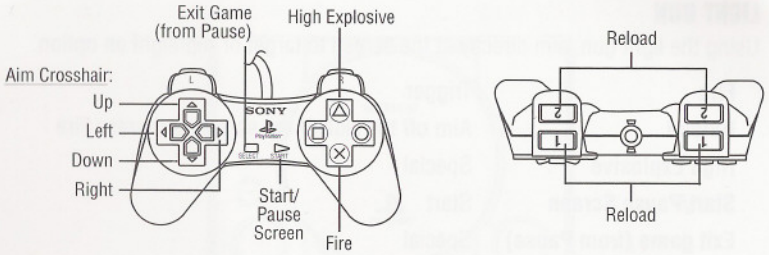
Using the light gun, aim directly at the screen to target or highlight an option.

Fire	Trigger
Reload	Aim off the side of the screen and press Fire
High Explosive	Special
Start/Pause Screen	Start
Exit game (from Pause)	Special

Light guns work best when pointed directly at the monitor in a room with low ambient light. Check that the light gun is calibrated properly for the game (refer to Controller Calibration on page 10). It can also help to adjust the brightness and contrast on your monitor if the results are erratic or inaccurate.

Judge Dredd supports only PlayStation licensed light guns and other peripheral devices. Guns and other devices that are not officially licensed by PlayStation may not be fully compatible and you may experience decline in performance. Look for the PlayStation logo on officially licensed peripherals.

STANDARD CONNROLLER



To select menu items use the **Directional Buttons up/down** to highlight the option you want to select and press the × button to accept.

There are two different control devices available which can be used throughout the game. Ensure that the device you are using is connected to the PlayStation and operating correctly.

GAME RESET

To abort the game, press the **Start** button to pause the game and display the pause menu. Press **Select** on controller or **High Explosive** button on the Light Gun. Choose **Quit Game** from this menu, and then highlight and select **Yes** to return to the Main menu screen.

INTRODUCTION

The time is the 22nd Century.
The place is planet Earth. Most of the world's population is concentrated in vast megacities. Outside, danger lurks, aliens and muties prowl.

Within these cities there are no police, no trials and no juries, only the Judges. With the power of instant sentence, a Judge's courts are the streets and a Judge's word is the law. Their duty is to seek out lawbreakers wherever they may be found and to administer justice, without mercy or favor. This is the world of *Judge Dredd*.



Tech Judge Bean has escaped from the prison moon Titan and he's looking for revenge. Together with an army of androids and a deadly arsenal of weapons, he wants you to make the first move. He wants you, *Judge Dredd*, to go in and try to stop him.

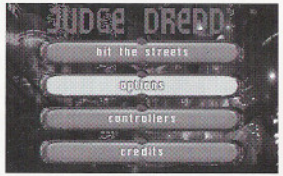
You must battle through the dangerous city to catch Tech Judge Bean. The Judge's standard-issue gun is a deadly, multifaceted hand weapon with automatic focus and targeting, that uses a computer capable of controlling its operation. It has the ability to fire standard bullets, armor piercing bullets, heat seekers, and high explosive devices. This is the Lawgiver.

MAIN MENU

When you first load the game, you will be presented with the Main menu, which contains various options and settings available for the game. To operate these menus, you can highlight the item you wish to use by aiming the light gun directly at it. Alternatively, you can use the D-Pad directional button to move the highlighter bar. Pressing × will then select the highlighted option (refer to Game Controls on page 3 for details about the different control devices available). Within each of these menu screens you will be presented with a variety of options that will either display another screen, or allow you to adjust certain game settings.



Some of these options use a dial to indicate their current setting or level. This can be increased and decreased, by highlighting and selecting the **plus** or **minus** (+/-). The current levels of these options are indicated by the dial at the center of the option bar. The other options operate as an On/Off switch. These can be switched by highlighting and selecting either **On** or **Off**. Their current setting is displayed within the central red bar. To exit back to the Main menu, press △.



If the game is left on the Main menu for a while, it will automatically start demo mode. To exit demo mode and return to the Main menu, press any button on the controller or light gun.

HIT THE STREETS

Highlighting and selecting this option will exit the Main menu and start the game, see Hit The Streets on page 11 for full details.

OPTIONS

On this screen are several game preferences that can be adjusted. Highlighting and selecting the Sound or Video menu bars will take you into new menu screens with further options that you can adjust.



Sound

Highlighting and selecting the Sound option will present you with the following options:



- **SFX Volume** – Highlighting and selecting the plus or minus (+/-) buttons will adjust the level of this dial and alter the sound effects volume.
- **Music Volume** – Highlighting and selecting the plus or minus (+/-) buttons will adjust the level of this dial and alter the music volume.

- **Stereo On/Of** – Highlighting and selecting the On or Off options will switch between stereo and mono sound.
- **Music On/Off** – Highlighting and selecting the On or Off options will switch the music on or off.

Video



Highlighting and selecting the Video option will present you with another screen:

- **Screen Centering** – This option will take you into another screen where you can adjust the position of the game display on your monitor. Highlight and select the arrows to adjust the horizontal and vertical position of the display. Once you have finished, press High Explosive to exit.
- **FMV On/Off** – Highlighting and selecting the On or Off options will switch the full motion video to either on or off.
- **Shake On/Off** – Screen shake occurs when you are hit by enemy fire. Highlighting and selecting the On or Off options will switch screen shake on or off.

Difficulty Level

There are three options for selecting the difficulty level of the game. You can choose between either Easy, Medium, or Hard. Changing the difficulty level will adjust the standard of the power-ups that can be collected throughout the game. As this level is set higher, the effect of the power-ups will become less. The enemies are also affected by this setting. For example, as the difficulty level is set higher, the enemies become more powerful and require many more hits to be destroyed! The difficulty level is set to Medium when you load the game, unless alternative settings have already been saved to a memory card.

Save Status



This option allows you to save all of your scores and settings to a memory card. Ensure a memory card is inserted into memory card slot 1. Memory card slot 2 is not used in this game. When you highlight and select this option, you will be presented with the question "Are you sure you wish to save?" and two further options:

- **Confirm Save** – Highlight and select this option if you wish to store the game details onto a memory card. If you have saved to the same memory card before, you will be asked if you want to overwrite the previous save information. Highlight and select Yes if you want to overwrite the old file, otherwise highlight and select No to cancel the operation and return to the Options menu.
- **Cancel Save** – Highlight and select this option if you wish to cancel the save action and exit this menu.

All of the information stored on the memory card will automatically reload next time you play *Judge Dredd*.

Warning: Never remove or insert memory cards during saving, loading, or formatting. Make sure there are enough free blocks on your memory card before commencing play. Refer to the instructions supplied with the memory card for more details.

CONTROLLER CALIBRATION

By highlighting and selecting the Controllers option, you will be presented with a screen for setting the control device for each player. The game will automatically detect what type of device is connected to each controller port of the PlayStation.

- **Light Gun** – If a light gun is connected, there will be an option labelled Gun Calibration. Highlighting and selecting this will take you into the calibration screen. To calibrate the light gun, you must aim and fire at the white squares. Firstly shoot the white square in the top left corner five times. Then shoot the white square in the bottom right corner five times. Once this is completed you will be presented with a screen showing the test marker for the light gun. If you are satisfied with the settings, highlight and select the **Accept** option, otherwise you can press **High Explosive** to cancel gun calibration.



- **Controller** – If you are using a controller, there will be an option labelled Controller Calibration. Within this screen are two further options: Controller Speed and Test. The current controller speed is indicated by a circular dial. This can be increased or decreased by highlighting and selecting the plus or minus (+/-). As you adjust this setting, the speed of the crosshair within the game will be adjusted accordingly. Highlighting and selecting Test will present you with a screen displaying a cursor which is operated by your controller. Pressing the × button will exit this screen. Once you are satisfied with the changes, press Δ to exit back to the Main menu.

Warning: It is advisable that you do not insert or remove any peripherals once the power is turned on. A controller or light gun must always be inserted into controller port 1 in the console while playing the game.

CREDITS

Lists all the punks who made this game.

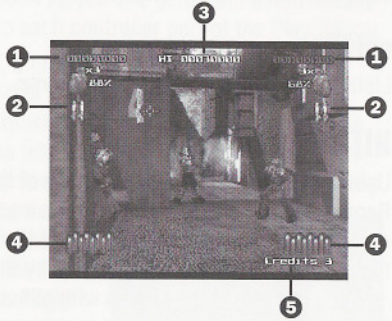
HIT THE STREETS

Using the Lawgiver gun, kill as many of the enemy androids as possible. Remember to destroy the gun turrets and combat vehicles that you will also encounter along the way. Just ensure that you don't hit any innocent people in the crossfire! They can be identified by their panicked waves as you blast away!

You can aim at the targets with either the light gun or the crosshair, then use Fire to shoot. The High Explosive action provides you with a short sharp blast, that will destroy most enemies in a single shot. Use these sparingly though, as you will only have one charge to start with. Extra charges can be picked up along the route, as well as the other bonuses. Some light guns are fitted with an Autofire option, but that's cheating and The Judge don't cheat, so we're not going to let you use it! Don't worry though, you can collect power-ups for your weapon, such as Scatter, Rapid Fire, and Heat Seekers!

Remember to reload your weapon as you progress, otherwise you can find yourself having very little effect on the situation. But be careful, over using the reload action can cause the Lawgiver to jam!

There is certain information displayed on the screen throughout the game, to inform you of your progress:



❶ Player Status – This gives you information about your score, number of lives, and your percentage of health remaining.

❷ High Explosive – This shows how many High Explosive charges you are carrying (if any). Extra charges can be collected as you move through the stages.

❸ Current High Score

❹ Bullets and Weapons – This displays the type of weapon currently in use and the amount of ammunition currently available. Remember to use the reload feature if you exhaust your current ammunition.

❺ Credits – This shows the number of credits remaining for the current game. The limited number of credits allows you to continue the game once all your lives have been lost. When you have lost all of your lives and used all of the credits, then you will receive a Game Over message and must restart from level one.

POWER-UPS

Throughout the game, there are background items to shoot as well as the enemies themselves. Destroying different parts of the background will reveal power-ups, which can be collected with a good shot. The power-ups available are:


This is the High Explosive weapon. It gives a short blast that can destroy most things on the screen.


Doubles your ammo so you can fire sixteen shots before reloading.


Scatter with automatic reload. Fires eight shots in a scattered pattern, so you can fire without perfect accuracy.


Armor Piercing Bullets which cause twice as much damage.


Rapid Fire Automatic Gun. Just hold down the trigger and reel off the bullets!


Heat Seeking Bullets which can be fired without being perfectly aimed at their target.


Creates a temporary shield, which can absorb any shots fired at you.


The Medi-Kit will restore your health to 100%.


Provides you with one extra life. You will also recieve an extra life for every 50,000 points.

END OF LEVEL INFORMATION

At the end of each stage you will be presented with a series of details about your performance. This will detail:

Perps Killed Adds a bonus of 100 points to your score for every perpetrator killed. If every perpetrator is killed, then you will receive an additional bonus of 1000 points.

Perps Missed Deducts 50 points from your score for every perpetrator that escaped.

Bonuses Missed Displays the bonuses and power-ups that were missed in the stage. If you collect them all, you will be awarded an extra bonus of 500 points.

Shot Accuracy Percentage of your shots on target. You will receive 10 points for every percent of accuracy. If you score over 70%, you will receive 1000 bonus points and one High Explosive charge, but if you score over 90% accuracy, you will be awarded 2000 bonus points and an extra life!

Destruction Bonus You will receive 10 bonus points for every shot of damage to the background.

Streak Bonus Bonus Crystal for accurately killing a number of enemies without missing a shot. Hit five enemies for a Red Crystal (500 points), eight enemies for a Green Crystal (1000 points) and twelve enemies for a Blue Crystal (2000 points).



If you wish to skip the end of stage information and continue, press ×. It is also possible to adjust some of the game options before continuing with the next level. By using either High Explosive on the light gun, or the **Select** button on the controller, you can return to the Main menu. From here, you can adjust the game settings, or use the memory card options. Refer to the Main menu section on page 6 for details. When you have finished with the Main menu, you can return to the same point where you have just left off, by selecting **Return To The Streets.**

PAUSE MODE

Using the Pause action will freeze the game in its current position. To continue this game, use the Pause action a second time. Once in Pause mode, you can also quit and exit back to the Main menu. Using either High Explosive on the light gun, or the **Select** button on the controller will present you with the question "Are you sure you want to quit?" If you do want to quit the game and exit back to the Main menu, highlight and select **Yes**. If you wish to cancel and continue from where the game was paused, highlight and select **No**. Please note that you cannot pause the game during the last few seconds of any stage.

THE FULL MOTION VIDEO

Much of the story is told through the video (FMV) sections. These can be skipped at any time by using Fire or the Start button, or they can be switched off in the Video menu.

USING CREDITS & GAME OVER

When you lose all of your lives, you will receive a prompt asking if you would like to continue and given ten seconds to make your choice. If you do want to continue, just press the Start button, otherwise just allow the timer to reach zero. Once you have run out of credits, you won't be allowed to continue any further and must restart.

HIGH SCORE TABLE



If you have achieved a high enough score, you will be asked to enter your name into the high score table. To key in your name, highlight and select the letters you wish to enter. If you make a mistake, highlight and select the back arrow to delete the last character entered.

Once you have finished entering your name, highlight and select the return arrow in the bottom right corner. You will then be presented with the full high score table containing your results. If you don't wish to enter your name on the table highlight and select the return arrow. After you have seen the high score table you will be returned back to the Main menu.

TWO-PLAYER MODE

In two-player mode, player one must operate all of the options and menus, then highlight and select **Hit the Streets** to start the game. Once started, a prompt will appear in the top corner of the screen instructing player two to press Start. If player two then presses Start, he or she will join player one in the action!

Player one's details are on the left half of the screen, while the details for player two are on the right. This includes all of the same information as for a one-player game, except that the reload message will appear on the left for player one and on the right for player two. As well as this, both players must share the limited number of credits and the overall difficulty level of the game is increased.

While there are plenty of bonuses to collect throughout each level, it isn't just a matter of "the first to shoot it, gets it." If one player collects a bonus it can be seen floating down to that player, but if the other player shoots the bonus, the bonus switches sides and becomes theirs. That is, if the other player doesn't shoot the bonus again before it reaches the bottom of the screen!

Time for work, *Judge Dredd*...



GREMILIN CREDITS

Producer	Steven Zalud
Lead Programmer	Jim Tebbutt
Lead 3d Artists	Syd Franklin
	Dave Lewis
Character Models and Additional Graphics	Matt Sandford
	Nick Tipping
	Mick Hirst
Front End Programmer	Alex Ferrier
Additional Programming	Phil Rankin
	Paul Hiley
	Jacob Habgood
Motion Capture Engineers	Mick Sheehan
	Rob Millington
	Tony Wills
Capture Artists	Alex Kelly
	Brian Aiken
Product Support	Rob Millington
	Simon Short
In-Game Sound Effects	Raymond Usher
In-Game Music	Stuart Ross
Background Sound Effects	Allan Walker
Manual	Richard Cartwright
	Martin Calpin
Artwork	Simon Bizley
Artwork Digital Manipulation	System 23
Localization	Sarah Bennett
Software Manager	Tim Heaton
Creative Manager	Pat Phelan
QA Manager	Carl Cavers
Test Supervisor	Jon Watson
Test Support	James McCarthy
Lead Tester	Julia Sturman
Testers	Stephen Woodward
	Matt Tuckett
	Eric Booker
	Travis Ryan

FMV Cast

Judge Dredd	Richard Waters
Royston Bean	Christopher Wilkinson
The Mayor	David Frederickson
Chief Judge	Marc Finn
Control Judge	Tina Pelini
Bodyguard	Ade Carless
Litter Geek	Ricki Martin

FMV Crew

Editor, Producer & Director	Alan Coltman
Director of Photography	Mark Clayton
Camera Operator	Darren Mills
Scriptwriter	Alan Coltman
Music	Pat Phelan
Costume Stylist	Jon Musson
Make-up Designer	Abigail Graves
Make-up Assistant	Judith Crowe
Prop Construction	Nik Hull
Live Special Effects	Cyberteknix
Graphics & Storyboards	Les Spink
Production Assistance	Ade Carless
	Steve Zalud
	Keith Dando
Digital Special Effects	Darren Mills

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