



© 2003 Rebellion. The Rebellion logo, 2000AD logo, Judge Dredd and associated characters, objects and locations are trademarks or registered trademarks of Rebellion A/S in the U.S. and/or other countries. All rights reserved. Developed by Rebellion. This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2002 GameSpy Industries, Inc. All rights reserved. Uses Bink Video. Copyright © 1997-2003 by RAD Game Tools, Inc.

# Introduction

Welcome to Mega-City One, a city of over 400 million people - every one of them a potential criminal. It is the third decade of the 22nd Century, unemployment is widespread, boredom is universal and only the Judges can prevent total anarchy. Empowered to dispense instant justice, they are Judge, Jury and Executioner all in one. The most feared and respected of all the Judges is you, Judge Dredd.

Patrol the streets and mete out instant justice wherever it is needed. The Psi-Judges are predicting a terrible plague – is this the sudden outbreak of Vampires on the city, and are they the work of the malevolent Dark Judges?

## The Main Menu

### Story

This allows you to play through the chapters either in Single Player or Split-Screen Co-op play. When you complete a chapter, a new chapter will be unlocked until the game is complete.

Select the chapter you wish to play, the default is the latest unlocked chapter. Please note that you can only play a chapter at the difficulty setting equal to or less than the previous chapter's difficulty setting.

In Co-operative play, you can play through the Story mode with a friend. Player 1 plays as Judge Dredd in the top half of the screen, whilst Player 2 plays as Judge Rico in the bottom half of the screen.

### Arcade

Other than the Arcade games available at the start, you can unlock further games by getting a high Ranking in the Story mode.

Getting a high Ranking in Arcade games unlocks Cheats that can be used in Story mode.

### Multiplayer

Choose this option to join or create a game played over a network against live opponents. You can also play on your own against a number of computer bots.

### Options

You can change the Controls, Audio and Video options, as well as view the Credits.

You can also select Cheats here.

Be warned: Cheats cannot be used to progress to the next level in story mode, or to increase your end of chapter Ranking Score.

# Default Keys

These keys can be changed in the Options Menu.

## Move

Walk Forward	W
Backpedal	S
Step Left	A
Step Right	D
Jump	Space
Crouch	Shift

## Attack

Fire	Mouse 1
Melee	Mouse 2
Previous Ammo type	Mouse Wheel Up
Next Ammo type	Mouse Wheel Down
Primary Weapon	1
Secondary Weapon	2
Reload	R
Drop Weapon	G
Zoom	Mouse 3
Grenade	Q
Toggle Console	`

## Other

Challenge	E
Action (Use, Arrest, Request)	F
Objectives	O
Pause/Menu	Esc
Show Scores	Tab
Talk (Broadcast)	T
Team Talk	Y
Talk (Individual)	U

Remember: If a player's name has a space in it, such as Judge Dredd, you will need to add quotation marks around the name when talking to them, E.g. Tell "Judge Dredd".

# The HUD

When wearing the Justice Helmet, the visor's Heads Up Display (HUD) is activated.



- |   |           |   |                  |
|---|-----------|---|------------------|
| A | Health    | F | Ammo Bar         |
| B | Medi-Paks | G | Magazines        |
| C | Armour    | H | Grenades         |
| D | Law Meter | I | Primary Weapon   |
| E | Ammo type | J | Secondary Weapon |

A Health

Your health bar starts at full. If it drops to zero and you have no Medi-Paks, you will die.

B Medi-Paks

You can hold up to 3 Medi-Paks. You may come across one of these whilst patrolling the streets or you may be given one by a Med-Judge. They are automatically used when your health runs down. You keep Medi-Paks from one chapter to the next.

C Armour

Your body armour has limited self-healing powers thanks to a layer of Nanite technology: If your armour rating drops, just try to stay out of trouble for a few seconds and it should repair itself.

D LawMeter

Measures how well you are doing as a Judge upholding the law.

E Ammo Type

The display indicates the ammo type selected.

F Ammo Bar

Displays how much ammunition you have remaining in your magazine.

G Magazines

Number of magazines available.

H Grenades

Number of Stumm Gas Grenades you have. These grenades incapacitate your victims allowing you to easily arrest them.

I Primary Weapon

This slot can only hold the standard issue LawGiver Mark III. You cannot swap this weapon for another one.

J Secondary Weapon

When you pick up a weapon, it goes into this slot. You can change this weapon for another one by walking up to a weapon on the ground and pressing Action.

# Ranking System

Depending on your final end of chapter score, you will receive a rank from:

Cadet  
Rookie  
Street Judge  
Senior Judge  
Judge Dredd.

You cannot get a Judge Dredd rating if you have any unlawful deaths – In this case you will be awarded the rank below Judge Dredd.

Your highest rank is visible on the chapter select screen to allow you to try to improve your ranking.

The higher the rank achieved, the greater the number of Multiplayer characters unlocked.

## The LawMeter

Each time you successfully arrest someone, or complete an objective, your LawMeter goes up. Whilst there's no such thing as an innocent civilian, the LawMeter may not register an increase for very minor offences, e.g. illegal imprisonment of a goldfish.

Remember that your final rank at the end of the chapter is based in part on your final LawMeter reading, so try to keep it as high as possible.

Your LawMeter will go down if you harm innocent citizens, or if you attack perpetrators (perps) without challenging them first. Firing Incendiary ammo at normal citizens is frowned upon by the Justice Department, and will result in a sharp drop in your LawMeter. However, use of Incendiary will also devastate the morale of any onlookers, which can be useful if you are heavily outnumbered.

If you commit an unlawful act whilst your LawMeter is at zero, the Justice Dept. will declare you rogue and the Special Judicial Squad (SJS) will come to take you down.

## Challenging & Arresting

There are many ways of arresting perps:

Traditionally, you can walk up to a perp and Challenge them. Unarmed perps are likely to surrender on the spot, but they may pull out a weapon and fight back. Challenging an armed perp may result in surrender if you can surprise them (by sneaking up behind them) or sufficiently weaken their morale. Once someone attacks you, you can legally return fire without worrying about your LawMeter dropping.

Shooting the weapon from a perp's hands will usually guarantee surrender, unless the perp is feeling suicidal, in which case they may attack you with their bare hands. Alternatively, you could use your Stumm Gas Grenades to incapacitate them, making it easy to arrest them.

Once a perp has surrendered you can make an arrest by walking up close to them and pressing Action. It is important to remember that harming a surrendered or arrested perp is an extreme violation of the Law, and will cause a significant drop in your LawMeter.

# Weapons

You can carry up to 2 weapons at a time. By walking over a weapon, you can swap it with your secondary weapon by pressing Action. You can not drop your Lawgiver.

## Justice Division Weapons



### Lawgiver

The Lawgiver MkIII is the standard weapon given to Street Judges, and is capable of firing six different types of ammunition from the same all-purpose magazine. Each type of ammo drains the magazine at a different rate.

The 6 ammo types are:

1. Standard Execution (64 shots per magazine): Your standard bullet, with a fast fire rate and average damage.
2. Armour Piercing (32 shots per magazine): Useful against robots, this bullet goes through all types of metal. So powerful, it can also travel through multiple perps.
3. Ricochet (32 shots per magazine): Very useful in confined areas, the bullet is designed to increase in damage after it has hit a surface. Be careful not to get hit by its rebound!
4. Incendiary (8 shots per magazine): Capable of setting it's target on fire, this bullet is great against vampires and the undead.
5. Hi-Ex (8 shots per magazine): Caution is advised when using the extremely volatile and dangerous "Hi-Ex" round; the splash damage caused by the exploding bullets can just as easily harm those firing as the target.
6. Heat Seeker (8 shots per magazine): Locking onto heat sources is an effective way of hitting your target, unless of course they are undead, in which case they will not be able to find a heat source to target.



### Arbitrator

The Arbitrator shotgun is a terrifyingly effective close range weapon, capable of annihilating even well-armoured enemies. It fires cartridges containing dense shot which spreads on ejection, allowing Judges to take down multiple perp targets if necessary.



### Lawrod Rifle

The Lawrod is an advanced tactical version of the Mark II Lawgiver, with a greater range and accuracy. It can operate in two distinct modes – as a rapid-fire assault rifle or as an extremely powerful sniper rifle. When using the Lawrod you can switch modes by using the Mouse Wheel.



### Stumm Gas Grenade

Stumm gas grenades are a useful tool in the Street Judge's arsenal: the gas vapours your choke and incapacitate perps, making your task of arresting them that much simpler. Press "Q" to throw a grenade. The longer you keep the "Q" pressed, the further the grenade will go.

## Civilian Weapons



### Pistol

Probably the most common weapon on the streets of Mega-City One, the pistol is a good, solid design, enabling even the clumsiest citizen to successfully threaten his enemies. Both light and powerful, the handgun forms the staple of many criminal organisations, particularly in the lower ranks.



### Spit Gun

Has a tremendous rate of fire and so is very effective at close range, but it is not so good over long distance due to its poor accuracy.



### Stump Gun

The stump gun is a rifle-sized weapon that fires cartridges filled with many individual pellets. It is not capable of causing the damage of a traditional bullet or shell-based firearm, but instead throws its shot over a greater target area, potentially wounding several targets at once.



### Grenade Launcher

Fires a powerful grenade which causes explosive damage over a large area. Careful where you point it!



### Las Pistol

Rare due to their sheer expense, lasers are awesome weapons with perhaps only the Justice Department's own Lawgiver matching its raw power as a pistol. The thin beam of coherent light emitted with each shot from a laser pistol is capable of causing serious injury. Popular with perps seeking the ultimate killing-power.



### Las Rifle

Said to be capable of killing even a judge with a single shot, laser rifles are even more expensive than laser pistols, but pack a far more powerful punch. Favoured by killers who prefer to attack at great ranges in order to avoid detection.



# Multiplayer Games

## Terms

A 'Kill' is the point you get when you defeat an enemy.

A 'Loss' is a point deducted from your score due to being defeated by an enemy.

## Blockwar

Two teams must capture the opponents' power generator rooms by running over the TAG POINT and changing its colour to their own. At the same time, teams must protect their own TAG POINTS, recapturing them if necessary. If you have chosen the default setting of "No" to the Reset Tagpoints option, then a team will score a point for every second that they control all the TAG POINTS. If this setting is changed to "Yes", then when a team has all the TAG POINTS, they are rest and the team scores a point.

## Bounty Hunter

Someone's put a 10 million cred bounty on Dredd. One player plays as Dredd, the rest have to hunt him down. Dredd gains points for all the Perps he takes down. If another player kills Dredd, that player becomes Dredd. The winner is the first player to reach the score limit or the player with the most points when the time runs out.

## Deathmatch / Team Deathmatch

Kill as many other players, (or players on the opposing team in Team Deathmatch) as possible whilst trying to avoid getting killed. The person or team which reaches the kill limit first or with the highest score at the time limit is the winner.

Tip: Finding the best weapon is a good way to get the upper hand.

## Elimination/Team Elimination

Same as Deathmatch but each player or team can only die a certain number of times before being knocked out. You can set No Respawn Delay in the options before the game starts which will respawn players after a few seconds without a prompt from the player. This can prevent players from deliberately not restarting.

## Informant

There are 2 teams: an unarmed informant with a Judge protecting the informant, and Perps who have been hired to assassinate the Informant. The Judge must escort the Informant from the Safe House to the Pickup Point. If the unarmed informant reaches the base, that team wins the round. The opposing team win the round if they kill the informant.

## Judges vs Perps

The same as Deathmatch, but Judges start with and can only pick up Justice Dept Weaponry and Perps and Civilians start with and can only pick up Civilian Weaponry (See the Weapons section). Your Team loses a point if you kill a friendly team member.

## Runner

One player is an unarmed Runner, who must survive for as long as possible, scoring a point for every 10 seconds alive. All other players are Judges who cannot score any points as Judges, but if they kill the Runner, they become the Runner. The winner is the player with the most points when the time limit is up.

## Thief

Each player starts with one CREDIT (a credit card) and they drop it when they are killed. Any player can then pick up this CREDIT. If a player is carrying more than one credit, they drop them all when they die. The player who reaches the CREDIT LIMIT wins.

## Umpty Raid

At the beginning of a round the umpty candy 'spawns' in the centre of the map. The game consists of two teams, both of whom must get to the umpty, pick it up and then return it to a drop off point close to their start locations to score a point. The player holding the umpty has an icon on screen to indicate that this player is holding it.

You can set the Umpty Delay in the options before the game starts. If a player who has the umpty is killed, the umpty will remain where it is dropped for a certain amount of time (in seconds) before being respawned.

### **Vampire**

A variation of Elimination in which your health continually depletes and can only be replenished by hurting or killing other players. When the bar reaches empty you lose a life. This mode encourages aggressive play and no camping or hiding.

### **Multiplayer Options**

Once you have selected which type of Multiplayer game you want to play, you'll be able to customise it through the Options. Please note that the options available will vary depending on the game type you select.