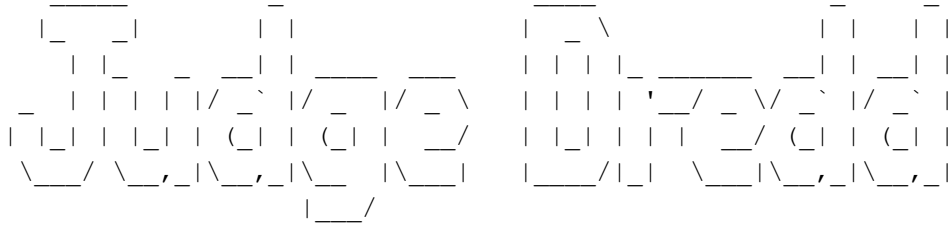# Judge Dredd FAQ

by KeyBlade999   Updated to vFinal on Jun 28, 2012

This walkthrough was originally written for Judge Dredd on the GENESIS, but the walkthrough is still applicable to the SNES version of the game.

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        |             Judge Dredd            |
        |               An FAQ               |
        |           By KeyBlade999           |
        |                                    |
        |        File Size: 10.8 KB          |
        |        Current Version: Final      |
        | Previous Update: 11:59 PM 6/25/2012 |
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                Section Negative One: Donations        **JUDGED_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

                    keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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                Section Zero: Table of Contents        **JUDGED_0**
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                          Section One: Intro   **JUDGED_1**
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Welcome to another FAQ of mine. This one covers the GameBoy game Judge Dredd, a
arcade-style game focused on robots in an apocalyptic society that were forced
to dispense both justice and punishment to maintain peace.

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Yeah, I don't know much to say about this. But try to enjoy.

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                       Section Two: Version History   **JUDGED_2**
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Final - First and likely only version of this FAQ completed.
        11:59 PM 6/25/2012

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                        Section Three: Legalities   **JUDGED_3**
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If you would wish to contact me concerning this or my other FAQs, use this
e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs
message boards.

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| Allowed sites for my FAQs | | Forever-Banned Sites |
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GameFAQs (www.gamefaqs.com)		CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)		www.cheat-database.com
SuperCheats (www.supercheats.com)		Cheat Index (www.cheatindex.com)
		Cheat Search (www.cheatsearch.com)
		www.panstudio.com/cheatstop
		Game Express (www.gameexpress.com)
		Mega Games
		Cheats Guru (www.cheatsguru.com)
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                    Section Four: Controls              **JUDGED_4**
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~~ D-Pad   : Move (Left/Right); move camera or use ladders (Up/Down);
                    crouch and crawl (Down); use with B to aim shots.
~~ A Button   : Jump.
~~ B Button   : Shoot.
~~ Start Button   : Pause/unpause.
~~ Select Button : Cycle through weaponry.
~~ L/R Buttons   : These only have functions on the GBA SP and GameBoy Player
                    ways of playing the game. They will widen/narrow the screen,
                    respectively. Otherwise, N/A.

Also note that A+B+Select+Start is a soft reset combination.


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                 Section Five: Basics of the Game         **JUDGED_5**
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Each platformer-style level will consist of two objectives you are to complete.
You'll be given a set of objectives and a mission briefing prior to the level's
start. Each level is divided into several parts. In each part, you must
complete each objective before being allowed into the next one. To get to the
next level, you'll end up needing to reach the "IN" or "EXIT" sign and press
Up. This is usually at the level's end.

How does one complete these objectives? They often consist of, for example,
beating enemies or destroying certain things or rescuing hostages. Some of
these things are simply things you can run into and finish (freeing hostages).
Destroying certain things requires powerful weapons. Beating enemies can need
you to use strategy to survive the fight. Sometimes, you'll need to use a
computer terminal to, for example, close doors; you'll find the computer and
press Up on the D-Pad for that.

What are your weapons? You have an unlimited amount of shells. Then there are
ricochet weapons that bounce around, exploding grenades, explosives,
incendiarys, armor-piercing ammunition, and homing missiles. While you don't
ever need a refill for your shells, you'll need some other ammo during some
levels to, for example, destroy objects.

Enemies? Enemies are usually basic foot soldiers with no true AI -- their goal
is to come at you and shoot and use very little strategy. Some are more
powerful and more enduring than others.

Pickups will come often. Mostly, you'll see weapon ammunition pickups, which
are quite obvious. Sometimes, you'll see a heart that will refill some of your
health gauge, found in the top-left corner; if it empties, you lose a life. On
very rare occasions, you'll find badge pickups that give you an extra life, and
you'll sometimes find jetpack pickups, which allow for lengthy jumps, but you
will only be allowed to use them for so long. Finally, you may find crosshair
pickups, which are invincibility pickups.

Anything else? Well, spike pits are often found, allowing you to take damage
while on them. Sometimes, vents will expel hot air; stuff like that can't be
destroyed and must be merely avoided. You may be able to go through walls in
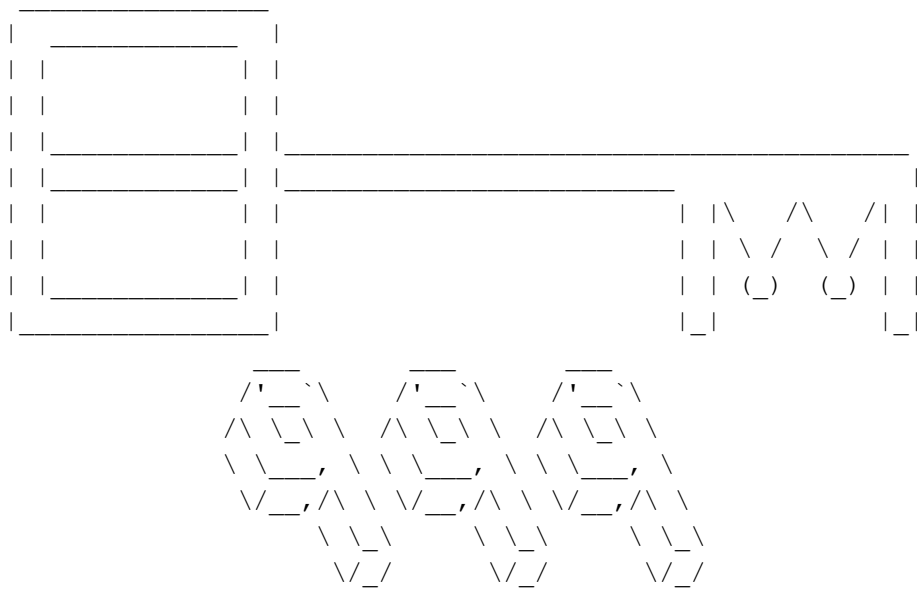some levels.

Finally, there is a scoring system in the levels. It is based on accuracy and

the completion of your objectives, I believe. The game claims to give you some
passwords, but I'm fairly well into the game and haven't received a single one,
leading me to think that this is just an arcade-style endurance experience for
points rather than completion of the game. Some elements of the levels are
somewhat randomized, which is why I can't really provide a decent walkthrough,
because my directions have the potential to be wrong.

I think that's all. Good luck.

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|                       This is the end of KeyBlade999's                      |
|                          FAQ for the GameBoy game                           |
|                              Judge Dredd.                                    |
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