



JUDGE DREDD

DREDD VS DEATH

INSTRUCTION MANUAL

EmuMovies



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

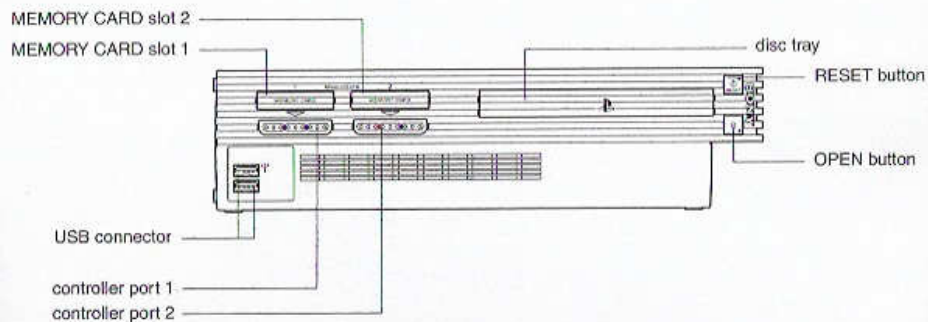
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GETTING STARTED

PlayStation®2 [front panel]

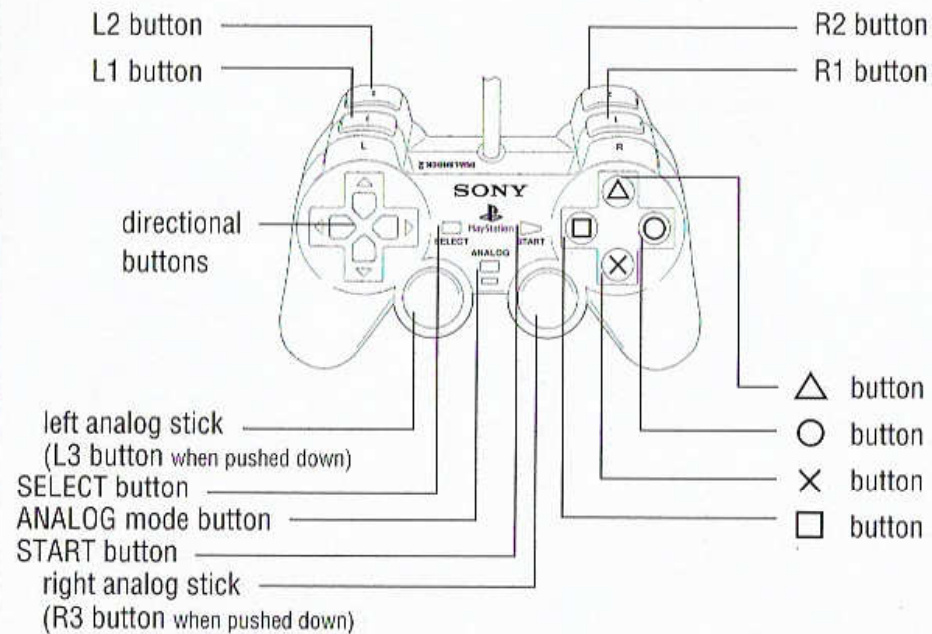


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the /RESET button. When the indicator is green, press the button. The disc tray opens.
4. Place the Judge Dredd: Dredd versus Death disc on the disc tray with the label side facing up. Press the button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. If you want to save your progress in the game, make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Ensure that you have at least one (DUALSHOCK®2) analog controller connected.

ANALOG CONTROLLER (DUALSHOCK®2)



3-4 PLAYER MULTIPLAYER MODE

A Multitap (for PlayStation®2) (sold separately) will allow up to four people to play at the same time. Insert the multitap (for PlayStation®2) into controller port 1, then connect Player 1's controller to controller port 1-A on the multitap (for PlayStation®2). Player 2, 3 and 4 should then connect the controllers to controller port 1-B, 1-C and 1-D respectively.

To be able to save or load Profiles or game settings, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1-A.

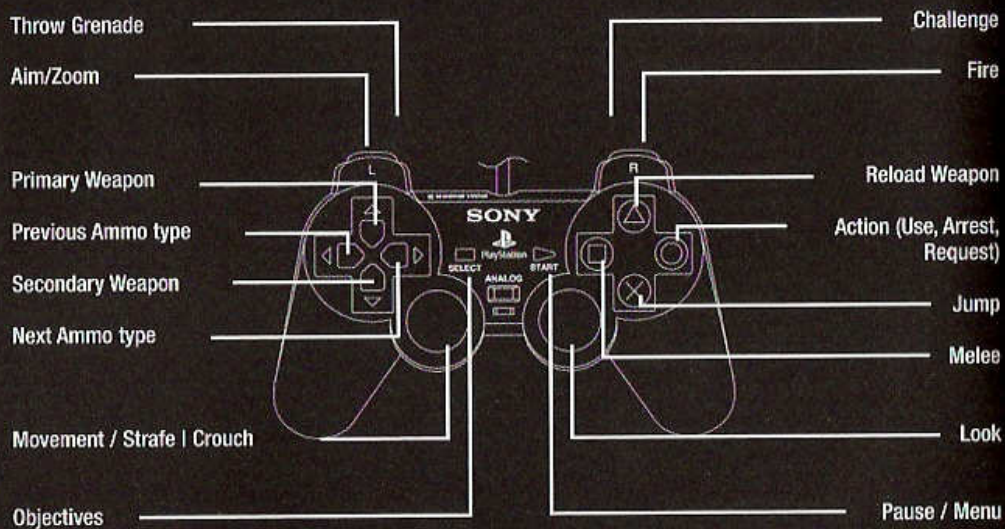


INTRODUCTION

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.

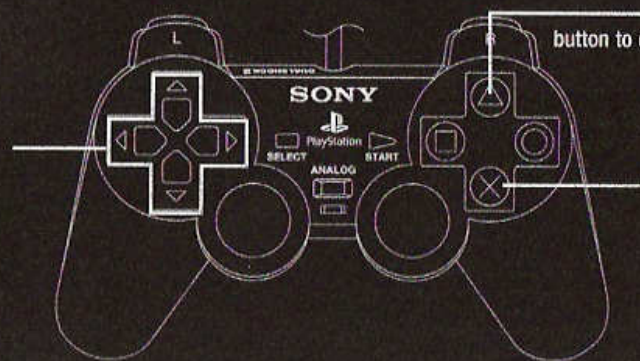
Patrol the streets and mete out instant justice wherever it is needed. The Psi-Judges are predicting a terrible plague - is this the sudden outbreak of Vampires on the city, and are they the work of the malevolent Dark Judges?

CONTROLS CONFIGURATION



MENU CONTROLS

Use the directional buttons to highlight the desired option.



SELECT PROFILE

TO START A NEW GAME

To create a new player, select New Profile. Enter the player name using the directional buttons on the virtual keyboard. If you make a mistake you can delete the previous character by selecting "DEL". Select "ABC" to access lower case letters. Select "END" once the player name is complete to save your profile.

TO LOAD A SAVED GAME

To load an existing profile, ensure that you have the relevant memory card (8MB) (for PlayStation@2) inserted into MEMORY CARD slot 1. A list of player profiles contained on this memory card (8MB) (for PlayStation@2) will load and be displayed automatically. The option "Check for Saved Profiles" will reload the data, if a memory card (8 MB) (for PlayStation@2) was replaced or inserted into MEMORY CARD slot 1.

Highlight the player profile you want to load and press the X button to continue.

Note: A self-running demo will start from the title screen after a short time of inactivity. To exit out of the demo at any time, press the X button or O button.



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. Use the left or right directional buttons to scroll between available chapters, and the up and down directional buttons to select the difficulty mode. 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 Split-screen co-operative play, you play through the Story mode with a friend. The (DUALSHOCK®2) analog controller in controller port 1 plays as Judge Dredd in the top half of the screen, whilst the (DUALSHOCK®2) analog controller in controller port 2 plays as Judge Rico, in the bottom half of the screen.

ARCADE

Other than the Arcade game 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.

BATTLE

1-4 Player action: Play as one of many different characters against bots or friends in a variety of battle games.

Options available on the main menu are: Story, Arcade, Battle and Option.

OPTIONS

You can change the Controls, Preferences, Audio and Video options. Use the ↑ and ↓ directional buttons to highlight the setting you want to change and then use the ← and → directional buttons to change the setting. You can also view the Credits and Extras. Some Extras may be made available by unlocking secret cheat codes. You can also enter Cheat Codes that you have unlocked 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.

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 LawMeter | 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.



THE HUD

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. See page 11 for further details.

E AMMO TYPE

You can cycle to your previous or next ammo type by pressing the ← or → directional button. The display indicates the ammo type selected.

F AMMO BAR

Displays how much ammunition you have remaining in your magazine.

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 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 Department 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 DEPARTMENT WEAPONS



Lawgiver

The Lawgiver MkII is the standard weapon given to Street Judges, and is capable of firing six different types of ammunition from the same all-purpose magazine. You can switch to the previous or next ammo type by pressing the left or right directional button. Each type of ammo drains the magazine at a different rate.

The 6 ammo types are:

Standard Execution: (64 shots per magazine)

Your standard bullet, with a fast fire rate and average damage.

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.

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!

Incendiary: (8 shots per magazine)

Capable of setting it's target on fire, this bullet is great against Vampires and the Undead.

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.

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 pressing the left or right directional button.



Stumm Gas Grenade



Stumm Gas grenades are a useful tool in the Street Judge's arsenal: the gas vapours choke and incapacitate perps, making your task of arresting them that much simpler. Press the L2 button to throw a grenade. The longer you keep the L2 button pressed, the further the grenade will go.

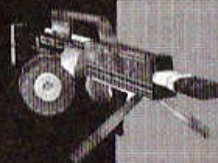
CITIZEN WEAPONS

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



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 reset 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.

MULTIPLAYER

JUDGES VS PERPS

The same as Deathmatch, but Judges start with and can only pick up Justice Department Weaponry and Perps and Citizens start with and can only pick up Citizen 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.

Use the **↑** and **↓** directional buttons to move between the settings and the **←** and **→** directional buttons to change a setting.

INHABITANTS OF MEGA-CITY ONE

JUDGES



Judge Dredd

Most feared and respected of all Judges is Joe Dredd, a man vested with the power of instant sentencing. His court is the streets and his word is the Law.



Chief Judge Hershey

There is no higher position than Chief Judge in the Justice Department. Hershey is concerned with the Psi-Division's recent alert that a great plague is headed to the city.



Psi-Judge Anderson

A wise-cracking telepath from the Justice Department Psi-Division, Judge Cassandra Anderson's powers have proved invaluable when it comes to fighting the Dark Judges.

Street Judges

Street Judges are the elite of Mega-City One. Highly trained, they are granted the very best equipment and then take to the streets to bring law and order to the citizens. They are the enforcers of peace and stability.



Med-Division Judge

Med-Division help the sick and injured. If you see them on your travels, go up to them and use the Action button to get some health back.

Psi-Judges

Psi-Judges use their psychic powers to assist the Justice Department when traditional law enforcement methods prove inadequate. They have the ability to see glimpses of the future, and are warning of a terrible plague about to hit the city.



GANGS



Hoods

Hoods are the criminal equivalent of menial robots; numerous and none too bright. Hoods almost always travel together in groups, as they are individually physically unimpressive and have an ingrained fear of Judges and the Law. Caution should be used in apprehending hoods, as some carry extremely dangerous Sawr-Off Stump Guns.

Scrawlers

"Scrawling", or painting graffiti on buildings, has long been a popular past-time amongst Mega-City One's less civic-minded Juve. Carrying their spray cans by way of armament, the paint and gas they emit can be lit and can pose an immediate problem!



Suits

Suits have no fear of the Law. They carry pistols which can do considerable damage, and their physical strength and agility enable them to charge headlong into battle.



DEATH CULT

Following Judge Death's mantra that since all crime is committed by the living, life itself should be deemed a crime punishable by death, the Death Cult cannot wait for the day when they get to meet their maker. The Death Cult has been quietly gaining in numbers and is now ready to make its influence felt.



Death Cult Disciple

Disciples — the lowest order in the cult hierarchy — tend to follow the orders of Death Cult Guards. They will often surrender or flee, especially if their superiors are not in the vicinity.

Death Cult Guard

Death Cult Guards are zealots, fully prepared to die for their beliefs, and will not surrender to Judges under any circumstances. Indeed, early reports from Judge/Death Cult clashes have indicated that Guards will shoot their own Disciples if they try to flee or surrender!



Death Cult Priest

One Judge who had a run-in with the Death Cult reported in his last breaths that Priests are armed with grenade launchers. The zealotism amongst Priests outstrips even that of the Guards.



OTHER

Icarus

Professor Dick Icarus, whilst working at Pet Regen, has developed a remarkable retrovirus serum that can bring dead pets back to life. The SJS report that he may be planning to test whether his serum will work on human subjects — something that has been expressly prohibited by the Justice Department.



Vampires

Feeding off human blood, Vampires are fast, instinctive, aggressive, and their ability to move or jump swiftly makes them a tricky adversary. They used to be human but now they behave more like rabid dogs, attacking citizens and Judges indiscriminately— they do not fear the Law and will never surrender.



The Undead

The Undead are a slow ungainly lot, but that shouldn't make you want to get too close to their venomous claws. Heat Seekers don't work against the Undead (unless of course you set them on fire first). Since they have no concept of surrendering, any challenges sent their way aren't likely to elicit much more response than a painful blow to your head.



THE DARK JUDGES

Judge Death

Judge Death originally hailed from a world much like Earth, in a parallel universe. Obsessed with sin, he declared that life itself should be deemed a crime, since all crime is committed by the living. After bargaining with mystic powers he and his trusted lieutenants Fear, Fire and Mortis were transformed into undead creatures with awesome supernatural powers – and the Dark Judges were born.

The Dark Judges quickly destroyed all life on their home world, leading it to be known as 'Deadworld'. A chance encounter with inter-dimensional travellers gave them the opportunity to seek out new worlds and cleanse them of life.

Judge Death's plans to 'judge' Mega-City One were foiled by Dredd and Anderson. Even though their physical bodies were destroyed, the Dark Judges continue to exist in ghostly, ethereal form, held in a special containment chamber in a high security prison. They impatiently await the chance to possess new bodies so that they can once again

judge the living.

Judge Fear

Judge Fear opens the grille on his helmet forcing his victims to gaze into the face of Fear - and they invariably die of sheer terror. He often uses Mantraps to ensnare his victims before coming to pay them a personal visit!



Judge Fire

Judge Fire uses his burning trident to unleash deadly fireballs against his enemies, and so is able to "judge" victims in greater numbers than his colleagues. Normal weapons have little effect on his fiery form.



Judge Mortis

Perhaps the most horrifying of the Dark Judges, Mortis has a horse's skull for a head, and his foetid "touch of desiccation" causes death and decay in seconds, corrupting living flesh and leaving rotting corpses in his path. Mortis may have developed this ability into a disgusting projectile weapon – proceed with extreme caution.



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