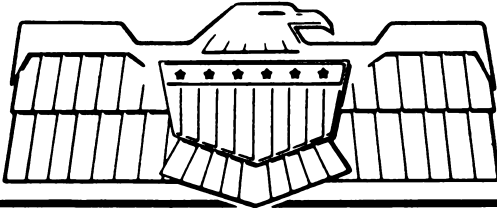


# JUDGE'S MANUAL



## JUSTICE DEPARTMENT

FORM S.P./11636/99 (amended)

This manual remains the property of Mega-City 1 Academy of Law and must be returned upon the death of the carrying judge.

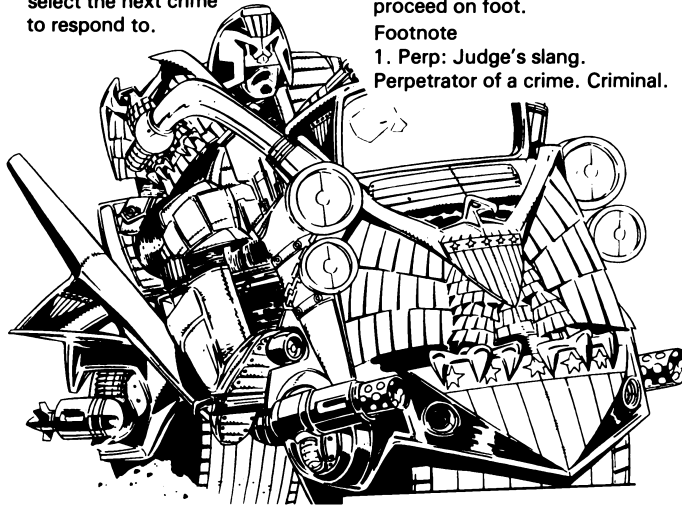
This manual describes the basic procedures laid down in Justice Department Regulations for a patrolling judge. The judge reading this manual needs no reminding that only the judges can hold down the levels of crime which are threatening to destroy Mega-City 1.



**1.1** Correct Justice Department procedure to configure the game for joystick or keyboard is to use the space bar and enter key to select menu options.

**1.2** Justice Department warning: A number of keys on the right hand side of the keyboard are used for selecting bullets and levels. You may not use these keys as controls.

**1.3** Over the sector map, the locations of currently reported crimes are shown. It is the judge's own responsibility to select the next crime to respond to.



## CRIME DISPLAY

**1.4** Correct procedure is to drive the judge on a Lawmaster to the selected crime using the joystick or keyboard and press the fire button.

**1.5** Regulations require the judge to approach a perp mounted. When near the reported crime, dismount and proceed on foot.

Footnote

1. Perp: Judge's slang. Perpetrator of a crime. Criminal.

**2.1** Moving through Mega-City 1 on foot is considered an A7 risk category. The judge must carry a Lawgiver pistol at all times. Lawgivers should be set to normal bullets, unless desired otherwise by the judge.

**2.2** Correct procedure for selecting a different type of bullet is to hit one of the keys T-P. The bullet types possible are:

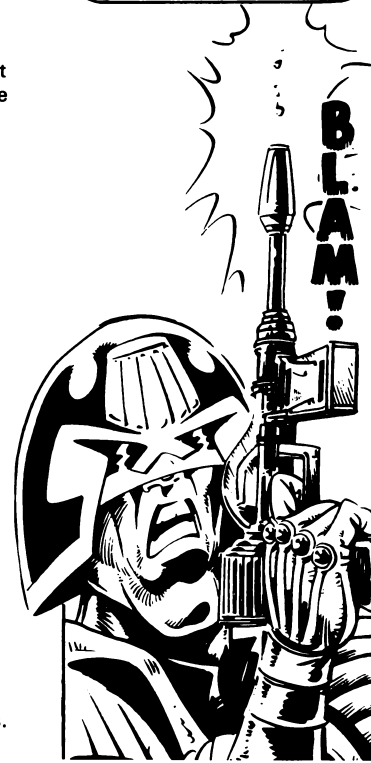
- T 1 Normal Bullets.
- Y 2 Armour Piercing Bullets.
- U 3 Incendiary Bullets.
- I 4 Ricochet Bullets.
- O 5 High Explosive Bullets.
- P 6 Heat Seeking Bullets.

**2.3** Central control will radio an appropriate response level to the crime being investigated. Standard response levels are Halt, Warn and Kill. Warn level fires a warning shot, judges in the field report that warning shots occasionally mis-fire.

**2.4** It is within the individual judge's discretion to change the response level recommended.

- J Halt Level. Shout halt at the perp.
- K Warn Level. Fire a warning shot.
- L Kill Level. Fire real bullets.

## MOVING ON FOOT





**2.5** Central control will radio more information about the perp's whereabouts as the judge proceeds on foot. Regulations state that this report may be displayed at the bottom of the screen, in the status area, if desired.

**2.6** Regulations allow the individual judge to pause during his or her current mission. Approved procedure to pause is to press the M key.

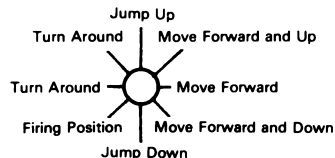


Figure 1. Fire Button Not Pressed

**2.7** Regulations state that it is within the individual judge's discretion to abort his or her current mission. Approved procedure to abort is to press the N key.

**2.8** Correct procedure for moving the judge is to move the joystick or press the keys in the following approved manner:

If Halt or Warn levels are selected, pressing the fire button will produce the appropriate actions.

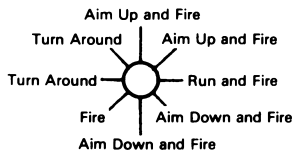


Figure 2. Fire Button Pressed

**2.9** Justice Department approved actions to enter a background door or lift is to move the joystick up while standing over the door or lift.

**2.10** Doors and lifts allowing access to Justice Department personnel are coloured blue.

**2.11** The judge is permitted to respond to any hostile activity. All perps are known to be wearing helmets and carry guns.

**2.12** The killing of innocent passers-by is frowned upon by the SJS<sup>2</sup>. It is recognised, however, that it may be unavoidable.

The general display has the following layout:

Bullet Type	Response Level	Score
Ammo Level		Stamina

The location display shows the judge's location within Mega City 1.

The crime report display shows the location of the crime selected.

**3.3** Justice Department regulations state that pressing the Enter key changes the status display.

**4.1** A judge may be removed from duty if he or she allows the level of crime in his or her sector to rise above eight crimes.

Footnote

2. SJS: Special Judicial Service. Investigates other judges.

# STATUS DISPLAY

**3.1** Justice Department regulations state that a judge may examine his or her status display at any time. The status display is the bottom section of the screen.

**3.2** Justice Department regulations allow for three possible displays.

# GROUNDS FOR REMOVAL

**4.2** Injury or death are not grounds for removal. In the case of death, a replacement judge will be rushed to the sector.

# GLOSSARY

**Perp** Criminal

**Lawmaster** The large, powerful motorcycle ridden by judges.

**Lawgiver** The pistol carried by judges, it has six possible settings for six different bullet types.

**Tap** Mugging

**Alien Seed Deals** Alien seeds are half-animal, half-plant. After planting they grow rapidly and become mobile, biting anything they can. Packs of them roam the streets and are a major pest.

**Stookie Glanding** Stookies are intelligent aliens whose adifax gland can be used to stop aging in humans. Mobs control factory farms where stookie glands are systematically extracted.

# CREDITS

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