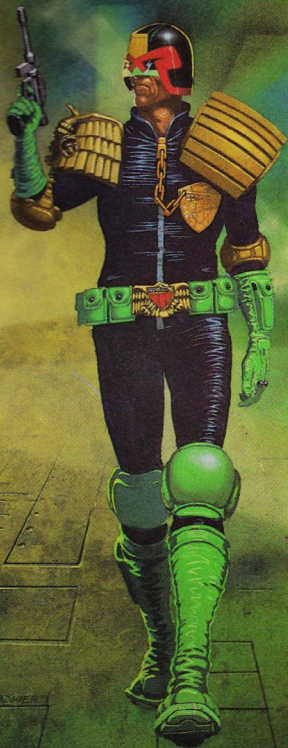


JUDGE DREDD



ENGLISH • FRANCAIS • ITALIANO • DEUTSCH



Virgin Mastertonic Presents...

JUDGE DREDD

© Fleetway Publications 1989/90

© Virgin Mastertronic 1990

Programming and graphics by The Sales Curve Limited:

ST and Amiga program by Steve Snake

C64 program by Alan Botwright

Spectrum and Amstrad programs by Andy Taylor

Graphics by Ned Langman, Robert Whitaker and Chris Lowe

Music by Tiny Williams

Project management by Simon Pick

At Virgin Games:

Playtesting by John Martin and Terry Tester

Artwork coordinated by Nige

Production by Rosemarie Dalton and Julie Snell

Product managed by Brynn Gilmore

Pack illustrations by Dermot Power

Design by Khartomb

Produced by Andy Green and Alexander Martin

"Nobody's innocent citizen - we're just here to determine
the level of guilt".



JUDGE DREDD

"Only those who break the law have anything to fear from me ... I am the law and you better believe it!" (Judge Dredd, 2023 A.D.)

Tough but fair, Judge Dredd (first name Joe) is the most respected and the most feared lawman in Mega-City One. Cloned from the finest genetic stock, Judge Dredd embodies a harsh system of government dedicated above all to the maintenance of law and order in the city.

A huge, towering Metropolis of the 23rd century, the giant Mega-City was built to solve the critical problem of over population in America. Most of the City's 400 million citizens live in vast self-contained tower blocks, fully equipped with every amenity, schools, hospitals, shopping malls, leisure complexes and even civil defence groups; these 'cities' within the Mega-City supply the citizens' every physical need but cannot relieve the terminal boredom brought about by their futile existence. Everything in their lives is controlled even the weather, the crime rate escalates daily and there is one suicide every 45 seconds.

The 23rd century is a world where the drudgery of work has been replaced by the equally mind-numbing effects of constant leisure, and with unemployment running at around 80-90% many citizens turn to bizarre hobbies and get swept along by weird crazes. Many more turn to crime.

Chronically overcrowded the city has proved to be an ideal breeding ground for violent crime of all kinds. The Judges were needed to control this crime, empowered to mete out instant justice in the course of their duties. The Judges regard every citizen as a potential 'perp' (criminal) and even the most petty offences are cracked down on hard. The life of the average Mega-City citizen is dominated by fear, not only of criminals, but also of the people they must trust to protect them!



PLAYING JUDGE DREDD

Judge Dredd is able to move left and right, and walk to drive up and down ramps built onto the side of the city blocks. Dredd cannot be killed but his energy level will decrease if he is attacked by a perp. If he loses too much energy he will be committed to hospital and the crime rate will soar. If the crime rate is too high Dredd must take the 'long walk'. The crime rate in Mega-City also increases if Dredd does not do anything, and also while he is riding his 'Lawmaster' bike. Although the bike travels around the block faster than if Dredd is walking, he cannot shoot or arrest 'Perps', hence the crime rate rises. If he arrests a 'Perp' with his 'Lawgiver' drawn or shoots a 'Perp' the crime rate drops. Dredd's weapon is his 'Lawgiver' which uses three types of bullets:


- | | | |
|--------------------|---|--|
| General Purpose | - | standard bullets |
| High-Powered Laser | - | which are so powerful they can kill a whole line of 'Perps' but they have a limited life |
| Homing Missiles | - | which are limited in number |

The overall objective of the game will be to uphold the law, and keep the crime rate as low as possible. There is no scoring during each game but 2 bonuses are available at the end of each level:

- Bonus 1 level of crime rate
- Bonus 2 level of energy

LEVEL ONE: THE LEAGUE OF FATTIES

"Control to Judge Dredd, a 299 for you on Dan Tanner Block". As Dredd speeds towards Dan Tanner Block the Fatties of Mega-City One are running riot, devouring everything in sight. Four food dispensers are placed around the block; Dredd will have to destroy these to quell the Fatty rampage.



Meanwhile the Civs' are taking their revenge upon the Fatties and taking any opportunity to shove a Fatty off the building and send him crashing to certain death.

The Fatties desperately attack Dredd who is threatening their food supply:

Running Fatties charge into him trying to push him from the building:

Jumping Fatties climb the building and when they are above Dredd, they jump, crashing into him as they plummet towards the ground. Some of the Fatties are so distraught that they resort to throwing lethal lumps of Pizza at him. Remember every time one of the Fatties is successful in squashing, hitting or jumping on Dredd, his energy level will be affected!


END OF LEVEL ONE : THE FOOD CONVOY

Defeated by Dredd the Fatties have hi-jacked a Food Convoy. Dredd's only chance of going on to the next level is to reach the front of the convoy before it reaches the Fatty hideout. Crazy with hunger, the Fatties attack Dredd as he runs along the top of the convoy, determined to hang on to their prize.

LEVEL TWO: EVOLUTION LEVEL

"Justice control to Judge Dredd: investigate situation on Charles Darwin Block!"

Judge Dredd arrives on the Block to discover that the entire population of Charles Darwin Block is slowly regressing through evolution.



Frenzied Professor Fribb has developed an enzyme that can reverse the process of evolution. An accident in his laboratory has released some of the enzyme into the ventilation system. Dredd must fight his way past various forms of regressed human evolution to reach Fribb's laboratory at the top of the block. On his way he must close the outlets from the ventilation system to halt the spread of the enzyme.

Monkeys roam around the block at different stages of development, throwing rocks and rubble. Some still have enough intelligence to realise when Dredd is arresting them, but some have regressed too far and punch Dredd when he tries to arrest them.


On the higher parts of the block Dredd is attacked by Lizards, running towards him at high speed and lunging at his throat. Further down the evolutionary scale, Dredd confronts amoebas, although few are found on the main level.

END OF LEVEL TWO: FRIBBS LABORATORY

Finally Dredd reaches Fribb's lab at the top of Charles Darwin block, but finds the lab has been overrun by amoebas. On the far side of the lab Dredd can see a considerably regressed Professor Fribb. Dredd must fight his way through the amoebas and arrest Fribb to complete the level. Dredd's task is made infinitely more difficult as the amoebae split into two when shot.

LEVEL THREE: THE AQUA STATION

"Control to Judge Dredd! Investigate presence of Sov agent, location Atlantic Purification Plant.!"



Sov agent, Orlok has been sent to Mega-City One to perpetrate blockmania. His mission is to poison the water supply with the blockmania solution. Dredd must destroy all of the inlets to the main water supply to stop the contamination.

Aware of his adversary, Orlok has come well prepared with two types of 'Satallats' and two types of 'Sov Agent':

Satallat 1 will hover around the Aqua Station and drain Dredd's energy if they hit him.

Satallat 2 is the more lethal class of Satallat: while hovering around the station it sprays out bullets indiscriminately and drops bombs at random which have a delay device of 20 seconds before they explode, firing bullets in all directions.

On the ground Orlok has his deadly Sov Agents. One type, armed with knives, walk and run around the level trying to stab Dredd, whilst the second type are armed with rifles. They walk onto the screen, take aim and fire three or four shots before they turn round and run off the screen.

END OF LEVEL THREE: THE SLUDGE TRUCK

When Dredd has successfully destroyed all of the inlets to the main water supply, Orlok will abort his mission and escape in a sludge truck. Judge Dredd chases his opponent on his Lawmaster avoiding the bombs that Orlok hurls from the back of the truck. Orlok escapes and if Dredd has survived the shower of bombs he will be awarded a bonus for halting Orlok's first attempt at causing chaos.



LEVEL FOUR: WEATHER STATION

As the first rays of dawn creep over Mega-City One, the Weather Control Judges programme another fine, fair day. Orlok has other ideas: he forecasts rain, deadly rain, contaminated with blockmania solution.

Having failed in his mission at the Aqua Station, Orlok has contaminated the weather station's water supply. Judge Dredd must destroy the weather control devices to stop the contaminated water raining down on Mega-City One.

Orlok has reprogrammed some of the Weather Station's maintenance robots to attack anybody that they meet on the station. If Dredd gets too close these robots will zap him with blue sparks and drain his energy levels.

The normal maintenance robots roam the station fulfilling their daily tasks of repairing and cleaning. If Dredd gets in their way they will force him to the edge of the station and push him off. Whilst Dredd is endeavouring to destroy the weather control devices, Orlok will be on the Weather Station and will shoot Dredd whenever he gets the opportunity also, some of the Class 2 Satallats are hovering around dropping the deadly delay bombs and spraying out bullets indiscriminately.

END OF LEVEL FOUR: THE SHUTTLE

Orlok makes his escape from the Weather Station in a shuttle. Dredd gives chase on a Hover bike and will have to shoot down Orlok's shuttle from the skies.



LEVEL FIVE: BLOCKMANIA!!

“Control to Judge Dredd! We have possible Block Mania in your vicinity. Heavy firing has broken out between two neighbouring blocks!”

Block fighting is a common feature of Mega-City life. Boredom, overcrowding, mass unemployment all combine to set tensions on a razor edge. The slightest incident can invoke a Block War. A serious disturbance is developing: two rival blocks have both obtained two large guns each and are attempting to blow each other to oblivion. Dredd must destroy all four guns and go to the command centre which is situated on the building on the left of the screen. Crazy ‘Civs’, some with guns and some with bombs, hamper his progress, whilst suicidal jumpers, crazed by the boredom and loneliness of their existence, leap from the higher levels of the blocks. Usually jumpers will try to land on someone just to cause an extra bit of aggravation as they die.

The most courageous of the blockmania freaks are the ‘fighters’. These brave men actually try to punch Judge Dredd.

END OF LEVEL FIVE: THE BIG GUN

On finally reaching the command centre Dredd discovers a Mega-gun. One of the crazed ‘Perps’ is manning the gun and as Dredd enters the command centre starts firing at him. To survive Dredd must blast through the shield on the front of the gun and kill the ‘Perp’. When this happens the gun will self-destruct.



LEVEL SIX: THE DARK JUDGES

From another dimension have come the Dark Judges, their mission - to kill. In their dimension, being alive is illegal and now they have come to Mega-City One to wreak havoc upon its citizens. Dredd's job is to send them back to their own dimension by using dimension bombs. These can be found scattered around the level but, while Dredd is collecting these bombs, the Dark Judges are killing as many 'Civs' as they can, and the crime rate is increasing to dangerous levels.

Judge Death is the leader of the Dark Judges. If he gets close to Dredd he will reach out and squeeze his heart, causing Dredd to lose a dangerous amount of energy.

Judge Fear is even more pernicious. If he gets the chance to stand in front of Dredd he has the power to drain Dredd's energy.

Any contact with Judge Mortis is disastrous for Dredd's energy level, and if Mortis touches a dimension bomb it just turns to dust.

The fourth Judge is Fire, who will throw fire bombs at Dredd. As they hit him they'll explode causing a massive energy drain. This is the most difficult level in the game for, whilst combating the Dark Judges, Dredd is in danger of losing vast amounts of energy and, whilst the Judges walk the streets of Mega-City One killing 'Civs', the crime rate will rise.

END OF LEVEL SIX: THE DARK JUDGES

Once Dredd has collected all of the available dimension bombs, he will have to face the Dark Judges one by one.

This takes place in the Doomsday Room. Each Dark Judge will walk into the room and Dredd will have to drop a dimension bomb and stand well clear of the explosion. If successful he will have saved the city from a dreadful menace.



LOADING INSTRUCTIONS

Amiga: Insert disc in drive A (DFO:).
Program will load and run.

ST: Insert disc in drive A.
Program will load and run.

C64/128:

TAPE: Hold down the SHIFT key and press RUN/STOP.
Press play on tape. Program will load and run.

C64/128:

DISC: Insert disc in drive.
Type LOAD "*", 8, 1 and press RETURN.

Amstrad

464:

TAPE: Press CTRL and small ENTER.

6128:

TAPE: Type: |TAPE and press RETURN.
Press CTRL and ENTER.

CPC:

DISC: Type RUN"DISC and press ENTER.

Spectrum:

+3: Insert disc and press ENTER.

+2: Insert tape and press ENTER.

48k: Type LOAD"" and press ENTER.

128k: Insert tape and press ENTER.

CONTROLS

ST/Amiga Joystick

Up	-	Jump/go up ramp
Down	-	Duck/go down ramp
Left	-	Walk/drive left
Right	-	Walk/drive right
Fire	-	Fire

Keyboard


Q	-	Jump/go up ramp
A	-	Duck/go down ramp
O	-	Walk/drive left
P	-	Walk/drive right
Left ALT	-	Fire
SPACE	-	Select Lawmaster
Left SHIFT	-	Select weapon
F1	-	Joystick/keyboard (Start screen)
F5	-	Quit game
F10	-	Pause game
GAME LOGON:		DREDD

C64 Joystick

Up	-	Jump/go up ramp
Down	-	Duck/go down ramp
Left	-	Walk/drive left
Right	-	Walk/drive right
Fire	-	Fire

Keyboard

;	-	Jump/go up ramp
/	-	Duck/go down ramp
Z	-	Walk/drive left
X	-	Walk/drive right
SHIFT	-	Fire
SPACE	-	Toggle Lawmaster



F1-F3-F5	-	Select weapon
F7	-	Show weapon status
Q	-	Quit game
P	-	Pause game

GAME LOGON: DREDD

Spectrum Joystick

Up	-	Set toggle to go up next ramp
Down	-	Set toggle to go down next ramp
Left	-	Walk/drive left
Right	-	Walk/drive right
Fire	-	Fire
Fire+Up	-	Jump

Keyboard

Q	-	Set toggle to go up next ramp
A	-	Set toggle to go down next ramp
Q and M	-	Jump
O	-	Walk/drive left
P	-	Walk/drive right
M	-	Fire
Z	-	Select/deselect Lawmaster
ENTER	-	Select weapon

The type of joystick can be selected by typing
MODE on the terminal section.
Joysticks supported are Sinclair 1/2 and Kempston.

GAME LOGON: DREDD



Amstrad Joystick

Up	-	Set toggle to go up next ramp
Down	-	Set toggle to go down next ramp
Left	-	Walk/drive left
Right	-	Walk/drive right
Fire	-	Fire
Fire+Up	-	Jump

Keyboard

Q	-	Set toggle to go up next ramp
A	-	Set toggle to go down next ramp
Q and @	-	Jump
O	-	Walk/drive left
P	-	Walk/drive right
@	-	Fire
SPACE	-	Select/deselect Lawmaster
M	-	Select weapon
N	-	Magnify screen

Joystick or Keyboard control can be selected by typing MODE on the terminal section.

GAME LOGON: DREDD

LE JUGE DREDD


"Seuls ceux qui enfreignent la loi ont à craindre de moi... La loi, c'est moi et vous avez intérêt à me croire!" (Juge Dredd, 2023 ap. J.C).

La ville, profondément surpeuplée, est devenue un terrain idéal pour le développement de crimes de tous genres. Les Juges ont été créés pour contrôler ces crimes, et ont acquis le droit de rendre une justice immédiate au cours de leurs missions. Pour les Juges, chaque citoyen est un "Perp" (criminel) potentiel et les plus petites offenses sont durement punies. La vie du citoyen moyen de Mega-City est dominée par la peur, pas seulement la peur des criminels, mais aussi celle de ceux qui sont là pour les protéger.

Le Juge Dredd peut aller à droite et à gauche, il peut monter et descendre à pied ou en moto les rampes qui sont construites le long des immeubles de la cité. Dredd ne peut pas être tué mais son énergie diminue si on lui tire dessus ou si un gros lard lui saute dessus. S'il perd trop de force, il devra être hospitalisé et le taux de criminalité va monter en flèche. Si le taux de criminalité devient trop élevé, Dredd devra partir pour "la grande promenade". Le taux de criminalité grimpe lorsque Dredd reste à ne rien faire et aussi quand il parcourt la ville sur sa "Lawmaster". Bien qu'il soit plus rapide de circuler en moto entre les immeubles que de marcher à pied, il ne peut ni tirer sur les "Perps", ni les arrêter, et donc le taux de criminalité augmente. S'il arrête un "Perp", son "Lawgiver" au poing, ou s'il en abat un, le taux de criminalité descend. Dredd est armé de son "Lawgiver" et utilise trois sortes de balles:

Usage Habituel	-	Balles normales
Laser Super-Puissant	-	tellement puissants qu'ils peuvent détruire une ligne entière de "Perps".
Missile à têtes chercheuses	-	En quantité limitée.

En gros, le but du jeu consiste à faire respecter la loi et à garder le taux de criminalité aussi bas que possible. Vous ne marquez pas de points pendant le jeu, mais il est possible d'obtenir deux



bonus à la fin de chaque niveau:
Bonus 1 diminue le taux de criminalité
Bonus 2 augmente le taux d'énergie.

Instructions de chargement

Amiga: Insérez le disque dans le lecteur A (DFO:).
Le programme se chargera et se déroulera.

ST: Insérez le disque dans le lecteur A. Le
programme se chargera et se déroulera.

C64/128

TAPE: Maintenez la touche SHIFT enfoncée et appuyez
sur RUN/STOP. Appuyez sur la touche PLAY de
votre magétophone. Le programme se chargera
et se déroulera.

C24/128

DISQUETTE:
Insérez le disque dans le lecteur.
Tapez LOAD "*" ,8,1 et appuyez sur RETURN.

Amstrad 464

CASSETTE:
Appuyez sur CTRL et sur la petite touche ENTER.
6128 CASSETTE: Tapez: TAPE et appuyez sur RETURN.
Appuyez sur CTRL et sur ENTER.

Amstrad CPC

DISQUETTE:
Tapez RUN"DISC et appuyez sur ENTER.

Spectrum

+3: Insérez le disque et appuyez sur ENTER.
+2: Insérez la cassette et appuyez sur ENTER.
48k: Tapez LOAD" " et appuyez sur ENTER.
128k: Insérez la cassette et appuyez sur ENTER.

Contrôles: ST/Amiga: Joystick:

Vers le haut	-	Sautez/montez une rampe
Vers le bas	-	Faites une esquive/descendez

- A gauche - une rampe
- A gauche - Marchez/conduisez vers la gauche.
- A droite - Marchez/conduisez vers la droite.
- Feu - Tirez

Clavier:

- Q - Sautez/montez une rampe
- A - Faites une esquive/descendez une rampe
- O - Marchez/conduisez vers la gauche.
- P - Marchez/conduisez vers la droite.
- Touche ALT de gauche - Tirez
- ESPACEMENT - Sélectionnez le "Lawmaster"
- SHIFT de gauche - Sélectionnez votre arme
- F1 - Joystick/clavier (écran de départ)
- F5 - Fin du jeu
- F10 - Pause
- MESSAGE D'ENTREE: DREDD

C64: Joystick:

- Vers le haut - Sautez/montez une rampe
- Vers le bas - Faites une esquive/descendez une rampe
- A gauche - Marchez/conduisez vers la gauche
- A droite - Marchez/conduisez vers la droite
- Feu - Tirez

Clavier:

- ;
- / - Sautez/montez une rampe
- / - Faites une esquive/descendez une rampe
- Z - Marchez/conduisez vers la

- X - gauche
- Marchez/conduisez vers la droite
- SHIFT - Feu
- ESPACEMENT - Choisissez le "Lawmaster"
- F1-F3-F5 - Sélectionnez votre arme
- F7 - Etat des armes
- Q - Fin du jeu
- P - Pause

MESSAGE D'ENTREE: DREDD


Spectrum:

Joystick:

- Vers le haut - Fixez l'interrupteur à bascule pour monter la prochaine rampe
- Vers le bas - Fixez l'interrupteur à bascule pour descendre la prochaine rampe
- A gauche - Marchez/conduisez vers la gauche
- A droite - Marchez/conduisez vers la droite
- Feu - Tirez

Clavier:

- Q - Préparation pour monter la prochaine rampe
- A - Préparation pour descendre la prochaine rampe
- Q et M - Sautez
- O - Marchez/conduisez vers la gauche
- P - Marchez/conduisez vers la droite
- M - Tirez
- Z - Sélectionnez le Lawmaster ou annulez votre choix
- ENTER - Sélectionnez votre arme



Vous pouvez sélectionner votre type de joystick en tapant MODE sur votre section terminale. Vous pouvez utiliser soit un joystick Sinclair 1/2 soit un Kemston.

MESSAGE D'ENTREE: DREDD

**Amstrad:
Joystick:**

- | | | |
|----------------|---|---|
| Vers le haut | - | Préparation pour monter la prochaine rampe |
| Vers le bas | - | Préparation pour descendre la prochaine rampe |
| A gauche | - | Marchez/conduisez vers la gauche |
| A droite | - | Marchez/conduisez vers la droite |
| Feu | - | Tirez |
| Feu et en haut | - | Sautez |

Clavier:

- | | | |
|------------|---|--|
| Q | - | Préparation pour monter la prochaine rampe |
| A | - | Fixez l'interrupteur à bascule pour descendre la prochaine rampe |
| Q et @ | - | Sautez |
| O | - | Marchez/conduisez vers la gauche |
| P | - | Marchez/conduisez vers la droite |
| @ | - | Tirez |
| ESPACEMENT | - | Sélectionnez le Lawmaster ou annulez votre choix |
| M | - | Sélectionnez votre arme |
| N | - | Ecran agrandissant |

Vous pouvez sélectionner votre type de joystick en tapant MODE sur votre section terminale.

MESSAGE D'ENTREE: DREDD

JUDGE DREDD

“Nur wer gegen das Gesetz verstößt sollte sich vor mir fürchten... denn das Gesetz und ich sind ein und dasselbe. Das dürft Ihr niemals vergessen.” (Judge Dredd, 2023)

Die chronisch überbevölkerte Stadt hat sich als eine Art Seuchenherd für allerlei Kriminalität und Gewalttätigkeit erwiesen. Die Richter (Judges) wurden benötigt, um diese Kriminalität zu überwinden. Sie wurden ermächtigt, sofort und direkt zu urteilen. Nach ihrer Sicht ist jeder Bürger ein “Perp” (Krimineller), und sogar die kleinsten Gesetzeswidrigkeiten werden strengstens bestraft. Dadurch unterliegt das Leben aller Bewohner von Mega-City, und nicht nur das der Kriminellen, der absoluten Furcht und Willkür!


Judge Dredd kann sich nach links und nach rechts bewegen; er geht zu Fuß oder fährt über die Rampen, die an die Häuserblöcke der Stadt angebaut sind. Dredd kann nicht getötet werden, aber sein Energiestand nimmt ab, wenn er beschossen wird oder ein “Dicker” auf ihn springt. Sollte er zu viel Energie verlieren, wird er ins Krankenhaus gebracht und die Kriminalität steigt wieder an. Wird die Kriminalität zu hoch, muß Dredd einen langen “Spaziergang” machen. Die Kriminalität in Mega-City steigt auch, wenn Dredd nichts unternimmt oder wenn er den “Lawmaster” (Gesetzmeister) fährt. Obwohl er sich auf seinem Rad schneller durch die Stadt bewegt als zu Fuß, kann er dann die “Perps” nicht verhaften oder beschießen, d.h. die Kriminalität nimmt wieder zu. Verhaftet er einen “Perp” mit seinem gezogenen “Lawgiver” (Gesetzvollstrecker) oder erschießt er ihn, dann sinkt die Kriminalität. Dredds Waffe ist sein Lawgiver, welcher dreierlei Geschosse abfeuert:

Normal - Standard-Geschosse

Hochleistungs-Laser - eine äußerst starke Waffe, die eine ganze Reihe “Perps” vernichten kann, aber nur geringe Ausdauer hat.

Zielende Raketen - nur in begrenzter Anzahl vorhanden.

Das Ziel des Spiels ist das Gesetz zu verteidigen und die Kriminalität so niedrig wie möglich zu halten. In den einzelnen Spielen werden keine Punkte verliehen, aber man erhält 2



Bonuse nach jedem Level:

Bonus 1 erniedrigt den Kriminalitätsstand

Bonus 2 erhöht den Energiestand

Ladeanweisungen

Amiga: Diskette in Laufwerk A (DFO:) einführen. Das Programm wird dann geladen und gestartet.

ST: Diskette in Laufwerk A (DFO:) einführen. Das Programm wird dann geladen und gestartet.

C64/128 KASSETTE:

Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken. PLAY auf dem Rekorder drücken. Das Programm wird nun geladen und gestartet.

C64/128 DISKETTE:

Diskette in das Laufwerk einführen. LOAD "*",8,1 eintippen und RETURN drücken.

Amstrad 464 KASSETTE:

Auf CTRL und die kleine ENTER-Taste drücken.

6128 KASSETTE:

!Tape eintippen und auf RETURN drücken. Dann CTRL und ENTER drücken.

Amstrad CPC DISKETTE:

RUN"DISC eintippen und auf RETURN drücken.

Spectrum

+3: Diskette einführen und auf ENTER drücken.

+2: Kassette einführen und auf ENTER drücken.

48K: LOAD" eintippen und auf RETURN drücken.

128K: Kassette einführen und auf ENTER drücken.

STEUERUNG

ST/Amiga:

Joystick:

Hoch	-	Springen/Rampe hinauf
Runter	-	Bücken/Rampe hinunter
Links	-	Gehen/nach links fahren
Rechts	-	Gehen/nach rechts fahren
Feuer	-	Feuern

Tastatur:

Q	-	Springen/Rampe hinauf
A	-	Bücken/Rampe hinunter
O	-	Gehen/nach links fahren
P	-	Gehen/nach rechts fahren
ALT (links)	-	Feuern
LEERTASTE	-	wählt Lawmaster
SHIFT (links)	-	wählt Waffe
F1	-	Joystick/Tastatur (bei Spielstart)
F5	-	Spiel abbrechen
F10	-	Spielpause

Kennzeichen zum Spielstart: DREDD

C64:

Joystick:

Hoch	-	Springen/Rampe hinauf
Runter	-	Bücken/Rampe hinunter
Links	-	Gehen/nach links fahren
Rechts	-	Gehen/nach rechts fahren
Feuer	-	Feuern

Tastatur:

;	-	Springen/Rampe hinauf
/	-	Bücken/Rampe hinunter
Z	-	Gehen/nach links fahren
X	-	Gehen/nach rechts fahren
SHIFT	-	Feuern
LEERTASTE	-	wählt Lawmaster
F1-F3-F5	-	wählt Waffe
F7	-	zeigt Waffenstatus

Q - Spiel abbrechen
P - Spielpause

Kennzeichen zum Spielstart: DREDD

Spectrum:

Joystick:

Hoch - die nächste Rampe hinauf
Runter - die nächste Rampe hinunter
Links - Gehen/nach links fahren
Rechts - Gehen/nach rechts fahren
Feuer - Feuern

Tastatur:

Q - die nächste Rampe hinauf
A - die nächste Rampe hinunter
Q und M - Springen
O - Gehen/nach links fahren
P - Gehen/nach rechts fahren
M - Feuern
Z - aktiviert/entschärft
Lawmaster
ENTER - wählt Waffe

Der Joysticktyp kann durch Eingabe von MODE im Terminal-Abschnitt gewählt werden. Sinclair 1/2 und Kempston Joysticks können verwendet werden.

Kennzeichen zum Spielstart: DREDD

Amstrad:

Joystick:

Hoch - Bereitstellung: die nächste
Rampe hinauf
Runter - Bereitstellung: die nächste
Rampe hinunter
Links - Gehen/nach links fahren
Rechts - Gehen/nach rechts fahren
Feuer - Feuern

Tastatur:

Q - Bereitstellung: die nächste
Rampe hinauf
A - Bereitstellung: die nächste

Q und @	-	Rampe hinunter
O	-	Springen
P	-	Gehen/nach links fahren
@	-	Gehen/nach rechts fahren
LEERTASTE	-	Feuern
	-	aktiviert/entschärft
M	-	Lawmaster
N	-	wählt Waffe
	-	Vergrößern

Der Joystick- oder Tastatursteuerung können durch Eingabe von MODE im Terminal-Abschnitt gewählt werden.

Kennzeichen zum Spielstart: DREDD

JUDGE DREDD (IL GIUDICE DREDD)


“Solo coloro che infrangono la legge devono tenermi...Perché io sono la legge e sarà bene che non velo scordiate!” (Giudice Dredd, 2023 A.D.)

La città cronicamente sovraffollata è stata il terreno di crescita ideale per ogni tipo di crimine violento. Ci volevano i Giudici per controllare il crimine, con poteri di emettere sentenze istantanee nel corso dei loro doveri. I Giudici ritengono ogni cittadino un ‘perp’ (criminale) potenziale e perciò anche le infrazioni più triviali vengono represses duramente. La vita del cittadino medio di Mega City è dominata dalla paura, non solo dei criminali, ma anche di coloro cui è affidata la sua protezione!

Il Giudice Dredd può muoversi a sinistra e a destra, e camminare su e giù per le rampe costruite sui lati degli isolati. Dredd non può essere ucciso, ma il suo livello di energia cala quando viene colpito, o quando un grassone gli salta addosso. Se perde troppa energia, viene portato in ospedale e il tasso di criminalità va alle stelle. Se questo tasso è eccessivo, Dredd deve fare la ‘lunga camminata’. (andarsene). Il tasso di criminalità aumenta anche quando Dredd non fa niente o quando cavalca “Lawmaster”. Sebbene la moto vada più veloce di quanto faccia Dredd a piedi, egli non può sparare o arrestare i ‘Perps’, e pertanto la criminalità aumenta. Se arresta un ‘Perp’ con la sua “Lawgiver” spianata, o se gli spara, il tasso di criminalità diminuisce. Le armi di Dredd sono la sua ‘Lawgiver’ che usa tre tipi di pallottole:

Uso Generico	Pallottole normali
Laser Alta Potenza	tanto potente da uccidere una fila intera di ‘Perps’ ma hanno durata limitata
Missili Guidati	che sono di numero limitato

Lo scopo generale del gioco è di mantenere l’ordine e tenere il tasso di criminalità più basso possibile. Durante ogni gioco non ci sono punti, ma al termine di ogni livello sono disponibili 2 premi:



Premio 1, livello di tasso di criminalità
Premio 2, livello di energia

Istruzioni di Caricamento

Amiga: Inserisci disco nell'unità A (DFO:)
Il programma si carica e gira.

ST: Inserisci disco nell'unità A Il programma si
carica e gira.

C64/128 Cassetta:

Tieni schiacciato il tasto SHIFT e premi RUN/STOP.
Premi PLAY sul registratore. Il programma si carica
e gira.

C64/128 Disco:

Inserisci il dischetto nell'unità disco. Batti LOAD
"**,8,1 e premi RETURN.

Amstrad 464 Cassetta:

Premi CTRL e INVIO piccolo.

6128 Cassetta:

Batti:TAPE e premi RETURN.
Poi premi CTRL e INVIO.

Amstrad CPC Disco:

Batti RUN"DISC e premi INVIO.

Spectrum

+3: Inserisci il dischetto e premi INVIO.
+2: Inserisci il nastro e premi INVIO.
48K: Batti LOAD"" e premi INVIO.
128K: Inserisci il nastro e premi INVIO.

Controlli
ST/Amiga:
Joystick:

Su	Salta/sale la rampa
Giù	Abbassa/ scende la rampa
Sinistra	Cammina/guida a sinistra
Destra	Cammina/guida a destra
Fuoco	Spara

Tastiera:

Q	Salta/sale la rampa
A	Abbassa/ scende la rampa
O	Cammina/guida a sinistra
P	Cammina/guida a destra
ALT sinistro	Spara
BARRA SHIFT sinistra	Selezione Lawmaster Selezione arma
F1	Joystick/tastiera (Viedeata Avvio)
F5	Abbandona gioco
F10	Pausa


LOGONIMO DEL GIOCO: DREDD

C64:
Joystick:

Su	Salta/sale la rampa
Giù	Abbassa/ scende la rampa
Sinistra	Cammina/guida a sinistra
Destra	Cammina/guida a destra
Fuoco	Spara

Tastiera:

;	Salta/sale la rampa
/	Abbassa/ scende la rampa
Z	Cammina/guida a sinistra
X	Cammina/guida a destra
SHIFT	Spara



BARRA	Seleziona Lawmaster
F1-F3-F5	Seleziona arma
F7	Indica situazione arma
Q	Abbandona gioco
P	Pausa

LOGONIMO DEL GIOCO: DREDD

Spectrum:
Joystick:

Su	Imposta salita prossima rampa
Giù	Imposta discesa prossima rampa
Sinistra	Cammina/guida a sinistra
Destra	Cammina/guida a destra
Fuoco	Spara

Tastiera:

Q	Imposta salita prossima rampa
A	Imposta discesa prossima rampa
Q e M	Salta
O	Cammina/guida a sinistra
P	Cammina/guida a destra
M	Spara
Z	Seleziona/deseleziona Lawmaster
INVIO	Seleziona arma

Il tipo di joystick può essere selezionato digitando MODE sul terminale. I joystick abilitati sono Sinclair 1/2 e Kempston.

LOGONIMO DEL GIOCO: DREDD



**Amstrad:
Joystick:**

Su	Imposta salita prossima rampa
Giù	Imposta discesa prossima rampa
Sinistra	Cammina/guida a sinistra
Destra	Cammina/guida a destra
Fuoco	Spara
Fuoco e Su	Salta

Tastiera:

Q	Imposta salita prossima rampa
A	Imposta discesa prossima rampa
Q e @	Salta
O	Cammina/guida a sinistra
P	Cammina/guida a destra
@	Spara
BARRA	Seleziona/deseleziona Lawmaster
M	Seleziona arma
N	Ingrandisce lo schermo

Il controllo joystick o tastiera può essere selezionato digitando **MODE** sul terminale.

LOGONIMO DEL GIOCO: DREDD

© FLEETWAY PUBLICATIONS 1989/1990

© VIRGIN MASTERTRONIC 1990



WARNING: ALL RIGHTS OF THE PRODUCER AND THE OWNER OF THE WORK REPRODUCED RESERVED. UNAUTHORISED COPYING, HIRING, LENDING, PUBLIC PERFORMANCE, RADIO OR TV BROADCAST OR DIFFUSION OF THIS PROGRAMME PROHIBITED. THIS PROGRAMME IS SOLD ACCORDING TO VIRGIN MASTERTRONIC TERMS OF TRADE AND CONDITIONS OF SALE COPIES OF WHICH ARE AVAILABLE ON REQUEST.



VIRGIN MASTERTRONIC LIMITED • 16 PORTLAND ROAD • LONDON W11 4LA
TELEPHONE 071 727 8070 • FAX 071 727 8965