

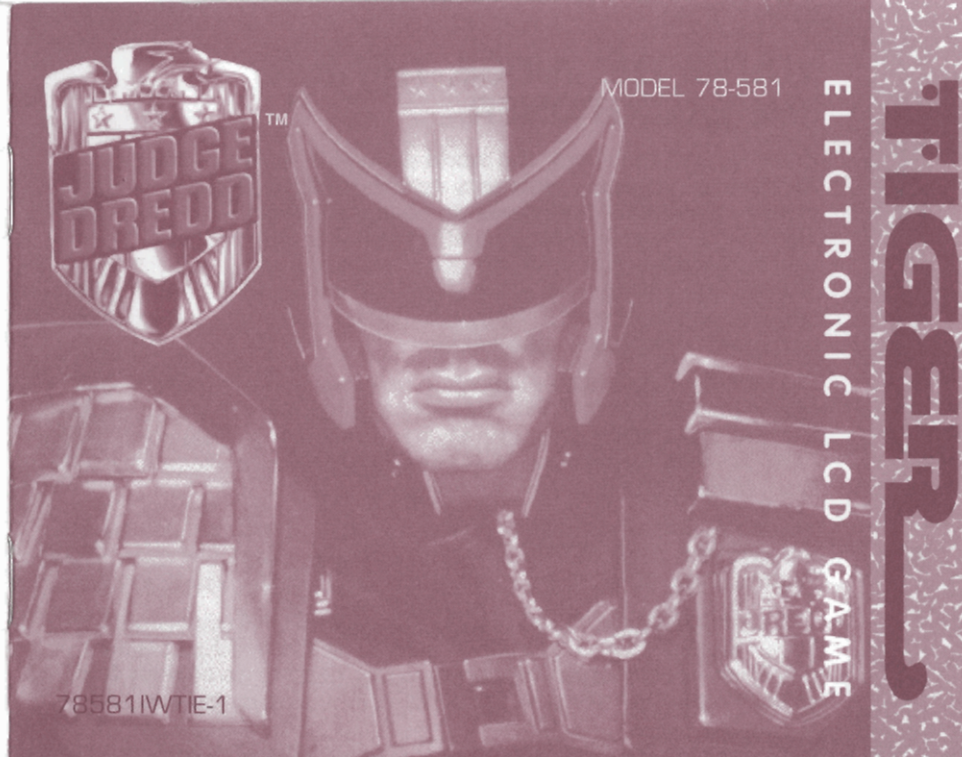
1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

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## YOU'RE THE JUDGE, THE JURY, THE EXECUTIONER.

In the Third Millennium, the world changed. Climate. Nations. All were in upheaval. Humanity itself turned as violent as the planet. Civilization threatened to collapse. And then...a solution was found. The crumbling legal system was merged with the overburdened police, creating a powerful and efficient hybrid. These new guardians of society had the power to dispense both justice and punishment. They were police, jury and executioner, all in one. They were...the judges.

YOU are Judge Dredd, a legend in your own time—until you are falsely accused of murder. Now the judges have turned on you! But even as a sentenced criminal, you manage to escape and go back from the wilderness of Cursed Earth back to Mega City One, where you fight again to uphold justice!

You must survive the Angel Family of Cursed Earth as well as all the dangers of Mega City One, including the Judge Hunters, your DNA brother, Rico, and the clones created in the Janus Project!

The Janus Project was a long ago discarded DNA experiment to clone "judges". But under Chief Justice Griffin and Rico, Janus has been started again. It threatens to destroy completely the already damaged world—unless YOU can come to the rescue!

## STOP RICO—BEFORE THE CLONES TAKE OVER THE PLANET!

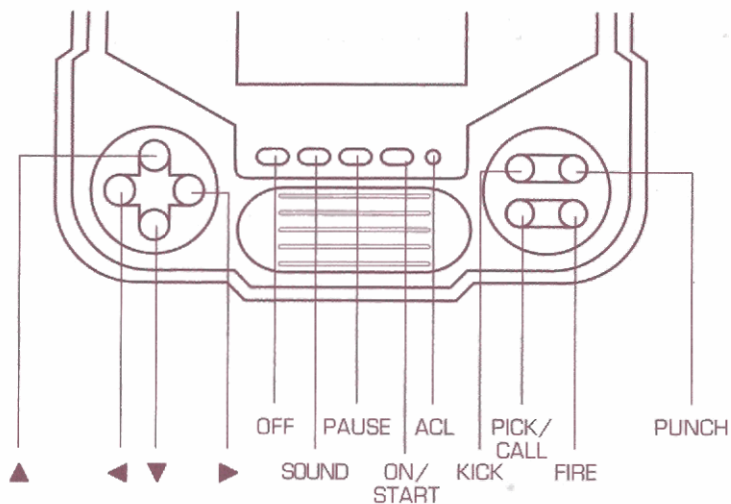
There are 5 stage levels. You play as Judge Dredd on all 5 levels:

- STAGE ONE - In the streets of Mega City One against the Judge Hunters.
- STAGE TWO - In Cursed Earth against the Angel Family.
- STAGE THREE - In Mega City One against the Judge Hunters. (but more powerful attacks!)
- STAGE FOUR - In the Janus Lab against the ABC Robot, Judge Hunters, Ilsa, and Rico.
- STAGE FIVE - In the Janus Lab against the ABC Robot, Judge Hunters, Ilsa, Janus "clones", and Rico (but more powerful attacks!)

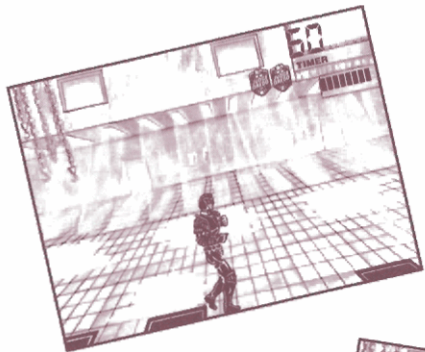
You begin each stage with full energy and 3 chances. When you lose all your energy, you lose a chance. If you lose all 3 chances in any stage, the game is over. There is also a time limit for each stage. If you fail to complete a stage before the timer expires, the game is also over.

You WIN the game if you can survive through all 5 stages.

## CAN YOU SAVE THE WORLD? JUDGE FOR YOURSELF!

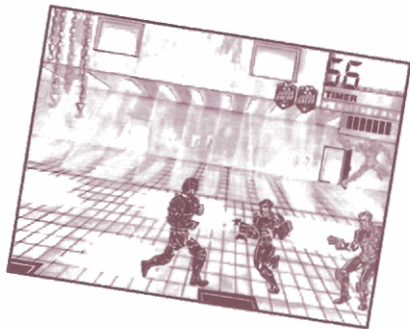


- ON/START — to turn on the unit.  
— to start each stage.
- SOUND . — to control sound: on or off.
- PAUSE — to pause the game.
- OFF — to turn off the game.
- "▲" — to jump up.  
— to climb up girders in MEGA CITY ONE or ladders in the lab.
- "▼" — to come down faster after jumping up.  
— to climb down girders in MEGA CITY ONE or ladders in the lab.
- "◀" — to turn back to fire on enemies behind you.
- "▶" — to turn forwards to fire on enemies in front of you.  
— to scroll forward faster when no enemy is blocking.
- PUNCH — to punch enemies.
- KICK — to kick enemies.
- PICK/CALL — to pick up guns when enemies drop them.  
— to call on Judge Hershey to help you against Ilsa.
- FIRE — to fire guns.

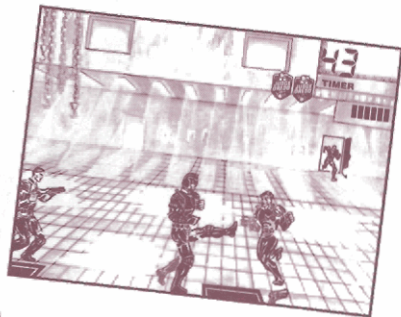


You begin each stage with a full energy bar and 3 chances.

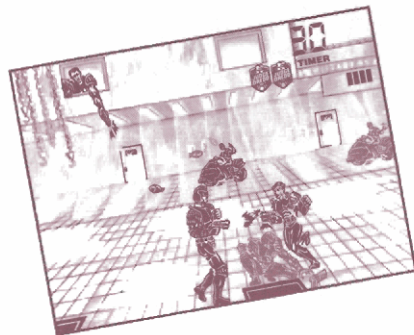
You lose energy whenever you are hit.



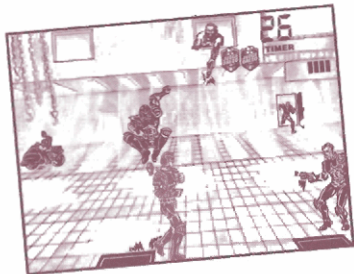
Once you begin the game, you are fighting with your bare hands. But when you defeat an opponent, he will drop his gun. Pick up his gun and use it for as long as its power lasts against other attackers.



When the gun disappears, you fight again with your bare hands. Look for another gun to drop and pick it up!



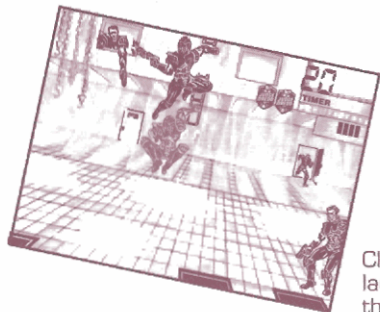




Press "▲" to jump up for dodging enemy attacks.

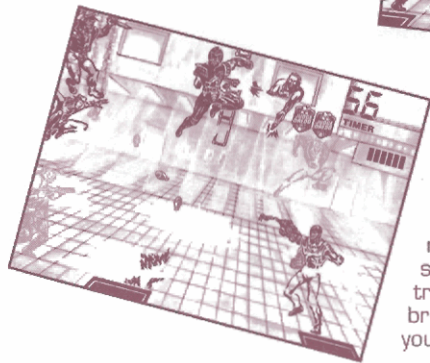


Also press "▲" to climb up girders or ladders when they appear.



Climb up the girders and ladders to defeat enemies at the upper level.

When you enter the Cursed Earth, watch out for the Angel Family.

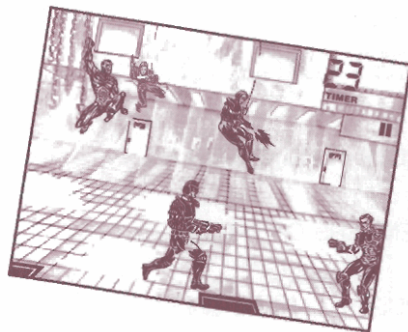
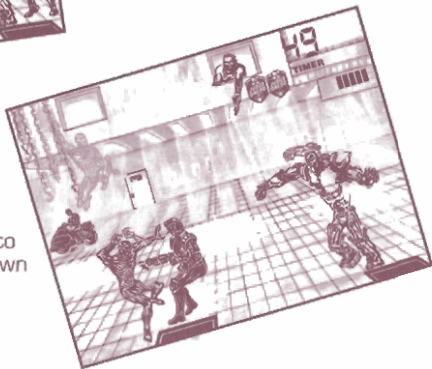


The Angel Family can attack you from any direction! Mean Machine Angel has a vicious mechanical arm which he uses to slash you! Mean Machine also tries to "head butt" you. His brothers, Link and Junior will rush you and try to rip you apart.



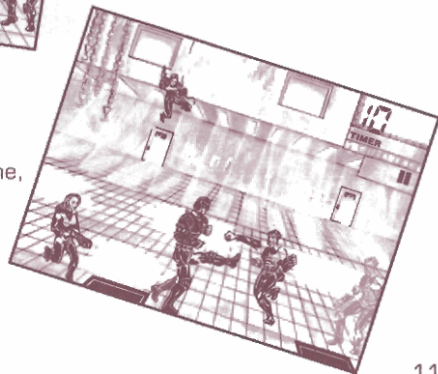
In the final two stages, your friend, Judge Fargo leaves his Remington shot gun rifle. Pick it up and use it against Rico and the ABC Robot. The ABC Robot will try and mangle you in its arms.

When the clones come out to strangle you, shoot them down with the Remington rifle!



In the final two stages, you can also press the CALL button to get "backup" from your friend, Judge Hershey.

Rico and Ilsa will try and shoot you to death. To WIN the game, defeat Rico in hand-to-hand combat in stage 5!



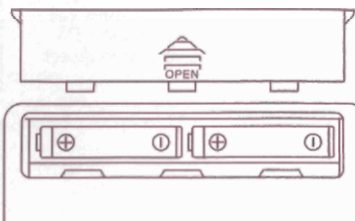
# Points

## ONLY THE STRONGEST CAN SURVIVE

- 30**  
points EACH ATTACK ON JUDGE HUNTERS ON FOOT
- 40**  
points EACH ATTACK ON MEMBERS OF THE ANGEL FAMILY
- 50**  
points EACH ATTACK ON JUDGE HUNTERS ON MOTORCYCLES
- 60**  
points EACH ATTACK ON THE ABC ROBOT
- 70**  
points EACH ATTACK ON ILSA
- 80**  
points EACH ATTACK ON JANUS PROJECT "CLONES"
- 100**  
points EACH ATTACK ON RICO

## INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



### FOR PROPER FUNCTION:

Do not mix old and new batteries.  
Do not mix alkaline, standard (carbon - zinc) or rechargeable (nickel - cadmium) batteries.

After battery insertion the ACL switch may be pushed only if the game doesn't work properly (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



## CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

## DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

## 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$10.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.  
980 Woodlands Parkway  
Vernon Hills, Illinois 60061, U.S.A.