

<http://www.replacementdocs.com>

The image features two characters from the Judge Dredd franchise. In the foreground, Judge Dredd is shown from the chest up, wearing his iconic blue and red helmet with a visor and a black uniform. He has a stern expression. In the background, to the left, is the character Death, depicted as a red, skeletal figure with a large, toothy mouth and a cylindrical head. The background is dark and moody, with some metallic elements visible on the right side.

# JUDGE DREDD®

**DREDD VS DEATH**

**REBELLION**



 **SIERRA™**

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# 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?

# GETTING STARTED

Begin by inserting Judge Dredd: Dredd vs Death CD Disk 1 into your CD-ROM drive and wait a few moments until the Judge Dredd: Dredd vs Death title screen appears.

If the title screen does not appear, open My Computer from your Windows Desktop and double-click on the CD-ROM drive showing the Judge Dredd: Dredd vs Death icon. Double-click on the setup program icon to start installing the program.

Once the setup program has started, a series of on-screen instructions will guide you through the rest of the installation procedure.

# DEFAULT KEYS

These keys can be changed in the Options Menu.

Move	
Walk Forward	W
Backpedal	S
Step Left	A
Step Right	D
Jump	Space
Crouch	Shift

Attack	
Fire	Mouse1
Melee	Mouse 2
Previous Ammo type	Mouse Wheel Up
Next Ammo type	Mouse Wheel Down
Primary Weapon	1
Secondary Weapon	2
Reload	R
Zoom	Mouse 3
Grenade	Q

Other	
Challenge	E
Action (Use, Arrest, Request)	F
Objectives	O
Pause/Menu	Esc
Show Scores	Tab
Talk (Broadcast)	T
Team Talk	Y
Tell (Individual)	U

Remember: If a player's name has a space in it, such as Judge Dredd, you will need to add quotation marks around the name when talking to them, eg Tell "Judge Dredd".

# THE MAIN MENU

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## STORY

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This allows you to play through the chapters either in Single Player or 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. 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 Co-operative play, you can play through the Story mode with a friend. Player 1 plays as Judge Dredd, whilst Player 2 plays as Judge Rico.

## ARCADE

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Other than the Arcade games 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.

## MULTIPLAYER

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Choose this option to join or create a game played over a network or via the Internet against live opponents. You can also play on your own against a number of computer bots.

## OPTIONS

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You can change the Controls, Audio and Video options, as well as view the Credits. You can also select Cheats 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

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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 Law Meter | I Primary Weapon   |
| E Ammo type | J Secondary Weapon |

## A HEALTH

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Your health bar starts at full. If it drops to zero and you have no medi-paks, you will die.

## B MEDI-PAKS

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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

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## 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 9 for further details.

## E AMMO TYPE

If you are using the 3-button mouse setup, alternative ammo types can be switched to by moving the mouse wheel up or down. The display indicates the ammo type selected.

## F AMMO BAR

Displays how much ammunition you have remaining in your magazine.

## G MAGAZINES

Number of magazines available.

## 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

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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

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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 final 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 Dept. 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 DIVISION WEAPONS



### Lawgiver

The Lawgiver MkIII 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 next ammo type by pressing Mouse2. 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.

# WEAPONS

## 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 Mouse2.



## 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 "Q" to throw a grenade. The longer you keep the "Q" pressed, the further the grenade will go.



# CIVILIAN 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.



# WEAPONS

## 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.



# WEAPONS



## 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



## LAN:

**1 Player vs. bots:** You can play on your own against computer bots

**Host Multiplayer:** Select this option if you want to host a multiplayer game. You will be asked to name your game session, which is what other players will see when they search for available servers.

**Join Multiplayer:** Selecting this option will detect and display all the Judge Dredd: Dredd vs Death games being run on it. Just click on the one you want to join and hit the Join button. If your computer isn't part of a local network, no games will be displayed.



# MULTIPLAYER

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## INTERNET:

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### HOW TO PLAY JUDGE DREDD: DREDD VS DEATH IN GAMESPY ARCADE

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You can play Judge Dredd: Dredd vs Death online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your Judge Dredd: Dredd vs Death CD and install Arcade now. Then, to play online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the Judge Dredd: Dredd vs Death Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the Judge Dredd: Dredd vs Death button on the left to enter the Judge Dredd: Dredd vs Death room.

#### Find or Start a Judge Dredd: Dredd vs Death Server:

Once you're in the Judge Dredd: Dredd vs Death room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.) Don't like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up. (A clever server name, such as "Taste the end of my rusty hob-nailed boot!" usually attracts people). Otherwise, double-click on a server of your choice to join in.

#### Joining and Starting a game:

Once you double-click on a server or start your own, you'll be in a staging room, in which you can trash talk with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up Judge Dredd: Dredd vs Death and the carnage will begin!

#### Problems?

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with Judge Dredd: Dredd vs Death, consult our help pages, located at <http://www.gamespyarcade.com/help/> or e-mail us by using the form located at <http://www.gamespyarcade.com/support/contact.shtml>.

# MULTIPLAYER

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## BLOCKWAR

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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

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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

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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

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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

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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 Dept Weaponry and Perps and Civilians start with and can only pick up Civilian 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.

## EMPTY RAID

At the beginning of a round the empty candy 'spawns' in the centre of the map. The game consists of two teams, both of whom must get to the empty, 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 empty has an icon on screen to indicate that this player is holding it.

You can set the Empty Delay in the options before the game starts. If a player who has the empty is killed, the empty 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.

# 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.



# INHABITANTS OF MEGA-CITY ONE

## 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 Judges help the sick and injured. If you see them on your travels, go up to them and use Action 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.



# INHABITANTS OF MEGA-CITY ONE

## 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 Sawn-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 Juvies. 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.



# INHABITANTS OF MEGA-CITY ONE

## 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.



# INHABITANTS OF MEGA-CITY ONE

## 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 first set them on fire). 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.



# INHABITANTS OF MEGA-CITY ONE

## 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!



# INHABITANTS OF MEGA-CITY ONE

### 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.



# CREDITS

DEVELOPED BY REBELLION

**Creative Director:**  
Jason Kingsley

**Technical Director:**  
Clare Kingsley

**Head of Programming:**  
Kevin Floyer-Lea

**Producer:**  
Ed Woolf

**Lead Artist:**  
Tim Jones

**Game Design:**  
Tim Jones  
Kevin Floyer-Lea

**Lead Character Design:**  
Andrew Cape

**Lead Animator:**  
John Nightingale

**Programmers:**  
Matt Dawson  
Nick Davis

Peter Elliott  
Dave Evans  
Laurence Finn

Mike Heatley  
Steven Humphreys  
Neil Massey  
Richard May  
Morgan Parry  
Kim Randal  
Richard Rice

**Additional Programming:**  
Anthony Gregson  
Andy Wainkove  
Martin Harris

**Artists:**  
Keith Ainslie  
Sueann Casey  
Ben Flynn  
Chris Gilbert  
David Kidd  
Mark Laitman  
Alex Moore  
Andrew Palmer

Rob Stevens  
Andy Stewart  
Dave Walsh  
Richard Whitelock

**Animators:**  
Dave Burwashew  
Nick Sübick

**Additional Art:**  
Kostas Diamantis  
Reuben Fleming  
Joe Gosler  
Sandy Haskop  
Mark Hill  
Giles Hitchcock  
Carrie H Meeunas  
Diamond & Connor  
Scott Pritchard  
Ken Turner  
Rupert Young

**Sound Effects:**  
Thomas Bible  
Ed Cookson  
Alli Davis  
Richard Wyatt

**Music:**  
Thomas Bible

**Guitar:**  
Mark Cocks  
Gareth Luke  
Ken Turner

**Other sample contributions:**  
Dave Kidd  
Tim Jones  
Richard Whiteblock

**Andrew Brady**

**Music contributions:**  
"Concrete" by Psalmistry

**Words and music by:**  
Tony Silcock & Ed Johnson

**Voice Production:**  
Big Fish Productions  
www.bigfish.com

**Voice Direction:**  
John Ainsworth

**Voice Recording:**  
Toby Robinson  
Most Studios 020 7978 8460

**Voice Actors:**  
Toby Longworth  
Teresa Gallagher  
Nicholas Briggs  
Jeremy James  
Laurence Bouvard

**Additional voice acting:**  
James Fraser  
Moska Bible  
Dave Watkin

**Script:**  
Tim Jones  
Kevin Floyer-Lea  
and  
Paul Mackman

**Testers:**  
Ian Tuttle  
Craig Garvey

**PR:**  
Mark Chapman

**Special Thanks:**  
Matt Smith  
Alan Barnes  
Graham Polts  
Dominic Preston  
Simon Farr  
Jamie Boardman  
Bryan Marshall  
Stuart Pharaoh

**Judge Dredd created by:**  
John Wagner & Carlos Ezquerro

**Other characters created by:**  
John Wagner, Brian Bolland  
& Carlos Ezquerro.

**Soundtrack available at:**  
www.bigfishsounds.com

# CREDITS

VIVENDI UNIVERSAL GAMES INTERNATIONAL CREDITS

**DIRECTION**  
Vivendi Universal Games International  
President & COO:  
Christophe Randoz

**Senior Vice President - Marketing and Strategy:**  
Michael Fuller

**Senior Vice President - Finances:**  
Pierre Lansonneur

**PRODUCTION TEAM**  
Executive Producer:  
Martin Wautiez

**Senior Producer:**  
Jose Alfay

**Business Development Manager:**  
Stephen Loveday

**MARKETING TEAM**  
Vice President Marketing Europe:  
Jon Sloan

**Marketing director:**  
Celine Barukho

**Senior Product Manager:**  
Guillaume Rostaer

**PUBLISHING TEAM**  
Publishing Director:  
Amick Desop

**Publisher:**  
Sophie Maugey

**PUBLIC RELATIONS TEAM**  
International Senior PR Manager:  
Stephane Vallet

**OPERATIONS TEAM**  
Operational Director Europe:  
Gilles Adanon

**Operations Deputy Director Europe:**  
Fabien Tiele

**Europe Supply Chain Manager:**  
Jean-Francois Cayrolbourg

**Supply Chain Product Manager:**  
Meksa Brown

**LEGAL & BUSINESS AFFAIRS**  
Legal & Business Affairs Director:  
Quentin Veillon-Bertolotti

**DIRECT MARKETING TEAM**  
Direct Marketing Director:  
Anne Bernard

**Internet Project Manager:**  
Guillaume Serre

**Web Marketing Coordinator:**  
Yann Paladier

**LOCALISATION TEAM**  
Managing Director:  
Gary Carly

**Localisation Manager:**  
Bary Kehoe

**Project Manager:**  
Jim Clarke

**QA Testers:**  
Francis Arroust  
Seamus Cahill  
Maribel Carolete  
Tullia Galcomelli  
Hugh Lambert  
Jose Morales  
Mercedes Recalons  
Johnston Roburter  
Laura Signori  
Giuseppe Traglia

**Compliance Test:**  
Nico Richters  
Brandon Auye  
Edward Brannan  
Andrea Pasco

**VIVENDI UNIVERSAL INC.**  
Vice President of O.A., Customer  
Service and Technical Support:  
Rod Shean

**O.A. Manager:**  
James Galloway

**O.A. Brand Manager:**  
Igor Krivitskiy

**WFC Director:**  
Randy Lynch

**O.A. Supervisor:**  
Michael Gonzalez

**O.A. Project Lead:**  
Billy Farmer

**O.A. Associate Lead:**  
Hel Zable

**O.A. Team:**  
Donna Woo  
Crystal Jensen  
Red Maguankay  
Takeshi Yasuoka  
Jonathan Masterson  
Calvin Wong

**Additional O.A.:**  
Terrance Brant  
Ujjwala Foreman  
Martin Valdez  
Jarrod Yeager  
Cameron Austin  
Don Carroll  
Derek Gueza  
Hafan Shobkashi  
Jason Colombetti  
Dylan Karlowski  
Stephan Yang  
Peter Elmore  
Lina Hedgecoth  
Andrew Warwick  
Daryl Deane

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