

Judge Dredd Last Mission FAQ

by Sane Jake

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Judge Dredd for Super Nintendo/Super Famicom - Last Mission FAQ  
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1. Purpose of the FAQ
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While J.T.'s FAQ on Gamefaqs is nice as it's the ONLY FAQ for the SNES, it's also terribly incomplete when it comes to handling the last mission. The last mission involves heavy use of the 'Boing' shot, whose use baffled me throughout the game. This FAQ is designed to help anyone stumped on the final mission of Judge Dredd for the SNES.

Probe's Judge Dredd development team must have been fans of the comic, because not only does the game go beyond the movie but features - from what I've gathered - one of Dredd's most infamous enemies, the Dark Judges. I'm no Judge Dredd fan myself, I barely know the character and never saw the movie - but the final mission is very challenging and a worthy show-down. Pity the ending is rather lame.

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2. Weapons Overview
=====

This is a list of the various weapons in the game, with additional information about weapon properties that J.T. doesn't go into.

2.1. Boing

Icon Description: Circle with a 'B' on it.
Purpose: Used to capture the essence of the Dark Judges when their physical bodies are destroyed.
Use Against: Dark Judge essence
Notes: Boing can not damage anything.

In game terms: When you see the grim ghostly faces appear after an enemy's death, switch to Boing (pause the game; you can select weapons while paused) and shoot the ghost with the Boing shot. It will trap them in a slimy-looking bubble. Touch the bubble to finish the job. While this racks up extra points in early stages, you MUST use this gun as the finishing blow when fighting the Dark Judges on the last mission.

2.2. Ricochet

Icon Description: Bull's-eye design
Purpose: Bounces off chairs, all over in pairs, and knocks out your enemy's gun. They're great for snack and they fit in your pack, they're... sorry. Ricochet bounces off any surface and disarms opponents. Will hurt

you slightly if a bounce goes afoul.

Use Against: Un-armoured fire-arm toters. That is, use against shot-gun and purple rifle-men.

Notes: Ricochet can not damage anyone other than Dredd, and it does a poor job of even doing that.

In game terms: Ricochet is only useful to disarm two common types of enemies.

2.3. Grenade

Icon Description: Looks like a dark-green shell.

Purpose: Blows up crates, disarms armoured opponents, does heavy damage.

Use Against: "Judge Hunters" - they wear black armour and carry a gun.

The grenade will disarm them. Also use against clones and their generators, and any enemies low to the ground.

Notes: When thrown, if it does not hit anything it will bounce a few times (and off walls) before exploding. Judge Dredd can be harmed by the blast.

In game terms: Packs a whallop! Don't worry about conserving them on stages that require the grenades to complete the primary mission, because they will respawn in various areas. Due to their effectiveness however, you might want to horde them anyway just because they're so darn useful!

2.4. Heat Seeker

Icon Description: Fat missile with orange stripe.

Purpose: Attempts to track enemies and blows up on impact.

Use Against: Enemies on odd angles, flying enemies

Notes: Excellent to use against opponents who are difficult to hit either because they fly or because you don't have much time to aim.

In game terms: Does decent damage and tracks enemies. Use at discretion.

2.5. Double-Whammy

Icon Description: Two fat missiles with orange stripes.

Purpose: Fire two missiles that attempt to track enemies and explode on impact.

Use against: Enemies at odd angles, flying enemies.

Notes: Use these when a situation really heats up and you don't have much time to shoot, let alone aim.

In game terms: Does decent damage and is twice as likely to hit as it fires two tracking missiles at once. Use at discretion.

2.6. Incendiary

Icon Description: Flame/Circle with hot centre

Purpose: Hits hard and sets enemies on fire.

Use against: Un-armoured, tough enemies

Notes: Ineffective against flame-thrower toting enemies, clones, robots

In game terms: Does heavy damage but not useful against anything wearing armour or clones. If it's already using fire, incendiary won't work either.

2.7. Armour-Piercing

Icon Description: Looks like a bundle of bullets

Purpose: Shoots through anything, ignoring armour

Use against: ABC Robots, but hurts just about anything.

Notes: Will go right through walls, other enemies - nothing stops it.

In game terms: A shot that does decent damage and goes through everything.
Use against machines.

2.8. High Explosive

Icon Description: Looks like a small silver canister with an orange triangle on it.

Purpose: Blows things up real good. Powerful weapon.

Use against: Anything really, really tough.

Notes: Explodes on impact, which means it can only hurt ABC robots if fired at its chest.

In game terms: Your most powerful shot.

2.9. Tico-Killers

Icon Description: Yellow explosion

Purpose: Kill Tico.

Use against: Tico.

Notes: You get these shots, looking like yellow canisters, from shooting Tico.

In game terms: Shoot Tico, he drops these shots. Get the shots and shoot Tico with them. They don't travel that far, so be close to him when firing.

===== 3. Enemy Overview

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A list of enemies, with made up names. I didn't play this game with a manual. Provides in-game description, personality, threat level, and weaknesses.

3.1.1. "Bob" AKA Unarmed Thug #1

Description: Unarmed blonde punk.

Threat Level: Pitiful

Weaknesses: None - use normal rounds to arrest

Weapon: Throwing knife, bare hands

Personality: Bob spends most of his time pacing back and forth, throwing knives at people. Bob dislikes being shot in the head so he usually gives up after being hit with a couple of normal rounds. Every game should have at least one Bob.

3.1.2. "Shotgun Bob Square Shoulders", AKA Shotgun Thug

Description: Blonde punk wearing shades, blue overcoat, carries a shotgun, sort of looks like a space cowboy wanna-be.

Threat Level: Low

Weaknesses: Ricochet, must reload after firing a few times.

Weapon: Shotgun

Personality: This particular Bob wanted to stand out from the other hundreds of Bobs, so he decided to attempt to dress like a space cow-boy and use a shot-gun. Shotgun Bob Square Shoulders hopes one day to have a popular children's show.

3.1.3. Violet Jack, AKA Violet Soldier Thug

Description: A violet coloured commando/soldier carrying a rifle.

Threat Level: Low

Weaknesses: Ricochet

Weapon: Rifle

Personality: "Violence Jack" was the name of a terrible anime that this particular Jack wanted to emulate. Unfortunately, due to a hearing problem he thought it was called "Violet Jack" and well... the rest is history.

3.1.4. "Hardcore Max", AKA Rioter

Description: Unarmed black-haired guy with sunglasses

Threat Level: Moderate

Weaknesses: None, will not surrender

Weapon: Throwing knife, bare hands

Personality: Hardcore Max is named for his tendency not only to fight to the death, but to do so armed only with a throwing knife. Upon seeing Dredd or being attacked, he will charge towards our Keeper of the Peace and throw knives or engage in hand-to-hand combat - depending on range. Normal pattern is to throw a knife and run in for melee combat. Watch it - Hardcore Max is a relentless fighter who does considerable damage and is healthy enough to take a few of Dredd's punches. Considering that Dredd's physical attacks are heavy hitting, that's very tough for a punk.

3.1.5. Judge Hunter

Description: Black armour-wearing individual

Threat Level: Moderate

Weaknesses: Grenade

Weapon: Rifle, rolling

Personality: The Judge Hunter is basically a "Violet Jack" with an armour upgrade and the ability to roll. What makes them dangerous is the amount of health they have. Only the grenade will make them surrender.

3.1.6. "Amazon", AKA Mier Gual

Description: Sort of female-looking wild punk.

Threat Level: Low

Weaknesses: None, will not surrender

Weapon: Bare hands, rolling

Personality: I'm not sure what exactly crawled up their butts, but these female-looking (hard to tell at times) opponents seem to think that rolling around a lot might get it out. While they do modest damage, they're not very bright. Just be ready to jump a lot.

3.1.7. Flaming Joe, AKA Flame-Thrower Thug

Description: You can not miss the flame-thrower, true me.

Threat Level: High

Weaknesses: None, will not surrender

Weapon: Flame thrower, cocktail bomb

Personality: Flaming Joe suffers from a persecution syndrome and delusions; he thinks everyone thinks he's a homosexual and is therefore out to get him. Silly Joe; this is a utopian future and nobody will persecute you for your sexuality - they'll just try to kill you for your snazzy sunglasses! At any rate, he likes to fire a big, BIG blast from his flamethrower when Dredd gets close, and toss less-damaging cock-tail bombs from a distance. Be careful when engaging - the faster the thug dies, the better. Suggested weapon would be the grenade due to its power. Additionally, if you can get right in Joe's face, his flame shot can't hurt you and you can beat him to death with your bare hands.

3.1.8. "Litterboy Francis", AKA Litterbug

Description: Slouching dude in red, always throwing litter.

Threat Level: Pitiful.

Weaknesses: None, use normal rounds to arrest

Weapon: Bottle.

Personality: Litterboy Francis has been a loser since high school and always will be. As a defensive measure, he constantly tosses out bits of garbage the size of his head - and he's somehow managed to hide about ten thousand pieces of the stuff on his person. This amazing litter is capable of stopping Judge Dredd's normal rounds, so giving the violent nature of the city perhaps it's not such a bad idea. The problem is that it also means that half of the cities mega-billion dollar budget is spent on cleaning up the constant stream of crap this guy leaves behind. (Insert any joke you wish about what the other half is spent on) When shot, Litterboy will toss a bottle at you. That's it. The actual enemy concept is amusing though, so hence why such near harmless perp is given so much text.

3.1.9. Floor-Cannon Robot

Description: Looks like a thigh-high silver cart with a cannon attached to it.

Threat Level: Low-Moderate

Weaknesses: None, use grenade for best results

Weapon: Cannon shot

Personality: Moves to the left, fires to the right. Moves to the right, fires to the left. Annoying but damaging and tricky to hit.

3.1.10. Floating-Orb Robot

Description: Floating orb.

Threat Level: Low

Weakness: None

Weapon: None, but hurts on contact

Personality: It hurts you when you touch it. Bobs up and down. Wow, they must have spent like a MILLION creating this baby for its outstanding defensive properties.

3.1.11. Surfer

Description: Surfer-dude on flying surf-board.

Threat Level: Moderate. And annoying.

Weaknesses: None, can not be arrested.

Weapon: Drops bombs, hurts on contact

Personality: Flies back and forth and will try to follow you. More annoying than actually threatening, but tricky to hit.

3.1.12. Ladder-Man

Description: The only enemy capable of using a ladder

Threat Level: Moderate

Weaknesses: None, can not be arrested

Weapon: Laser gun

Personality: Being the only enemy in the game capable of climbing a ladder, this enemy has taken on the identity of Ladder-Man, Punisher of Good and Avenger of Evil! By staying on the ladder he simultaneously gets in Dredd's way AND is far more difficult to hit. Advice: Get on his ladder and as close to him as possible. He can't hit you at point blank, and like most human enemies can't hurt you on contact. Then fire up/down, depending on what way he tries to flee.

3.1.13. ABC Robot

Description: You can NOT miss the big, honking, shiny metal robot.

Threat Level: High

Weaknesses: Armour-piercing

Weapon: Heat-seeker, Quaking Hammer Punch

Personality: These guys can only be hurt through the chest. They fire heat-seeking missiles. Being punched drains half your health. Take out at a distance, and be ready to avoid the heat-seeking missiles by jumping. Fight on lower ground when possible; the heat-seekers have a harder time hitting you while you can jump up for the chest-shot.

3.1.14. Clone

Description: Butt-ugly skinless zombie-like clone.

Threat Level: High

Weaknesses: Explosives

Weapon: None - detonates on contact for heavy damage

Personality: Run at you. Normal weapons will not kill them. Explode on contact for serious hurt. Questions? Destroy the generator to stop them for good.

3.1.15. Dark Judge (Possession)

Description: Looks like a regular enemy that leaves a trail of fire behind him/her.

Threat Level: Higher than the regular form would have.

Weaknesses: None, even if former form had weaknesses - will not surrender.

Weapon: Based on enemy possessed.

Personality: You know you're dealing with one of three Dark Judges when you see a regular enemy that leaves a trail of fire as he/she walks. The Dark Judge has possessed a regular enemy and its essence will flee upon the shell's death. When that happens, switch to Boing and trap the essence for bonus points - touch the bubble to arrest. The Dark Judges will not have any weaknesses the former shell had. They can possess any human enemy except for Ladder-Man.

3.1.16. Tico

Description: Boss. Looks like you.

Threat Level: Very High

Weaknesses: Special

Weapon: Bombs, normal shots, explosive shots - basically YOUR arsenal.

Personality: Fights on foot for a few shots, then takes to the air using the anti-grav belt power-up. You have to shoot him to make him drop special shots, then kill him with said special shots.

3.1.17. Tiger Rider

Description: Woman rider a sabre-toothed tiger. Boss.

Threat Level: Very High to Extreme

Weaknesses: None

Weapon: Net gun (paralysis), cocktail bombs, touch

Personality: Runs around the stage while the woman throws bombs and nets. Shoot in the back for best results - you have to hit HER, not the beast.

3.1.18. Cockroach

Description: You can't miss it. Boss.

Threat Level: Very High

Weaknesses: None

Weapon: Touch/melee

Personality: A big, psychotic cock-roach whose touch does half your health. Shoot it in the back to kill it. See J.T.'s FAQ for additional strategies; this is to help you with the last mission, not what comes before.

3.1.19. Ape Man

Description: Ape-man

Threat Level: Moderate

Weaknesses: None (does not surrender)

Weapon: Melee

Personality: Hangs around from the same stuff you can hang from, or attacks on foot. Either way it only has melee attacks. Fight from a distance or avoid outright. If everything is supposed to be dead, then what are these guys? Maybe Dredd should go tell the Dark Judges they missed a spot...

3.1.20. Lich

Description: Giant skeleton

Threat Level: High

Weaknesses: Explosive - does not surrender

Weapon: Lightning, touch

Personality: Walks back and forth firing lightning at you. Is summoned by Dark Judges.

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4. Basic Strategies

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- * Fight from a ladder - in most cases it's far safer.
- * Always use an enemy's weaknesses. If it makes the perp give in a single shot, take advantage of it!
- * You can walk through some walls.
- * Disks shut down area defences.
- * Destroying the small computers (the ones that block your path and you can't access) opens doors.
- * Dredd's melee attacks are more powerful than his regular rounds.
- * If you see dangerous ground ahead, jump into the ceiling - sometimes you can hang from stuff and often it's not obvious.
- * Enemies get a period of invulnerability after being hit, just like Dredd. Rapid fire will NOT take down enemies faster. Used timed shots instead.
- * You can switch weapons while the game is paused; take advantage of this.

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5. The Last Mission, Scene One

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This final mission takes place in Dead World. I'm sorry I can't be more specific about names; I never followed the comic and only know Judge Death.

You must kill two Dark Judges to clear this scene. The first Dark Judge is triggered when a couple of power-ups fall from the sky near a dead-end. After that point, Dark Judge #1 will pop up and follow you just about anywhere.

5.1. Dark Judge #1

Description: A giant, flaming skeletal Judge that carries a pitchfork.

Threat Level: Very High to Extreme

Weaknesses: None

Weapon: Touch, fireball volley

Personality: Walks back and forth, and can shoot a volley of three fireballs in a spread pattern and in any direction.

Being hit/touched drains half your health.

When you defeat Dark Judge #1, he will fall to the ground. QUICKLY pause the game, switch to BOING, and shoot the spirit that comes out. You must capture the spirit to kill Dark Judge #1. Notice the spirit is the skull-shaded one that comes out of red-flame possessed enemies. Run over to the spirit bubble and touch it to complete the capture.

Dark Judge #2 will then make an appearance.

5.2. Dark Judge #2

Description: Looks like a cloaked "Evil Overlord".

Threat Level: Very High to Extreme

Weaknesses: None

Weapon: Gaze of Death, Beartraps

Personality: Walks back and forth tossing bear traps, then tries to hit you with the Gaze o' Death. Polish him off quickly (grenades work well).

Again, pause, change weapons and shoot the spirit with BOING! You can then exit the level. His spirit is the horse-skull shapes one that comes out of possessed enemies with blue flame. Don't forget to grab the bubble to complete the capture.

===== 6. Last Mission, Scene Two =====

A smaller arena than before, and Dark Judge #3 is already active.

6.1. Dark Judge #3

Description: Looks like a variation of Death.

Threat Level: Very High to Extreme

Weaknesses: None

Weapon: Skull toss, Touch

Personality: Much shorter than Dark Judge #1, and easier to dodge. Just don't get hit; you can only survive two at maximum. Otherwise, same routine as the other Dark Judges.

Note that, as you pause the game to Boing his spirit (hee hee), that it's the grinning winged skull that comes out of possessed enemies with blue and red flame trails. You should know the capture routine by now.

6.2. Judge Death

Description: You, except bigger. And dead.

Threat Level: Extreme

Weaknesses: None

Weapon: Touch, Fireballs, Skull Shots

Personality: The first form doesn't seem so bad, does it? Now here's the nasty part - he escapes the first bubble and comes back for round two as a giant flying head! Shoot for the eyes ... er, where the eyes should be!

Beating this form only means that you have to face trial number three, where the spirits of all four judge spirits spin around and try to attack you. You must capture all four at once - and they don't stay caught for long. Once all are trapped, the game is complete. Congratulations!!

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7. Thanks go to...

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Thanks go to "J.T.", who wrote the original Judge Dredd FAQ. I actually didn't refer to it during the course of the game except for weapon identification, and when I got stuck on the Dead World... which his FAQ didn't really cover. I also borrowed your legalese copyright stuff because I'm lazy and because it sounds a LOT better than what I normally use. (If you take offence, sorry 'bout that J.T. - lemmie know and I will remove it)

Thanks also go to CJayC, without whom there would be no GameFaqs and the world would be a sad, sorry place for gamers indeed.

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