ROBOCOP 2

ocean

SCENARIO

Foreboding, futuristic skyscrapers soar into the polluted, grey sky. Decay and decline - this is the decadent city of Detroit in the near future. A city that is slowly crumbling into ruin. With the police on strike, the helpless citizens and the legions of the homeless are easy prey for gangs of heavily armed hoodlums, none more ruthless than the evil Cain and his gang of psychopathic killers.

One force stands in anarchy's path. One force that can prevent the innocent residents falling into an abyss of lawlessness and chaos - Robocop.

LOADING

ATARI ST

Switch on the power to the computer and disk drive, then insert the disk into the drive. If you have two disk drives insert disk 1 into drive A and disk 2 into drive B. This program will then load automatically. Follow the on-screen instructions.

AMIGA 500

Insert the disk into drive A and turn on the computer, the program will then load automatically. Follow the on-screen instructions for loading disk 2.
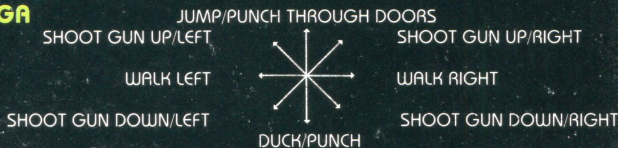
AMIGA 1000

Insert the System disk; when the Workbench disk illustration appears insert the game disk; the program will then load automatically. Follow on screen instructions for loading disk 2.

CONTROLS

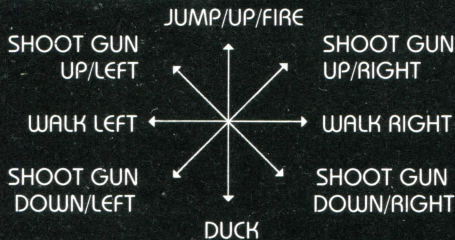This is a one-player game controlled by joystick only in port 1.

P - PAUSE GAME

AMIGA

JUMP/PUNCH THROUGH DOORS

SHOOT GUN UP/LEFT   SHOOT GUN UP/RIGHT

WALK LEFT   WALK RIGHT

SHOOT GUN DOWN/LEFT   SHOOT GUN DOWN/RIGHT

DUCK/PUNCH

When the fire button is pressed and the joystick pushed down you will be able to punch in your current direction.
Icons are collected by walking over them.

ST JOYSTICK CONTROL

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                        JUMP/UP/FIRE
   SHOOT GUN                              SHOOT GUN
    UP/LEFT          ↖    ↑    ↗          UP/RIGHT

                       ←     →
   WALK LEFT                              WALK RIGHT

   SHOOT GUN          ↙    ↓    ↘         SHOOT GUN
   DOWN/LEFT                              DOWN/RIGHT
                          DUCK
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GAMEPLAY

Test your skill and coolness under fire against the clock. Wage war against mobsters hell-bent on destruction. Through the dangerous shadows of an old, abandoned warehouse you negotiate tricky obstacles in your fight against the totally addictive narcotic Nuke.

Retrieve part of your humanity by restoring vital memory in puzzles that put your mental dexterity to the test.

Hone your weapon systems at the firing range. Remember to only shoot hostiles - the prime directive is to 'protect the innocent'. Your score in this section will determine your efficiency against the perils ahead.

Across vats of frothing alcohol you track down the infamous drug dealer Cain in his hide out - The Tokogawa Brewery.

Pursue OCP's new robot, Cain as he wreaks havoc throughout the Civic Centrum. Enraged and desperately craving Nuke Cain brings his full force against you in your final confrontation.

STATUS AND SCORING

The status panel displays the following:

ENERGY CAN   -   DISPLAYS CURRENT
                                                 ENERGY LEVEL

TEXT WINDOW	-	UPDATES INFORMATION
ROBOCOP HEADS/LIFE COUNTER	-	DISPLAYS LIVES REMAINING
WEAPON STATUS DISPLAY	-	SHOWS CURRENT WEAPON AND NUMBER OF BULLETS LEFT
SCORE	-	DISPLAYS CURRENT SCORE AND TIME
(ST) TEMPERATURE GAUGE	-	DISPLAYS WEAPON TEMPERATURE. IF IT IS TOO HIGH YOUR WEAPON WILL NOT FIRE UNTIL IT HAS COOLED DOWN SUFFICIENTLY.
(ST) SHIELD METER	-	TIME REMAINING ON YOUR SHIELD

Points are awarded for shooting baddies, collecting Nuke and rescuing the hostages.

HINTS AND TIPS

Find energy before your current supply runs out.

Locate and collect a percentage of Nuke canisters, but be careful of weak floors, leaky pipes and especially the Bazooka man as he is potentially lethal.

Rescue (Amiga) or arrest (ST) all the unarmed civilians and you will be rewarded with an extra life.

Completion of a puzzle section will gain you an extra game credit and a good score on the firing range increases your chances in the following section.

ROBOCOP 2

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CREDITS

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Programming by Keith Robinson
Graphics by Andy Rixon
Music and Sound FX by Keith Tinman
Produced by D.C. Ward and Paul Finnegan
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