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**CLASSIFIED INFORMATION:  
FOR OCP EXECUTIVES ONLY  
SECURITY CONCEPTS INC.  
A DIVISION OF OMNI CONSUMER PRODUCTS  
PRESENT ROBOCOP 3**

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516	364	259	726
668	798	336	512
228	833	339	569





# LOADING

ROBOCOP 3 has two games on THREE DISKS:

GAME 1: THE MOVIE ADVENTURE

GAME 2: THE ARCADE GAME

## AMIGA 500, 1500, 2000, 3000

Insert disk A into drive A and turn on the computer, the program will then load automatically. Follow any on screen instructions for further loading. If you have any other disk drives, insertion of disk B into any other drive will prevent disk swapping.

## AMIGA 1000

Insert the kickstart disk. When the workbench hand illustration appears insert the game disk A. The program will then load automatically. If you have any other disk drives, insertion of disk B into any other drive will prevent disk swapping.

A minimum of 512K is required on Amiga 1000.

## ATARI ST

Switch on power to computer and disk drive, then insert disk A into drive 1. 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 on screen instructions.



532	723	720	261
656	950	231	343
953	993	737	603



"MEDIABREAK NEWS" is loaded up and the player is presented with the night's headlines. Each headline is a different type of game section. This allows the player instant access into different sections [these sections are totally different from the movie game].

### **MEDIABREAK KEYS:**

Space - skip to next line of text

ESC - skip rest of Mediabreak

NOTE: While loading Mediabreak hold down ESCAPE to abort loading.

### **ARCADE SECTION 1: DRIVING**

The police force is on strike as Detroit becomes a 'no go' zone. On the highways Robocop is attempting to apprehend runaway drivers and stolen vehicles.

### **ARCADE SECTION 2: STREET FIGHT**

The back streets of the city are plagued by punks who bring terror to the neighbourhood. Robocop is about to clean up!

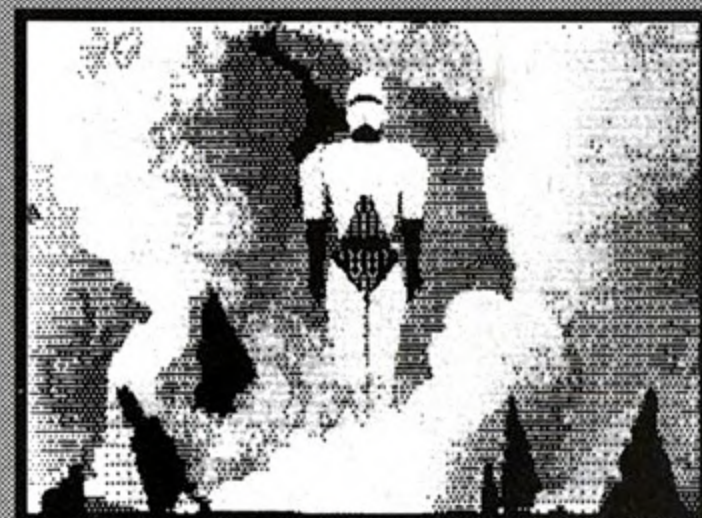
### **ARCADE SECTION 3: HOSTAGE SITUATION**

OCP Tower is in the hands of a terrorist faction who are holding the executives hostage for a billion dollar ransom...

Nobody plans on paying it, so Robocop must penetrate the tower and destroy all the terrorists.

834	511	584	547
986	451	134	144
300	883	182	394

# THE ARCADE SCENARIO.







## 3. THE MOVIE SECTION SCENARIO



### ARCADE SECTION 4: FLYING..

Security concepts are proud to present the latest addition to the Robocop inventory, a quropack! A trail combat situation has been arranged against the military over the skies of Old Detroit...

### ARCADE SECTION 5: HAND TO HAND COMBAT

A new robotic ninja has been created by Hanemetsu Industries who are keen to impress the world of its superior combat facilities. only one adversary is up to the job...Robocop!

After the section has been completed you then return to the main Arcade selection menu. If you are eliminated or fail to complete your mission, you return to Mediabreak, then a high score table.

The story so far...

It has been 6 months since the announcement of the Delta City project; OCP are now in a desperate situation as they stand to lose billions of dollars if work does not commence within the week. The citizens of Old Detroit have been reluctant to move from their homes so OCP has hired a special army group called THE REHABS. They are urban rehabilitation officers, who are routing people from their homes..

**ROBOCOP IS DRAWN INTO A BATTLE AGAINST THE  
AUTHORITIES AS THE CONSTRUCTION OF**

327	533	881	725
122	347	431	152
779	366	796	135



## **DELTA CITY MOVES EVER CLOSER.**

The movie section of the game runs like an adventure. Like all adventures it has many twists and turns, so it is difficult to give an accurate flow of how the game will run.

So we are not attempting to do so!

Media break is used to provide an update of the events so far and creates the backdrop to the game.

Space - skip to next line of text

ESC - skip rest of Mediabreak

NOTE: While loading Mediabreak hold down ESCAPE to abort loading.

### **DIRECTIVES:**

1. PROTECT THE INNOCENT
2. UPHOLD THE LAW
3. SERVE THE PUBLIC TRUST

ROBOCOP cannot violate these prime objectives - any violation will result in shutdown.

In the game Robocop is able to function in all environments. He is capable of walking, flying, driving and all forms of combat.

## **4 . DRIVING SECTION**

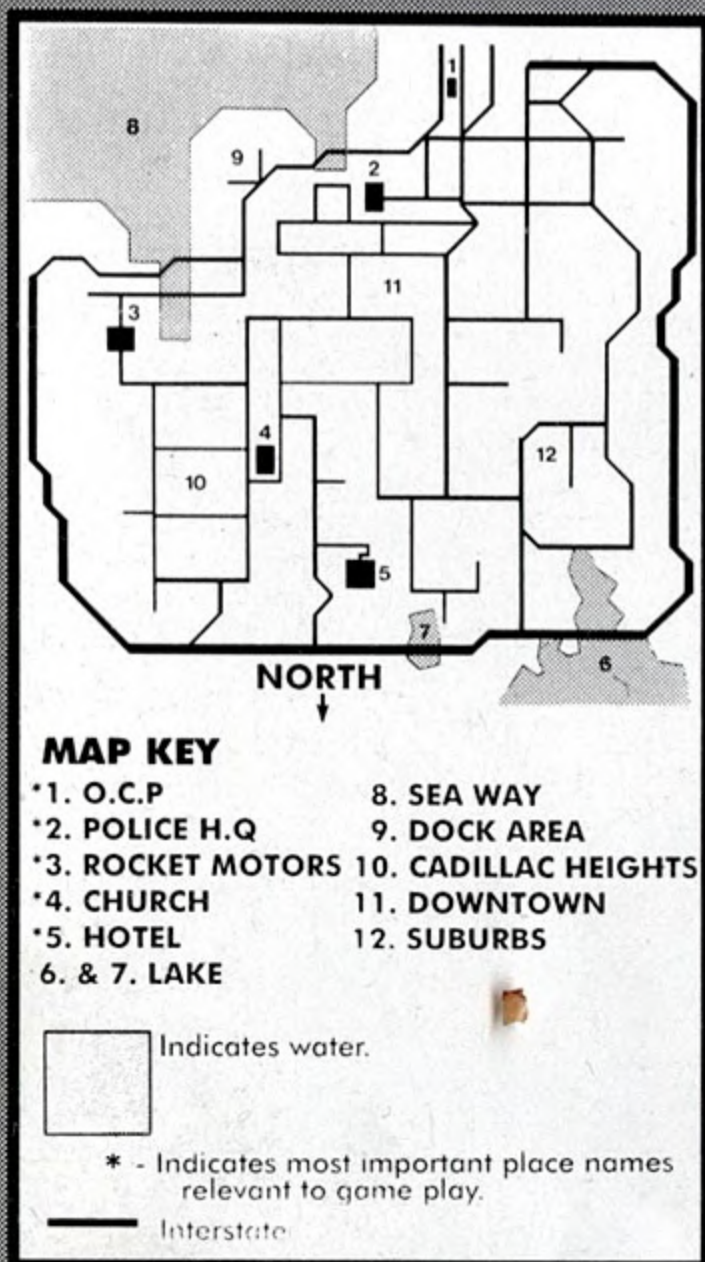
As a member of the Metropolitan Police force of Detroit, the Security Concepts ROBOCOP will be provided with a Police Turbo Cruiser for active patrol duty.

907	278	416	596
779	117	502	990
719	466	887	238

# **4. ROBOCOP OPERATIONAL PARAMETERS**







## DESCRIPTION OF THE WORLD

### 1. Active Patrol Area (also refer to Map of Detroit)

All of Detroit's precincts are within the jurisdiction of Robocop from up north and west to the Interstate and South and East to the Seaway and Canada. A restraining device has been fitted to the vehicle so the city boundaries are not violated.

Robocop has been provided with full geographical data of the city, complete with map displays, radars and location pointers to aid navigation around the City.

The City is split up into different urban areas:

1. Downtown Business District complete with Skyscrapers and modern ultra tech show case buildings.
2. The suburbs, the outskirts of the city with nice housing, trees and shopping malls.
3. The Docks, an industrial area showing signs of decay as the recession bites hard.
4. The Inner City of Old Detroit, the run down slum area of Detroit where the site of Delta City is to be laid (This area is now sealed off with an electrified perimeter fence).

On the map, particular attention has been put to the main areas involved in the game. At various times during the game, you may need to visit some of these locations:-



122	170	453	281
418	726	129	198
600	482	852	103



1. Rocket Motors - Abandoned disused car factory
2. OCP Tower - The HQ of OCP.
3. Metro South Police HQ.
4. Twenty-four Hour Hotel.
5. Church.

In some driving sections, when you arrive at any of these locations the computer automatically takes over the game as the player sees a graphic backdrop with the 3D superimposed over it. From this point, Robocop will be on foot.

Whilst on patrol Robocop will receive mission orders, reports and updates from Police HQ. This data will be printed across Robocop's Visor. It is through this system that mission orders will be conveyed to Robocop. Missions will include apprehending stolen "411" vehicles and the capture or destruction of criminals.

It is likely, during patrol, that gunfire will be aimed from these vehicles; great care should be taken to avoid unnecessary gun-fire.

## DRIVING PARAMETERS

The Turbo Cruiser is a fast efficient Police Car, it is able to accelerate to 60 mph in 8 seconds with a top speed of 140 mph. It is able to pull hard at fast speeds and decelerates rapidly for turning corners, making it less hazardous.

531	214	921	170
384	718	279	899
582	581	544	972





The vehicle's Turbo Boost cuts in at 30 mph up to 80 mph, which is very useful for overtaking and for accelerating out of tight corners.

## DISPLAYS

The car dashboard has a speedometer mounted in the middle of the console and a map on the left hand side. On the steering wheel a small white display dot shows how far the steering wheel is turned and in what direction it is pointing. The car is also fitted with flashing police lights; these lights are automated and will flash automatically during arrest mode.

The car has an active moving map display to show the player the location of any adversaries and himself in relation to the world. This is essential during high speed chases. Due to the map resolution it is split into 4 sections for the North East, South East, South West, North West areas of the city. Your vehicle is indicated by a GREEN square, the suspect vehicle with a RED square.

## DAMAGE AND EFFICIENCY

The car is able to withstand a great deal of damage, although the more damage the car receives the less responsive and more difficult it may become to control. During the driving section, Robocop's efficiency reading is dedicated to the car and not Robocop.

The efficiency reading shows the overall Turbo cruiser efficiency. When Robocop is in action this reading will diminish due to the effect to



283	947	834	284
853	724	768	240
340	810	633	691



weapons which can damage Robocop i.e. Head on collisions with buildings and other vehicles or heavy gunfire can destroy the Turbo Cruiser and light gunfire can slowly wear down the efficiency reading.

Any reading below 30% will show a warning as the vehicle will have sustained a large amount of damage. It also may prove more difficult to drive and may incur loss to power and reaction due to the damage. The Turbo Cruiser will be destroyed when efficiency is reduced to zero.

The player's score is calculated on the following:-

How quick the mission is achieved.

How much efficiency Robocop has remaining.

An overall mission score.

Score for the individual number of those eliminated.

NOTE: It is possible to get a negative score if Robocop shoots any innocent people whilst on duty i.e. women and children. If a negative score is achieved at the end of the mission it is likely that the player will be decommissioned from the force and deactivated.

918	436	359	211
409	388	450	526
549	922	209	638

# SCORING





## 4 DRIVING CONTROLS

### JOYSTICK

Forward - accelerate

Back - decelerate

Left - turn steering wheel left

Right - turn steering wheel right

### KEYS

Cursor up - accelerate

Cursor down - decelerate

Cursor left - turn steering wheel left

Cursor right - turn steering wheel right

ESC - quit

R - Robovision

SPACE - slow down quickly

### Views:

F1 - front internal with dash

F2 - left side view

F3 - right side view

F4 - external fixed camera views

F5 - aerial plan view

F6 - front full screen [Robovision]

F7 - external rear tracking view of Turbocruiser



705	841	313	917
559	534	373	398
398	128	581	305



F8 - view of suspect vehicle

F9 - intelligent Camera View - it always sets up angles to view  
Turbocruiser and suspect vehicle

\*Your adversary is intelligent so treat him with respect.

\*Keep on the road.....although you can drive on sidewalks and open areas it will damage your vehicle and wear down efficiency.

\*Keep an eye on the brake lights as you will then know if your chase vehicle is about to slam on the brakes or turn rapidly.

\*When in pursuit of a vehicle, don't get too close as it is likely that its doors will swing open with machine guns firing at you. Also look out for people shooting at you from the roadside or other vehicles.

\*To apprehend a vehicle it is best to choose your moment, e.g. when on a long straight section of road use your Turbo acceleration to move up to the side of him and run into him.

\*It could take several collisions to force the vehicle off the road, during this you may be also under fire.

\*Watch for obstacles in the road such as oil spills, destroyed vehicles and debris.

\*On turning, use full width of the road, but don't oversteer. Squealing tyres will let you know if you are cutting it too fine.

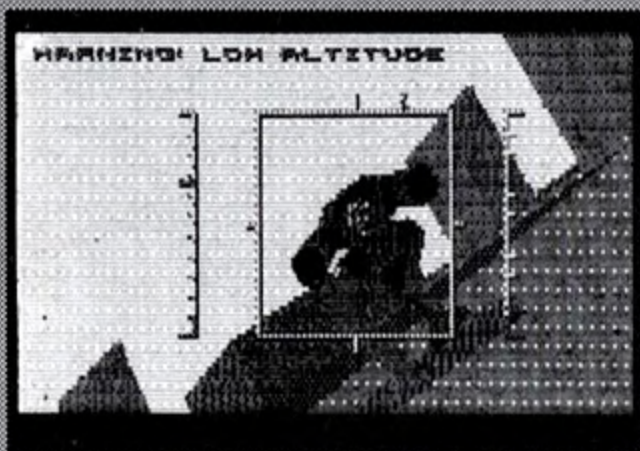
\*When in pursuit of faster vehicles you will struggle to keep up with them let alone overtake them, so use your powers of judgment to find an alternative shortcut/route. Many roads lead onto one.



# GAME PLAY HINTS & TIPS FOR DRIVING







## 4 . FLYING SECTION

The latest addition to the Robocop Armoury is a GYROCYCLE. This is a specially adapted jetpack which allows Robocop to achieve full flight.

The GYROCYCLE is interfaced to the Robocop software as a new helmet mounted display called the HUD.

On the helmet mounted display mission directives are printed and also any data which may be relevant. Below this the efficiency reading is printed permanently.

## E F F I C I E N C Y

The efficiency reading shows the overall Robocop efficiency. When Robocop is in combat this reading will diminish due to the effect of weapons which can damage Robocop i.e. \*helicopter gunfire can blow Robocop out of the sky, and ground gunfire can slowly wear down the efficiency reading.

Any reading below 30% will show a warning as Robocop will have sustained a large amount of damage. It also may prove more difficult to fly and may incur loss of power and reflexes due to the damage. Robocop will be destroyed when efficiency is reduced to zero.

## W E A P O N S

Whilst in flight Robocop is fitted with a multi-weapon arm which is capable of firing cannon and rapid machine gun fire. The





weapon selected and the amount of ammunition remaining is printed on the bottom of the screen.

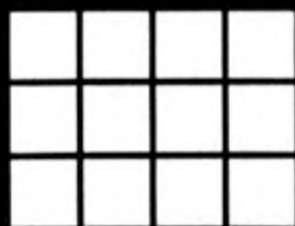
The Cannon is the more powerful than the multiweapon arm machine gun. The Cannon is able to knock out heavy armour such as tanks and helicopters much more efficiently than the machine gun.

Robocop's avionic software has a new target acquisition system similar to fighter aircraft where a lock can be achieved which will allow the weapons to bear. It is up to the player to then fire when ready.

## COUNTERMEASURES

HUD - this display is designed to show the player all relevant flight information i.e. power, altitude, radar and other various readings.

1. Altitude bar - this is the left hand indicator bar. A warning will appear if the altitude level is too low.
2. Thrust bar - this is the right hand indicator bar showing the thrust of the jet pack. The greater the thrust the greater the velocity obtained.
3. Radar - the central area of the display shows a radar display of various threats relevant to your position. Objects are split into three colour codes:
  - 1 RED is an aerial threat i.e. helicopter.
  - 2 GREEN is for friendly i.e. police cars





# SCORING

3 BLACK shows the location of important or relevant buildings  
e.g. OCP Tower.

4 YELLOW indicates a ground-based threat i.e. ED209, tanks.

5. Horizon bar indicator - this toggles with the radar to show the pitch  
and roll in relation to the horizon.

6 Target Lock Indicator (used with cannon): When a valid target is  
within the HUD, a green target 'lock' appears. When within range  
to fire, a red target circle will overlap; when they meet  
each other, you can fire.

The player's score is calculated on the following:-

How quick the mission is achieved.

How much efficiency Robocop has remaining.

An overall mission score.

Score for the individual number of those eliminated.

NOTE: It is possible to get a negative score if Robocop shoots  
any innocent people whilst on duty i.e. women, children and other police  
officers. If a negative score is achieved at the end of  
the mission it is likely that the player will be decommissioned  
from the force and Robocop will be de-activated.





## **JOYSTICK**

Forward - tilt forwards

Back - tilt backwards

Left - bank left

Right - bank right

Fire - fire weapon

Fire back - slow down

Fire forward - speed up

## **MOUSE**

Forward - tilt forward

Back - tilt backwards

Left - bank left

Right - bank right

Left mouse button - speed up fire weapon

Right mouse button - slow down

## **KEYS**

Cursor up - tilt forwards

Cursor down - tilt backwards

Cursor left - bank left

Cursor right - bank right

Space bar - fire weapon

- increase thrust

- - decrease thrust



# **CONTROLS FOR FLYING SECTION**





# HINTS AND TIPS ON FLYING

R - toggle HUD between horizon and radar

D - toggle HUD drop shadow on/off

RETURN - toggle weapon

ESC - quit

## VIEW :

F1 - front internal with HUD

F2 - external with fixed position

F3 - external rear tracking view

F4 - external rear tracking view with movement inertia.

Use '1' and '2' to alter distance on external views, 1 - to zoom in,  
2 - to zoom out.

Keep low! Although susceptible at this altitude to small arms fire which will slowly lower your efficiency it is far less dangerous than large AAA and helicopter gunfire. Also at high altitude the missiles prove very effective.

The helicopters are perhaps the most dangerous adversary so should be avoided. Tactics suggest that all aerial threats should be eradicated before ground engagements. It is therefore feasible to deal with the helicopters immediately.

Try to conserve fuel as full thrust will deplete fuel rapidly. Keep thrust low during evasive manoeuvres allowing quicker reaction. Chaff should be launched as soon as a missile is launched.





Robocop was primarily designed around the use of urban pacification which includes heavily built up areas such as alleyways, large buildings and general pedestrian areas. Robocop has fully functions around all environments and can penetrate almost any building. Robocop is able to map a zone he enters and is able to use weapons in a closed environment against anything hostile.

He is able to walk through doors, or punch down closed doors, and with the use of his targeting system is able to operate elevators by using the up or down cursors on the keyboard.

## **WEAPONS AND TARGET ACQUISITION**

Robocop has an advanced target acquisition system which is able to detect anything hostile.

The player must position the target cross hairs over a valid target, Robocop's software will automatically designate and lock onto the target, and the player is then able to fire weapons.

The target will flash green for an instant for confirmation.

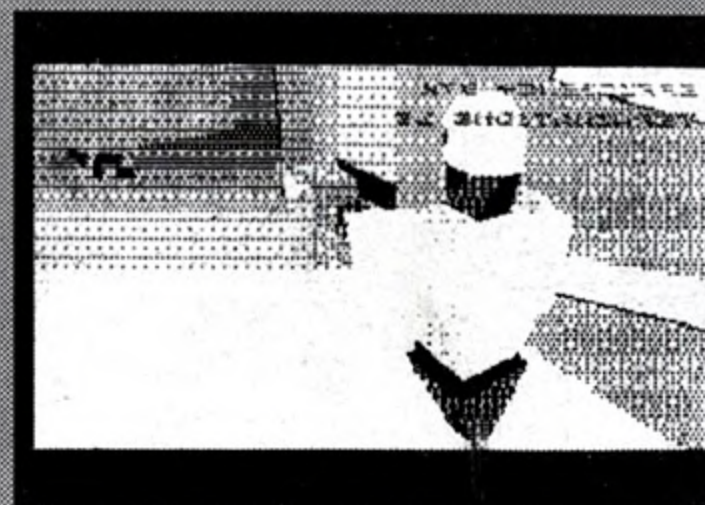
Robocop is now fitted with a detachable multi-weapon arm. This arm has a built in heavy calibre cannon a rapid fire machine gun.

## **E F F I C I E N C Y**

The efficiency reading shows the overall efficiency. When Robocop



# **4c. URBAN PACIFICATION**





# MOVEMENT AND CONTROLS

is in action this reading will diminish due to the effect of weapons which can damage Robocop i.e. bombs or heavy gunfire, which can cause severe damage, and light gunfire which can slowly wear down the efficiency reading.

Any reading below 30% will show a warning as Robocop will have sustained a large amount of damage. It also may prove more difficult to move and may incur loss of power and reaction due to the damage. Robocop will be destroyed when efficiency is reduced to zero.

The cross hairs are also used to direct the motion of Robocop. When using a mouse if the cross hairs are pushed to the top or side of the screen Robocop will change direction accordingly.

This will not however interfere with the target lock system as the cursor is able to be positioned over any target within the screen allowing Robocop to be accurately positioned for a shot.

In some urban areas, Robocop can use an active Sonar Homing Device to locate a person. The audio bleep will accelerate as he gets closer to the source. This device works automatically.

## JOYSTICK

UP - Move forward

LEFT - Move/turn left

RIGHT - Move/turn right

FIRE - Fire gun





## MOUSE

Right button to move forward  
Left button to fire gun  
Right button and move right to turn right  
Left button and move left to turn left  
S - toggle sound on / off  
Esc - quit  
M - Toggle music on/off  
Cursor up/down - operate elevator

## VIEW :

F1 - internal Robovision  
F2 - external view behind/above  
F3 - external view behind/below

The player's score is calculated on the following:-

How quick the mission is achieved.

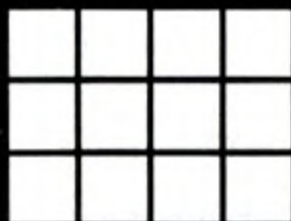
How much efficiency Robocop has remaining.

An overall mission score.

Score for the individual number of those eliminated.

NOTE: It is possible to get an negative score if Robocop shoots any innocent people whilst on duty i.e. women and children.

If a negative score is achieved at the end of the mission it is likely that the player will be decommissioned from the force and de-activated.



## SCORING





# HINTS AND TIPS

Caution should be taken at all times as danger lurks around every corner. You should always take extreme caution when turning corners and be prepared to fire.

Always aim for a body shot to achieve an accurate target lock.

## AVOID INNOCENT CIVILIANS AT ALL COSTS!

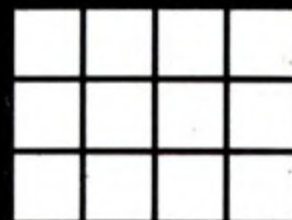
Targets should be chosen carefully, e.g. if there are 3 baddies attacking you, figure out who is the most dangerous. A man about to throw a hand grenade is far more dangerous than a man with a hand gun.... Attack the man with the grenade first before he has chance to throw.

If a grenade is thrown, you still have a chance to destroy it with your gun, as the damage sustained will then be greatly reduced.

It is very easy to become lost so pay attention to any particular land marks or signs. Many alleyways and corridors have countless doors, many of them lead nowhere. Exploring every doorway will only waste time; many of them are booby trapped so care must be taken.

Make a note of the direction baddies are coming from as they may lead you to your overall mission objective.

If you shoot women and children, it may result in system shut-down.





To operate elevators, simply walk inside and press cursor-up or cursor-down key on keyboard.

In an urban environment, an enforcement droid is likely to encounter many different modes of attack. Weapons such as a machine gun are not always available, and only a minimum amount of force may be required to perform an arrest.

Robocop is able to manipulate limbs for use in un armed combat.

He is able to punch low and high, block oncoming thrusts, perform evasive manoeuvres and is also able to recover himself from the ground.

## **CONTROLS:** **JOYSTICK**

Forward - walk forward

Back - kneel down

Left - walk left

Right - walk right

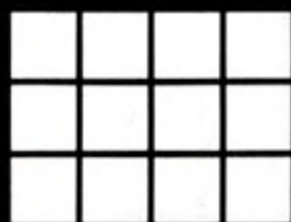
Fire - punch (or fire if gun is drawn)

## **KEYS**

Shift - block

Return - draw gun

Space - fire gun



# **CLOSE QUARTER COMBAT**





# HINTS AND TIPS FOR CLOSE QUARTER COMBAT..

## VIEWS:

- F1 - internal Robovision
- F2 - external North facing
- F3 - pan around Robocop at ground level
- F4-F7 - camera views [fixed]
- F8 - drawn backdrop view
- F9 - rotating aerial view
- F10 - intelligent camera view

Otomo is a highly advanced machine and in many ways far superior to Robocop and is able to out manoeuvre Robocop at any level of combat.

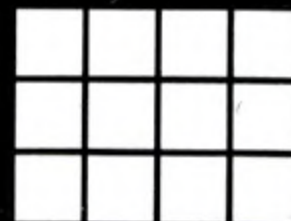
Some of the basic rules of engagement:

DO NOT get trapped in a corner and wait for Otomo to move on you, do not run straight into him.

Otomo may seem to far away to strike but be careful, he is able to leap great distances with flying kicks.

If Otomo moves close in and starts punching, don't slug it out in hand to hand fighting because he is able to quickly pull his sword out and strike a deadly blow. So keep your distance and move away.

Only draw out your gun when Otomo is in a position not to attack. When he has his sword out is best as he has to put it away before he can kick or punch it out of your hand.





NOTE: 'P' can be used at all time to pause the game.  
'J' can be used to toggle between Joystick and Mouse control-  
[Amiga only]  
'M' can be used to toggle for music on/off

## **DRIVING CONTROLS**

[RECOMMENDED CONTROL IS JOYSTICK]

### **JOYSTICK**

Forward - accelerate  
Back - decelerate  
Left - turn steering wheel left  
Right - turn steering wheel right

### **KEYS**

Cursor up - accelerate  
Cursor down - decelerate  
Cursor left - turn steering wheel left  
Cursor right - turn steering wheel right  
ESC - quit  
SPACE - slow down quickly

### **VIEWS:**

F1 - front internal with dash  
F2 - left side view  
F3 - right side view  
F4 - external fixed camera views



## **5. QUICK KEY GUIDE**

## **DRIVING SECTIONS**





# FLYING SECTIONS



- F5 - aerial plan view
- F6 - front full screen[Robovision]
- F7 - external rear tracking view of Turbocruiser
- F8 - view of suspect vehicle
- F9 - intelligent Camera View - it always sets up angles to view Turbocruiser and suspect vehicle

## CONTROLS FOR FLYING SECTION

[RECOMMENDED CONTROL: MOUSE]

### JOYSTICK

- Forward - tilt forwards
- Back - tilt backwards
- Left - bank left
- Right - bank right
- Fire - fire weapon
- Fire back - slow down
- Fire forward - speed up

### MOUSE

- Forward - tilt forward
- Back - tilt backwards
- Left - bank left
- Right - bank right
- Left mouse button - speed up fire weapon
- Right mouse button - slow down





## KEYS

Cursor up - tilt forwards

Cursor down - tilt backwards

Cursor left - bank left

Cursor right - bank right

Space bar - fire weapon

- increase thrust

- - decrease thrust

R - toggle HUD between horizon and radar

D - toggle HUD drop shadow on/off

RETURN - toggle weapon

ESC - quit

## VIEWS :

F1 - front internal with HUD

F2 - external North facing

F3 - external fixed rear tracking view

F4 - external rear tracking view with movement inertia.

Use '1' and '2' to alter distance on external views, 1 - to zoom in,

2 - to zoom out.

The cross hairs are also used to direct the motion of Robocop. When using mouse if the cross hairs are pushed to the top or side of the screen Robocop will change direction accordingly. This will not however interfere with the target lock system as the cursor is able to be positioned over any target within the screen allowing Robocop to be accurately positioned for a shot.



# URBAN PACIFICATION

(BUILDINGS/CORRIDORS/ALLEYWAYS)





## MOVEMENT & CONTROLS

[MOUSE IS RECOMMENDED CONTROL]

### JOYSTICK

UP - Move forward

LEFT - Move/turn left

RIGHT - Move/turn right

FIRE - Fire gun

### MOUSE

Left button to fire gun

Right button to move forward

Right button and move right to turn right

Right button and move left to turn left

S - toggle sound on / off

Esc - quit

### VIEWS:

F1 - internal Robovision

F2 - external with fixed positions

F3 - external with fixed positions

Cursor up/down - operate elevator





## JOYSTICK

Forward - walk forward

Back - kneel down

Left - walk left

Right - walk right

Fire - punch

## KEYS

Shift - block

Return - draw gun

Space - fire gun

## VIEWS:

F1 - internal Robovision

F2 - external North facing

F3 - pan around Robocop at ground level

F4-F7 - camera views [fixed]

F8 - drawn backdrop view

F9 - rotating aerial view

F10 - intelligent camera view

## Keys:

Space - skip to next line of text

ESC - skip rest of Mediabreak

NOTE: While loading Mediabreak hold down ESCAPE to abort loading.



# CLOSE QUARTER COMBAT

[RECOMMENDED CONTROL: JOYSTICK]

# MEDIABREAK





## **ROBOCOP™ 3**

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THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE INSTRUCTIONS FOR LOADING, CAREFULLY.

If for any reason you have difficulty in running the program you may contact our Ocean Helpline direct by telephoning 0626 332533. However if you believe that the product is defective please return it direct to: Mr. Yates,

Ocean Software Limited, 6 Central Street, Manchester, M2 5NS. Our quality control department will test the product and supply a replacement if we find a fault. If we cannot find a fault the product will be returned to you at no extra charge. Please note that this does not affect your statutory rights.

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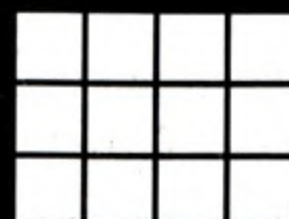
Produced by Jon Woods.

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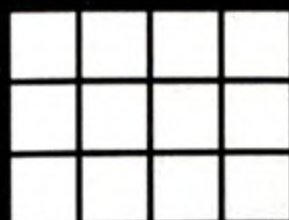
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