

POWER DRIFT

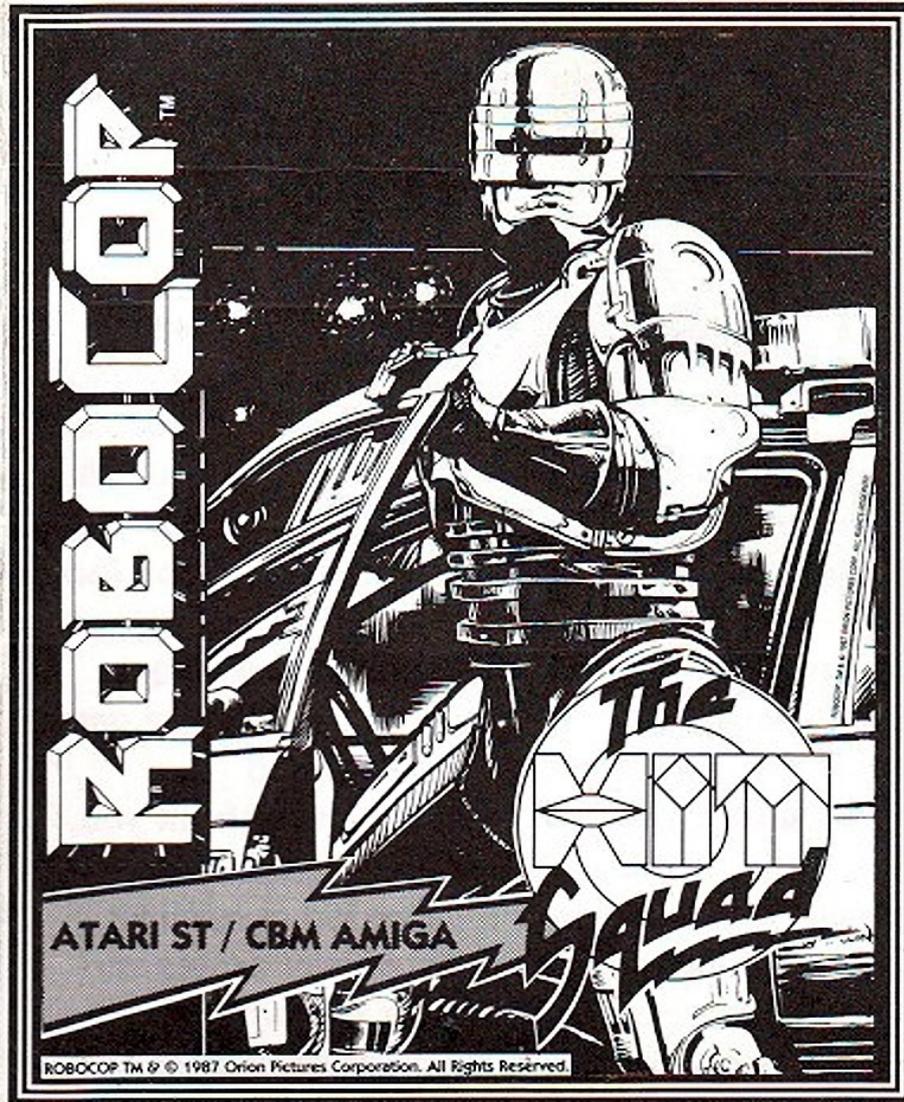
IVANHOE

RENEGADE

GHOSTBUSTERS II

HEAD OVER HEELS

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



ROBOCOP™

Patrolman Murphy was

the 32nd cop to be gunned down in Detroit since Security Concepts Inc. took control of the police department. It was the opportunity OCP had been waiting for.... They took what was left of Murphy and turned him into a deadly killing machine with a reinforced titanium body, an erased memory and a programmed mind. However they could not completely wipe out the memory of his horrific ordeal and he sets out to track down the gang responsible. In this game you are Robocop! You are the future of law enforcement.

LOADING

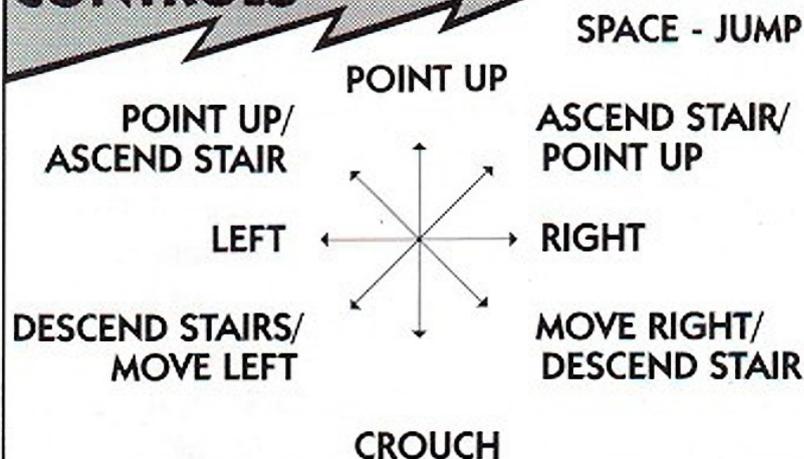
ATARI ST

Switch on the power to the computer and disk drive, then insert the disk into the drive. This program will then load automatically.

AMIGA 500 Insert the disk in drive A, and turn on the computer. The program will then automatically load and run.

AMIGA 1000 Insert the system disk. When the workbench disk illustration appears, insert the disk. The program will then automatically load and run.

CONTROLS



Fire will normally fire a bullet. However if there is a villain next to him, Robocop will punch him thereby conserving ammunition. Ammunition is

limited for the super weapons. In the photofit section left and right joystick movements select between the different pieces of face available, whereas up and down movements select which area of the photofit to change.

GAMEPLAY

Armed with a standard police pistol you seek out the criminals responsible for Murphy's death. You can then collect capsules giving you more ammunition, better fire power or three way bullets. You can also pick up baby food to give you extra energy.

As Robocop you must make your way through numerous sections in order to complete the game. Making your way from left to right and shooting/punching any villains that confront you. You will be shot at both from the ground and from above. All bullets must be avoided as each hit decreases your energy substantially. Crates and boxes may be found along the way which may contain extra energy (in the form of baby food), or extra weapons. You will then progress onto a shooting gallery enabling you to practice the accuracy of your fire power and increase your score accordingly. After the second patrol you will be confronted with a photo-fit identification screen. You must match up the face on the right with the one portrayed on the left, changing the hairline, eyes, nose, mouth, chin and ears in order to build up the similar composite. Having identified the perpetrator, you then proceed to the junk yard where many of the villains lie in wait. Having completed your mission in the junk yard, you will be confronted with a hostage situation whereby one of Clarence Boddicker's men is holding a girl hostage. You must now use all the abilities you learned in the shooting gallery to shoot her captor without harming the hostage. Having successfully cleared up the hostage situation, you will enter the drugs factory, used for the manufacture of illegal narcotics. After this you will be confronted with a thermograph photo-fit, similar to the normal photo-fit mentioned before. Having successfully identified all the perpetrators,

you then make your way to the OCP Headquarters wherein you must evade the boobytraps and villains and defeat the deadly ED209 which lies in wait at the end of the level. Another shooting gallery gives you more opportunity to hone your abilities which may have been impaired through injuries sustained, after which you make your way inside their OCP Headquarters where even more challenges lie in wait. The game culminates in a final hostage confrontation, where Dick Jones is holding the President of OCP hostage. If you manage to defeat Dick Jones the game will be completed and Robocop will be hailed as a hero.

STATUS & SCORING

Score, time remaining and energy displayed at top and bottom of screen. 20 points for hitting a bad guy 50 points for killing a bad guy 250 points for collecting capsule Special bonus for completing a level

HINTS & TIPS

1. Conserve ammunition on super weapons.
2. Criminals will always attack you at the same points. Remember these positions to gain the initiative.
3. On hostage screens, try to anticipate the movement of villains for an easier shot.

CREDITS

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