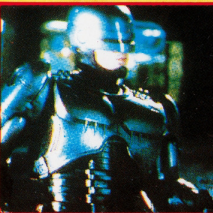
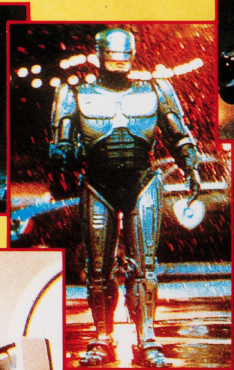


ROBOCOP™



TV SHOTS TAKEN FROM ARCADE VERSION



Take on the role of avenging

angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge – PART MAN PART MACHINE – ALL COP

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ROBOCOP™

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(certificate 18)

COMMODORE
CASSETTE



ROBOCOP

Patrolman Murphy was the 32nd copy to be gunned down in Detroit since Security Concepts Inc. took control of the police department. It was the opportunity OCP has 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.

SPECTRUM LOADING

1. Place the cassette in your recorder ensuring that it is fully rewind.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ Type LOAD"" (ENTER). (Note there is no space between the two quotes). The "" is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone control and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

NOTE:

128K – one load
48K – three loads. – On the 48K Spectrum this game load in 3 parts. When each part has finished loading, stop the tape so the next part can be loaded when you are ready.

AMSTRAD LOADING

CPC 464

Place the rewind cassette in the cassette deck, type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key.

(The | symbol is obtained by holding shift and pressing the @ key).

CPC 664 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewind tape in the

cassette recorder and type | TAPE then press RETURN key. Then type RUN" and press RETURN key and follow the instructions as they appear on screen.
NOTE: This is a multi-load game, follow on screen instructions.

AMSTRAD CONTROLS
JOYSTICK PORT 1 OR KEYBOARD

Q	UP
A	DOWN
K	LEFT
L	RIGHT
SPACE	FIRE/PUNCH
S	PAUSE

SPECTRUM CONTROLS

Kempston	Default keys are:	
Sinclair – Port 1	Q	UP
Keyboard fully redefinable	A	DOWN
	K	LEFT
	L	RIGHT
	SPACE	FIRE/PUNCH
	S	PAUSE

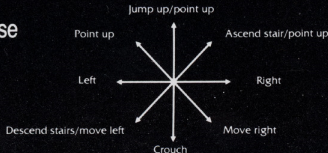
FIRE will normally fire a bullet. However if there is a villain next to him, Robocop will punch him thereby conserving ammunition.

COMMODORE LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction – PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions.

CONTROLS

Space bar	Pause/unpause
Run/stop	Abort game



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.

- L1** First patrol in Detroit. Encounter criminals who try to stop you.
- L2** A woman is being attacked – you must intervene. Attempt to shoot the attacker and avoid hitting the poor helpless hostage.
- L3** Second patrol with more offensive criminals.
- L4** Try to match up photofit parts along with the photograph already supplied to you. If a successful match is made, you will discover the name of the man responsible for Murphy's killing.
- L5** You receive information which enables you to locate the rest of the gang. You stumble across a drug factory full of heavily armed thugs who will stop at nothing to prevent you arresting them.
- L6** After clearing up the drug factory you, go on to arrest Dick Jones, the mastermind behind the gang, at OCP headquarters. However directive 4 of Robocop's program prevents you from acting against a senior officer of OCP. You are disarmed and left to fight the robot ED209 with your bare steel fists.
- L7** Use lifts to escape from OCP.
- L8** Try to outwit the desperate criminals as you become a fugitive from them.
- L9** If you make it this far you confront OCP's board of directors with the evidence of Dick Jones' crimes. In a desperate effort to escape he takes the President hostage. The president sacks him on the spot, directive 4 is over-ridden and you may shoot him. But be careful not to hit the President himself!

STATUS AND SCORING

Score, time remaining and energy displayed at top 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 AND TIPS

- 1. Conserve ammunition.
- 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.

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

If for any reason you have difficulty in running the program and 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 an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Programming by John Meegan
Graphics by Stephen Thomson & Dawn Drake
Music by Jonathan Dunn
Produced by D C Ward
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SPECTRUM & AMSTRAD

Programming by Mike Lamb
Graphics by Dawn Drake
Music by Jonathan Dunn
Produced by Jon Woods
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