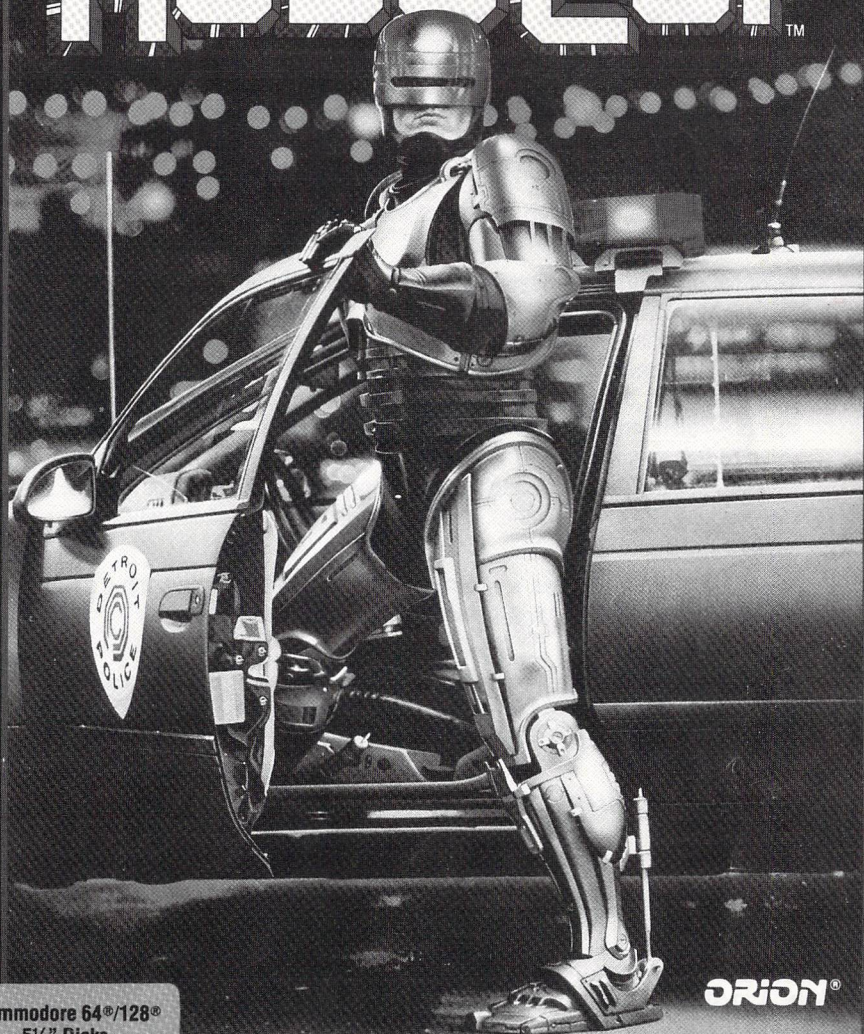


INSTRUCTION GUIDE

PART MAN, PART MACHINE, ALL GAME.

ROBOCOP™



Commodore 64®/128®
5¼" Disks
Joystick Required

ORION®

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DATA
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ROBOCOP INSTRUCTION GUIDE

THE FUTURE OF LAW ENFORCEMENT

What's going on in old Detroit isn't pretty. An epidemic of crime, violence, and death has turned it into the most lethal spot on earth — especially if you're a cop. In old Detroit, criminals kill for fun.

The government has thrown up its hands in despair and turned over the police department to O.C.P. — a private corporation that isn't as squeamish about individual rights as elected officials are. And O.C.P. isn't afraid to be ruthless — it smells a profit in cleaning up old Detroit. So Corporate America rushes in where angels fear to tread. With an ace up its sleeve.

That ace is RoboCop — part man, part machine, and built to take whatever the scum can dish out.

As RoboCop, your prime directives are to 1) Serve the public trust, 2) Uphold the law, and 3) Protect the innocent (there's also the mysterious Directive 4, which is classified). The directives add up to a mission that's not easy, even for you. The streets are teeming with petty thugs who are out to stop you. What's worse is that within O.C.P. — the very corporation that put you on the streets — there are powerful forces who want to see you destroyed. You're about to find yourself face to face with the malevolent Clarence Boddicker, who kills cops, slowly, as a hobby; the savage and relentless robot ED-209; and — ultimately — Dick Jones, the mastermind who set all the wheels in motion.

No flesh-and-blood cop has a chance against those odds. Once upon a time, you didn't either. But that was before you became RoboCop.

INSTRUCTIONS

SYSTEM REQUIREMENTS

To play RoboCop on a Commodore 64 or 128, you need:

- 64K RAM
- A disk drive
- A color television monitor
- A joystick

GETTING STARTED

1. Turn on the computer, monitor, and disk drive. (Note: if you have a Fastload cartridge, remove it. RoboCop has its own fast loading program.)
2. Plug the joystick into port 2.
3. When READY appears on the screen, put the program diskette in the disk drive with the label side up.
4. Type LOAD "''", 8, 1 and press RETURN.
The program takes a minute or so to load, then the title screen appears. You can choose from one of two soundtrack settings: aural ambience (music) or atmospherics (sound effects). The one currently in effect is displayed at the bottom of the screen. To switch from one to the other, press the space bar.
5. Press the fire button on the joystick to start the game.

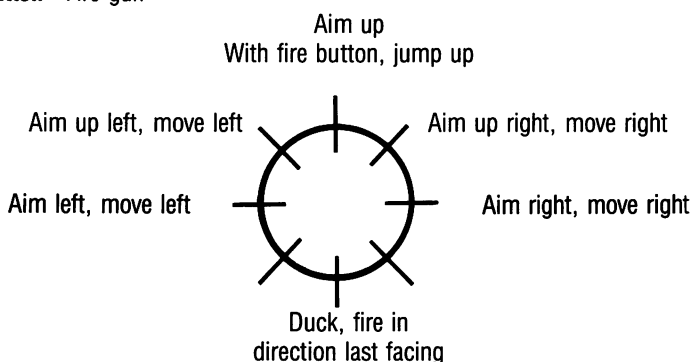
CONTROLS

To start the game over at any point, press RUN/STOP.

To pause the game, press the space bar; to restart the game after pausing, press the space bar again.

LEVELS 1 AND 3

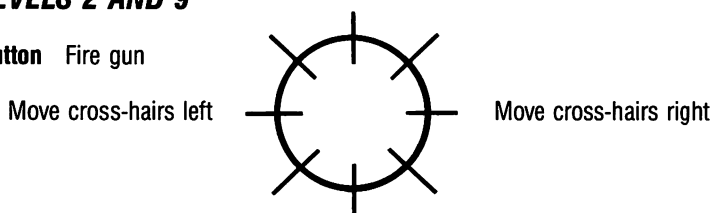
Button Fire gun



Touch objects to pick them up.

LEVELS 2 AND 9

Button Fire gun



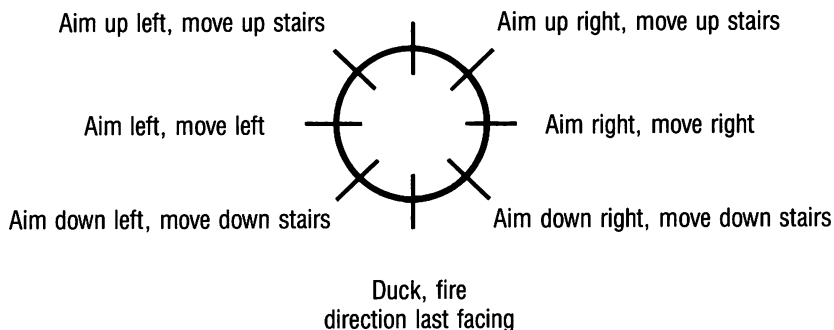
LEVEL 4

Button Use to select the part of the mug shot that matches.

LEVELS 5, 7 AND 8

Button Fire gun

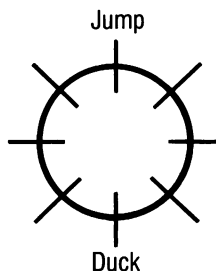
Aim up
With fire button, jump up



To duck and aim down left or down right, first move the joystick down to duck, then move it immediately to the down left or down right position.

LEVEL 6

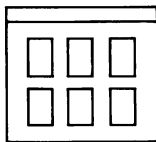
Button Punch



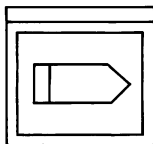
OBJECTS



Baby Food Gives you more power.



Three-way Bullets Fire three bullets in three different directions at once.



Armor-piercing Bullets

One can kill one or more thugs.

SCORING

70	Thug
100	Each second left on the clock at the end of a level
75/hit	Creep holding the woman hostage
50	Motorcycle
70/hit	ED-209
75/hit	Dick Jones

HINTS AND TIPS

1. Conserve your ammunition.
2. Criminals always attack at the same places. Remember where they appear to gain the advantage.
3. On the hostage screens, learn the movement pattern of the criminal.

ASSIGNMENTS

LEVEL 1: Welcome to Old Detroit

Your first assignment may sound simple, but it isn't: Clean up the streets. You'll encounter thugs firing at you from the sidewalk, from windows and rooftops. Get rid of as many of them as possible.

Pick up food and supplies the thugs drop — without them you won't be able to finish the job.

LEVEL 2: 451 IN PROGRESS

No sooner have you disposed of half the petty criminals in Detroit when you stumble on a 451 — a "hostage situation" — in progress. The creep is using his hostage as a shield. Remember Directive 3) Protect the innocent — make sure when you shoot at him you don't hit her. It'll take quite a few shots to finish him off.

LEVEL 3: MEAN STREETS

The other half of the petty criminals in Detroit — the ones who weren't around when you took care of their comrades — have crawled out of their holes and are bent on revenge. Get rid of them.

LEVEL 4: PRECINCT HEADQUARTERS

Something strange has happened. One of the thugs recognizes you. He backs away from you in panic yelling, "We killed you." You make a recording of his face

Back at precinct HQ, you try to match his face with the mug shots on file. Match the hair first, then the chin, ears, nose, mouth, and eyes.

LEVEL 5: THE WAREHOUSE

Successfully matching the thug's face with one of the mug shots leads you to a warehouse where one of the biggest drug lords in the Midwest has set up shop packaging and distributing cocaine.

Make your way up and down the many levels of the warehouse, and break down the doors you find at the lowest level on the right.

LEVEL 6: O.C.P. HEADQUARTERS

Clarence Boddicker spilled his guts to you at the warehouse to save his own miserable neck. He tells you he works for Dick Jones, Senior Vice President at O.C.P., and Jones is behind just about every major crime that's been committed.

When you confront Jones at O.C.P. Headquarters and attempt to arrest him, you learn the nature of the mysterious Directive 4 — you can't act against any of O.C.P.'s corporate officers. He orders you to obey Directive 4 and put down your weapon — then sets the relentless ED-209 against you.

You can defeat ED-209 only by hand-to-hand combat. Try to knock out its guns. Duck when it shoots at you, then jump and punch it.

LEVEL 7 & 8: THE STEELWORKS

There are two more ED-209s waiting for you at the steelworks. Work your way up and down the levels of the steelworks to the right end of the lowest level.

Keep an eye out for the thug carrying the Cobra gun. Kill him and take the gun — you'll need it to dispose of the ED-209s. Use the Cobra gun only when you need to — it has a limited amount of ammunition.

LEVEL 9: THE BOARDROOM

At last you come face to face with Dick Jones. The president of O.C.P. has fired Jones, so he's no longer protected by Directive 4. Unfortunately, he's holding the president hostage.

Once again, remember Directive 3) Protect the innocent. When you shoot at Jones make sure you don't hit the president. It will take more than one hit to rid Detroit of Dick Jones.

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Data East USA warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the diskette to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the diskette, free of charge to the original purchaser (except for the cost of returning the diskette) is the full extent of our liability.

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