

Code Masters

Join Sergeant Seymour's latest block bustin' **ROBOT COP** movie. Splat the villains in over 30 amazing action packed levels with bolt on bionic bits. He's mean, he's clean, he's the all new **ENFORCEMENT MACHINE**...

30 AMAZING LEVELS

"Immensely playable."
COMMODORE FORMAT

ACTUAL C64 SCREENSHOTS

5 015026 017791

COMMODORE 64/128

Code Masters

1779

NEW RELEASE

COMMODORE 64/128

SERGEANT SEYMOUR ROBOT COP

Code Masters

KICKIN' SOUNDTRACK

An almost fatal accident could have forced the world's most famous cop into early retirement. But with the miracle of modern surgery and the very latest advancements in bionic engineering, he's back on the payroll with a few added improvements! Join Sergeant Seymour's latest block bustin' **ROBOT COP** movie. Splat the villains in over 30 amazing action packed levels. Seymour's latest film sees him starring in a grim city of the future.... Gang warfare is rife. The streets are dangerous places. Even the toughest of cops find them a nightmare. Enter Sergeant Seymour Robot Cop.

BONUS SCREENS

**LOADING: (C128 USERS SELECT C64 MODE)
Type LOAD press RETURN**

ROBIN HOOD Legend Quest

Code Masters

NEW RELEASE

AVAILABLE NOW!

WILD WEST SEYMOUR

Code Masters

NEW RELEASE

AVAILABLE NOW!

SERGEANT SEYMOUR ROBOT COP

SERGEANT SEYMOUR ROBOTCOP.

Join Sergeant Seymour's latest block bustin' ROBOT COP movie.

Splat the villains in over 30 amazing action packed levels with bolt on bionic

bits. Enforce the law like never before.

Seymour's latest film sees him starring in a grim city of the future....

Gang warfare is rife. The streets are dangerous places. Even the toughest of cops find them a nightmare. Enter Sergeant Seymour Robot Cop.

He's mean, he's clean, he's the all new ENFORCEMENT MACHINE.....

An almost fatal accident could have forced the world's most famous cop into early retirement, but with the miracle of modern surgery and the very latest advancements in bionic engineering, he's back on the payroll with a few added improvements!

Seymour is equipped with bionic limbs. By using his special stretching arms he can reach out and make arrests from vast distances. Or he can use his 'cuff gun. This fires streams of handcuffs which can

arrest the hoodlums. The zzap-o-kill is recommended but only in extreme circumstances. It is extremely effective !

CONTROLS

Up	Q	Up
Down	A	Down
Left	O	Left
Right	P	Right
Use Weapon	Space	Fire

When using the extendible arm keep the fire button pressed to extend the arm further. With the cuff gun, the cuffs will be more potent if you keep your finger on the fire button longer before releasing.

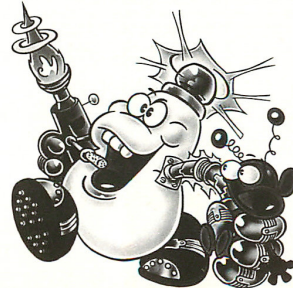
Hints and Tips

- * The stretching arm goes further if you keep fire pressed.
- * The Cuff gun can be POWERED UP by keeping fire pressed.
- * Watch out! Some of the hoods throw apples and cans at you. If they hit you you will be stunned.
- * You can arrest stunned baddies by just walking over them. But be careful they may only be pretending.
- * Keep clear of BOMBS !

Aim of the game.

Each level is played as a single screen maze viewed from above. Seymour has to clear each level of henchmen and their Bosses. Once all henchmen have been arrested the Boss is automatically destroyed. As each henchman is arrested he releases special bonuses. Grab these for extra points. Some henchmen may take a couple of hits to subdue. Answer the telephone to call the SWAT team! For a special bonus stage, collect the letter tiles and spell out ROBOTCOP. Collect the blue light, it will protect you for one hit. The rainbow tile is a special speed circuit which increases the performance of SERGEANT SEYMOUR'S BIONIC legs.

That's it folks. And remember, be Careful out there..



HELP!

NEW RELEASE INFO LINE 0891 555 000

(Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

ATARI ST, AMIGA AND IBM

DIZZY	0891 555 093
MAGICLAND DIZZY	0891 555 001
TREASURE ISLAND DIZZY	0891 555 092
DIZZY PRINCE OF THE YOLK-FOLK	0891 555 002
FANTASY WORLD DIZZY	0891 555 078
SPELLBOUND DIZZY	0891 555 003
LITTLE PUFF	0891 555 095
ROCKSTAR	0891 555 090
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 051
CRYSTAL KINGDOM DIZZY	0891 555 012
ROBIN HOOD LEGEND QUEST	0891 555 089

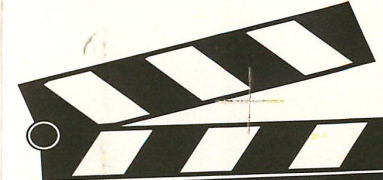
SPECTRUM, AMSTRAD, C64

DIZZY	0891 555 093
MAGICLAND DIZZY	0891 555 096
TREASURE ISLAND DIZZY	0891 555 091
DIZZY PRINCE OF THE YOLK-FOLK	0891 555 002
FANTASY WORLD DIZZY	0891 555 078
SPELLBOUND DIZZY	0891 555 003
LITTLE PUFF	0891 555 094
ROCKSTAR	0891 555 090
SLIGHTLY MAGIC	0891 555 050
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 051
CRYSTAL KINGDOM DIZZY	0891 555 013
ROBIN HOOD LEGEND QUEST	0891 555 089

Call costs 36p per minute during off-peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)



CODEMASTERS



CREDITS

This great game was brought to you by

Design	Big Red Software
Programming	Nick Taylor Rave
Graphics	Jason Brashill
Project Director	Paul Ranson
Production	Stewart Regan and Pat Stanley
Art Manager	Shan Savage

This program, including code, graphics, music and artwork are the copyright of CodeMasters Ltd and no part may be copied, stored, translated or reproduced in any form or by any means, hired or lent without the express permission of CodeMasters Ltd.

Made In England
Published by CodeMasters Ltd.
PO Box 6, Leamington Spa, England.
CV33 0SH