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ROBOCOP 3 TM & © 1992 Orion Pictures Corp

ROBOCOP™ 3

LOADING

IMPORTANT: ENSURE THE MACHINE IS SWITCHED OFF. NEVER ATTEMPT TO INSERT OR REMOVE THE GAME CARTRIDGE WITH THE POWER ON.

Insert the cartridge with the label facing towards you, into the cartridge port. On the C64 and 64C the cartridge port is the furthest right socket at the back of the machine.

Switch the power on - the game will load automatically.

GENERAL CONTROLS

This is a one player game controlled by Joystick or Joypad only.
RUN/STOP - PAUSE

GAMEPLAY

LEVEL 1

Robocop must destroy all the Splatterpunks that appear at windows, along the pavement, in the distance and on the road - without losing all his energy.

You must position the targeting cursor at the screen edge to scroll in

the desired direction.

Pull the cursor away from the edge to halt the screen.

Position the cursor close to a Punk and it will automatically "lock on" for a short period of time.

Robocop is able to replenish his energy at the end of the level by collecting Repair Tokens.

CONTROLS

- | | |
|-----------------------|-------------------------------|
| Joystick/Joypad left | - Move targeting cursor left |
| Joystick/Joypad right | - Move targeting cursor right |
| Joystick/Joypad up | - Move targeting cursor up |
| Joystick/Joypad down | - Move targeting cursor down. |
| Fire 1 | - Fire |

LEVEL 2

Robocop enters the derelict Rocket Motors factory and is attacked by Rehabs and Splatterpunks. He must fight his way through and defeat the deadly Otomo Ninja.

During this level you will be able to pick up and collect weapon power-ups that will either upgrade or increase the power of your weapons.

These are as follows:-

P - Power-Up

(This will increase the basic gun to Rapid Fire and then to 3-way weapon).

F - Flame Thrower

L - Lazer Gun

M - Guided Missile

Pressing the Fire 2 button (Console) or Space Bar will toggle between the current weapons. The special weapons have a limited ammunition but you may be awarded an infinite supply of bullets for an upgraded weapon by collecting a P token.

Repair tokens are also positioned around the map and these are collected by walking over them, and they will be stored up for later use in the repair section at the end of the level.

CONTROLS

JOYSTICK/PAD LEFT	- MOVE ROBOCOP LEFT
JOYSTICK/PAD RIGHT	- MOVE ROBOCOP RIGHT
JOYSTICK/PAD UP	- JUMP
JOYSTICK/PAD DOWN	- CROUCH
FIRE (1)	- FIRE
FIRE 2 (CONSOLE)	- SELECT WEAPON
SPACE BAR	- SELECT WEAPON

LEVEL 3

Robocop dons a powerful jetpack and flies along the streets of Cadillac Heights avoiding the jetpack clad rehabs, and also the rehabs and Splatterpunks on ledges and the pavements below. He must locate and destroy a heavily armoured tank before he can continue.

CONTROLS

JOYSTICK/PAD LEFT	- MOVE ROBOCOP LEFT
JOYSTICK/PAD RIGHT	- MOVE ROBOCOP RIGHT
JOYSTICK/PAD UP	- MOVE ROBOCOP UP
JOYSTICK/PAD DOWN	- MOVE ROBOCOP DOWN
FIRE (1)	- FIRE
FIRE 2 (CONSOLE)	- SELECT WEAPON
SPACE BAR	- SELECT WEAPON

LEVEL 4

With the fuel in the jetpack now spent Robocop must walk back the way he has come to the OCP tower. He must avoid the swooping helicopter that strafes the ground.

On reaching OCP tower Robocop is confronted by ED209 who is guarding the entrance. He must be defeated and destroyed before Robocop can proceed. (Controls as level 2.)

LEVEL 5

Robocop must now make his way to the top of the OCP tower to confront the final Otomo Ninja Robots who stand in his way.

REPAIR SECTIONS

In between each level Robocop is able to repair the damage caused to himself. The tokens collected during the levels are stated on this screen. Move the joystick up or down to select the body part to be repaired and press fire.

STATUS PANEL

The top of the screen displays from left to right:- Efficiency, Score and Message window.

HINTS & TIPS

1. Collect as many repair credits as possible and use them all at the end of each level.
2. ED209 has a limited range of fire - find out where is out of range.
3. Weapon upgrades do not last forever, use them sparingly.

ROBOCOP™ 3

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CREDITS

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Developed by Probe Software Limited

Programming by Neil Coxhead

Graphics by Hugh Riley

Music by Jeroen Tel

Produced by Jon Woods

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