ROBOCOP 2

OCEAN

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RoBoCoP 2 ™

SCENARIO

Become Robocop and battle your way through seven levels of unique action that will test your reflexes, your brain-power and your co-ordination. Improve your skills in all these fields. Only then, will you stand a chance against your greatest enemy - Robocop 2!

LOADING

CASSETTE 128K ONLY

Place the cassette in the recorder ensuring that it is fully rewound. Select LOADER option and press RETURN key. Press PLAY on your recorder - the game will now load automatically.

SPECTRUM +3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically.

CONTROLS

This is a one player game controlled by joystick or keyboard which is fully redefinable.
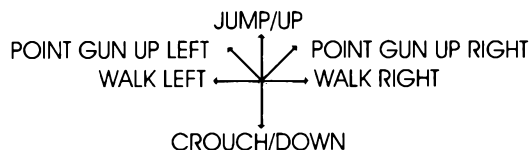
LEVELS 1, 4 AND 7

KEYBOARD

O	WALK LEFT
P	WALK RIGHT
Q	JUMP/UP
A	CROUCH/DOWN
M	SHOOT

Pressing down and fire in front of a door will allow you to go through the door between the front and back levels.

R	PAUSE GAME

JOYSTICK

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                        JUMP/UP
POINT GUN UP LEFT  \     |    /  POINT GUN UP RIGHT
        WALK LEFT  <-----+----->  WALK RIGHT
                        |
                  CROUCH/DOWN
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LEVELS 2 AND 5

To move the cursor press in the required direction. To shift a row on the circuit board to the left or right press fire button and simultaneously push left/right. To shift a row on the circuit board up or down press fire button and simultaneously push up or down.

LEVELS 3 AND 6

To move Robocop's gunsights press in the required direction. Fire button fires his gun.

GAMEPLAY

LEVELS 1, 4 & 7

Your mission begins in the River Rouge Sludge Plant. Locate the Nuke Lab - but watch out for trouble! You will encounter several unarmed "Arrest Subjects" - when 'arrest' flashes at the top left of the screen so will the subject, and you must walk into him - if you shoot him time will be reduced.

LEVELS 2 & 5

Robocop also faces an inner battle. After encountering the desperate Nuke gangs, OCP managed to implant hundreds of confusing directives into the captured Robocop. The only chance of regaining his full capability is to find the memory chips recording his human past. Move the cursor around the tracks of each circuit board collecting 32 to complete the picture on 4 boards. But remember that once a track has been "burnt" it cannot be re-crossed. Also, do not cross the directive chips, otherwise you will have to restart your current circuit board.

LEVELS 3 & 6

Robocop will have two sessions at the Detroit Police Shooting Range to test and improve his targeting skills. He will have one minute in which to shoot as many armed criminal targets as possible, whilst avoiding the civilian targets. Robocop's performance will affect his shooting in the following level, i.e. he will need more shots to kill an enemy if his rating on the gallery is poor.

LEVEL 4

Having improved his skills, Robocop must then proceed to the Tokugawa Brewery where he must first recover a "Nuke" cannister from one of the taller storage tanks and then locate and destroy Nuke storage vaults before returning to the OCP laboratories for repair and reprogramming. He must now find memory chips recording his wife's past.

LEVEL 7

This is it!! OCP's Civic Centrum. Within this imposing building is a walking fortress - Robocop 2!

STATUS AND SCORING

The status panel informs you of the number of subjects arrested, score, amount of special weapon ammo remaining and lives left.. At the top of the playing area is a bar indicator which displays how much enery Robocop has left. You will receive points for shooting armed enemy gangs and criminal targets on the range and for collecting all icons and memory chips. Bonus points are awarded at the end of each scrolling level for the number of subjects arrested Top scores can be entered onto the high-score table.

HINTS AND TIPS

* Think before you shoot or you may shoot someone unarmed!
* Take time to plan your route on the memory puzzles.
* On the scrolling levels be careful where you tread - the floors can be treacherous!
* Explore the scrolling levels fully to find the route to your goal.
* Beware on the firing range - shooting civilians will reduce your rating.
* Watch out for "power-ups" that will provide benefits such as extra energy, extra lives, a temporary invincibility shield plus extra ammunition.

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CREDITS

ChildLine
☎ 0800 1111

Childline is the free national helpline for children and young people in trouble or danger. It provides a confidential counselling service for any child with any problem, 24 hours a day, every day of the year. Childline listens, comforts and protects.