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SECURITY CONCEPTS INC.**

**A DIVISION OF OMNI CONSUMER PRODUCTS PRESENT**

# ROBOCOP 3

## SCENARIO

The story so far...

It has been 6 months since the announcement of the Delta City project; OCP are now in a desperate situation as they stand to lose billions of dollars if work does not commence within the week. The citizens of Old Detroit have been reluctant to move from their homes so OCP has hired a special army group called **THE REHABS**. They are urban rehabilitation officers, who are routing people from their homes..

**ROBOCOP IS DRAWN INTO A BATTLE AGAINST THE AUTHORITIES AS THE CONSTRUCTION OF DELTA CITY MOVES EVER CLOSER.**

## LOADING

### CASSETTE 128K ONLY

Place the cassette in the recorder ensuring that it is fully rewind.

Select **LOADER** option and press **RETURN** key. Press **PLAY** on your recorder - the game will now load automatically.

## CONTROLS

This is a one player game controlled by Joystick.  
All keys are definable.

## GAMEPLAY

### LEVEL ONE

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 left  | Move targeting cursor left  |
| Joystick right | Move targeting cursor right |
| Joystick up    | Move targeting cursor up    |
| Joystick down  | Move targeting cursor down. |
| Fire           | Fire                        |

### LEVEL TWO

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 denoted as follows:-

Disk with • inside      Health or weapon upgrade (3-way rapid fire or guided missiles)

Pressing the 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 left  | MOVE LEFT    |
| Joystick right | MOVE RIGHT   |
| Joystick up    | POINT GUN UP |
| Joystick down  | CROUCH       |
| FIRE           | FIRE         |
| SPACE BAR      | JUMP         |

### LEVEL THREE

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 left  | MOVE ROBOCOP LEFT  |
| Joystick right | MOVE ROBOCOP RIGHT |
| Joystick up    | MOVE ROBOCOP UP    |
| Joystick down  | MOVE ROBOCOP DOWN  |
| Fire           | FIRE               |
| Space Bar      | SELECT WEAPON      |

### LEVEL FOUR

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 FIVE

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 Score and Efficiency, and the Message Window appears at the bottom of the screen.

### 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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Music by Tony Williams of Sound Images

Produced by Jon Woods.

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# DELTACITY

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HAS A  
SILVER  
LINING

