Robocop (TM)

Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge
- PART MAN – PART MACHINE – ALL COP Robocop

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Patrolman Murphy was the 32nd cop to be gunned down in Detroit since Security Concepts Inc. took control of the police department. It was the opportunity OCP had been waiting for...They took what was left of Murphy and turned him into a deadly killing machine with a reinforced titanium body, an erased memory and a programmed mind. However they could not completely wipe out the memory of his horrific ordeal and he sets out to track down the gang responsible. In this game you are Robocop! You are the future of law enforcement.

SPECTRUM LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone control and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the instructions on-screen or in the accompanying manual.

+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.

NOTE:

128k	one load
48k	three loads - On the 48k Spectrum this game loads in 3 parts. When each part has finished loading, stop the tape so the next part can be loaded when you are ready.

CONTROLS
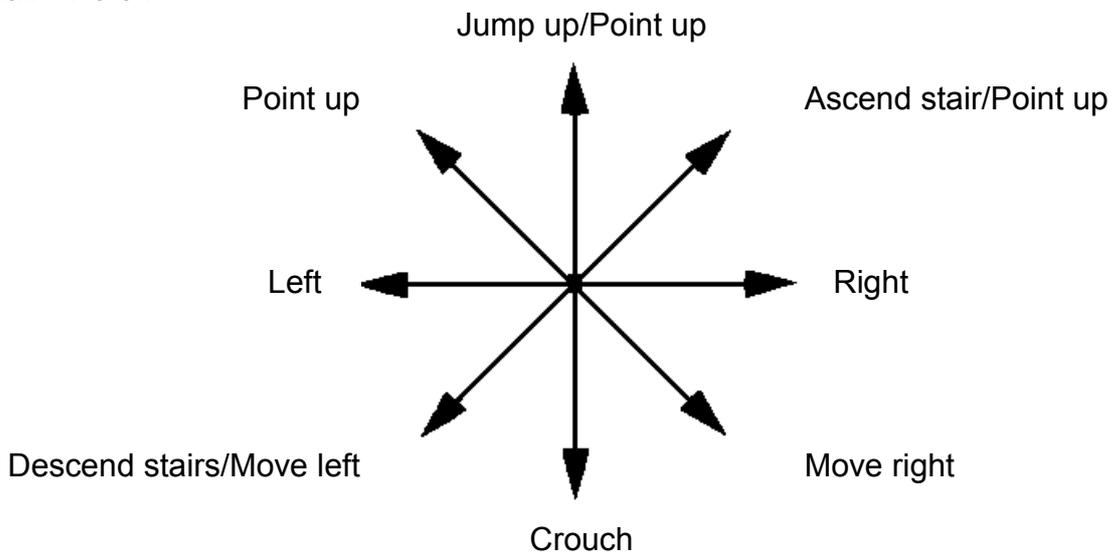
Keyboard fully redefinable

Default keys are:

Q	UP
A	DOWN

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K         LEFT
L         RIGHT
SPACE     FIRE/PUNCH
S         PAUSE
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FIRE will normally fire a bullet. However if there is a villain next to him, Robocop will punch him thereby conserving ammunition.

Kempston
Sinclair - Port 1

GAMEPLAY

Armed with a standard police pistol you seek out the criminals responsible for Murphy's death. You can collect capsules giving you more ammunition, better fire power or three way bullets. You can also pick up baby food to give you extra energy.

L 1   First patrol in Detroit. Encounter criminals who try to stop you.

L 2   A woman is being attacked - you must intervene. Attempt to shoot the attacker and avoid hitting the poor helpless hostage.

L 3   Second patrol with more offensive criminals.

L 4   Try to match up photofit parts along with the photograph already supplied to you. If a successful match is made, you will discover the name of the man responsible for Murphy's killing.

L 5   You receive information which enables you to locate the rest of the gang. You stumble across a drug factory full of heavily armed thugs who will stop at nothing to prevent you arresting them.

L 6   After clearing up the drug factory you go on to arrest Dick Jones, the mastermind behind the gang, at OCP headquarters. However directive 4 of Robocop's program prevents you from acting against a senior officer of OCP. You are disarmed and left to fight the robot ED209 with your bare steel fists.

L 7   Use lifts to escape from OCP.

L 8   Try to outwit the desperate criminals as you become a fugitive from them.

L 9   If you make it this far you confront OCP's board of directors with the evidence of Dick Jones' crimes. In a desperate effort to escape he takes the President hostage. The president sacks him on the spot, directive 4 is overridden and you may shoot him. But be careful not to hit the president himself!

STATUS AND SCORING

Score, time remaining and energy displayed at top of screen.
20 points for hitting a bad guy.
50 points for killing a bad guy.
250 points for collecting a capsule.
Special bonus for completing a level.

HINTS AND TIPS

1. Conserve ammunition.
2. Criminals will always attack you at the same points. Remember these positions to gain the initiative.
3. On hostage screens, try to anticipate the movements of the villains for an easier shot.

CREDITS

Programming by John Meegan
Graphics by Stephen Thomson & Dawn Drake
Music by Jonathan Dunn
Produced by D C Ward
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SPECTRUM & AMSTRAD
Programming by Mike Lamb
Graphics by Dawn Drake
Music by Jonathan Dunn
Produced by Jon Woods
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