Nintendo

GAME BOY®

DMG-CP-USA

ROBOCOP™

INSTRUCTION BOOKLET

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Cautions During Use

1) If you play for long periods, take a 10 to 15 minute break every hour or so.

2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.

3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.

4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.

5) Store the Game Pak in its protective case when not in use.

ROBOCOP™

Patrolman Murphy was the 32nd cop to be gunned down in Detroit since OCP's 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 law enforcement machine, with a reinforced titanium body, an erased memory, and a programmed mind. However, they could not completely wipe out Murphy's memory of his horrific ordeal, and he sets out to track down the gang responsible. In this game, you are ROBOCOP – the future of law enforcement!

DIRECTIVE 1 – SERVE THE PUBLIC TRUST
DIRECTIVE 2 – PROTECT THE INNOCENT
DIRECTIVE 3 – UPHOLD THE LAW
DIRECTIVE 4 – CLASSIFIED

Getting Started

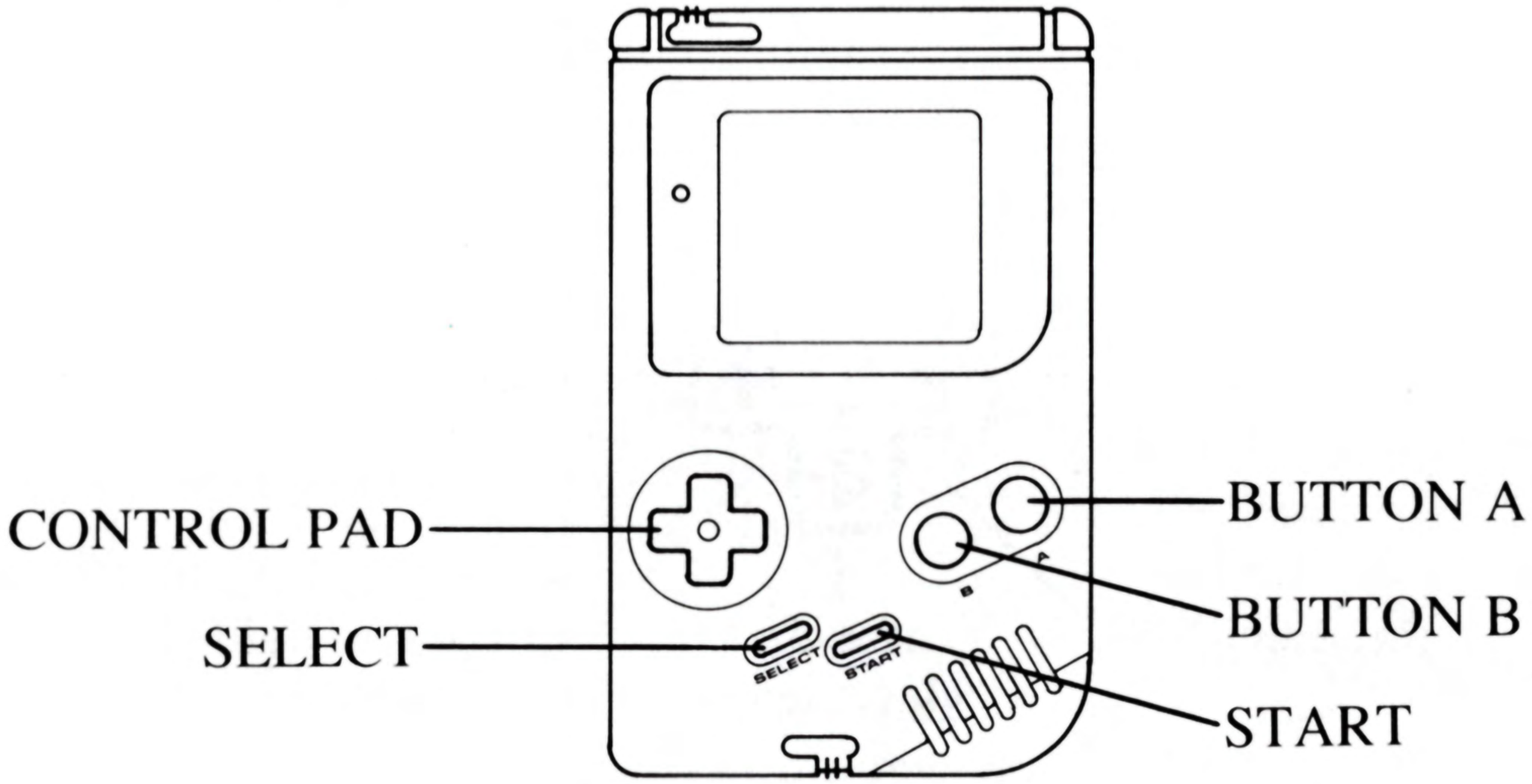
1) Make sure that your Game Boy is turned off.

2) Insert your ROBOCOP game pak into the cartridge slot.

3) Turn on the Game Boy.

4) After the copyright notice appears, press START to begin your game.

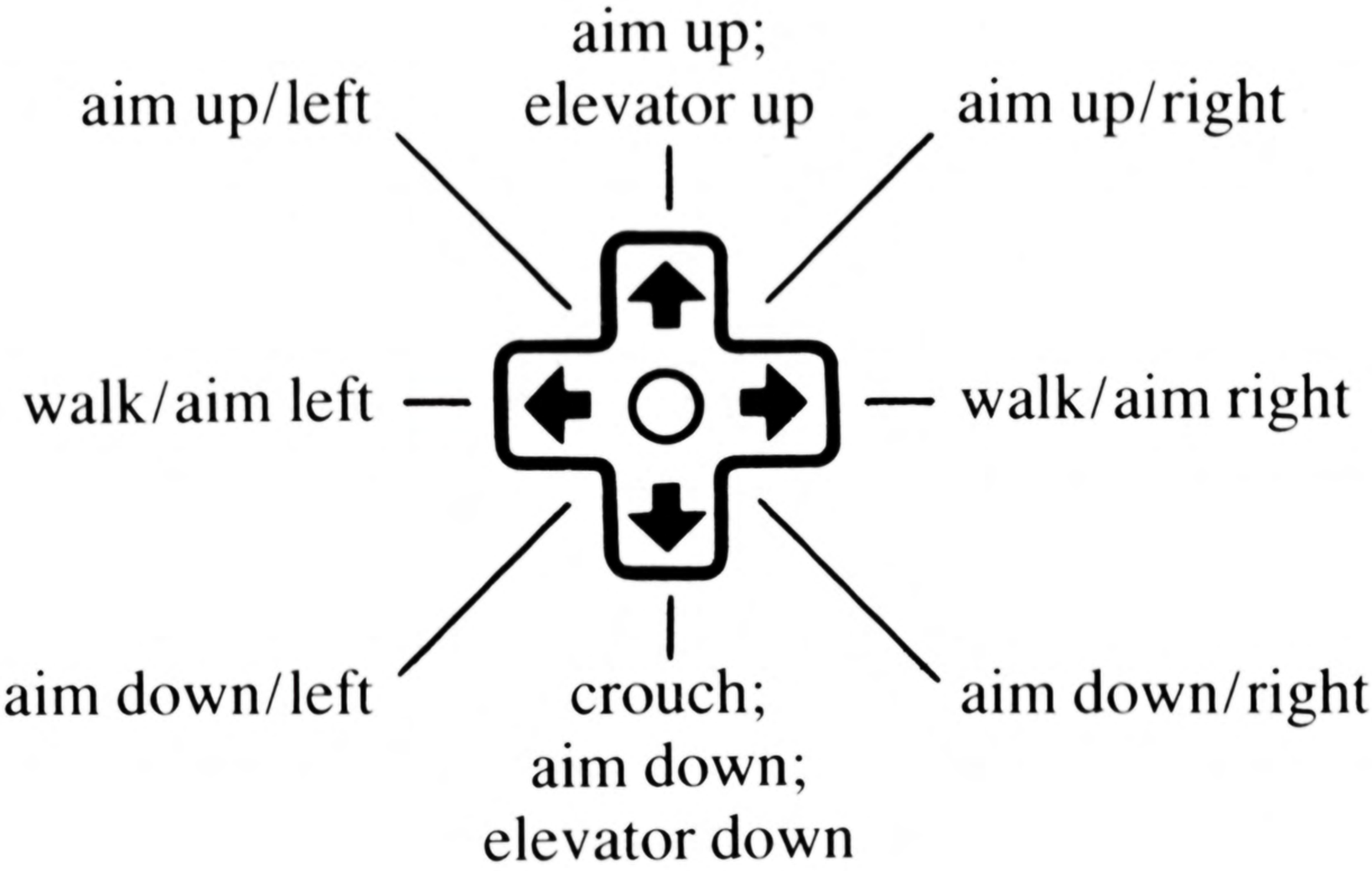
Controls



START – Press Start to begin playing ROBOCOP. Pressing START during gameplay will PAUSE the game (*not* in Photofit level), pressing START again will UNPAUSE.

SELECT – This is not used to play ROBOCOP. However, pressing SELECT and START together will reset the game to the beginning.

CONTROL PAD (All levels except 4th) –



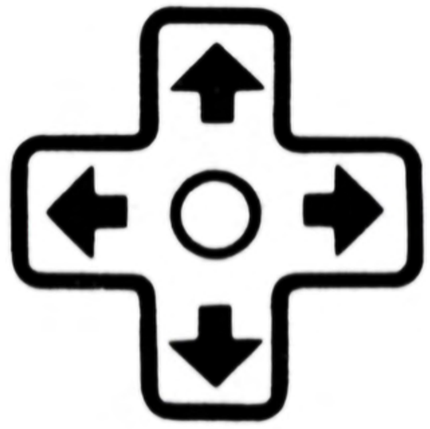
BUTTON A – Jump.

BUTTON B – Fire weapon.

NOTE: For Hostage and Shooting Gallery sections, both buttons will FIRE.

Controls for 4th Level

CONTROL PAD –

previous feature  next feature

BUTTON A – Advance to next characteristic.

BUTTON B – Back to previous characteristic.

How to Play

ROBOCOP takes you through 10 thrilling stages, each more challenging than the last! Levels 1, 3, 5, 6, 7 & 9 are the main sections, where you take ROBOCOP through a variety of environments to eliminate the bad guys. On the way, you will discover different objects to collect (by walking over them), that will assist you in your mission. These are:

1) **Baby Food** – This increases your energy level.

2) **3-Way** – This weapon allows you a simultaneous 3-direction shot.

3) **Hi-Power** – This weapon gives you high-powered, and more effective, bullets.

4) **Manta** – A super-powered explosive weapon which wipes out everything in its path!

NOTE: When you collect a weapon, you are given a limited amount of ammunition; however, you do retain an infinite number of bullets for your basic weapon.

Avoid enemy fire by ducking and jumping – remember, ROBOCOP only has one life, so try to sustain as little damage as possible – and look out for those jars of Baby Food!

Various enemies need to be shot a different number of times to be eliminated; you will learn who are the more dangerous – eliminate them first!

Hostage Scenes and Shooting Gallery

Move your sights up, down, left and right to aim at your target and fire. In the hostage scenes, ensure that you only hit the bad guy – hitting the hostage by mistake will cost you great amounts of energy! The bad guy must be hit a number of times before he falls.

The Shooting Gallery allows ROBOCOP to re-calibrate his aiming skills. Shoot as many targets as possible; the more you hit, the greater your reward (in score and extra energy)!

Photofit Section

Move your control pad left or right to change the current feature to match the same feature of the guy on the left. When you think you have a match, press the A or B button to move on/back to the next/previous characteristic. When both faces match, they will merge. If they do not merge, then try changing a feature – some are very similar!

The order of features are: Hair, Chin, Ears, Mouth, Nose and Ears.

Each section must be completed within the indicated time, or ROBOCOP will be scrapped – so don't dawdle!

Status Display

At the bottom of the screen is the Status Panel, which informs you of your current position in the game. From left to right, these are:

1) Current weapon in use; and below shows the amount of bullets left for that weapon (the standard pistol has an unlimited supply of ammunition).

2) The Power bar shows how much energy ROBOCOP has remaining; below this is your current score.

3) This shows the level number you are currently playing (1-10).

4) You have a limited number of time to complete each level. This box shows time remaining.

Sections

1) First patrol in Detroit. Encounter and eliminate all criminals.

2) A woman is being attacked and ROBOCOP must intervene. Attempt to shoot the attacker, but avoid hitting the innocent hostage.

3) Second patrol, encountering more dangerous and deadly criminals.

4) ROBOCOP has plugged in to the police computer in an attempt to identify a major villain. You must build a face to match the one on the left of the display.

5) ROBOCOP receives information which enables him to locate the rest of the gang. He discovers the hideout full of heavily-armed thugs who will stop at nothing to prevent ROBOCOP arresting them!

6) After 'mopping up' the hideout, ROBOCOP goes on to arrest Dick Jones, the mastermind behind the gang, at OCP's headquarters. However, Directive 4 of ROBOCOP's program prevents him from acting against a senior officer of OCP. ROBOCOP is disarmed and left to battle with the robot ED209 with his bare steel fists.

7) ROBOCOP must escape from OCP by using the elevators and eliminating the villains.

8) Having suffered some damage, ROBOCOP must practice his shooting skills in the Gallery to re-calibrate his aim.

9) The penultimate scene, where ROBOCOP must confront the last of the villains in a deserted junkyard.

10) Having made it this far, ROBOCOP now confronts OCP's board of directors with the evidence of Dick Jones' crimes. In a desperate effort to escape, Jones takes the president hostage. The president fires him on the spot, overriding Directive 4, thus allowing ROBOCOP to shoot Jones. But he must be careful not to hit the president himself!

Playing Tips

- When you have a special weapon, don't fire twice when once will do – remember, you only have a limited number of shots!
- Duck and jump to avoid being hit.
- Learn where the different villains appear as you progress.
- If you think you have a match in the Photofit section, but the two pictures do not merge, try changing a feature as some of these are quite similar.
- You must jump and shoot ED209 in the head – but watch out for those bullets!

Good Luck!

Limited Warranty

Ocean of America, Inc. warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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