

ROBOCOP™ 3



OCEAN EUROPE LTD



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SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION

INSTRUCTION
BOOKLET



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ROBOCOP 3™



Old Detroit.

The streets are full of danger. Rampaging hordes of Splatter Punks run riot while the corrupt forces of the Rehabs sweep the streets, turning the night into a deadly scenario. Only one man can stand alone against such numbers. A man like no other man. ROBOCOP. Once again, the cybernetic lawman must face insurmountable odds as crime and corruption threaten to tear the city apart. With state of the art weaponry, a skin of steel and nerves to match he stalks his prey.....

evil-doers everywhere!



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ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR SUPER
NINTENDO ENTERTAINMENT SYSTEM.

SETTING UP

Insert the Game Pak into the Super Nintendo Entertainment System and turn the POWER switch ON. After the Title Screen is displayed, you will be presented with an option screen. You may select the following on the screen:-

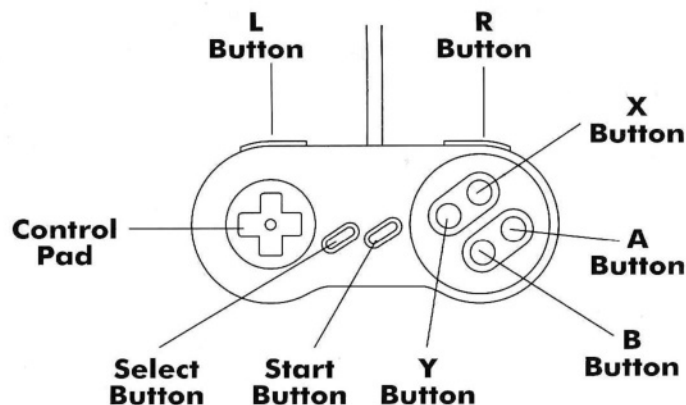
Music **ON/OFF**

Sound Effects **ON/OFF**

Audio **STEREO/MONO**

To make your selections use UP and DOWN on your Control Pad, and press SELECT to use your option. Press START button to begin.

YOUR CONTROLS:



WALKING

CONTROL PAD LEFT: Moves ROBOCOP left

CONTROL PAD RIGHT: Moves ROBOCOP right

CONTROL PAD DOWN: Makes ROBOCOP duck

SELECT or L or R BUTTONS: Selects ROBOCOP's weapons

START: Toggles Pause on/off

Y BUTTON: Makes ROBOCOP fire straight ahead

Y BUTTON + PAD UP: Makes ROBOCOP fire diagonally

B BUTTON: Makes ROBOCOP jump

A BUTTON: Makes ROBOCOP punch

X BUTTON: Makes ROBOCOP shoot upwards

FLYING

CONTROL PAD LEFT: Moves ROBOCOP left

CONTROL PAD RIGHT: Moves ROBOCOP right

CONTROL PAD UP: Moves ROBOCOP forwards

CONTROL PAD DOWN: Moves ROBOCOP backwards

BUTTON Y: Fire bullets

BUTTON X: Fire missiles

START BUTTON: Toggle pause on/off

STATUS PANEL

On the walking sections the Status Panel displays:

Energy

This is represented by an Energy Bar which decreases when ROBOCOP is hit by enemy fire and can be increased by picking up Energy pods.

Lives

ROBOCOP starts the game with three lives indicated by three ROBOCOP heads in the top left hand corner of the screen.

Score

Points are awarded each time ROBOCOP destroys a baddie and an extra life is awarded at every 100,000 points. Bonus points are awarded for remaining ammunition at the end of each level.

Weapons

Weapons are shown as icons at the bottom of the screen as follows:-

3 Bullets - Single shot

3 ->s - 3-way shot



Laser - Laser gun

Flame - Flame thrower

Missile - Missile launcher

Each icon is highlighted in orange when selected.

In the top right hand corner of the screen a bullet counter is displayed for each weapon selected.

Time remaining

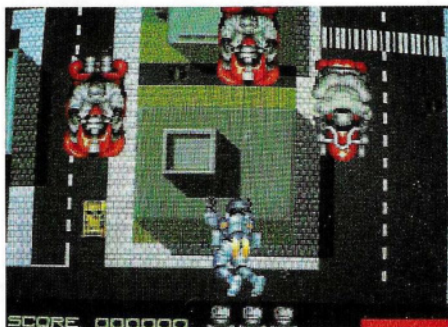
This is displayed at the top of the screen in the centre, a warning beep will be given when you are down to your last 30 seconds after which ROBOCOP will lose a life.

After losing all ROBOCOP's lives you will be given the option to continue. Press START and you will be given five continues.

PLAYING THE GAME

You control ROBOCOP through the streets of Detroit battling against the evil Splatterpunks by shooting at them with the various weapons which may be collected along the way.

On the streets of downtown Detroit ROBOCOP dons a powerful jetpack and flies along avoiding the shells from the heavily armoured tanks he has set out to destroy. Not only must he contend with this but also the airborne Rehabs who are trying to vanquish their mechanical foe.



ROBOCOP makes his way towards an abandoned church which has been taken over by Rehabilitation Cops known as Rehabs. They have been employed by OCP to remove any civilians resisting eviction and to combat the rebels by evil means. ROBOCOP must confront the Rehabs to protect the innocent. He must then make his escape through the crumbling sewers and face the deadly Ninja Robot Otomo. Beware the route to the sewers is blocked and ROBOCOP must find a means of entry!

ROBOCOP once again dons his jetpack and flies along the streets of Cadillac Heights avoiding deadly missiles and the assailants that block his way.

With the fuel in the jetpack running low ROBOCOP descends towards the OCP tower to rescue his friends Keiko and Marie Lacasse. On entering the building he encounters not one, but two Ninja Robots guarding his friends. Having defeated them a chain reaction is initiated which causes explosions destroying most of the building.

The following will assist ROBOCOP in his mission:-

ICONS

There are several icons which may be collected as follows:-

E	Increases ROBOCOP's energy
P	New Weapon
3 bullets	Extra ammunition
+	5,000 Points Bonus
F	Extra fuel for Jetpack

HI-SCORE

If you have attained a high enough score you will be able to enter your name in the Hi-score table. Press control pad left or right to choose appropriate letter and then press any other button to implement it.

PLAYING TIPS

Duck whilst shooting baddies to avoid excessive damage.

Remember that special weapons don't last forever, only use them when you need them.

You can punch the baddies to save ammunition.

Choose the best weapon for the task that faces you.

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Nintendo Service Dept.

Bandai Distribution

Parham Drive

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