

GAMES PLAYER CHARTER

- o Avoid playing when tired. Play for no more than one hour at a time.
- o Sit well away from the screen.
- o Play games in well-lit areas.
- o Reduce the brightness of the screen to darken the contrast.
- o Use as small a screen as possible. These tips will help you enjoy your gameplaying more and maximise your performance.



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INTRODUCTION////////

Robocop is an intense, action-packed, first person 3D game, combining fast-paced, adrenaline-laced thrills with cutting edge technology, bringing the dark world of Robocop alive!

With you in the role of the hit character Alex Murphy, aka Robocop, your mission is to uncover a sinister plot involving OCP, local gangsters dealing a deadly new synthetic drug, and a powerful, malign, computer-brain cyborg.

You'll have to capture or kill hostile characters, search for clues and evidence, and above all protect the innocent!

Robocop - Prime directives:

- 1- Serve the public trust
- 2- Protect the innocent
- 3- Uphold the law
- 4- *Classified*

STORY////////

In a near future...

Upcoming elections for Mayor of Neo-Detroit are about to take place. The directors of Omni Consumer Products (OCP) see this as an opportunity to finally take control of the city. They produce their own candidate, Edward Demarco, whose links to OCP remain secret. They then create a spin team whose job is to discredit Mayor Thomas Croford, the current occupant of Neo-Detroit's City Hall. This spin team, headed up by a young and upcoming Director of the OCP, Jim Manelli, is to fan the flames of crime and violence in the city. In order to do this, Manelli enlists the aid of the most powerful crime lord in Detroit, William Nexx. Nexx, however, does not want cash in return for his efforts, his goal is to increase his power base and cash alone won't achieve that...

Manelli just happens to be the Director in charge of the BrainDrain project, a new drug and secret development project he has been keeping under wraps. He now has the chance to profit doubly from the situation. He can use BrainDrain to win the cooperation of Nexx in OCP's plans while earning a cut of the BrainDrain distribution for himself. He makes a deal with Nexx where Nexx gets exclusive distribution of BrainDrain, in return for which he will incite crime in the city and kick back a percentage of the BrainDrain profits to Manelli.

But it seems someone (or something?) else also has plans for BrainDrain...

This is all simply conjecture for the moment, but without Robocop, it could easily become reality.

GETTING STARTED////////

SETTING UP ROBOCOP

Your Robocop CD should run automatically when inserted. The Autorun menu should come up with the option to "Install" or "Play".

If you have already installed Robocop, inserting the CD will display a menu screen allowing you to play directly.

If you do not see this menu screen, double-click on the "My Computer" icon of your desktop, right-click on the CD/DVD drive icon and select "Autorun".

INSTALLATION REQUIREMENTS

Robocop requires approximately 350 MB of disk space to install itself completely.

INSTALLING FROM THE CD

From the menu screen, select "Install", and follow the on-screen instructions to install Robocop on your system. If you wish to do so, you can modify the installation path, or you can use the pre-selected one.

MICROSOFT DIRECT X

During the installation, your computer will be tested for your version of Direct X. Once the installation of the game is complete, you'll be asked if you want to install Microsoft's DirectX software. Robocop requires DirectX 8.1 or later. If you know that you already have this version (or, as time goes by, a later version) then you can cancel the DirectX installation request. Otherwise, you should allow the installation to proceed.

DirectX is, basically, a set of drivers and library functions that can detect what hardware is in your computer, and then act as an interface between that hardware and the applications that need to make use of it. In our case, the application is Robocop.

If the DirectX installer makes changes to your system's configuration then it will ask you to reboot your machine. It's best to do this sooner rather than later.

START MENU ENTRIES

The following entries will be added in a new Robocop group under your start menu:

- | | | |
|----------------|---------------------|---------------------|
| - Play Robocop | - Configure Robocop | - Uninstall Robocop |
| - View Readme | - Robocop Web Site | |

CONFIGURING GRAPHIC OPTIONS //////////////

After Robocop has finished copying itself to your hard drive, you are ready to run the game. The first time the game runs, Robocop's own Configuration Editor will launch automatically. This application, which you can also run from your Start Menu independently of Robocop, enables you to finely tune the graphic settings.

RESOLUTION AND COLOR DEPTH

Use this page to set screen resolution and color depth: these setting will be used during the game.

MAIN MENU //////////////

GAME MENU

- **New game:** To begin a new game, you then can select the level of difficulty of the game (easy, normal, or difficult).
- **Load game:** To continue from a previously saved game.

In some cases, you will find other options added to the game menu:

- **Mission report:** Lets you replay a mission you have already gone through (if you have completed at least 2 successful missions).
- **Save:** Lets you save a game if you haven't chosen to do so between 2 missions.

GAME MENU //////////////

Use this menu to access the various settings and options:

- **Language:** Allows you to change the language of the menus and in-game texts. You may choose from English, French, German, Italian, and Spanish.
- **Controls:** Allows you to define your controller configuration (see below).
- **Sound:** Allows you to adjust the volume of the music and in-game sound.
- **Subtitle:** Allows you to turn the subtitles on or off during the game.
- **Credits:** Rolls the game credits.

SAVING AND LOADING GAMES //////////////

You can save a game between 2 missions. If you choose not to do so, you can use the Save menu item. When you access the save screen, you can select one of the three different save points: Game A, Game B and Game C.



CONTROLLER SETUP////////

The options on this page allow you to change a number of the default keyboard controls of Robocop.



Selecting 'Mouse' enters the mouse setup menu; selecting 'Keyboard' enters the keyboard setup menu. Selecting Invert Look Y-Axis inverts the Up/Down functions of your mouse. Choose according to your preference.

MOUSE SETUP MENU

This page displays the different mouse controls: using the up/down cursor and the space bar, you can select one control; for instance, the left button. The current action associated with this control is displayed.



Then, you will be able to select the new action to associate to this control from a sub-window.

KEYBOARD SETUP MENU

Just as for the Mouse menu, selecting a control allows you to choose the corresponding action.

DEFAULT CONTROLS

Robocop uses the following (default) keyboard controls:

ACTION	CONTROL	ALTERNATE CONTROL
Fire	Mouse Left Button	Numpad '0'
Reload	Mouse Middle Button	Numpad '1'
Previous Weapon	Page Up	
Next Weapon	Mouse Right Button	Page Down
Zoom In/Out	Mouse Wheel	Numpad + or -
Target	Numpad '.'	
Lock	Numpad '9'	
Unlock	Numpad '7'	
Pause	'P' Button	
Action	Enter	
Special Vision	Numpad '*'	
Move Forward	Cursor Up	
Move Back	Cursor Down	
Move Left	Cursor Left	
Move Right	Cursor Right	
Aim Up	Mouse move	Numpad '8'
Aim Down	Mouse move	Numpad '2'
Rotate Left	Mouse move	Numpad '4'
Rotate Right	Mouse move	Numpad '6'

ROBOCOP'S HUD////////

Robocop is guided through the game via police bulletins, advice, and suggestions from his partner Lewis (and other characters), and information found at crime scenes. Robocop's abilities include a diverse selection of visual enhancements, from simple telescopic zooms to thermographic sight. Increasing these visual capabilities is Robocop's HUD (Head's Up Display), which can display a wide assortment of data and targeting information.

- **Felony gauge:** this gauge represents Robocop's mental health. If Robocop commits a blunder, the gauge will increase according to the gravity of the offence. If the gauge reaches 100% and Robocop kills another non-aggressive character, he will start to lose energy, also according to the gravity of the offence. Robocop can empty this gauge by performing "police actions" (arrests, evacuations, rescues).

- **Targeting and automatic fire:** Robocop is able to target and lock on enemies, allowing him to shoot without actually having to aim. It is also useful in determining whether a specific character is a threat or not, thus enabling the player to spare harmless characters.

Green: objects, mechanisms... (default colour)

Blue: non-aggressive enemies, civilians, friends... (avoid shooting these people!)

Red: aggressive enemies, shooting is allowed

Blinking red: aggressive target locked, ready for automatic fire



- **Shield:** cuts the damage inflicted on Robocop in half.

- **Power:** indicates the amount of energy remaining.

- **Ammo:** indicates the amount of ammunition remaining.

- **Thermographic view:** this combination of heat-sensitive and night visions allows Robocop to spot animal or human life forms, even through walls!



- **Zoom:** can be used to perform sniper shots.

PAUSE MENU////////

MAIN MENU: to return to the main menu.

CONTINUE: to continue the game.

BRIEFING: shows the résumé and objectives of your current mission.

RESTART: to restart the mission.

INVENTORY: shows information about all available weapons and Robocop's equipment.

MESSAGES: shows all the messages Robocop has received during a mission.

ARRESTING CRIMINALS – RESCUING CIVILIANS////////

Under certain circumstances, criminals will run away or cease fighting and surrender to Robocop. This may happen when a criminal is cornered with no means of escape, in which case he will drop his weapon and surrender.

Robocop can then move in and handcuff the suspect. Robocop's missions may also lead him to aid or rescue civilians during the game.

Robocop knows that he can arrest criminals or evacuate civilians when they are in a rectangular blue detection frame. **He must not kill these people under any circumstances; that would be a violation of Prime Directive 2!**

If Robocop accidentally kills a civilian or an enemy who is surrendering, the felony gauge will climb.

WEAPONS////////

Robocop's basic weapon is his automatic pistol. He can also collect other, more powerful weapons from police (or other) armouries. As the enemies arrayed against our hero become larger and more powerful, the player will be obliged to seek out these more powerful weapons and the corresponding ammunition in order to advance in his mission.



HAND GUN

Weapon	MGC M93R-AP
Ammo type	9 mm
Clip size	50 rounds
Fire rate	60 rounds/minute
Accuracy	70%

This is Robocop's main weapon. Its rate of fire and accuracy make this gun a fearsome weapon against gang members.



MACHINE GUN

Weapon	Hunt MK21-4/4
Ammo type	12 mm
Clip size	200 rounds
Fire rate	approx. 200 rounds/minute
Accuracy	20%

With its high rate of fire, this weapon is the best you can find when firing at short range. Firing short bursts instead of long ones can compensate for its poor accuracy.



MISSILE LAUNCHER

Weapon	MIL RPG-LM3
Ammo type	62 mm
Clip size	N.A.
Fire rate	N.A.
Accuracy	90%

This weapon features a normal firing mode as well as a homing missile system allowing you to target on and fire at remote enemies.



GRENADE LAUNCHER

Weapon	AT-76 STS-8
Ammo type	76 mm
Clip size	8 grenades
Fire rate	N.A.
Accuracy	75%

This is the ideal weapon to reach hidden or remote enemies.



BLASTER

Weapon	SK-71-P20
Output power	0.8 j/s
Power source	20W battery cell
Fire rate	60 shots/minute
Accuracy	80%

Even though it has a fairly slow rate of fire, this blaster remains an efficient weapon against all types of enemies.



ION GUN

Weapon	VK-PIC12 P60
Output power	1.4 j/s
Power source	60W battery cell
Fire rate	20 shots/minute
Accuracy	80%

The ion gun is a very powerful weapon, particularly when used on electronic devices built into cyborgs or robots.

BONUSES AND OBJECTS////////

Robocop may find ammunition, arms, and energy bonuses throughout the game. These bonuses might be hidden (inside a crate, for example), but Robocop's special vision system lets him find them easily.

ENERGY



Jar of baby food: Gives Robocop 10 energy points



Pack of baby food: Gives Robocop 25 energy points



Wrench: Gives Robocop 10 shield points



Toolbox: Gives Robocop 25 shield points



Robocop statue:
Restores Robocop's shield and energy to 100%

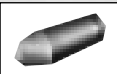
AMMUNITION



Pistol bullets: Gives 50 pistol rounds



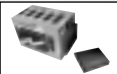
Machine gun bullets:
Gives 200 machine gun rounds



Grenade: Gives 3 grenades for the grenade launcher



Missile: Gives 3 missiles for the missile launcher



Blaster battery: Gives 20 blaster shots



Ion rifle battery: Gives 10 ion rifle shots

OTHER OBJECTS



Bomb: Bombs help Robocop blow up obstacles that might be blocking access to certain places.



Key card: Robocop will find key cards hidden in various levels, or dropped by his enemies once they have been eliminated. They come in handy when Robocop needs to open certain doors.

Other objects containing information essential to Robocop's investigation are hidden throughout the game - it's up to you to find them !

HINTS & TIPS////////

MAKING ENEMIES SURRENDER

To make the gang members you encounter in the game surrender, try to get as close to them as possible, select a small-calibre weapon and aim for the areas of their bodies where they are least likely to sustain a mortal injury (for instance, aim for the legs with the hand gun).

WATER

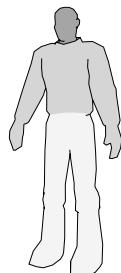
Stay away from the water! Robocop doesn't like it at all... if he goes too deep, he'll start to malfunction.

BARRELS

Barrels offer an easy way to get rid of several enemies at once. Find a barrel located close to a group of gangsters, and shoot at it; the explosion will wound the bunch. Careful, though, certain barrels have a habit of flying through the air when you shoot them - watch out where they land!

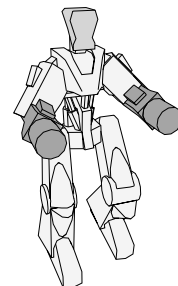
DAMAGE TO ENEMIES

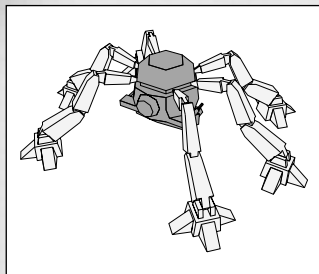
Whether you are dealing with humans or cyborgs, aiming for the head is the best way to neutralise them in most cases.



BROX-R2

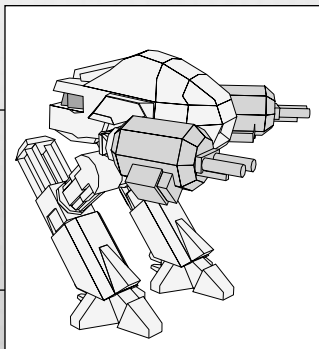
Weak point: head
Additional info: shooting at the cannons can disable them





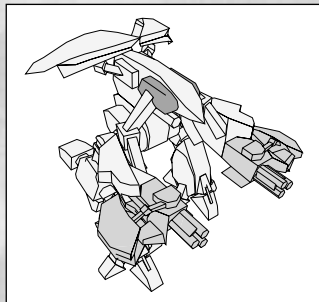
SPIDER-RT6

Weak point: body
Additional info: none



ED-209

Weak point: Back part of the sides of main body
Additional info: shooting at the cannons can disable them



ED-1000

Weak point: central part of the body
Additional info: shooting at the cannons can disable them

LOCKING ON SEVERAL TARGETS AT ONCE

Robocop's visioning systems lets him lock onto as many as 3 targets at once. All you need to do is look at your 1st target and lock on, look at your 2nd target and lock on, and repeat the same action for the 3rd. The gangsters stored in Robocop's shooting memory are framed in a flashing red detection frame. If they leave Robocop's field of vision, flashing red arrows show their position. When Robocop fires with one or more gangsters locked on target, he automatically turns to shoot at the last target locked on until his enemy dies, then shoots at the others in sequence. If one of the gangsters decides to surrender, the target lock is automatically cancelled due to Prime Directive 2 ("Protect the Innocent"). To erase the target-lock memory, simply press the unlock button.

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Dedicated to the memory of Frédéric Dufils.

All sound effects and dialog editing, recording and processing done by GameBeat, Inc. – www.gamebeatinc.com.

TECHNICAL SUPPORT////////

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UK Technical Support - 0906 802 2002

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