

TANDY

Cat. No. 26-3164

Color Computer 3

ROBOCOP

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**DATA
EAST**

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ROBOCOP—THE FUTURE OF LAW ENFORCEMENT

A sadistic crime wave is sweeping through old Detroit. The situation is explosive—in fact, it is so bad a private corporation, O.C.P., has assumed control of the police force. Then, a research team creates an unstoppable, indestructible law enforcement cyborg—named ROBOCOP.

Using a wild assortment of weapons, including ROBOCOP'S Special Issue Auto-9, you must stop every sleazeball criminal you encounter with deadly, piercing accuracy. But, beware, there are forces on the street—and within O.C.P.—that will stop at nothing to see ROBOCOP eliminated. Make your way past 6 levels of street thugs, Boddiker and the powerful ED-209 to your final battle with Dick Jones.

Prepare yourself for non-stop action in one of the most explosive games you will ever play.

It's going to take more than a cop to clean up the scum of Old Detroit—it's going to take ROBOCOP. "Your move, creep."

Getting Started

System Components

You'll need the following equipment to play **Rad Warrior**:

- Tandy Color Computer 3 with at least 128K of memory
- Color monitor or television (monitor recommended)
- Joystick (optional)

Setting Up

WARNING: Make sure the Color Computer 3 is turned OFF before inserting or removing a Program Pak™.

1. Insert the **Rad Warrior** Program Pak, label side up, into the cartridge slot on the right side of the computer. If you're using a joystick, connect it to the left joystick port on the back of the computer.
2. Connect your color monitor or television and turn it on.

JOYSTICK CONTROLS

Button One (Top): Start, Continue, Punch

Button Two (Side): Fire weapons

The punch or weapon you're carrying is aimed in the direction you're facing:

WHEN STANDING: left, right or up

WHEN CROUCHING: left, right or when firing weapons, down

Joystick positions: UP: Look up, walk up stairs

DOWN: Walk down stairs, pick up objects, duck

LEFT: Move left

RIGHT: Move right

KEYBOARD CONTROLS

To use the keyboard instead of a joystick, press K when the title comes up at the beginning of the game.

Space Bar: Start, Continue, Punch

F Key: Fire Weapons

Arrow Keys: Move left, right, up, down or switch weapons.

HOW TO PLAY

WARNING: Always be sure the Color Computer 3 is OFF before inserting or removing the Program Pak

To Start ROBOCOP:

1. With the Tandy color computer OFF, put the ROBOCOP Program Pak into the slot on the right side of the computer.
2. If you're using a joystick, plug it into the right joystick port in the back of the computer.
3. Turn on the color monitor, then press the POWER button in the back of the computer.
4. The ROBOCOP title screen appears, then the license and copyright screen.
5. If you have a color monitor other than RGB, press M on the keyboard to get color.
6. To begin the game, press Button One (on top of joystick) twice. (You can move from one screen to the next by pressing this button. To skip the preliminary screens and start the game immediately, press Button One three times.)

If you're using the keyboard, press the SPACE bar twice to begin the game.

Pausing. To stop the game temporarily:

- Press the red BREAK button on the keyboard. To return to the game, press BREAK again.

Continuing. The game is over when you run out of energy or can't take any more hits. You'll know the end is near by watching the Energy and Hits indicators on the lower left of the screen. But don't worry—you don't have to start over at the beginning of the game again. You can continue at the beginning of the highest stage you have reached.

When the "Game Over" screen appears:

- Press Button One. Use the joystick to select "Continue" or "Restart," then press Button One again to begin play.

When you select "Continue," you start at the beginning of the highest stage you've reached (for example, if you are at the end of stage 3 when the game is over, you start at the beginning of stage 3). You also lose all the weapons you had—you start armed only with the Auto-9.

When you select "Restart," you go back to the beginning of stage 1.

SCREEN DISPLAY INDICATORS



Your strength is measured by the energy you have left and the number of hits you can take. Keep an eye on the energy and hits indicators. If either one goes to zero, you're history. You can give yourself more time and energy by picking up food and ammunition along the way. To pick up an object, first use the joystick left or right controls to approach the object, then press the joystick down to pick it up.



The energy indicator shows you how much time you have left. Your time decreases gradually as you play. Keep an eye on this one.



The street slime in Detroit can really sap your strength. And if you run out of energy, you're dead. To give yourself more time, find and pick up the battery recharger.



You are not invincible. You can only take so many bullets and punches. The hits indicator shows you how many more times you can get hit and still live.



To build up your power so you can take more hits, pick up Power Food whenever you find it. Whenever you pick up Power Food, the hits indicator shows your increased strength.

All the enemies take some of your energy, and some of them will hit you. The best strategy is to get these sleazeballs before they get you. Don't let them get too close—they may hit you before you can do anything about it. And if you try to punch someone who's too close, you can take as much damage as you dish out. Remember that you need to keep enough energy and hits in reserve to take on the powerful villains who appear at the end of each stage.

WEAPONS

The picture under the word WEAPON on the screen shows you which weapon you're using.

The number to the right of the bullet icon shows you how many bullets you have left for the weapon you're using. If the number reaches zero, you can't use the weapon again until you come across more ammunition. So don't use up your ammunition too quickly!

Weapons Inventory

You start out with the Autc-9. You can pick up the other weapons as you go along. When you finish one stage and go on to the next, you take all the weapons you have with you. You will need them to fight the more powerful forces of evil on the new stage—so finishing a stage by using up all your ammunition is not the best strategy.

Auto-9. The Auto-9 is a special issue hand gun made for ROBOCOP alone. It's extremely effective for short and medium range situations. One shot is usually all that's necessary. You will find packets of Auto-9 bullets throughout the game. Each packet contains 10 bullets.



Machine Gun. Some of the street slime you meet will be so quick and powerful that you need to blast them with machine gun fury. Each machine gun is loaded with 50 bullets. But be careful—if you hold the trigger down too long, you can go through a lot of bullets in a short time. The machine gun is particularly useful for close range fighting and battling off packs of attackers. Some attackers may stay out of range of the machine gun. If that's the case, you'll have to try something else.



Cobra Gun. The cobra gun is the most powerful single piece of firepower you have in your inventory. You won't need it—or even find it—in the earliest levels of the game. When you do come across it, make sure you pick it up—because you can be sure you're heading for trouble. But don't get trigger-happy: The cobra gun only gives you two shots.



Switching Weapons

You can carry several weapons, but you can use only one of them at a time. Switching weapons during the course of the game is a good strategy. There's a limit to how many weapons you can carry (but you'll probably use them up about as fast as you can find them.) You can switch weapons as many times as you want.

To switch weapons:

1. Press the red BREAK button on the keyboard to stop the game temporarily.
2. Push the joystick up or down (or use the up or down arrow key) to scroll through the weapons you're carrying. As each picture appears, the number next to the bullet icon shows you how many bullets you have left.
3. When the picture of the weapon you want to use appears, release the joystick or arrow key.
4. Press BREAK again to pick up the game where you left off.

FUNCTIONS

Infrared Vision. When *the* infrared vision indicator blinks, your infrared vision has been activated. Look for the part of *the* screen that's flashing, then hit it with your best punch. You can hit it more than once. You'll *find* you've uncovered a hidden passageway.

Punch. When the punch indicator blinks, it means that you can defeat the enemy you're facing only by duking it out with him—none of your weapons have any effect on him.

Enemy Detector. As you battle your way *through* the game, you'll come up against countless enemies. All of them would like nothing better *than* to do you in. But, at the end of each stage, there's a bad guy who's much harder to defeat than any of the rest. The enemy detector flashes when you enter the room with this final force of evil.

The enemies get tougher and tougher level by level. Be creative—try to think of new ways to defeat *them*. It's not always best to rush in with guns blazing.

Energy/Hits Alarm. The energy/hits alarm flashes whenever *either* the energy or the hit indicator drops below three units or whenever either of them suddenly drops by more than half. It's a warning—you'd better do something quick or you're a goner!

ASSIGNMENTS

Level 1: Welcome to Old Detroit

Your first assignment may sound simple, but it isn't: Clean up the streets. You'll encounter thugs firing at you from the sidewalks, from windows and alleys. Get rid of as many of them as possible.

Be sure to pick up any food and ammunition you come across—without them you won't be able to finish the job.

Level 2: City Hall

A disgruntled city employee is holding the mayor hostage at City Hall. And the other half of the petty criminals in Detroit—the ones who weren't around when you took care of their comrades—have crawled out of their holes and are bent on revenge. Get rid of them.

Your Infrared Vision will lead you to some startling discoveries. And remember, one of your directives is to protect the innocent. When you shoot at the crazed terrorist, make sure you don't waste the mayor.

Stage 3: The Warehouse

You break into a warehouse where one of the biggest drug lords in the Midwest has set up shop packaging and distributing cocaine. Using stairs and elevators, make your way up and down the many levels of the warehouse. Hired killers will do their best to drain your energy and turn you into a pile of junk metal. It will take more than guns and ammo to get out alive.

Stage 4: O.C.P. Headquarters

Clarence Boddicker spilled his guts to you at the warehouse to save his own miserable neck. He tells you he works for Dick Jones, Senior Vice President at O.C.P., and Jones is behind just about every major crime that's been committed.

When you confront Jones at O.C.P. Headquarters and attempt to arrest him, you learn the nature of the mysterious Directive 4—you can't act against any of O.C.P.'s corporate officers. He orders you to obey Directive 4, and then your personal nightmare begins. Who are these demons from Hell? Has ROBOCOP finally met his match?

Stage 5: The Steelworks

Work your way up and down the many levels of the steelworks. Many more vicious scumbags wait for you here. Heavily armed scumbags. You've never seen such firepower before. Use your head. There's a way to turn their strength against them.

Stage 6: The Boardroom

At last you come face to face with Dick Jones. The president of O.C.P. has fired Jones, so he's no longer protected by Directive 4. Unfortunately, the worst is yet to come. Will he stop at nothing?

Be careful. It will take all your strength to rid Detroit of Dick Jones.

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