

SEGA

GAME GEAR



ROBOCOP 3™

EXPLODES ON GENESIS™!



Armed with a laser-gun, flame-thrower & missile launcher multi-weapon attachments, RoboCop must destroy giant ED-209's and OCP's latest techno warrior... OTOMO!



BLAST OCP'S FLYING DROIDS.



TEAM-UP WITH ROBOCOP'S OLD ADVERSARY - THE GIANT ED-209.



MOTOR CITY SHOWDOWN!

**FLYING
EDGE**

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ROBOCOP 3



**FLYING
EDGE**

ORION
PICTURES CORPORATION

INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Game Gear™ system.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

PLEASE READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing games. Please take the following precautions to minimize any risk:

Prior to use

- * If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering lights, consult your doctor prior to playing.
- * Sit at least 2.5 m (8 ft.) away from the television screen.
- * If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- * Make sure that the room in which you are playing is well lit.
- * Use the game on as small a television screen as possible (preferably 14" or smaller).

During use

- * Rest for at least 10 minutes per hour while playing a video game.
- * Parents should supervise their children's use of video games. If you or your child experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.

THE STORY

Old Detroit, 1999. With bold development plans for the crime-infested Cadillac Heights area, Omni Consumer Products begins a systematic eviction of its residents. Although most are too weak to resist, a group of wastoids and addicts calling themselves Splatter Punks riot, delaying the project and turning downtown Detroit into a war zone. OCP counters by sending in a private army of Urban Rehabilitation Cops, known as Rehabs, with orders to remove all civilians by any means necessary in order to get the project back on schedule. Armed with guns, tanks and missiles, the corrupt Rehabs sweep the night streets, clearing citizens from their homes with violence and terror. Meanwhile, the Splatter Punks escalate their own violence against the marauding Rehabs...

Enter RoboCop. Half-man, half-machine, all Cop. Programmed to serve the public trust, protect the innocent, and uphold the law, RoboCop marches directly into the war zone of Cadillac Heights with a mission—to restore order to the neighborhood, deliver justice to the Splatter Punks and Rehabs and defend the beleaguered population, or be destroyed in the process. A one-man army equipped with state-of-the-art weaponry, bulletproof armor and literal nerves of steel, RoboCop is Old Detroit's last remaining hope for stopping the crime and corruption tearing the city apart... and bent on tearing him apart!

SETTING UP

1. Insert the RoboCop™ 3 game cartridge as described in your Sega™ Game Gear™ instruction manual.

NOTE: Always make sure the power switch on the Game Gear™ unit is OFF when inserting or removing game cartridges.

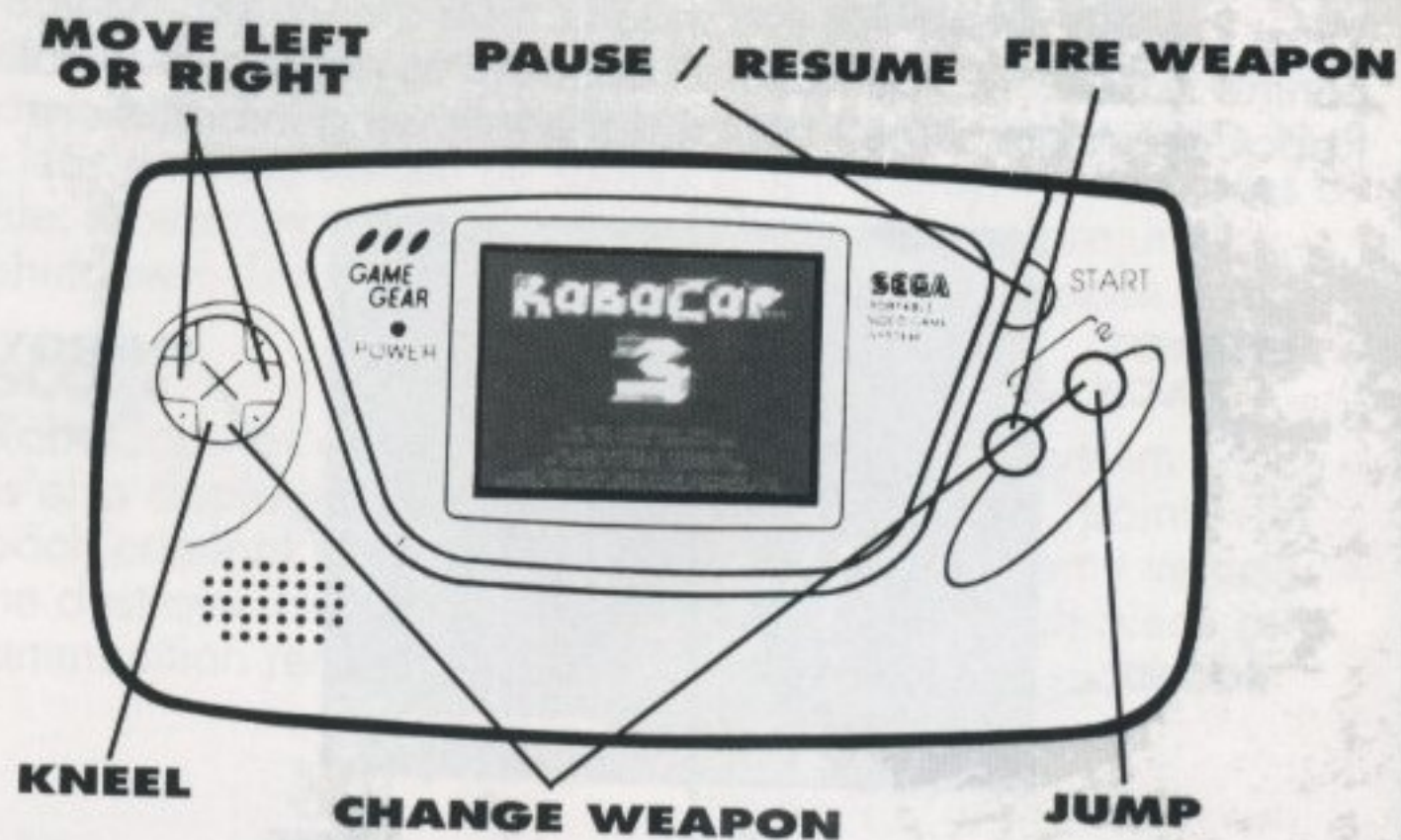
2. Turn the power switch ON. You will be presented with the RoboCop™ 3 title screen. If the RoboCop™ 3 title screen does not appear, turn the Game Gear™ power switch OFF, make sure your Game Gear™ is set up correctly, and start again.
3. When you see the RoboCop™ 3 title screen, press START. You will then be presented with two choices, Start Game immediately, or set Options. Use the D-BUTTON ARROWS to highlight your choice, then press any button to proceed.

If Options is selected, you will be able to determine the number of lives and continues per game and execute a sound test.

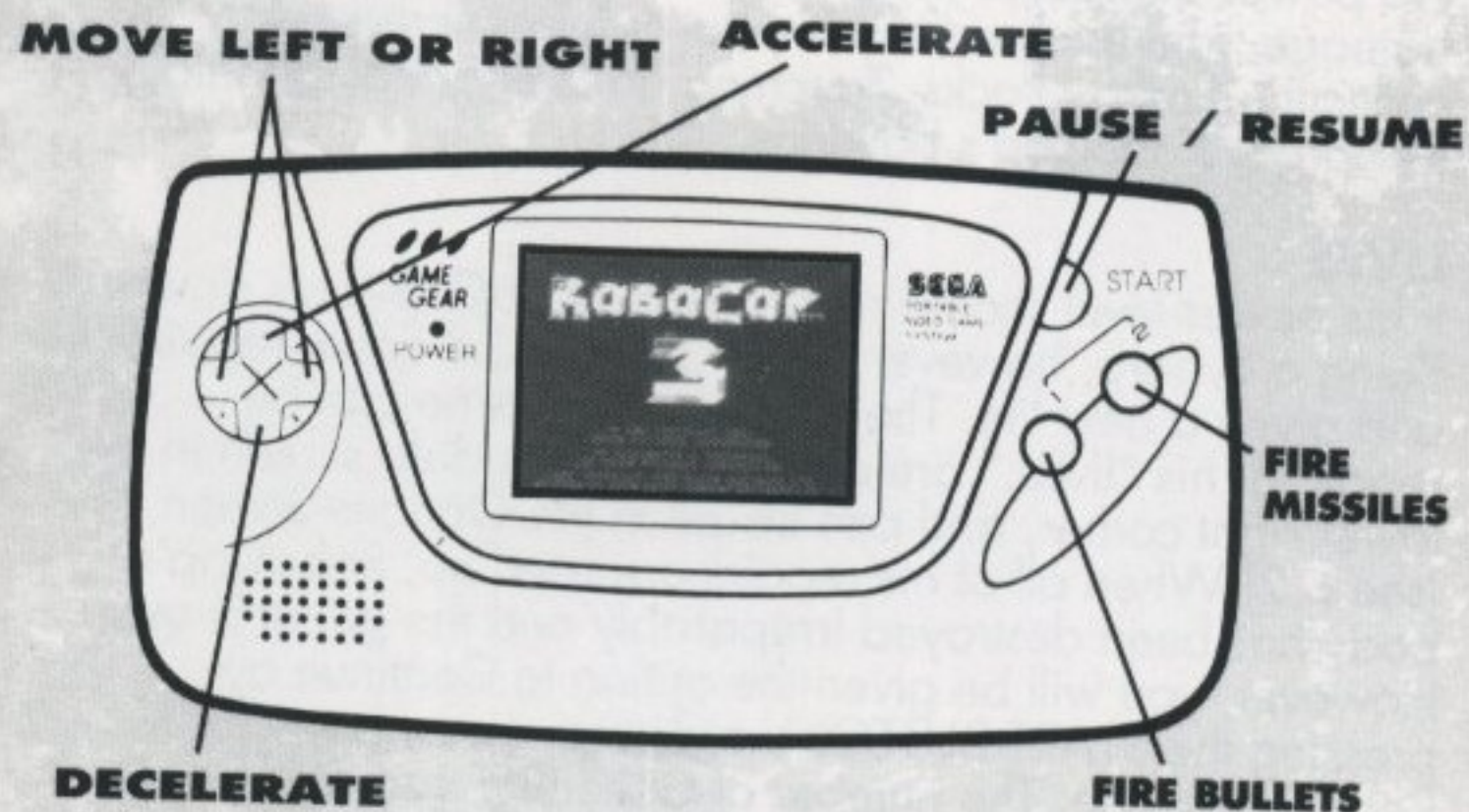
Use the UP and DOWN D-BUTTON ARROWS to highlight the desired option, and the LEFT and RIGHT D-BUTTON ARROWS to change it. Press the START BUTTON from within Options to return to the main menu.

CONTROLS:

RoboCop's standard controls are as follows:

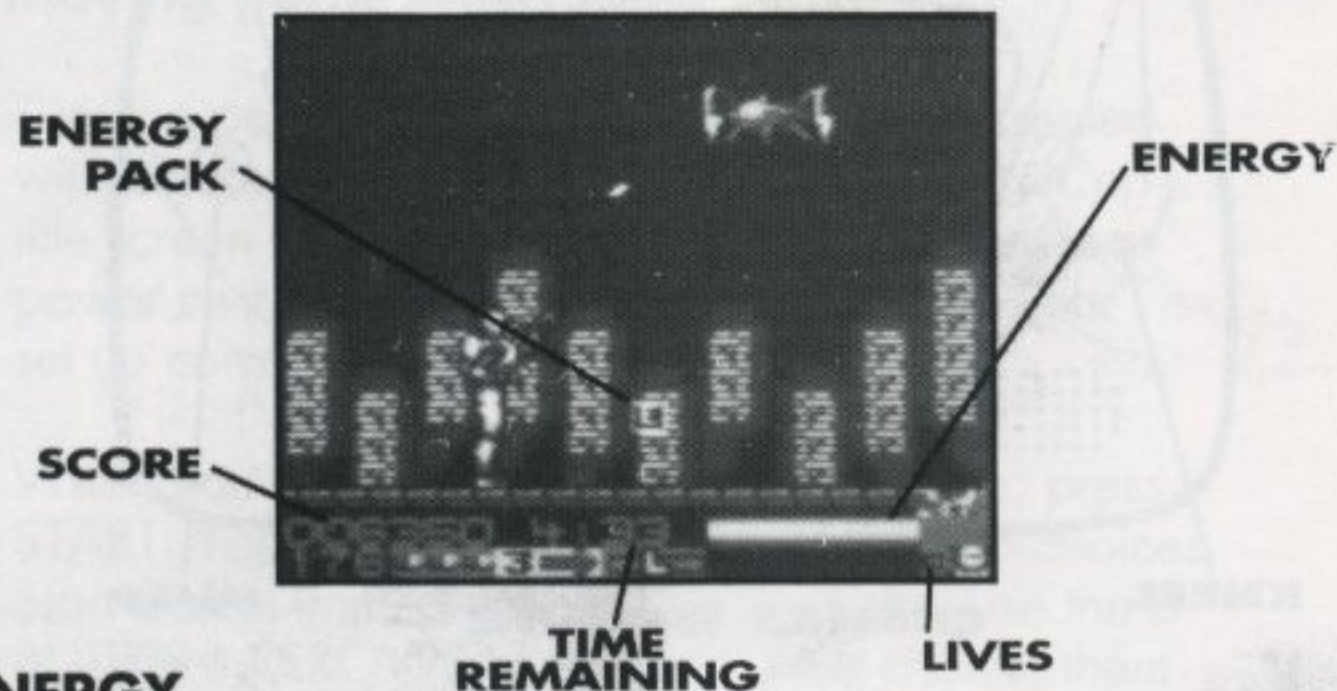


When operating the prototype Jet Pack, RoboCop's controls are as follows:



STATUS DISPLAY

As he enters the dangerous Cadillac Heights, RoboCop's status and situation are continuously transmitted to the Metro West Precinct where his progress can be monitored. As you control RoboCop, you have all of this data at your disposal. RoboCop's data screen contains the following information:



ENERGY

RoboCop's power level is represented by an Energy Meter. His power decreases as his internal systems repair the damage from each enemy hit, but can be increased by collecting Energy Packs. Touching an Energy Pack partially recharges RoboCop's batteries.

LIVES

If his power level should reach zero, RoboCop shuts down. Being a cyborg, however, RoboCop can be easily repaired and given a new life. The number of times he can be repaired, his "lives," are displayed on his data screen in the lower right corner, and can be set in the Options Screen (see p.2) When all of his repairs are used up, RoboCop's body has been destroyed irreparably and the game is over. However, you will be given the option to Continue by pressing the START BUTTON, ordering a new body for RoboCop to use. The number of Continues can also be set in the Options Screen.

TIME REMAINING

When creating RoboCop, OCP installed a variety of safety devices designed to prevent him from turning against them. One such measure is the auto-shutdown mechanism. Angered by his interference in the Cadillac Heights evictions, OCP has activated this, giving RoboCop a limited amount of time, displayed at the top of the data screen, to clear an area before he suffers a unit shutdown and loses a life. A warning alarm is given 30 seconds before unit shutdown. The timer resets at the beginning of each level.

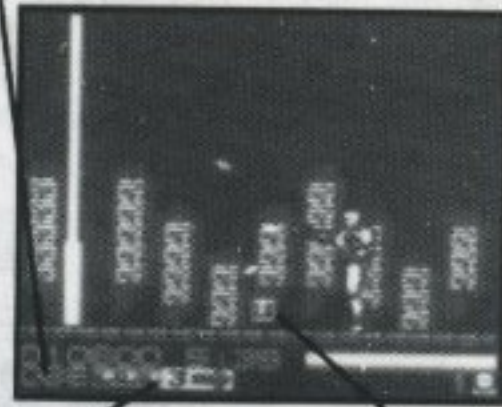
SCORE

RoboCop has an internal performance rating system which is also displayed on his data screen. He gains "points" for each criminal he apprehends and for each enemy vehicle he destroys. He gains additional points for each piece of ammunition remaining when an area (level) is secured.

ARMAMENT

Although RoboCop begins each level with only his standard-issue single shot pistol, a great deal of modern, more powerful weaponry can be found on the streets of Cadillac Heights, either lost or abandoned by the battling groups. These weapons are targeted with a "P" icon and can be picked up by touching them.

AMMO
REMAINING



WEAPON
ICONS

WEAPON
POWER-UP

RoboCop's weapon choices are displayed on his data screen as icons. To change his current weapon, press the DOWN + 2 BUTTON (or whichever button was selected for it in the Options menu). The currently active weapon icon is highlighted in orange. To fire a weapon, press the 1 BUTTON (or whichever button was selected in the Options menu). The weapons RoboCop can collect are:



**SINGLE
SHOT
PISTOL**



**3-WAY
PISTOL**



LASER GUN



**FLAME
THROWER**

Be aware that each weapon possesses its own ammunition supply, and uses it at different rates. For example, the 3-way pistol uses ammunition 3 times as fast as the standard pistol. Ammunition remaining is noted on RoboCop's data screen. To replenish RoboCop's ammunition supply, pick up spare clips lost around the city by touching them. The additional ammunition will be added to the currently active weapon only.

MISSION ANALYSIS

PHASE ONE: *Levels 1 and 2*

The rioting Splatter Punks armed with pistols and rocket launchers have taken over much of Cadillac Heights, including the OCP construction site! With your heavy armament and bulletproof armor, you are the only cop who can restore order to the area and protect the innocent!



PHASE TWO: *Levels 3 and 4*

With the rioting quelled, your next stop is Rehab headquarters, courtesy of your powerful jet pack. From the information you've uncovered, they're holed up in an abandoned church on the opposite side of town. The Rehabs, however, don't like uninvited guests, and are sending out Airborne Rehab soldiers and OCP-supplied interceptors to permanently delay your visit.



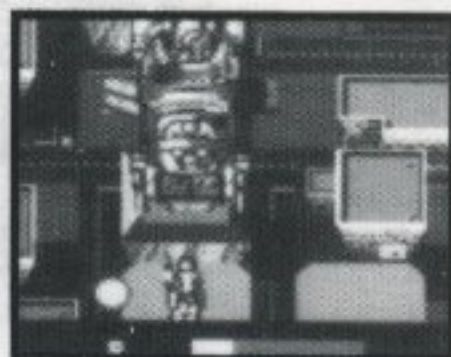
Destroying Rehab headquarters will end the Urban Rehabilitation Corps' reign of terror, but it won't be easy! When the Rehabs are finished off, you must find the keys and escape through the sewers. But even then your troubles aren't over. Things have been disappearing in the sewers. The word on the street is that there's something down there. Something big. Something deadly. They're calling it "Otomo."

PHASE THREE: Levels 5 and 6

At the Rehab headquarters you found evidence which links OCP executives to the Rehabs and the Cadillac Heights riots. You must therefore return to OCP using your jet pack and arrest the criminals.

OCP, however is defending its execs with anti-aircraft shells, missiles, and a squadron of airborne Rehabs. Use your missiles to eliminate ground based opposition!

The executives responsible for the illegal activities have taken refuge high within the OCP tower and have programmed two Otomo-type Ninja robots to guard the entrance. But justice must be served, even if it means scrapping ten tons of military machinery to do it!



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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY - If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

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