

ORION

Interplay™

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HEMDALE

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Nintendo

GAME BOY®

DAG-VR-USA

ROBOCOP
THE
VERSUS
TERMINATOR™

INSTRUCTION BOOKLET

WARNING: PLEASE READ THE
ENCLOSED CONSUMER INFORMATION
AND PRECAUTIONS BOOKLET BEFORE
USING YOUR NINTENDO® HARDWARE
SYSTEM OR GAME PAK.

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RoboCop™ vs. The Terminator™ Manual Game Boy® Version



Thank you for selecting RoboCop™ vs. Terminator™. We recommend that you read through
this booklet thoroughly before beginning play to maximize your enjoyment of the game.
Please keep this booklet for future reference.

INTERPLAY

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GETTING STARTED

Insert the **RoboCop™ vs. The Terminator™** game pak and turn on your Game Boy.

The game title screen will appear.

Press the A button at any time to reach the credit screens. Pressing the A button again repeatedly will move you through the credit screens quickly until you reach the beginning game screen.

Care of Your Machine

- If you are going to be playing for a long time, try to take a break for several minutes each hour.
- Do not store in extreme temperatures or expose it to rough handling or shock.
- Do not take your Game Boy® or Game Pak apart.
- Do not touch the terminals or let them get wet.
- Do not try to clean your equipment with volatile solvents such as thinner, benzene or alcohol. When not using your Game Pak, store it in its protective case.

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In the near future, the worlds of **RoboCop™** and the **Terminator™** merge into a single reality. You, as **RoboCop**, must save mankind by destroying the **Skynet** supercomputer in the possible future in which machines rule the Earth and **Skynet** is supreme.

Cyberdyne Systems recently won the valuable contract to develop the **Skynet** defense system for the Strategic Air Command (SAC-NORAD). The scientists decided that the best way to develop the supercomputer was to model it after **RoboCop**'s neural networks. **RoboCop** is the only successful link of human mind and computer. This is how **RoboCop**, dedicated to protecting the innocent, inadvertently became the implement of man's genocide.

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In the future, Skynet becomes self-aware, determines that man is the enemy and launches wave after wave of ruthless machines against the remnants of mankind. The rebels know of RoboCop's part in Skynet's development and send one of their own, Flo, into the past to destroy the metallic guardian. Skynet also realizes the importance of RoboCop to its existence and sends squads of humanoid terminators to the Detroit of the past to eliminate Flo and ensure RoboCop's integration into the Omni Consumer Products (OCP) computer.

RoboCop has his own agenda. He plans to uplink himself into OCP's computer and regenerate himself in the future. There, he can destroy Skynet and save what's left of humanity. RoboCop must make his way through the streets of Detroit and the OCP

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RVT

office complex before he can transport himself into the future. Once there, Skynet realizes his plan and sets up more deadly obstacles to prevent his success. Only through deadly accuracy, careful planning and powerful weaponry does RoboCop pass through the futuristic buildings and rubble-strewn areas of Los Angeles and the Skynet complex to reach the Skynet Control Computer. **Only one machine will survive this climactic confrontation!**

Can YOU guide RoboCop through his most important mission and save mankind from a future as slaves to ruthless machines?

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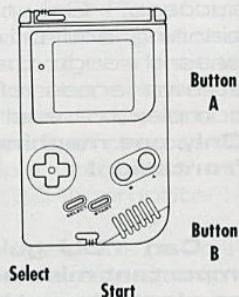
Controller section

+ Control Pad

- during play, press in any of the four directions to aim RoboCop's weapon. (You must face RoboCop in the direction you want to aim his weapon.)

- during play, press right and left to move RoboCop right and left or to

Thumb control pad



slide RoboCop along overhead wires in those directions.

- during play, press up to climb ladders
- during play, press down to descend ladders, duck and jump down from overhead wires

Start button

- press to bypass opening scenes
- press to pause game and again to resume game

Button A

- press to fire RoboCop's weapon

Button B

- during play, press to make RoboCop jump

Gameplay section

You control the most powerful police officer in history in **RoboCop™ vs. The Terminator™**. Your goal is simple: make your way through each of the **7 levels** in order to destroy Skynet's Control Computer and save mankind.

In each level, you must destroy or avoid all the enemies and obstacles and discover the quickest path to the exit. Along the way, you should pick up any weapons and other power-ups by walking over them.

Health bar

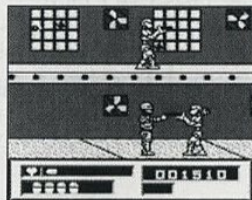
The length of the Health bar represents how much damage the current RoboCop can take before you need a new RoboCop. Every time you touch an enemy or get hit by weapon fire and other deadly obstacles like bombs or laser barriers, the Health bar gets shorter. Should the bar disappear completely, you must re-start the same level.

Number of Lives

The RoboCop heads beneath the Health bar represent the number of lives you have left to play **RoboCop™ vs. The Terminator™**.

Score

This shows your current score for the game. There are many targets in **RoboCop vs. The Terminator** - discovering all of them is half the fun!



Special items/Power-ups section

A few items in **RoboCop™ vs. The Terminator™** increase your chances for survival. You can find them strewn throughout the levels, behind walls and other terrain features and on out-of-the-way ledges. None of these should be passed up!



Flashing Plus - collect the flashing plus and get an extra life.



Health boosters - these are the most plentiful of the special items in **RoboCop™ vs. The Terminator™**. You can increase your Health bar when you pick up a Health booster. Although there are many Health boosters to find throughout the game, you should still be very careful to avoid enemy weapon fire and other dangerous obstacles.



Pick up this item to equip RoboCop with the Spreader gun.

Weapons

Each of the weapons in **RoboCop™ vs. The Terminator™** varies in the amount of damage it can inflict and its appearance. Fortunately, all of the weapons have unlimited fire! The game's weapons are:



Pistol - the least powerful of the guns, but sufficient to make it through the first levels without much trouble. The pistol shoots tiny bullets.



Spreader gun - this is the most powerful of the weapons. It emits multiple shots that take out most enemies in your way with a shot or two. As you might expect, there are very few spreader guns in **RoboCop™ vs. The Terminator™**.

Hint section

You won't be able to finish **RoboCop™ vs. The Terminator™** unless you develop some strategies for survival and ways to make it to the later levels with as many lives as possible. Here are some hints to help you succeed in the onslaught:

- be VERY careful near the vertical laser walls in the OCP office complex. You need to jump through the walls when they blink off. This move requires perfect timing.

- ducking is very important in **RoboCop vs.**

The Terminator and may make all the difference when you need to save more Health points to finish a level. For example, in the OCP complex, be prepared to duck when armed men pop up from behind certain desks.

- in the Skynet Access Corridor, certain floors contain laser platforms. To turn off the laser and open the floor, shoot the target on the nearby wall.

- there are many pits in the last level of the game. Use the moving platforms to make your way over these pits. You can't jump them. Not even RoboCop is THAT strong!

Credits

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Assistant Producer
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Jeremy Barnes,
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Playtest

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Developed by Unexpected Development

Limited Warranty Information

Interplay warrants to the original consumer purchaser that this Game Pak will be free from defects in material and workmanship for 90 days from the date of purchase. If the Game Pak is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the Game Pak originally provided by Interplay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. Interplay disclaims all responsibility for incidental or consequential damages.

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Lifetime Warranty

If the Game Pak should fail after the original 90-day warranty period has expired, you may return the Game Pak to Interplay at the address noted below with a check or money order for \$15.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective Game Pak (including the original product label) in protective packaging accompanied by: (1) a \$15.00

check, (2) a brief statement describing the defect, and (3) your return address. *If replacement Game Paks are not available the defective Pak will be returned and the \$15.00 refunded. Due to the nature of batteries, the battery back-up in any Game Pak can only be warrantied for a period of one year from date of purchase.*

If you have a problem with your Game Pak, you may wish to call us first at (714) 553-6678. If your Game Pak is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Game Pak with a description of the problem and \$15.00 to:

WARRANTY REPLACEMENTS

Interplay 17922 Fitch Ave., Irvine, CA 92714

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