

SEGA

SEGA GENESIS



LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE
SEGA™ GENESIS™ SYSTEM.
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

ORION
PICTURES CORPORATION



HEMDALE

VIRGIN GAMES, INC.
18061 FITCH AVENUE
IRVINE, CA 92714 USA

ROBOCOP™ TM & © 1993 ORION PICTURES CORPORATION.
ALL RIGHTS RESERVED.
TM DESIGNATES A TRADEMARK OF ORION PICTURES CORPORATION.
THE TERMINATOR™ TM & © 1984 CINEMA '84.
A GREENBERG BROTHERS PARTNERSHIP.
ALL RIGHTS RESERVED.
TM DESIGNATES A TRADEMARK OF CINEMA '84.
LICENSED BY HEMDALE FILM CORPORATION.
SUBLICENSED BY BETHESDA SOFTWARES.
GAME CODE © 1993 VIRGIN GAMES. ALL RIGHTS RESERVED.
VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES, LTD.

PRINTED IN U.S.A.

ROBOCOP VERSUS THE TERMINATOR™

INSTRUCTION MANUAL

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

SEGA and GENESIS are trademarks of Sega Enterprises Ltd.

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you 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 physician before resuming play.

RoboCop vs. The Terminator TABLE OF CONTENTS

Starting Up	4
Introduction	5
Take Control	7
Options	9
Stay Out of Trouble	11
Special Items	13
Weapons	14
Prime Directives	17
Good Advice	22
Credits	25

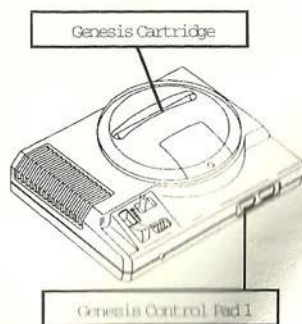
STARTING UP

Set up your Sega Genesis System as described in its instruction manual. Plug in control pad 1. **RoboCop vs. The Terminator** is for one player only.

Ensure the power switch is OFF. Then insert the **RoboCop vs. The Terminator** cartridge, its label facing towards you, into the console and press it down firmly.

Turn the power switch ON. After a few seconds, the Sega Screen will appear. When the Title Screen appears you are ready to play **RoboCop vs. The Terminator**

*IMPORTANT! If the Sega Screen does not appear, turn the Power Switch OFF. Ensure your System is set up correctly and the Cartridge is properly inserted. Then turn the power switch ON again. Always ensure the power switch is turned OFF before inserting or removing the **RoboCop vs. The Terminator** Cartridge.*



"Looking for trouble?"

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 super computer 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 super computer 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 mankind's genocide.

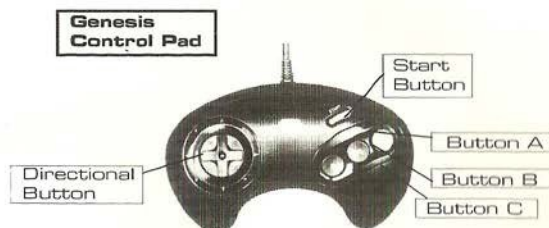
In the future, Skynet becomes self-aware, determines that man is the enemy and launches wave after wave of ruthless machines against the remnants of mankind. The rebels know of RoboCop's part in Skynet's development and send one of their own, Flo, into the past to destroy the metallic guardian. Skynet 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 com-

puter 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, the beginnings of Delta City and the OCP 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 accuracy, careful planning and powerful weaponry does RoboCop pass through the terminator outpost, underground areas and the Skynet complex to reach the Skynet CPU core. 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?

Take Control! "Your move, creep!"



D (directional) button

- press up or down to move the cursor on the title screen and Options screen.
- during play, press in any of the eight directions to aim RoboCop's weapon (you can aim without moving RoboCop)
- during play, press right and left to move RoboCop right and left or to slide RoboCop along overhead wires in those directions
- during play, press up to climb ladders, jump higher and enter doors or warps
- during play, press down to descend ladders and duck

Start button

- press to start game or enter Options screen
- press to bypass opening scenes
- press to pause game and again to resume game

Button A

- press to change options on the Options screen
- during play, press to switch back and forth between the two available weapons

Button B

- press to fire RoboCop's weapon in the direction his gun points

Button C

- press to jump up
- while holding the D (directional button) to the left or right, press to jump in those directions
- while holding the D (directional button) UP and to the left or right, press to jump higher in those directions

Options screen



To enter the Options screen from the title screen, move the cursor to "OP-TIONS" with the D (directional) button and press the A button. To change an option, move the cursor to the option you wish to change and press the A button. This is a list of the available options and what they do:

Difficulty: There are three levels of difficulty for **RoboCop vs. The Terminator**. They are: Wimpy, Normal and Killer. The three levels differ in the number of RoboCop lives available at the start of the game. The number of lives per level are: Wimpy (7), Normal (5) and Killer (3)

Music is: This option will turn on or off the intense music that plays throughout the game. **RoboCop vs. The Terminator** just isn't the same without that heavy backbeat, so leave this option set to ON for the most exciting action.

Sound FX are: This option will turn on or off the digitized sound effects and other game sounds. **RoboCop vs. The Terminator** has lots of explosive sounds and speech effects. Keep this option in the ON position to experience them all.

Sound Test: This option will list the eight music scores and sound effects that are included in **RoboCop vs. The Terminator**. Use the D (directional button) to move the cursor in front of the title of the music or sound effect you want to hear and press the A button to hear it.

Credits: This option runs the list of game credits up the screen.

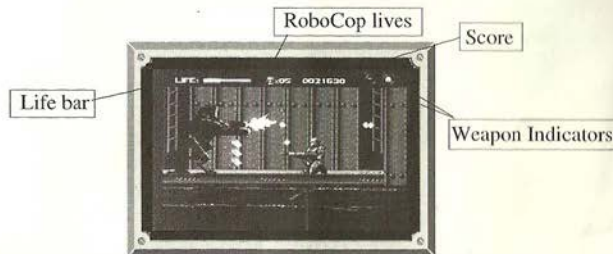
Triggers are: This option lets you customize the operation of the A, B and C button for **RoboCop vs. The Terminator**. The defaults are: A for weapon switch, B for fire and C for jump. Set the buttons so that you can perform best in the game

Exit: This option lets you exit the Options screen and return to the title screen.

"Stay out of trouble"

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 ten levels and optional secret mini-levels (if you can find them) in order to destroy Skynet's CPU core and save mankind. In each level, you must destroy or avoid all the enemies and obstacles and discover the quickest path to the end of the level, where a supermachine awaits your arrival with guns blazing.

Along the way, you should pick up any weapons and other power-ups by walking over them. Some power-ups only appear after you destroy a particular enemy or some element of the terrain. These power-ups will flash and then disappear after a short time, so pick them up quickly.



The following is a description of the items on the status bar at the top of the game screen (from left to right):

Life bar: The length of the yellow Life 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 rocks or laser barriers, the Life bar gets shorter. Should the bar become completely depleted, you will have to continue playing with a new RoboCop from the same spot your Life bar disappeared.

RoboCop lives: This number indicates the number of RoboCops you have left to complete the game. Fear not, brave citizen! If you look carefully throughout the levels, you can find more lives. You'll need as many as you can find to destroy Skynet.

Score: This shows your current score for the game. There are many targets in **RoboCop vs. The Terminator** that are optional, but they still increase your score. Some of these optional targets are mentioned in the Prime Directive of each level, like the radar dishes in The Wall to Skynet level and the red terminators in the Underground Bunker level. You'll discover the other targets on your own. Still other ways to increase the score are to rescue the hostages in Detroit, the OCP employees in

the OCP offices and the rebels in the future.

Weapon indicators: You start out in **RoboCop vs. The Terminator** armed only with a pistol. However, there are seven other weapons in the game that you can find and use. Whenever you pick up a new weapon, the currently selected weapon indicator will change color to represent the weapon.

Special items

A few items in **RoboCop vs. The Terminator** increase your chances for survival. You can find them strewn throughout the level, behind walls and other terrain features and inside certain objects or enemies (which means that you must destroy them first). None of these should be passed up!



RoboCop head - collect the RoboCop head and get an extra life



Shield - collect this shield and RoboCop will be invulnerable as long as he flashes. Some shields are strategically placed in especially difficult or enemy-heavy areas of the game.



Life boosters - RoboCop's rudimentary paste appears in the form of a baby food jar. These

are the most plentiful of the special items in **RoboCop vs. The Terminator**. You can increase your life bar by 1/4 or 1/2 or to full strength when you pick up a life booster that is filled to that level. Although there are many life boosters to find throughout the game, you should still be very careful to avoid enemy weapon fire and other dangerous obstacles.

Weapons

Each of the weapons in **RoboCop vs. The Terminator** varies in the amount of damage to enemies, range and appearance. Some of them are rare, but you will find at least one weapon in each of the game's levels. 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 few levels without much trouble. The pistol shoots tiny bullets. Weapon Indicator appears as a black orb with a white line through it.



Laser gun - the laser gun is a medium-strength gun that emits fine red laser fire when used. Laser guns are easily found throughout the game. Weapon indicator appears as a black orb with a red line through it.



Grenade launcher - the grenade launcher fires grey grenades in whichever direction you indicate. You can use this weapon to easily destroy enemies on a higher platform from underneath. Grenade launchers are as common as the laser guns in the game. A gray ridged orb is the Weapon Indicator for this weapon.



Plasma rifle - this weapon emits a wide white stream of fire and usually eliminates enemies and obstacles in one shot. As you might expect, there are very few plasma rifles in **RoboCop vs. The Terminator**. Weapon Indicator appears as a black orb with white spot in the middle of it.



ED-209 Gatling gun - this is the second most-powerful weapon in the game. You can pick up one when you blow the arm off the ED-209 you encounter at the end of the OCP level and one or two others in the future levels. It emits short bursts of high-powered bullets. Weapon Indicator appears as black orb with "ED" in the middle of it.



Bazooka - there are only a few of these powerful weapons in **RoboCop vs. The Terminator**. It produces single, but powerful, shots with a very short range. This is a good weapon to destroy enemies and obstacles far across the screen. Weapon indicator appears as black orb with shirring yellow spark in the middle.



Flame thrower - the feature of this weapon is that it shoots single bursts of flame in a spread pattern as long as you hold the fire button down. It has a medium damage capability, so you should use it to destroy only the weakest of enemies at close range to minimize the damage to RoboCop. Weapon Indicator appears as a black orb with a flame in the middle of it.



Homing missile gun - this gun is the most useful weapon in the higher levels when it's important to stay as far away from the enemies as possible. Use it to pave your way through the obstacles and weaken the more powerful enemies from afar. Weapon Indicator appears as a black orb with a red cross through it.

"You're terminated"

The levels in **RoboCop vs. The Terminator** follow the story of RoboCop's attempt to destroy Skynet and save mankind. Each level has its own unique terrain features and obstacles. You'll also hear RoboCop say "You're terminated." If you lose a RoboCop, and you have extra lives, you will continue playing wherever you lost your last RoboCop.

Level 1: Trainer Level

Prime Directive: Avoid the bullets

The first level places an assortment of thugs in your way who try to stop you from reaching downtown Detroit. You have to make it past a number of buildings before you fight the powerful thug at the level's end. Use the ladders to climb the buildings. Shoot out windows and trash cans to find power-ups. Watch out for the thugs who fire from closed windows; aim at them when the gun appears in the window to take out these nuisances. Also watch out for the thugs under the manholes who peek out and shoot low; you have to aim at an angle to hit them.

Level 2: Streets of Detroit

Prime Directive: Rescue the hostages

This level is very similar to the first one, but a lot tougher. There are more

hidden thugs and more buildings to scale. Use the wires to glide from building to building where appropriate and collect the better weapons from their secret hiding places. You must go through Detroit if you hope to reach the OCP computer. A powerful terminator will try to stop you at the end of the level. You will see a number of the thugs' hostages throughout the streets. Each hostage saved will earn a large number of bonus points, so try to save as many of them as possible.

Level 3: Delta City Under Construction

Prime Directive: Take out the security cameras

This level takes RoboCop out of Detroit and to Delta City, an OCP project that failed. You must make your way over the girders and unfinished floors to the toxic waste dump on the other side of the city. Many security robots fire at you as you get within range. The trick is to destroy them before they detect you. A few security cameras report your presence to the robots, so eliminate them for extra points if you can find them. You can enter a secret level that contains lots of power-ups if you push up at the right place.

Level 4: The Toxic Farm

Prime Directive: Watch out for toxic waste

The toxic farm is a desolate area, dripping with the green slime of toxic waste drums strewn throughout the

landscape. Most of the toxic waste drums are on fire and shoot fireballs vertically into the air. You can shoot the fireballs to clear your path over the drums if you're fast. Make it through this level and you'll be ready to enter the OCP computer if you can find it.

Level 5: OCP Office Complex

Prime Directive: Rescue the OCP employees and trash the office

This level places RoboCop into the thick of things at the OCP offices. Simply fire at anything and everything to make it through to the bank of computer screens that marks the OCP master computer. It is here that RoboCop has his final confrontation with a Skynet robot in our time period and then integrates himself into the computer. Shoot the white dots on the wall and office equipment to gain extra points. Also, rescue the OCP employees strewn throughout the level. There is a secret OCP office level accessible from this level where you can collect extra lives and a secret exit to the streets where you can find a number of power-ups.

Level 6: Terminator Outpost

Prime Directive: Free the rebel commandos

Upon regeneration in the future, RoboCop stumbles upon an outpost of deadly terminators and their support robots. You must make your way up and down the ramps and ladders of this level to reach the underground complex which borders on the Skynet com-

puter. The most important thing to remember is to watch out for the overhead rocks that can just about kill RoboCop. Shoot them to make them fall and then move forward.

Level 7: Underground Complex

Prime Directive: Just Stay Alive

This is one of the most difficult levels that you have to clear in **RoboCop vs. The Terminator**. That's for a very good reason - you're on the outskirts of the location that houses the Skynet computer! The most difficult obstacles to avoid are the upward-firing laser turrets. You have to fire at an angle to destroy them or jump over them at exactly the right time. If you land on top of them, you lose a life, so take careful steps.

Level 8: Underground Bunker

Prime Directive: Annihilate the red terminators

This bunker concentrates a number of powerful enemies to prevent RoboCop from reaching Skynet. In addition to the usual enemies, you will also encounter a large number of red terminators who are especially resistant to weapon fire. It takes a few shots of most weapons to eliminate the red terminators. You will also find a number of mines on the ground between you and some of the more important power-ups. Like the laser turrets in Level 7, you have to fire at an angle to blow up the mines. You can also jump over them. The super enemy

is especially nasty in this level. It is a terminator who controls a powerful repeating gun. You'd better have more than the pistol to defeat him!

Level 9: The Wall to Skynet

Prime Directive: Take out the radar dishes

This is the largest of the **RoboCop vs. The Terminator** game levels. You are in the rooms right outside the Skynet computer, sometimes referred to as "the Wall." You can find almost everything you've seen before in this level, as well as floating satellites that fire multiple projectiles, automatic gun turrets and lots of terminators. A few radar dishes throughout the level contain important power-ups. Destroy them and your chances will get better. The most important thing to remember in order to survive this level and make it to the Skynet corridors is that you must have near-perfect aim. There are so many targets in this level and so many ways to die that you have to inch along the platforms and destroy the obstacles quickly. Since there is no time limit in this game, you can use this strategy without any repercussions.

Level 10: Skynet

Prime Directive: Defeat the Skynet boss

This is the climax you have worked so hard to reach. RoboCop has finally made it to the Skynet corridors and is within minutes from destroying the computer core that menaces future society. You will find more flying enemies than any other level, so you have to

constantly be prepared to aim up in the air as well as at RoboCop's level. A powerful weapon like the plasma rifle or the ED-209 Gatling gun is mandatory to defeat the Skynet boss because its projectiles are robots that alone could kill RoboCop. The level is difficult to complete, so it may take many games to store up enough lives and weapons to destroy Skynet. Good luck!

Good Advice

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 final levels with many lives and weapons. Here are some hints to help you succeed in the onslaught:

- you can walk behind some walls and objects to find power-ups. Just because they look like they're solid doesn't mean that they really are.
- use barrels and girders as barriers to duck behind and thus avoid the low fire of the floor robots and terminators
- **RoboCop vs. The Terminator** fills up the Life bar after every level, so if you can survive until the end of the level even by the barest of Life points, you'll be given a fresh start on the next level

- many of the weapons can extend beyond walls and platforms to shoot enemies on the other side. Use this technique and lots of diagonal jump-and-shoots to eliminate hard-to-reach enemies that will be in your way later in the level. If you can defeat enemies early before they block your forward progression, you can save a lot of Life points.

- you can speed up when you're hanging from the overhead wires if you hold the D (directional) button to the left or right. Sometimes, this speed is necessary for you to avoid enemies or jump to reach higher platforms.

- stay on the screen with your target until it disappears. If you shoot and then back off the screen, it will probably return even though your aim was true.

- the most important strategy to make it through **RoboCop vs. The Terminator** is to switch to a less important weapon or the pistol when your current RoboCop is in danger of dying. Then you won't lose the powerful weapon and will be better able to go further without damage

when you start the next life
with a full Life bar.

NOTES

RoboCop vs. The Terminator Credits

Programmed & Directed by
John Botti

Lead Animator/Art Director
Bob Stevenson

Lead Designer
Tim Williams

Background Artists
Mike Fields
Kevin Toft

Director of Music & FX
Tommy Tallarico

Music by
Mark Miller

Samples by
Steve Henifin

Computer Art Consultant
Nick Bruty

Assistant Designer
Noah Tool

Additional Animations
Robert Steele
Dean Ruggles

Additional Computer Art
Kevin Toft
Tom Tanaka
John Weir

Hostage Played by
Jose Villeta

Conceptual Art
Julian Moran
Brandon Humpreys
Tom Tanaka

Design Development

Parker A. Davis
Lyle J. Hall III

Testing & Quality Control

Mike McCaa
Erik Harshman
Paul Moore
Ken Love
Bijan Shaheer
David Fries

Producer

Scott Duckett

Executive Producer

Neil Young

Director of Design

David Bishop

Vice President in Charge of Development

Dr. Stephen H. Clarke-Willson

Manual by

Russ Ceccola

Manual Produced & Edited by

Lisa Marcinko

Special thanks to Rand Marlis and Ruth Salisbury of CLC, Sheila Morphew at Orion Pictures, Robin Kausch and Bill Anderson.

Dark Horse comic art by Walter Simonson.

HANDLING THIS CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ 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.

WARNING TO OWNERS OF PROJECTION TELEVISION.

Still pictures or images may cause permanent picture tube damage or mark phosphor on the CRT. Avoid repeated or extended use of video games on the large screen projection televisions.

Virgin Games, Inc. Limited Warranty

VIRGIN GAMES, INC. WARRANTS IN THE ORIGINAL PURCHASER OF THIS VIRGIN GAMES, INC. CARTRIDGE THAT THE MEDIUM ON WHICH THIS CARTRIDGE IS RECORDED IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. THIS VIRGIN GAMES, INC. CARTRIDGE IS SOLD "AS IS" WITHOUT EXPRESS OR IMPLIED WARRANTY OF ANY KIND AND VIRGIN GAMES, INC. IS NOT LIABLE FOR ANY LOSSES OR DAMAGES OF ANY KIND, RESULTING FROM USE OF THIS CARTRIDGE. VIRGIN GAMES, INC. AGREES FOR A PERIOD OF NINETY (90) DAYS TO EITHER REPAIR OR REPLACE, AT ITS OPTION, FREE OF CHARGE, ANY VIRGIN GAMES, INC. CARTRIDGE PRODUCT, POST-AGE PAID, WITH PROOF OF DATE OF PURCHASE AT ITS FACTORY SERVICE CENTER.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE AND SHALL BE VOID IF THE DEFECT IN THE VIRGIN CARTRIDGE PRODUCT HAS ARISEN THROUGH ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE VIRGIN GAMES, INC. VIRGIN GAMES, INC., ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL VIRGIN GAMES, INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CARTRIDGE.

SOME STATES DO NOT ALLOW LIMITATIONS AS TO HOW LONG AN IMPLIED WARRANTY LASTS AND/OR EXCLUSIONS OR LIMITATIONS OR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

For Technical Support, please call our Customer Service Department at (714) 833-1999. Hours: 8am - 5pm Pacific Standard Time, M - F.

For hints and solutions please call, Virgin Games Hint Line at 1-900-28-VIRGIN. The Hint Line supports computer entertainment and cartridge-based video games alike. There is a 75-cent per minute charge to obtain these valuable clues. Callers under eighteen years of age must obtain permission from a parent or guardian before calling 1-(900) 288-4746.

To order the hottest games directly with VISA,TM Mastercard,TM or American ExpressTM call our Toll Free Order line at 1-800-VIRGIN07 (874-4607).

PATENTS

U.S. #'s 4,442,486/4,454,594/
4,462,076;

Europe# 80244;

Canada #'s 1,183,276/1,082,351

Hong Kong# 88-4302;

Singapore# 88-155;

Japan #'s 1,632,396/82-205605
(Pending)