



Playfield

- a. **Left Outlane:** has kickback
 - b. **Left Inlane**
 - c. **Right Inlane**
 - d. **Right Outlane**
-
- 1. **Left Targets:** complete for Multiball
 - 2. **Left Loop/Spinner:** award points as per lit insert
 - 3. **Prime Directive Lamps:** lit when Prime Directive complete
 - 4. **Rollovers:** enable ED 209 Million, light Spinner shots, spot targets
 - 5. **Centre Targets:** complete for Multiball
 - 6. **Right Ramp:** leads to Jump Shot above **Rollovers**
 - 7. **Right Orbit:** spot R-O-B-O-C-O-P, collect Extra Ball when lit
 - 8. **Captive Ball:** collect Mystery Scanner Value, relight kickback



Gameplay

General

- Each rollover lights the equivalent light on the **Left Loop** and spots a **Target** standup
- Completing a **Target** bank lights the equivalent lights on the **Left Orbit** and **Right Ramp**

Multiball

- Complete **Left** and **Centre Targets** or **Captive Ball** to increase **Spinner** points and light Arrest on **Right Ramp**
- Then shoot **Right Ramp** and make Jump Shot (arrest Emil/Boddicker/Dick Jones) to lock balls and complete a Prime Directive (Green, Yellow or Red light at back of cabinet); make 3 arrests to start Multiball
- Shoot **Targets** or (better) **Spinner** to increase Jackpot value. Make Jump Shot via **Right Ramp** to collect Jackpot

ED 209 Million

- After lighting a rollover, shoot the flashing Sight Targets to enable ED 209 Million. Make the Jump Shot to collect
- Green Sights are located at **Left Targets**
- Yellow Sights are located **Centre Targets**
- Red Sight is located at **Captive Ball**
- Factory Settings require 4x Sight Target hits – this can be adjusted in ROM settings

Scanner

- Shoot **Right Orbit** to award Mystery Scanner and spot a letter in R-O-B-O-C-O-P
- Completing R-O-B-O-C-O-P lights Extra Ball
- Mystery Scanner awards include
 - Light ED 209 Million
 - Double Scoring
 - Light Special
 - Award Extra Ball

Laser Kick

- Shoot **Captive Ball** to relight Laser Kick kickback

Double Scoring

- Start by making two consecutive Jump Shots via **Right Ramp**

All Features Lit

- Triggered with 5 successful Ramp Jumps (control via adj. #53)

Skill Shot: Get ball between flashing rollovers

ROM Adjustments

ROBOCOP

Navigation

- 7 to enter ROM adjustments and then to cycle through
- 8 to reverse cycling direction
- 1 to toggle value
- Proceed to adjustment 17 to expand menu to full set of options

Difficulty Settings

	Easy (#6)	Factory (#7)	Hard (#8)
Standups targets have to be hit in specific order	No	No	Yes
Rollover lanes spot a standup target	Yes	Yes	No
All Sight Targets lit at once	Yes	No	No
# of Sight Targets required to start ED-209	2	4	6

Add-A-Bull rules (#11)

- Replay and Special award Extra Ball
- Match disabled
- High Score does not award a Credit

Other Adjustments

	Adjustment #
Balls per Game	21
Free Play	35
Factory Restore	54