

RoboCop 3 FAQ/Walkthrough

by merc for hire

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This walkthrough was originally written for RoboCop 3 on the NES, but the walkthrough is still applicable to the GENESIS version of the game.

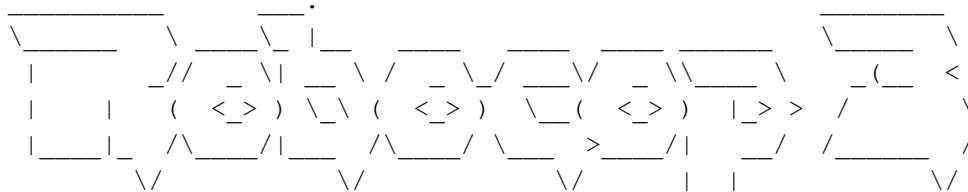


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1. Controls

A - Jump

B - Shoot

D-Pad - Move; Pressing up while standing still lifts your gun diagonally.

Start - Pause game

Select - Switch between your gun and missiles

2. Walkthrough

Level 1

Command.com	
Load Bios	
Memory set	
System Status	
Ok.	
Crime in Progress.	
Penal code 139.1	
In pursuit	
Voice analysis	
Officer Lewis, Anne	

```
|
| Current Position,
| Esposito and Chalmers Blvd.
|
```

```
| I am on my way Lewis...
|
```

```
| Rom Bios
| Data Retrieval System
| Version 3.0
|
```

```
| Cadillac Heights, Dusk.
|
```

```
| Rescue your trapped colleagues from the clutches of the evil Splattepunks..
|
```

```
| Things may go on behind closed doors...
+-----+
```

As soon as the level loads an enemy will attack. Knock out the enemy in the window. Up ahead is an enemy in a garbage can. Kill him and knock out another enemy in a window. Jump over the boxes and pick up the weapon mod. Kill the enemy coming onto the screen.

Jump over the box to kill another enemy. Stay along the bottom of the screen to get some health. When you come to a garbage can an enemy pops out. Kill him and carry onward. There will be another enemy in a garbage can up ahead. Past the garbage can is an enemy.

Jump over the stack of boxes and take out the enemies on the ground and in the windows. When the screen stops moving you will have to fight a wave of enemies. After beating the last enemy you beat the level. Good job!

```
+-----+
| Rom Bios
| Data Retrieval System
| Version 3.0
|
| Well Done, Officer
| Prepare to enter Repair Laboratory...
+-----+
```

```
-----
Level 2
-----
```

```
+-----+
| Rom Bios
| Data Retrieval System
| Version 3.0
|
| Rocket Motors Factory.
|
| Negotiate the perilous obstacles in the old abandoned factory. And make your
| way to the ultimate conflict...
+-----+
```

Shoot at the enemy hanging from the ceiling. Drop drop from platform to platform to get to the weapon mod. Jump across the acid to the solid ground. Jump onto the platform and stay along the top path killing enemies as you go. At the end of the platform is a health pick up.

Shoot at the enemy hanging from the ceiling above the acid. Then hop along the platforms above the acid. On the next solid platform kill the next enemy hanging from the ceiling. Jump to the middle ground and then onto the suspended platforms.

On the first platform is a weapon mod. Also take out the enemy hanging from the ceiling. Jump to the treadmill then to solid ground. When the screen stops moving a ninja attacks. Defeat the ninja and get the health pick up off of the platform should you need it.

Kill the enemy on screen and grab the health pick up below the treadmill. Jump onto it and kill the hanging enemy, Use the platforms above the acid to get to safe ground. On the last platform is a weapon mod. Go along the platform killing enemies.

Use the platforms to get over the acid. Jump along the platforms once above solid ground. On the last platform is a health pick up. Kill the enemy that pops up from the pile of tires. When you reach the acid use the platforms to get to solid ground.

Continue onwards until you reach a huge spinning fan. Another ninja attacks. Grab the health pick up on the box to the right if you need it. Defeat the ninja to beat the level. Good job!

```
+-----+
| Rom Bios                                     |
| Data Retrieval System                       |
| Version 3.0                                 |
|                                             |
| Well Done, Officer                          |
| Prepare to enter Repair Laboratory...       |
+-----+
```

```
-----
Level 3
-----
```

```
+-----+
| Rom Bios                                     |
| Data Retrieval System                       |
| Version 3.0                                 |
|                                             |
| Cadillac Heights, Day.                     |
| Having doned your powerful jetpack, you storm through the wrecked streets... |
|                                             |
| Toward the rehabs super tank...             |
|                                             |
| The main gun is aimed at innocent citizens...and you. |
+-----+
```

For this level you have your jetpack. Kill the enemy that attacks at the beginning of the level. Then go left and fly onto the platform with the weapon mod on it. Go along the bottom of the screen. Kill the enemy in the sewer then fly over the hole.

On the other side grab the weapon mod off of the platform. Take out the enemy on the roof and in the sewer. Continue on until you reach a giant hole. Fly onto the platform above the hole to get some fuel. Continue along killing enemies. After you cross the street is a hole.

Fly over it and over the second hole to get a weapon mod. Cross the street and pick up another weapon mod. Fly over the hole and kill an enemy in the sewer. Fly over another hole and pick up a health pick up. Continue along avoiding missiles from off screen.

Kill the wave of enemies and the tank to complete the level. Good job!

```
+-----+
| Rom Bios                               |
| Data Retrieval System                  |
| Version 3.0                            |
|                                         |
| Well Done, Officer                    |
| Prepare to enter Repair Laboratory...  |
+-----+
```

```
--==--
Level 4
--==--
```

```
+-----+
| Rom Bios                               |
| Data Retrieval System                  |
| Version 3.0                            |
|                                         |
| Walk back to the OCP Tower.           |
|                                         |
| Your Jet Pack is empty...             |
|                                         |
| Make your way from one distant end of town back to take on MC. Daggett      |
|                                         |
| Rescue Marie and Kekio                |
|                                         |
| It is not going to be easy.           |
+-----+
```

You will start off next to the tank you just recently destroyed. You will now have to walk all the way back to the beginning of level 3. Kill the enemy as soon as the level starts. Fight through the enemies to reach a weapon mod. Jump over the first hole you come to.

Take out the enemy in the window. Also be cautious of little yellow mines scattered through out the level. If you move close to it, it will explode sending out bullets. Jump over the second hole you come to, to reach a street. On the street are three mines.

The first platform you come to jump onto it and along the platforms to get across the hole filled ground. On the last long platform are three mines. Jump down to the street. Avoid the mine and cross to the other side of the street for a health pick up.

Go along the bottom of the screen until you reach a huge hole. Jump onto the platform with a mine on it and then to the platform to the right to get a weapon mod. Continue across the platforms to the left. Continue on killing enemies until you reach a small platform with a health pick up.

Grab it and then go along the platforms to get over another huge hole. At the end of the platform are two mines. Continue along the bottom of the screen avoiding mines to reach a robot. Destroy it and the level is complete. Good Job!

Level 5

```
+-----+
| Rom Bios                               |
| Data Retrieval System                  |
| Version 3.0                            |
|                                         |
| The top of the OCP Tower.              |
|                                         |
| Use your access spike to tap into the  |
| Kanemitsu Computer.                   |
|                                         |
| It provides Keiko with information     |
| vital to your safety...                 |
|                                         |
| Look both ways...                       |
+-----+
```

There are two ninjas in the room as you enter. Ignore them and run to the computer terminal on the left side of the room. Press up while standing in front of it to decipher a password to stop the timer. When the code has been entered the ninjas will automatically die. Good Job you beat the game!

3. Weapon Mods

==
Gun
==

(Level 1)
γγγγγγγγ
Fire Rate: Slow
Shots Fired: One at a time

(Level 2)
γγγγγγγγ
Fire Rate: Fast
Shots Fired: Constant Stream

(Level 3)
γγγγγγγγ
Fire Rate: Slow
Shots Fired: Scattered

Missle

(Level 1)
γγγγγγγγ
Missile Type: Regular Missles

(Level 2)
γγγγγγγγ
Missile Type: Homing Missles

(Level 3)

γγγγγγγγ

Missile Type: Exploding Missles

4. Codes

Game Genies Codes

ZLVGIXPP = Start with 2x energy
GAVGIXPO = Start with 1/2 energy
GNUNAEKN = 1 hit kills all enemies
VVKGLATE = Lots of repair icons
OXONLPSV
POONGPXV = Invincibility

5. Disclaimer

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