

RoboCop 3 FAQ/Walkthrough

by Michael Penance

Updated to v1.0.1 on Jan 24, 2014

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

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                        ROBOCOP 3 (SNES)
FAQ/Walkthrough (C) 2014 Mike Penance (mikepenance@yahoo.co.uk)
                        V E R S I O N   1.0.1
                        Last Updated:  January 24, 2014  10:24
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In this update: Corrected some spelling/grammar errors.

Introduction

01.00

This isn't exactly the best game in the world, and it's certainly not the best game with Robocop in, but it still has a certain likeability about it that renders it playable and somewhat enjoyable. I did the guide for part of a completion project, and to be fair, I've spent my time in far worse ways than this. I love shiny metal justice, you love shiny metal justice, and you know who else loves shiny metal justice? Robocop.

Walkthrough

02.00

Level 1

02.01

Robocop's weapon of choice, the Auto-9, is an automatic, firing in three-shot bursts as long as you have the fire button held down. I'd suggest you get used to rapidly pushing the button, mind you, to increase the rate-of-fire massively and actually make it useful as something other than a paperweight. That doesn't mean you should walk around just mashing fire, as you have your ammo count to consider.

As you make your way down the streets, you'll be attacked both on foot and from out the windows of nearby buildings. If the enemy is standing, then you're in luck, as you can duck their bullets and return some of your own. Enemies that are crouching, however, will leave you with no choice but to trade a hit with them. Some will duck when they get close enough, so there's an added incentive for not letting them get close. If they should happen to get too close, your gun will be ineffective and you'll have to rely on your melee attack.

So, enemies in windows? They fire at you at an angle when you approach, then straight down as you walk under them. If you walk forward far enough to trigger a shot from them, then step back, you'll create a large enough window of opportunity to step forward again and gun them down. If there are any crates nearby, you can stand on them and jump to put your gun at window height, making things even easier.

Not too far along from here, you'll find your very first Power. Each Power you collect will add an additional weapon to your arsenal - in this case, the Scatter Shot. The Scatter Shot fires bullets in a spread pattern, allowing you to do various fun things, like kill enemies in windows without having to aim, shoot down flying enemies without having to aim, and jump over projectiles and kill their owner without having to aim. In short, not a lot of aiming.

Behind the crate in front of you is a Security Droid. They don't move, but they're quite tough and have a fondness for firing small homing projectiles at you. Stand directly in front of the crate and let rip with the Scatter Shot - not only will that take it down quickly, it'll also take any of those homing shots out of the air.

Once you reach the stack of crates, you'll find Energy and a +. Collecting the

Energy will restore a moderate sum of health, while the + will simply offer up some points (5,025, in fact). If you haven't already guessed the theme for this level, it's essentially walking past the same building countless times until something changes or you die.

When you reach the wrecking balls, that'd be a good time to consider things changed. Also a good time to stop. In front of them, you'll find some Ammo. Ammo will only refill the weapon you currently have selected. Collecting it with the default firing setting will give you 75 extra rounds, while collecting it with the Scatter Shot will give you 100 extra rounds.

Those wrecking balls will deal substantial damage to you if you take even a small hit from them. A direct hit from them will see you very dead very quickly. Best move when they're on their way back up, duh. Immediately after the wrecking balls, you'll encounter your second Security Droid, sitting atop some crates. Without the Scatter Shot, its position would be even more advantageous than the last; with the Scatter Shot, it dies as easily as before.

If the ground at the other side of the crate is heaving with enemies, don't feel like it's a waste to clear them away with the Scatter Shot before you drop down. After the next building, you will find Energy, and just up from that, you will find some Ammo. A little way ahead of you is a crate. Is that at all important? Well, once you inch your way past the window behind it, a bike will make its way on screen. You can't jump it, and you'll die before you can kill it, so head back to the crate, which will provide height enough to clear the bike. As you approach the doorway of the same building, you'll trigger a second bike, which can be avoided in the same fashion.

If you survived that (of course you did), you'll be offered Energy and Ammo from behind the stack of crates not too far ahead. And just after that, you'll be offered the chance to die. The first moving platform is a cinch to land on, as all it does is move vertically. The one that moves horizontally is a little harder to make it to (watch it a couple of times to get the timing down), but once you do, it'll take you to the other side.

Waiting at said other side is a grunt with a Rocket Launcher, and yes, eating a rocket is quite a detriment to your health. Fortunately, you can avoid it by ducking, just as you would any other projectile at head height. And even if you didn't avoid it, there's Energy waiting behind him. Also waiting for you at the other side is an Attack Droid. It lumbers along the ground pretty slowly, and provided you start shooting it the moment you see it, it'll never get within five feet of you.

Flying above you is a, well, Flying Droid. It moves rather quickly and erratically, dropping bullets upon your head like a mechanical Space Invader. If you want to invade its space effectively, switch to the Scatter Shot. Shortly before the next platform section, you'll be accosted by a second one. The platform section in question works like the last one, just backwards (i.e. riding the horizontally-moving platform over to the vertically-moving one).

At the other side, the basic cannon fodder with Rocket Launchers are out in force. This lot tends to duck more than is healthy for you, so don't be afraid to limit yourself to keeping a fair distance and countering their rockets by jumping on the spot with the Scatter Shot. The Flying Droids in this area will go down as a consequence of you countering the guys with Rocket Launchers, so no worries there.

Before the final set of platforms (which is identical to the last set), you can once again grab Energy and Ammo. At the other side, you'll find another Power, this one rewarding you with a Plasma Shot. It's slow-moving, semi-automatic,

very powerful, and a nice shade of yellow. Up until you reach the end of chain-link fence, it's business as usual, except most of the grunts on the ground have Rocket Launchers now.

When you do happen to reach the end of the chain-link fence, you'll be swooped upon by one final Flying Droid. You'll also be able to grab a + and Ammo (give it to the Plasma Shot and marvel at those 30 extra shots). After which, it's the usual blend of grunts until you reach the end of the level. The van that charges towards you when you get there can't harm you, so save your ammo. Save your ammo for what? Why, the hoard of grunts that are about to besiege you from either side of the screen. The Plasma Shot will drop them cleanly, preventing you from being swarmed (and killing them so fast you won't have to worry too much, if at all, about return fire).

Level 2

02.02

This level starts off pretty similar to the last one; basic thugs on the streets and guys hanging out of windows. Not too far ahead, you'll find your first Power of the level, and you've probably just noticed this, but your weapons reset between levels. So once again, this one will give you the Scatter Shot. When you reach the cradle, ignore it for the moment and go get the Ammo behind it. Touching the cradle will send it up, so if your heart is set on the Ammo, you'll have to wait for it to come back down (you'll have a couple more enemies to face because of that).

On the way up, you'll have to deal with a good many guys hanging out the windows. Either hop around to mess with their aim and pick them off with your regular fire, or swap to the Scatter Shot and save the time and effort. At the top of the building, you'll find another Power to your left, this one restoring your Plasma Shot. Make your way right, over to the next building (yes, falling is a bad idea), and hop a ride on top of the elevator.

As soon as you're within a smidgeon of it, Flying Droid's bigger brother comes whizzing at your head. It can be avoided by ducking (provided you're on the elevator), as can quite a few others on the way down. Making contact with one deals a helluva lot more damage to you than simply letting it shoot you in the ear. Any that can't be ducked under can be taken out easily with the Plasma Shot, this includes the even bigger, more mech-looking versions.

At the bottom, you'll find Energy to your left, and you'll probably need it. You'll find some more Energy all the way to the right as well, next to ED-209. Yes, ED-209. Fortunately, Nikko hot-wires its brain, and it becomes as loyal as a puppy. To you. To the guys that are going to rush in from the right side of the screen in a few seconds, not so much.

Most of them are heavily-armed, and they all take more punishment than the usual variety of human enemies, making the regular mode of fire just a bit like suicide. ED-209 will throw out rockets of his own at a steady pace, but they aren't enough to rely on. Utilise the Plasma Shot to cut through and thin the ranks. Once you run out (and you will), switch to the Scatter Shot and employ the usual strategy. Providing you're not stingy with your ammo, you can kill them all before they fire a shot. Once they're all dead, resume your stroll right.

When you reach the rock crusher, you'll want to be on the conveyor as soon as possible, so you're riding behind the first rock (it'll still damage you if you make contact with it). If you hold off even a few seconds, there'll be so many

rocks, you'll be overwhelmed. Once you reach the end, hop onto the crusher proper. When clearing the cab, you'll put your head within range of the conveyor above you. Thus rocks. Thus death. Time your jump and fear not the small rocks coming out the other side. Not too far ahead of you, you'll find a Power and Energy. The Power will add a Flamethrower to your arsenal. Hold the fire button to spew a constant stream of death over a fairly good range.

Just over the car in front of you is a guy packing a laser cannon. Yes, it's nasty. Enemies behind cars don't make great targets for the Flamethrower, as not only will the car stop the flames from reaching them, it also means that you'll have to jump over said car and drop down to get them, often leaving you to rely on melee to deal with multiple enemies. The Scatter Shot is highly effective for this type of situation, but both the default firing mode and or Plasma Shot will do in a pinch.

Shortly thereafter, a couple of those butch Flying Droids will come right at you, but the Flamethrower will deal with that threat nicely. Once they're gone, the elevator will take you down to the next level. At the bottom, to the left, you'll find some Ammo. While it'd be nice to have 100 extra fuel for the Flamethrower, there are even more cars around here, so you'd benefit more from adding it to the Scatter Shot.

In this area, enemies will come in from both sides of the screen. They are quite fond of firing a shot, running back a few feet, then firing another shot (which would further add to the torment of using the Flamethrower). When you reach the Ammo and Energy, prepare for more Flying Droids. It doesn't really matter if you duck or not, you'll still catch a bullet or two, even with the Flamethrower in full spray. After four of them, it's back to fighting guys with heavy artillery in amongst the cars. As you approach the elevator at the end of the area, two more Flying Droids will come and have a go because they think they're hard enough.

Down on the next level, you'll be assaulted by men and Flying Droids alike. Amazingly enough, you can get through it virtually unscathed by holding down the fire button with the Flamethrower and walking forward. Sure, you have to keep an eye out for a rocket or two as you approach the car, but they're coming at head height. Behind the car is some Energy, and not too far behind it, the final Power of the level. The Power this time gives you your very own Rocket Launcher. The trend with Rocket Launchers is they're slow but stupidly powerful. This one is no different.

You won't actually be needing the Rocket Launcher, though, so feel free to spend your ammo on the grunts ahead. Counting cars time. After said grunts, count three cars. When you approach the third one, you'll be assailed by Flying Droids for the final time this level, four of them. Right behind them, you'll find some Ammo - put it to good use and give it to your Flamethrower. I sure hope an evil-looking robot boss doesn't show up ahead. Hell's bells, an evil-looking robot boss!

/BOSS\

As soon as it enters the screen, have at its head with the Flamethrower for a little bit, then retreat to the left side of the screen. Its first attack will be to charge at you, but by staying as close as you can to the left, it will miss. Keep the pressure on and follow it back to its corner. If you stay by the traffic cone, you'll be able to jump and dodge its rockets easily.

Once you see it start to jump, retreat back to your side of the screen to avoid, well, death. When it finally stops, it'll promptly catch fire and die.

If you chose to fight it with any other weapon, it would have stayed alive long enough to change over to a Plasma Shot while deploying a pair of homing orbs to smack you about.

Level 3

02.03

Jetpacks are cool. No conventional weapons for you this level. Y will fire a rather weak blaster that's effective (well, as effective as a bad-at-being-effective thing can get) against air-based enemies, while X will fire off an air-to-ground missile for, you guessed it, targets on the ground. Up to four of those can be deployed at any one time.

The level is divided into four sections, the first section seeing you besieged by waves of orb-like enemies. I call them 'Orbs.' As previously mentioned, your primary method of attack is weak at best, so you'll be best off attempting to avoid conflict here. The Orbs oscillate their way down the screen, so their path isn't hard to predict. Do your best to avoid them and keep on firing, as even if you randomly take out an Orb here and there, it'll help. Keep your eyes towards the middle of the screen for some Fuel (read: Energy).

At the halfway point, Robocop will drop altitude, decreasing his field of vision significantly. Down here, you'll face two different versions of a new enemy. Jet Bikes come in both small and large varieties, the smaller one being marginally faster. They travel in a straight line and will periodically fire their cannons. This section is rather small and the enemies pretty limited. The Jet Bikes go down quite easily, so the only reason you should have to move at all will be to grab the Fuel (of which there are two to be found) or dodge the odd shot. Shortly after the second Fuel, you'll gain altitude again.

The third area will see you face off exclusively against Tanks, and this is where the air-to-ground missiles come in. The Tanks will have just as hard a time hitting you with their missiles as you will hitting them with yours. Fire all your missiles just before you're over the target to increase your chances of a hit. You shouldn't really need to focus on the Tanks at all, due to their missiles being slow, inaccurate, and destroyable. There's also two more Fuel to keep an eye out for here, should you need them. When you gain altitude again, it signifies the end of the area and the start of the boss.

/BOSS\

Within moments of appearing on screen, the boss will fire off a rather large missile in your general direction, then charge towards the bottom of the screen. The charge is slow and can be dodged on reaction. When it does, circle round it, and when it returns to the top of screen, rinse and repeat. The small cannons on the front will come into play, but like the rest of its attacks, you can simply avoid it on reaction (large missiles can be shot down, smaller missiles can't). The boss has no staying power, either, going down incredibly quickly.

Level 4

02.04

Between you and your first Power, you'll face several of the heavily-armed guys you're accustomed to. Due to their numbers and the likelihood of you being attacked both high and low at the same time, you'll lose a large amount of health. Without the Scatter Shot, you'll have to stay as far away as possible, so as to give yourself time enough to recover from the crouching animation when you see a low rocket coming. If you're fortunate enough to survive, you'll find some Energy along with that Power.

The onslaught doesn't let up, with more of the same to follow. After the Energy and Ammo (invest in the Scatter Shot), things get much easier. Fight your way all the way to the left for another Power, this one restoring your Plasma Shot. Why is it easier? Stairs. You can fire up, they can't fire down, so you can clear the floors above without any risk. Climb the stairs and grab the Ammo from the left, again putting it in the Scatter Shot, then clear -- and continue up to -- the next floor.

Up here, you're given the choice of continuing up or heading right. If you head right, it'll see you fight a lot of enemies, find some Energy, and come to a dead end, which is just about as awesome as it sounds. So, up it is, then. From this floor on, enemies will have no qualms about coming down the stairs to get you. While they've mastered stairs, they still can't shoot down, giving you a massive advantage still.

At the top of the next set of stairs, head right and punch the stack on breeze blocks until they crumble, leaving behind a Power. That mighty Power will unlock the Flamethrower. Head up the stairs closest to you, then proceed to the next floor. As is the theme of, well, the whole game, heavy resistance will be met. When you reach the breeze block wall, take it out from a distance with the Plasma Shot, lest thee fall victim of the guy behind it.

As you jog along, take a look at the ground - the bricks above the hole will give way when stepped on, dropping you down to the floor with the dead end we talked about earlier (fall enough to kill you, oh yes). Though, it's not quite a dead end if you can grab the key from across the other side of the gap. Be conservative with how many blocks you trod on when making your way across, as the remaining ones are your only way back (jumping is your friend).

So, in the top-right corner of the supposed dead end, you'll find a door. Well, you'll find an odd-looking grey slab that amounts to a door. Once again, enemies are out in force, and there's a chance to grab some Energy (as I've already mentioned). Despite the Flamethrower being able to shoot through floors, it won't do any damage to enemies on the other side. While it's not great here, it has its uses later on. Inside the room behind the door, you'll find a second key at the bottom of the stairs.

Return to the area where you smashed the breeze blocks for the Power, but this time head left. You'll see another door, and behind it, a couple of guys trying to cheap-shot you. Oh, and some much-needed Energy. To your left, espy the large hole, then fling yourself down it. You'll land on a brick walkway with a Rat a little way down. Rats are nasty little things; very powerful, very small, and hard to hit. Below you lies several more walkways with several more Rats. If you have ammo left in the Scatter Shot, don't think twice about killing any Rat you see. Without it, you'll be forced to carefully jump over each Rat (running the risk of bumping the one above you).

Each walkway has a weak point that'll crumble and drop you down to the one below. Weak points start at the left side and alternate each floor until the fourth one, where it can be found in the middle (you're best off pushing left when dropping from the third walkway rather than aiming straight for the middle). On the fourth walkway, you'll also find two Rats, which can very

easily prove fatal if your jumping ability isn't up to scratch.

As soon as you drop through the fourth walkway, hold right. There are three blocks below you that crumble when stepped on, each dropping you to your death if you tarry. Back on solid ground, the Rats return. Rats on pipes above you can usually be ignored, while Rats anywhere below that should be killed to death with extreme prejudice. Rats on the ground will attempt to leap over you when you approach them. When you see one, throw out a stream of fire with the Flamethrower and watch them jump right into it.

Now, here's where it gets complicated. The next Rat you see on the ground won't jump at you. In fact, it wants you to jump over it, so as to risk bumping its friends on the pipes. Torch the Rats above you, then oblige the one on the ground by jumping over it. The Rat immediately after will jump at you, but the following two won't (if you have ammo left in the Scatter Shot, it'll work wonders here, too). The next -- and final -- Rat, however, will jump at you. After that, you'll find two lots of Energy. Why? Oh, killer cyborg stuff.

/BOSS\

The Otomo is actually quite a laughable boss. It stands about your height and carries a sword. IT only has two attacks, and those are a slash at head height and a slash while crouching. Occasionally, it'll double up and perform a couple of slashes at the same height. Both have painfully slow start-up and can be dodged on reaction. They're also pretty damn weak, so you don't have to worry about eating a couple of hits here and there. When it swings at head height, that's a great opportunity to duck and beat it about the body. Why not shoot it? Weapons are disabled, so melee is your only choice here.

When it's not trying to kill you, it's jumping about. Unlike other jumpy bosses, you won't have to worry about this one hurting you on contact. Now, your main concerns here are time and the size of the area. Two invisible walls hinder your movement but not the Otomo's, meaning it can stand behind that wall and take free shots at you. If that happens, head away from it to lure it out. After 32 hits, it's domo arigato, Mr. Roboto.

Level 5

02.05

It's back to the jetpack again. Only a few seconds in and you'll find yourself confronted by Tanks and Jet Bikes. Jet Bikes, this time, oscillate their way down screen like Orbs. They also come in much larger numbers and pack more fire-power. Tanks still pose very little threat to a mobile target, and your primary weapon is still quite lame, so stick to the plan of avoiding things whenever possible.

This section goes on for quite a long time, and there's only one Fuel tank to be found, so keep your eyes aimed at -- and your guns aimed away from -- the middle of the screen. Once the Jet Bikes stop coming (moments after the Fuel) and you find yourself left with only Tanks, it won't be too long before Robocop gains altitude and the Orbs make a return visit. Keep an eye out to the right for the Fuel this time. The next one can be found in the middle of the screen, and the last one can be found to the left. After they've stopped coming, it's plain sailing to the OCP building. Plain sailing ends when you do get there, however, as it's boss time.

/BOSS\

As you approach the OCP building, keep your fire centred. That way, you'll do quite a bit of damage to the boss as it's coming onto the screen. The jet will fire off homing orbs in a similar manner to the level 2 boss. While it's doing this, it'll periodically fire off lasers from its wings and missiles from the front cannons.

When it moves towards you, slide out of the way and wait for it to return to the top of the screen. If you position yourself between the nose-cone and the left missile launcher, you'll avoid fire from both areas as well as being able to destroy any orbs as they come out. The orbs themselves aren't overly manoeuvrable, so you can just circle round them when they get close, then continue your assault.

With the boss down, you'd think the game would be over. However, it isn't. Robocop will enter the OCP building, where he'll face off against the final two bosses of the game (yes, two bosses at once, shock horror).

/BOSS\

Even though the Otomo are running their own buddy movie here, providing you can keep them apart (their fondness for jumping means they're never together for long, anyway), the fight will turn out no different to the last. And as an added bonus, the game doesn't hate you enough to carry over your previous life bar, so that means you get to go at it with full health. Once they're finally in Silicon Heaven, the game really is over. You've saved Nikko, the out-of-place-cartoon-looking-girl. Congratulations, I think.

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Frequently Asked Questions

03.00
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=== General Questions ===

Q: What's the difference between this and the other versions?

A: The Mega Drive/Genesis version is a much better, frankly. While the levels are almost exactly the same, you'll find that both the audio and graphical quality is superior (with the exception of the use of Mode 7 graphics in the SNES version, which admittedly only deals with scaling). Most notably, sprites carry greater detail, and Robocop doesn't make the horrible clomping noise that makes you want to double Van Gogh yourself whenever he walks. On a small note, options such as choice of difficulty and the number of continues is absent from the SNES option menu.

I said the levels are almost the same, but that small difference is quite important. Flying levels have Power items, which increase the power and spread of the default weapon, essentially turning the flying stages into something enjoyable. The best difference is that the Mega Drive/Genesis version appears to be made on a precursor to the Robocop Versus Terminator engine, making for much more solid gameplay. As for the NES version, that's an entirely different, yet fun game that employs several unique gameplay traits, such as being able to make upgrades and repairs to parts.

=== Questions About This Guide ===

Q: Can I use your guide on my site?

A: As of this moment, no you cannot host my guide. Why? Because I believe that the number of sites that I'm allowing to host this guide is enough, enough to keep track of and enough to provide adequate distribution to you, the wonderful FAQ-reading public.

Q: I have this guide, would it be okay if I used a part of yours?

A: *Chokes* part of mine? What would be the point of that? You can use my guide as reference for all the things that I can't own (i.e. facts), but you can't go lifting entire paragraphs, even if you credit me for it. Just read the copyright notice at the top of this guide, and then think twice before 'borrowing' anything from me.

Q: If I've found something that you were too stupid to include, or something that you've missed, what should I do?

A: You could take it, turn it sideways and shove it... *ahem* just drop me a line and tell me in exact detail as to what it was that I screwed up on or missed out. If you can help me to make this guide more accurate, you'll win a cookie, a kudos cookie (great on calories, lousy on taste).

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Credits and Outro                                04.00
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You know how your mum told you that repeatedly punching people in the face wouldn't solve anything? Well, you just saved the world by repeatedly punching people in the face. That's called a result. And if you ever get caught and locked up for it, you look at the judge and you say: "Robocop taught me that it was the right thing to do, damn it." Well, something like that. Goodnight and put out the lights, amigos.

=== Special Mentions and Thanks ===

The layout of this guide is based upon the layout used by Dalez in his Breath of Fire IV guide [<http://www.gamefaqs.com/features/recognition/2741.html>].

If for some strange reason, you would actually like to thank me, feel free to pay me a visit and leave a comment [<http://mikepenance.tumblr.com>] and pledge to serve as my vassal - too far? Well, just sign it and leave out the "serving me for all eternity" bit (if you like).

No, Mr. President, they have no idea of my true identity. Yes, Mr. President, it all went according to plan. Shall I continue with the second phase of the operation? Yes, sir, understood.

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