

4 player SS - Data East 1989 - Design: Joe Kaminkow, Ed Cebula - Code: Rob Quinn - Art: Kevin O'Connor

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Top Lanes - Spots one target at color matched Target Bank, each bank completion lights one lock on Jump Ramp.

Spinner - Feeds Top Lanes. Each insert worth 1k per spin, max 3k/spin. At max, a tuned spinner gives ~100-150k. Try backhanding this shot.

Inserts light when color matched Target Bank is completed

Target Banks

Green (4), Yellow (3) and Red (1) Each colored bank lights one lock. Red is actually the Captive Ball

Once colored inserts are completed, the crosshair inserts strobe. This mode is called Target Practice. Complete each bank to light ED-209, which lights a 1M shot on the Ramp (don't do this, it's suicide, you're gonna hate it).

Kickback - lit via Captive Ball



Jump Ramp - Locks balls, collects JP, ED-209, Jumpmaster points and awards. Lit for lock when one of the top 3 colored inserts is lit. Five successful shots starts Everything Is Lit for 15 seconds. Keep shooting Spinner and Ramp during this mode. Ramp feeds Top Lanes or L Inlane.

Right Orbit / ROBOCOP Letters

Leads to Mystery Saucer (lackluster awards) at back right corner. Often rejects sending ball back down orbit. Scoop kicks out to pops (not Top Lanes). Each time made, one letter spotted. Spell ROBOCOP to light EB at In/Outlanes. EB light can be cycled with flippers.

Red Target / Captive Ball - One shot to light one lock. Also relights Left Kickback

Bonus X maxes at 5x. Decent points on a long ball.

Strategy - Right flipper: shoot spinner, left flipper: shoot ramp

- Skill Shot Indicated by two illuminated guides flanking the skill shot lane and is worth 100k x ball number.
- **Multiball** Shoot Spinner (or Ramp) and complete Top Lanes to spot targets and light locks. Green, yellow and red lamps on back panel in the upper left corner indicate which balls have been locked. Lock 3 balls on Ramp to start MB. During MB switch hits build JP to a max of 1M. Targets build value faster but better to shoot Spinner. Ramp scores JP, but wait for max value before doing so because once you collect the JP, it cannot be relit. Once JP collected the game wants you to shoot all the targets to light Special on the ramp but don't do that. Just keep shooting the spinner and ramp until you're down to one ball, then repeat.
- **Jump Ramp:** Locks balls, scores JP, progresses towards and starts Everything is Lit, awards Jumpmaster points (up to 500k I think) and various awards including double scoring (short timer). Feeds Top Lanes or Left Inlane.
- Notes: This is a super fast and deadly game. The plunge, Spinner and Ramp feed the Top Lanes and pops which sends the ball towards either outlane. There is no debounce so often your first warning also results in a tilt. Post passing is difficult at best. Bonus can yield decent points over a long ball. Game has no ball search and a ball can get stuck between the backside of the yellow target bank and the center pop bumper. This is not a lock stealing game but other players can empty the locked balls during their multiball causing you to relock those balls, though your locks will be lit.

ROBOCOP - The Future in Law Enforcement

Multiball - Complete each Prime Directive (Green, Yellow, Red) to lite villains to be arrested. Shoot Ramp to arrest (Lock balls), 3rd arrest releases multiball and lites Jackpot.

ED209 Million - Complete lit target practice lites by targets to light ED 209 Million on the ramp.

2-0-9 Top Lanes - Flashing Top lane scores 100k x ball in play plus advances bonus multiplier 2x, 3x, 4x, and 5x.

Scanner - Shoot the top right eject hole for mystery scanner value (watch displays) and to advance R-O-B-O-C-O-P for an extra ball.

Jackpot - While in Multiball shoot targets to advance Jackpot Value and shoot Ramp to score Jackpot.

Special - After Jackpot shoot targets to lite Special and complete the Ramp to score Special.

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