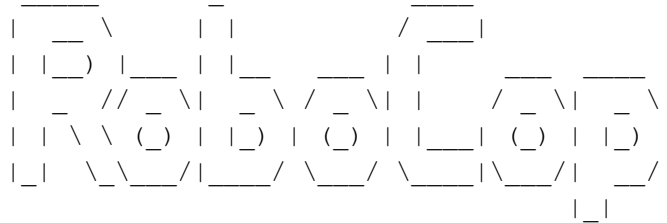


Robocop FAQ

by KeyBlade999

Updated to vFinal on May 24, 2012

This walkthrough was originally written for Robocop on the GC, but the walkthrough is still applicable to the PS2 version of the game.



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|           RoboCop             |
|           An FAQ              |
|           By KeyBlade999      |
|                               |
|           File Size: 10.5 KB  |
|           Current Version: Final |
|           Previous Update: 10:51 PM 5/22/2012 |
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Section Negative One: Donations          **ROBOCOP_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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Section Zero: Table of Contents          **ROBOCOP_0**
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Section One: Intro **ROBOCOP_1**
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Welcome to another FAQ of mine. This one covers the GameBoy game RoboCop, which is a 2D platformer amazingly like MegaMan. It's a popular concept, I guess -- it's the second game in the past month, I think, I've written an FAQ for with that idea!

Yeah, I don't have much to say about this. But try to enjoy.

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Section Two: Version History **ROBOCOP_2**
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Final - First and likely only version of this FAQ produced.
10:51 PM 5/22/2012

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Section Three: Legalities **ROBOCOP_3**
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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Allowed sites for my FAQs	Forever-Banned Sites
O-----O	O-----O
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)
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Section Four: Basics of the Game **ROBOCOP_4**
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Controls

~~ D-Pad : (Up) Hold and press B to shoot upwards; use with Left/Right to shoot diagonally.
(Left/Right) Move left/right.
(Down) Duck.

~~ A Button : Jump.

~~ B Button : Fire weapon.

~~ Start Button : Pause; just do something (move, shoot...) to unpause.

~~ Select Button: N/A.

~~ L/R Buttons : These only have functions on the GBA SP and GameBoy Player ways of playing the game. They will widen/narrow the screen, respectively. Otherwise, N/A.

Playing the Game

Let's first discuss the heads-up display. You'll see your Power gauge there; that is your HP, your health. You'll lose it as you get hit; get hit too many times and the game is over. You'll also see your score, level number, weapon and ammo, and time left. If you run out of time, your game is over.

Luckily, a game over only means that you have the option to start the level over with a score of zero.

You'll also find various enemies in the game. A lot of them use guns. You can dodge the bullets in various ways; if the enemy is on your level, you can often duck. With bullets from above or below, jumping or moving aside is often successful. Some also will do jumping kicks or toss projectile grenades at you; these are tougher to deal with, unless you happen to kill the enemy.

There are a few pickups. The one with the "P" restores some health; the one with the three bullets allows you to shoot ... three bullets, each in a different direction. One allows you to shoot rockets that pierce enemies and keep going. There probably are some more, but I haven't gotten very far.

Yeah, that's actually about it. Under normal circumstances, I would provide a walkthrough. However, this game continues for a while and is basically like that arcade game Rolling Thunder -- you're really just here to shoot people and get points. =/

There are some tips I can give, if it helps:

- Never conserve shots until you get a weapon pick-up. Your non-special weapon has infinite ammo.
- Motorcycles often try jumping over you and can be ducked under while shooting at the them. Same with those jump-kickers.
- Learn to recognize grenade tossers; if you're lucky, you can manage to hit the grenade, cause it to explode, and hurt them before it goes too far.
- If the higher gunmen get difficult, try getting underneath them almost, but not quite, in their line of fire. Fire vertically and you'll hit them. You can also try just randomly firing up and right as you go so you hit any that

pop up randomly.

-- Note that the bat-wielding enemies somehow do more damage to you, so take care of them when possible.

-- WATCH YOUR BACK!

-- GO SLOWLY (but not too slowly).

-- KEEP MOVING!

-- Ground-level shots can be ducked under; higher level shots are best jumped over or moved away from.

-- If you start to be pelted by a stream of bullets, don't sit there and take all of them, even if you ARE shooting back.

-- Try headshots in areas like Level 2.

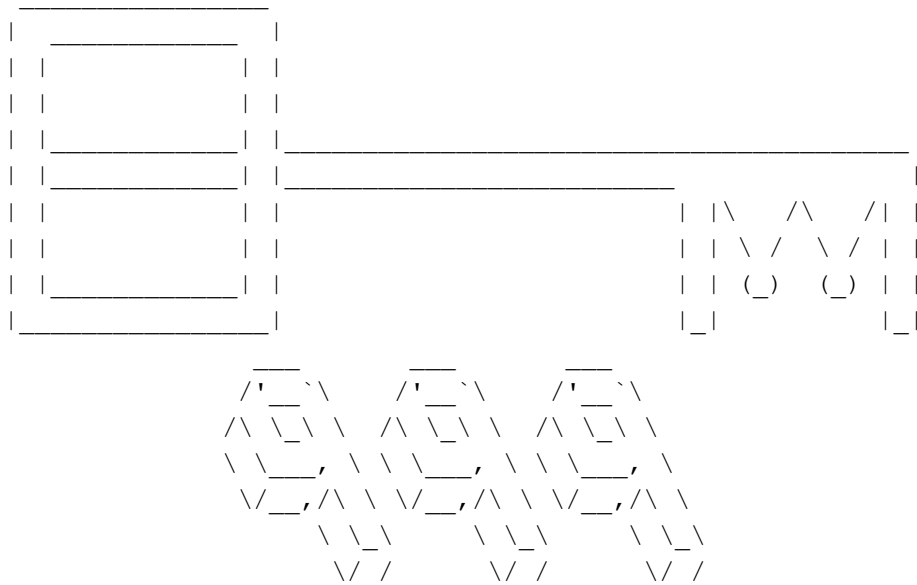
-- Barrels and similar objects are best dispatched via shots from up close.

Any other tips I should mention? Please tell me!

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|           This is the end of KeyBlade999's           |
|           FAQ for the GameBoy game                   |
|           RoboCop.                                   |
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KeyBlade999