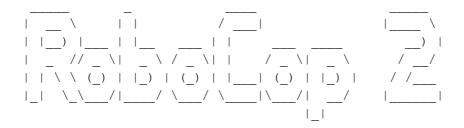
## RoboCop 2 FAQ

by KeyBlade999

Updated to vFinal on May 24, 2012



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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.

Sect 	cion One: Intro	**ROBOCOP_1*
Welcome to another FAQ of mine. The which is a 2D platformer amazingly guess it's the third game in the for with that idea!	y like MegaMan. It's a p	opular concept, I
eah, I don't have much to say abo	out this. But try to enj	oy.
		**ROBOCOP_2*
Final - First and likely only vers	sion of this FAQ produce	d.
		~=~=~=~=~=~= **ROBOCOP_3*
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Controls

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~~ D-Pad : (Left/Right) Move left/right.

(Down) Duck.

~~ A Button : Jump.

~~ B Button : Fire weapon.
~~ Start Button : Pause/unpause.
~~ Select Button: Move camera.

 $\sim\sim$  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. Here, you'll find the percentage of Nuke smugglers you've taken in, how many hits of 20 you can take (Power), your lives, how much time you have left (starts at 99 seconds), and your score.

I'm guessing that the Nuke smuuglers are the weird guys with black shirts waving their arms around like maniacs. To take them in, just run into them -- YOU ARE NOT TO SHOOT THEM. You must take in 60+% of them to pass the level. Passing the level simply means going to the far right.

So, how many Nuke smugglers ARE in a level? Here is a quick table to find out. Get one smuggler and look at the percentage change. This table will show the possible numbers there can be. To find the minimum number you need, take the right number, multiply by 0.6, and round to the nearest whole number and you shouldn't be more than 1 off. (I also did round these to the nearest whole number.)

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0-		-0-	
1	+2%		50
0-		-0-	0
	+3%		33
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0		-0-	25
1	+5%		20
0-		-0-	
-	+6%		17
0	+7%	-0-	14
0	+ 1 6 	-0-	
	+8%		13
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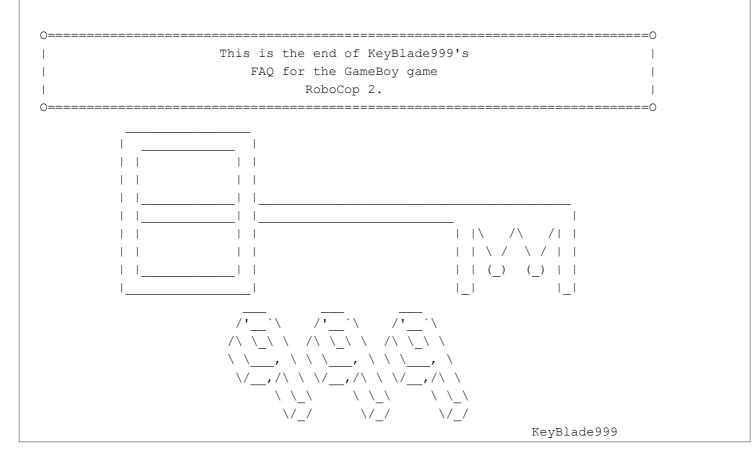
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0	+79%	-0	1	-O 
0	+80%	-0	1	-O 
0	+81%	-0	1	-O 
0	+82%	-0	1	-O 
0	+83%	-0	1	-O 
0	+84%	-0	1	-O 
0	+85%	-0	1	-0
0	+86%	-0	1	-O 
	+87%	-0	1	-O 
	+88%		1	-0
	+89%		1	-0
	+90%		1	-0
	+91%		1	-0
	+92%		1	-0
	+93%		1	-0
	+94%		1	-0
	+95%		1	-0
	+96%	   -0	1	-0
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U======		=		-0

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 "W" gives you a new weapon with limited ammo; the one with the "I" makes you temporarily invulnerable to damge; the battery restores Power.

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 -- except for the fact that you're also picking up bad guys. And, of course, there is a lot of randomness to it, so I can't really help too well. Sorry.



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