RoboCop 2 FAQ/Walkthrough

by merc for hire   Updated to v1.0 on Aug 21, 2015
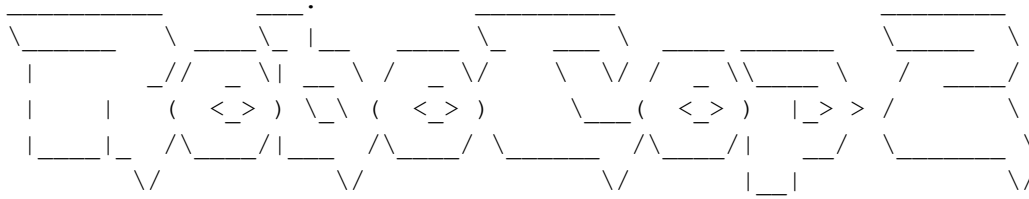
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1. Controls

A   - Jump

B   - Attack

D-Pad - Moves character

Start - Pause game

Select - Not used

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Arresting Crooks
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Whenever the icon flashes that a villain you can arrest flashes run into the
closest enemy and they should bounce off of the screen. Signifying they've
been caught.

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2. Walkthrough

-=-=-=-
Level 1
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Go right and kill the two villains. Pick up the capsule with "N" on it to get a
nuke. Continue right and stop at the edge of the water to pick up another nuke.
Run right and jump onto the railing with a villain on it. Kill him and jump
onto the solid ground on the right.

On solid ground are two villains and one that pops out from the sewer. Kill all
three and continue right. Kill the villain that drops down from the top barrel.
Jump over the barrels to get another nuke. Be cautious of a villain on the
railing above who tosses grenades.

Continue right and kill another guard. Go to the edge of the water to pick up another nuke. Jump to the platform in the middle of the water with the barrels. Jump onto the solid ground to get another nuke. Continue on to kill two villains and one in sewer.

There will be another two villians and some health. Jump onto the railing suspended above the water to kill two more villains. Jump onto the next railing and kill two more villains and get another nuke. Hop onto the grey barrels and kill the villain tossing grenades.

Sprint and jump to the railing the villain had been on to get a nuke. Be careful because there is a hole on the railing and you will fall into the water below. Jump over the hole and kill a villain and grab a nuke. Drop off the railing to land on the right of the water.

Continue going right and pick up a nuke and kill three villains. Jump over the water and kill a villain and get a nuke.

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Level 2
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Run and jump onto the platform with a hostage on it. Wait for the lightning bolt to stop bouncing up and down and jump onto the conveyor belt. Run to the right to land on a platform with a nuke on it. Shoot at the villain on the next platform.

Jump onto the platform where a villain had previously been. Shoot at a villain on the elevator and then jump onto it. Wait until the elevator you're on and the one to the right is are at the bottom then jump to grab a nuke and land on the elevator.

Shoot to the right as soon as you land on the elevator to kill the villain on the next elevator. Ride it up and jump onto the next conveyour belt. As soon as you land on the belt begin running to the left so that when you land on the belt below you can grab another nuke.

Drop down and rescue another hostage. Shoot at the grenade tossing villain and then continue going right. Be careful for a giant tube that comes down from the ceiling. Jump onto the belt and wait for the elevator to come down. Jump on it and ride it up.

Jump onto the platform on the left to save a hostage and get a nuke. Jump onto the elevator and onto the platform to the right. Kill the next villain on the elevator. Go along the bottom path to get a nuke and rescue a hostage. Jump back onto the elevator and go along the top path.

Kill a grenade tossing villain and jump over the gears to get a nuke. Drop down to the bottom path to rescue a hostage. Jump between the lightning bolts and land on the smal platform. Immediately shoot at the villain. Jump onto the platform and avoid the pole.

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Level 3
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Jump onto the platform with the hostage to rescue him. Theres a magnet on the ceiling. Jump past it and kill a villain. Let the second magnet lift you up and drop you on a small ledge with a nuke. Jump onto the hoverboard and fly it

along the path collecting nukes.

When you come to an electric current wait for the electricity to die then fly
in between the two receptors. Wait for the second one to die then continue.
After the second recptor is a health pick up at the top of the screen. Go right
and save the hostage.

Then fly along the bottom of the screen to get a nuke. Jump off onto the
platform where the hostage was and let the magnet drop you off to a platform.
Jump to the platform to the left to get a nuke and save a hostage. Kill a
villain on the elevator.

Jump onto the elevator and ride it up to the platform with another hostage on
it. Jump onto the next platform and kill a grenade tossing villain. Jump to the
next platform with a nuke on it. Jump to another platform to get a nuke and
rescue a hostage.

Kill the villain past the electric current and then jump onto the platform he
previously was on. Jump past the last electric current.

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Level 4
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As soon as you can move duck to avoid the gunshots from an enemy. Wait for the
enemy to appear from the window then shoot at him. Run and jump onto the wall
of barrels but be cautious because there is a villain in the water who will
shoot at you.

Jump from the barrels over an villains head then kill him. Jump onto the
railing to the right and get a nuke and kill an enemy. Then drop down to the
left onto the ground. Kill the enemy and then pick up a nuke and a weapon
modification orb.

Go left to kill another enemy. There will be a window at the end of the
railing above where an enemy emerges. With the weapon mod you will be able to
kill this enemy. Get close to the railing so that you can see a barrel roll off
of it.

Then jump to the railing and get a nuke. Approach the edge of the railing and
and you will be able to kill the villain in the water with the weapon mod as
well as an enemy on the next railing. Jump to the next railing to get a nuke.
Jump to the next railing.

At the end of the railing are two enemies and a nuke. Shoot past the barrels
to kill an enemy in the window past the barrels. Jump donw to land on a small
platform with a heatlh pickup. Jump to the right to get another health pick up
and a nuke.

On the last platform stand infron of the large grey pipe and press down. You
will enter the sewers. Go right to pick up two nukes. Jump onto the moving
platform. Jump onto the platform at the end to get another nuke. Jump to the
next moving platform.

Jump from the two moving platforms to land on one solid platform with two nukes
on it. Drop down to the lower part of the platform for another two nukes. Get
onto the revolving platforms. Hop off at the hight platform and go to the
bottom of the long shaft and press up.

As soon as you resurface there are two enemies. Kill them and get the nuke.

Jump onto the railing and on the other side is an enemy in window and one on
the ground kill both and pick up the nuke.

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Level 5
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Immediately shoot to your right to kill an enemy. Jump onto his platform while
avoidng falling purple acid. Jump to the platform with the nuke and then to the
next platform. Jump onto the trampoline to be launched into a pool. Drop onto
the platform below you with a nuke on it.

Be careful because theres a cyclone circling the platform. Jump to the next
small platform with a nuke. Jump onto the second trampoline from the left to
land on the platform with a hostage. Rescue him then shoot at the enemy to the
right.

Jump onto the trampoline to land on a platform above a hostage and a nuke. Drop
down to this platform then jump onto the trampoline. There will be a hostage on
the platform you land on. Jump onto the the revolving platform. Kill the enemy
to the right and jump to the platform he once occupied.

Jump onto the next platform to save a hostage. Jump onto the moving platform
and shoot the enemy. Then go down to avoid being hit by the platform the enemy
once stood on. Move along the bottom avoiding red blobs and grab a nuke. Wait
for the next empty moving platform to move.

When its far away go in for the nuke and then continue right. When you come to
an intersection with an enemy below and a nuke on the middle path wait for the
enemy below to go left. Then go down and grab the nuke. Return to the
intersection and go along the middle path.

Go along the path and wait for the last moving transport with an enemy to
leave the top track and then go up that track and jump to the platform.

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Level 6
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Climg up the barrels and jump onto the platform above where you started to get
a weapons mod. Jump onto the top of the highest barrel. Jump from the barrel to
the next set of barrels. Duck down and shoot at the enemy in the window. Jump
to the barrel across the water.

Jump from the barrel to solid ground and kill the two enemies that will make an
attack. Approach the barrels and one will come rolling towards you. Jump over
it and land on the upright barrel to get a nuke. Go along the ground on the
other side to get a nuke and invincibility.

Jump onto the top of the barrels and jump onto the railing. Kill the enemy
left up here and jump over the gap in the railing to get a nuke. Drop down from
the railing to capture an enemy and avoid the barrel. Jump over it and get onto
the barrel on the other side.

Go onto the top of the barrels and shoot out the enemy in the window. Jump to
the next barrel with a nuke on it. Jump from barrel to barrel until you are on
the highest one. Shoot the enemy in the window then drop down to the ground.
Capture the enemy and kill the two enemies after him.

Capture the enemy that drops down from the railing with health and a nuke on

it. Jump onto the stacked barrels and kill the enemy in the window. Then jump
to the platform with health and a nuke. Go onto the railing. Kill the enemy on
it and avoid gunfire from the water. Jump to solid ground to capture an enemy.

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Level 7
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Drop onto the next platform then run full speed to the left to land on the
platform below your statring point to get a nuke. Jump back onto the platform
you were previously on. Use the trampoline to land next to a hostage. Rescue
him and kill the enemy.

Hop onto the box and kill the enemy on the next box. Then jump onto that box
and jump into the crane. Allow the crane to pull you until you pick up a nuke
above a platform in the acid. Press A to drop onto the platform. Use the
trampoline to land on a platform with a hostage.

Save him and then kill the enemy behind him. Behind the enemy is a hostage so
rescue him after killing the enemy. Jump into the acid to land on a platform.
Jump from platform to platform in the acid collecting any nukes along the way
while avoiding cyclones.

When you reach a trampoline use it to land on a platform with health and a
nuke. Drop onto the moving platform. When you come to an intersection go along
the top path. At the end of the path is a circular railing with another
platform on it. Collect the nukes while avoiding the platform.

Then jump to a revolving platform. Jump onto the two platforms with hostages on
them and then return to where a crane is and jump into it to grab a nuke.
When over a moving platform drop from the crane to land on it. Move along the
track and kill the enemy at the end and recue the hostage.

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Level 8
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This is a boss fight. At the beginning you can't do any damage to him. Avoid
his electric discharges and then when he moves in you will have to fight him
hand to hand. After the fight use the trampoline to get health at the top of
the screen. Jump onto the platform on the right.

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Level 9
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Run and slide onto the bottom platform to pick up a nuke. Run to the edge of
the platform and quickly jump onto the platform to avoid the shots from a
cannon. Jump onto the platform above the cannon to save a hostage. Then jump
onto the sliding platform.

On the second platform shoot at an enemy on the next platform. Then jump to the
platform it once occupied. Hop onto the pillar to get a nuke then jump to the
next platform. Avoid the robot on the platform and collect the two nukes. Also
make sure to avoid the cannon fire so jump onto the mini platform.

From the miniplatform jump to the platform above the cannon to rescue a
hostage. Quickly jump to the next platform to avoid being shot at by a canon.
As soon as you land on the platform save the hostage then shoot the enemy. Jump
onto the next platform to save another hostage.

Jump from the platform to the small platform collecting nukes as you go. Then wait for the diagonal platform to reach you then jump onto it. Hop down onto the next platform to save a hostage. Kill the enemy and grab the nuke. Avoid the shots from the canon.

Hop up to the next platform while avoiding the robot. Jump onto the last platform to get one more nuke.

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Level 10
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Grab a nuke off of the pillar and jump to the next platform. Hop onto the mini platform and wait for the canon to stop shooting to grab a nuke. Jump from the mini platform onto the platform above the canon. Grab the nuke and jump to the next ledge and save a hostage.

Hop along the lower set of platforms to get a weapon mod and a nuke. Be quick to jump onto a mini platform to avoid canon fire and save nuke. Jump to the pillar with a nuke on it. Jump along the three diagonally moving platforms until you reach solid ground with a hostage.

Save the hostage and continue on while avoiding the ground sweeping robot. Hop over it and kill the enemy past a nuke. Grab the nuke and carry on. On the next platform kill the enemy and grab a nuke. On the next set of platforms is an enemy, a nuke, and a hostage. Take care of all three and then wait.

Wait for the canon to stop then hop down to the lower ledge to save a hostage. There will also be an enemy down here to take care of. Jump to the last platform and jump over the ground sweeping robot to grab a nuke.

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Level 11
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Save the brain and then jump from platform to platform. Wait until the platform drops down far enough until you collect each nuke. On the second falling platform is a brain. Jump onto the solid platform to get a nuke. Avoid a rocket that comes flying onto the screen from the right when you approach the edge.

Jump onto the next platform and destroy the moving canon. Then kill the robot that is past the moving canon. Jump onto the trampoline and land onto the platform between the two jaws to get a health pick up. Then jump to the next platform to save another brain.

Shoot out a moving canon up ahead. Jump onto the trampolines and launch onto the platform with a brain. Jump onto the reverse platform which changes your controls. Jump onto here to get a nuke and then shoot at the moving canon. Continue along the mini platforms collecting nukes.

On the second reversed platform shoot out a robot on the next platform. Then jump to it and avoid the jaw. Jump over it and immediately duck to avoid a rocket. Grab the nuke amd jump onto the droping platforms and on the second one take out the moving cannon.

Jump onto the reverse floor and grab the two nukes. Wait for the jaws on the next platform to stop then jump up to it. Jump to the next reversed platform and take out the moving canon. On the second mini reversed platform grab the nuke and shoot at a robot.

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Level 12
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Take out the two mini canons. Jump to the reverse platform with both canons
gone to get two nukes. Duck after getting the second nuke to avoid a rocket.
Jump along the trampolines to get over three robots and collect a brain and
three nukes. On the last trampoline you'll bounce up to a platform.

Theres a robot up here and a brain. Destroy the robot and grab the brain. At
the edge of the platform a rocket will come from the left. Duck to avoid it
and then jump onto the platform. Go along the top platform to get a brain then
go along the bottom for two nukes.

Take out the moving canon up ahead. On the next platform is a moving canon on
the ceiling and a set of jaws. Jump over the jaws to save a brain. Then hop to
the next reveresed platform and save the brain then kill the robot. Jump to the
set of green platforms to get two nukes.

Then jump to the next platform while avoiding the jaws.

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Level 13
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Shoot at the two falling bombs to destroy them. Then drop onto the railing to
get a weapons mod. Wait for the engine's flame to go out before jumping onto
the ledge to get a nuke and save a falling victim. Jump along the next set of
platforms collecting nukes.

Jump from building to building avoiding pink blobs and then drop onto the
railing in between two buildings. Wait for the flames from an engine to go out
before rescuing a hanging victim. Rescue him and jump onto the next building.
On the building is a nuke and enemy jumps onto the roof.

Defeat him and conitnue platform jumping. On the grey building is another
hanging victim. Drop down onto the railing. Grab the two nukes and jump onto
the next set of buildings. On the first building is a nuke. Jump to the
swinging platform.

Hop off at the building to save a hostage and grab a nuke and also fight an
enemy. Jump along the swinging platforms collecting the health pick up along
the way. On the next building after the swinging platforms is a nuke and two
pink blobs.

Jump to the next building and wait for the fire from the engine to stop before
saving an hanging victim. Jump from building to building to reach a grey
building with a hanging victim. Save them and drop onto the railing to get
two nukes.

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Boss Fight
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This is it the final boss fight. The boss immediately charges at you. The main
attacks are that he shoots a wave of missles. When this happens dodge each
missle. He also shoots out a spray of bullets which can be avoided by ducking.
And he also shoots out puink blobs. Move foward or jump to avoid them.

For the first phase fight you both have ninety-nine health. After depleting all
of his health you fight once more. Whatever health you had left will remain
will stay and you will also get some health back. Defeat him again. But for
the second phase you can only hurt him by shooting his legs.

Again you'll fight with a little bit of health added back. This time you must
shot him in the head to do damage.

Well Done! You have beaten Robocop 2!

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3. Firing Range

Should you not complete a set level objective you will need to go to the firing
range.

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HUD
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+NOTE+ These numbers are the default.

[1] - This number is the amount of enemies you must shoot in order to
        successfully finish the firing range.

[2] - This is the amount of clips you have left.

[4] - This is how much ammo is left in your clip.

[5] - This is how much time you have left.

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Pick Ups
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Blue Potion - A small blue potion that takes one away from your

Clock   - Adds thirty seconds to your timer.

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Clip        - Adds another clip to your counter.


*******
Enemies
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Shoot any of the enemies who are holding guns. If a cardboard cutout isn't
holding a gun and you shoot it ten more enemies will have to be shot.


-------------------------------------------------------------------------------
4. Disclaimer
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and International Copyright law protects this FAQ/Walkthrough. You can not
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