



# ROBOCOP

# 2

If you're stupid enough to be into drugs then you might be interested in Nuke, the new designer narcotic to hit the streets of Old Detroit. But on the other hand, there are a few things that might just put you off.

First, it's instantly addictive, second it's quite lethal, third Robocop has a nasty habit of shooting people found in possession of Nuke and fourth it gives you spots. None of this has stopped Cain the loony from building up a huge market for the stuff in Old Detroit, a market which you, as Robocop, must destroy. As everyone knows the best way to do this is to raid all the safehouses and factories which supply and produce Nuke and shoot everyone except the people in charge, whom it's handy to arrest. Oh, and seize all of the drugs too. This is Robo's new mission in life, one which you must help him carry out.

Robocop 2 is another horizontally scrolling platform blaster from Ocean. It's more or less a conversion of their home computer titles starring you as the running, jumping and shooting cyborg on a mission of doom. There are several levels to conquer before the final showdown with Cain, who is now transformed into the deadly Robocop 2.



▲ Hang on in there baby...



## SEIZING DRUGS FOR FUN AND PROFIT

YOU HAVE DESTROYED **27%** OF THE NUKE

YOU HAVE ARRESTED **30%** OF THE TARGET VILLAINS

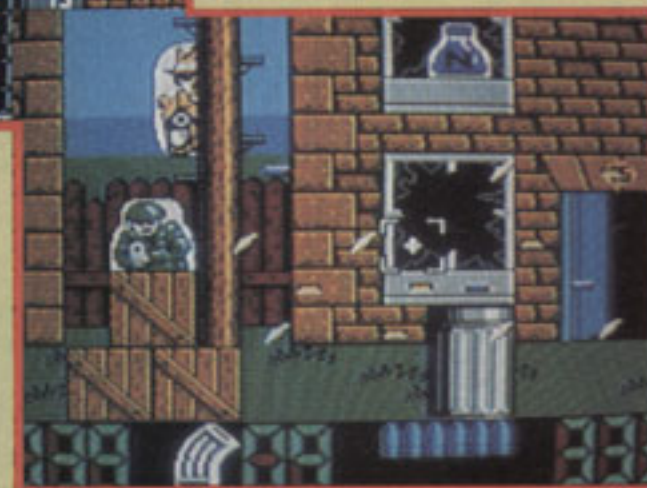
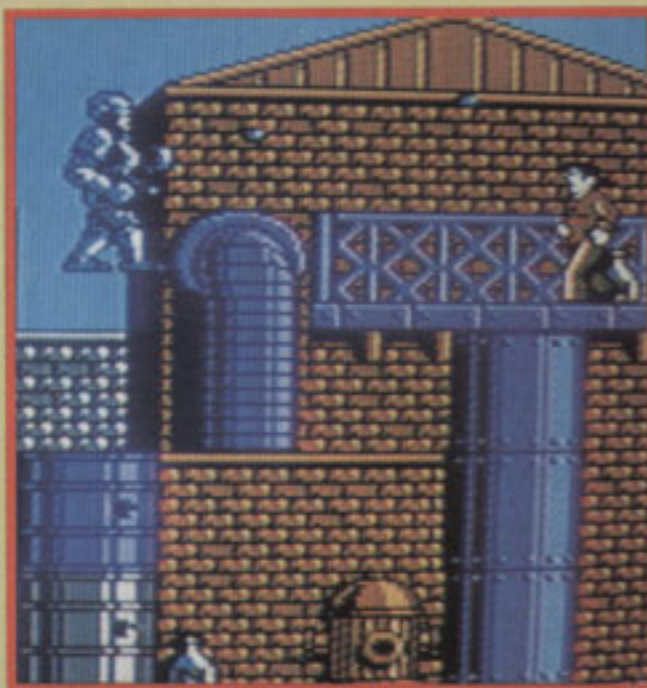
During each mission, Robo arrests a certain proportion of major criminals and seizes a set amount of drugs before he progresses to the next level. These limits are quite tough, and often a secret room must be found in order to complete the level. For instance, in level one there is a secret underground sewerage way in which most of the Nuke is stored. If Robo doesn't go down here he doesn't confiscate enough drugs to pass through to level two.

## COMMENT

NES owners aren't exactly having a lot of luck with their Robocop games. The original Robocop was pretty sad, and this one is not a lot better. The problem lies in Robo's inertia, which makes him all but uncontrollable. You tend to find yourself sliding all over the place-often to your doom as you plummet over the edge of a platform to certain death. The other major downer of the game is the difficulty level.

## RAD

The quotas for completion of each level are so tight that missing just one phial of Nuke bars your way to the next level, and the firing range is nigh-on impossible to beat. This is really a shame as the graphics and sound are much improved over Robocop and the game itself would be quite a laugh if it wasn't so difficult.



▲ Robocop displays his shiny helmet and bizarre (if not downright illegal) "surgical probe".

COMMENT



Although it's a frustratingly difficult game, I actually enjoyed playing Robocop 2. Granted, the inertia makes the going tough and there are some parts of the game which are incredibly tricky to get through, but the high quality of the graphics and sound made me persevere with it and eventually get through. There are plenty of neat touches to keep you

**JULIAN**

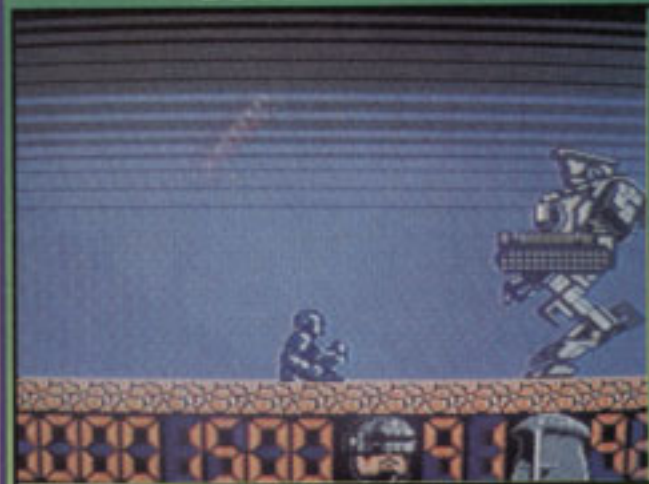
interested and loads of secret screens to discover, so there are never any dull bits. Experienced platform players should love Robocop 2, but those who lack patience or ability might well find themselves tearing their hair out with frustration after a few sessions. My advice is to give it a go before buying.



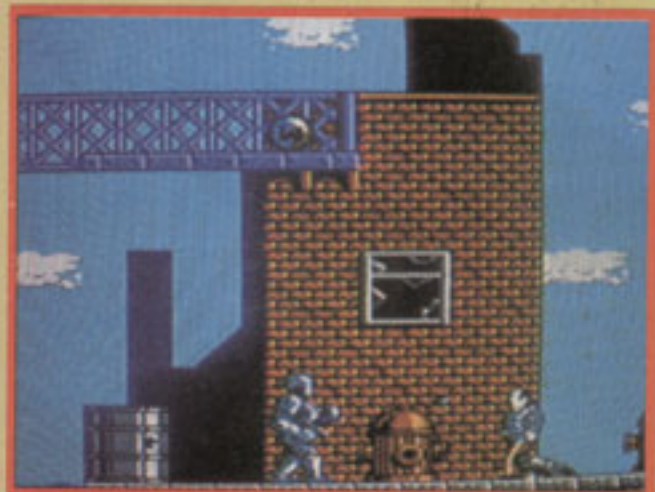
▲ Fly, fly you fools!



CAIN-RELATED SPANKING



Easily the most impressive part of Robo 2 is his showdown with the robotic Cain. This giant beast is almost a full screen tall and is armed with all manner of offensive weaponry, including spread-fire machine guns, Vulcan cannons and a giant dual missile launcher! Not only this, but he regularly takes great pleasure in charging across the screen at our poor hero and squashing him against the walls, just like his idol Giant Haystacks!



▲ Shoot! Shoot now! Kill! Kill!



▲ Not even innocent window-cleaners are safe from Robocop.

**IT'S NO-NO, SMALL ROBOT YOU KNOW**  
 Robocop 2 should even now be winging it's way to a Gameboy near you. Ocean's Game Boy conversion is fairly similar to the NES version, although the inertia isn't quite so severe and the game is a mite easier. If you're a Game Boy owner it's one to look out for.



**HOME ON THE RANGE**



Should Robo fail to meet his quota the first time he attempts a level, he is given one last chance before being sent back to repeat it. Robo is taken to a firing range to re-calibrate his sights. A number of cutout targets appear in windows or peek out from behind obstacles, and Robo wastes as many as possible to advance to the next stage. This is all made a smidgen more difficult by his limited ammo supply and the ever-decreasing timer. Not to mention the "innocents" which sometimes appear and must not be shot. Still, in his favour there are the extra time and ammo icons which drift down the screen. Shoot these and Robo's chances of passing are greatly increased.

**ROBOCOP 2**

**BY: OCEAN**  
**PRICE: £TBA**  
 RELEASE DATE: TBA  
 GAME DIFFICULTY: HARD  
 LIVES: 3  
 CONTINUES: INFINITE  
 SKILL LEVELS: 1  
 RESPONSIVENESS: POOR

1 PLAYERS

**PRESENTATION 73%**

A few options, nice title, intermission and game over screens.

**GRAPHICS 82%**

Chunky sprites animate themselves quite well over colourful backgrounds.

**SOUND 81%**

The tunes are quite good and the sound effects are suitably meaty.

**PLAYABILITY 73%**

The high inertia and tough difficulty level makes this a very tricky game to get into.

**LASTABILITY 71%**

Experienced players will find plenty to keep them busy, but novices might find the going too tough to be worth persevering with.

**OVERALL 72%**

A tough and demanding game which should appeal to experienced platform fans, but not to beginners. Try before you buy.