

LEVEL SEVEN



Drop down to the lower platform to get the Nuke. Shoot the fat bazooka-bloke. Leap the gap and collect the villain. Use the springs to jump over to the crates. Time it so that you don't hit the deadly red spheres. Get to the top crate and jump up to the claw. Just as the claw reaches the green platform, waggle the joystick to make it drop you. Walk right a tad, jump to collect the Nuke, then use the springs to reach the top platform.

Collect the villain. Then shoot once only, so that the baddy dies but the second villain doesn't. Leap onto the next platform and collect the second villain. Leap down to the next platform on the right avoiding the red sphere.

LEVEL EIGHT



Jump right onto the top platform to collect the weapon. Then duck to avoid the blast from the big gun at the top. Wait until the big gun at the bottom has blasted then drop down. Quickly move right and jump up onto the small platform. Jump up and right onto the big platform and collect the hostage.

Timing is vital here. Leap onto the first diagonally moving platform. Then leap onto the second one. Start firing immediately. Kill the ED-209 that has appeared to your right. Leap onto the platform where the ED-209 was. There's a cannister of Nuke on the pillar to your right. Don't stop on the pillar or it will shoot up to the top of the screen and crush you to death. Simply jump onto the pillar and immediately jump off it again to the right.

Not a moment to soon, Andy, Lam and Steve steal some pages to bring you the final instalment of our Robocop 2 solution. So use it. And stay out of trouble

ROB

LEVEL NINE

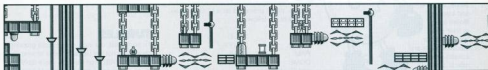


Get a run up and leap right. Don't hang around or the crusher'll get you. Avoid the gunfire and jump up to the next platform. Again, get a run up and leap up twice. Drop down to collect the hostage.

Wait for the gunfire, dodge it, then leap to the next platform. Quickly get past the magnetic bit and jump up twice before the next burst of gunfire. Jump down onto the pillar and slide off it straight away onto the small platform, otherwise the pillar crushes you.

Good timing is the only thing that'll get you past these moving platforms. When you leap off the last one, onto the top platform, collect the hostage as fast as you can and drop down to the left to avoid the droid.

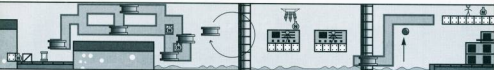
LEVEL TEN



These three platforms look sturdy enough but they plummet as soon as you land on them. Just perform three quick jumps to get across then wait before proceeding.

Move right. Duck to avoid the magnet that flies from left to right across the screen. Avoid the laser blasts. When the gun lines up with you, leap up to the small platform. Then leap again, over the gun and onto the springs. These provide the bounce to get you over the pincers onto the next platform.

Shoot the moving gun turret. Jump up to the top platform. Drop down onto the springs and pull right to reach the first small platform at the top.



Leap right again. Watch the whirlwinds, time your jumps and leap right twice in quick succession. Collect the Nukes on the way and shoot the fat guy. Jump onto the floaty platform then jump up to get the food. Direct the platform by pushing the joystick in the direction you want to go.

Follow the platform up to the top right of the horizontal, figure eight part of the maze. When the platform travels down to the bottom right of the figure eight, move down and far right quickly. Ignore the Nukes at the bottom and leap right onto the rotating platform.

Leap onto the revolving platform. Leap onto the stationary platform and collect the Nuke and the villain. Leap right to get the second villain. The last bit is dead easy so I'm not going to give you any help whatsoever.



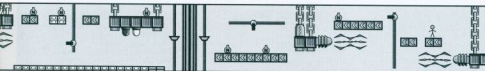
This bit is vile. Take note of the magnets on the platform. Position yourself on the first magnet-free section and jump the gunfire. Do a small jump to the right and land on the second magnet-free section. Again, jump the gunfire. Then leap up onto the small platform above and to the right. Jump up onto the large platform and collect the hostage, taking care to avoid the gunfire. Drop all the way down onto the platform at the bottom and kill the ED-209.

Now comes another magnetic platform and crushing pillar. Same rules as before. Drop down onto the next platform, leap to the one after that (collecting Nuke as you go). Then time your next jump carefully to reach the sliding platform. Jump off at the top then shoot the ED-209 while avoiding the gunblasts.

PARIT 2



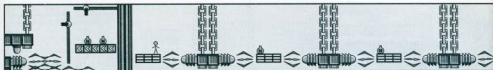
Move right. Leap the gap, get up onto the small platform and keep going up to the reverse platform with the ED-209 on it. Shoot the ED-209 and collect the Nuke. Move right, jump up onto the small platform and duck to avoid the laser blast. Shoot the ED-209 from here, while avoiding the laser blast at the same time. Wait until the laser has fired. Then leap up onto the top platform, move right quickly and drop down onto the platform at the bottom. Collect the hostage and kill the ED-209. Leap up, collect the Nuke and that's it.



The next two jumps must be done fairly quickly. Jump onto the second platform (the reversing one). Then jump immediately onto the third platform. When the gun is level with you, shoot it. Jump right again then drop down to the bottom and destroy the jet packer.

Move right until you're right next to the springs, but don't touch them. Do a small jump right onto the springs, otherwise you'll hit your head on the platform and fall. When you land on the long reversing platform, wait until the gun moves away and move right.

Wait for the pincer to disappear then jump up onto the right hand side of its platform while avoiding the gunfire. Shoot the gun, leap right three times, collecting the hostage and finishing the level.

LEVEL ELEVEN

Crouch immediately and shoot the vertically moving laser turret. Stand up and shoot the horizontal laser turret. Leap onto the reversing platform and edge slowly right. When the magnet appears, duck out of the way.

This next bit can be done in one go (almost). Jump onto the first set of springs and collect the hostage. Then pull right to clear the flying robot. Collect the Nuke from the next set of springs and clear the second robot. Repeat this move until you reach the last set of springs. It is possible to get across by doing quick consecutive jumps from spring to spring but you may need to bounce around on a single set of springs to either collect whatever's there or simply to time your next jump properly.

LEVEL TWELVE

A bit of advice before we start. Always kill villains from a distance. Otherwise they'll enter into hand to hand combat and it's very difficult to get rid of them without losing loads of energy. And while we're giving advice, shoot the balls that float down and avoid the ones that float upwards.

Get the weapon, move right and shoot the villain. Jump up quickly to get the hanging hostage. Jump right and right again to get the Nuke. Go right and leap up, killing the villain on the way. Drop down, avoid the fire and get the next hostage.

Move right, kill the villain, jump up and again. Jump up to the top of the builds collect the hostage. Drop down and collect the two Nukes but watch out for the fire and the descending balls.

The final encounter

And here, at last, is the deadly Robocop 2 beast itself. In this last sequence of the game, Robocop has to face his enemy three times. Defeat the metal monster and he reappears, and each time he's more deadly, more heavily armed and more difficult to kill than the last.

Good thing we've got these stonking tips to help you polish off his chromium plated hide. Follow Robocop 2's sequence of attacks as described below and take our advice on defensive manoeuvres. The thing is, even if you do everything right first time, you're still in for one helluva scrap.



Robocop 2 butt-kicking tips

A guide to movements required in the final encounter to enable you to kick seven shades of WD40 out of the robot

ATTACK SCENE 1

Jump 1 x missile
Duck 1 x missile
Jump 2 x missiles
Move forward to avoid 3 x grenades
Duck 1 x fireball
Jump 1 x missile
Move forward to avoid 2 x grenades
Move back as Robocop runs toward you

ATTACK SCENE 2

Duck 2 x fireballs
Jump 2 x missiles
Move back as Robocop runs toward you
Move forward to avoid 3 x grenades
Jump 1 x missile
Duck 2 x missiles
Jump 1 x missile
Move back as Robocop runs toward you

ATTACK SCENE 2

Duck 3 x missiles
Jump 3 x missiles
Move forward to avoid 3 x grenades
Move back as Robocop runs toward you
Duck 2 x fireball
Jump 1 x fireball
Jump 1 x missile
Duck 2 x missiles
Move back as Robocop runs toward you



Once you get up onto this top platform, carefully edge along until you get the hostage. Again, edge right until the flying magnet appears and duck to avoid it.

Jump up onto plummeting platform and straight off onto the reversing platform and collect the hostage. Avoid the laser blast then shoot it. Shoot the horizontal lasers to the right. Drop down to the left and collect the two Nukes.

Jump onto the packing cases with the pincer. Wait for this to stop pinching and go right, collecting the hostage as you go. Shoot the laser and leap right to collect the Nuke. Drop down, collect the final Nuke and wait for the final pincer to do its stuff. Leap up onto the pincer platform and you've done it.



Dispatch the villain with due haste and jump onto the crate and up onto the tall thing. When the moving platform begins its journey towards you, move right and jump onto it. As it moves right again leap off onto the small platform.

Watch out for the descending balls. Quickly jump right to collect the hostage. Leap up onto the long platform and make a well timed jump onto the moving one. There's no need to attempt the tricky leap onto the second moving platform because...



...there's a building down below which is a much safer bet. It also means that as you leap off the first moving platform you can collect the dearly needed food without putting yourself in danger of plummeting. Having done that, do a small well-timed leap onto the third moving platform.

This final stretch shouldn't be much of a problem. Leap over the crates to get the Nuke. Leap up and collect the hostage. Move right, leap up to collect the hostage. Head down to collect the final two Nukes and you've completed the last level - but now for the really hard bit.

Robocop 2 - key

PLUMMETING PLATFORMS These platforms plummet as soon as you touch them. Leap on them but don't stick around.	REVERSE PLATFORM Reverses your left and right joystick controls (nasty).	WEAPON Provides weapon power-ups, or multi-way shots. Generally useful.	DEADLY RUBBLE Animated spheres are bad news. Either avoid 'em or shoot 'em.	FOOD Collect these cans to replenish Robo's lost energy.	PINCERS These claws snap four times then disappear for a while.	SPRINGS Catapult Robo through the air. Seen mainly on level 5.	GREEN DROPS They might look bad but do nothing. Plough straight through.	NUKE Scourge of Detroit. Collect all of this vile drug to complete the level.	VILLAINS/ HOSTAGES Don't kill 'em! Collect them all to complete the level.
MOVING LASERS Annoying! These are nasty blighters. But a few shots destroy them.	LASER BLASTER These fire to a set sequence so time your jumps wisely.	CLAW Picks you up and carries you along until you waggle your stick.	MAGNETIC PLATFORM Sticky and tricky. Jump over them or set up home in doom city (your choice).	CRUSHER Stand on one of these for too long and it rockets upwards.	FIERY JET Walking under these at the wrong time will burn your brains.	<div> WATCH THIS SPACE That was too much like hard work. To save Steve and Andy the trouble, why not send in some solutions of your own to the usual address. Make 'em neat and we'll pay handsomely. </div>			