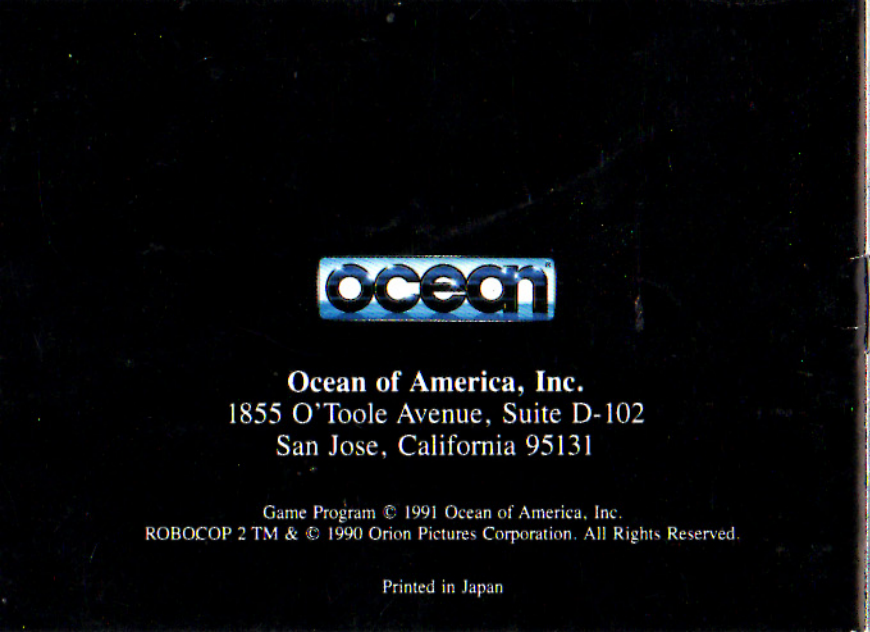
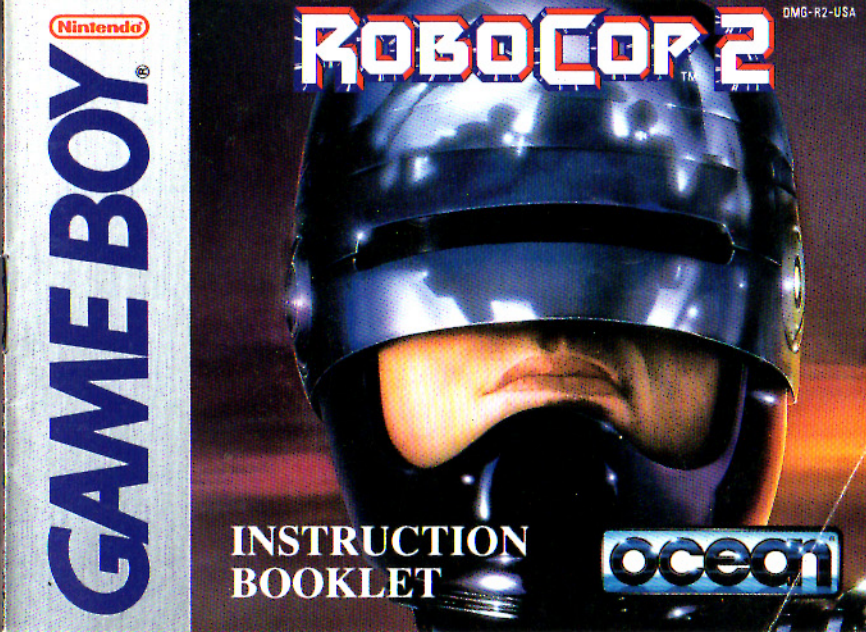


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Nintendo

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Cautions During Use

1) If you play for long periods, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.
4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
5) Store the Game Pak in its protective case when not in use.

It's A Bad Scene

RoboCop is back, in old Detroit...

Where things have gone from bad to worse. The cops are on strike, and no wonder. This whole burg is going bankrupt — forced into liquidation by O.C.P., the corrupt mega-corporation that took over just a couple of years ago. And of course crime is soaring to stratospheric levels. Can you say the word "anarchy"?

But the greatest threat of all is the new and deadly chemical, code named "Nuke," recently developed by one of old Detroit's most powerful crime barons, Cain. Standing alone against Cain and his cronies, you must find their deadly chemical factory, while arresting as many bad guys as you can along the way.

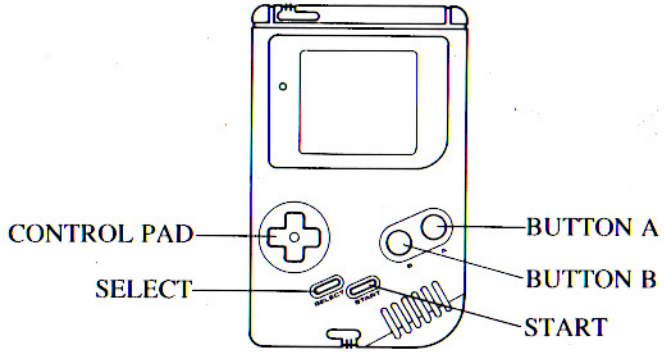
But this time out, you'll face more than just the usual assortment of heavies and hazards. You'll find that you've met your match, in more ways than one...as you enter a final confrontation with the new RoboCop prototype — RoboCop 2.

Getting Started

To Start RoboCop 2 —

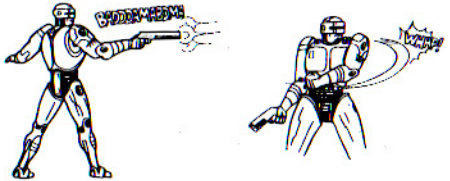
1) Make sure that your Game Boy is turned off.
2) Insert the RoboCop 2 Game Pak into the cartridge slot.
3) Turn on the Game Boy.
4) After the copyright notice appears, press START to begin the game.

Controls

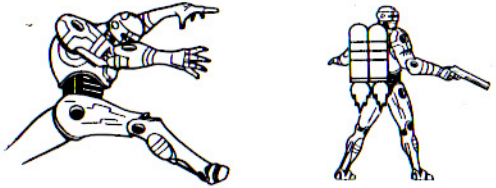


Because of RoboCop's massive weight, he can't stop on a dime. So you'll have to master the technique of controlling his inertia when he jumps and walks, especially on wet and slippery surfaces.

BUTTON B: Fire Weapon / Punch.



BUTTON A: Jump / Control Jet Pack (when equipped).



SELECT: View lower part of screen (See Tips).

START: Start / Pause / Restart game.

The Main Menu

Use the Control Pad to move the Game Cursor among the options. To change an option, press the SELECT Button on your Controller.

START: Select this to begin at game Level 1.

CONTINUE: This option lets you continue your game from the beginning of the level you were playing when you lost your last life. Even though you won't have to go back to Level 1, your lives, score, energy, weapons and other game factors will be reset. If the game is turned off, you will need to start over at the beginning.

HI-SCORE: Select this to see the current table of high scores. Press START to return to the Main Menu.

ONE PLAYER: Selecting this will switch the option between 1- and 2-player modes of RoboCop 2. In 2-player games, players' turns will follow one another as they lose lives or complete a level.

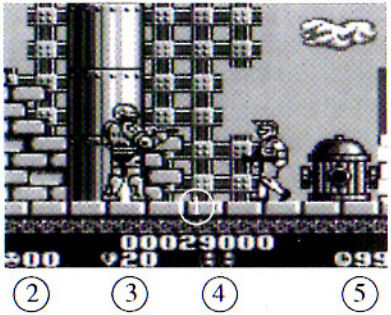
The Game Screen

The line across the bottom of the Game Screen gives you vital information about game play status in RoboCop 2.

You should never waste a guy if you can put him out of action by arresting him instead. The "arrestables" are the guys waving their arms.

Status Line

1. Current score
2. Percentage of bad guys arrested on current level
3. Energy — at 0, you lose a life
4. Lives remaining
5. Time left to complete current level



Your Mission...Like It Or Not

You wanna win? You wanna survive? Well, then, it's like this...

Fourteen levels to get through before you even see the guy that wants to reduce you to replacement parts — RoboCop 2. But first, the basics.

Rule Numero Uno

While you're cruising for Bad Guys, don't forget to look out for other things, too, and scoop 'em up at every chance. Stuff like batteries and weapons capsules.

This Stuff's Good For You

When you find any of the following items, scattered all around the various levels, grab 'em (just touching one of these objects is enough to pick it up).





BATTERY: This boosts RoboCop's energy level.

WEAPONS : You'll find different weapons on different levels. Each one gives you a limited number of shots.

T-Shot: Fires a bullet up, down, and forward.

3-Way: Fires three bullets at once in a scatter pattern.

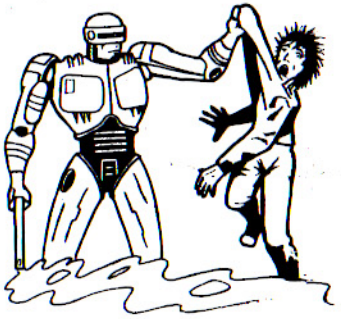
Super: Destroys everything in its path.

Armor-piercing: Destroys robots with a single shot.

Collar The Creeps

After all, you're a cop, right? You're supposed to make some arrests. In fact, you must arrest 60 percent of all the "arrestable" bad guys on each level. To do so, RoboCop just has to make physical contact with a guy.

You won't know how many bad guys there are on a level, or exactly how many you've got to arrest, until you reach the end of the level. Then you'll be told how well you did in percentage terms. If you don't have enough collars to your credit, you'll be put back at the start of the level.



Fatal Attractions

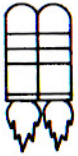
Remember, there are all kinds of people — and things — out there that want RoboCop terminated. On the other hand, some so-called hazards can be helpful. Here are a few examples — you'll have to explore each level to master them all.



CRUSHER: Triggered when RoboCop walks onto the marked floor below it. To avoid a Crusher altogether, jump over the section of floor below it. To fight back at a Crusher once it's activated, jump straight up and meet it head-on as it comes down.



MAGNETS: Triggered when RoboCop walks onto the marked floor below them, magnets will pick you up and drop you in another — usually fatal — position. On the other hand, some magnets may actually be useful for getting where you want to go...You'll just have to learn by trial and error. To avoid a magnet, jump over the section of floor below it.



JET PACK: When RoboCop picks up one of these, you use Button A to control thrust and your Control Pad to control direction. Mastering the use of Jet Packs is essential if you want to complete the level successfully.



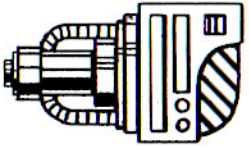
REVERSE: When RoboCop is standing on one of these, his left and right movement controls are reversed. It's not enough just to think fast — sometimes you have to think backwards.



GRABBER: Think of it as transportation. When RoboCop jumps into a Grabber, it will move across the screen, taking him with it. He must jump again (Button A) to be released.



COIL: When RoboCop touches one of these, it acts as a powerful spring. Try it some time.

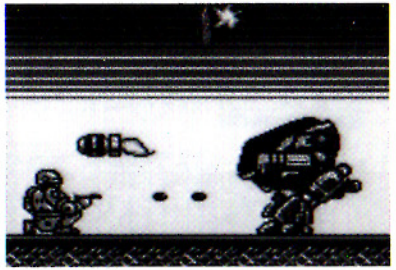


LASER: Lasers fire lethal bolts of energy at RoboCop, always in a set pattern. Jump or duck to avoid getting toasted.

On The Level

Here's a rundown of all the level of RoboCop 2.

But first, a basic tip for those who want to stay healthy. In general, the great outdoors — exterior scenes — are better for your health. But look out for rolling barrels — they'll turn you into aluminum foil in one big hurry. And when you hit the interior scenes — well, you'll be up to your eyeballs in trouble.



LEVEL 1: The River Rouge Complex — Exterior. It's only the beginning.

LEVEL 2: ED-209. A pure shoot-out battle with the ED-209 robot can be fatal. Avoid its firepower by ducking or jumping while shooting it as many times as you can. Remember — direct contact results in massive energy losses.

LEVEL 3: RoboCop's Memory — The goal here is to help RoboCop (Alex Murphy was his original name, remember?) regain his memory by reconstructing the image of Murphy's family. At the start, you'll see his wife and son's faces intact; then this will be jumbled up into a bunch of disjointed tiles. In the limited amount of time you're given, you must reconfigure the tiles back into the original image. To do so, move the pointer to any tile that's next to the blank area, then press either Button A or B to move the tile.

LEVEL 4: The Sludge Plant — Interior. Many traps and hazards await you. Watch out for those Crushers.

LEVEL 5: Sludge Plant — Exterior. More bad guys — and watch out for those dudes hiding down in the sewers!

LEVEL 6: ED-209 again! But this one has an armor-plated upper half, so only low shots are effective!

LEVEL 7: Nuke HQ — Exterior. Nobody said penetrating Cain's laboratory would be easy; however, Cain has left some of his prototype Jet Packs lying about — use them with caution!

LEVEL 8: Villain's Face. Help RoboCop identify Cain's robotic ninja guards using the same technique as RoboCop's Memory.

LEVEL 9: Robot-Ninjas. Cain has despatched these lethal warriors to defend his laboratory from RoboCop.

LEVEL10: Civic Centrum — Exterior. More traps...And Jet Packs!

LEVEL 11: Civic Centrum — Exterior. The only way to gain access into the Civic Centrum Tower is to breach this final wall of defense. Hurry up — Cain is waiting!

LEVEL 12: Civic Centrum — 1st Floor. Start to make your way to the top of the building — but beware — anti-intruder devices are activated.

Level 13: ED-209 yet again! But this one has an armor-plated lower-half, so only high shots are effective!

Level 14: Civic Centrum — Top. The last level before the final confrontation!



Level 15: RoboCop 2. Cain has been transformed by OCP into this powerful destruction machine. Dodge his massive arsenal of firepower and shoot him as many times as you can. At all costs, don't come into direct contact with him! At the bottom of the screen, you'll see how much energy is left to both RoboCop and RoboCop 2. Blow him away!

Tips

Nothing in RoboCop 2 is random — you can learn everything. Learn where the bad guys — especially the ones you can arrest - come on, and where the Nuke and other stuff is.

Use the SELECT Button frequently. This enables you to see what you will drop/jump down onto if you are on a high platform. Very useful!

Everyone and everything — including RoboCop 2 — shoots in a set pattern. Learn those patterns so you can make your own moves accordingly.

Sometimes you'll have a choice of two routes to take. Learn which one yields the most "arrestables".

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