



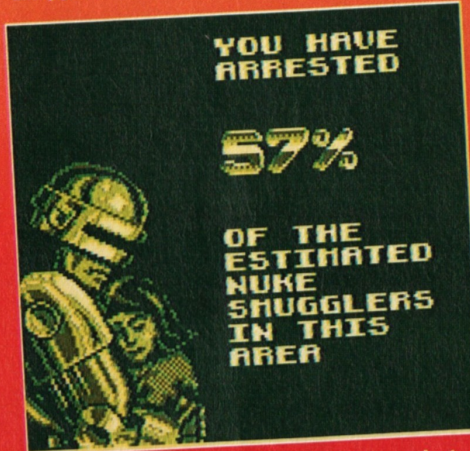
COPS
 A very pretty multi-stage platformer that's a good little blast. Great tunes and some neat sub-games, too

ROBO

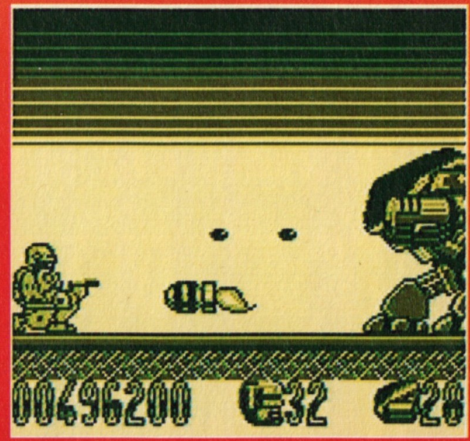
For Game Boy (1 player)

Patrolman Alex Murphy must have been pretty chuffed when those guys blew him away in the first Robocop film. Otherwise he'd still be filling out parking tickets, rescuing lost cats and doing other tedious tasks. Transformed into Robocop, a sort of Six Million Dollar Man with a Bacofoil fetish, he gets to strut about doing glamorous things like wasting crims

With his police-issue jetpack, Robo can get to those hard-to-reach windows to do a spot of moonlighting as a window cleaner. Unfortunately, he's forgotten his shammy leather and soapy water and has taken his Megatech Omnidestructor out on the job with him instead.

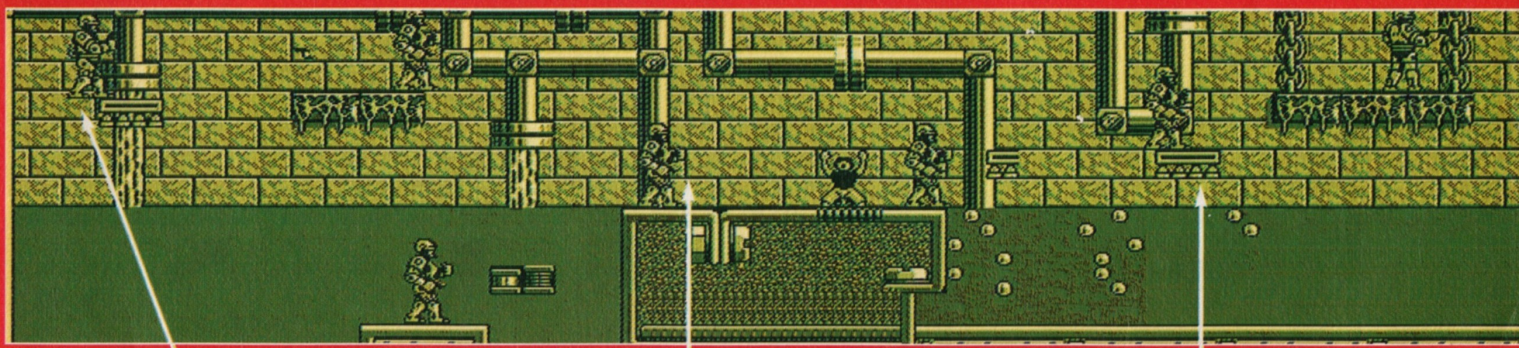


Oh dear. Old Mrs Perkins from next door won't be best pleased when she finds out that Robo's blasted her front room window to smithereens.



Ooer! There's a huge bomb-type thing heading straight for me. Better get out of the way, quick. Ah. I knew I should have oiled my joints this morning.

Rust in pieces: a watery grave for Robo?



When it comes to getting his feet wet, Robo's a bit of a wimp.

'I'm afraid I'll have to ask you to accompany me to the station, sir.' Robo confronts another vile criminal type.

Jump on this platform and you can whizz along without moving a mechanical muscle.

BOB COP 2

From Ocean

Price £30

and destroying drugs.

In the game, Robo has to destroy stocks of the drug, Nuke, arrest dealers and ultimately take out the drug lord, crime baron and general nasty viscount, Cain. The main stages of the game take place in side-on, left-to-right

platform-land. Robo has to stomp across the level shooting gun-toting misfits and arresting villains. In later levels he gets to fly about using a jetpack.

It's nothing new and not particularly complex, but Robocop 2 is well designed, looks great and is pretty good fun.

In between the main stages there are sub-games. In one of them, Robocop has to piece together his memory – literally! It's one of those sliding block puzzles with a picture of Alex/Robo's wife on, and he has to put the mixed up pic back together to stay human. In the other sub game Robo takes on an ED-209 robot (they're always the worst) in something like a Wild West shoot-out, (but without the whooping Indians!). They're both good for a few goes, and break up the platformy action of the main game.

Robocop comes with infinite continues, which is handy for getting through the tough later stages,

but it does make the overall game less of a long term challenge – you can plough through it in a few days if you put your mind to it. All the stages are well designed and Robo's easy to control – none of that inertia rubbish like the NES version.

There's actually very little wrong with this game, except that it's all a bit basic and samey. If you like shooty platformers there aren't many better than this. As Robo himself would say, 'Buy this 'un, it's not arf bad, guv.'

TOTAL!
CHRIS

FLOPS!
Not unlike loads of other arcade-platformers. With infinite continues you could finish it too quickly



Aargh! It's another one of those slidey, squarey, puzzley thingies! And I still don't know what the blasted things are called! Give me a fiendish felon anyway!

TOTAL! TEK-SPEX

Game	Robocop 2
Levels	4
Difficulty	Average
Continues	Infinite
Release date	Out now



'Bubbles. Hmm... I'm sure there's something important I was supposed to remember about the effect of water on metal...'

ROBOCOP 2

Looks

■ Robo's a bit clompy, but the back-grounds and sub-games are excellent

Sounds

■ Electro-funk tunes just like the ones in the movie. Fab effects, too

Gameplay

■ Standard platform action, but still bags of fun. Some jazzy sub-games as well

Life span

■ Infinite continues make it easy to get into, but the later levels are very tough

Robocop's return will keep you coming back for more. It's not very original but it's still enjoyable to play, and the sub-games add to the pleasure

Final rating
86
Percent