# TECHNO COP™

## LOADING INSTRUCTIONS

### COMMODORE 64/128 Cassette

1. Set up your system and plug in a joystick into port 2.
2. Insert cassette into cassette unit. Press SHIFT and RUN/STOP keys simultaneously. Press PLAY on the cassette unit. The program will load and run automatically.
3. When the title screen appears, press the FIRE button to begin the game.
4. Follow on-screen prompts.

### Commodore 64/128 Disk

1. Set up your system and plug a joystick into port 2.
2. Insert the disk into the drive. Type LOAD"*",8,1 and press RETURN.
3. When the title screen appears, press the FIRE button to begin the game.
4. During the game, follow the on-screen messages that tell you when to turn the disk over.

### Atari ST

1. Set up your system and plug a joystick into joystick port 1 and your mouse/joystick into port 0.
2. Insert the TECHNOCOP disk, label side up, into drive A and turn on your system.
3. When the disk directory appears, double-click on TECHNO.PRG. The program loads and the title screen appears.
4. During the game, follow the on-screen messages that tell you when to insert disk B.

### Commodore Amiga

1. Set up your system and plug a joystick into port 2.
2. If you have an Amiga 500 or 2000, insert the TECHNOCOP disk into the drive and turn on your system. The program loads and the title screen appears.
3. If you have an Amiga 1000 with external memory, detach the external memory. Insert a disk containing Kickstart version 1.2 into the drive and turn on your system. When asked to insert the Workbench disk, insert the TECHNOCOP disk instead. The program will automatically load.

### IBM PC and Compatibles

1. Set up your system, following instructions in your owner's manual.
2. If your system boots from a floppy disk drive, insert the DOS disk into drive A and turn on the system. If your system boots from a hard drive, turn on the system.
3. After DOS boots, remove the DOS disk from A (if applicable) and insert the TECHNOCOP disk, label side up.
4. [illegible]
5. [illegible]
6. [illegible]

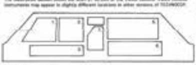
## SCENARIO

[illegible]

## CONTROLS

### VMAX Console

[illegible]

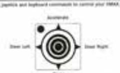


1 - Tachometer
2 - Speedometer
3 - Score Indicator
4 - Gear Indicator
5 - Crime Computer
6 - Percent Operative Indicator

[illegible]

## DRIVING THE VMAX

[illegible]




FIRE BUTTON – Fire Weapon

## KEYBOARD CONTROLS (IBM / PC ONLY)

[illegible]

## ON THE ROAD

[illegible]

## VMAX WEAPONRY

[illegible]

## CRIME IN PROGRESS

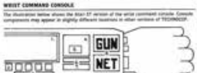
[illegible]

## TRACKING AND TERMINATING THUGS

[illegible]

## WRIST COMMAND CONSOLE

[illegible]




1 - Crime Computer
2 - Life Counter
3 - Health Indicator
4 - Radar
5 - Crime Clock
6 - Strength Indicator
7 - Score Status
8 - GUN/NET Indicator

[illegible]

## TECHNOCOP SELF DEFENCE

How to move and protect yourself.

FIRE Button – Shoot Gun or Net.

## KEYBOARD CONTROLS (IBM / PC ONLY)

[illegible]

## ELEVATOR CONTROLS

[illegible]

## TIPS

### Survival Strategies

[illegible]

## PERFORMANCE ASSESSMENT

[illegible]

## SCORING

[illegible]

## ADDITIONAL FEATURES

### Turning Sound On/Off

[illegible]

### Pausing a Game

[illegible]

### Starting a New Game

[illegible]

### Saving a Game

[illegible]

### Resuming a Saved Game

[illegible]

### Ending a Session

[illegible]

## JOYSTICK AND KEYBOARD MOVES

[illegible]

## CREDITS

[illegible]

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## INSTRUCTIONS DE CHARGEMENT

### COMMODORE 64/128 Cassette

[illegible]

### Commodore 64/128 Disquette

[illegible]

### Atari ST

[illegible]

### Commodore Amiga

[illegible]

### IBM PC et Compatibles

[illegible]

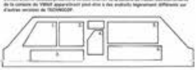
## SCENARIO

[illegible]

## COMMANDES

### Console du VMAX

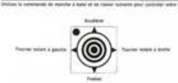
[illegible]



[illegible]

## POUR CONDUIRE LE VMAX

[illegible]




Bouton de FEU – Armer à feu.

## COMMANDES DU CLAVIER (POUR IBM PC SEULEMENT)

[illegible]

## SUR LA ROUTE

[illegible]

## ARMEMENT DU VMAX

[illegible]

## CRIME EN TRAIN D'ETRE COMMIS

[illegible]

## POUR SUIVRE LA TRACE DES GANGSTERS ET LES ELIMINER

[illegible]

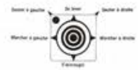
## CONSOLE DE COMMANDE DE LA MONTRE-BRACELET

[illegible]

[illegible]

## AUTO-DEFENSE POUR TECHNOCOP

Comment vous déplacer et vous protéger.



Bouton de FEU – Pour tirer avec le Pistolet ou le Filet.

## COMMANDES DU CLAVIER (IBM PC SEULEMENT)

[illegible]

## COMMANDES DE L'ASCENSEUR

[illegible]

## CONSEILS

### Stratégies de Survie

[illegible]

## EVALUATION DE PERFORMANCE

[illegible]

## COMPTAGE DES POINTS

[illegible]

## FONCTIONS SUPPLEMENTAIRES

[illegible]

## COUPS AVEC LE MANCHE A BALAI ET LE CLAVIER

[illegible]

## GENERIQUE

[illegible]

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## ISTRUZIONI DI CARICAMENTO

### Commodore 64/128 Cassetta

### Commodore 64/128 Dischetto

### Atari ST

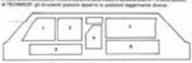
### Commodore Amiga

### IBM Pc e Compatibili

## SCENARIO

## CONTROLLI

### Plancia VMAX



## GUIDA DELLA VMAX

## CONTROLLI TASTIERA (SOLO IBM PC)

## SU STRADA

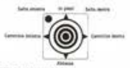
## ARMAMENTO DELLA VMAX

## CRIMINE IN ATTO

## SCOVARE ED ELIMINARE DELINQUENTI

## PANNELLO COMANDI DA POLSO

## AUTODIFESA DI TECHNOCOP



## CONTROLLI TASTIERA (SOLO IBM/PC)

## CONTROLLI ASCENSORE

## SUGGERIMENTI

### Strategia di Sopravvivenza

## VALUTAZIONE PRESTAZIONE

## PUNTEGGIO

## ALTRE CARATTERISTICHE

### Interruttore Sonoro

### Fare la Pausa

### Iniziare un Nuovo Gioco

### Salvare un Gioco

### Riprendere un Gioco Salvato

### Fine di Sessione

## MOVIMENTI JOYSTICK E TASTIERA

## TITOLI

## MARCHIO DELLA GREMLIN

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## LADEANWEISUNGEN

### COMMODORE 64/128 Kassette

### Commodore 64/128 Diskette

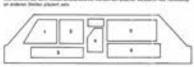
### Atari ST

### Commodore Amiga

### IBM PC und Kompatible

## SZENARIO

## STEUERBEFEHLE



## SO FÄHRT MAN DEN VMAX

## TASTATURSTEUERUNG (NUR BEIM IBM PC)

## AUF DER STRASSE

## DIE WAFFEN DES VMAX

## EIN VERBRECHER WIRD BEGANGEN

## AUFFINDEN UND VERNICHTEN VON SCHLÄGERTYPEN

## ANGABEN AUF DER COMPUTERARMBANDUHR

## TECHNOCOP SELBSTVERTEIDIGUNG

## TASTATURSTEUERUNG (NUR BEIM IBM PC)

## FAHRSTUHLSTEUERUNG

## HINWEISE

### Überlebensstrategien

## LEISTUNGSBEURTEILUNG

## PUNKTE

## ZUSÄTZLICHE STEUERUNGSMÖGLICHKEITEN

## JOYSTICK UND TASTATURSTEUERUNGEN

## AUTORENHINWEIS