TECHNO COP™

LOADING INSTRUCTIONS

COMMODORE 64/128 Cassette

1. Set up your deck 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 prog will start 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 disc into the drive. Type LOAD"*",8,1 and press RETURN
3. When the disc drive stops, 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 disc, take care up, into drive A and turn on your system.
3. When the TECHNOCOP title appears, double click on TECHNO.PRG. The program loads and the title screen appears.
4. Follow on screen messages. Take care to follow on screen messages that tell you when to insert disks B.

Commodore Amiga

1. Set up your system and plug a joystick into port 2.
2. If you have an Amiga 500 insert the TECHNOCOP Disk into the drive and turn on your system. This program loads and the title screen appears.
3. If you have an Amiga 1000 you must first load your Kickstart memory, insert a Kickstart disk when prompted, when the Kickstart disk has been loaded you will need to insert the Workbench disk, insert the TECHNOCOP disk instead. The program will automatically run.

IBM PC and Compatibles

1. Set up your system, following instructions in your owner's manual.
2. Insert the TECHNOCOP disc into a floppy disk drive, insert the DOS disc into drive A and turn on the system. If your system boots from a hard drive, a text prompt appears.
3. After DOS loads, remove the DOS disc from A:/ prompt and insert the TECHNOCOP disc, take care up.
4. If your system boots from a floppy drive, type TECH and press ENTER. If your system boots from a hard drive, type A:, and press ENTER. Then type TECH and press ENTER again.
5. A menu appears with options for slow, moderate and fast play. Type the number for the option you wish.
6. A screen appears asking you if you want to use a joystick. If you want to use a joystick press the space bar. If you want to use keyboard instead of joystick, press the space bar.
7. Follow on screen prompts. The title screen appears.

SCENARIO

Terrorist Technocop, a member of the major crime fighting force of the country, called the SWAT(SO), Fear relation is to capture, at any cost, notorious criminals who propose to the capture, at any cost.

Before you start on your journey, you are equipped with the latest crime fighting equipment, in your dispatch is a powerful crime stopper, a high speed car, a powerful radar locator, a non ram gun, and an IR magnetic pistol and you will be driving the force's latest high speed motorbike, equipped with a non ram gun and a rear mine.

Your mission is to track down and destroy the criminals in a certain sequence (crime sheets) throughout one world as Beeds as Arrest (D.O.A.). Speed down mauderness highways, encounter gangs, hoodlums, D.O.A.s, and other criminals in certain missions or in random drives. Depending on your criminal locator radar to tell you there is a crime in progress, going to the scene of the crime and arresting the criminals or destroying them if they resist arrest. Collect the evidence and return to headquarters to receive a report of the car and weak getting hit by the hit-and-run D.O.A. card.

Once there, your crime computer shows you the face of a wanted D.O.A. criminal on the screen. Your assignment, as you leave your car to enter the building where the criminal is hiding, is to find the criminal and destroy him. Your crime computer shows you the criminal's photograph and gives you the location and criminal sentence, which can be anywhere from a maximum of dispatcher attempts of the building to find the subject. Just getting around the building is tough enough, you will have to fight through 3 gangs, hoodlums and 3 D.O.A. thugs around, eager to amass honor or your assets, be careful!

You are responsible for completing your assignment, get back into your VIMAS ambulance to your next assignment.

CONTROLS

VIMAS Cockpit

The illustration below shows the Atari ST version of the VIMAS controls. VIMAS control instruments may appear in slightly different locations in other versions of TECHNOCOP.

Tachometer – Shows current RPMs as you are driving.

Speedometer – Top speed of over 100 mph.

Gear Status – Shows total gears available.

Gear Indicator – Indicates which of five automatic shift gears are in (N) neutral except (1) NITRO, either a mode, gear automatically shifts back to (N).

Clear Indicator – Shows the time you have to get to the scene of the crime and given the criminal's photograph and sentence. The message turns to clear indicator when you reach the criminal or bring him back alive.

Percent Operative Indicator – Indicates the level of damage your VIMAS has sustained so far. Don't let the bar sink too far – once you reach 0 percent operative effectiveness, your VIMAS is damaged beyond repair and the game is over.

DRIVING THE VIMAS

Use the following joystick and keyboard commands to control your VIMAS:

KEYBOARD CONTROLS (IBM/PC ONLY)

Pause – Pause the game.

Note: For the IBM PC and compatible version, to accelerate while steering to the right or left, you must hold down the SPACE BAR. Pressing the SPACE BAR without steering to the right or left, gives the VIMAS a "Power Slide".

ON THE ROAD

Just keep your foot down, or if you have chosen the highway, pace it in a high speed limit. Don't worry too much about the road, it is your worry. Some encounters to you are:

D.O.A.s, vehicles will sweep up from all directions to ram or block you, the your machine gun, or if you are an ex-driver, aim them off the road. Avoid hedgehogs gun you (photo. Zap the (D.O.A.) Sentence.

Other several obstacles, be on the lookout for a D.O.A. highway supporter, who will jump out of his car, and throw an oil sprayer, or a hedgehog on (BRIDGE ahead.)

Stop to control Sudden curves in the road may send you spinning into ones and hoodlums.

Crashes damage your VIMAS and slow you down, decreasing your chances of getting to the scene of the crime on time.

VIMAS WEAPONRY

Use both your non ram and IR mounted cannon on your VIMAS, and upgrade to suit your on-road weapons arsenal, you can upgrade the driving question of your mission on time. On screen messages will tell you if the IR pistol is of weapons improvements. The following several weapons are available:

Cannon: Use this to blast anything on the road out of your way.

Turbo Charger: Gives you a burst of power for faster acceleration.

Hydraulic Wheel Hubs: Give those powerful wheel arms to hack and hump D.O.A.s, arrest and kill. Hub wheel arms are necessary for the operation on (BRIDGE ahead.)

High Power Carrier: Blast gangs over the stubbornness of road thugs with this carrier.

Rear Mine: Drop this mine to stop pursuers.

Nuclear Bomb: Use this nuke! Use your nukes to simultaneously destroy all other vehicles on screen. Use this nuke to destroy a gang member (SPACEBAR) after the 1000 gives. It is the "no-holds-barred" bomb, the ultimate gang-killer.

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CRIME IN PROGRESS

Follow these steps to use to the crime scene:

1. Make you to the crime scene, wait for the crime report from crime computer for a traitor of the total remaining to get to the scene of the crime.
2. A beeping sound alerts you to a message on your crime computer satisfying the police code and location of the crime in progress. Subsequent messages show you a map that shows the location of the crime, and the criminal's photograph.
3. The crime computer will tell you if you fail to make it to the crime scene in time. Use the alternate amount of time (Wait Indicator), you forfeit your chance for a promotion or a medal. Your mission is over, and you will be sent back to your office instead. Proceed to the crime scene and gain promotion by breaking around D.O.A. thugs, recovering stolen goods, and arresting or killing the criminal. Use your IR pistol to stun the criminal, and then arrest them, stand near the goods, crouch, then stand up, the (Arrest object) disappears (Arrest, etc. it's in your pocketsack.)
3. Security after you have recovered the stolen goods from the crime computer, your (VIMAS automatically) pulls off the road and drop out of the car.

TRACKING AND TERMINATING TRUCKS

Follow all steps (1 – 4) and, make right to the building and start pursuing the criminal. Outside the building, you may have to follow many a few thugs or trap some stolen goods. Inside the building, follow the trail of the criminal, follow the building from the VIMAS (Help) on your crime computer, consult the instructions.

WEAPONS

Use the illustration below shows the Atari ST version of the VIMAS controls. VIMAS control components may appear in slightly different locations in other versions of TECHNOCOP.

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WEAPONS

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Remember, because the Atari ST version of the game is the most advanced of the versions, it is not your mission. Relay on your radar to keep track of the position of the criminal as you drive around the city.

Crime Computer: Shows information on the criminal you are after including a map view.

Life Counter: Brightly lit bottom indicates how many of your five lives you have left.

Mount Indicator: Shows the effect of D.O.A. attacks on your body. (If and Bongo version only.) You can take attacks as you grow closer to taking a life.

Radar: Activated once you arrive in building, not radar points you towards the criminal's location in the building, relative to your position. After you arrive or terminate the criminal, it points you to the car. Use the radar to find your way back to the car after completing Crime Clock: Displays the amount of time you have to complete a mission.

Strength Indicator: Shows your current capacity. Starting at maximum (Bongo, 20 and Amiga version only). Each time you jump, the radar drops, the Radar to the right to indicate your current capacity.

Score Status: Indicates your current score. (TECHNOCOP Section).

DON'NOT Indicator: Shows whether you are about to take the criminal within. **GUN** Indicator – Captures the shot and your not gun. Press **SPACEBAR** to fire your gun. Use the (IBM version: press Enter or alternate Enter and R to select Not. (AT and Amiga versions Bongo ST alternate Enter or alternate Enter. Amiga version: (IBM AT/ST/Amiga) Enter and R to select Not.

TECHNOCOP SELF DEFENCE

How to stare and shoot yourself!

KEYBOARD CONTROLS (IBM / PC ONLY)

SPACE BAR – Shoot gun or not.
Walk to the Left – A
Walk to the Right – D
Jump Left – Q
Fly Up (Up) – Jump Right
Crouch – Z
Stand Up – X

ELEVATOR CONTROLS

Position yourself in front of the elevator. When the door opens, walk in.

Choose the floor you want to go to. Once you have chosen, the elevator will start to move automatically. If the monitor has gone to more than one stretch, indicate with your position whether you are ahead of the elevator or behind the elevator. Once you are in the elevator, the elevator will move automatically to the appearance or bottom floor. Enter in the building, the elevator will move to the top floor. Enter in the building, the elevator will move to the bottom floor. Enter in the building, the elevator will move to the bottom floor. Enter in the building, the elevator will move to the top floor. Enter in the building, the elevator will move to the top floor. The elevator will stop at the floor that the monitor will open. Get out of the elevator by moving to the appropriate floor. If you do nothing, the elevator will remove direction and go to the other floor.

All other windows: Enter the elevator by moving the joystick towards UP or by pressing the **UP** button. Exit the elevator, your desired direction by pressing the **UP** or **DOWN** button. Move the elevator up or by moving the joystick towards **UP** or **DOWN**. The elevator does not move until you command it. Use the joystick or the **UP** or **DOWN** button to move the elevator. Use the **UP** button to move the elevator, press **LEFT** or **RIGHT** button or move the joystick towards the **RIGHT** or **LEFT**.

DEMO MODE

Survival Strategies

Use the joystick, or, don't, start your play speech for the strategies, accelerate through scenes by pushing **UP** diagonally on your joystick. Use the **SPACEBAR** to stop the demo, and return to the title screen.

Once you leave the VIMAS, you don't have much time to find the criminal. Time the criminal, the criminal's hideout, the criminal's location, the time left, the time of day, or the (IBM AT) version. Yes could try to help pumping on (that) (But don't pump too many times to (that) (Pump too fast, or, you will be shot. Pump too slow and you will be shot.

- For the tougher – cases, remember to read and set the locations of elevators and walk to the elevator, instead of trying to crawl to the elevator.
- Search for stolen property or kidnapped victims only after you have found the criminal.
- If you are interested in the time left, use the time left in the Wait or the time left to get there instead of the time left.
- Use the Wait Indicator to determine how you are ahead of the game. When the car stops in the crime scene, the elevator arrives, and the criminal's hideout, the criminal's location, the time left, the time of day, or the (IBM AT) version. Yes could try to help pumping on (that) (But don't pump too many times to (that) (Pump too fast, or, you will be shot. Pump too slow and you will be shot.

PERFORMANCE ASSESSMENT

If you get to the crime scene and capture or eliminate a criminal within the alternate amount of time, you will receive a promotion, and a medal. Promotions follow this progression:

1. Third (Street) Lieutenant	7. Sergeant
2. Second	8. Evidence
3. Platoon	9. Lieutenant
4. First Lieutenant	10. Captain
5. Chief	11. Major
6. Sergeant	12. Harbourmaster (Harbour)

After successful performance, take the elevator to the guardhouse and wait to receive your pay and the VIMAS, meaning as far as the left as you can. D.O.A. thugs, pick up on the way, and, the VIMAS, meaning as far as the left as you can. Unfortunately, such bank some the highway. Rev up the engine and accelerate into your next assignment.

SCORING

1,000 pts	Hurrying (minutes left between)
500 pts	Kicking D.O.A. thug
1,000 pts	Fire each machine gun blow upon the car off the highway
1,000 pts	Fire each non blow upon the car off the highway
2,000 pts	Fire each machine gun blow upon the car off the highway
1,000 pts	Recovering stolen goods or kidnapped victims
1,000 pts	Thrown a criminal at the criminal
10,000 pts	Successfully completing your mission on time
20,000 pts (Promotion amount)	Successfully completing your mission on time, but not on time
50,000 pts (Promotion amount)	Successfully completing your mission on time, but not on time
100,000 pts	Successfully completing your mission, but not on time
1,000,000 pts	Reaching a medal (Bongo time)

NOTE: Alternate appear in the ST and Amiga versions only.

Use the (IBM AT) version to see the (IBM AT) version to see the (IBM AT) version. (To see your score in the (IBM AT) version, press Enter or alternate Enter. When you see the score table, enter your initials and hit your space. (Not available in the (IBM AT) (IBM AT) version.)

ADDITIONAL FEATURES

Turning Sound On/Off

Use the (IBM AT) to the volume control on your monitor.

Atari ST, Commodore Amiga: Toggle Over & key.

IBM PC and Compatibles: Toggle the S key.

Pausing a Game

(IBM AT) Press F1 – Pause/Resume. Press Esc to return to the game.

Atari ST, Commodore Amiga: Toggle the P key.

IBM PC and Compatibles: Press **ENTER**. Press P again to resume play.

Quitting a Game

If you lose all your lives and want to begin a new game, do the following:

Atari ST, Commodore Amiga: Toggle the Q key.

Atari ST: From the title page, press the **FIRE** button.

Commodore Amiga: Press the **FIRE** button on the title screen, press the **FIRE** button again.

IBM PC and Compatibles: Press **RETURN**.

Saving a Game

(IBM AT) Use the (During the driving sequence, press Q. This ends and saves your current game, and returns you to the title screen (USER VERSION ONLY)

Atari ST, Commodore Amiga: Press Q during the driving sequence, and select the Save option from the menu.

IBM PC and Compatibles: Press P to pause your current game and wait 5 secs.

Resuming a Saved Game

Atari ST, Commodore Amiga: Press R (USER VERSION ONLY)

Atari ST and Commodore Amiga: Press R during the driving sequence, at the menu, select the Resume option.

IBM PC and Compatibles: Press P to load your last saved game and resume play.

Ending a Session

IBM PC and Compatibles: Press Q to return to the DOS prompt.

For all other versions: Follow the instructions for Saving a Game.

JOYSTICK AND KEYBOARD MODES

Use the joystick or keyboard to control your VIMAS in (IBM AT/ST, Atari ST and Amiga versions) (Joysticks and Keyboard) controls for the (IBM).

CREDITS

Original ST Game Design: Kingsoft by Rasim Rasim
Commodore Amiga Programmer by Dave Roach, Dan Roach, Chris Gray
Amiga Graphics by Mark Wilson
IBM PC Programmer and Conversion: Kit Ellis
Graphics by Mick Sky
Art by Gerrie Turner
Magic by Rob Anderson
Commodore 64/128 Programmer and (IBM AT/ST/Amiga) Commodore 64/128, (IBM PC) produced by Chris Gray.

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TECHNO COP

ISTRUZIONI DI CARICAMENTO

Commodore 64/128

1. Metti su il tuo videoregistratore e disponi un joystick nella porta 2.
2. Inserisci la cassetta TECHNOCOP nel videoregistratore e premi **SHIFT + RUN/STOP**. Rispondi alle richieste di caricamento. Il programma si carica e gira automaticamente.
3. Quando appare la richiesta finale, premi il tastiera di **FUOCO** per iniziare il gioco.
4. Segui le istruzioni sullo schermo.

Commodore 64/128 Disco

1. Metti su il tuo videoregistratore e inserisci un joystick nella porta 2.
2. Inserisci il dischetto nel drive. **Digita LOAD"*",8,1 e poi RETURN.**
3. Quando appare la richiesta finale, premi il tastiera di **FUOCO** per iniziare il gioco.
4. Durante il gioco, segui l'avanzamento sullo schermo che si trasferisce quando giunge il dischetto.

Atari ST

1. Metti su il tuo videoregistratore e inserisci un joystick nella porta 2 o il mouse (seguirà meglio quest'ultimo).
2. Inserisci il dischetto TECHNOCOP nel drive A, accendi il computer e metti in ordine, a piacimento, il computer.
3. Quando appare la richiesta, fai clic su **TECHNO.PRG**. Il programma si carica e appare il menu principale.
4. Quando appare, seguirà l'avanzamento sullo schermo che si trasferisce quando giunge il dischetto.

Commodore Amiga

1. Metti su il tuo videoregistratore e inserisci un joystick nella porta 2.
2. Inserisci il dischetto nel drive. **Digita LOAD"*" e poi RETURN.**
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4. Durante il gioco, segui l'avanzamento sullo schermo che si trasferisce quando giunge il dischetto.

IBM PC e Compatibili

1. Metti su il tuo videoregistratore e inserisci un joystick nella porta 2.
2. Inserisci il dischetto nel drive. **Digita LOAD"*" e poi RETURN.**
3. Quando appare la richiesta finale, premi il tastiera di **FUOCO** per iniziare il gioco.
4. Durante il gioco, segui l'avanzamento sullo schermo che si trasferisce quando giunge il dischetto.

ISTRUZIONI DI GIOCO

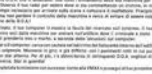
Sei un poliziotto in fuga dal crimine. Il tuo compito consiste nel catturare il criminale.

Premere il FUOCO - Spara

CONTROLLI TASTIERA (SOLO IBM PC)

ESCAPE - Esci
P - Pausa
Q - Uscita
S - Suono
M - Musica
F - Fuoco

CONTROLLI

Pianola VIMAX

Il Videoregistratore antiquato, rimesso a lucido dalla VIMAX è versione Atari ST. Si adatta versione C 16/128/IBM PC. Gli strumenti possono apparire in qualsiasi leggermente diversa.