

# TECHNO COP™

## LOADING INSTRUCTIONS

- COMMODORE 64/128 Cassette**
1. Set up your system and plug a joystick into port 2.
  2. Insert the disk into the drive. Type **LOAD "B.1"** and press **RETURN**.
  3. When the title screen appears, press the **FIRE** button to begin the game.
  4. Follow on-screen prompts.

- Commodes 64/128 Disk**
1. Set up your system and plug a joystick into port 2.
  2. Insert the disk into the drive. Type **LOAD "B.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 2.
  2. Insert the disk into the drive. Type **LOAD "B.1"** and press **RETURN**.
  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.

- Commodes Amiga**
1. Set up your system and plug a joystick into port 2.
  2. If you have an Amiga 500 or 2000, insert the TECHNO COP 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 the program, and turn on your system. When asked to insert the Workbench disk, insert the TECHNO COP 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 TECHNO COP disk. Label side 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 want.
  6. A screen appears asking you if you want to use a joystick. If you want to use a joystick, a disk containing the on-screen instructions to calibrate your joystick. After you type **Y** or **n** to calibrate your joystick, the title screen appears.

## SCENARIO

You're a TechnoCop, a member of the most elite crime-fighting force in the country, called the ENFORCERS. Your mission is to capture, at any cost, ruthless criminals who prey on the city unless you stop them.

Before you start on your journey, you are equipped with the latest crime-fighting equipment. It includes a computer wrist watch, a high power criminal radar locator, a laser net gun, and an .88 magnum pistol and you will be driving the force's newest high speed pursuit and destroy vehicle - the VMAX twin turbo interceptor.

You're on your way to thwart the operations of a sinister organized crime empire known throughout the world as Death on Arrival (D.O.A.). Speed down treacherous highways, encountering attacking D.O.A. cars. Use the extensive weaponry built into your car to destroy them. Depend on your criminal radar to tell you there is a crime in progress, giving you the time needed to arrive at the scene in order to apprehend a vicious criminal. Nothing in the scene will make it, but don't lose control of the car and avoid getting hit by attacking D.O.A. cars!

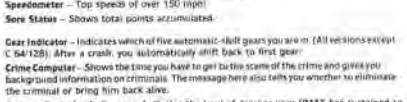
Once there, your crime computer shows you the face of a wanted D.O.A. criminal on the screen. Your assignment, as you leave your car to enter the building where the criminal was last reported seen, is to capture him dead or alive as instructed by the crime computer. Using your criminal radar locator and computer wrist watch, you carefully search through a mass of dilapidated interiors of the building to find the culprit. Just getting around the building is tough enough, with broken floors to fall through if careless. Worse yet, D.O.A. thugs abound, eager to smash, have on your search. Be careful!

Once you've successfully completed a case, get back into your VMAX and drive on to your next assignment.

## CONTROLS

### VMAX Console

The illustration below shows the Atari ST version of the VMAX console. VMAX console instruments may appear in slightly different locations in other versions of TECHNO COP.



**Tachometer** - Shows current RPMs as you are driving.

**Speedometer** - Top speed of over 150 mph!

**Scan Status** - Shows status points accumulated.

### Gear Indicator

Indicates which of five automatic-shift gears you are in. (All versions except C 64/128) After a crash, you automatically shift back to first gear.

### Crime Computer

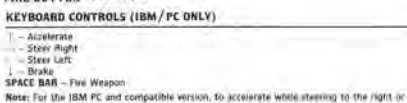
Shows the time you have to get to the scene of the crime and gives you feedback on your progress. The message here also tells you whether to eliminate the criminal or bring him back alive.

### Percent Operative Indicator

Indicates the level of damage your VMAX has sustained in your fight. Don't let the bar retract too far - once you reach 0 percent operative effectiveness, your VMAX is damaged beyond repair and the game is over.

## DRIVING THE VMAX

Use the following joystick and keyboard commands to control your VMAX.



## FIRE BUTTON - Fire Weapon

### KEYBOARD CONTROLS (IBM/PC ONLY)

- ↑ - Accelerate
- - Steer Right
- ← - Steer Left
- ↓ - Brake
- SPACE BAR - Fire Weapon

**Notes:** For the IBM PC and compatible version, to accelerate while steering to the right or to the left, press the **END** or **PAGE DOWN** key. To accelerate while steering to the right or left, press the **END** or **PAGE DOWN** key.

## ON THE ROAD

Just keep one thing in mind as you tear down the highway: you're in a race against time, and everyone else on the road is your enemy. Some strategies to use are:

D.O.A. vehicles will sneak up from all directions to rear or block you. Use your machine gun, or if you're an ace driver, slam them off the road. Both techniques gain you points (See the SCORING section).

High Power Cannon: Blast away from the stubbornness of road thugs with this cannon without piling up rocks.

Nuclear Bombs: Clear the road! Use your nuclear missiles to annihilate all other vehicles. For IBM 64/128, Amiga and ST versions, press SPACEBAR to fire. For IBM press B. You have a limit of five bombs per game.

## VMAX WEAPONRY

You start with a side-mounted cannon on your VMAX, and upgrade or add to your road weaponry as you complete the driving portion of your missions on time. On-screen messages will notify you as to what weapons are available. The following are available upon your eventual completion:

**Compass:** Use this to locate anything on the road out of your way.

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

**Hydraulic Wheel Rims:** Use these powerful wheel rims to bash and bump D.O.A. drivers off the road. (Not visible on all versions.) (Not available on IBM PC version.)

**High Power Cannon:** Blast away from the stubbornness of road thugs with this cannon without piling up rocks.

**Nuclear Bombs:** Clear the road! Use your nuclear missiles to annihilate all other vehicles. For IBM 64/128, Amiga and ST versions, press SPACEBAR to fire. For IBM press B. You have a limit of five bombs per game.

## CRIME IN PROGRESS

Follow these steps to react to the crime scene:

1. While you're on the road, scan the messages from your crime computer for a display of the time remaining to get to the scene of the crime.

2. A beep sound alerts you to a message on your crime computer indicating the police code and location of the crime in progress. Subsequent messages show you a mugshot of the criminal and direct you either to capture or eliminate him.

3. The crime computer will tell you if you fail to make it to the scene of the crime within the allotted amount of time. If this happens, you forfeit your chance for a promotion (or a VMAX weapons upgrade). However, if you can still pursue the criminal, proceed to the crime scene and gain points by identifying away D.O.A. thugs, recovering stolen goods, and carrying out your orders to capture or wipe out the criminal. (To recover stolen property, stand near the goods, then stand up. When the stolen object disappears from view, it's in your possession.)

4. Shortly after you receive your orders from the crime computer, your VMAX automatically pulls off the road and you step out of the car.

## TRACKING AND TERMINATING THUGS

Once out of your VMAX, walk right to head for the building and start pursuing the criminal inside the building, you may have to blow away a few thugs or hop over obstacles in your way. (In the IBM version you exit directly into the building from the VMAX.) Rely on your wrist command console for instructions.

## WREST COMMAND CONSOLE

The illustration below shows the Atari ST version of the wrist command console. Console components may appear in slightly different locations in other versions of TECHNO COP.



Remember to check your wrist command console for the amount of time remaining to carry out your mission. Rely on your radar to keep track of the position of the criminal as you move around the building.

**Crime Computer:** Gives vital statistics on the criminal, including a mug shot.

**Life Counter:** Brightly lit numbers indicate how many of your five lives you have left.

**Health Indicator:** Shows the effect of D.O.A. attacks on your body. (ST and Amiga versions only.) The red bar retracts as you grow closer to losing a life.

**Radar:** Activated only when you enter a building, the radar points you towards the criminal's location inside the building, relative to your position. After you capture or terminate the criminal, it guides you to the exit. Follow the red indicator bars in any of the compass directions.

**Crime Clock:** Displays the amount of time you have to complete a mission.

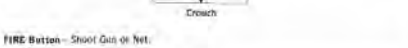
**Strength Indicator:** Shows energy expenditure during strength intensive moves. (ST and Amiga versions only.) Each time you jump, the needle drops, the floats to the right to indicate your recovery.

**Score Status:** Indicates your current score. (See SCORING Section).

**GUNNET Indicator:** Shows whether you've set to blast the criminal with your .88 magnum or capture him alive with your net gun. Press SPACEBAR to toggle between the two. (For IBM PC and compatibles, press SHIFT and RETURN to select Net. ST and Amiga versions have a limited number of nets per mission; IBM 64/128 and IBM versions have a limit of 15 nets per mission.)

**TECHNO COP SELF DEFENCE**

How to move and protect yourself:



**FIRE Button** - Shoot Out or Not.

## KEYBOARD CONTROLS (IBM / PC ONLY)

**SPACE BAR** - Shoot gun or net.

↑ - Walk to the Left

→ - Walk to the Right

HOME (7) - Jump Left

PG UP (9) - Jump Right

↓ - Stand Up

## ELEVATOR CONTROLS

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

**Atari ST and Commodore Amiga versions:** Once you are inside, the elevator will start to move automatically. If the elevator can go in more than one direction, indicate with your joystick whether you wish to go up or down by moving the joystick UP or DOWN. If you do nothing, the elevator will stop automatically to the uppermost or bottom most floor in the building and will not stop for floors that you wish to stop on a floor other than the uppermost or bottom most floor. Press the FIRE button as you approach the floor where you want to go. The elevator will stop at that floor, if you do not stop. Get out of the elevator by moving the joystick handle DOWN. If you do nothing, the elevator will reverse direction and go to the uppermost floor.

**All other versions:** Enter the elevator by moving the joystick handle UP or by pressing the UP ARROW key. Indicate your desired direction by pressing the UP or DOWN ARROW key or by moving the joystick handle UP or DOWN. The elevator does not move until you command it. After commanding the elevator to move one floor at a time, to exit the elevator, press LEFT or RIGHT ARROW or move the joystick handle to the RIGHT or LEFT.

## TIPS

### Survival Strategies

While you're on the road, don't save your top speeds for the straights. Accelerate through curves by pushing UP diagonally on your joystick handle. (For IBM versions, using the keyboard gives the HOME or PAGE UP keys).

Once you have the VMAX, you don't have much time to find the criminal. Try these shortcuts:

5. Only five times, jump over D.O.A. thugs instead of fighting at them. (In the IBM 64/128 version, try crushing rats by jumping on them.) But don't jump too many times in a row because it slows you and can slow your reaction time when you need to move fast to defend yourself.

6. For the tougher assignments, memorize at least the location of elevators and walk to avoid lengthy runs, if you can't locate the criminal.

7. Search for stolen property or kidnapped victims only after you have found the criminal. If you've determined it's safe, drop through a hole in the floor to the level below to get there faster and avoid the elevator car take you.

8. When you're riding an elevator, keep an eye on your radar. (When the car stops in the middle section of the radar grid, step in the elevator and exit. And remember, although the radar shows you which direction to go to find the head thug, you will need to figure out the moment you see them. Don't fire at the head thug. Don't let him get away! Use the moment you see them, don't fire and shoot your way out.

9. As you proceed through the series of buildings, the pace and severity of attack increases. Use nets may be more useful in stopping attack than your gun. When several thugs attack at once, crouch and then shoot. If the action gets too hectic, hide in an elevator to solicit your thoughts and plan your next attack.

10. When chasing between Gun and Net, you may want to start Gun initially, even if your mission is to capture the criminal alive. You can shoot your gun faster than the net and remain defend yourself against attacking D.O.A. hitmen. When you approach the suspect, you can switch to NET to ensure the capture. You can shoot your net only from a standing position.

## PERFORMANCE ASSESSMENT

If you get to the crime scene and capture or eliminate a criminal within the allotted amount of time, you gain a life, receive a promotion, and score points. Promotions follow this progression:

- |                              |              |
|------------------------------|--------------|
| 1. Gunt (lowest rank)        | 7. Sergeant  |
| 2. Rookie                    | 8. Enforcer  |
| 3. Flat Top                  | 9. Commander |
| 4. Pat of Law                | 10. Top Cop  |
| 5. Cop                       | 11. Chief    |
| 12. TechnoCop (highest rank) |              |

## SCORING

After assessment of your performance, take the elevator to the ground floor and walk toward the exit and the VMAX, moving as far to the left as you can. D.O.A. thugs are still on the rampage, so be careful! Once in the VMAX, you automatically pull back onto the highway. Rev up the engine and accelerate into your next assignment.

## 5,000 pts

Harmless innocent bystanders

3,000 pts Killing a D.O.A. thug

500 pts For each motorcycle blow up or forced off the highway

1,000 pts For each car blow up or forced off the highway

2,000 pts For each truck blow up or forced off the highway

1,000 pts Recovering stolen goods or kidnapped victims

50,000 pts Timely arrival at the crime scene

25,000 pts Accurate completion of mission (for example, killing the criminal when you were instructed to bring him back alive)

50,000 pts Successfully completing your minimum entire

100,000 pts Successfully completing your mission, but not on time

100,000 pts Reaching all buildings on time

## NOTE: Motorcycle appear in the ST and Amiga versions only.

At the completion of a game, your rank and high scores are saved automatically. (To save your score in the Atari ST version, press B at the score table. When you save the score table, enter your initials next to your score. (Not available in the IBM 64/128 version.)

## ADDITIONAL FEATURES

### Turning Sound On/Off

IBM 64/128: Use the volume control on your monitor.

Atari ST, Commodore-Amiga: Toggle the A key.

### IBM PC and Compatibles: Toggle the S key.

### Pausing a Game

Atari ST and Commodore-Amiga: Press P. Press it again to resume play.

IBM PC and Compatibles: Press ESCAPE. Press it again to resume play.

### Starting a New Game

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

IBM 64/128: From the IBM page, press the FIRE button.

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

Commodore-Amiga: Press the FIRE button. At the title screen, press the FIRE button again.

IBM PC and Compatibles: Press RETURN.

### Saving a Game

IBM 64/128: During the driving sequence, press Q. This ends and saves your current game, and returns you to the title screen. (DISK VERSION ONLY)

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

IBM PC and Compatibles: Press P to save your current game and wait to DOS.

### Resuming a Saved Game

IBM 64/128: At the title screen, press B. (DISK VERSION ONLY)

Atari ST and Commodore-Amiga: Press D during the driving sequence. At the menu, select the option to load a saved game.

IBM PC and Compatibles: Press F to load your last saved game and resume play when you've lost your lives.

### 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 MOVES

TechnoCop works with joystick commands in the IBM 64/128, Atari ST and Amiga versions. (Joystick and keyboard) commands for the IBM.

## CREDITS

Atari ST and Amiga: Programmed by Kevin Hoare.

Commodore 64/128: Programmed by Dave Roach, Dan Roach, Chris Gray.

IBM PC & Compatibles: Programmed by Dan Hellyer.

Atari ST/Amiga/IBM PC and Commodore 64/128: Graphics by Nick Gray.

Art by Dennis Turner.

Mega by Rob Anderson.

Designed by MAGEX/EL and GRAY MATTER. (Commodore 64/128, IBM PC produced by Chris Gray)

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## COMMODORE 64/128 Disquette

1. Installez votre système et branchez un manche à balai au point d'acces 2.

2. Insérez le disquette dans l'unité de disques. Tapez **LOAD "B.1"** et appuyez sur **RETURN**.

3. Lorsque l'écran de titre apparaît, appuyez sur le bouton de feu pour commencer le jeu.

4. Pendant le jeu suivez les messages sur l'écran. Ils vous diront à quel moment retourner le disquette.

## Atari ST

1. Installez votre système, branchez un manche à balai au point d'accès 1 et votre souris/manche à balai au point d'accès 0.

2. Introduisez le disquette TechnoCop, le côté vers le haut, dans l'unité de disques A et branchez votre système.

3. Lorsque le répertoire de la disquette apparaît, cliquez deux fois sur **TECHNO.PRG**. Le programme se chargera et l'écran de titre apparaîtra.

4. Pendant le jeu suivez les messages sur l'écran. Ils vous diront à quel moment retourner le disquette B.

## Commodes Amiga

1. Installez votre système et branchez un manche à balai au point d'accès 2.

2. Si vous avez un Amiga 500 ou 2000, introduisez le disquette TechnoCop dans l'unité de disques et branchez votre système. Le programme se chargera et l'écran de titre apparaîtra.

3. Si vous avez un Amiga 1000 à mémoire externe, détachez la mémoire externe. Introduisez un disquette Kickstart version 1.2 dans l'unité de disques et branchez votre système, le côté "cartouche" vers l'extérieur. Introduisez le disquette Workbench, introduisez le disquette TECHNO COP à la place. Le programme se chargera automatiquement.

## IBM PC et Compatibles

1. Installez votre système, en suivant les instructions dans votre manuel.

2. Si votre système s'amorce à partir d'une unité de disques rigides, introduisez le disquette DOS dans l'unité de disques A et branchez le système. Si votre système s'amorce à partir d'une unité de disques rigides, branchez le système.

3. Quand la disquette DOS s'est amorcée, retirez la disquette DOS de l'unité de disques A (si applicable) et introduisez le disquette TechnoCop. Le côté vers le haut.

4. Si votre système s'amorce à partir d'une unité de disques souples, tapez **TECH** et appuyez sur **ENTER**. Si votre système s'amorce à partir d'une unité de disques rigides, tapez **A** et appuyez sur **ENTER**. Puis tapez **TECH** et appuyez sur **ENTER** une nouvelle fois.

5. Un menu apparaît vous donnant le choix de jouer à un rythme lent, moyen ou rapide. Tapez le chiffre correspondant à l'option que vous désirez.

6. Un écran apparaît vous demandant si vous voulez utiliser un manche à balai. Si vous voulez utiliser un manche à balai, tapez **Y** puis suivez les instructions sur l'écran pour étalonner votre manche à balai. Après avoir tapé **N** ou après avoir étalonné votre manche à balai, l'écran de titre apparaîtra.

## SCENARIO

Vous êtes un TechnoCop, membre de la brigade anti-gang célèbre des ENFORCERS. Votre mission est de capturer, à tout prix, les criminels implacables qui continuent à paralyser la cité à moins que vous ne les arrêtiez.

Vous êtes muni du tout dernier équipement de lutte contre le crime. Vous avez à votre disposition une montre mini-ordinateur, un localisateur de criminalité à radar très puissant, un revolver à six et un pistolet .88 magnum. Vous contrôlez le tout dernier véhicule de poursuite et de destruction rapide en route - L'Intercepteur à double moteur turbo VMAX.

Vous êtes en route pour contrebalancer les opérations d'un sinistre empire du crime organisé dans la ville de Death on Arrival (D.O.A.). Vous conduisez à toute allure le fond d'antennes traitées afin de faire face aux attaques des voitures D.O.A. Servez-vous de l'impartiarment intégré dans la voiture pour les détruire. Votre localisateur à radar vous permettra de savoir qui est le crime de dernière minute, ce qui vous donne le temps nécessaire d'arriver sur les lieux et d'appréhender le dangereux criminel. Forcez pour arriver à temps, mais ne perdez pas le contrôle de votre véhicule et évitez de vous faire toucher par les voitures D.O.A. qui vous attaquent!

Une fois sur place, votre mini-ordinateur vous montre le visage d'un criminel D.O.A. recherchez la police. Votre mission, comme vous pouvez dans l'immeuble où le criminel a été vu, est de le capturer mort ou vif, comme l'ordinateur vous en donne l'ordre précis. Grâce à votre localisateur à radar et votre montre mini-ordinateur, vous traverserez prudemment un labyrinthe de pièces délabrées à l'intérieur de l'immeuble afin de découvrir le coupable. Utilisez votre mini-ordinateur, un localisateur de criminalité à radar très puissant à travers les murs pour passer sur les lieux sans produire. Prenez garde, les gangsters D.O.A. abondent dans l'immeuble. Impatients de bouleverser votre recherche, Soyez prudent!

Une fois votre mission accomplie



