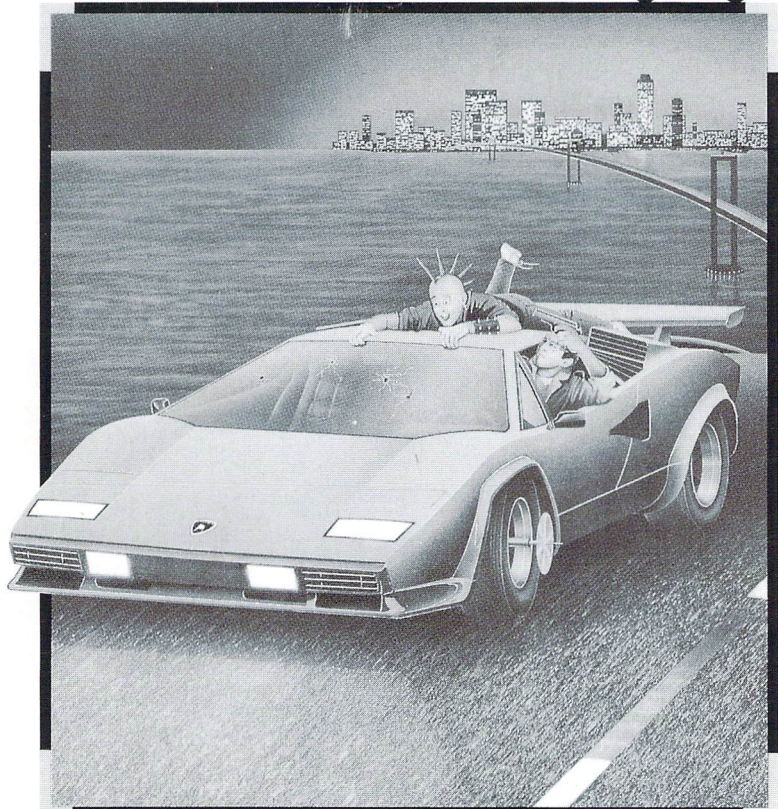


**TECHNO**

**COP**™



## Game Manual

for the Atari® ST™, Commodore®-Amiga®,  
Commodore 64®/128™, IBM® PC and compatibles,  
and Apple® II series (Ile, IIC, IIGS®)



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## THROTTLE THAT THUG!

You're a cop, but not the kind that buttons up big and blue with a soft walk and a big stick. It's years in the future and you're a Technocop, a member of the Enforcers — the most elite crime-fighting force in the world. Your task is to capture or eradicate a ruthless mob of creeps, hit men, and criminals called DOA — that's short for Death On Arrival.

To clobber DOA thugs, you're equipped with the best crime-stopping weaponry that 21st century technology has to offer: a high-powered criminal radar locator that any DOA punk would just die to get hold of, an .88 magnum pistol to stop 'em cold, and a net gun to bag 'em up.

And check out your car! Not just any souped up cruiser's good enough for a Technocop. You're about to take the wheel of the Enforcers' newest, high-speed pursuit-and-destroy vehicle: the VMAX Twin-Turbo Interceptor. Handcrafted in Italy, the VMAX can rev to speeds over 150 mph and packs a powerful, side-mounted cannon, among other surprises.

Belted into your VMAX, you'll speed down tread-wrenching highways, keeping your eye on the crime computer in your control panel for up-to-the-second info on crimes in progress and mug shots of the perps.

Race to a series of 11 tenement buildings to search out unscrupulous DOA kingpins. The radar in your computer wrist console helps you pick your way through dilapidated hallways to home in on the big thug chiefs.

While scouting out the buildings, you'll have to deal with roving DOA hit men who will stop at nothing to protect their bosses. These goons come after you with every illegal weapon in the book, so be ready. You're tough enough to withstand four fatal hits, but when you lose your fifth life, you're out of the game. Remember the golden rule of crimefighting: Eliminate all thugs before they eliminate you.

Ready to ride? Good. But be careful — once you rev up the VMAX, you need to keep your wits about you to search out and subdue these DOA slimeballs. Otherwise, it's sayonara, Technocop . . .



## GETTING STARTED

### Loading Instructions

To load *Technocop*, find the information for your system in this section and follow the steps. And for all systems, use the Epyx 500XJ joystick for precise, instant control. The 500XJ is the only joystick that actually fits your hand and puts the fire button right at your trigger finger.

**||** Note: Do not write-protect your disk.

#### Commodore 64/128

1. Set up your system and plug a joystick into joystick port 2.
2. Remove the disk from the disk drive. Turn on the disk drive, then turn on the system. For the Commodore 128, hold down the **C=** key when you turn on the system to set it to C64 mode.
3. Insert the *Technocop* disk into the drive. Type **LOAD "\*"8,1** and press **Return**. (Or, if you have an Epyx Fast Load cartridge, hold down the **C=** key and press **Run/Stop**.)
4. When the title screen appears, press the fire button to begin the game.
5. 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 into mouse/joystick port 0.
2. Insert *Technocop* disk A into drive A and turn on your system.
3. After the disk directory appears, double-click on **TECHNO.PR**G. When the title screen appears, press the fire button to start the game.
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. For the Amiga 500 or 2000, insert the *Technocop* disk into the drive and turn on your system. The program loads and the title screen appears.

For the 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 automatically loads.

3. Press the fire button to start the game.

## IBM PC and Compatibles

1. Set up your system, following the instructions in your owner's manual.
2. If your system boots from a floppy 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 drive A (if applicable) and insert *Technocop* disk A.
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. The Main menu appears. If you want to use a joystick, type **1**, then follow the on-screen instructions to calibrate your joystick.
6. Type **2** to set game speed. A menu appears offering slow, moderate and fast play choices. Type the number for the speed you want.
7. Type either **3** or **4** to select CGA or EGA graphics, respectively. Then the title screen appears. To start the game, press **Enter**.
8. During the game, follow the on-screen messages that tell you when to switch disks.



## Apple II Series (Apple IIe, IIc, IIGS)

1. Set up your system. If you're going to use a joystick, plug one in.
2. Insert the *Technocop* disk into the disk drive and turn on your system, making sure you set it to normal speed. (If you have an Apple IIGS, hold down **Option** when turning on the system. Set your system to a 40-column display and normal speed.)
3. When the title screen appears, press **Return** to start the game. During the game, follow the on-screen messages that tell you when to turn the disk over.

## Other Game Controls

### Commodore 64/128

Turn sound on/off.	Use the volume control on your monitor.
Pause a game.	Press <b>Run/Stop</b> . Press it again to resume play.
Save a game.	Press <b>Q</b> during the driving sequence to save your game and return to the title screen.
Resume a saved game.	At the title screen, press <b>R</b> .
Start a new game.	At the title screen, press the fire button.
End a session.	Turn off your system.

### Atari ST and Commodore-Amiga

Turn sound on/off.	Press <b>A</b> .
Pause a game.	Press <b>P</b> . Press it again to resume play.
Save a game.	Press <b>D</b> during the driving sequence and select the Save option.
Resume a saved game.	Press <b>D</b> during the driving sequence and select the option to load a saved game.
Start a new game.	At the title screen, press the fire button.
End a session.	Turn off your system.

## IBM PC and Compatibles

Turn sound on/off.	Press <b>S</b> .
Pause a game.	Press <b>Esc</b> . Press it again to resume play.
Save a game.	During the driving sequence, press <b>P</b> to save your current game and return to DOS.
Resume a saved game.	At the Options menu, type <b>5</b> or <b>6</b> to resume a saved CGA or EGA game.
Start a new game.	At the title screen, press <b>Enter</b> .
End a session.	Press <b>Q</b> to return to DOS.

## Apple II Series

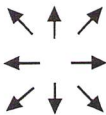
Turn sound on/off.	Press <b>Control S</b> .
Pause a game.	Press <b>Esc</b> . Press it again to resume play.
Save a game.	Press <b>S</b> during the driving sequence.
Resume a saved game.	At the title screen, press <b>R</b> .
Start a new game.	At the title screen, press <b>Return</b> .
End a session.	Turn off your system.



## Joystick and Keyboard Moves

*Technocop* works with joystick commands for all versions. It also works with keyboard commands for the IBM PC and Apple II series versions.

Joystick and keyboard equivalents for the IBM PC and Apple II are:

Keyboard IBM PC	Joystick All Versions	Keyboard Apple II Series
Home ↑ Page Up ← → End ↓ Page Down		U I O J L M , .
Spacebar	= Fire Button	= Spacebar

To choose keyboard control for the Apple II Series, press **Control K**. To choose joystick control, press **Control J**. If you do not choose either, the default is keyboard control.

**Note:** If you are using a two-button joystick, use the top fire button.



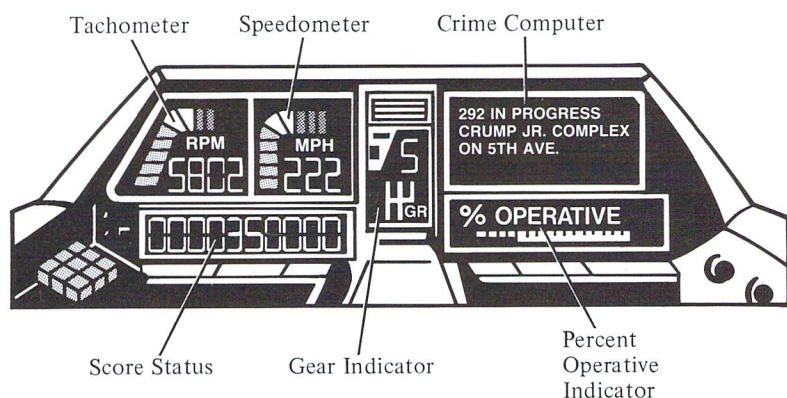
## REV IT UP!

Although the VMAX drives like a dream, you may need some pointers on your first time out. After all, this ain't no Sunday cruise.



## VMAX Console

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



**Tachometer** Shows current rpm's as you drive.

**Speedometer** Feel those G-forces at top speeds of over 150 mph!

**Score Status** Shows total 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 left to get to the crime scene and gives background information on criminals. The message 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 so far. If the indicator reaches 0, your VMAX is damaged beyond repair and the game is over.



## Driving the VMAX

### Joystick (All Versions)

Accelerate.	Push handle up. Hold handle up to continue accelerating.
Slow down.	Pull handle down. Hold handle down to continue slowing down.
Steer left.	Move handle left.
Steer right.	Move handle right.
Fire weapon.	Press fire button.
Accelerate and steer left or right.	Push handle to upper left or upper right.
Slow down and steer left or right.	Pull handle to lower left or lower right.

### Keyboard (IBM PC and Apple II)

	IBM PC	Apple II
Accelerate.	Press <b>Up Arrow</b> . Keep pressing to keep accelerating.	Press <b>I</b> . Keep pressing to keep accelerating.
Slow down.	Press <b>Down Arrow</b> . Keep pressing to keep slowing down.	Press <b>,</b> (comma key). Keep pressing to keep slowing down.
Steer left.	Press <b>Left Arrow</b> .	Press <b>J</b> .
Steer right.	Press <b>Right Arrow</b> .	Press <b>L</b> .
Fire weapon.	Press <b>Spacebar</b> .	Press <b>Spacebar</b> or <b>Open Apple</b> key.
Accelerate and steer left or right.	Press <b>Home</b> or <b>Page Up</b> .	Press <b>U</b> or <b>O</b> .
Slow down and steer left or right.	Press <b>End</b> or <b>Page Down</b> .	Press <b>.</b> (period key) or <b>M</b> .

## On the Road

Keep just two things in mind as you tear down the highway: you're in a race against time, and everyone else on the road is your enemy. Here's some tips:

- DOA vehicles will sneak up from all directions to ram or block you. Use your cannon to blast them to bits, or if you're an ace driver, slam them off the road. Both techniques gain you points. (See **Scoring**.)
- After several missions, be on the lookout for a DOA highway superpunk, who jumps from a truck, plasters himself to the top of the VMAX, and tries to bash in the engine. Loosen his grip with a few good swerves.
- Stay in control! Sudden curves in the road may send you spinning into trees and road signs. Crashes damage your VMAX and slow you down, decreasing your chances of getting to the crime scene on time.

## VMAX Weaponry

You start with a side-mounted machine gun on your VMAX, and upgrade your weaponry as you complete the driving portion of your missions on time. On-screen messages notify you when you're awarded weapons improvements. The following arsenal awaits your eventual command:

**Machine Gun** 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 Rams** Use these powerful wheel rams to bash and bump DOA drivers off the road (not available on IBM PC and compatibles).

**Rapid Fire Cannon** Blast away even the stubbornest of road thugs with this cannon's armor-piercing rockets.

**Nuclear Bombs** Clear the road! Use your nukes to simultaneously annihilate all other vehicles. For C 64/128, Amiga, and ST versions, press **Spacebar** to fire. For IBM PC and Apple II versions, press **B** to fire. (IBM PC, C 64/128, and Apple II versions have five bombs per mission. Amiga and ST versions have five bombs per game.)



## Crime in Progress!

Follow these steps to race to the crime scene:

1. While you're on the road, scan the messages from your crime computer to see the time remaining to reach the scene of the crime.
2. A beeping 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 mug shot of the criminal and direct you to either capture or eliminate him.
3. The crime computer tells you when 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. But you can still pursue the criminal. Proceed to the crime scene.
4. When you reach the crime scene, your VMAX automatically pulls off the road and you step out of the car.

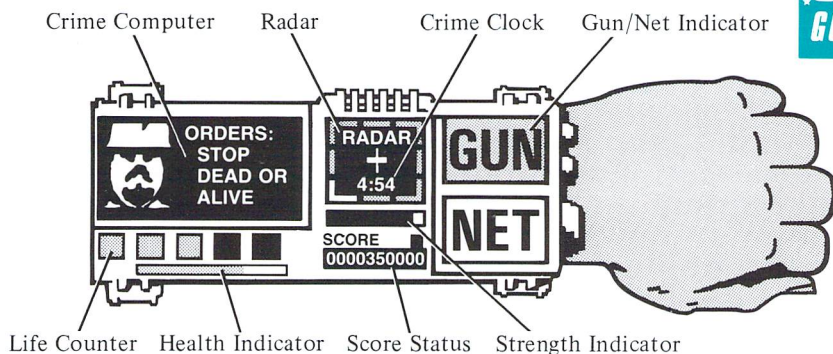
## TRACKING AND TERMINATING THUGS

Once out of your VMAX, walk right to head for the building and start pursuing the criminal. Rely on your wrist command console for instructions for blowing away DOA thugs, recovering stolen goods, and capturing or wiping out criminals. Check your console to keep track of the criminal's position as you move around the building and the amount of time remaining to carry out your mission.

### Wrist Command Console

The illustration on the next page shows the Atari ST version of the wrist command console. Console components may appear in slightly different locations in other versions of *Technocop*.





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

**Life Counter** Brightly-lit buttons indicate how many of your five lives you have left to live.

**Health Indicator** Shows how DOA attacks affect you (ST and Amiga versions only). The bar retreats from right to left as you weaken.

**Radar** Points you toward the criminal's location in the building, relative to your position. After you capture or terminate the criminal, it guides you to the exit. Move in the direction of the lighted indicator bar.

**Crime Clock** Displays the time you have left 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, then floats to the right to indicate your recovery.

**Score Status** Indicates your current score. (See **Scoring**.)

**Gun/Net Indicator** Shows whether you're set to blast the criminal with your .88 magnum or capture him alive with your net gun. For the Atari ST, C64/128 and Amiga versions, press **Spacebar** to toggle between the two. For the IBM PC version, press **G** to select Gun and **N** to select Net; for the Apple II version, press the **Closed Apple** key to toggle between Gun and Net. ST and Amiga versions have an unlimited number of nets per mission; C 64/128, IBM PC, and Apple II versions have 15 nets per mission.





## Technocop Self-Defense

### Joystick (All Versions)

Shoot gun or net.	Press fire button.
Walk to the left.	Move handle left.
Walk to the right.	Move handle right.
Jump left.	Push handle to upper left.
Jump right.	Push handle to upper right.
Crouch.	Pull handle down.
Crouch left.	Pull handle to lower left.
Crouch right.	Pull handle to lower right.
Stand up.	Push handle up.
Enter elevator.	Stand in front of elevator, push handle up.

### Keyboard (IBM PC and Apple II)

	IBM PC	Apple II
Shoot gun or net.	Press <b>Spacebar</b> .	Press <b>Spacebar</b> or <b>Open Apple</b> key.
Walk to the left.	Press <b>Left Arrow</b> .	Press <b>J</b> .
Walk to the right.	Press <b>Right Arrow</b> .	Press <b>L</b> .
Jump left.	Press <b>Home</b> .	Press <b>U</b> .
Jump right.	Press <b>Page Up</b> .	Press <b>O</b> .
Crouch.	Press <b>Down Arrow</b> .	Press <b>,</b> (comma key).
Crouch left.	Press <b>End</b> .	Press <b>M</b> .
Crouch right.	Press <b>Page Down</b> .	Press <b>.</b> (period key).
Stand up.	Press <b>Up Arrow</b> .	Press <b>I</b> .
Enter elevator.	Stand in front of elevator, press <b>Up Arrow</b> .	Stand in front of elevator, press <b>I</b> .

## Elevator Controls

In the Atari ST and Amiga versions, once you're inside the elevator, quickly move the joystick handle up or down to move the elevator to the floor you want. Hold down the fire button to stop the elevator, then release the button to open the elevator door and exit.

For all other versions, hold the joystick handle up or down to move the elevator to the floor you want (or use the **Up** or **Down Arrow** for the IBM PC; use the **I** or **,** key for the Apple II). Release the joystick handle or key to stop the elevator. Move the joystick handle right or left to open the elevator door and exit (or use the **Left** or **Right Arrow** for the IBM PC; use the **J** or **L** key for the Apple II).

## Other Tips

To recover stolen property, stand near the goods, crouch, then stand up. When the stolen object disappears from view, it's in your possession.

If you run out of time and fail to find the criminal, an on-screen bulletin orders you to return to the VMAX and get back on the road to begin your next assignment. If you're an excellent crime fighter and complete your mission in time, you can continue to score by blowing away minor criminals. But that's risky. The best idea is to get out — while you're still alive!

You cannot leave the building until you either deal with the head thug, he escapes, or you run out of time.

## FATAL INTERACTIONS

If you run out of lives, the game is over. Don't squander your five lives on thoughtless mistakes! Instantly fatal experiences include:

**DOA Head Thug Attack** A clanging sound confirms your crime computer's message that you're closing in on this building's big thug. Each of these criminal kingpins has a uniquely diabolical way of welcoming you, and just because he's big doesn't mean he can't move fast. Watch out!

**Floor Holes** Some holes plunge you more than one level, so to be on the safe side, jump over all holes until you know which ones are fatal.



## Other Dangers

Other less-than-fatal but still nasty experiences await you:

**Thug Attack at Close Range** If a thug gets in your face, crouch and shoot to duck the attack while returning fire.

**Explosive Devices** DOA goons want to see you dance! Jump bombs fast or feel the blast.

**Vicious Rats** As big and mean as hungry dogs! Jump over these beasts the moment they come into view, or you suffer a nasty bite that slows your search. (In the C 64/128 version, try crushing rats by jumping on them.)

## SURVIVAL STRATEGIES

While you're on the road, don't save your top speeds for the straight-aways. Accelerate through curves by pushing up diagonally on your joystick handle. (For IBM PC version, using a keyboard, press the **Home** or **Page Up** keys. For Apple II version, using a keyboard, press **U** or **O**.)

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

- Every so often, jump over DOA thugs instead of firing at them. But don't jump too many times in a row, because it tires you out and can slow your reaction time when you need to move fast to defend yourself.
- For the tougher missions, memorize or map out the locations of elevators and walls to avoid costly delays in trying to locate the criminal.
- 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 than the elevator can take you.

When choosing between Gun and Net, select Gun initially, even if your mission is to capture the criminal alive. You can shoot your gun faster than the net and defend yourself better against attacking DOA hit men. When you approach the suspect, you can switch to Net to make the capture. You can shoot your net only from a standing position.

When you're riding an elevator, keep an eye on your radar. When the bar stops in the middle section of the radar grid, stop the elevator and exit. And remember, although the radar shows you which direction to go to find the head thug or exit the building, you still need to figure out the most direct route. Once you find the head thug, don't let him get away! The moment you see him, open fire or shoot your net.

As you proceed through the series of buildings, the thugs get tougher. Because they take longer to destroy, they have more time to get you. It may be faster to stop a single thug with your net than with your gun. When several thugs attack at once, crouch and then shoot your gun. If the action gets too hectic, hide in an elevator to collect your thoughts and plan your strategy.

## PERFORMANCE ASSESSMENT

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

- |                        |                              |
|------------------------|------------------------------|
| 1. Grunt (lowest rank) | 7. Sergeant                  |
| 2. Rookie              | 8. Enforcer                  |
| 3. Flat Foot           | 9. Commander                 |
| 4. Patrol Man          | 10. Top Cop                  |
| 5. Cop                 | 11. Chief                    |
| 6. Officer             | 12. Technocop (highest rank) |

After assessment of your performance, walk toward the exit and the VMAX. DOA 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.



## SCORING

You are awarded for obliterating other vehicles, terminating DOA thugs, and completing phases of your mission. You are penalized for other actions, such as harming innocent bystanders. A summary of awards and penalties follows:

Situation	Awards
Timely arrival at a crime scene.	50,000 points
Blowing up a vehicle or forcing it off the highway.	500 points per motorcycle 1,000 points per car 2,000 points per truck
Recovering stolen goods or a kidnapped victim.	1,000 points
Destroying a minor thug within allocated time.	500 points
Harming an innocent bystander.	minus 5,000 points
Correctly dealing with the head thug within allocated time.	50,000 points plus a bonus life
Incorrectly dealing with the head thug but still within allocated time.	25,000 points
Timely arrival at crime scene, and correctly dealing with head thug within allocated time.	Promotion
Reaching all 11 buildings on time.	100,000 points

**Note:** Motorcycles appear in the ST and Amiga versions only.

At the completion of a game, your rank and high scores are saved automatically in the IBM PC, C64/128 and Apple II versions. To save your score in the Amiga and ST versions, type your initials at the scoring table screen and press **Return**.





## Credits

*Technocop* game software was made by these people:

**Apple II version:** Program and graphics by Distinctive Software. Art design by Dennis Turner.

**Atari ST and Commodore-Amiga versions:** Programmed by Kevin Hoare. Graphics by Nick Gray. Art design by Dennis Turner. Designed by Imagexcel and Gray Matter.

**Commodore 64/128 version:** Programmed by George Davidson. Graphics by Nick Gray. Art design by Dennis Turner. Produced by Chris Gray.

**IBM PC version:** Programmed by Don Hellyer. Graphics by Nick Gray. Art design by Dennis Turner. Produced by Chris Gray.

*Technocop* game manual was written by Tom Mach, Ruth Zultner, and Epyx, Inc.

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