SEGA GENESIS

16-BIT CARTRIDGE

technocop

INSTRUCTION MANUAL

technocop™

Thank you for choosing Technocop, RazorSoft's premier title for the 16-Bit Sega Genesis System. Our commitment to provide you with the very best in video gaming stems from over 20 years of hands-on experience in the video entertainment industry.

Often identified as mavericks in the industry, RazorSoft's management feeds on knowledge and one-on-one customer contact provided by the coin-op arcades which are credited with fueling the fire of such a universal entertainment medium as the in-home video game system.

RazorSoft's subsidiary, Punk Development, with over a decade of pushing technology to the absolute cutting edge, allows us to present you the best graphics, sound and genuine arcade play available anywhere in the world. I truly believe you'll find this to be the case from the moment you power up any RazorSoft product.

Be sure to ask your favorite retailer for StormLord, RazorSoft's dazzling fantasy adventure.

Sincerely,

Kyle Shelley
President

7416 N. Broadway, Oklahoma City, Ok 73116

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INSTRUCTION MANUAL

Loading Instructions: Starting Up:

1. Make sure the power switch is OFF.

2. Insert the TECHNOCOP ™ game cartridge in
   the Genesis System cartridge slot (shown below) as
   described in your GENESIS SYSTEM manual.

3. Turn the power switch ON. If nothing appears on
   the screen, recheck insertion.

IMPORTANT: Always make sure that the system is
turned OFF when inserting or removing your Genesis
Cartridge. TECHNOCOP ™ is designed for one player, so
check to see that the Genesis Control Pad is connected
properly to Control Port 1 on the Console.

GENESIS CARTRIDGE

GENESIS CONTROL PORT1
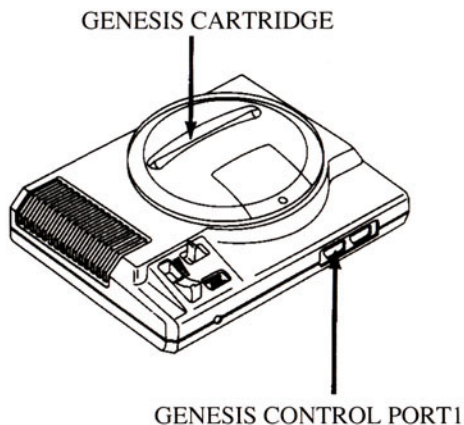
CRIME LOG

ENTRY: 080509.1

Welcome to the nuclear wastelands of the 21st Century
where a society ravaged by lawlessness makes its last stand
against the hordes of mutated goons known as
the D.O.A.

The D.O.A., self-named in honor of the fate met by most
who cross their path, are led by a mind-crazed kingpin
whose real identity remains unknown. An army of D.O.A.
punks stand ready to crush, without mercy, any attempt to
eradicate their leaders...no price too high to pay.

To my knowledge, I am one of few surviving members of
the Enforcers, a once elite crime fighting legion...they call
me TECHNOCOP. I operate alone, packing state-of-the-art
firepower: the .95 AutoMag, designed for internal
explosion of human targets. A Tonari snare gun and
criminal target locator round out my hand held arsenal.

My VMAX Twin Turbo Interceptor is capable of cruising
at 200 MPH plus. Equipped with Apache side-mounted
cannons and Pulse long range nuclear torpedoes, the
VMAX transports me down treacherous highways to
D.O.A. infested tenement buildings to hunt my prey. On-
board crime computers provide me with vital updates on
crimes in progress...still, nothing can replace that
unmistakable gut feeling I get.

I must remain razor sharp. Flying axes, rabid rats, whips,
bombs, and brute force lurk around every corner. Any sign
of weakness and the blood on my boots could be my own.

I have witnessed countless atrocities committed without
conscious by these renegade killers. My orders are to
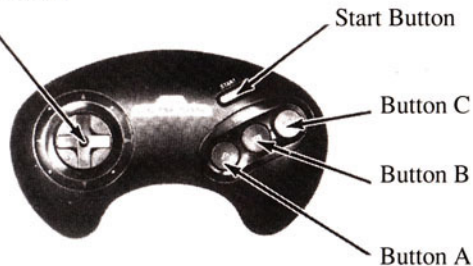avenge these violations of society.

I log this entry with the hope that it won't be my last.

–TECHNOCOP

THE CONTROL PAD

Before you begin playing learn which buttons prompt the moves and functions you will rely on during play.

Directional Button
(D-Button)

Start Button

Button C

Button B

Button A

BASIC FUNCTIONS

Directional Button (D-Button)

While driving, press up to accelerate VMAX Interceptor. Press down to slow or stop VMAX Interceptor. Press left or right to negotiate treacherous highways. While on foot, press down to kneel, right or left to explore hallways and up and down to control direction of elevators. Press left or right to stop elevator on specific floors.
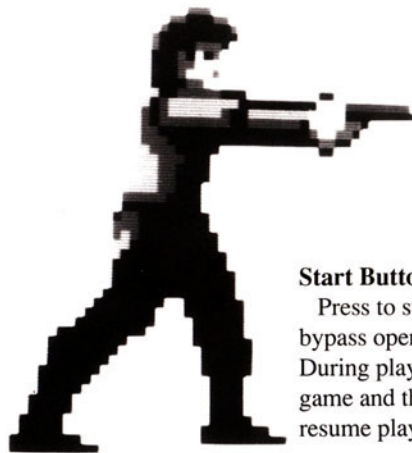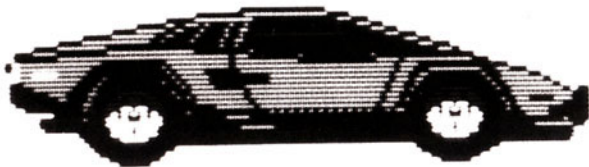
Start Button

Press to start game. Press to bypass opening screens. During play, press to pause game and then press again to resume play.

Button A

While driving, press to fire Pulse Nuclear Weaponry. While on foot, press to jump over obstacles.

Button B

While driving, press to fire Apache Side-Mounted Cannon. While on foot, press to fire .95 AutoMag or Tonari Snare Gun.

Button C

While on foot, press to switch from .95 AutoMag to Tonari Snare Gun.

YOUR WEAPONS

.95 AutoMag
Designed for the internal explosion of human targets. Don't get caught in a dangerous position while reloading.

VMAX Turbo Charger
Provides quicker acceleration to pursue your targets. Awarded after the successful completion of 2 consecutive stages.

Hydraulic Wheel Rams
Activated after the successful completion of 4 consecutive stages. Handy for keeping your VMAX on the road and the D.O.A. in the ditch.

Apache Side-Mounted Cannon
Very useful in removing unwanted obstacles from the highways ahead. With the successful completion of 6 consecutive stages, the Apache becomes semi-automatic.

Tonari Snare Gun
Must be activated in order to take your suspect alive, if so indicated on your Criminal Target Locator.

Pulse Long-Range Nuclear Weaponry
One launch is awarded for the successful completion of each stage beginning with stage number 4. You may use launches as needed. We suggest saving them for later when things really get tough.
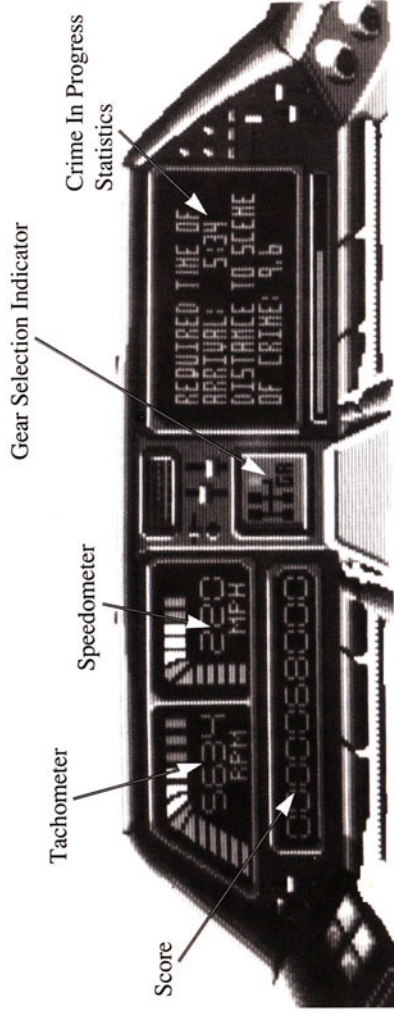
On-Board Crime Computer
Provides you with critical information on crimes in progress, criminal statistics and the operational status of your VMAX.
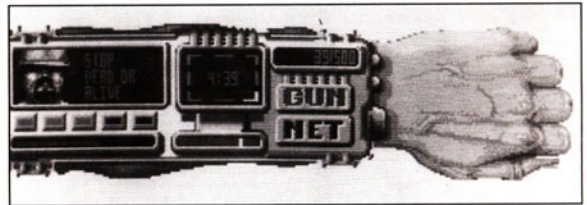
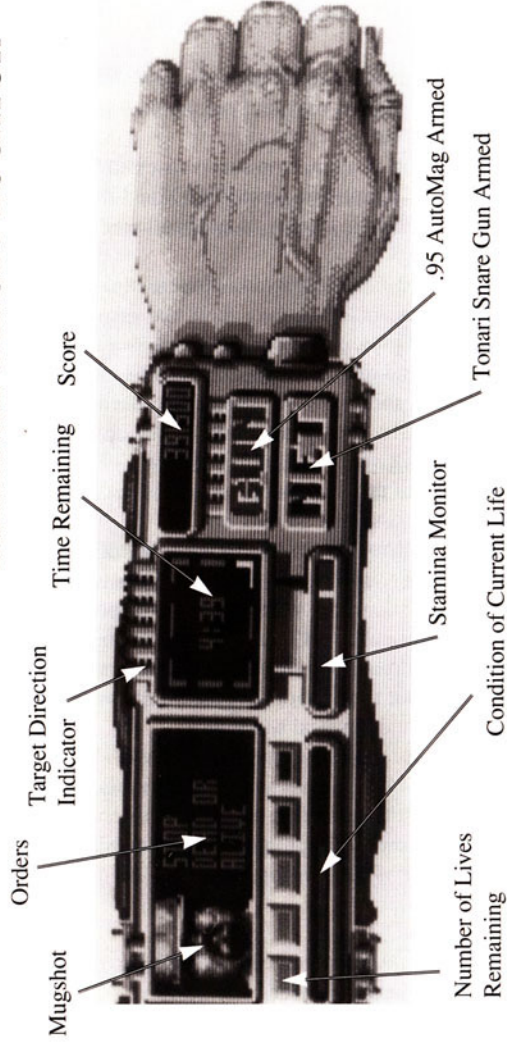## Wrist-Mounted Criminal Target Locator
Monitors TechnoCop's physical condition. Pay close attention to the life force indicator as life is your most precious asset. Provides target suspect tracking and time remaining before suspect escapes. When returning to your VMAX the tracking screen assists in navigation out of tenement buildings. Indicates arming of either .95 AutoMag or Tonari Snare Gun.

ON-BOARD CRIME COMPUTER

Crime In Progress Statistics

Gear Selection Indicator

Speedometer

Tachometer

Score

REQUIRED TIME OF
ARRIVAL: 5:34
DISTANCE TO SCENE
OF CRIME: 9.6

CRIMINAL TARGET LOCATOR

Score

.95 AutoMag Armed

Tonari Snare Gun Armed

Time Remaining

Stamina Monitor

Target Direction Indicator

Condition of Current Life

Orders

Mugshot

Number of Lives Remaining

YOUR MISSION

Save the remnants of civilization by eliminating the warriors of the D.O.A. mob and putting their psychotic kingpin behind bars.

First, your skill as a blacktop survivalist will be pushed to the outer limit. Climb into your VMAX and race down treacherous highways leading to an abandoned tenement building.

Check your on-board crime computer to obtain up-to-the-second statistics, including mug shots and suspect profile, on the crime in progress. Your computer also supplies you with distance and required time of arrival to successfully prevent your suspect's escape. Be alert to the operational status of the VMAX, also monitored by the on-board crime computer.

At the scene of the crime lurks an ambush of crazed D.O.A. punks possessed by only one thought...ELIMINATE TECHNOCOP! Beyond this line of defense lies your suspect...a D.O.A. gladiator whose criminal profile demands swift justice. Strapped to your wrist, your criminal target locator pinpoints your suspect's location beyond your line of sight. Time is limited! You must pursue your target with the greatest efficiency using your weapons and physical strength.

Eleven D.O.A. suspects comprise your MOST WANTED list. At the top of the list is the D.O.A. kingpin, a madman whose real identity remains a mystery. Successful removal of each from society will promote you to the highest honor...the rank of TechnoCop.

Credits: As TechnoCop you can withstand five devastating blows before your life is over.

HINTS

-Drive the VMAX as efficiently as possible. Required arrival time becomes increasingly critical as game continues.

-Make careful notes of how you travel through tenement buildings. You'll need them to get out.

-Nuclear weaponry is limited! Enough said.

-Biting rats and menacing children can slow your progress and cost you valuable hunting time in tenement buildings. Avoid these pests if you can.

-Shooting civilians can provide you with extra target practice but will cost you valuable points.

-Before turning your back on a D.O.A. thug, make sure you've dropped him in his tracks. Some of these guys can take several hits before they fall.

-Failure to follow orders when eliminating suspects will result in promotions being denied.

-Recovering stolen property found in tenement buildings will help you boost your score.

-The D.O.A. are fearless, and if allowed to jump onto your VMAX, your driving performance will suffer.

technocop
MOST WANTED ™

DAN BUTCH
AGE: 23
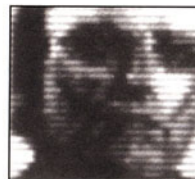MASS: 230

BILL DRUNE
AGE: 29
MASS: 225

DAVE ROCK
AGE: 32
MASS: 210

ROB KRULL
AGE: 26
MASS: 185

MIKE METAK
AGE: 22
MASS: 190

KEVIN ZAK
AGE: 31
MASS: 220

BOB DEVIO
AGE: 27
MASS: 215

DON JOHN
AGE: 25
MASS: 169

MIKE GRUBB
AGE: 29
MASS: 225

CAM DAVIE
AGE: 22
MASS: 189

D.O.A. KINGPIN
AGE: ?
MASS: ?

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(VALID ONLY IN U.S.A.)

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To receive warranty service, call our Consumer Service Department at the following number:

(405) 843-3505

Our Consumer Service Department is in operation from 10:00 a.m. to 5:00 p.m. (Central Time), Monday through Friday. DO NOT RETURN YOUR RAZORSOFT GAME CARTRIDGE PRODUCT TO YOUR RETAIL SELLER.

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