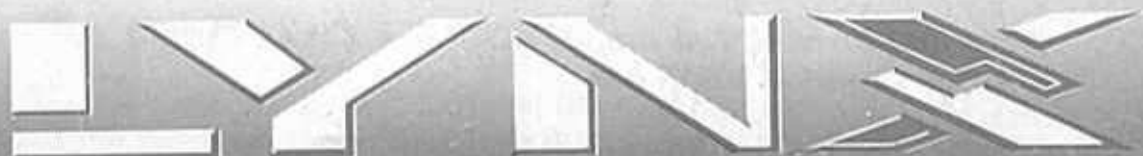
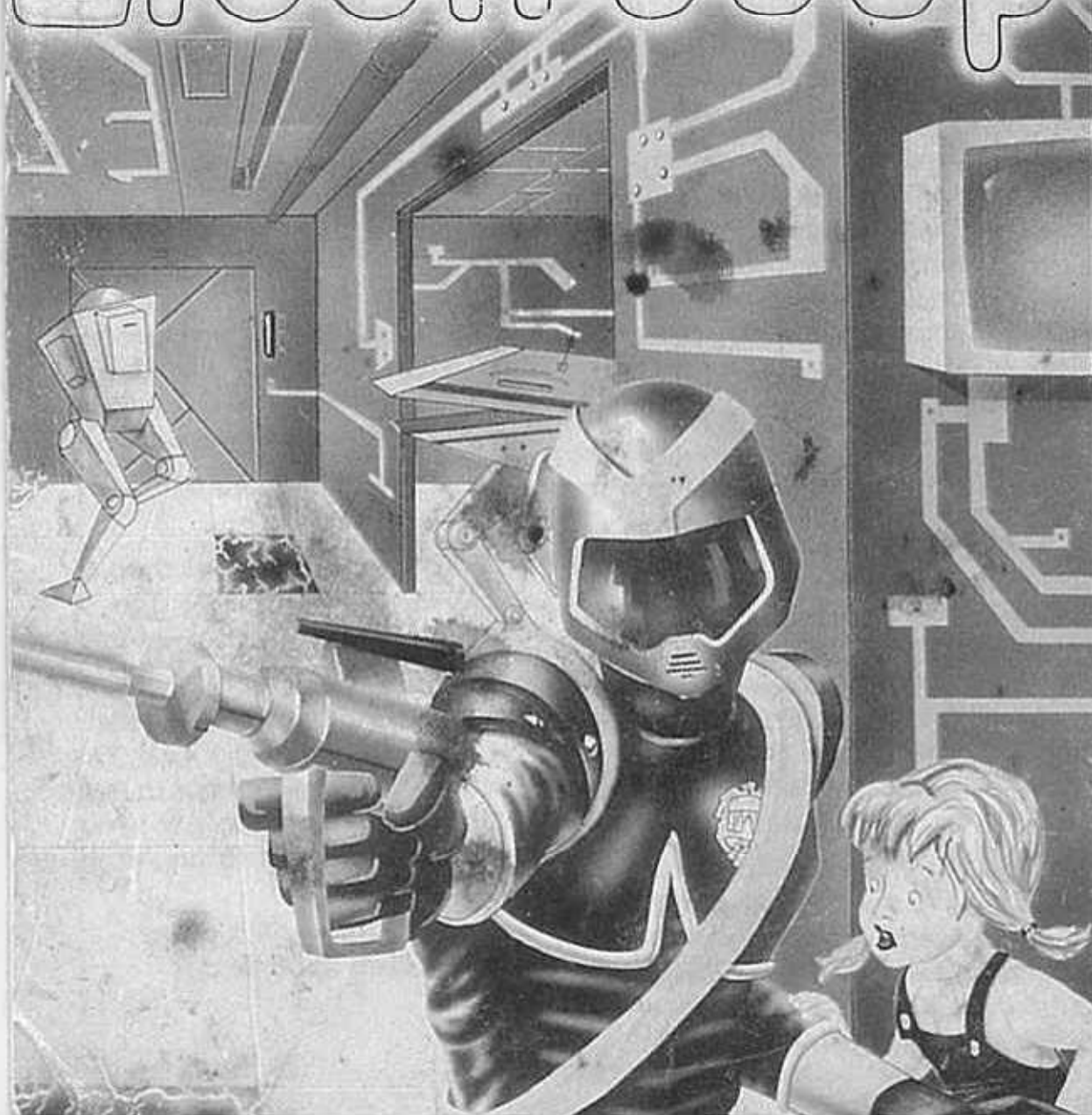


ATARI



VIDEO GAME MANUAL

Electrocop™



Rescue the President's Daughter

World just arrived that the notorious Criminal Brain has kidnapped the President's daughter. The Criminal Brain's ransom demand is completely unacceptable — give him total control of the entire world or the First Daughter dies. The President's voice shook with emotion as he called you personally. You, the Electrocop, are the only one capable of rescuing the President's daughter before time runs out. If you fail, the Criminal Brain will assassinate her without pity or remorse.

It's up to you to penetrate the Criminal Brain's technoid stronghold, the Steel Complex. Inside you will encounter explosive traps, electrified floors, and hordes of criminal droids. With a little luck, you may also find powerful weapons to help you defeat the enemy.

You will find computer terminals throughout the complex. The computer will help you open doors, relieve stress with video games, or understand the dastardly ways of the evil mastermind. But the computer will not glue you the quick reactions and good judgement you will need to survive. For that you must rely on your own abilities.

Do you have what it takes to rescue the President's daughter and serve justice to the world's most evil criminal? Or are you destined to be just another

frightful plant? The world is relying on you. Perform your sworn duty as an officer of the law. But remember, this rescue mission is not as straightforward as it sounds.

Getting Started

Electrocop is a science fiction action adventure game for one player.

Notes: To press a button, press and release quickly. To hold down a button, hold the button down for at least one second.

Follow the steps listed below to start the game.

1. With your system switched off, insert the game card as described in the **Lynx Owner's Manual**.

Warnings: Do not touch the game card connector pins. Do not expose the contacts to static or extreme heat. Do not bend, crush, or attempt to clean the game card.

2. Press **ON**. The Electrocop title screen appears.

3. To begin your mission, press **A** or **B**.

4. To enhance play, the following optional game controls allow you to modify the display, control music output, pause, and restart the game:

- To flip the screen 180 degrees and reverse the controls, press **OPTION 2** and **PAUSE** at the same time.
- To pause the game, press **PAUSE**. Repeat to resume play.
- To toggle music on and off, press **OPTION 2**.
- To return to the title screen and restart the game, press **OPTION 1** and **PAUSE**.

Playing the Game

Infiltrate the Criminal Brain's Steel Complex and rescue the President's daughter before time runs out. Maneuver through the mazes and avoid deadly traps. Beware of the evil denizens of the Criminal Brain!

Use the joystick to move Electrocop as you rush through the hallways of the Steel Complex. Look for more powerful weapons to help you battle the Criminal Brain's evil guardians.

As you move through the hallways, look for openings and doorways in all directions. Many doorways cannot be found unless Electrocop faces toward you. Walls and creatures between Electrocop and the screen appear transparent.

There are many obstacles to avoid. These include robots, electric doors, and others you will discover for yourself. Most obstacles damage you and your weapons. Keep a close eye on the health bar on the left side of the screen. If your health gets low, find the nearest computer fast.

The same goes for your weapons. Watch the display for each weapon on the right side of the screen. The top bar shows the weapon's charge. More powerful weapons have a greater charge. The yellow bar shows the weapon's status. If the yellow bar gets short, the weapon is damaged

and must be repaired. If you fail to repair a weapon in time, you will lose that weapon.

Watch for the white floor squares on some levels. Stepping on a white square causes Electrocop to slide and spin out of control. This is especially dangerous when enemies are nearby.

Moving and Shooting

To fire a smart bomb, press **OPTION 1**. Smart bombs destroy all nearby enemies.

Drop a weapon by pressing **OPTION 2**.

To fire a weapon, press **A**. Control the direction of movement by pressing the joystick in the desired direction.

To make Electrocop duck or stand up from his ducked position, press **B**. Hold down to jump.

Strategy

Use the computer often. It will save your life.

Look for exit signs, but beware. Some exit signs transport you to the next level, but others will take you where you don't want to go. Keep track of exits you may want to avoid in the future.

Learn to recognize and use the different kinds of weapons. Also, remember where to find the weapons. If you lose your weapon, you will need to find another as quickly as possible.

Don't waste valuable time waiting while the computer searches for the correct door codes. If you continue working in the halls, then return to the door later, the computer remembers and acknowledges the code.

Using the Brain's Computer

You will need to use the Criminal Brain's Computer often. Face the computer terminal, then press **A** or **B**. The computer displays a menu with six options:

Press the joypad up or down to highlight a selection, then press **A**.

INFORMATION (DIR)

Select for information regarding robots, weapons, and utility programs. Follow the menus to select the desired information file.

PROGRAMS (DIR)

Select to run a program. There are two programs to choose from, STASIS and ICE BREAKER. Use the INFORMATION directory to learn about the programs.

GAMES (DIR)

Play one of three classic computer games. These games take time to play and will not help you find the President's daughter, but they are a good way to relieve the stress caused by your dangerous quest. Press either Option button to quit any of the three games.

OPEN DOOR

Enter the secret code to unlock the door.

Hint: One of the computer programs will search for the code, but this takes time. You do not need to wait around while the computer searches for the correct code. There's work to be done! Of course, if you know the code, you can open the door without waiting.

MED PACK

They say time heals all wounds, but you don't have much time and the computer does the job a lot quicker. Keep track of the computers' locations so you can hurry back after a furious battle. You do not want to become dust during a frantic search for a MED PACK. This option may not always appear on the computer. Each computer has only one MED PACK. Once you use it, it's gone.

WEAPON REPAIR

The computer instantly repairs your weapons. Use this option often to avoid losing your weapons because you forgot to repair them. This option may not always appear on the computer. Each terminal can only repair weapons once.

Scoring

You score by destroying evil guardians, exiting a level, and opening doors. You receive 1,000 points for each door you open with a code. You receive bonus points when you exit a level.

The following table lists the number of points received for each evil robot guardian.



Walker 125 points



Python 250 points



Mine 375 points



Wall Cannon 500 points



Virus 625 points



Stingray 750 points



Atari, the Atari logo, Electrocop, and Lynx are trademarks or registered trademarks of Atari Corporation.

Copyright © 1989, Atari Corporation, Sunnyvale, CA 94086. All rights reserved.

Printed in Hong Kong C398102-021 Rev. A