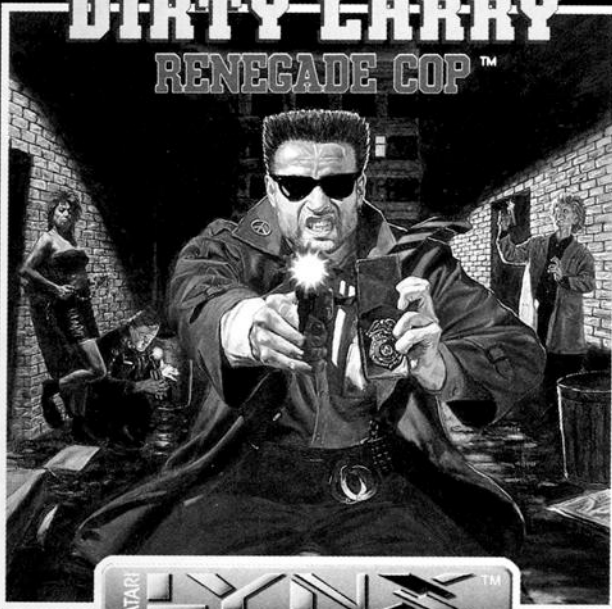


GAME MANUAL  
MANUEL DE JEU  
SPIELHANDBUCH

MANUALE GIOCO  
MANUAL DEL JUEGO  
SPEL HANDLEIDING

# DIRTY LARRY

## RENEGADE COP™



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VIDEO GAME CARD • CARTE DE JEU

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# ***Dirty Larry--Renegade Cop***

## ***Have a Nice Day, Punk!***

Dirty Larry, the toughest cop in town, is in trouble again. Not only did he just smash up his third police car of the week, but the judge has released one of Steelburg's worst criminals because Larry failed to follow correct procedure when he arrested him. So Larry must get back on the job--this time on foot. Now that Dirty Larry is on the street without the protection of a car, the punks are out in full force. Dirty Larry doesn't mind. As the gang members attack, he simply blows them away. But how long can he survive the onslaught?

## ***Getting Started***

1. Insert the game cartridge in your Lynx and turn the Lynx on. The Dirty Larry title screen appears.
2. Press A or B. The Dirty Larry Logo screen displays, with Dirty Larry's apartment behind it.
3. Press A or B. The Game Intro screen appears. Press A or B repeatedly until the game begins, or do nothing to read the entire intro.

## *Playing the Game*

Dirty Larry--Renegade Cop is a fast-action game of cops and robbers. You control Dirty Larry, the toughest cop in Steelburg, as he walks the streets in search of the nefarious Mr. Big. Dirty Larry must deal with Mr. Big's henchmen and chief lieutenants as he scours the city for the secret of the top crime boss's whereabouts.

Mr. Big's goons are everywhere. Dirty Larry wants to find Mr. Big fast, so there's no time to mess with these lowlifes. So he just blows them away. What else should he do, negotiate? Hey, they shouldn't be on the streets causing trouble anyway.

The screen is divided into several parts (Screen 1). (Screen numbers in these instructions refer to the Gallery of Game Screens at the end of this manual.)

The Health Bar shows Dirty Larry's physical condition. The bigger the red bar, the healthier Larry is. Every time Dirty Larry gets shot or hit, his health decreases. When the red bar is completely gone, so is Dirty Larry.

The Bullets Remaining Tally shows the amount of ammo Dirty Larry has left. Dirty Larry begins the game with 20 bullets. When he runs out, he cannot use his gun until he finds more ammo.

The Weapon Icon shows the currently selected weapon: a fist, a revolver, a shotgun, a machine gun or a grenade.

The Score shows the number of points Dirty Larry has earned by

defeating gang members. The Action Window is the play area.

You control Dirty Larry with the joypad. Press right or left to walk down the street. Press down to duck and up to jump. Press the B button to switch between Larry's fists and his weapon. Press A to punch or to fire a weapon or throw a grenade.

Dirty Larry has limited ammunition. If he runs out of bullets, he must fight with his fists of steel until he can get more bullets from a defeated lowlife.

Some gang members carry health power-ups as well. Other gang members don't carry anything. If Dirty Larry rids the world of a gang member, look for either a bullet icon (Screen 2) or a health icon (Screen 3). If you see one of these icons, make Dirty Larry jump at it to pick it up.

If Dirty Larry is really lucky, he will find the machine gun or a cache of grenades. Just the right thing for wiping crook scum off his streets.

Dirty Larry must survive a number of streets and a number of pretty bad locations (a run-down hotel, a warehouse with a drug lab, the sewers, etc.). Whenever he clears a street of bad guys, he gets on the subway and rides to the next street. Of course, the subway is not exactly full of angels (Screen 4).

Dirty Larry's ordeal will take him through seven levels. If he makes it to the hotel, he must fight Harold Snuff, also known as Mr. White, one of Mr. Big's lieutenants. If Dirty Larry survives that battle he will meet the mysterious Mr. Big and deal with him the

only way he knows how...with hot lead!

## *Scoring*

Dirty Larry must defeat many gang members. Each gang member he defeats earns the renegade cop a certain number of points, depending on that gang member's difficulty level. The list below shows how many points each bad guy is worth.

Arsonist	200
Biker Chick	300
Chopper	400
Gang Dude	400
Drug Dude	500
Bat Dude	700
Rasta Dude	700
Bad Cop	900
Dr. Current	1800
Mr. White	2500
Mr. Big	3500

## *Strategy*

Dirty Larry can smell scum from a mile away. Anticipate bad guys. Dirty Larry can sometimes shoot a gang member before the bad guy appears on the screen.

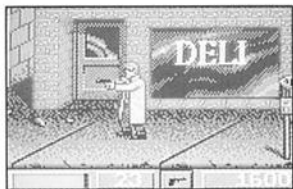
Conserve your ammo. If you run out, it's very difficult to survive.

Besides, the lead is better off in a crook than in a brick wall or a fire hydrant.

If you defeat an enemy at the edge of the screen, a health or ammo icon may appear at the very edge. These are sometimes hard to see, but you can still jump at them and pick them up. Don't miss your chance.

Watch the street in front of you. Watch the street behind you.

Stay out of the way of speeding motorcycles. They don't call them "choppers" for nothing (Screen 5)!



Screen 1



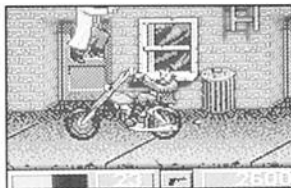
Screen 2



Screen 3



Screen 4



Screen 5





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C398105-077 Rev. A  
Printed in Hong Kong.  
G. C. 11.1992