

HOPPER COPPER

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THE GAME

A team of four armed and dangerous robbers are on the loose! They're ready to commit crime at any time! Where will they strike next? Will it be the bank, the restaurant, or even...the chip shop? These cruel desperados have carefully planned their crime spree - they've stolen all the police cars and hidden them, leaving you only a child's Astro Hopper on which to give them chase. Once you've found them, you must bounce on them, knock them out and leave them to be picked up by the only police van still in the district. These are the robbers...

BASHER He throws a club at you which stuns you for a moment, as you're playing against time - it could mean trouble!

TRIGGER This trigger happy chappy will take a shot at you whenever he can, so needless to say it's best to approach him with caution.

NASTY This malicious tyke carries a bag of tacks, which he'll drop on the ground if you approach him. Bounce over them, or your Hopper will come a cropper.

LOOTY This chap is harmless, he only carries the loot bag so should cause you no problems.

Use the map of the roads and the radar to find the 4 villains and bounce on them. However, once you've got 'em all, they're bound to escape and commit even more crimes...

LOADING

AMSTRAD 64 OWNERS

1. Place the rewind cassette in the cassette unit and press PLAY.

2 Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664/6128 AND 464 + DISK OWNERS

1. Hold down the SHIFT and press the @ key. Type

TAPE and press RETURN.

2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewind cassette.

3. Hold down CONTROL and press the ENTER key.

4. Press PLAY on the cassette player.

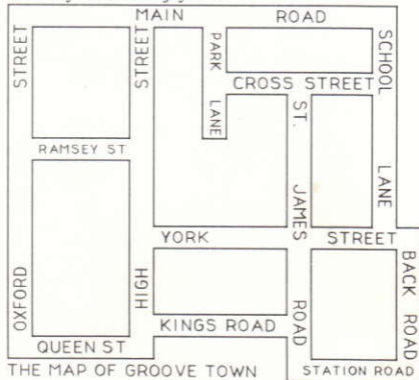
Note: Full loading instructions can be found in your Amstrad Manual

PLAYING THE GAME

Controls

- O Left
- P Right
- M Jump extra high to bounce on robbers
- A Move down a road at junctions
- Q Move up a road at junctions

You may also use a joystick



THE MAP OF GROOVE TOWN

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