

GAME 4:

Axel now inside the mansion must search the corridors and rooms for the numerous hostages held captive by the armed guards, Axel must kill the guards and find Bruno Bardolino. One of the hostages tells Axel the Bruno Bardolino has a bomb in the building which he intends to use if he is found by the police. Axel must take this threat seriously but not be intimidated enough to get out and save his own skin. On reaching Mr. Big's den Axel must eliminate this gangland menace and if a bomb is activated get out to safety before the bomb explodes.

CONTROLS: Joystick only.

Normal Joystick movements
Z - TO ROTATE AXEL LEFT
X - TO ROTATE AXEL RIGHT
P - PAUSE
S - SOUND ON
Q - MUSIC ON
ESC - TO QUIT

For a maximum score find as many hostages, eliminate the armed guards and kill Mr. Big before getting out of the mansion against a ticking Bomb counter.

BEVERLY HILLS COP

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GAME CONCEPT BY SUBWAY SOFTWARE

LICENSED IN CONJUNCTION WITH INTERNATIONAL COMPUTER GROUP

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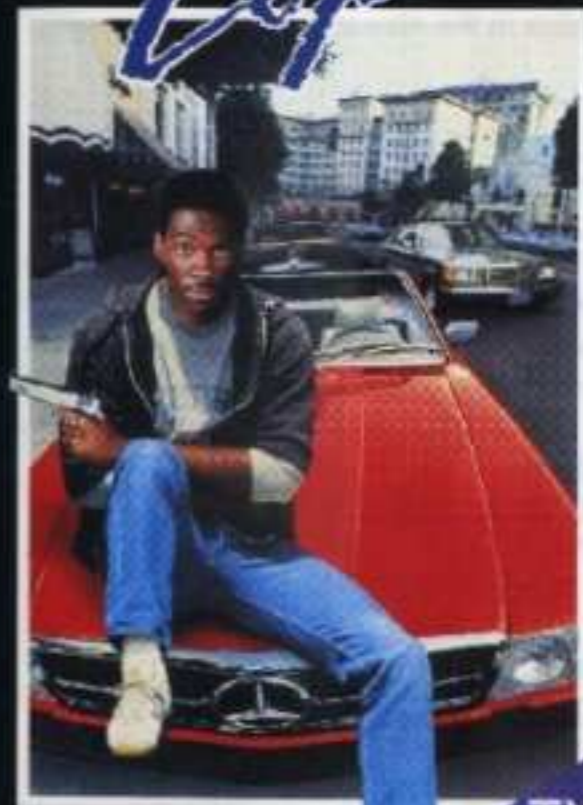
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BEVERLY HILLS

Cop



BEVERLY HILLS COP.

Beverly Hills Cop is a thrilling arcade contest controlling Detective Axel Foley through wild and woolly antics in the ritzy atmosphere of Beverly Hills.

GAME 1:

Whilst on night patrol in Beverly Hills, Axel receives a call from H.Q. to check out an arms depot which is situated on the outskirts of Beverly Hills. On reaching the warehouse he finds members of the gang already there loading crates of arms onto waiting vans. Axel must get to the dispatch bay and stop any further shipments of arms leaving for gangland.

CONTROLS: Joystick only.

LEFT - WALK LEFT

RIGHT - WALK RIGHT

DOWN - KNEEL/DUCK

FIRE - SHOOTING POSITION

IN SHOOTING POSITION.

UP - ANGLES GUN UP

DOWN - ANGLES GUN DOWN

FIRE - TO SHOOT

LEFT - FACE LEFT/WALK LEFT

RIGHT - FACE RIGHT/WALK RIGHT

GAME 2:

Once the warehouse has been secured, Axel speeds off in hot pursuit of three vans loaded with arms. The guns must be stopped from reaching "Mr. Big" Bruno Bardolino's at his mansion. The gang seeing Axel in hot pursuit starts off-loading crates in his path, so some nifty driving is needed to avoid these and other road users before getting close enough to stop them by the only way he knows - by blasting them off the road and shooting at and exploding the crates inside the van with his faithful Colt 45 automatic.

CONTROLS: Joystick or Mouse.

Press 'J' to toggle joystick/mouse

JOYSTICK

UP - ACCELERATE

DOWN - BRAKE

LEFT - LEFT

RIGHT - RIGHT

FIRE - SHOOT

MOUSE

LEFT MOUSE BUTTON - ACCELERATE

RIGHT MOUSE BUTTON - BRAKE

LEFT/RIGHT - TO STEER

SPACE BAR - TO SHOOT

A - TOGGLES GUN SIGHT

P - PAUSES GAME

GAME 3:

After interrogating the last van driver Axel finds out the whereabouts of "Mr. Big" - in a luxury mansion in Beverly Hills.

The Mansion is well fortified by Mr. Big's men who patrol through the large terraced garden, Axel must carefully pick his way through the guards to gain access to the front door.

CONTROLS: Joystick or Mouse.

J - TOGGLES JOYSTICK/MOUSE

P - PAUSES GAME

JOYSTICK - With the joystick, move the on screen cursor in the direction Axel is to walk, or in the direction he is to shoot when the fire button is pressed.

MOUSE - similar to the joystick except you must hold down the left mouse button to make Axel aim his gun, then press the right button to shoot (both mouse buttons must be pressed). Rapid fire can be temporarily obtained by picking up the machine guns lying around the mansion grounds.