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

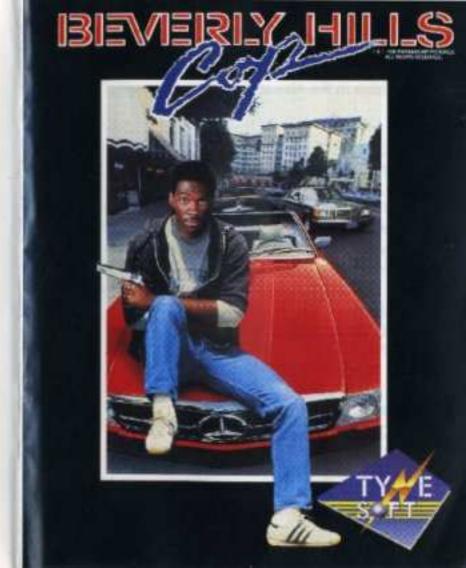
For a maximum score find as many hostages, eliminate the armed guards and kill Mr. Big before getting out of the mansion against a ticking Bomb counter. BEVERLEY HILLS COP

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GAME CONCEPT BY SUBWAY SOFTWARE

LICENSED IN CONJUNCTION WITH INTERNATIONAL COMPUTER GROUP COMPUTER ARTISTS: M.LANDRETH, PHIL NIXON COMPUTER PROGRAMMERS: D.MANN, G.GRAY, B.NESBITT, S.TALL MUSIC: D.WHITTAKER





BEVERLY HILLS COP. GAME 2: GAME 3: Beverly Hills Cop is a thrilling arcade contest Once the warehouse has been secured, Axel speeds controlling Detective Axel Foley through wild and off in hot pursuit of three vans loaded with arms. woolly antics in the ritzy atmosphere or Beverly The guns must be stopped from reaching "Mr. Big" Hills. Bruno Bardolino's at his mansion. The gang seeing Axel in hot pursuit starts off-loading crates in his GAME 1: path, so some nifty driving is needed to avoid these Whilst on night patrol in Beverly Hills, Axel and other road users before getting close enough to receives a call from H.Q. to check out an arms stop them by the only way he knows - by blasting depot which is situated on the outskirts of Beverly them off the road and shooting at and exploding the J - TOGGLES JOYSTICK/MOUSE Hills. On reaching the warehouse he finds members crates inside the van with his faithful Colt 45 P - PAUSES GAME of the gang already there loading crates of arms automatic. JOYSTICK - With the joystick, move the on screen onto waiting vans. Axel must get to the dispatch CONTROLS: Joystick or Mouse, bay and stop any further shipments of arms leaving Press 'J' to toggle joystick/mouse for gangland. **JOYSTICK** CONTROLS: Joystick only, UP - ACCELERATE LEFT - WALK LEFT DOWN - BRAKE RIGHT - WALK RIGHT LEFT - LEFT DOWN - KNEEL/DUCK RIGHT - RIGHT FIRE - SHOOTING POSITION FIRE - SHOOT IN SHOOTING POSITION. MOUSE UP - ANGLES GUN UP LEFT MOUSE BUTTON - ACCELERATE DOWN - ANGLES GUN DOWN RIGHT MOUSE BUTTON - BRAKE FIRE - TO SHOOT LEFT/RIGHT - TO STEER LEFT - FACE LEFT/WALK LEFT SPACE BAR - TO SHOOT RIGHT - FACE RIGHT/WALK RIGHT A - TOGGLES GUN SIGHT P - PAUSES GAME

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.

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.