

COP-OUT

The keys are:-

Q = UP O = LEFT
 A = DOWN P = RIGHT
 SPACE = FIRE
 CTRL / SHIFT / ESC = ABORT
 ESC = PAUSE
 DEFINE KEY OPTION
 JOYSTICK VIA DEFINE KEY OPTION

SCORING

The scoring method is as listed below

TARGETS:

BIRDS = 150 POINTS
 GANGSTERS = UP TO 300 POINTS POSSIBLE
 CARS = 1000 POINTS
 PLANE = 1000 POINTS

If you shoot a bird and it lands on your enemy you can double the points.

GAMEPLAY

COP-OUT contains ten different levels and each level has a set time limit to your task which is to destroy the vicious gangland mobsters who are laying in wait to ambush you at each of these locations.

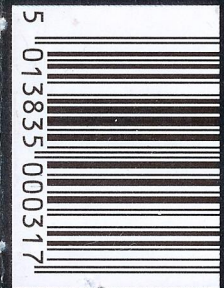
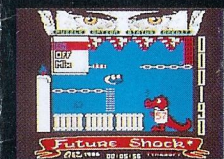
To enable you to have a slight advantage you can gain immunity from death for a short period by shooting the spinning bottle which is present on each level.

The angle and positioning of the man will affect your gun sight as the movement of the man controls the square gun sight on the screen.

Here are a few of the exciting levels featured in COP-OUT:

1. Street
2. Desert
3. Balcony
4. Warehouse
5. Railway Station

Plus five more exhilarating levels for you to discover.



AMSTRAD MICROVALUE VOLUME 2

BATTLE OF THE PLANETS

Battle of the Planets is a space adventure. Now you can join G Force in their latest adventure to defeat their arch enemy Zoltar.

TUTS PYRAMID

Like all great Pharaohs, King Tut wanted to be laid to rest in a magnificent pyramid just as his predecessors were. It's your job as Official Pyramid Engineer to build the whole pyramid with the help of your magic carpet, before the Pharaoh dies.

FUTURE SHOCK

The GAL-CORPS had been given the job of Human Evolution. However, due to unforeseen circumstances they lose the Evolutionary Scroll. As Glob you have been chosen by the Supreme Being to search Human Memory for the Scroll so that Evolution may continue.

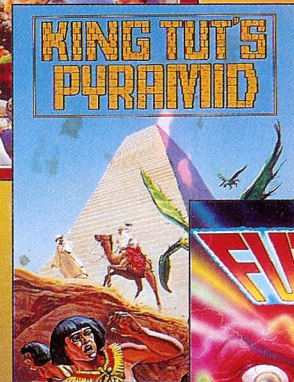
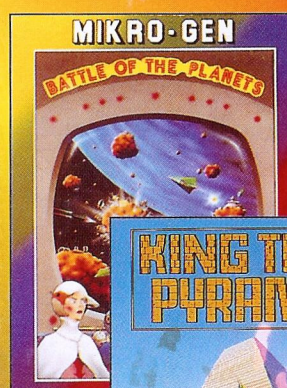
COP OUT

In the era of Prohibition, Flappers and Gangsters, Cop-Out portrays the battle between the Police and Mobsters in the roaring 1920's in U.S.A. Can you survive as a cop on the street, battling against the bootleggers, or will you 'Cop-Out'?

MICRO VALUE

Tynesoft Computer Software, Unit 3, Addison Industrial Estate, Blaydon, Tyne & Wear NE21 4TE. Tel: (091) 414 4611

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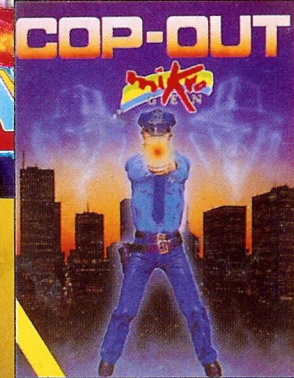
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TO LOAD Amstrad tapes Press CTRL Key and small ENTER Key together.

BATTLE OF THE PLANETS - OPERATING MANUAL

ZOLTAR has declared Galactic war in your universe, which consists of five planetary systems which are:

- | | |
|----|--------|
| 1. | XENATH |
| 2. | ELIAS |
| 3. | HORAF |
| 4. | OLIXAL |
| 5. | PETE |

Alien space craft surround each planet and after a certain time lapse they will land on the planet and destroy the Civilization/Life of that planet.

Your performance in space will limit the amount of alien craft landing on the planet in that system.

On the planets you will repair and fuel ships that you may dock with in order to replenish and repair your space craft.

Your space craft is equipped with a laser system, neutron torpedoes and a long range scanner. The long range scanner has three main indicators that appear on the screen edges.

- HYPER SPACE GATE
- ALIEN SPACE CRAFT
- PLANETS

Also there are two other symbols displayed on the screen these are:

- ✕ NAVIGATION CURSOR/LASER SIGHTS
- ⌂ NEUTRON TORPEDO SIGHTS

If you are using the keyboard the controls are:

- Q = UP
- A = DOWN
- P = RIGHT
- O = LEFT
- SPACE BAR operates lasers.
- Z = operates neutron torpedo
- 0 (Zero) to increase speed
- 9 reduce speed
- 1 to 5 status instruction.

If you have selected joystick control the joystick will replace the directional movement and 'laser' fire.

All other keys remain the same.

On 664 and 128 enter Bar(:) Tape before control / enter.

Whilst on the planet the long range scanner will show the repair ships by a spanner and wrench symbol and the fuel ships by a fuel can symbol.

Navigating your ship through a Hyper-space gate will enable you to jump to other planetary systems.

In order to intercept either the hyper-space gate, alien space craft or one of the planets move the navigation cursor/laser sights via the directional controls towards the craft in that direction.

When an alien space craft is located, the navigation cursor/laser sight enables you to direct your laser fire.

Excessive use of your laser system will cause a system failure until the temperature falls to an acceptable reading.

The remaining energy of the laser system is indicated by the cell reading. Both the laser temperature indication and cell readings are available on status screen 5.

Status screen 4 provides details of your neutron torpedo armament.

Planet data on status screen 3 reports on the Landers (Alien space that have landed) and the amount of planetary life still remaining, which will decrease and will eventually be completely annihilated unless you locate the landers and destroy them. If you fail to do this the planet will be destroyed. THIS WILL RESULT IN YOUR OWN DESTRUCTION.

When you wish to leave a planet increase your thrust and head your ship upwards by use of the navigation cursor/laser sights.

Status screen 2 gives details of your power unit, which comprises of fuel level, thrust and power unit temperature.

Excessive thrust will cause your power unit to overheat and an automatic cut-out will override your thrust until the temperature returns to an acceptable level.

Your shield level is indicated on status screen 1. Left, Right and Forward shields are all indicated.

The bottom right of the screen displays all these status indicators and to the right of each is a global indicator that will show green if levels are acceptable, amber if levels are falling and red if the situation is becoming critical. Final impending disaster will be indicated by the red indications flashing.

FUTURE SHOCK

Game Controls:

Move GLOB Left = Z key
Move GLOB Right = X key

Puzzle Movement (All relevant to position of black square)

Z - Left
X - Right
* - Up
? - Down

Pull down menus : form of choice:

Press key 1 for (i) put on puzzle
(ii) put puzzle off
(iii) mix puzzle

key 2 for (i) sound on / off
(ii) music on / off
(iii) quit game

key 3 shows how many pieces you have collected

key 4 shows the game author

Move the choice 'bar' up and down with the * and ? key then choose with RETURN.

To exit any pulldown menu, press the relevant number key again.

TUT'S PYRAMID

Like all great Pharaohs, King Tut wanted to be laid to rest in a magnificent pyramid just as his predecessors were. Well every day of the Pharaoh's life brings him closer to the end and pyramids don't grow on trees. You, the Pharaoh's Official Pyramid Engineer, have been appointed by the Royal Manpowers Commission to build such a structure. You must build the whole pyramid and place Tut's treasure inside it before the Pharaoh dies.

You have been given the run of the whole desert and you must fly around on your magic carpet. To build the pyramid you will need several large stone blocks which can be assembled in a particular part of the desert.

When the game has loaded:
Press 'R' to redefine the keys
Press 'S' to play the game.

Your flying carpet is affected by gravity so there are three controls for the carpet: Up, Left, Right.