LOADING INSTRUCTIONS

To load for the Amstrad with Disc (l) tape. All Amstrads CNTL/enter.

The keys are:-

Q = UP	A = DOWN	O = LEFT
P = RIGHT	ESC = PAUSE	SPACE = FIRE

CTRL/SHIFT/ESC = ABORT

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 for 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.
Watch out for Mikro-Gen's next release namely S.A.S. Strike Force.

AS FEATURED IN THE NATIONAL
COMPUTER GAME CHAMPIONSHIPS