

Atari ST Screens

YOUR MISSION: Penetrate the highly fortified Nazi garrison, the EAGLE'S NEST. Kill as many Nazi soldiers as possible, rescue your 3 captured comrades then destroy the fortress.

CLASSIC

Amiga

CBM 64/128

EAGLES NEST

PLAYERS

5 013728 001803

CBM 64/128

EAGLES NEST

C+VG HIT!

PLAYERS

OUT NOW

POWERPLAY

THE GAME OF THE GODS

You control 4 powerful warriors fighting to the death within the temple of Apollo. Fascinating blend of arcade and trivia challenge.

'Vintage Value 995 still the best of its type.' ACE

'This is what a trivia game should be.' Zzap 64 95%

'Great for parties. Truly brilliant.' CCI

ACE 955 RATED

AA RAVE

OUT NOW

JOE BLADE

'I can't think of many better shoot-'em-ups this year.'

CRASH 84%

JOE BLADE 2

'A worthy successor to Joe Blade with superb presentation and addictive gameplay.'

CRASH SMASH 90%

CRASH SMASH

SWORD SLAYER

'As a semi-humorous budget hack 'em-up, it's brilliant!'

Zzap 64

Available from your local stockist or direct from Players Software.

PLAYERS

WE WANT YOU!

CAN YOU WRITE COMMERCIAL QUALITY BUDGET GAMES IN MACHINE CODE?

To find out what PLAYERS can offer you, write in strictest confidence to:

SIMON DANIELS

PLAYERS SOFTWARE, CALLEVA PARK

ALDERMASTON, BERKSHIRE, RG7 4QW

or phone: (07356) 77421

MAIL ORDER SOFTWARE

If you are unable to obtain a specific title from your local Players stockist you can order direct from our mail order department.

COMMODORE TOP TEN

Commodore C64/128 cassette titles £1.99 each. UK post free.

EAGLES NEST	NEW CASSETTE ☐
JOE BLADE II	NEW CASSETTE ☐
POWERPLAY	NEW CASSETTE ☐
STREET GANG	CASSETTE ☐
JOE BLADE	CASSETTE ☐
SWORD SLAYER	CASSETTE ☐
SHANGHAI KARATE	CASSETTE ☐
CLEAN UP SERVICE	CASSETTE ☐
TOAD FORCE	CASSETTE ☐
HOLLYWOOD POKER	CASSETTE ☐

ZAP PAK £4.95 each. UK ppost free

JOE BLADE & CRAZY COASTER	DISC ☐
DEVIANTS & TANIUM	DISC ☐

Dear Players, please send me the game/s indicated. I have enclosed a cheque/postal order for £

NAME

ADDRESS

.....

.....

.....

.....

POST CODE

Send this order to:

Players (Mail Order Dept.), Mercury House,
Calleva Park, Aldermaston, Berks. RG7 4QW.

TOMCAT

COMING SOON!

F14 TOMCAT:
LET'S GET DOWN
TO SOME SERIOUS
DESTRUCTION!
Climb into the
cockpit of the
devastating F14
TOMCAT fighter.
Take to the skies
in this explosive
combat simulation.
F14 TOMCAT features
progressive weaponry,
breathtaking graphics,
and compulsive gameplay.

IT'LL TAKE YOUR BREATH AWAY

EAGLES NEST COMMODORE LOADING INSTRUCTIONS

C64 owners hold down SHIFT then tap RUN/STOP.
If you are using a C128 ensure that it is in C64 mode.

MISSION CODENAME: "EAGLES NEST"

"E": Zero Hour

"E"-minus Four Hours: Briefing

"E"-minus Three Hours: Despatch

"E"-Hour: Parachute Into Mission Zone

OBJECTIVE: TO DESTROY "EAGLES NEST" BRIEF:

"Eagles Nest" is a strategically positioned garrison fortress believed to be Central Command for an imminent enemy counter-offensive. STRENGTH: SIX FULL DIVISIONS. It poses a major threat to the continuation of our advance and must be eliminated before the final offensive can begin.

The most efficient method to ensure the destruction of "Eagles Nest" is by sabotage, the fortress having a vast and comprehensive defence against armoured and troop assault. A previous attempt at sabotage has failed, but intelligence reports suggest that before the three man team were captured they managed to set up a network of explosive charges at key points throughout the fortress. It is not known if the locations of these charges have been discovered. Our intelligence sources have also managed to secure the plans for the ground floor.

OBJECTIVES:

Your objectives are to infiltrate the fortress and rescue the three captives before they break under torture. Causing maximum havoc and confusion, find and detonate the explosives on all floors. It is in your interest to investigate anything you find as you will need keys and passes for the fortress doors and lift. It is also in your interest to collect any art treasures and jewels you find from the Commanders private collection. You will find ammunition dumps inside - carry no more than you need. Be careful in confrontations - loose shots could detonate the vast hoards of explosives stored in the many rooms. This will not destroy "Eagles Nest", it will merely terminate your mission.

Our main offensive will start at "E" PLUS FOUR HOURS, by which time you should have completed your mission.

GOOD LUCK - we are depending on you.

CONTROLS:

Use a joystick in Port 2

ORIGINALLY RELEASED BY

PANDORA

CREDITS

Officer in charge of code: Cpt. ANDREW CHALLIS

Officer in charge of graphics: Lt. R. CHAPMAN

Military Band: Sgt. H. MAD

Textuals and shots: GENERAL S. J. DANIELS



PLAYERS - Mercury House, Calleva Park,
Aldermaston, Berks. RG7 4QW.

PRODUCED FOR PLAYERS SOFTWARE BY
RICHARD PAUL JONES
©PLAYERS 1988