

JOE BLADE IS BACK
MORE MUSCLE MORE ACTION!
 The streets are crawling
 with punks, thugs and muggers!
 Only one man can clean
 up this city.
 That man is **JOE BLADE**.
 By Kevin Parker &
 Colin Swinbourne.

Suitable for all
 CBM 64/128K machines
 PRODUCED BY:
 RICHARD PAUL JONES
 © PLAYERS 1988

CBM 64/128

JOE BLADE II

PLAYERS

COMING SOON

POWERPLAY
 THE GAME OF THE GODS

You control 4
 powerful warriors
 fighting to the
 death within the
 temple of Apollo.

A stunningly
 original quiz game,
 for one to
 four players.

"This is what a
 trivia game
 should be"
 Zzap 64 95%
 "Great for parties.
 Truly brilliant."
 CCI

SILVER MEDAL

STREET DATE
 OCTOBER 1988

OUT NOW

JOE BLADE
 'Definitely one for
 the collection.'
 ZZAP SILVER
 MEDAL 92%

TOAD FORCE
 'The game is
 extremely well
 presented.
 Toad Force proves
 to be highly
 satisfying.'
 ZZAP 64: 83%

SWORD SLAYER
 "As a semi-
 humorous budget
 hack'em-up,
 it's brilliant!"
 ZZAP 64

PLAYERS

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ZAP PAK £4.95 each. UK post free

JOE BLADE & CRAZY COASTER	DISC ☐
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SWORD SLAYER

OUT NOW!

HAIL SPARTACUS!
The Ultimate Gladiator.

Enter the arena and take on the Emperors finest warriors.

Then make your bid for freedom.

"but as a semi-humorous budget hack'em up, it's brilliant!"

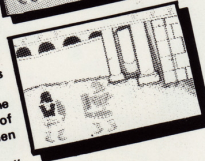
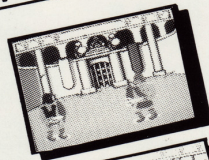
"but a stab in the face from the first gladiator's trident is one of the goriest sights I've ever seen on a Commodore."

"had me in fits of laughter."

ZZAP 64

FEATURES TWO PLAYER ACTION

**GIANT
GRAPHICS**



JOE BLADE 2

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.

THE STORY

The year is 1995, the setting London. The streets are crawling with punks, thugs and muggers! The ordinary urbanite masses remain prisoners in their crumbling homes, too terrified to venture outside, into the crime ridden inner-city horrorscape beyond their front doors.

Only one man can clean up this city... That man is JOE BLADE.

Joe Blade - teenage pin up and pop idol, media celebrity, hero of the people, defender of the flag, helper to those less fortunate than himself. Mean tough and fearless, his very name strikes fear into the cold hearts of every punk, thug and mugger.

THE MISSION

You are Joe Blade... Using only your skills of hand to hand combat you must clean up the city.

The punks wear armour to protect themselves from each other, so in order to kill a punk you must kick him in the head, this is achieved by jumping over him (not too easy as the punks like jumping too). You do not have to kill all the punks, once you have killed about 60 the remaining punks will get the message, and repent of their evil deeds, and become decent law abiding citizens.

Not only must you kill your daily quota of punks, you must also rescue sixteen citizens who have foolishly ventured onto the streets. To rescue a citizen you must walk into him, then solve one of four subgames:

Subgame one

You must complete the sequence 1,2,3,4 by pressing FIRE when the correct number appears. Be careful you can not select a number when it is fading out.



Subgame two

As with subgame one you must complete the sequence 1,2,3,4 however this time by swapping numbers, press FIRE when the desired pair of numbers are flashing.



Subgame three

In this subgame you are presented with two sets of jumbled numbers. You only have to complete one 1,2,3,4 sequence, either top or bottom, by swapping numbers between the two. When the desired pair of number icons are flashing press FIRE.



Subgame four

In subgame four you are presented with an ever changing number icon and four jumbled numbers, the object of this sequence is to swap the changing number with the flashing number to form the sequence 1,2,3,4. When the desired pair of number icons are flashing press FIRE.



Scattered around the city you may find items such as bins and clocks which will help you in your mission.

CONTROLS

Use a joystick in Port 2. Use SPACE to pause the game (you can not pause during subgames).

JOE BLADE CREDITS

Game code: Kevin Parker
Original Code and graphics: Colin Swinbourne
Textuals and shots: Simon 'SKY' Daniels

Also available on Spectrum and Amstrad, coming soon on Atari ST, Amiga and Atari XE/XL.

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



PRODUCED FOR PLAYERS SOFTWARE
BY RICHARD PAUL JONES
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