

CBM 64/128

JOE BLADE

PLAYERS

Terrorists have kidnapped 6 world leaders. You, Joe Blade, their only hope, must enter Bloodfingers base, liberate the hostages, prime the explosives and make your escape.

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



CBM 64/128

JOE BLADE



GALLUP No.1

PLAYERS

COMING SOON

Fungus II



Karl Hörnell's track record speaks for itself, with games such as CLEAN UP SERVICE, TOAD FORCE and FUNGUS. After a short break he has returned to the C64 to forge his latest masterpiece, FUNGUS II.

A game of classic dimensions which will go down in the great Commodore archives as one of the all time greats.



AVAILABLE SOON

OUT NOW

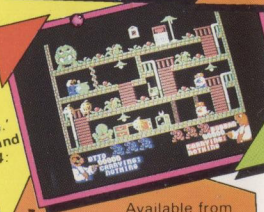
FUNGUS
'Addictive and compulsive.'
'The whole program is slick and very well presented.'
ZZAP 80%



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

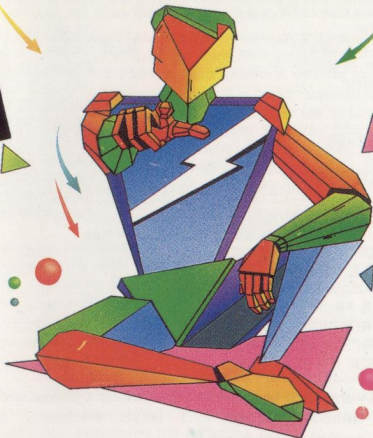


CLEAN UP SERVICE
'Those wacky pair of cleaners, Boban and Otto are back again to create havoc on your Commodore. Great graphics and sound.'
ZZAP 64: 80%



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:

**RICHARD PAUL JONES
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 COLLECTION

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

JOE BLADE	CASSETTE ☐
SHANGHAI KARATE	NEW CASSETTE ☐
CLEAN UP SERVICE	CASSETTE ☐
TOAD FORCE	CASSETTE ☐
FUNGUS	CASSETTE ☐
RADIUS	CASSETTE ☐
SWAMP FEVER	CASSETTE ☐
DEVIANTS	CASSETTE ☐
HOLLYWOOD POKER	CASSETTE ☐
TANIUM	CASSETTE ☐
DIZZY DICE (FRUIT MACHINE)	CASSETTE ☐

ZAP PAK £4.95 each. UK post free

JOE BLADE & CRAZY COASTER	DISC ☐
DEVIANTS & TANIUM	DISC ☐
DESERT HAWK & CLEAN UP TIME	DISC ☐
FUNGUS & FRUITY	DISC ☐
RONALD RUBBERDUCK & AURIGA	DISC ☐
TOAD FORCE & VELOCIPEDE	DISC ☐
VELOCIPEDE II & ELECTRIX	DISC ☐

Dear Players, please send me the game/s indicated in the section above. 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 9QW.

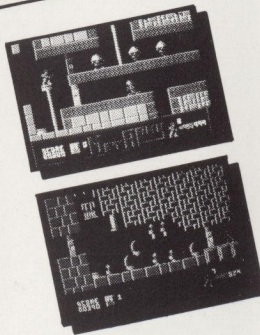
METAL Army

COMING SOON!

Only one marine stands between the Metal Army and their evil plans of total world domination. That marine is YOU!

CODE BY:
MARK HADEN

A SPECTACULAR COMBAT MISSION



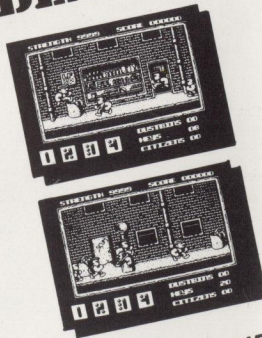
FROM THE AUTHOR OF JOE BLADE

COMING SOON! JOE BLADE II

Yes he's back in the long awaited sequel to the Spectrum classic JOE BLADE.

The year is 1995. The setting London. The streets are filled with punks and muggers. Ordinary citizens are held prisoner in their own homes, too frightened to venture outside.

ONLY ONE MAN CAN CLEAN UP THE CITY... THAT MAN IS - JOE BLADE -



JOE BLADE 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

In an ambitious raid a gang of vicious terrorists led by the infamous Crax Bloodfinger have kidnapped six world leaders, demanding thirty billion dollars ransom for their safe release. Of course, the governments concerned have refused to pay and as the deadline draws nigh they decide to take the only course of action left open to them: SEND IN JOE BLADE. Joe Blade - teenage pin up and pop idol, trained in a Tibetan monastery. Mean, tough and fearless, his very name strikes fear into the cold hearts of every gangster, assassin and drug baron.

THE MISSION

You are Joe Blade...

Armed only with a light semi-automatic machine gun, you must infiltrate Bloodfinger's massive fortified HQ, situated in an un-named Central American country.

Bloodfinger's base is heavily guarded by his private uniformed army and underworld henchmen, contact with which will drain your strength.

The stronghold is also protected by 6 booby-trapped explosive devices, all of which must be activated giving you twenty minutes to find all the hostages and reach the exit before they detonate, destroying the fortress.

To activate these explosives you have to rearrange the access code into alphabetical order using left, right and fire to swap the letters.

Scattered around are various pieces of equipment and supplies that may be used to your advantage.

THE CONTROLS

Use a joystick in port 2.

CREDITS

ORIGINAL DESIGN & GRAPHICS: COLIN SWINBOURNE

C64 CODE: CHRIS JOHNSON & KEVIN PARKER

ORIGINAL MUSIC: GARY BIASILLO

TEXTUALS & STORY: SIMON DANIELS

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



PRODUCED FOR PLAYERS SOFTWARE BY
RICHARD PAUL JONES
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