

Fire-Fish HQ, have lost contact with the undersea mining complex Atlantic Five.

We believe our arch enemies, The Snake Brothers and their reptilian henchmen have over run the base. Shark, the ultimate underwater combat experience.

SPECTRUM SCREENS

Suitable for
C64 & C128



CBM 64/128

SHARK



CBM 64/128

SHARK



OUT NOW

TASKFORCE
Mercenaries led by Snake Gantree have over-run a top-secret South-Pacific Airforce base. In less than five hours, Snides men will have hacked the targeting computers controlling the bases cruise-missiles. Our only hope is to send in The Taskforce, a state-of-the-art, jet-fighter, bristling with superior fire power. Features include, exciting sub-game, 128k music, stunning sound effects and up to 30 sprites on screen, animated backdrops and ground defences.

Out now on Spectrum.
Out Soon on C64 & Amstrad.
Code by Sonja Knight.
Graphics by Richard Beston.



OUT NOW



SUBWAY VIGILANTE
The London Underground has degenerated into a battleground. Opposing gangs of punks, pushers, dealers and muggers fight for supremacy over the city's key stations.



STREET CRED FOOTBALL
An excellent five a side soccer simulation. SCF features great sound effects, 128k music and great toony action. Special guest appearance by Joe Blade.



STREET CRED BOXING
Joe Lebrinski's famous lower-East-side boxing gym is under threat. He needs \$50,000 to save the building from a consortium of evil yuppie executives.



PLAYERS PREMIER
WANTS YOU!

Players Premier is a new label specialising in premium quality recreational software for all the popular home computers. We require top machine code programmers, artists and computer musicians to work on original titles, conversion projects, or to complete work in accordance to a design brief. To find out what PLAYERS PREMIER can offer you, call (07368) 77421 or write to Simon Daniels, PLAYERS PREMIER, Mercury House, Colwyn Park, Alderminster, Berks, RG7 4QW.



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TITLES AVAILABLE ON CASSETTE Only £1.99 each
BBC/ELEC C16 C64 SPEC CPC

JOE BLADE 2	☐	☐	☐	☐	☐
JOE BLADE	☐		☐	☐	☐
STREET GANG			☐	☐	☐
SWORD SLAYER			☐	☐	☐
SHANGHAI WARRIORS			☐	☐	☐
SHANGHAI KARATE			☐	☐	☐
PSYCHO CITY			☐	☐	☐
EAGLES NEST			☐	☐	☐
TOMCAT	☐	☐	☐	☐	☐

TITLES AVAILABLE ON CASSETTE Only £2.99 each

	BBC/ELEC	C16	C64	SPEC	CPC
SHARK			☐	☐	☐
WAR MACHINE			☐	☐	☐
MUTANT FORTRESS			☐	☐	☐
MOVING TARGET			☐	☐	☐
COBRA FORCE			☐	☐	☐
SPOOKED			☐	☐	☐
STREET CRED' FOOTBALL			☐	☐	☐
TASK FORCE		☐	☐	☐	☐
SUBWAY VIGILANTE	☐		☐	☐	☐
STREET CRED' BOXING			☐	☐	☐

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

NAME.....
ADDRESS.....

POSTCODE.....

Send this order to: Players (Mail Order Dept.), Mercury
House, Calleva Park, Aldermaston, Berks, RG7 4QW.

OUT SOON! JOE BLADE III



In 1987 PLAYERS
brought you
JOE BLADE!

He was back
in 1988 with
MORE MUSCLE &
MORE ACTION

In November PLAYERS PREMIER
will launch JOE BLADE III
on an unsuspecting world.



RE-RELEASES WE'VE GOT JOE BLADE

"He's here, and
they've given him
his gun back"

WE DON'T NEED

LOOK OUT FOR..... LOS ANGELES DRUGS BUST

Grab that UZ! This time you won't need
a search warrant

LOST EDGES

A SUBTERRANEAN NIGHTMARE!!!

SAIGON COMBAT UNIT

THE HARDCORE MARINE CORP
BACK IN ACTION KICKING SOME BUTT

OUT SOON ON PLAYERS PREMIER

JOE BLADE SAYS NO TO RE-RELEASES

LOADING INSTRUCTIONS

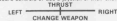
Spectrum: Rewind the tape to the beginning of side A, then type LOAD ""
"" (ENTER). 128K owners use the loader option.
Amstrad: Rewind the tape to the beginning of side A. 484 hold down
CTRL and tap the small ENTER key. C64/6128 type I (shifrad @) TAPE
(ENTER) then type RUN"" (ENTER).
Commodore 64/128: Hold down SHIFT and tap the RUN/STOP key.
128K owners ensure the machine is in 64K mode.
Please follow all on screen prompts.

THE STORY

The evil alien snake brothers, Jim and Quintin have over-run our top
secret undersea base Atlantic 5. As the pilot of the amazing prototype
submersible, The Shark, you have been chosen to liberate the base from
reptilian hands.

CONTROLS

C64 owners use a joystick in port 2. Spectrum and Amstrad owners may
redefine keyboard controls or use a joystick of their choice.



FIRE (tapped) fire laser
FIRE (held) fire selected weapon

LEVEL 1: The 3 reactors depicted by heavy machinery at the right of the
screen must be destroyed to gain entrance to the next level.
LEVEL 2: You must explore this level and find the entrance to the snake
brothers lair.
LEVEL 3: The lair itself. On entering this level you will notice that one of
the snake brothers (Jim) has escaped, however, you must kill the
remaining brother in order to complete the game. On the C64 version
your auto-pilot and combat computers will kick-in at this point, you can
sit back and watch Quintin get what he rightly deserves.
Initially your craft is armed with a small phased plasma armour piercing
laser weapon, which may be up-graded, and twenty wire guided
torpedoes and fifteen high power impact mines. You may also collect
bouncing bombs, a plasma blaster, shield, extra energy and a high power
generator. These objects are dropped by exploding enemy craft. Contact
with enemy craft will result in energy drain.
The panel displayed at the top of the screen will give you the following
essential information: Energy Level, Weapon System in use, Score,
Lives left, Remaining Weapons. Textual information is displayed under
this panel.

CREDITS

Original concept & design
Spectrum code
Spectrum graphics
Amstrad code & graphics
C64 code & graphics
C64 music
AY music
AY player
280 loading screens
Artwork
Logo
Mastering
Mail order
Textuals, story & shots
Inlay production

Production

Sonia Knight
Paul Griffiths
Jabba
Richard Cooke
Philip Ruston
Digital Light & Magic
Ian Sheridan
Andy Severn
Jabba
Peter Austin
J.J. Clark
Karin Parker
Sunglasses McCann & Solinda
Simon 'Wildcard' Daniels
Pete, Jon, Si, Steve T,
Steven Dee, Simon & Mike

Simon Daniels



I don't believe it! Yet another Crazy Players Title
Duplication, Design & Print by Interceptor Limited
Check your local stockist for future titles.

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PLAYERS - Mercury House, Calleva Park,
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