



Mercenaries led by the evil Snide Gantree have over-run our top-secret South Pacific Air-Force base.

In less than four hours, Snide will be in control of the bases awesome cruise missile-arsenal. Earths only hope is The Task-Force, a state-of-the-art jet fighter bristling with destructive firepower. Blasters, shields and multi-directional missiles. Suitable for C64 & C128

© 1989



CBM 64/128

**TASKFORCE**



CBM 64/128

**TASKFORCE**



**OUT NOW**

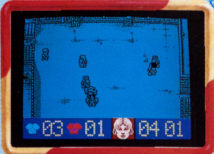
**STREET CRED' FOOTBALL**  
An excellent five a side street soccer simulation. First select your crack team from twenty-four different street-wise kids. Street Cred' Football includes an authentic smooth scrolling pitch. The game allows you to alter the match length, change the start positions of your team members, it even lets you redefine the pitch colour. SCF features great sound effects, 128K music and great footy action.

\*\*\*\*\*

SPECIAL GUEST APPEARANCE BY

**JOE BLADE**

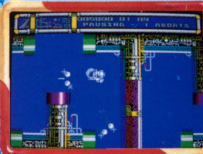
SCF : Out now on Spectrum & Amstrad, coming soon on Commodore 64.  
Code : Andy Severn  
Graphics : Jabba Severn and Colin Swinbourne.



**OUT SOON**



**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.



**FIRE-FISH**  
Fire Fish HQ have lost contact with the undersea mining complex: Atlantic Five. The ultimate underwater combat experience. Game design by Sonja Knight.



**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!

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| JOE BLADE         | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
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| SWORD SLAYER      | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
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| SHANGHAI KARATE   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
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| SKATEBOARD        | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

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| TASK FORCE            | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SUBWAY VIGILANTE      | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| STREET CRED' BOXING   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

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indicated. I have enclosed a cheque/postal order  
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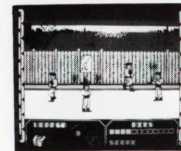
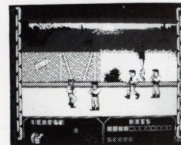
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Send this order to: Players(Mail Order Dept.), Mercury  
House, Calleva Park, Aldermaston, Berks. RG7 4QW.

OUT NOW ON PLAYERS £1.99

# SHANGHAI WARRIORS

Mercenaries led by the  
evil 'Snide Gantree' have  
stolen a US Navy  
submarine, threatening  
to devastate the worlds  
capitals with its  
awesome arsenal of  
nuclear destruction.  
Only you stand in his  
way.



PROFESSIONAL 5-A-SIDE



★ Coming soon ★  
from the author of  
**STREET CRED' FOOTBALL**

**TASKFORCE LOADING INSTRUCTIONS**  
**SPECTRUM:** 48K owners type LOAD "" (ENTER). 128K users  
select the LOADER option from the menu.  
**AMSTRAD CPC:** 464, hold down CTRL and tap the small ENTER  
key. 664/6128: Type I (shifted @ ) TAPE (ENTER) the type RUN"  
(ENTER).  
**COMMODORE 64/128:** Hold down SHIFT and tap the  
RUN/STOP key. 128K owners ensure that it is in C64 mode.  
*When loading please follow all on screen instructions.*

**AMSTRAD/SPECTRUM**  
Once the game has loaded you will be presented with a title  
page. From this menu you may select the control method  
device of your choice: Joystick or Keyboard.  
You start the game just outside the fortress, you must explore  
the base, searching for the missile activation icons, once one  
of these has been located you will be presented with a  
subgame: You must transfer all the coloured discs from one  
area to another, within the time limit, however you can not  
place a larger disc over a small one.  
You may also come across extra weapon payloads, shields and  
energy packs, these may be used to your advantage.  
Part of the complex is hidden behind, a camouflaged blast  
wall. At the fortress lowest point, you should use a powerful  
weapon on the East wall.

**CONTROLS**  
Thrust : Joystick up or thrust key  
Fly Left : Joystick left or left key  
Fly Right : Joystick right or right key  
Fire Blasters : Tap joystick fire button or tap fire key  
Fire Selected Weapon : Hold down joystick fire or hold down fire key  
Select Weapon : Pull down on joystick or select key

**C64/128**  
Once the game has loaded press fire to start the game. You  
must battle your way through twenty well defended caverns,  
before finally facing a massive end of level guardian. Once  
this has been destroyed you will be transported to the next  
level. Your fighter is equipped with a number of weapon  
systems, you may alternate between the available weaponry  
by tapping the spacebar. Your fighter's weapon payload may be  
replenished by shooting the numbered oil drums scattered  
around the complex.

**CONTROLS** Use a Joystick in port 2  
Thrust : Joystick up  
Fly Left : Joystick left  
Fly Right : Joystick right  
Fire Blasters : Joystick fire button  
Select Weapon : Space Bar

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

**TASKFORCE CREDITS**  
Original Concept : Sonja Knight  
Spectrum Code : Sonja Knight  
Spectrum Graphics : Richard Beston and Jabba Severn  
Z80 Loading Pic : Richard Beston  
AY Music : Ian Sheridan  
AY Music Player : Andy Severn  
C64 Code and Graphics : Phillip Ruston  
C64 Music : Digital Light and Magic  
Product Co-ordination : Simon Daniels  
Inlay Production Team : Mike, Karen, Si, PJA, Steve & Jon



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