



Seriously destructive combat action. The alien queen and her breeders must die. If you fail her legions will swarm across this system bringing a wave of death and destruction in their wake.

As one of our most experienced combat marines, you have been selected for this very dangerous mission. You've been issued with an extremely powerful plasma blaster and impact grenades. Your main objective: Destroy the alien base.

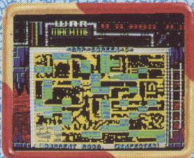
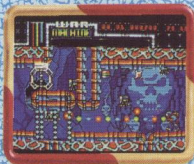
WAR MACHINE features legions of technomilitary adversaries, evil bio-mechanoid blood suckers and armour stripping acid baths.

Suitable for use on Commodore 64 or C128 with tape deck. Atari screens shown.

©1989



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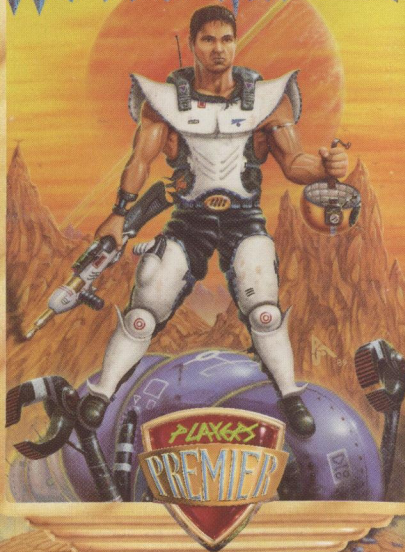
CBM 64/128

WAR MACHINE



CBM 64/128

WAR MACHINE



OUT NOW

COBRA FORCE:

Seriously destructive air to air and air to ground combat. CF features include; full colour scrolling, a range of additional weaponry and addictive gameplay. Out on Spectrum, C64 and Amstrad.



MOVING TARGET:

Penetrate the evil dukes fortified underground fortress, kill as many enemy soldiers as possible then destroy the base. Out on Spectrum, C64 and Amstrad.



MUTANT FORTRESS

'Is the biggest and best thing Players have ever done, apparently. Looking at the screen shots we almost feel inclined to agree'.



SINGULAR

AUGUST 89 ISSUE

OUT SOON



SPOOKED

You're a die-hard mercenary and part-time ghoulish hunter, but now you're well and truly spooked. WATCH OUT FOR THE SPOOKY OLD MAN. Out on Spectrum and CPC. Out soon on C64



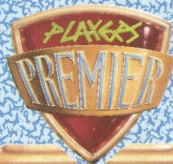
SUPER LEAGUE

Has to be the ultimate football management game. Includes organised crime, crowd violence, stadium improvements and membership cards as well as all the traditional features.



SHARK

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



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

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or write to Simon Daniels,
PLAYERS PREMIER,
Mercury House,
Calleva Park,
Aldermaston,
Berks, RG7 4QW.

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JOE BLADE		☐	☐	☐
SREET GANG		☐	☐	☐
SWORD SLAYER		☐	☐	☐
SHANGHAI WARRIORS		☐	☐	☐
SHANGHAI KARATE		☐	☐	☐
POWERPLAY		☐	☐	☐
EAGLES NEST		☐	☐	☐
TOMCAT	☐	☐	☐	☐

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C16 C64 SPEC CPC

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.....

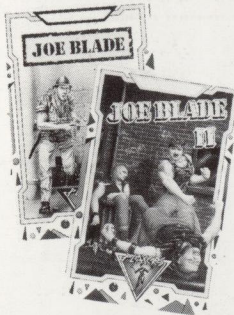
.....

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.



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

WE DON'T NEED

RE-RELEASES WE'VE GOT JOE BLADE

LOOK OUT FOR.....

★ LONDON ★ PARIS ★ LOS ANGELES ★

INTERNATIONAL DRUGS BUST

*Grab that UZI: This time you won't need
a search warrant*

LOST CAVES

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: 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.

We have recently lost all contact with our mining installation on the asteroid **XR27B**. Evidence suggests that our sworn enemies the **Alien Syndicate** are responsible. If they gain control of this strategically important base there will be nothing to stop them swarming across this entire system, bringing a wave of death and destruction in their wake.

You have been selected for this very dangerous mission: The alien queen and her breeders must die. You will be 'beamed' down to the surface of the planet. Your main objective is to prevent the base falling into alien hands, all equipment must be destroyed, and as many aliens as possible killed. You must also locate four parts of a top secret weapon, which is needed to kill the evil queen, these pods may be found scattered around the complex.

THE GAME You, the player can control your character using a standard joystick or keyboard controls, by manipulating the stick you can make your character perform the following functions;

Controls with fire held

JUMP UP or CLIMB UP		JUMP UP and FIRE	
JUMP LEFT	JUMP RIGHT	FIRE DIAGONAL LEFT	FIRE DIAGONAL RIGHT
WALK LEFT	WALK RIGHT	FIRE LEFT	FIRE RIGHT
CLIMB DOWN		FIRE DIAGONAL LEFT	FIRE DIAGONAL RIGHT

Certain pieces of heavy machinery can not be destroyed using your standard weapon. You will have to use grenades to destroy these objects. Grenades are fired by pressing **SPACE**.

When climbing a ladder or wall, you must position your character at the base of the ladder or wall, then push up on the joystick. When playing the game for the first time, you may find this procedure a little tricky, we suggest you practise this a few times before getting stuck into the game.

Objects such as extra lives, ammunition and keys may be found scattered around the base, these are collected by walking over them.

The display panel provides the following essential information;

Pod parts collected (all four pod parts must be found),
Ammunition remaining, Grenades remaining, Protective suit status, Scrolling information display, Security droid shield status, Lives left, Score, Keys held, Time remaining

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

CREDITS

Original design & concept
Amstrad code & graphics
Spectrum code & graphics
C64 code & graphics
16 bit code & graphics
C64 music
Spectrum 128k music
Spectrum loading screen
AY player & conversion
16 bit music
16 bit music samples
Food supplied by
Videos supplied by

Ian Thompson
Ian Thompson
Nigel Speight
Mark Bishop
Wise Owl Software
Mark Bishop
Sonic Graffiti
Jabba Severn
Andy Severn
Paul Harris
Bard Iveson
Mrs Roll
Gerard

Artwork & logo
Mastering
Mail order

Peter Austin
Kevin Parker
Sunglasses McCann
& Belinda

Textuals, story & shots
Inlay production

Simon 'Wild Man' Daniels
Pete, Jon, Si, Steve T.
Stevee Dee, Simon & Mike

Production

Simon Daniels

Duplication, Design & Print by Interceptor Limited.
CHECK YOUR LOCAL STOCKIST FOR FUTURE TITLES
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Okay.

Try to be a little more sensitive.