

LOADING THE GAME

SPECTRUM: 48K owners type LOAD** (ENTER). 128K owners select the LOADER option from the menu.

AMSTRAD CPC: 464 hold down CTRL and tap the small ENTER key.

664/6128: Type |(Shifted @) 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.

THE STORY

It was midnight as Elf crept back to the dying embers of the fire, where earlier that evening the old black witch had been burnt along with her belongings. Everything had surely been destroyed, her potions, charms and spell books lay in ashes. Elf's heart was thumping as his eyes scoured the charred remains. There it was! The legend was true! The book of immortality could not be destroyed. Elf turned the pages of the ancient manuscript.

THE GAME

The object of the game is to collect four potion bottles and take them to their corresponding magic cauldron.

Falling into water or onto spikes will cause your premature death, as will coming into contact with the many different adversaries which roam the domain. Some enemy characters need weapons to destroy them, others are invincible. Elf starts his quest with only his trusty long bow and a quiver full of arrows.

On his quest Elf may find a number of useful weapons. These include additional arrows for his long bow, wooden staffs, stealth axes and the all powerful staff of destruction. Other objects include shields, health enhancing food and items of treasure.

After filling certain cauldrons the magic will effect the domain and strange changes may occur, walls may disintegrate or new lifts may be formed.

CONTROLS

JUMP UP

WALK LEFT  WALK RIGHT

ENTER DOORWAY

SPECTRUM/AMSTRAD: Use a joystick or keyboard controls.
Use keys 1,2,3,4 & 5 to select a weapon for use.

C64: Use a joystick in port 2, use the space-bar to alternate between 'weapon selection' and 'arrow direction' icons then pull down on the joystick. Run/Stop pauses the action.

ELVEN WARRIOR CREDITS

ORIGINAL DESIGN	DUNCAN KERSHAW
ORIGINAL MUSIC	SONIC GRAFFITI
C64 CODE & GRAPHICS	DUNCAN KERSHAW
C64 MUSIC PLAYER	SONIC GRAFFITI
Z80 CODE	B.C.P
Z80 GRAPHICS	JABBA SEVERN
AY PLAYER & CONVERSION	ANDY SEVERN
LOADING SCREENS	JAMES KING
STORY	DUNCAN KERSHAW
OTHER TEXTUALS & SHOTS	SIMON DANIELS
ARTWORK & LOGO	JON CLARK
INLAY PRODUCTION	MIKE,PETE,SIMON,SI, JOHN, STEVE T & STEVE D
MASTERING	KEVIN PARKER
MAIL ORDER	BELINDA & SUNGLASSES McCANN
PRODUCTION	SIMON 'MOONCHILD' DANIELS



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MOVING TARGET	☐	☐	☐	
COBRA FORCE	☐	☐	☐	
SPOOKED	☐	☐		
STREET CRED' FOOTBALL	☐	☐	☐	
TASK FORCE	☐	☐	☐	☐
SUBWAY VIGILANTE	☐	☐	☐	
STREET CRED' BOXING	☐	☐	☐	

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JOE BLADE III

LOOK OUT FOR.....

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*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

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**

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