

LOADING INSTRUCTIONS

Spectrum: Rewind the tape to the beginning of side A, then type **LOAD " " (ENTER)**. 128K owners use the loader option, However +2A owners must load the game from 48k Basic.

Amstrad: Rewind the tape to the beginning of side A. 464 hold down **CTRL** and tap the small **ENTER** key. 664/6128 type **I (shifted @) TAPE (ENTER)** then type **RUN" (ENTER)**.

Commodore 64/128: Rewind to beginning of side A and 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

Take on the role of Brad, post-apocalyptic truck driver and all-round hard guy. Evil mutants have stolen the only thing you really care about. The muties stole your truck, and now you're well hacked off. You can not rest until you have reclaimed your property.

Battle your way through the zombie infested forest, then through the parched wasteland before reaching your ultimate objective, the Mutant Fortress itself.

THE GAME

C64 owners control Brad using a joystick connected in port 2. Amstrad and Spectrum users can either use a joystick or redefinable keys.

You must make your way to the far right of each level where you will go up against an evil end of level guardian, at the end of level 3 you must fight the evil knife wielding head mutie Quintin Smythe who was responsible for hijacking your truck.

Contact with a mutie, zombie or lizard-man will drain your strength, only in level 3 will the muties actually fire back at you.

Scattered around each level you will find extra weapons, ammunition, first-aid kits, body armour and other useful objects. Avoid nuclear waste drums, mines and man traps, these will deplete your energy. The display scrolls in both directions so you can go back to collect any objects you may have missed.

Information is displayed at the bottom of the screen, this relates to your current weapon, strength, radiation level and ammunition.

CREDITS

Original design & concept
Spectrum code & graphics
Amstrad version
C64 code & graphics

Simon Daniels
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AY music
AY player & conversion
Z80 loading screens
Artwork
Logo
Mastering
Mail order
Textuals, story & shots
Inlay production

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Sunglasses McCann & Belinda
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Pete, Jon, Si, Steve T,
Stevee Dee Simon & Mike
Simon Daniels

Production



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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 BBC/ELEC C16 C64 SPEC CPC

JOE BLADE 2	☐	☐	☐	☐	☐
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SHANGHAI KARATE			☐	☐	☐
PSYCHO CITY				☐	☐
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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.....

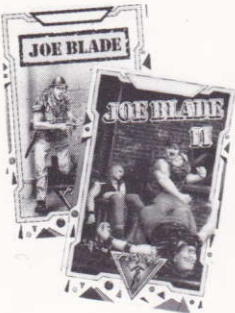
ADDRESS.....

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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.....

**LOS ANGELES
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

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