

LOADING INSTRUCTIONS

SPECTRUM:

48K; Rewind the tape to the beginning of side A. Type **LOAD** " " and press **ENTER**. The game should load automatically. Please follow all on screen prompts.

128K; Rewind the tape to the beginning of side A. Select **LOADER** option from the menu. The game should load automatically. Please follow all on screen prompts.

AMSTRAD CPC:

CPC 464; Rewind the tape to the beginning of side A. Hold down **CTRL** and tap the small **ENTER** key. The game should load automatically. Please follow all on screen prompts.

CPC 664/6128; Rewind the tape to the beginning of side A. Type **I** (shifted **@**) **TAPE (ENTER)**, then type **RUN** " (ENTER). The game should load automatically. Please follow all on screen prompts.

COMMODORE C64/128

C64; Rewind the tape to the beginning of side A. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

C128; Rewind the tape to the beginning of side A. Ensure the machine is in **64K** mode. Hold down **SHIFT** and tap the small **RUN/STOP** key. The game should load automatically. Please follow all on screen prompts.

COMMANDS All commands can use either a joystick or the keyboard (cursor key). You click with the FIRE button or the space bar.

1. **PLAY MODE** Upon entering the game it automatically defaults to **PLAY** mode.

In the game you make your choices on the control console visualised on your screen (see diagram). This console shows a pad of 8 keys (each corresponding to a screen), a confirmation key (C) and the two left and right arrows (L/R)

1234

5678

LCR

function keys on the screen control post to choose a function that corresponds to a screen above the console :

- Position the cursor over one of the keys
- Click on it to "press" the key (an LED will light up)
- To see the other screen views corresponding to this function key, click on the arrows until you see the screen that you want and once you have chosen, confirm in the same way as above.

- Click on the confirmation bar (C) to select the function represented in the corresponding screen.

NUMBER 1 - **MISSION ORDERS** showing the ten best scores
NUMBER 2 - **LEAVE GAME** to quit the game (automatic saving of the mission order)

NUMBER 3 - **CHANGE THE NAME OF A PLAYER** - on the identity disc on screen 3

Each of these identity discs corresponds to a payer.

When button 3 is selected, you choose one of the identity discs with the help of the arrows L or R and you erase the current name on the label by clicking on C

You can then input the new name : scroll the alphabet displayed over the ID disc using the commands LEFT/RIGHT. Click when desired character appears in the middle in inverse colour ;continue this way to complete the name ; end the input by selecting the ! symbol

ESC cancels the manipulation and displays the former name.

NUMBER 4 - CHOOSE AND CARRY OUT ROUTE

When button 4 is selected, you can choose one of several routes, with the aid of arrows L or R and confirm your selection using C.

Note : Only routes 1-4 will qualify for the mission. Route 5 (CCS) is reserved for a route made in construction mode.

NUMBER 5 - LOADING AND SAVING OF THE 10 BEST SCORES

When 5 is selected, you select one of the 2 disks named SAVE or LOAD with the arrows L or R and confirm by pressing C. You can only save your score if you obtained one of the 10 best.

NUMBER 6 - This key is of no use.

NUMBER 7 - CHECKING SCORES achieved by a player in all the games.

NUMBER 8 - CHECKING SCORES of the current game (displayed on screen 4). You can see the scores of the 5 best players in that game.

THE SCORES : For good management of these scores insert a new tape in the recorder as soon as the game is loaded. The actions (route, scores ...) always apply to the player whose name appears on the identity disc that can be seen.

MOVING THE GAME FIGURE : All actions of the game can be controlled using a joystick (directions and FIRE button) or the keyboard (cursor keys and space bar).

Pressing ESC abandons the route.

Starting position : STANDING :

Throw a grenade:UP, Dive:lying position, Run:right

Kneel down on one knee Space bar or Fire button : FIRE (only in the routes 3-5)

With each of these five actions, you enter a new mode which has its specific commands :

RUN : When you press (or move joystick right) while standing, the figure begins to run.

On this level pressing the space bar and (pressing the fire button and moving joystick right) simultaneously will entail following actions : JUMP over a low object, or GRIP

hold on a ladder (to progress, keeping fire button pressed), or GRIP hold on a cable, or GET OVER a wall (release to descend).

FIRE half turn: right, half turn: left, put gun away: down
(FIRE button = space bar)

THROW A GRENADE (only if you have picked one up) or take CLOSE COMBAT position

dodging walking backwards: up

to kick: left to punch: right

dodging on knees: down

Space bar or FIRE button = leave combat position

DIVE, LYING POSITION

Pushup: up

crawl: left crawl: right

pushup: down

Space bar or FIRE button = get back up to kneeling position

To crawl or to do 10 pushups, press the corresponding keys alternately (move joystick in the corresponding directions alternately)

KNEEL DOWN ON ONE KNEE

pick up a grenade and pull pin or take and put explosives: right in a box or set a charge to lie down flat on the stomach: down

Space bar or FIRE button = get up again (standing position)

Space bar or FIRE button = get up again (standing position)

For more information regarding the construction set, please send a S.A.E. to: Action Service, Players 90, Mercury House, Calleva Park, Aldermaston, Berksire RG7 4QW.



AN INTERNATIONAL
PRODUCT OF INFOGRAMES

© 1990
PLAYERS

PLAYERS PREMIER SOFTWARE

		SPEC	AMST	C64	C16	MSX	XL/XE	BBC/ELE
3D SNOOKER	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>
ARMED RETALIATORS	2.99	soon	soon	soon				
ASSAULT COURSE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
COBRA FORCE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
ELVEN WARRIOR	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
JOE BLADE III	2.99	<input type="checkbox"/>	<input type="checkbox"/>	soon				
LOST CAVES	2.99	<input type="checkbox"/>	<input type="checkbox"/>					
MIG BUSTERS	2.99	<input type="checkbox"/>	<input type="checkbox"/>					
MOVING TARGET	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
MUTANT FORTRESS	2.99	<input type="checkbox"/>	<input type="checkbox"/>					
SAIGON COMBAT UNIT	2.99	<input type="checkbox"/>	<input type="checkbox"/>					
SHARK	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
SPOOKED	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
STEEL EAGLE	2.99	soon	soon	soon				
ST. CRED BOXING	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
ST. CRED FOOTBALL	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
SUBWAY VIGILANTE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>
SUPER LEAGUE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
TASK FORCE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
THE RACE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
WAR MACHINE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

PLAYERS '90 SOFTWARE

		SPEC	AMST	C64	C16	MSX	XL/XE	BBC/ELE
ACTION SERVICE	2.99		<input type="checkbox"/>	<input type="checkbox"/>				
AMAZON RESCUE	2.99	soon	soon					
CAPTAIN BLOOD	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
CHAMPIONSHIP WATERSKI	2.99		soon					
JOE BLADE II	2.99						<input type="checkbox"/>	
PROHIBITION	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
MACADAM BUMPER	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
SPACE ACE	2.99	soon	soon	soon				
TOURNAMENT OF DEATH	2.99	soon	soon	soon				

All the titles listed should be available from your local stockist. However, if you are unable to obtain any specific Players title you may order them direct. Please send your order to:
 Belinda, The Mail Order Dept. 6 Mercury House, Calve Park, Aldermaston, Berks. RG7 4QW
 Dear Belinda please send me the games I have indicated. I have enclosed a cheque/postal order for:

£ _____

NAME _____

ADDRESS _____

POSTCODE _____

PLAYERS SOFTWARE

		SPEC	AMS	C64	C16	MSX	XL	BBC
Doodle Bug	£1.99		☐					
Dizzy Dice	£1.99	☐	☐	☐	☐	☐	☐	
Eagles Nest	£1.99	☐	☐	☐				
Joe Blade	£1.99	☐*	☐	☐		☐	☐	☐
Joe Blade II	£1.99	☐*	☐	☐	☐		☐	☐
Magic Clock	£1.99		☐					
Magic Maths	£1.99		☐					
Metal Army	£1.99	☐	☐					
Power Play	£1.99	☐	☐	☐				
Psycho City	£1.99	☐	☐					
Radius	£1.99		☐	☐				
Reflex	£1.99		☐		☐	☐		
Riding The Rapids	£1.99	☐	☐					
Shanghai Karate	£1.99	☐	☐	☐				
Shanghai Warrior	£1.99	☐	☐	☐				☐
Star Trooper	£1.99		☐					
Street Gang	£1.99	☐	☐	☐				
Sword Slayer	£1.99	☐	☐	☐				
Tanium	£1.99	☐*	☐	☐			☐	
Thing	£1.99	☐	☐					
Tomcat	£1.99	☐	☐	☐	☐			☐
Clean Up Time	£1.99			☐				
Deviants	£1.99	☐		☐				
Hollywood Poker	£1.99	☐		☐	☐	+4 only		
Fire Hawk	£1.99					☐		
Foot Volley	£1.99					☐		
Varmit	£1.99				☐			
Sea King	£1.99					☐		
Vestron	£1.99					☐		
Crimebusters	£1.99	☐						
Denizen	£1.99	☐						
Skateboard Con' Sys'	£1.99	☐						
Bubble Trouble	£1.99				☐		☐	
Excelsor	£1.99						☐	
Auriga	£1.99			☐	☐			
Autozone	£1.99				☐			
Guzzler	£1.99				☐			
Killapede	£1.99				☐			

* not +2a compatible

PLAYERS SOFTWARE, MERCURY HOUSE, CALLEVA PARK
ALDERMASTON, BERKSHIRE. RG7 4QW