

Terrorists led by the infamous Crax Bloodfinger have kidnapped six World Leaders. You, Joe Blade, must enter Bloodfinger's lair, liberate all six hostages, prime the explosives and make your escape.

I can't think of many better about us this year CRASH 84%  
DEFINITE 84% FOR THE COLLECTION  
EZAP - Silver Medal 92%  
Ridiculously addictive Joe Blade is the most enjoyable game I've played this month.  
COMMODORE USER  
©PLAYERS 1987



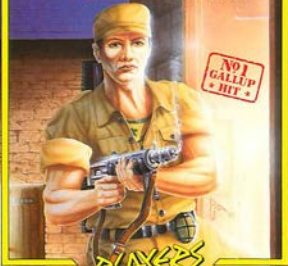
ATARI ST

JOE BLADE

PLAYERS

ATARI ST

# JOE BLADE



### LOADING INSTRUCTIONS

To load the game, insert the disc into the disc drive and press the reset button on your computer. The game will load automatically.

### THE STORY

In an ambitious raid a gang of vicious terrorists led by the infamous Crax Bloodfinger have kidnapped 6 world leaders, demanding 30 billion dollars ransom for their safe release.

Of course, the governments concerned have refused to pay and as the deadline draws near they decide to take the only course of action left open to them: SEND IN JOE BLADE.

Joe Blade — teenage pin up and pop idol, trained in a Tibetan monastery, a mean, tough fighting machine, whose very name strikes fear into the cold heart of every gangster, assassin, fence, and drug baron.

### THE MISSION

You are Joe Blade...

Armed only with a light semi-automatic machine gun, you must infiltrate Bloodfinger's massively fortified HQ and rescue the hostages. Bloodfinger's base is heavily guarded by his private uniformed army and underworld henchmen, contact with which will drain your strength.

The stronghold is also protected by 6 booby-trapped explosive devices, all of which must be activated, giving you twenty minutes to complete your task before Bloodfinger's lair blows up, taking you with it.

To activate these explosives you have to rearrange the access code into alphabetical order, using Left, Right and Fire to swap the letters.

Scattered around are various pieces of equipment and supplies that may be used to your advantage.

### CONTROLS

Use a joystick in port 1 to control Joe.

To pick up objects just walk over them.

Press CONTROL to pause.

Press CONTROL + ALTERNATE and the left hand SHIFT key to abort.

### CREDITS:

Written by: Kevin Parker  
Graphics: Robin Chapman  
Design: Colin Swinbourne  
Music: Mike Brown  
Produced by: Richard Paul Jones



Players Software, Mercury House, Calleva Park, Aldermaston, Berks. RG7 40W