

SHANGHAI KARATE LOADING INSTRUCTIONS

464: Hold down SHIFT and tap the small ENTER key.
664/6128: Type I (shifted @) TAPE (ENTER) then RUN" (ENTER).

THE LEGEND OF LO YIN

"Tell us a story honourable grandfather", the children sat around the old Japanese sailor. This was the old man's story.

The Changchun Academy was the most famous karate school in the whole of northern China, from where the karate masters taught their students from the sacred karate scrolls. Then one night, a disgraced former pupil, the evil Wang Chen and his army, slaughtered the Karate Masters and their pupils. Only Lo Yin survived, as he was studying the sacred scrolls at the time and managed to take them with him when he escaped.

Lo Yin knew that Wang Chen would not rest until he had the scrolls and he was right. Wang dispatched his finest warriors to bring back the scrolls. After many legendary fights, Lo reached Shanghai where he entrusted the scrolls to his old friend Derek who brought them safely to Slough where they remain to this day. According to the story, Lo was lured into a dragon temple and was never seen again.

THE GAME

In Shanghai Karate you take on the role of Lo Yin, in his epic journey from Changchun to Shanghai. In level one you play the part of Lo on the Great Wall, level two places you by the Yangtze river and in three the Loyang caves. If you reach level four you are given the chance to finish the story in the Dragon temple.

THE CONTROLS

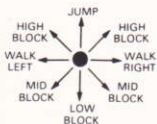
PLAYER 1: JOYSTICK

ABORT: DEL & ESC

PLAYER 2: KEYBOARD

SPEED 0-9, 0 fast, 9 slow.

LEVEL 0-5, 0 Two player mode, 1 Practise, 2-5 Main Game.



SHANGHAI KARATE CREDITS

CODE & GRAPHICS: IAN THOMPSON

TEXTUALS & STORY: SIMON DANIELS



**PRODUCED FOR PLAYERS SOFTWARE BY
RICHARD PAUL JONES
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Amstrad CPC cassette titles £1.99 each. UK post free

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| JOE BLADE | CASSETTE | <input type="checkbox"/> |
| SHANGHAI KARATE | <i>NEW</i> CASSETTE | <input type="checkbox"/> |
| TANIUM | <i>NEW</i> CASSETTE | <input type="checkbox"/> |
| REFLEX | CASSETTE | <input type="checkbox"/> |
| RADIUS | CASSETTE | <input type="checkbox"/> |
| DOODLEBUG | CASSETTE | <input type="checkbox"/> |
| RIDING THE RAPIDS | CASSETTE | <input type="checkbox"/> |
| DIZZY DICE (FRUIT MACHINE) | CASSETTE | <input type="checkbox"/> |

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- | | | |
|-------------------------------------|------|--------------------------|
| JOE BLADE & DIZZY DICE | DISC | <input type="checkbox"/> |
| SHANGHAI KARATE & TANIUM | DISC | <input type="checkbox"/> |
| RIDING THE RAPIDS & NUCLEAR HEIST . | DISC | <input type="checkbox"/> |
| TROLLIE WALLIE & SPACE ACE | DISC | <input type="checkbox"/> |
| CERBERUS & GUZZLER | DISC | <input type="checkbox"/> |
| MAGIC MATHS & MAGIC CLOCK | DISC | <input type="checkbox"/> |

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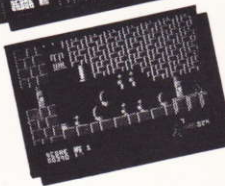
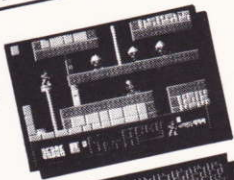
PLAYERS (Mail Order Dept.), Mercury House, Calleva Park, Aldermaston, Berks. RG7 9QW.

METAL *Army*

OUT NOW!

Only one marine
stands between the
Metal Army and
their evil plans
of total world
domination.
That marine is
YOU!

CODE BY:
MARK HADEN



**A SPECTACULAR
COMBAT MISSION**

FROM THE AUTHOR OF
JOE BLADE

COMING SOON!

JOE BLADE II

Yes he's back in
the long awaited
sequel to the
Spectrum classic
JOE BLADE.

The year is 1995.
The setting London.
The streets are
filled with punks
and muggers.
Ordinary citizens
are held prisoner
in their own
homes, too
frightened to
venture outside.



ONLY ONE MAN CAN CLEAN UP
THE CITY... THAT MAN IS
- JOE BLADE -

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