JOE BLADE 2
AMSTRAD LOADING INSTRUCTIONS

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

THE STORY

The year is 1995, the setting London. The streets are crawling with punks, thugs and muggers! The ordinary urbanite masses remain prisoners in their crumbling homes, too terrified to venture outside, into the crime ridden inner-city horrorscape beyond their front doors.

Only one man can clean up this city... That man is JOE BLADE.

Joe Blade - teenage pin up and pop idol, media celebrity, hero of the people, defender of the flag, helper to those less fortunate than himself. Mean tough and fearless, his very name strikes fear into the cold hearts of every punk, thug and mugger.

THE MISSION

You are Joe Blade... Using only your skills of hand to hand combat you must clean up the city.

The punks wear armour to protect themselves from each other, so in order to kill a punk you must kick him in the head, this is achieved by jumping over him (not too easy as the punks like jumping too). You do not have to kill all the punks, once you have killed about 100 the remaining punks will get the message, and repent of their evil deeds, and become decent law abiding citizens.

Not only must you kill your daily quota of punks, you must also rescue sixteen citizens who have foolishly ventured onto the streets. To rescue a citizen you must walk into him, then solve one of four subgames:

Subgame one

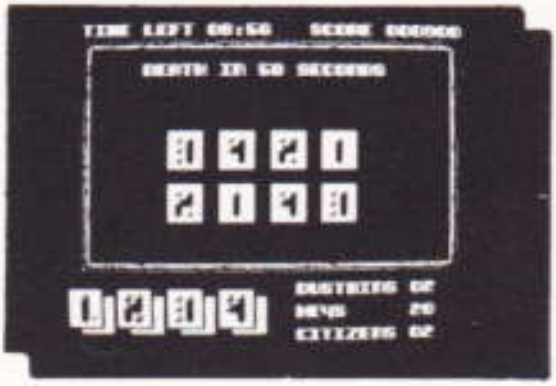
You must complete the sequence 1,2,3,4 by pressing FIRE when the correct number appears. Be careful you can not select a number when it is fading out.

Subgame two

As with subgame one you must complete the sequence 1,2,3,4 however this time by swapping numbers, press FIRE when the desired pair of numbers are flashing.

Subgame three

In this subgame you are presented with two sets of jumbled numbers. You only have to complete one 1,2,3,4 sequence, either top or bottom, by swapping numbers between the two. When the desired pair of number icons are flashing press FIRE.



Subgame four

In subgame four you are presented with an ever changing number icon and four jumbled numbers, the object of this sequence is to swap the changing number with the flashing number to form the sequence 1,2,3,4. When the desired pair of number icons are flashing press FIRE.

Scattered around the city you may find items such as bins and clocks which will help you in your mission. Press 1 on the menu for more information.

CONTROLS

You may use a joystick or Q,A,O,P and SPACE. ESC will pause the game (you can not pause during subgames).

JOE BLADE CREDITS

Game code: Kevin Parker
Original code and graphics: Colin Swinbourne
Textuals and shots: Simon 'SKY' Daniels

Also available on Spectrum and C64, coming on Atari ST, Amiga and Atari XE/XL.

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