JOE BLADE

THE STORY

In an ambitious raid a gang of terrorists led by the infamous Crax Bloodfinger have kidnapped 6 world leaders, demanding 37 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.

THE MISSION

Armed with only 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 mission before Bloodfinger's lair blows up, taking you with it if you're not careful.

To activate these explosives you must 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

ST owners use a joystick in port 1 to control Joe.
To pause the game press the CONTROL key.
To abort the game hold down the CONTROL & ALTERNATE and the left hand SHIFT key.

Amiga owners use a joystick in port 2 (not the mouse port).
To pause the game press the CTRL key.
To abort the game press the ESC key.

CREDITS
JOE BLADE

Original code, design and graphics: Colin Swinbourne
Amiga and ST code: Kevin Parker
Amiga and ST graphics: Robin Chapman
ST music: Gary Biasillo & Andy Severn
Amiga music: Mike 'House Master' Brown
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