

PREMIER SOFTWARE

PREMIER	SPEC	AMS	C64	C16	MSX	XL	BBC
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"/>	<input type="checkbox"/>			soon
LOST CAVES	£2.99	<input type="checkbox"/>	<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"/>	<input type="checkbox"/>			
SAIGON COMBAT UNIT	£2.99	<input type="checkbox"/>	<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"/>			
STREET CRED' FOOTBALL	£2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
STREET CRED' BOXING	£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"/>		
TASK FORCE	£2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
WAR MACHINE	£2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

PLAYERS '90

CAPTAIN BLOOD	£2.99	<input type="checkbox"/>	<input type="checkbox"/>	<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"/>

All the titles listed should be available from your local stockist. If you are unable to obtain specific Players, Players 90 or Players Premier titles you may order them direct.

Please send this order to Belinda, Players Mail Order Department, 6 Mercury House, Calleva Park, Aldermaston, Berkshire, RG7 4QW.

Dear Belinda Please send me the game/s indicated, I have enclosed a cheque/ postal order for £

Please make cheques payable to Interceptor Ltd. Price includes post and packaging.

NAME

ADDRESS

POST CODE

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 **48K basic** from the menu. Type **LOAD** and press **ENTER**. 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: 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.

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	□						
Lenizen	£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

MACADAM BUMPER – AMSTRAD

A flipper game on AMSTRAD of a stunning realism. The player can even set the parameters.

CONFIGURATION This software functions on the computers AMSTRAD CPC 464, CPC 664 or CPC 6128.

LOADING THE PROGRAM

Press the keys CTRL and ENTER (on the number pad) simultaneously and press the PLAY button on your recorder.

THE GAME

EXIT CORRIDOR LEFT

If the ball passes through this corridor, the arrow showing downwards, it continues on its way.

However if the arrow shows upwards, the ball will be sent back into the game.

The arrow will be orientated upwards, as soon as you switch off the 6 aims.

EXIT CORRIDOR RIGHT

If the ball passes through this corridor, the SPECIAL light flashing, you will get an extra game.

To make it flash, the 6 aims and 5 corridors at the top have to be switched off.

BONUS

One of the special features of MACADAM BUMPER is a corridor collecting bonuses where balls fall into, each representing 500 bonus points. Every time you switch off an aim or a corridor at the top, or move up into the EXTRA BALL corridor, a ball will fall into this collecting corridor. When it is full, the bonus multiplier (factor) will be

incremented by 1.

A full corridor is 5,000 points worth. Beware, if you TILT, you will lose all obtained bonuses. The bonus factor is displayed at the end of the bonus corridor.

FREE GAME There are 3 ways to get free games :

- Thanks to the SPECIAL
- The points : every 50,000 points, you will get a free game.

– The lottery

EXTRA BALL

To obtain an extra ball, you will have to switch off the EXTRA BALL corridor. Just climb this corridor 3 times. The fourth time, the ball will be blocked and you will get your EXTRA BALL.

SHAKING Shaking will affect the ball by changing its trajectory. The flipper moves on the screen according to how (often) the player shakes the board. Beware, the flipp is very sensitive, and you could TILT. If you want to diminish its TILT sensitivity, refer to the section SET PARAMETERS.

COMMANDS

BETWEEN GAMES :

- V: coin up (introduce a coin)
- SPACE : sets a game
- < or > start a new game
- 0 (number pad) Access to the parameters
- CTRL V displays the best score

WHEN LAUNCHING THE BALL :

- compresses the spring
- ← relaxes the spring
- SPACE releases the spring abruptly

AFTER LAUNCHING :

- Z controls the left flip**
- > controls the right flip**
- X to shake left**
- < to shake right**
- CTRL pauses the game**

To continue, press a flip or shaking key.

WHEN SETTING THE PARAMETERS

- < diminishes the value of the parameter displayed**
- > increases the value of the parameter displayed**
- SPACE to confirm and go on to the next parameter.**

SETTING THE PARAMETERS At the beginning of the setting, you may choose between **STANDARD** and **PARAMETERS** with the keys **>** and **<**.

If you select **STANDARD**, you return to the game and the parameters will be initialized.

Otherwise, you change the parameters value.

You can set : The number of balls (1 to 9)

The **TILT** sensitivity

The gravity (this means determining the slope of the board, and thus the speed of the descending ball).

The elasticity of the bands (cushions) and bumpers.

The speed of the ball (for a normal game choose 0 or 1)

