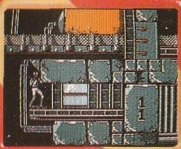
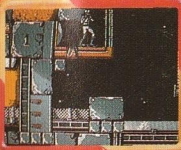
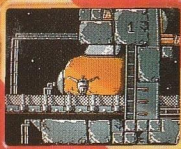


PLAYERS

Space Ace™ is the first in the Time Trouble-shooter series and introduces for the first time on the computer screen a hero of the "New Age" - LEE ENFIELD. Lee's background is varied and exciting, always there when he's needed, ready to help a lending hand to a close friend or underdog, whatever the call, whatever the time zone. For Lee defies our understanding of travel, being able to jump the mightiest barrier of all, the barrier of time itself.



AMSTRAD

SPACE
ACE

£2-99

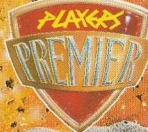


£2-99

AMSTRAD

£2-99

SPACE ACE



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 B. Select **LOADER** option from the menu. 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 / 6128; Rewind the tape to the beginning of side B. 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 PREMIER SOFTWARE

	SPEC	AMST	C64	C16	MSX	XL/XE	BBC/ELE
3D SNOOKER	2.99	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>
ARMED RETALIATORS	2.99	soon	soon	soon			
ASSAULT COURSE	2.99	<input type="checkbox"/>	<input type="checkbox"/>				
COBRA FORCE	2.99	<input type="checkbox"/>	<input type="checkbox"/>				
ELVEN WARRIOR	2.99	<input type="checkbox"/>	<input type="checkbox"/>				
JOE BLADE III	2.99	<input type="checkbox"/>	<input type="checkbox"/>	soon			
LOST CAVES	2.99	<input type="checkbox"/>	<input type="checkbox"/>				
MIG BUSTERS	2.99	<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"/>				
SAIGON COMBAT UNIT	2.99	<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"/>			
STEEL EAGLE	2.99	soon	soon	soon			
ST. CRED BOXING	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
ST. CRED FOOTBALL	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"/>
SUPER LEAGUE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
TASK FORCE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
THE RACE	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 SOFTWARE

	SPEC	AMST	C64	C16	MSX	XL/XE	BBC/ELE
ACTION SERVICE	2.99	<input type="checkbox"/>	<input type="checkbox"/>				
AMAZON RESCUE	2.99	soon	soon				
CAPTAIN BLOOD	2.99	<input type="checkbox"/>	<input type="checkbox"/>				
CHAMPIONSHIP WATERSKI	2.99	soon					
JOE BLADE II	2.99						<input type="checkbox"/>
PROHIBITION	2.99	<input type="checkbox"/>	<input type="checkbox"/>				
MACADAM BUMPER	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
SPACE ACE	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
TOURNAMENT OF DEATH	2.99	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

All the titles listed should be available from your local stockist. However, if you are unable to obtain any specific Players title you may order them direct. Please send your order to: Belinda, The Mail Order Dept. 6 Mercury House, Calleva Park, Aldermaston, Berks. RG7 4QW. Dear Belinda please send me the games I have indicated. I have enclosed a cheque/postal order for:

£

NAME _____

ADDRESS _____

POSTCODE _____



5 013728 004491

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	□					
Denizen	£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

"Space Ace" is the first in the Time Trouble-shooter series and introduces for the first time on the computer screen a hero of the "New Age" - LEE ENFIELD.

Lee's background is varied and exciting, always there when he's needed, ready to help a lending hand to a close friend or underdog, whatever the call, whatever the time zone. For Lee defies our understanding of travel, being able to jump the mightiest barrier of all, the barrier of time itself.

He now finds himself in the 22nd Century in an attempt to rescue his friend Bill, who is being held captive by his old adversary the evil Yellow Shadow. He knows his fight will be a long one as he has to do battle with with robot soldiers, galactic monsters, snipers, and abstract apparitions, and even after he smashes through these obstacles he has to destroy the magnetic meteor globe which throws his laser rifles sights askew, before he can proceed from one level to the next.

Lee takes his chances, he has to. After all he didn't get his pan-galactic Trouble Shooter badge for nothing - will you be able to! Principal of the game

You have to get rid of all of Yellow Shadow's forces that he sends against

you. You can see the sights of your laser rifle on the screen. It is very sophisticated as it shows you where the enemy is. Also, it gives off a ringing signal that becomes more high pitched when the enemy is ready to shoot at you.

SPECTRUM CONTROLS

Joystick

- To direct the gunsight, move the handle of the joystick in the required direction.
- To shoot, press the FIRE button.

Keyboard/Cursor Controls

- To direct the gunsight :

Up - Q, U, E, R, or T

Down - A, S, D, F, or G

Left - O, or L

Right - P, or ENTER

- To shoot, press any key on the bottom row.

AMSTRAD CONTROLS

Joystick

- To direct the gunsight, move the handle of the joystick in the required direction.
- To shoot, press the FIRE button.

- To protect yourself with the magnetic shield, press ESCAPE.

Keyboard/Cursor Controls

- To direct the gunsight :USE CURSOR KEYS

- To shoot, press SPACE BAR

- To protect yourself with the magnetic

shield, PRESS ESCAPE

N.B. The magnetic shield gradually loses its power, so it is better to use it only when necessary.

COMMODORE CONTROLS

Joystick Controls

- To direct the gunsight, move the handle of the joystick in the required direction.

- To shoot, press the FIRE button.

- To protect yourself with the magnetic shield, press SPACE BAR

N.B. The magnetic shield gradually loses its power, so it is better to use it only when necessary.

You will soon find that the evil Yellow Shadow has lured you into a trap.... so you will have to be shrewd in order to stay alive...



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PREMIER

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