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

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Send this order to: Players (Mail Order Dept.), Mercury House, Calleva Park, Aldermaston, berks, RG7 4QW.

PSYCHO CITY

LOADING THE GAME

SPECTRUM: 48K owners type **LOAD** "(ENTER). 128K owners select the **LOADER** option from the menu.

AMSTRAD CPC: 464 hold down **CTRL** and tap the small **ENTER** key. 664/6128; Type I (shifted@) **TAPE** (ENTER) then type **RUN**" (ENTER).

THE STORY

The streets of our fair city are no longer safe. The year is 1991, drug crazed gunmen, muggers and junkies prowl the streets in a city where it's not even safe for the Dealers, Pushers and Hookers to make a dishonest living.

You work these streets as one of New Yorks finest. In the past six months you have seen the situation degenerate, almost all your fellow cops are on the Mafias payroll, your family and partner have all been wiped out by hired hit-men drafted in from Chicago by the infamous Mr. Big.

You know that you cannot rest until you have wiped the streets clean of the organised crime syndicate that controls the city. But in Psycho City even the trash cans can prove deadly, some contain harmless stolen goods, some are empty, but some are used by armed hit-men just waiting to jump out and kill you. However, all the cans are booby trapped and will explode if they hit something.

THE GAME

You have three main objectives. Firstly, shoot anything that moves, unless it looks like you, these are extra men. You must also collect bags of money and stolen goods, these should be dropped into the bank vault to claim a reward (the bank vault is situated on your start screen). Your main objective is to find Mr. Bigs hideout and blow him away.

CONTROLS

SPECTRUM: On loading, keys D,X,Z and CAPS will cause your character to move in the four directions, A is set up as FIRE. Q, W and E cause your character to pick up an object, and keys R, T, and Y select a held object for use.

Alternatively use a joystick or redefinable keys. 'P' will pause the action, 'H' will quit and 'ENTER' will restart the game. Fire will only work if a suitable object (i.e. gun or jetpack) has been picked up and selected.

AMSTRAD: On loading the game will default to joystick control. Keys 1, 2 and 3 will cause your character to pick up an object and keys 4, 5 and 6 will select their respective object for use. Fire will only work if a suitable object (i.e. a gun or jetpack) has been picked up and selected. DEL will abort the game. Alternatively you may redefine the keyboard controls.

HINTS

You'll find a handy rocket launcher in a trash can by the Bank. Some parts of the city can only be reached by walking across the rooftops. Safe doors and jail cells need keys to open them (some of your men have been locked up).

PSYCHO CITY CREDITS

Original Design
Spectrum Code & Graphics
Spectrum Loading Screen
Amstrad Code & Graphics

Amstrad Loading Screen
Artwork
Story
Inlay Production

Tape Mastering
Production

Charles Bystam
Charles Bystam
Jabba Severn
Charles Bystam
 Nigel Speight
Severn
Charles Bystam
Pete, Jon, Si, Steve,
Simon & Mike
Kevin Parker
Simon Daniels

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

LOOK OUT FOR.....

SAIGON COMB. UNIT

OUT SOON ON PLAYERS PREMIER

Duplication, Design and Print by Interceptor Limited
CHECK YOUR LOCAL STOCKIST FOR FUTURE TITLES

AMSTRAD CPC

PSYCHO CITY

PLAYERS

You're a streetwise New York city cop, on your toughest assignment yet. Organised crime grips the city. Mafia hit men, working under orders from Mr. Big, have murdered many of your fellow officers. Worse still you're next on their hit-list.

Suitable for all CPC 464, 664, 6128 machines.

PRODUCED BY:
© PLAYERS 1989

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AMSTRAD CPC

PSYCHO CITY

PLAYERS

JOE BLADE III

JOE BLADE III
FIRE TO RESTART
SCORE 000255
TIMER 10:00

JOE BLADE III
GAME PAUSED
SCORE 000255
TIMER 10:00

JOE BLADE III
He's here again! Only this time they've given him his gun back. JOE'S TOUGHEST MISSION YET! Joe Blades arch enemy the evil Crax Bloodfinger is holding six hostages in his thirty storey impenetrable concrete fortress the CRAX PLAZA. Only one man is capable of bringing the hostages out alive :THAT MAN IS JOE BLADE!