

LOADING INSTRUCTIONS

IBM PC & COMPATIBLES

Insert a DOS disk into drive A and close the disk drive door.

Turn on the monitor or TV and the computer.

Respond to the date & time prompts(either enter the date and time or simply press ENTER twice).

When you see the A> prompt on the screen, remove the DOS disk from the disk drive.

Insert the 'JOE B' disk into disk drive A and close the disk drive door.

Type JOE and press ENTER. The game will load into the computers memory.

THE STORY

The year is 1995, crime is spiralling out of control. The streets of London are crawling with evil thugs, sadistic muggers and crack crazed psychopathic punks. 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 - Sole survivor of a harrowing plane crash, the infant JOE was rescued by a family of friendly apes. Due to the extortionate price of baby food they were forced to off-load our hero on a group of kindly, but incredibly stupid Tibetan monks. Realising his amazing powers they taught him how to use his strength for the good of mankind, training him in unarmed combat, undercover surveillance, code breaking and the art of writing good inlay covers.

JOE BLADE - Teenage pin-up and pop idol, media celebrity, hero of the people, defender of the flag and 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.

JOE BLADE II - THE MISSION

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

The punks all 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 in the city, once you have killed about 100 the surviving punks will get the message 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 16 citizens who have foolishly ventured onto the streets. To rescue a citizen you must walk into him, then solve one of the four subgames.

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

CONTROLS

Use Q,A,O,P & SPACE
Press ESCAPE to abort.

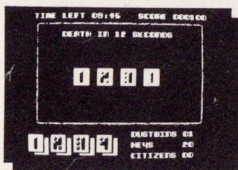
CREDITS

Original code, design and graphics: Colin Swinbourne

PC code by BIZZARE
Graphics by COLIN SWINBOURNE

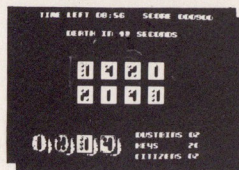
Subgame 1

You must complete the sequence 1,2,3,4 by pressing FIRE when the correct number appears.



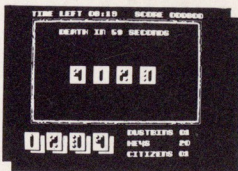
Subgame 3

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.



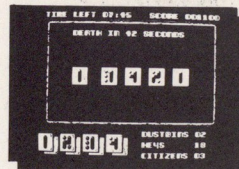
Subgame 2

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 4

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.



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