

TASKFORCE LOADING INSTRUCTIONS

SPECTRUM: 48K owners type LOAD "" (ENTER). 128K users 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) the type RUN" (ENTER).

COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure that it is in C64 mode.

C16/+4: Type load then return

When loading please follow all on screen instructions.

AMSTRAD/SPECTRUM

You start the game just outside the fortress, you must explore the base, searching for the missile activation icons, once one of these has been located you will be presented with a subgame: You must transfer all the coloured discs from one area to another, within the time limit, however you can not place a larger disc over a small one.

You may also come across extra weapon payloads, shields and energy packs, these may be used to your advantage.

Part of the complex is hidden behind, a camouflaged blast wall. At the fortress lowest point, you should use a powerful weapon on the East wall.

Thrust	:Joystick up or thrust key, Amstrad: P
Fly left/right	:Joystick left/right or left/right key, Amstrad: A/S
Fire Blasters	:Tap joystick fire button or tap fire key, Amstrad A
Fire Selected Weapon	:Hold down joystick fire or hold down fire key
Select Weapon	:Pull down on joystick or select key, Amstrad Caps Lock

C64/128 & C16+4

Once the game has loaded press fire to start the game. You must battle your way through twenty well defended caverns, before finally facing a massive end of level guardian. Once this has been destroyed you will be transported to the next level. Your fighter is equipped with a number of weapon systems, you may alternate between the available weaponry by tapping the spacebar. Your fighter's weapon payload may be replenished by shooting the numbered oil drums scattered around the complex.

CONTROLS	C64	C16/+4
Thrust	:Joystick up	Return
Fly left/right	:Joystick left/right	Z/X
Fire Blasters	:Joystick fire button	Shift
Select Weapon	:Space bar	ESC, 1, 2, Control or Q

TASKFORCE CREDITS

Original Concept : Sonja Knight
Spectrum Code : Sonja Knight
Spectrum Graphics : Richard Beston and Jabba Severn
Z80 Loading Pic : Richard Beston
AY Music : Ian Sheridan
AY Music Player : Andy Severn
C64 Code and Graphics : Phillip Ruston
C64 Music : Digital Light and Music
C16 Code and Graphics : Darron Broad
Product Co-ordination : Simon Daniels
Inlay Production Team : Mike, Karen, Si, PJA, Steve & Jon



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Produced for Players Premier by
Richard Paul Jones

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SWORD SLAYER		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHANGHAI WARRIORS		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHANGHAI KARATE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
POWERPLAY		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EAGLES NEST		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOMCAT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
METAL ARMY			<input type="checkbox"/>	<input type="checkbox"/>
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SKATEBOARD			<input type="checkbox"/>	

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SUBWAY VIGILANTE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STREET CRED' BOXING		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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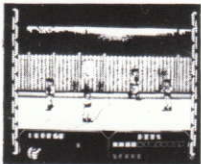
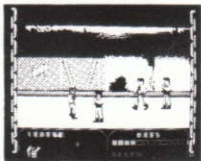
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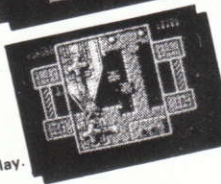
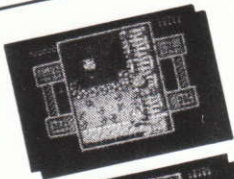
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PLAYERS - Mercury House, Calleva Park,
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