



# ATV SIMULATOR

## CONTROLS

### COMMODORE C64/128

Press **F1** or **F3** to move selected option up or down. Press **SPACE** to use option.

**JOYSTICK**    *Player 1 in port 1*  
*Player 2 in port 2*

<b>left</b>	go left
<b>right</b>	go right
<b>up</b>	Wheelie up
<b>down</b>	Wheelie down
<b>fire</b>	Jump

## KEYS

	<i>Player 1</i>	<i>Player 2</i>
<b>C=</b>	left	<b>CRSR up/down</b>
<b>SHIFT</b>	right	<b>CRSR left/right</b>
<b>E</b>	up	<b>F1</b>
<b>F</b>	Down	<b>F3</b>
<b>SPACE</b>	jump	<b>F7</b>

## SPECTRUM

To choose an option on the menu, press **SPACE** or move the joystick **DOWN** until it is highlighted and then press **ENTER** or **FIRE**.

## AMSTRAD

**JOYSTICK**    *Player 1 in port 1*  
*Player 2 in port 2*

<b>left</b>	go left
<b>right</b>	go right
<b>up</b>	Wheelie up
<b>down</b>	Wheelie down
<b>fire</b>	Jump

## Default Keys

	<i>Player 1</i>	<i>Player 2</i>
<b>S</b>	left	<b>B</b>
<b>D</b>	right	<b>N</b>
<b>I</b>	up	<b>P</b>
<b>Q</b>	Down	<b>L</b>
<b>Z</b>	jump	<b>M</b>

Press **6** to pause and **6** to quit.

## TWO PLAYER GAME Fast/Slow

You may select either a FAST or a SLOW two player game. The only difference is that the background scenery doesn't appear in the FAST game, but we found that it was more fun to play.

## HOW TO PLAY ATV SIMULATOR

You must complete each course within the time limit (and without running out of fuel) to qualify for the next course. At the start of the race use the left/right controls to run to your ATV. Then jump onto it and start riding. You can also turn around to get a run up for a jump. Use the jump control to get extra lift when you go up a ramp, and also to clear sharp or steep edges without crashing. To get up steep surfaces, wheelie slowly towards them and jump repeatedly to climb up.

If you crash and come off your ATV, press jump to get up, run back to your ATV, face in the right direction and jump onto it.

## HINTS

- Always keep your front wheel up as you climb over objects
- Never land on your front wheel
- Go slowly over ALL sharp or steep objects
- Jumping objects reduces your chance of crashing into them

ATV Simulator was brought to you by...

Concept	David Darling
Design/Coding	Tim Miller
Coding	Mike Clark/Simon Francis

## MIG-29 SOVIET FIGHTER

### CONTROLS

#### C64/128

The joystick should be in port 2 to control your MIG Fighter.

Press **FIRE** to use a weapon or drop an 'H' bomb.

Press **SPACE** to change weapon (bullets, rockets, homing missiles or bombs) and fire to use them.

Press 'P' to pause

### SPECTRUM

Sinclair ports 1 and 2 or **KEMPSTON** interface : or use the '**DEFINE KEYS**' option in the start menu.

Press **SPACE** to change weapon (bullets, rockets, homing missiles or bombs) and fire to use them.

Press **0** to start the game

**BREAK** to pause then 1 or 2 to continue or abort the game

### AMSTRAD

This game will work with a joystick or use the '**DEFINE KEYS**' option in the start menu.

Press **SPACE** to change weapon (bullets, rockets, homing missiles or bombs) and fire to use them.

Press **1** to start the game.

**ESC** to pause then 1 or 2 to continue or abort the game.

### GAMEPLAY

You have several different weapons at your disposal. During the game press the SPACE key to arm the next weapon on the indicator. The number above each weapon shows how many you have left - when it hits zero then you've run out, but you can always pick up more from the supply parachutes.

Nuclear warheads can be picked up occasionally from supply parachutes - they have H (for Hydrogen Bomb) on them for identification. When you have an H-Bomb, press FIRE to drop it and it will destroy all visible enemies.

### HINTS AND TIPS

- Helicopters can only be shot down with heat-seeking missiles (the third set of weapons).
- Fly into falling supply parachutes to pick them up.
- Be sure not to run out of fuel. Watch your fuel gauge and pick up fuel parachutes to be sure.
- Watch your distance indicator to see how far through a level you are. (The gauge with S at the start and F at the finish.)
- Duck and weave a lot so that the enemy don't have a chance to lock their sights onto you.
- Pick up the B parachutes for bonus points on the BONUS LEVELS.

MIG-29 Soviet Fighter was brought to you by...

Design/Coding	Richard Chaney
Coding	Peter Williamson

## GRAND PRIX SIMULATOR

### CONTROLS

#### COMMODORE C64/128

Press **SPACE** to go to the controls screen. Then press **SPACE** repeatedly until the desired combination of keys and/or joysticks is shown. Press **RETURN** to leave the control screen.

Tap **RESTORE** to quit and start again.

You can exit a game by pressing **F1**.

Press either 1 or 2 to start a one or two player race.

RED CAR	Player one
BROWN CAR	Player two
PURPLE CAR	Computer drone car

### SPECTRUM

Press either 1 or 2 to start a one or two player race.

	<i>Player One</i>	<i>Player Two</i>
Turn Left	<b>Z</b>	<b>&lt;</b>
Turn Right	<b>X</b>	<b>&gt;</b>
Accelerate	<b>F</b>	<b>+</b>
Decelerate	<b>C</b>	<b>?</b>

To redefine the keys or select joystick press **ESC**

ORANGE CAR	Player one
RED CAR	Player two
GREY CAR	Computer drone car

### AMSTRAD

Press either 1 or 2 to start a one or two player race.

	<i>Player One</i>	<i>Player Two</i>
Turn Left	<b>Z</b>	<b>N</b>
Turn Right	<b>X</b>	<b>M</b>
Accelerate	<b>F</b>	<b>G</b>
Decelerate	<b>C</b>	<b>B</b>

To redefine the keys or select joystick press **CAPS SHIFT**

PLAIN CAR	Player one
LARGE DOT CAR	Player two
SMALL CAR	Computer drone car

### THE RACE

Each race lasts for three laps. If any player finishes last or fails to complete three laps then that player is out of the competition.

Collect tools that appear on the track for bonus points.

Grand Prix Simulator was brought to you by...

Concept/Design/Code	Adrian Sheppard
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## BMX SIMULATOR

### CONTROLS

**COMMODORE 64/SPECTRUM/AMSTRAD**  
**PLAYING WITH A JOYSTICK... or keyboard**  
*Plug player 1 in Port 1, player 2 in Port 2*

<b>Fire button depressed</b>	Accelerate
<b>Fire button released</b>	Brake
<b>Joystick left</b>	Rotate bike left
<b>Joystick right</b>	Rotate bike right

Press '**N**' to change the number of courses in the championship. You must complete each course within it's time limit in order to qualify for the next one.

Press '**S**' to start the race.

You are then told **RIDERS READY - PEDALS READY - GO!**

Press accelerate the moment you are told to go - timing is vital, don't loose precious tenths of a second.

Press **A** at the end of a race to see an **ACTION REPLAY**. Hold down **S** during the playback for the special **SLOW MOTION** feature.

### COMMODORE 64/128 VERSION ONLY

### PLAYING USING THE KEYBOARD...

	<i>Player 1</i>	<i>Player 2</i>
<b>S</b>	accelerate	<b>F5</b>
<b>Z</b>	brake	<b>F7</b>
<b>C=</b>	rotate bike left	<b>CRSR up/down</b>
<b>SHIFT</b>	rotate bike right	<b>CRSR left/right</b>

### RACE TACTICS

Race as though you are in a real BMX championship. The bumps help you turn, the rough ground slows you down. All the hills and different grade surfaces affect the rider as in real life.

The number of laps raced and the time elapsed are shown on the bottom line of the screen, in the centre.

There is an awards ceremony at the end of a two player game.

BMX Simulator was brought to you by...

Design/coding	Richard Darling
Coding	Tim Miller

## ADVANCED PINBALL SIMULATOR

A fast, furious and incredibly addictive pinball game featuring - Trapdoors, Rollover Lanes, Mega-bumpers, 4 flippers, Bonus Lanes, Extra balls, Ball Trap, Mystery Tube, Realistic movement and MUCH MORE!!!

### CONTROLS

#### COMMODORE C64/128

Use the **SPACEBAR** to pull back the spring, release to fire the ball into play. The left and right **SHIFT** keys control the flippers (Left **SHIFT** key for the left pair and right **SHIFT** for the right pair).

Press **A** to quit back to the menu screen.

### SINCLAIR and AMSTRAD VERSIONS

Use the **SPACEBAR** to pull back the spring, release to fire the ball into play. **Z** and **M** control the flippers (**Z** for the left pair and **M** for the right pair).

During a game press **P** to pause the action, then press it again to restart. Press **Q** to quit the player on the table, or hold down (symbol) **SHIFT** and press **Q** to quit all the players.

### HINTS

- Knock down the targets to light up features. You're looking for a BUBBLING WEATHER POTION and a MAGIC COTTAGE.
- Some of the targets demolish the Evil Wizard's castle.
- Roll over the letters in the lanes to earn bonus points. Light up MAGIC to get the spellbook, then again to open it.
- Rolling over L or R opens the trapdoors. Do it again to close them.
- Extra ball awarded every 10,000 points.

This entertainment experience was brought to you by...

Design/Coding	The Oliver Twins
Coding	Chris Shrigley