

First find the cassette tape which has the name of the game you want to load printed on it. Then place the tape in your cassette recorder with the name of the game you want to load facing upwards.

If the game is the first game on the cassette simply follow the instructions below. If the game is the second game on the tape then either fast forward the tape to the correct position or if you cannot find the correct position then simply load the first game, stop your cassette recorder, switch off your computer (make a note of the tape counter for future use) and then load the second game.

# **SPECTRUM**

128k users press ENTER and play tape.

If this does not work, reset the computer and select 48K BASIC mode by using the up arrow key then pressing ENTER. Then follow the 48K loading instructions below.

48k users press LOAD"" press ENTER.

note: The LOAD command is on the J key. There is no space between the quotation marks.

if you keep getting load errors try adjusting the volume control on your cassette recorder. All cassette recorders are different so try all settings, eg low, medium & high settings. If you still have problems you may need to adjust the "azimuth" setting on your cassette recorder. (You can buy special kits to do this at your local computer shop).

**AMSTRAD** 

type RUN" (ENTER) on the 464 CPC 664/6128: type ITAPE pressENTER type RUN" press ENTER

Load Errors? (see Load Errors? "Spectrum" above)

TARE ONE

Type LOAD press RETURN

note: Commodore 128 users select C64 mode

I AI E OILE		171 - 1110		
Side A		Side A		
ATV	000	FRUIT MACHINE	000	
MIG-29		PINBALL		
Side B		Side B		
GRAND-PRIX	000	RUGBY	000	
BMX		TENNIS		

TAPE TWO

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#### FRUIT MACHINE SIMULATOR

REEL LAYOUT	·s					
Cherry		Cherry	3	cherry	2	
GFI		Apple		Lemon	1	
Apple		Lemon	1	Bell		
Cherry	3	GFI		Cherry	3	
Lemon		Bell	1	Bell		
Cherry	?	Cherry	2	Lemon	- 1	
PART	1	TIME		GLASS		
Cherry	1	Apple	1	Cherry	2	
Lemon	3	Bell	3	Lemon	- 1	
Apple	1	Cherry		Apple		
Melon		Lemon	3	GFI		
Apple	2	Cherry		Bell	3	
Lemon		Apple		Cherry	2	
Cherry	2	Melon		Bell		
Apple		Cherry	1	Lemon		
Bell	3	Lemon	2	Bell	- 1	
Cherry		Apple		Melon		
Lemon	2	Lemon	?	Cherry	3	
Bell		Cherry	2	Apple		
Lemon	1	Lemon		Bell	?	

#### **WIN VALUE**

Showing	REEL I AND 2	ALL 3 REELS
Cherries	20p	40p
Lemons	20p	40p
Apples	30p	£1.00
GFI (Go-For-it)	30p*	£1.00
Bells	30p	£1.50
Party Time	Party time meter	£3.00
Melons	80p	£5.00
*Wins in any posi	tion, not just win line	

# INSTRUCTIONS

#### **COMMODORE 64/128**

#### **HOW TO START**

At the start of a game, enter the number of players and press RETURN. Then select the type of game by typing a number followed by RETURN when asked.

If you select option 2, you will be asked to enter a win limit. When any player reaches this limit that player will have won the game.

When asked, enter each player's name followed with a RETURN.

#### HOW TO PLAY THE GAME...

Use the keyboard or a joystick in Port 1

SPACEBAR or joystick FIRE Insert coin RETURN or joystick DOWN Start Game Left SHIFT or joystick LEFT X or joystick RIGHT V or joystick FIRE Move hand left Move hand right Push button/Insert coin RUN/STOP Auto - Nudge (when available)

Show player's status

Before spinning the reels, you may tap R to reset and start a new game Use the left and right controls to move the hand over the buttons and use **FIRE** to press the buttons. You can only press buttons that are flashing. Have fun...

#### SINCLAIR AND AMSTRAD VERSIONS

Keys For Inserting Coins

,	10р 20р	
	50p	
)	£1.00	
t	Reject	

Give up (in multi player game)

Enter When you have finished

Your coins are shown at the top of the display.
If you give up you can't register on the 'HIGH-WINS' table. For the winner to register, press ENTER before inserting coins, and walk away.

Each player is limited to putting in between 40p and £1.10 per turn.

#### CAME CONTROL

GAMIL COM	IINOL
SPACE	Start/Gamble
ENTER	Feature Stop/Collec
1	Hold reel l'
2	Hold reel 2
3	Hold reel 3
N	Compu Nudge
S	Stake coin
С	Cancel

You can only see these keys when the appropriate light is flashing.

This program was brought to you by...

Design James Wilson Coding Mark Baldock/The Oliver Twins/Tim McCarthy

#### INTERNATIONAL RUGBY SIMULATOR

# **CONTROLS**

### **AMSTRAD**

Keyboard/Joystick control.

During a game, pressing **ENTER** will pause the action. Pressing it again will continue. While in pause mode, press O to quit the game.

#### **COMMODORE 64/128**

If you've only one joystick plug it into port I. You will only be able to play the one player game. If you have another joystick, plug it into port 2.

During the game pressing run/stop will pause the action. Pressing it again will return to the game. While in pause mode press Q if you want to quit the game.

#### **SPECTRUM**

KEMPSTON/SINCLAIR compatible. During the game pressing ENTER will pause the action. Pressing it again will return to the game. While in pause mode press Q if you want to quit the game.

When on the menu move the highlight bar up and down using the cursor keys/JOYSTICK. Press ENTER/FIRE to choose the option under the highlight bar.

#### STARTING A GAME

Watch the digital display on the stadium roof to see who is playing the first match. The team on the left of the scoreboard is controlled by player 1, and the team on the right by player 2.

During a game, you control the highlighted member of your team. The meber of your team holding the ball is controlled by you, or, if your team doesn't have possession of the ball, pressing FIRE will change control over to the member of your team nearest to the ball. This means you have control of all of your players, and stay on top of the action.

While you control the active player, all your other team members will be using their artificial intelligence and following the chosen team playing policy

#### ON THE FIELD...

If you're not using a joystick, then use the keys that correspond the joystick movements mentioned

PASSING - Hold the joystick in the direction of the pass and press FIRE - you cannot pass forward. KICKING - Hold the joystick in the direction of play and push FIRE. The 'KICK POWER' indicator will appear and start growing. Release the button when you have the power that you want, and the direction

Push FIRE again to kick

SCRUMMAGE - This happens if you are tackled and don't throw the ball back. The scrummage indicator will appear then waggle left and right quickly to win the scrum and gain possession.

LINEOUTS - Moving left or right selects the controlled player. Up/down will reposition the player. The ball holder will throw the ball when FIRE is pushed.

SCORING A TRY - Press FIRE when you are over your opponents try line with the ball. CONVERSION - Use left/right to position the arrow. Press hold FIRE when the arrow points towards

the goal. The 'POWER BAR' starts growing. Release FIRE to make the conversion when the power bar has sufficiently grown

#### **THE LEAGUE**

If you start a league, the computer will want to know how many teams are involved. It assumes there are 8 unless you tell it otherwise. Decide amongst yourselves which team you want to be. If you want to change your team name, go to the OPTIONS selection, then choose TEAM NAMES. Move the highlight bar over the current name of your team and hit FIRE. You can then type the name of your favourite team (followed by ENTER).

When playing in a league, be careful to see the right people play the right matches by watching the scoreboard the beginning of the game.

### FOR ADVANCED PLAYERS: TEAM PLAYING POLICIES

Your team playing policy governs how the rest of your team play - remember you only control one man at a time! You can change your strategy at any point during the game by pressing Runstop/Q/Enter (to pause the action) and then pressing I/F3 (for player I) or 2/F5 (for player 2). Press the ENTER key to step through the preset policies, and move the highlight bar to LEAVE MENU to select the policy

You can also make your own policies (before starting a game) by selecting the POLICIES option in the OPTIONS manu. You can then select which player you want to move with your joystick/control keys. Hold down FIRE to drag the player to where you want him in your new policy

There are 8 players on each team, 3 are the pack and 5 are backs or line members. The pack always

The line members follow the piolicy (either for attacking or defending). When defending, a player can either be in a fixed ZONE on the pitch or he can 'MARK' his opposite number in the attacking team. When attacking, the ZONE determines where the players run in relation to the pitch. The ball FOLLOWERS move in relation to the ball and you can set their relative positions. (The line in the centre

The best way to learn about policies is to experiment with them... try a few different ones and see what happens

#### **CREDITS**

Design/Coding	Ted Carron
Coding	lan Dunlop

# **TENNIS SIMULATOR**

#### REFORE YOU START

When the game has loaded you will be asked to enter a code before you can play. Just look up the co-ordinates in this table, and enter the letter that you find there: eg, if you're asked what's at C1 type in 1. You have three chances to get it right!

	0	ı	2	3	4	5	6	7	8	9
ABUDEFGIKLXZOP	4 Q E Q − 0 \$ Q Z Q F Z Q G P \$	\$-LZQZBO45ZZZQ	ECQKASZKQDXQKAAK		OZEQKXZLMZM	AOPPAFFONTOQLEBJ	XM JAANMACEFZNNQL	FFAKOS J QQFOARY J N	Z M Z H A Q E - O P S - Q Q Y R	SAAATJIFDJE-JFZQ

### CONTROLS

#### COMMODORE 64/128 **JOYSTICK**

Player I in port 9 Player 2 in port 2

go left right go right move up down move down

fire

Press once to hit the ball (or throw the ball in the air on a serve.

Press again to serve.)

FIRE and MOVE Forwards Smash FIRE and MOVE Backwards FIRE and LEFT Spin to left FIRE and RIGHT Spin to the right

#### **SPECTRUM**

One Player Game: use Sinclair joystick in port 1, or Kempston joystick,

or keyboard

Two Player Game: Player-I use Sinclair joystick in port I, or Kempston

joystick.

, Player-2 use Sinclair joystick in port 2, or keyboard. Left

Right 0 Down

Press Q to quit the game.

To serve, press FIRE once to throw ball in the air. Then press again to hit the ball as it comes down.

Hitting the ball while it is high will cause a smash.

Hitting the ball while it is at **medium height** will cause a volley.

Hitting the ball while it is low will cause a lob.

# **AMSTRAD**

One Player Game: use joystick or keyboard.

Two Player Game: Player-1 use joystick. Player-2 use keyboard.

Left **Z** or left arrow key Right X or right arrow key Ub O or ub arrow kev Down K or down arrow key P or . (next to arrow keys) Press ESC to quit the game.

FIRE and MOVE Forwards Smash FIRE and MOVE Backwards Lob FIRE and LEFT Spin to left FIRE and RIGHT Spin to the right

CREDITS

THE SERVE. You must serve into the box between the net and the other player. If the ball lands anywhere else a FAULT is incurred. For each point, you have 2 attempts to serve correctly. If the ball hits the net and lands in the service box, a NET is given, this serve is then ignored.

DURING PLAY. The ball must only bounce once before being hit back over the net

TO WIN A GAME. You win points in this order: LOVE (= zero), 15, 30, 40, GAME. If both players reach 40, a DEUCE situation is reached; one of the players must win 2 consecutive points to gain an ADVANTAGE and then GAME.

TO WIN A SET. It is the first person to reach 6 games. Once a game has been won, the other player

TO WIN A MATCH. You must be the first one to win more than half the number of sets in the match.

Gavin Raeburn Design/Coding Programming & Graphics

# **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

left go left
right go right
up Wheelie up
down Wheelie down
fire Jump

# KEYS

Player I		Player 2
<b>C</b> =	left	CRSR up/down
SHIFT	right	CRSR left/right
E	иþ	FI
F	Down	F3
SPACE	jump	F7

#### SPECTRI IM

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

left go left
right go right
up Wheelie up
down Wheelie down
fire Jump

# Default Keys

Player I		Player 2
S	left	В
D .	right	N
1.	иþ	P
Q	Down	L
Ž	jump	М

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.

#### HINIS

- 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
Design/Coding

Coding

David Darling Tim Miller

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 bause 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 I 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 Coding Richard Chaney 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 I 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.

	Player One	Player Two
Turn Left	Z	<
Turn Right	X	>
Accelerate	F	+
Decelerate	C	?

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.

	Player One	Player Two
Turn Left	Z	N
Turn Right	X	M
Accelerate	F	G
Decelerate	C	В

To redefine the keys or select joystick press CAPS SHIFT

PLAIN CAR	Player one
LARGE DOT CAR	Player two
SMALL CAŔ	Combuter 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

# **BMX SIMULATOR**

# CONTROLS

# COMMODORE 64/SPECTRUM/AMSTRAD PLAYING WITH A JOYSTICK... or keyboard

Plug player 1 in Port 1, player 2 in Port 2

Fire button depressed
Fire button released
Joystick left

Joystick **left**Joystick **right**Rotate bike left
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.

Accelerate

Brake

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...

Player I		Player 2	
S	accelerate	F5	
Z	brake	F7	
C=	rotate bike left	CRSR up/down	
SHIFT	rotate bike right	CRSR left/right	

#### **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.
- $\bullet$  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.
- extra ball awarded every 10,000 points.

This entertainment experience was brought to you by...

Design/Coding Coding The Oliver Twins Chris Shrigley