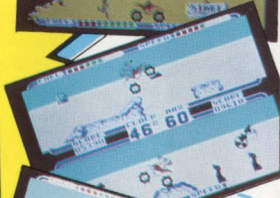


REAL TWO PLAYER OPTION

COMMODORE 64/128

Quad Racing at its best! Sand dunes, Snow donuts, Dirt Trackin' FUN! Hyper Jumps and 180° Wheelie Spins.

Great Fun, ATV's massive in the States and soon will be here - a must for all ATV fans!



ACTUAL C64 SCREEN SHOTS



1060



By Digital Persuasion

JOYSTICK OR KEYBOARD!

ATV SIMULATOR

Controls

You must complete each course in the time limit 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. Use the up/down controls to wheelie and left/right to accelerate/brake. 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 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 back onto it.

Music by David Whittaker

LOADING (C128 USERS SELECT C64 MODE)

Type LOAD press RETURN

5 015026 010600

NOT TO BE MISSED . . .

Here is what the reviewers said about some of our other games available for the COMMODORE . . .



GRAND PRIX SIM

'A brilliant game. And its budget. 20/20 . . . A must for all budding speed fiends.' — *Amstrad User Magazine*



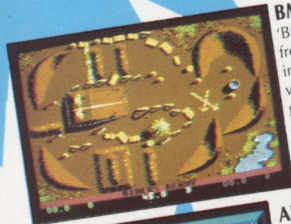
RED MAX

'Red Max is yet another highly addictive budget game that drives you back for another game, again and again' — *Your Commodore*



THUNDERBOLT

'The graphics are great, the colour and detail good, animation and scrolling brill and the game pace very rapid indeed.' — *CTW*



BMX SIMULATOR

'BMX simulator, from Codemasters, is in a class of its own with compulsive gameplay, a great soundtrack and smart, shaded graphics.'

— *C & VG*



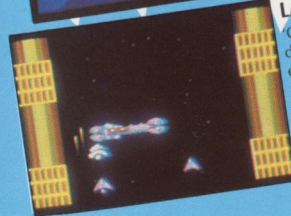
ARMOURDILLO

'Yet another well produced and playable shoot-em-up entitled *Armourdillo*.'

PLAYABILITY 8

VALUE 8

— *CTW*



LASER FORCE

'Great graphics, detail and music ensure maximum visual appeal while thoughtful gameplay will keep you coming back for more.'

PLAYABILITY 9

VALUE 9

— *CTW*

- | | | |
|--------------|---|------------------------------|
| Programming | — | Mike Clark and Simon Francis |
| Concept | — | David Darling |
| Original | — | Tim Miller |
| Illustration | — | Nigel Fletcher |
| Filmwork | — | Banbury Repro |
| Music | — | David Wittacker |

This program including code, graphics, music and artwork are the copyright of Codemasters Software Co. Ltd. and no part may be copied, stored, transmitted or reproduced in any form or by any means, hired or lent without the express permission of Codemasters Software Co. Ltd.

Instructions

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 | Joystick left |
| Right | Joystick right |
| Wheelie up | Joystick up |
| Wheelie down | Joystick down |
| Jump | Fire button |

KEYS

Player 1

| | |
|--------------|-------|
| C= | Left |
| SHIFT | Right |
| E | Up |
| F | Down |
| SPACE | Jump |

Player 2

| |
|------------------------|
| CRSR up/down |
| CRSR left/right |
| F1 |
| F3 |
| F7 |

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



Mit der F1 – oder der F3 – Taste können Sie die gewählte Option herauf – oder herunterbewegen. Durch Drücken der Leertaste können Sie die Option benutzen.

Joystick

| | |
|---------------------|----------------------|
| Spieler 1 in Port 1 | Spieler 2 in Port 2 |
| links | links nach rechts |
| rechts | Joystick nach rechts |
| hoch | Joystick nach oben |
| herunter | Joystick nach unten |

Tastatur

| | |
|--------------------|------------------|
| Spieler 1 | Spieler 2 |
| C = links | ↑ CRSR ↓ |
| SHIFT rechts | ← CRSR → |
| E hoch | F1 |
| F herunter | F3 |
| Leertaste springen | F7 |

Hinweise

- Beim Start müssen Sie zu Ihrem ATV rennen und darauf springen.
- Halten Sie immer Ihr Vorderrad hoch, wenn Sie über Objekte springen wollen.
- Sie sollten aber niemals auf Ihrem Vorderrad landen.
- Es empfiehlt sich langsam über scharfe oder steile Gegenstände zu fahren.
- Das Überspringen von Objekten reduziert die Gefahr mit ihnen zusammenzustoßen.



Per operare le selezioni desiderate premi F1 o F3. Premi la barra spaziatrice per usare l'opzione.

Joystick

| | |
|------------------------|------------------------|
| Giocatore 1 in Porta 1 | Giocatore 2 in Porta 2 |
| Sinistra | Joystick a sinistra |
| Destra | Joystick a destra |
| Destra | Joystick a destra |
| Impennata su | Joystick su |
| Impennata giù | Joystick giù |
| Salta | Botone fuoco |

Suggerimenti!

- Alla partenza, corri verso il tuo ATV e saltaci sopra.
- Tieni sempre le tue ruote anteriori in su quando ti arrampichi sopra un oggetto.
- Non atterrare mai sulle ruote anteriori.
- vai piano sopra oggetti taglienti o ripidi.
- se saul sopra gu oggetti riduci le possibilità di andare a shatterci contro.



Pulse F1 o Fe para mover la opción seleccionada hacia arriba a hacia abajo. Pulse SPACE para usar la opción.

Joystick

| | |
|-----------------------|-----------------------------|
| Jugador 1 en port 1 | Jugador 2 en port 2 |
| Izquierda | Joystick hacia la izquierda |
| Derecha | Joystick hacia la derecha |
| Vehículo hacia arriba | Joystick hacia arriba |
| Vehículo hacia abajo | Joystick hacia abajo |
| Salto | Botón de tiro |

Teclas

| | |
|------------------|------------------|
| Jugador 1 | Jugador 2 |
| C = izquierda | ↑ CRSB ↓ |
| SHIFT derecha | ← CRSB → |
| B arriba | F1 |
| F abajo | F3 |
| SPACE salto | F7 |

Indicaciones:

- A la salida, corra hacia su ATV y súbase de un salto.
- Mantenga siempre su rueda delantera hacia arriba cuando salve los objetos.
- No aterrice nunca en la rueda delantera.
- Marche lentamente sobre todos los objetos afilados o empinados.
- Saltando por encima de los objetos reduce la posibilidad de chocar contra ellos.



Appuyez sur F1 ou F3 pour déplacer l'option sélectionnée vers le haut ou le bas. Appuyez sur SPACE pour utiliser l'option.

Joystick

| | |
|-------------------------|-------------------------|
| Joueur 1 dans le port 1 | Joueur 2 dans le port 2 |
| Gauche | Joystick à gauche |
| Droite | Joystick à droite |
| Roue avant en l'air | Joystick vers le haut |
| Roue avant à terre | Joystick vers le bas |
| Bond | Bouton de Tir |

Touches

| | |
|-----------------|-----------------|
| Joueur 1 | Joueur 2 |
| C = gauche | ↑ CRSR ↓ |
| SHIFT droite | ← CRSR → |
| E vers le haut | F1 |
| F vers le bas | F3 |
| SPACE bond | F7 |

Suggestions

- Au départ courez vers voire ATV et sautez dessus.
- Gardez toujours votre roue avant relevée lorsque vous escaladez des obstacles.
- N'atterrissez jamais sur votre roue avant.
- Franchissez lentement les obstacles pointus ou raides.
- Sauter les obstacles vous permet de limiter les risques de les percuter.

These are other Codemasters games available for the COMMODORE C64/C128

SIMULATORS

BMX Simulator
Grand Prix Simulator
Fruit Machine Simulator
ATV Simulator

PLATFORM ACTION

Vampire
Super Robin
Hood
Mr Angry

ARCADE ACTION

Terra Cognita
Super G Man
Red Max
Armourdillo
Thunderbolt
Cosmonut
Lazer Force

ADVENTURE

Necris Dome

GAMES DESIGNER

Creations

YOU COULD WRITE FOR CODEMASTERS

Codemasters excellence is a result of utilizing the best games programmers there are. The best programmers deserve the best rewards. If you are good enough to program for us then write to David Darling now, you won't regret it.

Code Masters, P.O. Box 200,
Banbury, Oxon OX16 7GA