



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



NEW
RELEASE



By Digital
Persuasion

COMMODORE
64/128

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

1060



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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 brilliant 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**
VALUES 9
— *CTW*

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

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

Tastatur

Spieler 1 links rechts hoch herunter Leertaste springen
Spieler 2 ↑CRSR ↓ SHIFT ←CRSR→ F1 F3 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 Sinistra Destra Impennata su Salta
Giocatore 2 in Porta 2 Joystick a sinistra Joystick a destra Joystick a destra Joystick su Bottone 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 F3 para mover la opción seleccionada hacia arriba a hacia abajo. Pulse SPACE para usar la opción.

Joystick

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

Teclas

Jugador 1 C= izquierda SHIFT derecha arriba abajo SPACE salto
Jugador 2 ↑CRSB ↓ SHIFT ←CRSB→ F1 F3 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 Gauche Droite Roue avant en l'air Roue avant à terre Bond
Joueur 2 dans le port 2 Joystick à gauche Joystick à droite Joystick vers le haut Joystick vers le bas Bouton de Tir

Touches

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

Suggestions

- Au départ courez vers votre 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,
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