



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

Simulator



1060



NEW RELEASE



By Digital Persuasion

COMMODORE 64/128

### 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.

JOYSTICK OR KEYBOARD!

Music by David Whittaker

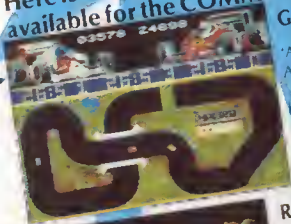
LOADING/C128 USERS SELECT C64 MODE!  
Type LOAD press RETURN

# 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.' — *CTW*  
**Playability 8**  
**Value 8**



## LASER FORCE

'Great graphics detail and music ensure maximum visual appeal while thoughtful gameplay will keep you coming back for more.' — *CTW*  
**PLAYABILITY 9**  
**VALUE 9**



- |              |   |                              |
|--------------|---|------------------------------|
| 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

<b>C=</b>	Left
<b>SHIFT</b>	Right
<b>E</b>	Up
<b>F</b>	Down
<b>SPACE</b>	Jump

### Player 2

<b>CRSR up/down</b>
<b>CRSR left/right</b>
<b>F1</b>
<b>F3</b>
<b>F7</b>

## 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	Joystick nach links
rechts	Joystick nach rechts
hoch	Joystick nach oben
herunter	Joystick nach unten

Tastatur	
Spieler 1	Spieler 2
<b>C=</b> links	↑ <b>CRSR</b> ↓
<b>SHIFT</b> rechts	← <b>CRSR</b> →
<b>E</b> hoch	<b>F1</b>
<b>F</b> herunter	<b>F3</b>
Leertaste springen	<b>F7</b>

### 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 salti sopra gli 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	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

### Jugador 1

<b>C=</b> izquierda
<b>SHIFT</b> derecha
<b>B</b> arriba
<b>F</b> abajo
<b>SPACE</b> salto

### Jugador 2

↑ <b>CRSB</b> ↓
← <b>CRSB</b> →
<b>F1</b>
<b>F3</b>
<b>F7</b>

### 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

<b>C=</b> gauche
<b>SHIFT</b> droite
<b>E</b> vers le haut
<b>F</b> vers le bas
<b>SPACE</b> bond

### Joueur 2

↑ <b>CRSR</b> ↓
← <b>CRSR</b> →
<b>F1</b>
<b>F3</b>
<b>F7</b>

### 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,  
Banbury, Oxon OX16 7GA