

**Grand Prix**  
"well thought out . . . the  
gameplay is  
fantastic! . . ." —  
**Popular Computing  
Weekly**, "20 out of 20  
— Amstrad User

**Pro Ski**  
"This simulation is so  
good it's just like being  
the slopes!" — **Cras  
Magazine**

**Pro Snooker**  
"Quite frankly,  
superb . . . give yourself a  
break and pocket a copy  
immediately!" — **C&VG**

**BMX Simulator**  
"great fun especially as a  
two player game. I'd say  
it'll go Platinum!" —  
**Popular Computing  
Weekly** (It did! — CM.)

**QUATTRO  
.Sports.**

SCREEN SHOTS MAY VARY



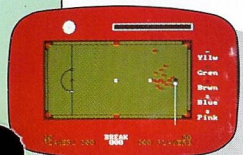
BMX SIMULATOR



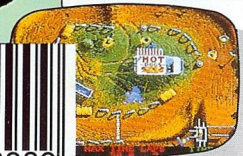
GRAND PRIX SIMULATOR



PRO SKI SIMULATOR



PRO SNOOKER SIMULATOR



AMSTRAD 464/664/6128

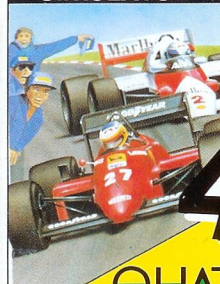
QUATTRO  
.Sports.

BY  
CODEMASTERS

3290

AMSTRAD 464/664/6128

GRAND PRIX  
SIMULATOR

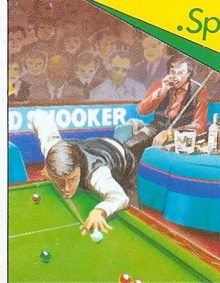


GRAND PRIX SIMULATOR

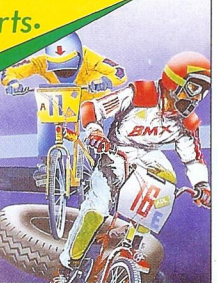
PRO SKI  
SIMULATOR



PRO SKI SIMULATOR



PRO SNOOKER  
SIMULATOR



BMX  
SIMULATOR

BY CODEMASTERS

GRAND PRIX  
SIMULATOR

AMAZING  
PLAYABILITY! —  
features a very  
competitive two player  
option. 14 cunningly  
devised circuits, under  
bridges, through oil  
patches, power sliding  
around corners, trying  
to beat the other drivers  
and the lap record!

QUATTRO  
.Sports.

This has got to be the  
best ever Snooker  
Simulator! Programmed  
by Godwin Graham  
B.Sc. It follows exactly  
the rules of the World  
Famous table-top game.  
All the balls — All the  
Playability — All the Fun  
— ABSOLUTELY  
BRILLIANT!!

PRO SNOOKER  
SIMULATOR

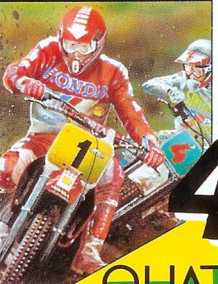
PRO SKI  
SIMULATOR

Yet another brilliant  
CodeMasters Simulator.  
The best skiing game  
yet. Experience the spills  
and thrills of the  
downhill racer. All the  
excitement, but you  
won't need an  
ambulance when you  
crash! Same authors as  
Grand Prix.

BMX  
SIMULATOR

AVAILABLE SOON

MOTO X

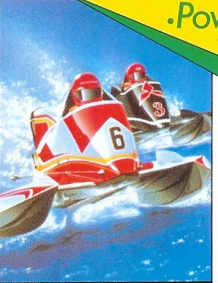


MOTO X

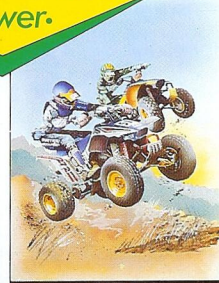
GRAND PRIX 2  
SIMULATOR



GRAND PRIX 2  
SIMULATOR



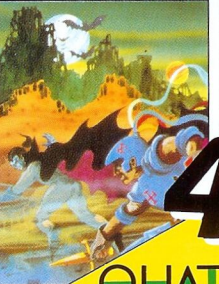
PRO  
POWERBOAT



ATV  
SIMULATOR

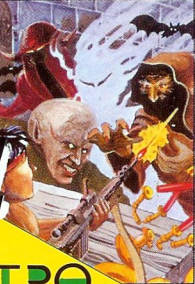
AVAILABLE SOON

VAMPIRE

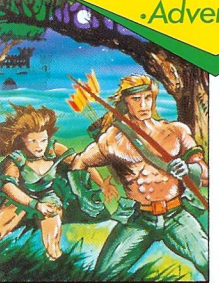


VAMPIRE

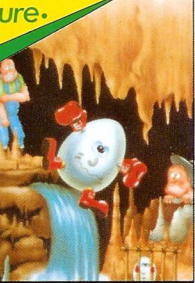
GHOST  
HUNTERS



GHOST  
HUNTERS



SUPER ROBIN  
HOOD



DIZZY



## LOADING INSTRUCTIONS

There are 2 games on each side of the cassette, one recorded after the other, with a gap of about 10 seconds between the games. To load a game have tape positioned before the start of the game you want, then . . .

**464 users:** Type **run**. Press **ENTER**.

**664/6128 users:** Type **:tape**. Press **ENTER**.  
Type **run**. Press **ENTER**.

## BMX SIMULATOR

### JOYSTICK OR KEYBOARD

Press **N** to change the number of courses in the Championships. Press **S** to start.

For **ACTION REPLAY** press **A** at the end of each course. Then hold down **S** if you want **Slow-Motion**.

## GRAND PRIX SIMULATOR

	Player 1	Player 2
Turn Left	<b>Z</b>	<b>&lt;</b>
Turn Right	<b>X</b>	<b>&gt;</b>
Accelerate	<b>F</b>	<b>+</b>
Reverse	<b>C</b>	<b>?</b>

To redefine these keys or select **Joystick** press **ESC**.  
Press **1** or **2** to start a 1 or 2 player race.

## PRO SKI SIMULATOR

Use **redefine keys before starting race**.

Press **R** to redefine keys/joystick.

Press **I** for instructions.

Press **N** to enter new players names.

Press **1** or **2** to start a 1 or 2 player race.

Press **Q** to quit.

## PRO SNOOKER SIMULATOR

**Q** Rotate cue clockwise quickly  
**W** Rotate cue anti-clockwise slowly  
**E** Rotate cue clockwise slowly  
**SPACE** Player 1 shoots

**ENTER/RETURN** Player 2 shoots  
**ARROW KEYS** Move spin position  
**SHIFT A** Ask opponent to play **Again**  
**SHIFT C** **Concede**  
**SHIFT N** **New game**  
**SHIFT S** **Save game** to tape  
**SHIFT L** **Load game** from tape  
**R** **Instant Replay** of last shot

**SHIFT ARROWS** Move nominated ball  
**SHIFT P** Enter **Practice** mode  
**SHIFT R** **Restore** balls to last position  
**CTRL R** **Remove** nominated ball  
**G** Return to **Game** mode

## PLAYING TIPS

### Spin Control

The big white ball at the top left hand side of the display represents the player's view of the cue ball, the dot in the centre being the point at which the ball will be struck by the cue, this can be moved to cause spin.

### Shooting

The players use separate keys to shoot and so the program can tell which player is about to play. Playing out of turn is not allowed.

To shoot, a player presses his own shoot key **twice**. The strength of the shot will be determined by the length of time the successive depressions of the key . . . the quicker the second follows the first the stronger the shot.

After a player has played a foul shot, his opponent may tell him to play again by pressing **SHIFT A**.

## Nominating a ball

To nominate a ball you press the value of that ball. That is, **7** for black, **6** for pink etc. Press **0** for the white ball. After pressing the key the appropriate ball will start flashing. While the ball is still flashing pressing any key other than **N** will complete the nomination.

If you are nominating a red (by pressing **1**), then one red will flash. Press **N** to move to the **Next red**, until you reach the desired one.

### Practice Mode

In **practice** mode you are allowed to do things not otherwise permitted e.g. you can move or remove any ball. You can retake a shot by **restoring** the balls to the position they occupied before the last shot.

To go into **practice** mode press **SHIFT P** and to return to **game** mode press **G**. Note that you are allowed to set the table as you wish in **practice** mode and then start a game from that position by going into **game** mode. However, the cue ball must be played from the semi-circle.

To move or remove a ball it must first be nominated.

Code Masters are always on the look out for good machine code games programmers, and computer artists. If you have written a game which you think is publishable, or have a good graphics demo, please send it to:

**David Darling, Code Masters, P.O. Box 6, Southam, Warks. CV33 0SH. (England).**

## INSTRUCTIONS DE CHARGEMENT

Il y a 2 jeux sur chaque face de la cassette, enregistrés l'un après l'autre, avec une plage d'environ 10 secondes entre les jeux. Pour charger un jeu, positionnez la bande avant le commencement du jeu désiré, puis:

**464 users:** Type **run**. Press **ENTER**.

**664/6128 users:** Type **:tape**. Press **ENTER**.  
Type **run**. Press **ENTER**.

### SIMULATEUR DE BMX

Contrôle de manette pour 1 ou 2 joueurs:

Vous appuyez sur bouton feu = accélérez

Vous n'appuyez pas sur bouton feu = freinez

Manette gauche/droite = tourner gauche/droite

Appuyez sur **N** pour changer le nombre de parcours dans les championnats.

Appuyez sur **S** pour commencer.

Pour **répétition immédiate de la séquence**, appuyez sur **A** à la fin de chaque parcours.

Puis appuyez sur **S** si vous la voulez au ralenti.

### SIMULATEUR DE GRAND PRIX

	JOUEUR 1	JOUEUR 2
Tournez gauche	Z	<
Tournez droite	X	>
Accélérez	F	+
Marche arrière	C	?

Pour redéfinir ces touches ou sélectionner la **manette**, appuyez, sur **ESC**.  
**Appuyez sur 1 ou 2 pour commencer une course à 1 ou 2 joueurs.**

### SIMULATEUR DE SKI PROFESSIONNEL

Redéfinir touches avant de commencer une course

Appuyez sur **R** pour redéfinir touches/manette

Appuyez sur **I** pour instructions

Appuyez sur **N** pour entrer noms de nouveaux joueurs

Appuyez sur **1** ou **2** pour commencer course à 1 ou 2 joueurs

Appuyez sur **Q** pour quitter la partie

### SIMULATEUR DE SNOOKER PROFESSIONNEL

<b>O</b>	Faire tourner queue rapidement dans le sens des aiguilles d'une montre
<b>W</b>	Faire tourner queue rapidement dans le sens inverse aux aiguilles
<b>E</b>	Faire tourner queue lentement dans le sens des aiguilles
<b>SPACE</b>	Joueur 1 tire
<b>ENTER/RETURN</b>	Joueur 2 tire
<b>SYMB. SHIFT 5</b>	Bouger position de tournoiement
<b>6, 7 and 8</b>	Demander à l'adversaire de jouer à <b>nouveau</b>
<b>CAPS SHIFT A</b>	Céder
<b>CAPS SHIFT C</b>	<b>Nouveau</b> jeu
<b>CAPS SHIFT N</b>	Sauvegarder jeu pour la bande
<b>CAPS SHIFT S</b>	<b>Charger</b> le jeu à partir de la bande
<b>CAPS SHIFT L</b>	<b>Répétition</b> instantanée du dernier coup
<b>R</b>	
<b>CAPS SHIFT</b>	
<b>CURSEURS</b>	Bouger boule choisie
<b>CAPS SHIFT P</b>	Entrer mode <b>d'entraînement</b>
<b>CAPS SHIFT R</b>	Remettre boules à la dernière position
<b>SYMB SHIFT R</b>	<b>Bouger</b> boule choisie
<b>G</b>	Retour au mode <b>Game</b>

### POUR SÉLECTIONNER UNE BOULE

Pour sélectionner une boule, vous appuyez sur la valeur de cette boule, c'est-à-dire **7** pour noir, **6** pour rose etc., Appuyez sur **0** pour la boule blanche.

Après avoir appuyé sur la touche, la boule correcte commencera à clignoter. Pendant qu'elle clignote le fait d'appuyer sur n'importe quelle touche sauf **N** complètera la sélection.

Si vous sélectionnez rouge (en appuyant sur **1**), une boule rouge va alors clignoter. Appuyez sur **N** pour aller à la boule **rouge suivante**, jusqu'à ce que vous atteigniez la boule voulue.



The authors of these games are . . .

*BMX Simulator* Tim Miller

*Grand Prix Simulator* The Oliver Twins

*Pro Ski Simulator* The Oliver Twins

*Pro Snooker Simulator* Godwin Graham

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