

CONTROLS

Keys

I and ENTER Insert Credits (hold down to insert quickly; max 99)

K Keep Money

ENTER starts game

A REVERSE START

X GAMBLE/CANCEL

1-3 HOLD REELS 1 TO 3

C COLLECT/FEATURE V FORWARD START

Use keys Z-V when the corresponding button on the screen is flashing. Arrows indicate whether you have chosen REVERSE or FORWARD reel spin and message windows help you as well.

Player starts with 50 pence (worth 25 credits)

At the start of the game, or if there are no credits left to play, you may keep your money or insert more.

Numbers on the WIN LINE will light up that number of the 9 letters in CASH N GRAB

? - The Letters will randomly flash. Press FEATURE to try for B

SKILL STOP - Press FEATURE to try to hit B

FEATURE HELD - Lit letters remain lit for the next credit.

SHUFFLE - Press FEATURE. As above but reels spin again

HOLD - Any reels, 1 to 3. CANCEL can be used on any reel.

BONUS HOLD - As above but player may stop the up and down motion of the reels.

COLLECT/GAMBLE - The gamble relies on skill and timing as well as luck. It becomes easier to gamble wins further as the game collects more money (like the real thing)!

CASH 'N' GRAB FEATURES awarded when the 9 letters are fully lit.

Press FEATURE to stop where required.

CASH POT: The player wins the amount in the pot

REPEAT: the pot will fill randomly and FEATURE determines the amount

NUDGE POT: player can gain extra nudges by pressing GAMBLE, trying to hit ONE as many times as possible (to a max of 10 nudges).

WIN SPINS: Player is awarded a number of 2 or 3 of a kind wins up to 5. These cannot be gambled.

PICK A WIN: Player has 3 chances to pick the highest win by pressing COLLECT or GAMBLE

FRUIT STEP: Press FEATURE to slow and stop sequence. Indicated symbol is nudged to middle and the other 2 reels nudge down to a 2 or 3 of a kind win

SKILL STOP: Player has a number of chances to hit B

REPEAT: If the RE-PE-AT meter stops at 'AT', player is given last feature again

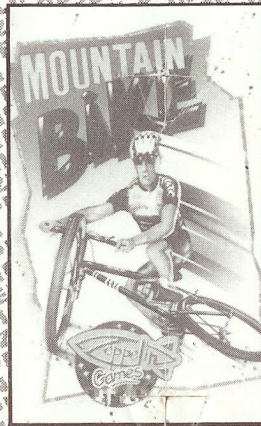
Scoring

2 points for each credit played

2 points for each penny won and kept

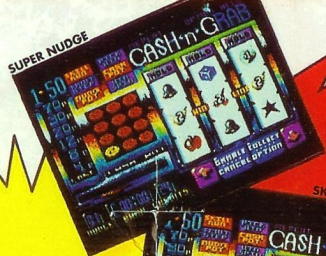
500 points for each £1.50 jackpot won

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MOUNTAIN BIKE RACER -
Our all terrain sure fire hit**



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SKILL CHANCE



REPEAT FEATURE

PROGRAM &
GRAPHICS:
ANDREW BOLTON

MADE IN U.K.

AMSTRAD/
SCHNEIDER

FRUIT
MACHINE

A204



AMSTRAD/
SCHNEIDER



WINNING COMBINATIONS

All two of a kind (left & centre)
Three of a kind wins as follows:-
Cherries, Apples, Pears
Coins, Bells
Stars

Dice
Melons
Skulls

Star wins occur in any position on the reels and a
special sequence occurs if you achieve a £1.50 win.

4p
8p
12p
20p
30p
70p
£1.50p

AMSTRAD LOADING INSTRUCTIONS

Type RUN" then
press ENTER.
Press PLAY on tape.



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