



The first real Fruit Machine Simulator including: Cash Box, Nudge Box (with Compu-Nudge and Nudge Bank), Skill Climb, Winning Streak, Cash Gamble, Holds and Mega-Holds, Skill Chances and Party Time Meter!

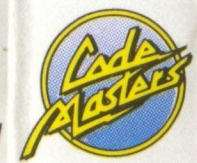


ACTUAL AMSTRAD SCREEN SHOTS

JUST LIKE THE REAL THING

AMSTRAD SCHNEIDER 464/664/6128

FRUIT MACHINE Simulator

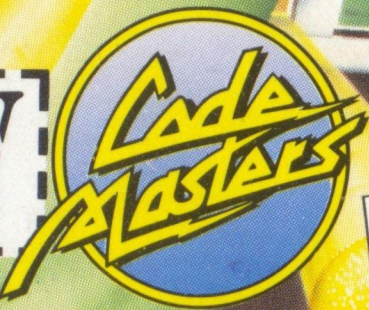


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FRUIT MACHINE Simulator



NEW RELEASE



By the Oliver Twins authors of GRAND PRIX SIMULATOR!

AMSTRAD SCHNEIDER 464/664/6128

REEL LAYOUTS

Cherry	1	Cherry	3	Cherry	2
GFI		Apple		Lemon	1
Apple		Lemon	1	Bell	3
Cherry	3	GFI	1	Cherry	
Lemon		Bell	2	Lemon	1
Cherry	?	Cherry	2	GLASS	
PARTY		TIME	1	Cherry	2
Cherry	1	Apple	3	Lemon	1
Lemon	3	Bell	3	Apple	
Apple	1	Cherry	3	GFI	
Melon		Lemon	3	Bell	3
Apple	2	Cherry		Cherry	2
Lemon	2	Apple	1	Bell	
Cherry	2	Melon	2	Lemon	1
Apple	3	Cherry	1	Bell	
Bell		Lemon	2	Melon	3
Cherry	2	Apple	?	Cherry	
Lemon	1	Lemon	2	Apple	?
Bell		Cherry		Bell	
Lemon	1	Lemon			

ALL THE FUN WITHOUT THE COST!

LOADING 464: RUN"(ENTER)
664/6128: TAPE (ENTER) RUN "(ENTER)

DIGITIZED VOICE SYNTHESIS

NOT TO BE MISSED . . .
Here is what the reviewers said about some of our other games available for the AMSTRAD . . .



GRAND PRIX SIM
'A brilliant game. And its budget. 20/20 . . . A must for all budding speed fiends.' - Amstrad User Magazine



BRAINACHE
' . . . and this is one of the best. The graphics are excellent as you proceed down the mine with the tubby spaceman.'



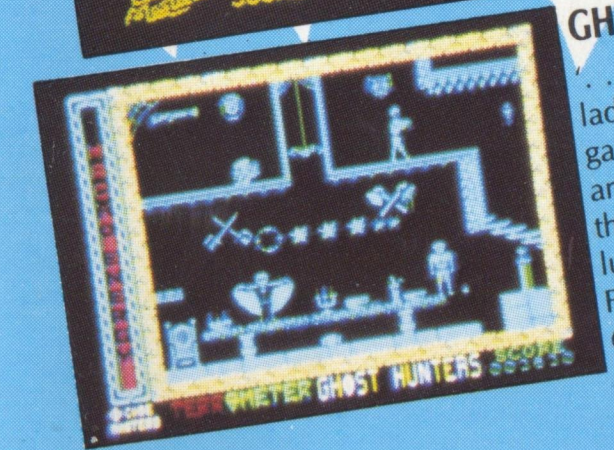
BMX SIMULATOR
' . . . with great graphics, colour, detail, animation and addictive gameplay throughout . . . QUALITY 9 . . . PLAYABILITY 9 . . . VALUE 9' - CTW



DIZZY
' . . . to keep you coming back for more . . . ' - ACE Magazine.



ROBIN HOOD
' . . . with good graphics, great animation, some tough problems and excellent speech synthesis . . . AA Rating 85%' - Amstrad Action



GHOST HUNTERS
' . . . a complex ladders and levels game with a fair amount of zapping thrown in for good luck . . . VALUE FOR MONEY 90%' - Computing with the Amstrad

WIN VALUE

REEL 1 AND 2 ALL 3 REELS

Cherries	20p	40p
Lemons	20p	40p
Apples	30p	£1.00
GFI-Go For It!	30p*	£1.00*
Bells	30p	£1.50
Party Time	Party Time Meter	£3.00
Melons	80p	£5.00

*Wins in any position, not just win line.

Keys for Inserting Coins

- 1** 10p
- 2** 20p
- 5** 50p
- 0** £1
- R** Reject
- G** Give up (in multi-player game)

RETURN When you have finished
Your coins are shown at the top of the display.

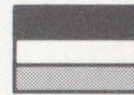
If you give up you can't register on the HIGH-WINS table. For the winner to register, press RETURN before inserting coins, and walk away.

Each player is limited to putting in between 40p and £1.10 per turn.

GAME CONTROL

- SPACE** Start/Gamble
- RETURN** Feature Stop/Collect
- 1** Hold reel 1
- 2** Hold reel 2
- 3** Hold reel 3
- N** Compu-Nudge
- S** Stake coin
- C** Cancel

You can only see these keys when the appropriate light is flashing.



Die Münzen, die Ihnen zur Verfügung stehen, werden oben angezeigt.

Wenn Sie aufgeben, können Sie sich nicht bei den HIGH-WINS eintragen, da dies nur dem Gewinner vorbehalten ist.

Drücken Sie vor dem Einwerfen der Münzen die RETURN-Taste, um nachher als Gewinner 'weggehen' zu können. Jeder Spieler hat einen limitierten Einsatz von 40 p bis £1.10. pro Spiel.

Denach ist der nächste Spieler an der Reihe.



Les jetons à votre disposition sont indiqués dans la partie supérieure de l'écran.

Vous ne pourrez vous inscrire dans la liste des meilleurs si vous abandonnez en cours de jeu, cette option étant réservée aux gagnants.

Tappez la touche RETURN avant de jeter une pièce dans la machine pour quitter le jeu en vainqueur. Chaque joueur a un enjeu limite de 40 p à £1.10 par jeu.

Ensuite c'est le tour du prochain joueur.



Las monedas de que usted dispone se muestran en la parte superior de la pantalla.

Si se da por vencido, no queda registrado en la tabla de GANADORES, algo solo permitido al vencedor. Para que el ganador se retire pulse RETURN antes de introducir las monedas.

Cada jugador tiene limitado el dinero de cada apuesta entre 40 peniques o 1 libra, pasando el turno al siguiente jugador.



Le monete a tua disposizione si trovano in alto sullo schermo. Se abbandoni il gioco non puoi scrivere il tuo nome sullo schermo degli HIGH-WINS, solo il vincitore può farlo. Il vincitore prima di andarsene deve premere RETURN prima di inserire le monete.

Ogni giocatore non può inserire più di 40 pences/1.10 sterline alla volta, poi sarà il turno del prossimo giocatore.

These are other Codemasters games available for the AMSTRAD.

SIMULATORS

BMX Simulator
Pro Snooker Simulator
Pro Ski Simulator
Grand Prix Simulator

ARCADE ACTION

Terra Cognita
Transmuter
Mission Jupiter
3-D Starfighter

CARTOON ADVENTURE

Dizzy

PLATFORM/ACTION

Vampire
Brainache
Ghost Hunters
Super Robin
Hood

ADVENTURE

Necris Dome

PLUS RANGE

Jet Bike Simulator

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



Programming:- The Oliver Twins
Program Design:- James Wilson
Design & Artwork:- Nigel Fletcher
Music:- John Paul Eldridge

Made in England

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