

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...

48K users: Type **LOAD** "". Press **ENTER**. Play tape.

128K/+2/+3 users: Press **ENTER**. Play tape.

If this does not work, load the game in the following way:

Press the up arrow key next to the **SPACE** bar so that the blue bar is over the words **48**

BASIC on the screen.

Then press **ENTER**.

Then press **J**. The word **LOAD** should appear on the screen. Press the "" key (near the bottom left of the keyboard) twice.

Press **ENTER**. Play tape.

BMX SIMULATOR

Joystick control for 1 or 2 players:

Fire button pressed - Accelerate

Fire button not pressed - Brake

Joystick left/right - Turn left/right

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	Z	N
Turn Right	X	M
Accelerate	F	G
Reverse	C	B

To redefine these keys or select **Joystick** press **CAPS SHIFT E**.

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

O	Rotate cue clockwise quickly
W	Rotate cue anti-clockwise slowly
E	Rotate cue clockwise slowly
SPACE	Player 1 shoots
ENTER	Player 2 shoots
SYMB SHIFT 5	Move spin position
6, 7 and 8	
CAPS SHIFT A	Ask opponent to play Again
CAPS SHIFT C	Concede
CAPS SHIFT N	New game
CAPS SHIFT S	Save game to tape

CAPS SHIFT L	Load game from tape
R	Instant Replay of last shot
CAPS SHIFT	Move nominated ball
CURSORS	
CAPS SHIFT P	enter Practice mode
CAPS SHIFT R	Restore balls to last position
SYMB SHIFT 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 key **twice**. The strength of the shot will be determined by the length of time between the successive depressions of the key...the quicker the second shot 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 **CAPS 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:

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