



LOADSA
NEW
FEATURES!

COMMODORE
64/128

THE ULTIMATE
FRUIT MACHINE
SIMULATOR! Skill
and Repeat Chances
galore, Shuffles,
Free Spins, Hyper-
Nudges, Skill-
Nudges, Hidden
Fortune, Mega-
Trek, Turbo-Skill,
Double & Treble
Fruiter, Winner-
Spinner, 4 Coin
Boxes with Coin-
Box Super Scanner
and Skill-Coins, and
£100 Jackpot Race!

INTERNATIONAL
INSTRUCTIONS

ISTRUZIONE
ANLEITUNG



ACTUAL C64
SCREENSHOTS

FRUIT MACHINE

2



1294

FRUIT MACHINE

Simulator

2



85%
vs.



NEW
RELEASE

COMMODORE
64/128

UP TO 4
PLAYERS

Fruit Machine Simulator 2 gives you just about every feature ever found on the real machines nowadays. As you spin the reels, the numbers on the fruits take you further and further up the MEGA-TREK to better and better FEATURES. There are 20 DIFFERENT FEATURES including: SHUFFLE-NUDGE BOX – you can shuffle the reels to try for a better win, but each shuffle costs 1 nudge; WINNER-SPINNER – the reels just keep spinning to WINS – until you hit TAKE/STOP to get the BEST WIN!; 4 DIFFERENT COIN-BOXES (10p, 20p, 50p, £1) – use SKILL to try to get more coins – when you get a FULL BOX you get the SUPER SCANNER which gets you onto the higher coin boxes. There are loads of other features as well – JUST HIT THE START BUTTON AND PLAY! WIN LOADSA MONEY!

THE DEFINITIVE
FRUIT
MACHINE
SIMULATOR

LOADING (C128 USERS SELECT C64 MODE)
Type **LOAD** press **RETURN**

MONTÉ CARLO CASINO

ALSO
AVAILABLE



OUT
NOW!



PUB TRIVIA

Simulator

Quiz



92% vs.



BY PETER
WILLIAMSON

ALSO
AVAILABLE

INSTRUCTIONS

Press 1 to start game, or press 2,3, or 4 if you want more players.

Inserting coins:

KEY	COIN
1	10p
2	20p
5	50p
£	1
T	Token
R	Reject coins already inserted.
G	Give up (multi-player game only).

ENTER/RETURN when finished.

During the game:

KEY	FRUIT-MACHINE BUTTON
	(When flashing)
SPACE	Start/Gamble
ENTER/RETURN	Take/Stop
1 2 3	Hold reel 1,2, or 3
C	Cancel
SPACE	Shuffle
S	Stake coin

When one of the Fruit Machine's buttons is flashing, you can press the corresponding key.

You can see how many of each coin you have at the top of the reels screen. And you can see your total money – but tokens don't count – just like real life!

The Greatest Gamblers: in a multi-player game, only the winner can register his name as one of the greatest gamblers.

To register, don't insert any coins, just press RETURN/ENTER. Then press W to walk away with the money you've got.

Multi-Player Game: The players take it in turn. Each turn you can put in between 4 and 20 credits. You are out of the game when you go broke. The winner is the last one left.

FRUIT WINS:

	2 Reels	3 Reels
Cherries	20p	80p
Bananas	30p	80p
Grapes	40p	£ 1
Pears	50p	£ 1
Plums	60p	2
Bars	2	5
Pound signs	5	10-100

REEL LAYOUTS:

	2 Reels	3 Reels
Cherry 3	Grape 3	Cherry
Banana 1	Plum 2	Grape
Pear 2	Banana	Banana 3
Plum	Cherry 1	BAR 2
Banana 3	Banana 3	POUND SIGN
BAR 2	Cherry	Grape 1
Cherry 1	Grape 1	Plum 2
Grape 1	Cherry	Cherry 3
Cherry	BAR 2	Pear 2
BAR	Pear 3	BAR
Pear 3	Banana 1	Cherry 1
Banana 1	POUND SIGN	Plum
Cherry	Banana	Pear 3
Plum 2	Cherry 1	BAR 2
Banana	Pear 2	Banana 1
Pear 2	Grape 1	Cherry 1
Grape 3	BAR	Grape 3
Cherry	Cherry 3	Plum
POUND SIGN	Plum 2	Banana 1
Grape 1	Pear	Pear

ANLEITUNGEN

Um das Spiel zu beginnen, 1 drücken; für mehr Spieler 2, 3 oder 4 drücken.

Münzeinwurf:

TASTE	MÜNZE
1	10 pence (30 Pfennig)
2	20 pence
5	50 pence
£	1
T	Token (Münzjeton)
R	Bereits eingeworfenes Geld zurück
G	Aufgeben (nur im Spiel für mehrere Spieler) sobald Du mit Münzeinwurf fertig bist

ENTER/RETURN während des Spieles:

TASTE	KNOPF am Spielautomaten (Fruit Machine)
	(wenn sie aufleuchtet)
LEERTASTE	Start/Spielen
ENTER/RETURN	Nehmen/Stop
1,2,3	Rad 1,2 oder 3 anhalten
C	Rückgängig machen
LEERTASTE	Mischen
S	Münze setzen

Leuchtet einer der Knöpfe am Spielautomaten auf, kannst Du die entsprechende Taste drücken. Oben am Bildschirm kannst Du während sich die Räder drehen, sehen, wieviele Münzen Du jeweils noch hast; und Du kannst sehen, wieviel Geld du insgesamt hast – aber Jetons zählen nicht – genau wie im Leben!

Die Superspieler: in einem Spiel für mehrere Spieler kann nur der Gewinner seinen Namen als einer der Superspieler eintragen. Um das zu machen, keine Münzen einwerfen, nur RETURN/ENTER drücken.

Danach W drücken, um das gewonnene Geld herauszunehmen.

Spiel für mehrere Spieler: Die Spieler spielen abwechselnd, Für jedes mal kannst Du zwischen 4 und 20 Guthaben (Credits) eingeben. Du bist raus aus dem Spiel sobald Du bankrott bist. Der Gewinner ist der letzte, der übrig bleibt.

ISTRUZIONI

Premete 1 per dare inizio alla partita, oppure 2,3, o 4 se desiderate aumentare il numero dei giocatori.

Come inserire le monete:

TASTO	MONETA
1	10 penny
2	20 penny
5	50 penny
£	£1
T	Gettone
R	Per ottenere la restituzione dei gettoni inseriti in precedenza
G	Per arrendersi (solo nella versione del gioco con più di 1 giocatore)

ENTER/RETURN (a capo)

Nel corso del gioco:

TASTO	PULSANTE DELLA FRUIT-MACHINE (mentre sta lampeggiando)
SPACE(spaziatore)	Inizio/Scommessa
ENTER/RETURN (a capo)	Prendere/Stop
1,2,3	Mantenere invariata la ruota 1,2 o 3
C	Cancellare
SPACE (spaziatore)	Fa girare le ruote
S	Puntare una moneta

Quando uno dei pulsanti sulla Fruit-machine si mette a lampeggiare, potete premere il tasto che gli corrisponde.

Vi sarà possibile controllare quante monete di ciascun tipo avete a disposizione tenendo d'occhio la parte alta dello schermo su cui appaiono le ruote. E potrete anche vedere quanto denaro avete in totale – ma ricordate che i gettoni non contano, proprio come nella realtà!

I Grandi Giocatori d'Azzardo: in una partita con più concorrenti, solo il vincitore ha il diritto di inserire il proprio nome nella lista dei più grandi giocatori d'azzardo. Per compiere tale operazione, non immettete alouna moneta, ma premete semplicemente RETURN/ENR (a capo). Quindi pigiate il tasto W per andarvene col denaro della vincita.

Partita a più concorrenti: i partecipanti giocano a turno. Ad ogni giro, potete inserire da 4 a 20 dei buoni a disposizione. Verrete eliminati dal gioco non appena resterete al verde. Vince chi è l'ultimo a rimanere in gioco.



Programming
Game Design
Graphics
Music
Project Manager
Production
Illustration

John Ferrari
Mark Baldock
Neil Adamson
Lyndon Sharp
Mark Baldock
Stewart Regan
Alastair Graham

This program including code, graphics, music and artwork is the copyright of The CodeMasters Software Co. Ltd. and no part may be copied, stored, transmitted or reproduced in any form or by any means, hired or lent without the express permission of The CodeMasters Software Co. Ltd.

MADE IN ENGLAND

Published by CodeMasters Software Co. Ltd.
P.O. Box 6, Southam, Warwickshire, England CV33 0SH