



DIGITIZED
VOICE
SYNTHESIS

COMMODORE
64/128

GRAND PRIX
Simulator



1046

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



ACTUAL
C64
SCREEN SHOTS



NEW
RELEASE



COMMODORE
64/128

GRAND PRIX Simulator

No amount of screen shots or description can explain to you the best aspect of this game—the sheer enjoyment you get from racing, wheel to wheel, round the track against another player and the computer drone car.

— Absolutely brilliant playability.

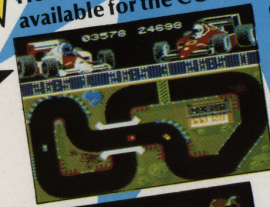
The graphics are superbly drawn. Each of the 12 tracks has been carefully planned to test your abilities to the full. The speech synthesis, music and sound effects also add to the atmosphere, giving this game long lasting appeal.

Music by
David
Whittaker

AMSTRAD
No. 1
BESTSELLER

LOADING (C128 users select C64 mode)
Type LOAD press RETURN

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



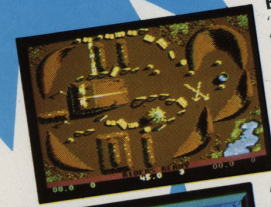
GRAND PRIX SIM
'A brilliant game. And its budget. 20/20 . . . A must for all budding speed fiends.' — Amstrad User Magazine



RED MAX
'Red Max is yet another highly addictive budget game that drives you back for another game, again and again' — Your Commodore



THUNDERBOLT
'The graphics are great, the colour and detail good, animation and scrolling brilliant and the game pace very rapid indeed.' — CTW



BMX SIMULATOR
'BMX simulator, from Codemasters, is in a class of its own with compulsive gameplay, a great soundtrack and smart, shaded graphics.' — C & VG



ARMOURDILLO
'Yet another well produced and playable shoot-em-up entitled Armourdillo.' — Playability 8 Value 8 — CTW



LASER FORCE
'Great graphics, detail and music ensure maximum visual appeal while thoughtful gameplay will keep you coming back for more.' — PLAYABILITY 9 VALUE 9 — CTW

CONTROLS

Press SPACE to go to controls screen. Then press SPACE repeatedly until the desired combination of keys or Joysticks is shown. Then press Return.

Press 1 or 2 to start a 1 or 2 player race. Tap Restore to quit and start again.

You can exit a game by pressing F1.

THE RACE

RED CAR	Player 1
BROWN CAR	Player 2
PURPLE CAR	Drone, driven by the computer

Each race is three laps, if one of the players finishes last or does not complete the race then he is out of the competition.

Collect the tools for BONUS points.



Istruzioni

Premi SPACE per vedere lo schermo dei controlli. Continua a premere SPACE fino a che avrai ottenuto la combinazione desiderata di joystick o tastiera. Quindi premi RETURN.

Premi 1 o 2 per 1 o 2 giocatori. puoi uscire dal gioco premendo RESTORE.

La Gara

Auto Rossa	Giocatore 1
Auto Marrone	Giocatore 2
Auto Bordeau	Guidata dal computer.

Ogni gara consiste di tre giri, se un giocatore finisce per ultimo o non completa la gara, allora viene escluso dalla competizione. Raccogli gli attrezzi lungo il percorso che ti danno dei punti extra.



Steuerung

Brücken Sie die Leertaste, um zum Steuerungsbildschirm zu gelangen. Durch weiteres wiederholtes Drücken der Leertaste können Sie die verschiedenen Kombinationen von Joystick – und Tastatursteuerungsmöglichkeiten abfragen.

Betätigen Sie dann die RETURN – Taste, wenn die von Ihnen gewünschten Kontrollen auf dem Bildschirm erscheinen. Drücken Sie 1 für einen, und 2 für zwei Spieler.

Das Spiel kann mit RESTORE verlassen werden.

Das Rennen

Rotes Auto	Spieler 1
Braunes Auto	Spieler 2
Violettes Auto	computergesteuertes Auto

Jedes Rennen besteht aus drei Runden.

Wenn ein Spieler als letzter ankommt, oder das Rennen nicht vollständig geschafft hat, wird er disqualifiziert.

Sammeln Sie das Werkzeug auf, um Bonuspunkte zu bekommen.



Controles

Pulse la barra ESPACIADORA para acceder a la pantalla de los controles; luego pulse la barra ESPACIADORA repetidamente hasta que aparezca la combinación deseada de teclas o 'joystick'. Luego pulse RETORNO.

Pulse 1 ó 2 para iniciar una carrera de 1 ó 2 jugadores.

Se puede salir de un juego pulsando RESTORE.

La Carrera

Coche Rojo	Jugador 1
Coche Marron	Jugador 2
Coche Morado	Guiado, conducido por el ordenador.

Cada carrera consta de tres vueltas: Si uno de los jugadores llega último o no termina la carrera, se le considerará fuera de la competición.

Recoja las herramientas para puntos de BONIFICACION.

These are other Codemasters games available for the COMMODORE C64/C128

SIMULATORS

BMX Simulator
Grand Prix Simulator
Fruit Machine Simulator

ARCADE ACTION

Terra Cognita
Super G Man
Red Max
Armourdillo
Thunderbolt
Cosmonut
Lazer Force

PLATFORM/

ACTION

Vampire
Super Robin
Hood
Mr Angry

ADVENTURE

Necris Dome

GAMES

DESIGNER

Creations

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

JOHNNY DUMFRIES

JOHNNY DUMFRIES is recognised as one of Britain's brightest new stars in Grand Prix Racing. His career path leading up to the high technology world of Grand Prix racing has followed the classic route of so many of the world's top racing drivers.

Starting in 100cc Karts in 1980, he quickly graduated to Formula Three in 1983. The following year with backing from British Petroleum he totally dominated the Malboro British Formula Three Championship, taking the title with ten wins and in addition finishing runner up in the European Championship.

The Beginning of 1985 brought an offer from Ferrari. It was Ferrari who persuaded Dumfries to sign an exclusive testing contract for the factory Formula One team, the first British driver to sign a contract since 1968.

1986 saw Dumfries invited to join Ayrton Senna in the prestigious John Player Special Team Lotus line up for his first full Grand Prix season.

John's love of motor racing extends beyond the track. His official verdict on Code Masters Grand Prix Simulator – and being the expert, he should know!



Program by:— Adrian Sheppard

Made in England

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Design & Artwork – NIGEL FLETCHER