



INTERNATIONAL RUGBY LEAGUE									
GAMES TO GO									
NEXT ROUND									
SHORT LEAGUE									
	PLD	WIN	DEA	PTS	SCR				
ENGLAND	0	0	0	0	0				
IRELAND	0	0	0	0	0				
SCOTLAND	0	0	0	0	0				
WALLES	0	0	0	0	0				
GERMANY	0	0	0	0	0				

8
PLAYERS
A-SIDE!

COMMODORE
64/128

International
RUGBY
Simulator

The first
real simulation
of the world famous
game - it's all
there...
conversions, touch-
backs, line-outs,
drop-kicks, real
tackling, scrum-
downs, throw-ins
and all the rest....

An amazing mixture of
strategy and fast action
- definitely the best
Rugby game, ABSOLUTELY
BRILLIANT!

David Darling.

JOYSTICK ONLY

AMAZING
PLAYABILITY

ACTUAL C64
SCREENSHOTS

1093



International RUGBY Simulator

COMMODORE
64/128



**NEW
RELEASE**

This is it - the truly definitive Rugby game. It's got all you would expect, and more. Here are just some of the amazingly realistic features...

- * Up to **EIGHT** players using the league feature
- * All-action scrum-down sequences
- * Conversions and drop-kicks
- * 8 preset team playing policies, and you can make your own!
- * Watch your team members line out behind you, waiting to receive the pass, while others mark the opposition...
- * Real throw-ins
- * Choose your own team name and colours.

With it's many remarkable facets, this will soon be your favourite game -
PLAY IT AND SEE!!

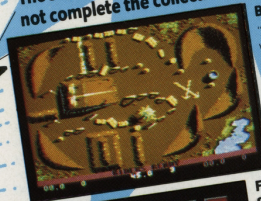
BRILLIANT
3D ACTION

PLAY YOUR
FRIENDS OR
THE COMPUTER

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

THE COLLECTION . . .

The screen shots below are from other CodeMasters classics - if you like this one, why not complete the collection? - But remember - make sure it's a CodeMaster!



BMX SIMULATOR
"... in a class of it's own, with compulsive gameplay, a great soundtrack, and smart shaded graphics" -
COMPUTER & VIDEO GAMES



FRUIT MACHINE SIMULATOR
"This has got to be the most realistic and playable Fruit Machine simulation" -
STEWART REGAN



ATV SIMULATOR
ATV's massive in the States, and soon will be here - a must for all ATV fans!
ATV is a compulsive game, featuring real two player action and brilliant graphics - **ABSOLUTELY BRILLIANT!**



GRAND PRIX SIMULATOR
"Music, sound and sampled speech all add to the atmosphere, and the gameplay is compulsive." -
COMPUTER TRADE WEEKLY



POLTERGEIST features fast, wicked action - 137 metamorphosing ghosts in 32 spooky worlds - Gavin Ragburn's meanest game yet! Features **PROGRESSIVE FIREPOWER**



SUPER ROBIN HOOD
"... definitely worth a place in the collection" -
YOUR COMPUTER
"... a platform game containing everything that a game of this ilk should" -
CTW

5 015026 010938

CONTROLS

If you've only one joystick, plug it into port 1. You will only be able to play the one player game. If you have another joystick, plug it into port 2.

During a game, pressing **RUN/STOP** will pause the action. Pressing it again will return to the game.

While in pause mode, press **Q** if you want to quit the game. **F3** and **F5** will let you change playing policies. (See FOR ADVANCED PLAYERS).

Pressing **H** will bring up the help screens.

USING THE MENU

Move the highlight bar up and down using either joystick. Press **FIRE** to choose the option under the highlight bar.

STARTING A GAME

Watch the digital display on the stadium roof to see who is playing the first match. The team on the left of the scoreboard is controlled with the joystick in port 1, and the team on the right with port 2. There is no need to swap joysticks at half time when you change ends.

PLAYING THE GAME

Instructions for playing are within the game. Select the **HELP SCREENS** option from the menu and you will be told about **PASSING**, **KICKING**, **SCRUMMAGE**, **CONVERSION** and **THROW-INS**.

During a game, your joystick controls one of the players on your side. This player is highlighted in a different colour so that you can see him easily. The member of your team holding the ball is automatically controlled by your joystick, or, if your team doesn't have possession of the ball, pressing **FIRE** will change control over to the member of your team nearest to the ball. This means you have control of all of your players, and stay on top of the action.

While you control the active player, all your other team members will be using their artificial intelligence and following the chosen team playing policy.

THE LEAGUE

If you start a league, the computer will want to know how many teams are involved. It assumes there are 6 unless you tell it otherwise. Decide amongst yourselves which team you want to be. If you want to change your team name, go to the **OPTIONS** selection, then choose **TEAM NAMES**. Move the highlight bar over the current name of your team and hit **FIRE**. You can then type the name of your favourite team (followed by **RETURN**).

When playing in a league, be careful to see that the right people play the right matches by watching the scoreboard the beginning of the game.

FOR ADVANCED PLAYERS: TEAM PLAYING POLICIES

Your team playing policy governs how the rest of your team play — remember you only control one man at a time! You can change your strategy at any point during the game by pressing **RUN/STOP** (to pause the action) and then pressing **F3** for the team using joystick port 1, or **F5** for the team using joystick port 2. Press the **COMMODORE LOGO** key to step through the preset policies, and press **RUN/STOP** to select the one that's on the screen.

You can also make your own policies (before starting a game) by selecting the **POLICIES** option in the **OPTIONS** menu. You can then select which player you want to move with the joystick. Hold the **FIRE** button down and drag the player to where you want him in your new policy.

There are 8 players on each team, 3 are the pack and 5 are forwards or line members. The pack always follows the ball (either just behind it in the case of the possessing side or 'on' it for the defending side).

The line members follow the policy (either for attacking or defending).

When defending, a player can either be in a fixed **ZONE** on the pitch he can 'MARK' his opposite number in the attacking team.

When attacking, the **ZONE** determines where the players run in relation to the pitch. The ball **FOLLOWERS** move in relation to the ball and you can set their relative positions. (The line in the centre represents the ball position.)

The best way to learn about policies is to experiment with them . . . try a few different ones and see what happens.



David and Richard Darling first started writing computer games when they were in their early teens and still at school. They duplicated the cassettes themselves and sold them by mail order, taking small advertisements in magazines. From these beginnings David and Richard became contract programmers. They wrote and sourced games for major software houses, and many of these games were major best sellers.

In October of 1986 the Darlings set up CodeMasters, their own company. From the beginning they were determined to sell only the best possible games at the lowest possible price. One title, **BMX SIMULATOR**, went on to become one of the worlds best selling games.

In less than a year, CodeMasters had a string of Top Ten hits to it's name. The company was the best selling software house in Britain. David and Richard are now 21 and 20 years old, and are determined to continue what they do best; producing top selling computer games.

**These are other great CodeMasters games
available for your Commodore 64/128 . . .**

SIMULATORS

BMX Simulator · Grand Prix Simulator
Fruit Machine Simulator · ATV Simulator
Pro Snooker Simulator · Pro Skateboard
Pro Ski Simulator

ARCADE ACTION

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

PLATFORM ACTION

Mr Angry · Super Robin Hood · Vampire

GAMES CREATOR

Creations

And in our new PLUS range . . .

Pro BMX Simulator · The Race Against Time
Super DragonSlayer

*Some of these titles are now available on disk
— ask your dealer for details.

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.



*This entertainment experience was
brought to you by . . .*

Coding/FX

Graphics

Music

Project Director

Production

Cover Illustration

Ted Carron

Bob Stevenson

David Dunn

Richard Darling

Mike Clark/Stew Regan

Nigel Fletcher

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MADE IN ENGLAND

Published by CodeMasters Software Co. Ltd.,
PO Box 6, Leamington Spa, England CV33 0SH.