



JOYSTICK
ONLY

COMMODORE
64/128

COMMODORE
64/128

32
LEVELS
OUTSTANDING
GAMEPLAY

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



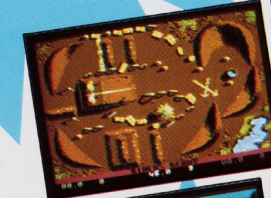
RED MAX

'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, anima-
tion and scrolling
brill and the game
pace very rapid
indeed.' — CTW



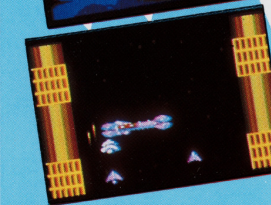
BMX SIMULATOR

'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



'Many aeons have passed since the
Poltergeist destroyed all life in the
genesis star system.
The previously inhabitable planets
within this system became barren and
lifeless. The Poltergeist's life force
generators are now causing evil
mutated life forms to evolve on these
planets. These undead creatures are
potentially threatening to your
planets existence . . .
So, you have chosen to perform a very
special task — you must take the
EXORCIST, a very advanced fighter
craft with progressive firepower, and
destroy all the life force
generators . . . before it is too late.

*The number one name
in the game*

BY GAVIN
RAEBURN

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

ACE! Zap, Crash, Wow!
— Gavin Raeburn's
meanest game yet!
Poltergeist features
wicked, fast action, 137
metamorphosing
ghosts in 32 spooky
worlds. Select your
weapon and destroy
Poltergeist!!!



ACTUAL C64
SCREENSHOTS



1071

POLTERGEIST – The Briefing

Your mission is to blast through all 32 worlds, destroying the life-force generators that are hidden in the scenery.

Avoid all alien life forms – Contact with any alien depletes your shields, leading ultimately to the loss of a ship.

Freak Bombs annihilate all life that is visible, and should be used sparingly. Hit **SPACE** to activate a Freak Bomb.

Shoot or bomb gun turrets, launchers, fuel dumps, bubbles and alien ghosts for extra points . . .

Life-force generators look like small, flashing boxes. They can be demolished by bombing or blasting, but not by Freak Bombs.

When all the life-force generators on a level have been decimated, lights on the teleport pad will flash, indicating that EXORCIST may touch down on it and be teleported to the next world.

Also located on each world are POWER TRANSMUTERS.

These look like flashing lollipops! As they are destroyed, energy is absorbed by EXORCIST, which can then be used to fabricate new weapons. The availability of any armament is indicated at the bottom of the screen on a panel of eight icons. Any icon flashing indicates that that weapon may be selected by hitting one of the cluster keys.

The weapons systems must be used strategically – different weapons are suited to different worlds. We suggest that you try the first weapon (TRIO) for the second level . . .

CONTROLS

Use a joystick in Port Two to manoeuvre EXORCIST

You may hit any of a cluster of keys on the left side of the keyboard to select a new weapon.

These keys are:

1 2 3

CTRL Q

RUN/STOP A

Hitting the **spacebar** will activate a Freak Bomb.

Ihre Aufgabe ist es, eine Reise durch 32 Welten zu unternehmen, indem Sie die Lebensgeneratoren zerstören, die in diesem Spielablauf versteckt sind. Vermeiden Sie dabei alle fremden Geister. Kontakt mit Fremden kann letztendlich sogar zum Verlust Ihres Raumschiffes führen!

FREAK BOMBS vernichten alles sichtbare Leben und sollten nur sparsam verwendet werden. Drücke auf "SPACE", wenn das richtige Bild (ICON) aufleuchtet, um eine FREAK Bombe loszulassen. Schußgefechte, Zusammenstöße und fremde Geister für extra Punkte . . .

Lebenskraftgeneratoren sehen aus wie kleine Signalboxen. Sie können entweder durch Bombenanschläge oder durch Zusammenstöße vernichtet werden aber nie durch FREAK Bomben. Wenn alle Lebenskraftgeneratoren zerstört sind, wird ein Licht auf dem Bildschirm aufblitzen; das bedeutet, daß Dein Raumschiff in die nächste Welt eintauchen wird.

Daneben sind in jeder Welt POWER TRANSMUTTERS stationiert. Diese sehen aus wie funkelnde "Lollipops". Sobald diese zerstört sind, wird neue Energie zur Herstellung neuer Waffen frei. Unten auf dem Bildschirm sind in Form von 8 Bildern (ICONS) die verfügbaren Waffen angezeigt. Jedes Bildaufleuchten zeigt an, daß die Waffen gewählt werden können.

1 2 3

CTRL Q

RUN/STOP A

Votre mission est de voyager à travers 32 pays, et détruire les générateurs de vie qui sont cadnts dans le parcours du jeu. Evitez tous les fantômes étrangers le contact avec les étrangers anéantit votre force et vous mène à la perte de votre vaisseau special. FREAK BOMBS anéantissent toute vie qui est visible, et doivent être utilisées avec précaution.

Tapez "SPACE" lorsque l'icône correcte (Icon) apparaît, afin d'activer une FREAK BOMB. Fusillades et combats ainsi que les fantômes étrangers pour quelques points de plus . . .

Les générateurs de vie ressemblent à de petites boîtes lumineuses. Ils peuvent être détruits par bombardement ou par explosion, mais pas avec les FREAK BOMBS. Lorsque tous les générateurs de vie ont été décimés, une lumière apparaît sur l'écran indiquant que votre vaisseau est transporté dans un nouveau monde. Dans chaque monde se trouvent des transmetteurs de pouvoir. Ces derniers ressemblent à de lumineuses, "Lollipop". Aussitôt qu'elles sont détruites, de l'énergie est absorbée qui peut ensuite aider à la création de nouvelles armes.

La disponibilité de l'armement est indiquée au bas de l'écran au bas de l'écran sur un panneau comportant 8 images (Icons). Chaque image (Icon) qui s'allume indique qu'une arme peut être sélectionnée.

1 2 3

CTRL Q

RUN/STOP A

La misión consiste en recorrer los 32 mundos de los que consta el juego, destruyendo los generadores de fuerza vital que se encuentran escondidos en el terreno.

Debes evitar todos los habitantes de estos mundos, va que cualquier contacto con ellos resulta en la destrucción parcial de los escudos protectores, pudiendo llegar a la aniquilación total de la nave.

Las Bombas Freak aniquilan cualquier tipo de vida visible en el momento en que sean utilizadas, debiendo ser utilizadas con mucho cuidado. Para activarlas, basta con pulsar la barra espaciadora cuando el icono correspondiente se halle remarcado.

Ataqua y destruye las torres, lanzadores de misiles, depositos de combustible, burbujas y enemigos para conseguir puntos extra . . . Los generadores de fuerza vital aparecen como cajas pequeñas que parpadean; pueden ser destruidas por medio de bombas o por los proyectiles, pero no con las Bombas Freak.

Una vez destruidos todos los generadores de un nivel, las luces de los teletransportadores comenzaran a parpadear, para señalar que la nave puede posarse en ellos y ser enviada al siguiente nivel.

En cada mundo también podrán encontrarse Transformadores de Potencia.

1 2 3

CTRL Q

RUN/STOP A

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, many of these games were major best sellers.

In October 1986 the Darlings set up Code Masters, 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 world's best selling games.

In less than a year Code Masters had a string of Top Ten hits to its 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.

YOU COULD WRITE FOR CODE MASTERS

Code Masters 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, PO Box 200, BANBURY,
Oxon OX16 7GA**



This program was brought to you by . . .

Gavin Raeburn Code/Graphics

David Whittaker Music/FX

David Darling/

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Mike Clark/

Abigail Darling Package Production

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Made in England

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Design & Artwork – NIGEL FLETCHER