

Code Masters

SPEED JUMPS

WOW - REAL POWERBOAT RACING! Choose from catamaran or monohull craft - Simultaneous two player action - work as a team or individually. Full throttle - over the jump - avoid the helicopters, depth charges, Police boats, hovercraft, whirlpools, BRILLIANT! Ram your mate onto the rocks! Ahhh! Made it! Now it's onto night racing...

Very fast, very addictive - just like the real thing! If you like speed and contact motorsport then buy this game - David Darling

INTERNATIONAL INSTRUCTIONS

ISTRUZIONE

ANLEITUNG

COMMODORE 64/128

POWERBOAT

Code Masters

1189

ACTUAL C64 SCREENSHOTS

015026011898

PRO POWERBOAT Simulator

COMMODORE 64/128

Code Masters

BEST SELLER

NIGHT RACING!

ONE OR TWO PLAYER ACTION!
Race high powered speedboats head to head thru day and night. Watch out for enemy helicopters as they swoop in low dropping bombs in their all-out bid to stop you getting to the finish line. Look out for deadly whirlpools, waterfalls, white water rapids, lethally quick enemy power boats and police hovercraft. Fly over water jumps to leap blockades, rocks and impassable waters - you've got to make it to the finish! Leave a trail of mines and devastation behind you as you scream thru the water at breakneck speed... anything goes in POWERBOAT SIMULATOR!

BONUS LEVELS

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

BMX Freestyle

Code Masters

BY AUTHOR OF No 1 BESTSELLER SUPER STUNTMAN

RALLYCROSS Simulator

Code Masters

BEST SELLER

FIVE MASSIVE MULTI-LOAD RALLY TRACKS

CONTROLS

Press **1** or **2** to start a one- or two-player game.
Player 1 use Joystick in Port 1, Player 2 use Port 2.
UP
DOWN
LEFT
RIGHT
FIRE

SPEED UP
SLOW DOWN
STEER LEFT
STEER RIGHT
DROP MINE

THE GAME

- ★ When you start a one player game you can choose between racing a monohull or a catamaran. Press **LEFT** or **RIGHT** to choose your boat.
- ★ Race to the end of each stage as fast as you can. Watch your fuel level – pick up more by running into the **F** markers.
- ★ **FLAGS** are worth 500 bonus points.
- ★ Knock other boats into rocks etc. for extra points.
- ★ You can drop mines behind your powerboat to destroy other boats, including the other player's! You start with 5 mines, and you can pick up by running over **M** markers.
- ★ Race over ramps to leap over anything in your way – the faster you hit the ramp, the further your powerboat will fly.
- ★ Visibility is severely restricted during the night stages. Be very careful!

THE BONUS LEVELS

Race between the flags and get to the end of the course in the quickest time possible to collect bonus points.

C64

Press **F3** to Pause the game, then press **F5** to restart the action.
Press **RUNSTOP** to quit during a game.

ITALIANO

CONTROLLI

Premere **1** o **2** per cominciare il gioco con uno o due partecipanti.
Il partecipante 1 userà il joystick nel porto 1, il partecipante 2 userà il porto 2.
UP (SU)
DOWN (GIU')
LEFT (SINISTRA)
RIGHT (DESTRA)
FIRE (FUOCO)

ACCELERARE
RALLENTARE
VIRARE A SINISTRA
VIRARE A DESTRA
LANCIARE UNA MINE
IL GIOCO

- ★ Se si gioca da soli, si può scegliere all'inizio del gioco tra far gareggiare un monoscafo o un catamarano. Premere **LEFT** o **RIGHT** per scegliere l'imbarcazione.
- ★ Far gareggiare l'imbarcazione fino alla fine di ogni tappa più velocemente possibile. Tenere d'occhio il livello del carburante; se necessario andare a rifornirsi nei punti contrassegnati **F**.
- ★ Le **FLAGS** (**BANDIERE**) valgono 500 punti premio.
- ★ Far andare a sbattere contro le rocce e altro le altre imbarcazioni per ottenere punti extra.
- ★ Ogni partecipante può lanciare mine dietro la propria imbarcazione per distruggere altre imbarcazioni, inclusa quella dell'altro partecipante. Si hanno 5 mine per cominciare e ci si può rifornire di altre andando nei punti contrassegnati **M**.
- ★ Per saltare su qualunque ostacolo sul percorso bisogna andare a tutta birra; la lunghezza del salto dell'imbarcazione è proporzionale alla velocità con cui essa colpisce la rampa.
- ★ La visibilità è notevolmente limitata durante le tappe notturne: fare molta attenzione!

LIVELLI DI PUNTI PREMIO

Per collezionare punti premio far andare l'imbarcazione a tutta birra tra le handiere e arrivare alla fine del percorso nel minor tempo possibile.

C64

Premere **F3** per fermare momentaneamente il gioco, poi premere **F5** per ricominciare l'azione.
Premere **RUNSTOP** per abbandonare il gioco prima di terminarlo.

DEUTSCH

KONTROLLEN

Drücken Sie 1 oder 2, um ein Spiel für einen oder zwei Spieler zu beginnen. Spieler 1 gebreuche den Schalthebel in Hafen 1, Spieler 2 benutze Hafen 2.
RAUF
RUNTER

GESCHWINDIGKEIT ERHÖHEN
GESCHWINDIGKEIT REDUZIEREN
NACH LINKS STEUERN
NACH RECHTS STEUERN
MINE SENKEN
DAS SPIEL

- ★ Wenn Sie ein Spiel mit nur einem Spieler beginnen, können Sie zwischen einem Einrumpfboot oder einem Zweirumpfboot zur Wettfahrt wählen. Drücken Sie **LINKS** oder **RECHTS**, um Ihr Boot zu wählen.
- ★ Fahren Sie so schnell Sie können um die Wette bis zum Ende eines jeden Abschnitts.
- ★ Passen Sie auf den Treibstoffstand auf – nehmen Sie mehr, indem Sie in die **F** Markierer fahren.
- ★ **FLAGGEN** sind 500 Pluspunkte wert.
- ★ Versuchen Sie, andere Boote auf Felsen zu stossen, um extra Punkte zu bekommen.
- ★ Sie können hinter Ihrem Motorboot Minen senken, um andere Boote zu zerstören, einschliesslich die des anderen Spielers. Sie beginnen mit 5 Minen, und Sie können mehrere mitnehmen, indem Sie über **M** Markierer laufen.
- ★ Wettfahren Sie über Rampen, um über alles, was in Ihrem Weg ist, zu springen – je grösser die Geschwindigkeit, mit der Sie auf die Rampe stossen, um so weiter wird Ihr Boot "fliegen".
- ★ Die Sicht ist während der nächtlichen Abschnitte sehr beeinträchtigt. Vorsicht!

STUFEN FÜR PLUSPUNKTE

Fahren Sie zwischen den Flaggen um die Wette und gelangen Sie in der kürzesten Zeit zum Ende der Bahn, um Ihren Pluspunkt zu empfangen.

C64

Drücken Sie **F3**, um das Spiel anzuhalten, dann drücken Sie **5**, um die Aktion wieder zu beginnen.
Drücken Sie **LAUFHALT** (**RUNSTOP**), um während eines Spieles auszusteigen.

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

SIMULATORS

BMX Simulator · Grand Prix Simulator
Fruit Machine Simulator · ATV Simulator
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Pro Ski Simulator · International Rugby Simulator
SAS Combat Simulator · Arcade Flight Simulator
BMX Freestyle

ARCADE ACTION

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Dizzy

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4 Soccer Simulators · Rockstar ate my Hamster
** Some of these titles are becoming available on disk! Ask your CodeMasters dealer for the latest news*



Powerboat Simulator was brought to you by...

Game design	Jason Falcus
Coding	Jamie Irvine
Graphics	Peter Goldsmith
Music/FX	David Whitaker
Project Director	David Darling
Production	Stew Regan
Package design	Yvonne Priest
Illustration	Gavin Macleod

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