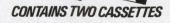




This is the professional version of the biggest hit of 1987 bringing many more features including simultaneous four player action.



11065

COMMODORE
64/128



The logo for 'Code Masters Plus' is located in the top right corner. It features the words 'Code Masters' in a stylized, yellow, outlined font, with 'Plus' in a red, outlined font below it. The entire logo is set against a blue circular background with a yellow border.



- + 4 Player action!!!
- + Two versions – standard and expert
- + 3 Different landscapes
- + 15 challenging circuits
- + Official CM sticker
- + Free colour poster
- + Customise your own bike!
- + Action replay

**DESIGN/CODING—
RICHARD DARLING**
**GRAPHICS—
JAMES WILSON**
**SONICS/MUSIC—
MATT GREY**

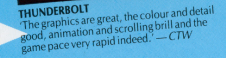
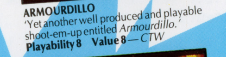
LOADING: Select either Side 1 (Standard) or Side 2 (Expert)
Type LOAD press RETURN

WORLD FIRST!!!
We believe that this is the first four
player C64 game. Using two joysticks
and the keyboard you can have twice
the excitement as four people race
against each other – compulsively
competitive.
In the expert version you can customize
your bike! Choose the tyre size and the
gear ratios – do you want a quick
getaway or a higher top speed?
Do you need better cornering or
less drag?

PRO BMX SIMULATOR
BY
RICHARD DARLING

NOT TO BE MISSED . . .
about some of our single

Here is what the reviewers said about some of the best cassette games available for the COMMODORE . . .



LOADING THE GAME

Side 1 contains the Standard game (with Dirtbiking).
Side 2 contains the Expert game (with Dirtbiking).
Side 3 contains extra courses: Quarry Racing.
Side 4 contains extra courses: Desert Riding.

To load the Standard version (side 1) or the Expert version (side 2): type LOAD press RETURN

After the game has loaded, it is ready to play with dirtbiking.

LOADING THE EXTRA COURSES

After you have played the game with the Dirtbiking courses, you may wish to try the Quarry Racing courses (side 3) or Desert Riding courses (side 4):

Put side 3 or 4 in the cassette deck and rewind to the start of tape. When on the title screen, press L to load a new course. Then follow the on-screen instructions.

CONTROLS

Press SPACE to select the number of players and the method of control.

This program features a unique simultaneous 4 player option. This is achieved by using 2 joysticks and 2 sets of control keys:

	Player 1	Player 2	Player 3	Player 4
LEFT	Run/Stop	,	J1-left	J2-left
RIGHT	Q	@	J1-right	J2-right
PEDAL	C=	=	J1-fire	J2-fire

HINTS

Demonstration mode runs automatically.

Press S to start the race. You are then told:

Riders Ready — Pedals Ready — Go!

Press Accelerate the instant you are told to go — timing is vital, don't lose precious tenths of a second.

Race as though you are in a real BMX Championship. The Burms help you turn, the rough ground slows you down. All the hills and different grade surfaces affect the rider as in real life.

HINTS : DIRTBIKING

Speed is the essence, use burms frequently to keep your velocity up.

HINTS : QUARRY RACING

Use momentum gained from steep downward slopes to carry you up the difficult ramps.

HINTS : DESERT RIDING

Keep control of the bike up and down the treacherous dunes to keep a good line for the burms.

In the EXPERT version of the game each player is asked to select their preferred tyre width and chainwheel size before the start of the game.

Narrow tyres are not as effective in turning, but give increased speed, because of the reduction in drag (there is less rubber in contact with the road).

Small chainwheels allow snappy acceleration, but give a lower top speed.

Tap RESTORE at any time to return to the options screen.



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 mail order by 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 19 years old and are determined to continue what they do best: producing top selling computer games.

Programming/Game Design	Richard Darling
Graphics	James Wilson
Music	Matt Grey
Plus Concept	Bruce Everiss
Illustration	Gavind MacLeod
Cover Design	David Darling/ Nigel Fletcher



Made in England

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Design & Artwork - NIGEL FLETCHER