



Experience the thrills and spills of the downhill racer. All the excitement, but you won't need an ambulance when you crash!

"This simulation is so good, it's just like being on the slopes!"
— CRASH MAGAZINE



ACTUAL C64 SCREENSHOTS

REAL TWO PLAYER OPTION
COMMODORE 64/128

Professional **Ski** Simulator



1101

Professional **Ski** Simulator

COMMODORE 64/128

NEW RELEASE

CodeMasters

"ADDICTIVE AND THOROUGHLY PLAYABLE" — ACE MAGAZINE

JOYSTICK OR KEYBOARD

A very realistic simulator featuring seven large smooth scrolling ski slopes, each progressively more difficult, based on the authors experiences in various parts of Austria.

The magazine reviewers love PRO Ski Simulator — here are some of the things that they said:

"This simulation is so good, it's just like being on the slopes!" CRASH Magazine.
 "... addictive and thoroughly playable." ACE Magazine.
 "... definitely masterly code" SINCLAIR USER.
 ... and we think that the Commodore version is the best yet, so PLAY IT AND SEE!

The number one name in the game

7 LARGE SCROLLING SLOPES

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

POLTERGEIST features fast, wicked action — 137 metamorphosing ghosts in 32 spooky worlds — Gavin Raeburn'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

CONTROLS

Press **1** or **2** on the title screen to start a one- or two- player game.

Just like in real skiing, the controls will take a little while to get used to, but it's worth it! The LEFT and RIGHT controls refer to the skiers view, not the camera view, so when you're going downhill pressing LEFT will make the skier move to the RIGHT (it all makes sense when you get used to it). You may find that if you ski too slowly you will go off the top of the camera range. You will then have to play using the radar display on the right.

HOW TO MOVE YOUR SKIER . . .

PLAYER ONE	ACTION	PLAYER TWO
Joy1 LEFT or RUN/STOP	Rotate LEFT	Joy2 LEFT or @
Joy1 RIGHT OR Q	Rotate RIGHT	Joy2 RIGHT or ↑
Joy1 FIRE or C=	FIRE	Joy2 FIRE or ,

To quite a game, press **R** to return to the title screen. Press **P** if you want to pause the game, then the **SPACEBAR** to continue playing. Pressing **N** while on the title screen will let you enter new names for the players.

HINTS

Press the FIRE button repeatedly to make the skier pick up speed. If you hold the FIRE button down while on a slope, your skier will crouch and therefore go faster.

Yellow bars at the top of the screen tell you how far off the ground your skier is when he jumps — don't try to thrust or turn while you're in the air; you'll land awkwardly and crash!

There are rumours that a YETI roams the slopes . . .

KONTROLLEN

Drücken Sie **1** oder **2** auf dem kleinen Bildschirm, um ein Fin- oder Zweispieler Spiel zu beginnen.

Wie beim richtigen Skifahren, wird es etwas Zeit brauchen, um sich an die Steuerung zu gewöhnen, aber es ist es wert. Die LINKS und RECHTE Schalttöne bezieht sich auf den Blick der Skifahrer, nicht auf den Blick der Kamera, so, wenn Sie bergab fahren und LINKS drücken, wird der Fahrtrichter sich nach RECHTS bewegen (as wird klarer werden, wenn Sie sich daran gewöhnen). Sie werden finden, dass, wenn Sie zu langsam skifahren, Sie aus dem Blickfeld der Kamera oben geraten. Sie werden dann spielen müssen, indem Sie die Radar-Anordnung rechts gebrauchen.

WIE IHRE SKIFAHNER ZU BEWEGEN SIND . . .

SPIELER EINS	AKTION	SPIELER ZWEI
Schaltung 1 LINKS oder RUN/STOP	UMKREISEN SIE LINKS	Schaltung 2 LINKS oder @
Schaltung 1 RECHTS oder Q	UMKREISEN SIE RECHTS	Schaltung 2 RECHTS oder ↑
Schaltung 1 FEUER oder C=	FEUER	Schaltung 2 FEUER oder ,

Um aus einem Spiel auszusteigen, drücken Sie **R**, um zum kleinsten Bildschirm zurückzukehren. Drücken Sie **P**, wenn Sie eine Pause im Spiel einlegen wollen, dann den **LEERTASTE**, um weiter zu spielen. Wenn Sie **N** drücken, während Sie auf dem Titelbild sind, werden Sie neue Namen für die Spieler eintragen können.

HINWEISE

Drücken Sie mehrmals den FEUER Knopf, damit der Skifahrer seine Geschwindigkeit erhöht. Wenn Sie den FEUER Knopf halten, während der Fahrer auf einem Abhang ist, wird Ihr Skifahrer sich ducken und deshalb schneller fahren.

Gelbe Striche oben auf dem Bildschirm zeigen an, wie hoch über dem Boden Ihr Skifahrer ist, wenn er springt — versuchen Sie nicht sich zu strecken oder zu wenden, solange Sie in der Luft sind; Sie werden unglücklich landen und stürzen.

Gerüchten zufolge soll ein YETI auf den Abhängen umherstreifen . . .



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 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.

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 Simulator

ARCADE ACTION

Super G-Man · Red Max · Terra Cognita · Armourdillo Thunder bolt · Cosmonut · Lazer Force · Plotergeist

PLATFORM ACTION

Mr Angry · Super Robin Hood · Vampire · Dizzy

GAMES CREATOR

Creations

And in our new PLUS range . . .

Pro BMX Simulator · The Race Against Time

*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 . . .

Game Design

The Oliver Twins

Coding

Andrew Graham

Graphics Design

James Wilson

C64 Graphics

Stewart and Robbie Graham

Music/FX

Steve Barrett

Project Management

Richard Darling/Tim Miller

Production

Mike Clark/Stew Regan

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