



CASH-BASH

Music by
Matt
Grey

COMMODORE
64/128

**FRUIT
MACHINE
Simulator**

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MACHINE
Simulator**

COMMODORE
64/128



**NEW
RELEASE**



1047

ACTUAL
C64

SCREEN SHOTS

The first real
Fruit Machine
Simulator
including: Cash
Box, Nudge Box
(with Compu-Nudge
and Nudge Bank),
Skill Climb, Winning
Streak, Cash
Gamble, Holds and
Mega-Holds, Skill
Chances and Party
Time Meter!



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JUST LIKE
THE REAL
THING

REEL LAYOUTS

Cherry 1	Cherry 3	Cherry 2
GFI	Apple 1	Lemon 1
Apple 3	Lemon 1	Bell 3
Cherry ?	Bell 1	Cherry 3
Lemon ?	Cherry 2	Bell 1
Cherry ?	Apple 1	Lemon 1
Party	Bell 3	GLASS
Cherry 1	Cherry 3	Cherry 2
Lemon 3	Lemon 3	Lemon 1
Apple 1	Cherry 3	Apple 1
Melon	Cherry 3	GFI
Apple 2	Cherry 3	Bell 3
Lemon 2	Cherry 3	Cherry 2
Cherry 2	Apple 1	Bell 1
Apple 3	Cherry 1	Lemon 1
Bell 3	Lemon 2	Bell 1
Cherry 3	Apple ?	Melon
Lemon 2	Lemon ?	Cherry 3
Bell 1	Cherry 2	Apple 3
Lemon 1	Lemon ?	Bell ?

ALL THE FUN
WITHOUT THE
COST!

LOADING (C128 users select C64 mode)

Type LOAD press RETURN

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 game that drives you back for another game, again and again' — Your Commodore



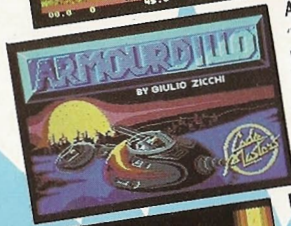
THUNDERBOLT

'The graphics are great, the colour and detail good, animation 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

Each player is limited to putting in 1.20 per turn.

SETTING UP THE GAME

At the start of a game type the number of players, then press RETURN. Then Select the type of game by typing a number followed by RETURN. If you select option two you will be asked to enter a win limit, if a player reaches this limit he will have won the game.

Then you will be asked to type the names of each player, followed by RETURN.

TO PLAY THE GAME

Use the keyboard or a Joystick in Port 1.

JOYSTICK FIRE or SPACE – Enter coin

JOYSTICK DOWN or RETURN – Start game
(when enough coins have been entered)

JOYSTICK LEFT or SHIFT (left key) – Move hand left

JOYSTICK RIGHT or X – Move hand right

JOYSTICK FIRE or V – Enter coin/push button

RUN/STOP – Cancel

S – Show Status panel of players current money info.

N – Auto Nudge

Tap R to quit and start a new game

Use left and right to move the hand over the buttons and use fire to press the button. You can only press the buttons which are flashing.

WIN VALUE

	REEL 1 AND 2	ALL 3 REELS
Cherries	20p	40p
Lemons	20p	40p
Apples	30p	£1.00
GFI-Go For It!	30p*	£1.00*
Bells	30p	£1.50
Party Time	Party Time Meter	£3.00
Melons	80p	£5.00

***Wins in any position, not just win line.**



Istruzioni

All'inizio del gioco batti il numero di giocatori, quindi premi RETURN. Seleziona il tipo di gioco battendo un numero seguito da RETURN. Se selezioni l'opzione due ti verrà chiesto di introdurre un tetto di vincita, se il giocatore raggiunge quel tetto, avrà vinto il gioco.

Alla fine introduci, digitandoli, i nomi di ogni giocatore, seguito da RETURN.

Come Giocare

Tastiera o joystick in porto 1.

	Tastiera	Joystick
Muovi mano a sinistra	SHIFT	SINISTRA
Muovi mano a destra	X	DESTRA
Inserisci moneta/ premi il bottone	V	FUOCO
Inizia il gioco	RETURN	GIU'
(Quando hai inserito un numero sufficiente di monete)		
RUN/STOP – Cancella		
S – Per vedere lo stato del gioco		
N – Gioco automatico		



Geben Sie bei jedem Spielstart die Anzahl der Mitspieler ein und drücken Sie dann die RETURN - Taste.

Wählen Sie dann die Art des Spiels aus, indem Sie die entsprechende Zahl eingeben.

Wenn Sie Option 2 wählen, müssen Sie eine Gewinnngrenze festlegen. Falls ein Spieler dieses Limit erreicht, hat er das Spiel gewonnen.

Geben Sie nun die Namen der einzelnen Spieler (jeweils gefolgt von RETURN) ein.

Das Spiel

Joystick links oder

SHIFT

Hand nach links bewegen

Joystick rechts oder X

Hand nach rechts bewegen

Feuerknopf oder oder

V

Münze einwerfen und Knopf drücken

Joystick nach unten oder

RETURN

Spiel starten (nachdem genügend Münzen

eingeworfen worden sind

RUN/STOP

Abbruch

S

Statusbericht über die

einzelnen Spieler mit

aktuellem Geld-Info

automatischer 'Nudge'

N



Al inicio del juego, teclee el número de jugadores, luego pulse RETORNO. A continuación seleccione el tipo de juego tecleando un número seguido de RETORNO. Si selecciona la opción dos se la pedirá que introduzca un límite de ganancia. El jugador que alcance este límite habrá ganado el juego.

Luego se le pedirá que teclee el nombre de cada jugador, seguido de RETORNO.

Use el teclado o un 'joystick' en la vía de acceso 1.

Joystick izquierda

SHIFT

Mueve la mano a la

izquierda

Joystick Derecha

X

Mueve la mano a la

derecha

Joystick Disparo

V

Introduce moneda/

pulsa botón

Joystick down

RETORNO

Incicia el juego (una

vez intro-introducidas

monedas suficientes)

These are other Codemasters games available for the COMMODORE C64/C128

SIMULATORS

BMX Simulator

Grand Prix Simulator

Fruit Machine Simulator

ARCADE ACTION

Terra Cognita

Super G Man

Red Max

Armourdillo

Thunderbolt

Cosmonut

Lazer Force

PLATFORM/

ACTION

Vampire

Super Robin

Hood

Mr Angry

ADVENTURE

Necris Dome

GAMES

DESIGNER

Creations

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.

Code Masters, P.O. Box 200,
Banbury, Oxon OX16 7GA



57532768

Game Concept _____ David Darling
Game Design _____ James Wilson
Coding _____ Tim McCarthy
Graphics _____ Nigel Brown
Sound _____ Matt Gray
Sleeve Artwork _____ Nigel Fletcher
Illustration _____ Alan Hancocks

Made in England

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