Dizzy Dice

LOADING INSTRUCTIONS

ATARI ST: Ensure that your computer has been switched off for at least sixty seconds immediately prior to loading the game. Switch on your machine and insert the game disc in drive A (All other disc drives, printers, cartridges etc having been removed whilst the power was off.) The game should load automatically. If the game fails to load on the first attempt ,leave the disc in the drive and press the reset button.

AMIGA: Ensure that your computer has been switched off for at least sixty seconds immediately prior to loading the game. Switch on your machine and insert the game disc in drive zero (All other disc drives, printers, cartridges etc having been removed whilst the power was off.) The game should load automatically. If the game fails to load on the first attempt, leave the disc in the drive and reset the machine.

CONTROLS

Space Bar	–	Start
1,2,3,4	–	Hold
5	–	Cancel Holds

After a win

G	–	Gamble
C	–	Collect
Space Bar	–	Stop wheel of fortune

IN DICE GAME

H	–	Higher
L	–	Lower
T	–	Take bonus
S	–	Same

STARTING THE GAME: Select game type (bank or normal) by pressing "2". Start the game by pressing "1", you will then be shown the winning combinations and their scores. Press return to start at any time.

DICE GAME: Light up the fruit under the winline in the order,Cherry, Strawberry, Star, Apple, Dice and Pear to enter the dicegame. The fruit are lit if they appear in the win line without a win. A win will clear any fruit lit.
In the dice game, predict the value of the next dice to appear at the top of the screen. (IE: Higher, Lower or the same as the one lit). For each correct guess, the bonus will increase. If the roll is the same as the lit dice and you have selected High or Low then you will be given another try but no extra bonus

BANK GAME: Try to break all 5 Dizzy Dice banks by scoring 100,200, 300, 500 and finally 1000 points. You start the game with 20 points instead of the usual 10.
WHEEL OF FORTUNE: You may gamble a win on the wheel of fortune(Press "G" after a win). Stop the wheel with the SPACE BAR on any of the 5 gamble multipliers. If the wheel stops on your choice then you win. After a gamble, the reels will reset to the last winline.

CREDITS:
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