

# DIZZY'S EXCELLENT ADVENTURES

## LOADING on COMMODORE AMIGA -

Choose The disc with the game you wish to play printed on it.

For A500 users switch ON computer and insert disc immediately.

For A1000 users LOAD kikstart 1.2/1.3 as normal then insert disk on workbench prompt.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

## LOADING on ATARI ST -

Choose The disc with the game you wish to play printed on it.

Switch on machine and insert disc immediately.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

**IMPORTANT** - Look after your discs carefully

KEEP it in your original box and in a cool dry place (not in direct sunlight or rain).

NEVER switch the computer ON or OFF with the disc in the drive.

KEEP your disc write-protected and SWITCH OFF your computer for 30 seconds before loading a new game. (To avoid a Virus from other discs)

DON'T put the disc near any magnetic field (eg. on top of TV, near Stereo speakers.)

## SPELLBOUND DIZZY

Trouble's afoot for Dizzy in his BIGGEST and BEST adventure yet! Meet Dizzy's magical chum THEO the wizard with a plethora of POWERFUL POTIONS! Dozy, Dylan, Dora, Daisy and Grand Dizzy - the YOLK FOLK - are all here too and they're in HOT WATER this time! Help Dizzy SAVE THEIR SHELLS before they end up HARD BOILED!

Dizzy's been visiting his local friendly Wizard Theo. Now Theo, who may be a dab hand in the waving of wands area, is not much cop at the filing-things-away-neatly department and he's left his book of Really Powerful Spells lying round in his laboratory. What's more, the book's been left open at the page headed A Really, Really, Powerful Spell (That Shouldn't Be Read Out Loud). Whether Dizzy actually read the heading is not known but - yikes! - he said the spell and it's caused a catastrophe: Dizzy's spirited all his Yolk Folk chums and Wizard Theo into the underworld! Cripes! There's only one course of action open to the brave little hero: read the spell again and spirit himself into the underworld to save his rotund group of pals!

## CONTROLS

ACTION	JOYSTICK	KEYS (AMIGA)
Move Left	Left	Z
Move Right	Right	X
Jump	Up	K
Pick Up/Use	Fire	SPACE

Press Q to quit game.

Press P to pause.

Press ESC on the ST to Quit.

## DOING THE BIZ WITH DIZ

\* Dizzy has to collect five rotating stars and a special object to release each of the Yolk Folk from the underworld!

\* Check out all the objects and discover if they can help Dizzy - some may enable Dizzy to swim underwater while others help him have a speedy journey through a mine shaft (and some are really tasty!).

\* Don't miss out on the mushrooms - they can send Dizzy flying high!

\* Don't leave any of the Yolk Folk or Wizard Theo behind!

\* More than 100 - 100! - different locations await!

\* Try dropping rocks on clouds.

## CREDITS

Design	Big Red Software
Program	Optimus and Shane O'Brien
Graphics	Brian Hartley
Project Director	Paul Ranson
Production	Pat Stanley + Stewart Regan
Art Manager	Shân Savage

## SPELLBOUND DIZZY

## DIZZY PRINCE OF THE YOLKFOLK

A limited edition extremely rare Dizzy game. Battle the Rockwart the Troll, meet Pogie the Fluffle, avoid Shamus the Leprechaun, summon King Arthur from his Crusades and wake Daisy from her hundred year snooze!

Grand Dizzy was feeling very down one day, so Dizzy and Daisy decided to cheer him up by baking him his favourite food, cherry pie! So of went daisy to get some cherries from her cupboard and there were none to be seen!

"Pogies pinched the cherries!" she cried, as she saw Pogies pawprint in the cupboard, "That darned fluffle. Come here you!" and Pogie promptly darted of into the enchanted forest to escape Daisies rage.

Dizzy and Daisy decided to go into the forest to catch Pogie and gather some more cherries at the same time. Whilst searching for Pogie they got lost and found a castle, where they thought they would find help, but it seemed deserted. They looked in the castle for Pogie, but Daisy caught herself on a mystic spinning wheel. She started feeling really sleepy, so she found a bed and went to sleep.

Wake up Daisy, wake up!" shouted Dizzy. But before he could wake her up, Rockwart the troll caught him and locked him up under ground!

## CONTROLS

ACTION	JOYSTICK	KEYS
Move Left	Left	Z
Move Right	Right	X
Jump	Fire	SPACE
Pick Up/Use	Up	RETURN

Press K to toggle between keyboard and joystick.

Press Q to quit game.

Press P to pause.

## HINTS AND TIPS

\* Remember to collect the cherries!

\* Keep away from Rockwart the Troll : he eats eggs for breakfast.

\* Beware of the evil Dizzy doppleganger.

## CREDITS

Design	Big Red Software
Program	Derek Leigh Gilchrist
Graphics	Leigh Christian
Project Director	Paul Ranson
Production	Pat Stanley + Stewart Regan
Art Manager	Shân Savage

## PANIC DIZZY

DIZZY in his FANTASTIC TOY FACTORY! Fit MAGIC SHAPES into GRAND DIZZY's INVENTION to make NEW and EXITING TOYS! Panic Stations, Conveyor Belts, Vacuum Tubes and more! AMAZINGLY ADDICTIVE! Keep a cool head ... DON'T PANIC DIZZY!

One day, GRAND DIZZY was putting the finishing touches to his brand new TOY MAKING INVENTION.

"Just got to tighten this last nut and we're ready... oooOOOh... eekk!" shouted GRAND DIZZY as the spanner slipped and he fell to the floor.

"UURGH!!", moaned GRAND DIZZY, "I've got a CRACKING EGGACHE, now I'll never finish testing my new TOY MAKING MACHINE. Whatever shall I do?!"

"Don't Worry!", replied DIZZY, "We'll help you!"

So DIZZY, DAISY, DENZIL, DYLAN, DOZY and DORA helped GRAND DIZZY to the machine and manned their STATIONS.

Whilst DIZZY grabbed the CONVEYOR BELT CONTROLLER, the others went upstairs and threw the MAGIC SHAPES down the chutes.

"Click, Crunch... Cough, Splutter", the machine kicked into ACTION!

"ooooOOH, SLOW down...! Hang on...! Too fast...!", cried DIZZY, but the others couldn't HEAR HIM. The TOY MAKING INVENTION just kept getting FASTER ...

## THE GAME

Like all of Grand Dizzy's inventions, the magic toy making machine doesn't quite work as well as it should. All of it's cogs and wheels constantly need fueling with the special magic shapes. The Chutes from which the shapes emerge continually descend, when they reach the shape guard at the bottom of the screen the toy machine will seize up. The only way to keep the chutes from reaching the bottom is to fit lots of shapes through the guard and into the machine.

## CONTROLS

Press FIRE to start a game

LEFT	Q	JOYSTICK LEFT
RIGHT	W	JOYSTICK RIGHT
FIRE/ DROP SHAPE	ENTER or SPACE	JOYSTICK FIRE

Press H to PAUSE Game or ESC to QUIT.

## PANIC DIZZY

## DIZZY PRINCE

## THE AIMS OF THE GAME

Line up the SHAPE GUARD with as MANY MAGIC SHAPES as possible.

Press FIRE to release all MATCHING SHAPES.

With 4 OR MORE matching shapes at once, a TOY is created, SO WAIT FOR THE MAXIMUM TOYS!!

If the WRONG SHAPE reaches the bottom the CHUTES will descend.

The chutes will slowly descend and the only way to get them back up is to drop several shapes together. The more shapes you get the higher they'll go. If the CHUTES reaches the bottom the machine will STOP!

Keep the machine going as long as possible to make lots of toys.

Good luck and the best tip of all ... DON'T PANIC DIZZY!

## CREDITS

Design	The Oliver Twins
Program	Big Red Software and Terry Mancey
Graphics	Leigh Christian
Project Director	Paul Ranson
Production	Pat Stanley + Stewart Regan
Art Manager	Shân Savage

## KWIK SNAX

Dizzy to the rescue! Outwit Zaks' court jesters, bumble bees, clockwork mice and more in the Land of Personality. Mega features and fantastic fun in the incredibly playable action packed arcade puzzle game!

Dizzy and the Yolkfolk band had just finished their gruelling tour of Yolkland and they were all ready for a holiday. Unfortunately couldn't decide where to go and a huge argument began to rage. I say unfortunately because it woke Zak's the evil wizard. He got into a huge temper and cast spells left right and centre....

Denzil thought he was cool so he was sent to Iceland.

Dylan always had his head in the clouds and was banished to Cloudland.

Grand Dizzy was getting a bit old now so he was sent to Cuckooland!

Daisy was trapped into Zaks dark dungeon.

*Dizzy went wild he had to get the yolkfolk back together he had forgotten to tell them about the a farewell gig he had planned down at the local club!!*

## THE GAME

The game is divided into four levels, each more devastating than the last. Point Dizzy's glove to the required destination and press fire.

Weave around the stationary blocks and push the sliding ones into the approaching henchman to get all the fruit. Complete five levels and free a friend!

There are special features which float down to help, but sometimes they will hinder. A special bonus score is awarded if you can get the fruit in the flashing order.

After every level there is a special slippery slidy bonus section. When Dizzy starts in a direction he is unable to stop until he hits something - it's that slippery. Plan your moves well - there aren't any henchmen but you are against the clock.

## CREDITS

Game Design	The Oliver Twins
Coding	Mark "BENO" Bell
Graphics	Damon Redmond
Music	Allister Brimble
Project Director	Paul Ranson
Production	Pat Stanley + Stewart Regan
Art Manager	Shân Savage

## BUBBLE DIZZY

It's MANIC! It's CRAZY! It's the most frantic DIZZY arcade action game yet! Test your reflexes as Dizzy leaps from bubble to bubble in DEEP UNDERWATER caverns! Collect pearls! Watch out for DEADLY creatures! It's FAST! It's furious! It's BUBBLICIOUS!!

Dizzy's in trouble - again! Dizzy was taking a boat journey to visit his girlfriend, Daisy and present her with a glittering pearl necklace (the old romantic). But! Catastrophe strikes as Dizzy discovers he's not on passenger boat at all! It's a pirate ship, captained by none other than the evil Captain Blackheart!

"Yikes!" yelled Dizzy as Blackheart snatched the pearls from his clutches!

Blackheart hollered, "Avast there! Splice the mainbrace! And chuck this land lubber over the side!". With that, Dizzy was made to walk the plank and - sploosh! - into the ocean he fell!

As Dizzy sank into the mysterious ocean caverns there was only one thing for it - head for the surface and FAST!!

## DIZZY GETS FIZZICAL!

To rise to the surface Dizzy can jump onto the bubbles rising from the floor of the deep caverns. Leap on top of a bubble, stay balanced and Dizzy floats towards the surface - but look out, that bubble could burst at any moment!

Ledges on the cavern wall make handy resting places for Dizzy. Some ledges house oysters from which Dizzy collects pearls! If he gets enough he can make a new pearl necklace and win Daisy's love!

Danger lurks in the caverns. Beware of the ocean creatures which can drain Dizzy's energy. And don't runs out of oxygen either! By leaping onto bubbles and ledges Dizzy can reach the surface and leap onto land!

## GAME TIPS

- \* Don't stay on one bubble too long
- \* The smaller the bubble the quicker it rises
- \* Make use of the ledges
- \* Collect as many pearls as possible

## CONTROLS

Keyboard controls are definable

## JOYSTICK

## ACTION

LEFT	WALK LEFT
RIGHT	WALK RIGHT
UP	JUMP

You can combine the controls for diagonal movement.

## CREDITS

Bubble Dizzy was brought to you by...

Coding	Derek Leigh Gilchrist
Graphics	Leigh Christian
Music	Matt Symonds
Project Director	Paul Ranson
Production	Pat Stanley + Stewart Regan
Art Manager	Shân Savage



# CODEMASTERS

## HELP LINES

NEW RELEASE INFO LINE 0891 555 000

(Tells you what is being released this month) If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

DIZZY PRINCE OF THE YOLK FOLK	0891 555 002
SPELLBOUND DIZZY	0891 555 003
DIZZY	0891 555 093
TREASURE ISLAND DIZZY	0891 555 091
FANTASY WORLD DIZZY	0891 555 078
MAGICLAND DIZZY	0891 555 096

## IF YOU HAVE ENJOYED THESE GAMES, LOOK OUT FOR THE DIZZY COLLECTION

Call costs 36p per minute during off-peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

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