



THE SIXTEEN BIT DIZZY COLLECTION

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.)

FANTASY WORLD DIZZY

DIZZY'S CARTOON ADVENTURE in FANTASY WORLD - Explore Dragon's Lairs, Wizard's Cloud Castle, the Evil King's Palace & Dungeons, Mysterious New Worlds, Volcanoes, Climb the Magic Beanstalk and more... the **INCREDIBLE** sequel to **TREASURE ISLAND DIZZY!**

Dizzy and Daisy strolled through the enchanted forest without a care in the world.... **SUDDENLY** the evil kings trolls seized poor Daisy! She was sent to Wizard Wierd's tallest tower, while Dizzy was dragged away and thrown into the deepest, darkest, dankest of all the Kings Dungeons in the bowels of Fantasy World. **DIZZY** was frightened! Who knew what fate awaited him ... and he still hadn't done this week's homework! But then he remembered he had a fresh green apple that he had planned to give to his teacher to escape detention, and he cheered up. And there was some bread and water on the table! A cunning plan began to brew in his mind.

But Dizzy can't do everything on his own ... you must help him.

JOYSTICK

Fire
Left
Right
Up
Fire

ACTION

Start game
Move LEFT
Move RIGHT
Jump UP
Pick Up/ Drop/ Use

Use UP / DOWN to select an object **DIZZY** is carrying.

Press the following Keys during a game:

KEYS

M
CTRL
SPACE
ESC

ACTION

to alternate between MUSIC or SOUND FX (the disc will load for this)
to pause the game.
to display map (when you have found it)
to exit game.

HINTS

- * The objective is to rescue Daisy, but there is a further mission once you have completed this.
- * You have three lives
- * Be careful around water, everyone knows eggs breathe air!
- * The wildlife can be very dangerous!

CREDITS

Coding	ANDY GREEN
Graphics	TERRY LLOYD
Music / FX	ALLISTER BRIMBLE
Game Design	THE OLIVER TWINS
Project Director	TIM MILLER
Production	STEW REGAN

TREASURE ISLAND DIZZY

Explore the mysterious Island's deserted Tree House Village. Fabulous Gold Mines, Huge Caves, Magics Shops and Secret Treasure! You can even swim underwater but remember your snorkel!

Dizzy was looking forward to the around the world cruise. When he told the other Yolkfolk about the good deal he found, they wondered just what lay ahead of him ... Dizzy enjoyed the cruise at first. The captain, Long John Silver, was a lovely old bloke with a kindly manner, good insulting and degrading the fare paying punters. He was well balanced - he had a parrot on one shoulder and a chip on the other.

Dizzy thought he would have a game of cricket on the aft deck. In a fit of blinding stupidity he used LJ's spare leg collection as a set of stumps, and when they were lost overboard, he was made to walk the plank!

He had to somehow find his way back to the Yolkfolk and lodge his compensation claim with the travel agent.

JOYSTICK	ACTION
Fire	Start game
Left	Move LEFT
Right	Move RIGHT
Up	Jump UP
Fire	Pick Up/ Drop/ Use
Pause	P

That was how he came to find himself gently poaching on a silent, sun kissed beach of a seemingly deserted island...

HINTS

- * Don't wind up fried be careful of fire.
- * The wildlife is dangerous
- * The old chest makes a good step in the right place

There are two ways to complete the game

SOLUTION 1 Tricky - Find a way off the island and back to the yolkfolk

SOLUTION 2 Very tricky - There are thirty pieces of gold hidden, find these before making good your escape.

CREDITS

Coding	ANDREW GRAHAM
Graphics	STEWART & ROBBIE GRAHAM
Music / FX	ALLISTER BRIMBLE
Game Design	THE OLIVER TWINS
Project Director	TIM MILLER
Production	STEW REGAN

MAGICLAND

DIZZY's cartoon adventure in MAGICLAND! Explore WIERDHENGE, PRINCE CHARMING's castle, Vampira's ICE PALACE, Wicked WITCH's island and jump thru' THE MAGIC MIRROR! Find EXCALIBUR, wake SLEEPING BEAUTY and more! Starring all THE YOLKFOLK in the latest INCREDIBLE TALE!

The evil wizard ZAKS is back! Like all evil wizards he had made certain arrangements against his premature demise ... He has exacted a terrible revenge on the Yolkfolk by transporting them to a strange Fairy Tale World and casting evil spells on them to imprison them there forever.

Dizzy must free the six Yolkfolk by breaking the spells and then destroy ZAKS once and for ALL before he can return home.

THE YOLKFOLK

- * Dylan has been tangled up in a bush, rooted to the spot!
- * Denzil has been frozen inside a block of ice - ZAK's latest ornament for his ICE PALACE.
- * Dozy is lying on an Alter in Sleepy Hollow - in a deep magical sleep from which he may never awake.
- * Dora is in the haunted swamp turned into a frog.
- * Daisy has been super enlarged and imprisoned in ZAKS Oublette which she is now too big to escape from!
- * Grand Dizzy is trapped in a strange world on the other side of ZAK's Magic Mirror.

CONTROLS

For Keyboard controls press K while playing the game.

Keys	Joystick	Action
Z	LEFT	Move Left
X	RIGHT	Move Right
Space	UP	Jump
Enter	FIRE	Select Inventory

THIS GREAT GAME WAS BROUGHT TO YOU BY

Coding	DEREK LEIGH GILCHRIST
Game Design	NEIL VINCENT & THE OLIVER TWINS
Graphics	LEIGH CHRISTIAN
Music	MATHEW SYMONDS

HELP LINES

NEW RELEASE INFO LINE 0898 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! Calls costs 36p per minute during off peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090
FANTASY WORLD DIZZY	0898 555 078
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

SPECTRUM, AMSTRAD, C64

DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096
SLIGHTLY MAGIC	0898 555 050
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 105

FAST FOOD

FAST FOOD - FINGER LICKIN' FUN! Help DIZZY eat the pepperoni pizza, spicy chicken and big juicy burgers, then CATCH desert - a milkshake, ketchup and relish! YUK!! But WATCH out for BONZO, FIDO, MIZZA and PIPPA 'cos they're after YOU!

CONTROLS

DIZZY must eat ALL THE FOOD in the MAZE to advance to the NEXT LEVEL. Each MAZE gets a little bit harder! Move DIZZY using Joystick or Keys.

JOYSTICK	KEYS	ACTION
Left	Z	Walk LEFT
Right	X	Walk RIGHT
Up	K	Walk UP
Down	M	Walk RIGHT

Press P to pause or press ESC to quit

TO PLAY

Move LEFT or RIGHT to select your "world" to explore then move UP to enter the world. Choose from PARK (easy), SUPERMARKET (medium) or TOYTOWN (hard). Entry to the 4th and final world is only by completing the HARD world!

WHAT YOU'LL FIND IN THE MAZES

BURGERS These are just blind and they travel around not knowing where Dizzy is

CHICKENS Just don't want to be eaten. They are fast and will run away from you. Catch them by heading them off.

PIZZAS Don't mind being eaten - that's life when you are a pizza. They are easy to catch.

MILKSHAKES Are the easiest of them all. They want to be drunk, they actually run towards you.

Sometimes mysterious things fall into the maze ...

MAGIC BOOTS which double Dizzy's speed. You'll have to think fast, but you can outrun everything.

RELISH (in a green bottle) slows down the monsters.

MUSTARD (in an orange bottle) freezes the monsters.

KETCHUP (in a red bottle) Wave bye-bye to those horrible monsters!

Also look out for **SHIELDS** which let Dizzy eat the monsters, tokens to make you invisible and tokens to SLOW DOWN or SPEED UP the game.

CREDITS

Coding	NEIL HILL
Graphics	ADRIAN LUDLEY
Music / FX	ALLISTER BRIMBLE
Design	THE OLIVER TWINS
Project Director	TIM MILLER
Production	STEW REGAN
Artwork	NIGEL FLETCHER

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 cloud 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 BONO BELL
Graphics	DAMON REDMOND
Music	ALLISTER BRIMBLE
Project Manager	PAUL RANSON
Production	SHAN SAVAGE and STEWY REGAN



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