DIZZY'S EXCELLENT ADVENTURES

LOADING INSTRUCTIONS

Find the cassette tape that has the name of the game you wish to load printed on it. Then place the tape in your cassette recorder with the name of the game you wish to load facing upwards.

If the game is the first game on the cassette simply follow the instructions below. If the game is the second game on the tape then either fast forward the tape to the correct position, or if you cannot find the correct position then simply load the first game, stop your cassette recorder, switch off your computer (make a note of the tape counter for future use) then load the second game.

SPECTRUM

128K users press ENTER to load

48K users press LOAD "" press ENTER

Note The LOAD command is on the J key there is no space between the quotes.

Load errors ??? If you keep getting load errors try adjusting the volume control on your cassette recorder. All cassette recorder are different so try all settings eg low medium and high. If you still have problems you may need to adjust the "azimuth" setting on your cassette recorder. (You can buy special kits for this at your local computer shop)

AMSTRAD

Amstrad CPC 464   type RUN" press ENTER
Amstrad CPC 664 /6128   type ITAPE press ENTER

Load errors ??? See Load errors for the Spectrum above.

COMMODORE 64

Type LOAD press RETURN

Note Commodore 128K users should select C64 mode first.

NOTE YOUR TAPE COUNTER

PANIC DIZZY	START.................FINISH..................
KWIK SNAX	START.................FINISH..................
DIZZY DOWN THE RAPIDS	START.................FINISH..................
DIZZY PRINCE OF THE YOLKFOLK	START.................FINISH..................
SPELLBOUND DIZZY	START.................FINISH..................

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 fuelling 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	O,Z or N	JOYSTICK LEFT
RIGHT	P,X or M	JOYSTICK RIGHT
FIRE/ DROP SHAPE	ENTER or SPACE	JOYSTICK FIRE

Press H to PAUSE Game or BREAK to QUIT.

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.

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

Program	BIG RED SOFTWARE
Design	THE OLIVER TWINS
Graphics	PETE RANSON & CHRIS GRAHAM & JONOTHAN SMYTH
Project Director	PHILIP OLIVER
Production	STEWART REGAN & SHÅN SAVAGE

KWIK SNAX

Dizzy to the rescue! Outwit Zaks' court jesters, bumble bees, clockwork mice and more in the Land of Personality. Megafeatures 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 in 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.

CONTROLS

CONTROLS	JOYSTICK	KEYS
Move up	UP	Q
Move down	DOWN	A
Move left	LEFT	O
Move right	RIGHT	P

CREDITS

Game Design	THE OLIVER TWINS
Coding	LYNDON SHARPE AND JASON BENHAM
Graphics	CHRIS GRAHAM
Music	ALLISTER BRIMBLE
Project Manager	PAUL RANSON
Production	SHÅN SAVAGE & STEWART REGAN

DIZZY DOWN THE RAPIDS

Dizzy and Daisy were out in the enchanted forest picking blue berries for a pie they were making for a dinner party.

"These berries aren't very big!" muttered Dizzy plucking the miniscule fruit from a bush.

"I can see some bigger ones over there" said Daisy.

Dizzy trotted over to the bush "These are still too small", he said forlornly, "we're never going to get enough!"

"How about these?" pointed out Daisy wandering yet further into the wood.

Before they knew it the two eggs had wandered far into the forest. By the time they reached the banks of the Great Torrent River, the two knew they had become hopelessly lost.

Suddenly Daisy heard a twig snap, Dizzy span around to be confronted by Rockwart the Troll and a gang of ferocious looking henchtrolls.

"I have you now little Egg!" breathed Rockwart in his most sinister voice.

Quick as a flash Dizzy grabbed Daisy's hand and the pair ran desperately toward the river.

"Hee HEe HEE!" laughed Rockwart manically as the trolls moved in ever closer.

But Dizzy had a plan ... "Jump in here Daisy" he cried as he somersaulted towards and abandoned apple barrel.

"We've escaped" he shouted back to the trolls in glee. Daisy screamed because Daisy could only see what was in front of them ......

CONTROLS

CONTROLS	JOYSTICK	KEYS
Move up	UP	Q
Move down	DOWN	A
Move left	LEFT	O
Move right	RIGHT	P

CREDITS

Game Design	THE OLIVER TWINS & PETE WILLIAMSON
Coding	PAUL GRIFFITHS & PAUL BLACK
Graphics	MICHAEL SANDERSON
Project Manager	PAUL RANSON
Production	SHÅN SAVAGE & STEWART REGAN

DIZZY HELPLINES

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)

DIZZY PRINCE OF THE YOLKFOLK	0898 555 002
SPELLBOUND DIZZY	0898 555 003
DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
MAGICLAND DIZZY	0898 555 096

If you have enjoyed these games, look out for the Dizzy Collection!!!

DIZZY PRINCE OF THE YOLKFOLK

A limited edition extremely rare Dizzy game. Battle 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 off 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	ENTER

Press Q to quit game.
Press Shift 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	JON CARTWRIGHT AND IAN GRAY
Graphics	PETE RANSON & CHRIS GRAHAM & JONOTHAN SMYTH
Project Director	PAUL RANSON
Production	STEWART REGAN & SHÅN SAVAGE

SPELLBOUND DIZZY

The BIGGEST and BEST Dizzy game yet! Over 100 AMAZING screens of cartoon FUN! Go SCUBA DIVING! Take a WILD RIDE underground! Save the YOLK FOLK!

Troubles 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
Move Left	Left	Z
Move Right	Right	X
Jump	Fire	SPACE
Pick Up/Use	Up	ENTER

Press Q to quit game.
Press Shift to pause.

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 the Rocks on the Clouds.

CREDITS

Design	BIG RED SOFTWARE
Program	FRED WILLIAMS AND ANDY TORKINGTON
Graphics	PETE RANSON & CHRIS GRAHAM & JONOTHAN SMYTH
Project Director	PAUL RANSON
Production	STEWART REGAN & SHÅN SAVAGE