

# S★U★P★E★R ALL-STARS

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.

### LOADING on SPECTRUM-

128K users press ENTER 48K users press LOAD"" press ENTER

### LOADING on 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.

### LOADING COMMODORE 64 DISK -

Insert disk into drive. Type: LOAD ":",8,1 Then press RETURN

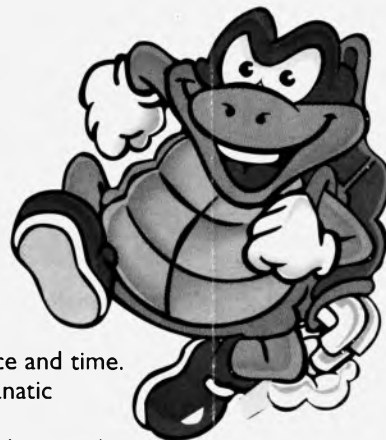
### IMPORTANT -

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

### LOADING on COMMODORE 64-

Type LOAD press RETURN. Note Commodore 128K users should select C64 mode first. NOTE YOUR TAPE COUNTER.

## turbo THE TORTOISE™



Join Turbo, the world's first super tortoise.

Collect rare isotopes from the corners of space and time. Avoid dangerous dinosaurs, evil Egyptians and fanatic future meenies.

The world's supply of rare minerals has dwindled so much that the entire resources for the whole world now do not even half fill a bottle of Vimto. The world's scientific community, is becoming so fraught that it decides to have a meeting.

All the options are considered: re-excavating abandoned mines, exploring on other planets, advertising in the wanted column of the local paper, but nothing could be decided.

Then came the idea: why not bob back in time to when these isotopes could be found ten a penny? Simply fire up the time machine, battle through hoards of screaming dinosaurs, Egyptians and medi-evil knights and fly back home again!

No one would be stupid enough to do that, no one that is except for Turbo, a transmogrified super tortoise, blessed with a set of mega powers but not much brain power.

"Your problems are solved" announced the quirky quadruped, anxious to please the scientists.

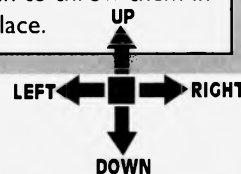
With that he skipped in a terrapin like way towards his fully revved up time machine. "Wash me a lettuce leaf, I'll be back for breakfast!!"

In a freak accident, Turbo is transmogrified from a hum drum boring old reptile, to the world's first wise cracking super tortoise. In a rather generous gesture, the quirky quadruped decides to dedicate his life to science, and collect valuable isotopes from the corners of space and time.

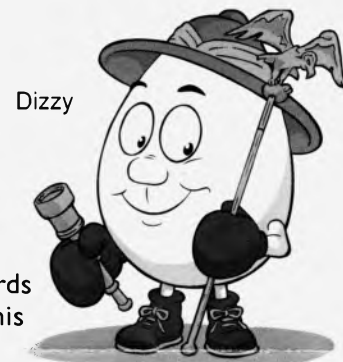
## CONTROLS

### KEYS ACTION

| KEYS  | ACTION    |
|---|-----------|
| Redefinable   |           |
| Q   | Up        |
| A   | Down/Duck |
| O   | Left      |
| P   | Right     |
| Space   | Fire      |
| F   | Freeze    |
| Duck to crawl in small passages.                          |           |
| To collect useful objects walk over them then press fire. |           |
| Press fire again to throw them in the correct place.      |           |



## MAGICLAND™ DIZZY

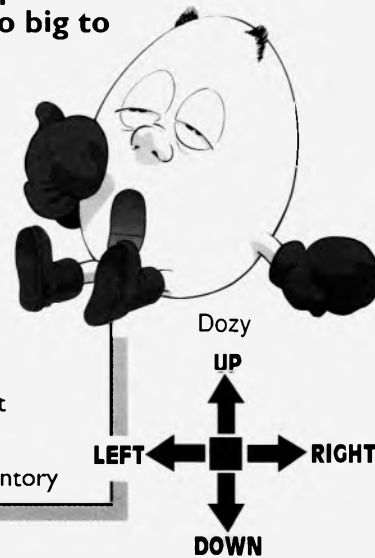


The evil wizard ZAKS is back! Like all evil wizards he has made certain arrangements against his premature demise ... He has exacted a terrible revenge on the Yolkfolk by transporting them to a strange Fairy Tale World and casting evil spells on them to imprison them there forever.

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

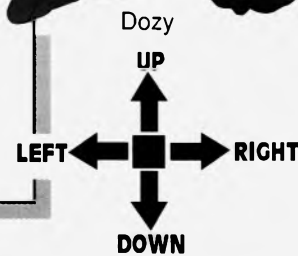
### THE YOLKFOLK

- Dylan has been tangled up in a bush, rooted to the spot!
- Denzil has been frozen inside a block of ice - ZAKS's latest ornament for his ICE PALACE.
- Dozy is lying on an Altar 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's Oubliette which she is now too big to escape from!
- Grand Dizzy is trapped in a strange world on the other side of ZAKS's Magic Mirror.



## CONTROLS

| KEYS   | JOYSTICK | ACTION           |
|--------|----------|------------------|
| Z      | LEFT     | Move Left        |
| X      | RIGHT    | Move Right       |
| Space  | UP       | Jump             |
| Return | FIRE     | Select Inventory |



## HINTS & TIPS

- Look out for the invisible platforms.
- Find the secret bonuses.
- Try picking up rocks and moving them to make them useful.
- Watch out for the crumbling platforms and stepping stones.
- Use the springboards to get you further.
- Keep an eye on your ammunition.
- Collect power ups.
- Potion bottles give you extra tries.
- Bonus fruit gives extra points.

## CAPTAIN DYNAMO™

Evil pensioner Austen Von Flyswatter has stolen the largest set of diamonds ever. Ousted from retirement, Caped Crusader Captain Dynamo hurtles into action. Rescue the diamonds dodge the booby traps and save the world!!

### The crinklies' revenge

The failed world dominator, mad scientist and general fruit cake, Austen Von Flyswatter, has decided to fund his retirement by stealing the world's largest collection of diamonds. Scattering them around a booby trap infested rocket ship, Flyswatter escapes to his hide-out on the moon. This is a job for



Captain Dynamo

### CAPTAIN DYNAMO!!

But the world has not seen sight nor sound of him for the last twenty five years. Dynamo has retired to the Happyvale Home for Retired Super Heroes where he grows lettuce and other assorted salad crops.

Ousted from his bed by a phonecall from the collected world leaders: Pres Bush, John Major, Marge Thatcher and Dave Darling, Dynamo pledges his allegiance to the world as

he sets off to retrieve the stolen diamonds.

### Go For It, GRANDADIO!!

Dynamo has been instructed to collect the worlds largest diamond collection from the booby-trapped lair of mad scientist Austen Von Flyswatter. The diamonds are scattered across several levels and must be collected by running over them.

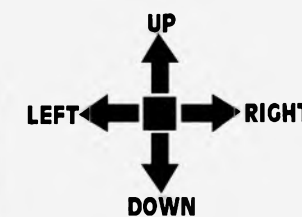
Work out the way through each level and try to avoid the lethal obstacles. Razor chains, Conveyor belts, Rope slides, Pinball bouncers, Water tanks, Rising platforms and other fiendish tricks could bar your way.

## HINTS & TIPS

- Avoid the Spikes.
- Jump on top of the enemies to kill them.
- Look for secret levels and bonuses.
- Avoid acid pools.
- Hold fire when jumping on trampolines to gain height.
- Look before you leap.
- Magnetic floors slow you down.

## CONTROLS

| KEYS                     | JOYSTICK    | ACTION      |
|--------------------------|-------------|-------------|
| Move Left                | Left        | O           |
| Move Right               | Right       | P           |
| Duck                     | Down        | A           |
| Jump                     | Fire        | Q           |
| Power Jump               | Fire and Up | Q AND SPACE |
| P Pause                  |             |             |
| Q to quit while in pause |             |             |



Keys are definable  
Joystick is Sinclair  
or Kempston.



Somewhere in the deepest darkest reaches of the African Jungle, CJ the elephant is playing. Suddenly there is an explosion, CJ turns around and sees a plume of smoke rising from his family home. He races back as fast as he can but finds his mother, brothers and sisters gone ....KIDNAPPED and taken to America.

Barely holding back his tears he vows to rescue his family and bring the evil hunter to justice!

**The Object of the game**

CJ's family have been kidnapped and taken to the USA. His brothers and sisters have all managed to escape, but they are all trapped in various states. CJ must find each member of his family then travel to the next state. His mother is being held by the Hunter, so CJ must first remove him before she can be free.

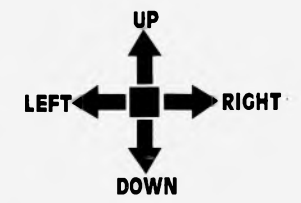
CJ must reach the end of each level where a large foe will challenge him. He can jump using his UMBRELLA to break his fall. He can fire PEANUTS through his trunk or throw BOMBS. By eating the HAMBURGERS and HOT DOGS he can replenish his energy. INVINCIBILITY PILLS will make him immune for a while.

- Level 1** New York Harbour to Central Station. Avoid Pit Bull Terriers, Rats, Renegade Cops and Alligators. Stay clear of the STREET GANGS.
- Level 2** Chicago to Black Hills of Dakota. The Wild West including Rats, Rattlesnakes, Cowboys and Red Indians. Watch out for the BIG FOOT!
- Level 3** San Francisco to Los Angeles. Keep a West Coast eye out for American footballers and Ku Klux Klan. A huge basketball player guards the end of this level.
- Level 4** Cape Canaveral to Disneyworld. CJ's mother is hostage here, watch out for the hunter!

**CONTROLS**

| JOYSTICK | ACTION      |
|----------|-------------|
| Up       | Jump        |
| Down     | Drop Bomb   |
| Left     | Move left   |
| Right    | Move right  |
| Fire     | Fire peanut |

Press 1 or 2 on title screen to change number of players  
ESC to quit P to pause and unpause



Steg's a slug. A slippery slimy sloppy slug and a one parent family to boot. The boring fact of life is that the nippers always need feeding. Nosh Nosh Nosh!

Grubs are the main food stuff of Steg's T'yungunz. They snack on them by the tonne. Poor ole Steg, without arms and legs he's just a bit hopeless at catching the darn things.

But this is where his Acme Bionic Bitz 'n' Pieces Catalogue comes in.... Acme Bionic Steg Legs, Nitrous Oxide Speed Up Pills, the Super Genie Rocket Pack (patent pending) and a rather nifty Scuba Diving set. Just the sort of kit your average slug needs to keep the family going!

Now Steg can blast up shafts with his Rocket Pack, Tip Toe across glass with his Acme Steg Legs, take a dip with his Scuba Diving kit and whiz around the level with his Nitrous Oxide Speed Up Pills.

All this from one catalogue - I never knew there was so much in them!

Steg's has to look after his family of T'yungunz. To do this he must feed them. You control Steg by making him slither around the walls. He can go up down and around. He can even stick upside down to a wall.

Steg can also blow bubbles. It is by doing this that he captures the grubs which he needs to feed his family. To catch a grub, Steg must blow a bubble such that it envelopes a grub. The bubble then drifts up and this is when the problems occur.

The bubbles are very fragile and must be guided by nudging slightly or giving them a quick blow. Be careful as the bubbles will burst on contact with any sharp object. Avoid spikes, glass and fire.

Littered around the caves are bellows and blowing devices. When activated these will push the bubbles away from them. Work out the activation and deactivation switches and use them to help you.

Steg will find parts from the Acme Bionic Bitz Catalogue knocking around the level. Pick these up to use their super abilities.



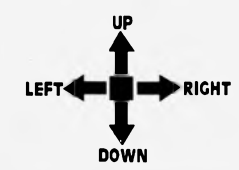
**HINTS & TIPS**

- Keep an eye on the status of T'yungunz.
- Be careful not to incinerate the grubs with the rocket pack.
- Remember you can slither up and down walls.
- Slither around pipes.

**CONTROLS**

| KEYS                                 | JOYSTICK       | ACTION            |
|--------------------------------------|----------------|-------------------|
| Press Space and release              | Fire           | Blow bubble about |
| Press and Hold Space                 | Press and hold | Create Bubble     |
| Drop Bionic Bitz                     | Press Return   |                   |
| Slither Mode (with No Bionic Bitz)   |                |                   |
| Q                                    | Up             | Slither Up        |
| A                                    | Down           | Slither Down      |
| O                                    | Left           | Slither Left      |
| P                                    | Right          | Slither Right     |
| Flying Mode (With Genie Rocket Pack) |                |                   |
| Q                                    | Up             | Fly Up            |
| A                                    | Down           | Fly Down          |
| O                                    | Left           | Fly Left          |
| P                                    | Right          | Fly Right         |
| Steg Leg Mode (with Bionic Legs)     |                |                   |
| O                                    | Left           | Walk Left         |
| P                                    | Right          | Walk Right        |
| Q                                    | Up             | Jump              |
| A                                    | Down           | Duck              |

Press (0) to kill any T'yungunz that are not asleep  
H to pause  
Enter or Return to lose addon



**HELPLINES**

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!

| ATARI ST AND AMIGA            |              |
|-------------------------------|--------------|
| DIZZY                         | 0891 555 093 |
| MAGICLAND DIZZY               | 0891 555 001 |
| TREASURE ISLAND DIZZY         | 0891 555 092 |
| DIZZY PRINCE OF THE YOLK-FOLK | 0891 555 002 |
| FANTASY WORLD DIZZY           | 0891 555 078 |
| SPELLBOUND DIZZY              | 0891 555 003 |
| LITTLE PUFF                   | 0891 555 095 |
| ROCKSTAR                      | 0891 555 090 |
| SEYMOUR IN HOLLYWOOD          | 0891 555 010 |
| SPIKE IN TRANSYLVANIA         | 0891 555 051 |
| SPECTRUM, AMSTRAD, C64        |              |
| DIZZY                         | 0891 555 093 |
| MAGICLAND DIZZY               | 0891 555 096 |
| TREASURE ISLAND DIZZY         | 0891 555 091 |
| DIZZY PRINCE OF THE YOLK-FOLK | 0891 555 002 |
| FANTASY WORLD DIZZY           | 0891 555 078 |
| SPELLBOUND DIZZY              | 0891 555 003 |
| LITTLE PUFF                   | 0891 555 094 |
| ROCKSTAR                      | 0891 555 090 |
| SLIGHTLY MAGIC                | 0891 555 050 |
| SEYMOUR IN HOLLYWOOD          | 0891 555 010 |
| SPIKE IN TRANSYLVANIA         | 0891 555 051 |

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

**There's a cast of thousands involved in producing these great Codemasters's games here's an attempt at naming a few..**

Programming Artwork and other generally techie things...

Brian Beuken, Nick Taylor, Jason Brashill, Paul Griffiths, The Big Red Boys, Pete Ranson, Fred Williams and Jon Cartwright. Lyndon Sharp, Michael Sanderson, Ian Gray, Ashley Hogg, Jonathon Smyth and Dave Clarke. Brian Beukan, Visual Impact lads Dave Thompson and Craig Kelsall. Oh and of course Allister Brimble.

Production was handled admirably by Stewart Regan and Pat Stanley

Game testing was done by David Ward and Steve Wyatt.

Artwork and box design were managed by Shan Savage.

The box was sorted by the Mac Lass Victoria Healey.

PR and all showing off were generally sorted by Rich Eddy.

Sales are sussed by Ann Pinkham and Julie Thompson.

And then of course there was me Paul Ranson... I just stood around and watched!



**CODEMASTERS**

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