

# CARTOON COLLECTION™

## 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 Seymour, Spike, Slightly and CJ. For Dizzy select 48K mode then follow the instructions below.

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

## Slightly Magic

Bigwiz the wizard has left the castle in a hurry, in order to turn the king's son Newton back into a frog.

Indeed, he was in such a hurry that he forgot to pack his spare wand, forgot to lock his laboratory door, and most importantly, forgot to return his utterly stupid, idiotic, incompetent, brain-dead nephew SLIGHTLY to his parents' mud hut in the hills.

Oh well, it could be worse. A sunburnt dragon could be running off with the beautiful Princess Croak as we speak. The wizard's spell cabinet might have been knocked over by a Fiaming Octarian Whirlwind, scattering the spells everywhere. His kingliness the King might, in a fit of blind panic, have given SLIGHTLY the wizard's private spell-book to read. It might rain.

You see, it could be worse. But as it is, there's not a cloud in the sky, a breeze in the air, or a whiff of dragon's breath to be sniffed.

Hang on, where's that pink fire-breathing creature going with that screaming princess? Is that a gentle wind wafting in through the door, or is it something stronger?

Oh no. Get the washing in mother, and lock all the doors. Cancel the papers, and shoot the cow. I think it's going to be one of those days...

## CONTROLS

| KEYS  | JOYSTICK | ACTION                       |
|-------|----------|------------------------------|
| SPACE | FIRE     | START GAME                   |
| Z     | LEFT     | LEFT                         |
| X     | RIGHT    | RIGHT                        |
| K     | UP       | JUMP/UP                      |
| M     | DOWN     | DOWN/CHANGE BACK TO SLIGHTLY |
| SPACE | FIRE     | PICK UP/DROP                 |

PRESS Q TO QUIT THE GAME  
PRESS M/DOWN TO CHANGE BACK TO SLIGHTLY FROM BIRD/FISH WHEN STANDING OVER SUPPORTS

## HINTS:

The aim of the game is to rescue the beautiful Princess Croak from the sunburnt dragon. To do this you'll need to use the various spells and objects scattered throughout the game. You start the game with 3 lives. Collecting stars increases your magic powers. Collect 20 stars to gain an extra life. You can't travel safely underwater unless you become a fish! Certain areas will be out of reach until you can change into a bird! Watch out for fires, spikes and banana skins!

## SPELLS AND OBJECTS

Pressing SPACE/FIRE when you're standing over an object or spell will make SLIGHTLY pick it up. Pressing SPACE/FIRE at any other time will show you a list of what you're carrying. You can select an item to use or drop by pressing up/down to highlight it and then pressing fire. To use any of the spells you'll first need to collect the magic wand and read the spell book. Each spell needs to be activated by picking up an object to complete its recipe.

## CREDITS

|            |                                       |             |                               |
|------------|---------------------------------------|-------------|-------------------------------|
| Screenplay | Colin Jones                           | Directed by | Tim Miller, Richard Darling   |
| Animation  | Chris Graham, Colin Jones, Keith Ross | Produced by | Astonishing Animations        |
| Soundtrack | Allister Brimble                      | Production  | Stewart Regan and ShAn Savage |

## Spike in Transylvania

SPIKE's cartoon adventure in TRANSYLVANIA! Explore the village and mysterious CASTLE, RAT infested KITCHENS, SPOOKY hallways and bedrooms, towering BELFRY, a secret REBEL UNDERGROUND and much more! Meet ARBOLD the wizard, Farmer PILES, the INNKEEPER, and bribe the JAILERS! INCREDIBLE CARTOON ACTION!

SPIKE TRIES TO RESCUE HIS SHIPMATES FROM THE INFAMOUS CASTLE IN TRANSYLVANIA!

SPIKE the Viking is washed ashore from his VIKING LONGBOAT, after an extremely rough NORTH SEA crossing. His fellow shipmates had long since given up trying to find the course they were following. He stumbled across an apparently sleepy village in a place called TRANSYLVANIA! Unfortunately, he discovered that his friends were all held prisoner in the DUNGEONS of the local CASTLE. An incredibly mysterious castle, notorious for its TORTURE and STRANGE GHOSTLY INHABITANTS... SPIKE starts his mission after waking up in a friendly villager's house. But wait, the door won't open! Has he been TRICKED by the villager?

## CONTROLS

|              |  |
|--------------|--|
| Joystick     |  |
| Up           | Move up the screen                           |
| Down         | Move down the screen                         |
| Left         | Move left                                    |
| Right        | Move right                                   |
| Up + fire    | Pick up object                               |
| Down + fire  | Drop current object in inventory             |
| Left + fire  | Change current object in the inventory left  |
| Right + fire | Change current object in the inventory right |
| Q            | Quit the game                                |
| P            | Pause the game (press fire to restart)       |

## THE AIM OF THE GAME

All of Spike's comrades have been locked away in the dungeons of the local castle. Spike must rescue all of his friends to complete the game.

The prison cells are all locked but the keys can be found scattered through out the castle. To find the keys you must explore its many rooms solving puzzles as you go.

Spike has only a certain amount of energy that he can use before he becomes too tired to continue. If he loses all of his energy the game is over.

## HINTS AND TIPS

- \* Vampire bats will bite if they get too close.
- \* Avoid the moose heads, they spit venom.
- \* Keep away from the castle guards.
- \* Talk to the villagers, they may help.
- \* Lightening bolts are lethal.

## CREDITS

|                  |                      |            |                                  |
|------------------|----------------------|------------|----------------------------------|
| Game Design      | Genesis Developments | Graphics   | Jonothan Smyth and Russel Newman |
| Coding C64       | David Clarke         | Music      | Ashley Hogg                      |
| Coding Spectrum  | Paul Griffiths       | Production | Stew Regan & ShAn Savage         |
| Coding Amstrad   | Paul Griffiths       |            |                                  |
| Project Director | Tim Miller           |            |                                  |

## Seymour Goes To Hollywood

Join super star Seymour in his Hollywood debut. Make it in the movies. Meet frightening Frankenstein, evil Ding the Merciless, bash the big King Bong, and find Rick Bracy's true love.

## SEYMOUR'S BIG BREAK

Seymour has got his first big break: he is to star in the latest block busting movie. He turns up to work on the first day to find the studio in pandemonium! The stupid director Dirk Findelmeyer II has left for a holiday in Miami leaving all the scripts locked away in the safe. Seymour thinks there is something decidedly sinister going on when he discovers Tarzan with a speech impediment, a body in the study, and the lifts don't work either!!

## CONTROLS

|                    |       |       |
|--------------------|-------|-------|
| Move Left          | Z     | Left  |
| Move Right         | X     | Right |
| Jump               | Space | Jump  |
| Pick up/Use Object | Enter | Fire  |

Help Seymour get his movie to the box office. The film has been sabotaged... the scripts have been locked away in a safe, Tarzan cant speak a word of english and the security guard wont let you in.

Move Seymour around the various parts of the map by walking left and right and jumping. Collect the objects and solve the puzzles.

A puzzle is solved by standing next to it and using or giving a correct object.

## HINTS AND TIPS

- \* Avoid jumping into fans.
- \* Pippa the secretary can help you.
- \* Try opening all the doors.
- \* Draw a map of the Studio to stop yourself getting lost.

## CREDITS

|                  |                                   |
|------------------|-----------------------------------|
| Game Design      | Big Red Software                  |
| Coding           | Fred Williams and Andy Torkington |
| Graphics         | Peter Ranson                      |
| Project Director | Paul Ranson                       |
| Production       | Stewart Regan and ShAn Savage     |

## 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    | SPECTRUM, AMSTRAD, C64 |              |
|-----------------------|------------------------|--------------|
| TREASURE ISLAND DIZZY | DIZZY                  | 0898 555 093 |
| LITTLE PUFF           | TREASURE ISLAND DIZZY  | 0898 555 091 |
| ROCKSTAR              | FANTASY WORLD DIZZY    | 0898 555 078 |
| FANTASY WORLD DIZZY   | LITTLE PUFF            | 0898 555 094 |
| SEYMOUR IN HOLLYWOOD  | ROCKSTAR               | 0898 555 090 |
| SPIKE IN TRANSYLVANIA | MAGICLAND DIZZY        | 0898 555 096 |
|                       | SLIGHTLY MAGIC         | 0898 555 050 |
|                       | SEYMOUR IN HOLLYWOOD   | 0898 555 010 |
|                       | SPIKE IN TRANSYLVANIA  | 0898 555 105 |

## CJ's Elephant Antics

CJ's cartoon caper across the world - Climb the Eiffel Tower, duel the Hunchback, discover the YETI, PHARAOH LOST TOMB and SPHINX, mysterious JUNGLE mazes, SAFARI wildlife, ACTIVE volcanoes and more... INCREDIBLE INTERNATIONAL ACTION.

## THE STORY SO FAR ....

Somewhere over FRANCE, an aeroplane carries CJ THE ELEPHANT captured and boxed ready for a ZOO in ENGLAND... until suddenly, turbulence hits the plane and his cage is burst open. Grabbing a nearby UMBRELLA, CJ jumps out and begins his long trek across foreign lands to reach his FAMILY back in DEEPEST AFRICA.

## THE OBJECT OF THE GAME

CJ must reach the exit at the end of each level, where a large foe will challenge him. He can jump using the umbrella to break his fall, and fire peanuts using his trunk or throw bombs at anything in his way. Eating cakes and bananas will keep CJ in tip top condition. Invincibility pills will make him immune for a while.

## SOME OF THE WILDLIFE CJ WILL MEET ...

|                 |                   |                  |                  |  |                     |
|-----------------|-------------------|------------------|------------------|--|---------------------|
| Frogs           | Leap into trouble | Snails           | A hard exterior  | Cannibals  | Throw rocks         |
| Police          | March on patrol   | Clouds           | Strike lightning | Monkeys  | Throw Coconuts      |
| Penguins        | Skip and hop      | Snowmen          | Throw snowballs  | Lions  | Kings of the Jungle |
| Mummys          | Deathly trail     | Egyptians        | Throw spears     |  |                     |
|                 |                   |                  |                  | <b>CJ's ELEPHANT ANTICS WAS BROUGHT TO YOU BY...</b> |                     |
| <b>CONTROLS</b> |                   | <b>MOVE LEFT</b> |                  | Game Design  |                     |
| LEFT            | MOVE LEFT         | Coding           |                  | Genesis Developments                                 |                     |
| RIGHT           | MOVE RIGHT        | Music            |                  | David Clarke and Fred Williams                       |                     |
| UP              | JUMP UP           | Graphics         |                  | Lyndon Sharpe and Ashley Hogg                        |                     |
| DOWN            | DROP BOMB         | Project Director |                  | Jonothan Smyth and Peter Ranson                      |                     |
| FIRE            | THROW PEANUT      | Production       |                  | Derek Leigh Gilchrist                                |                     |
|                 |                   |                  |                  | Stewart Regan and ShAn Savage                        |                     |

## DIZZY

You'll get Dizzy playing this action packed cartoon adventure as you somersault around fantastic mystical kingdoms. Collect the ingredients for a magic potion to the evil Zaks - a brilliant game by brilliant programmers for brilliant game players!!

## THE STORY

Dizzy was exploring the haunted forest looking for berries, flowers and a piece of wood which to make a club when he uncovered a mystifying stone slab. Brushing the dirt aside he was able to read the faint inscription : The Awawiforce Potion. Dizzy remembered his Eggfather had spoken of such a potion- "It is the only way to rid our land of athletes foot, and it can also be used to destroy the evil wizard Zaks". Dizzy trembled with fear as he recalled these words. Zaks brought fear to the village - he cast spells that turned people old, made people blind and caused it to rain even on a Sunday! Dizzy was determined to put a stop to this - He was going to be the hero of the Yolkfolk.

## PLAYING THE GAME

You have three lives this can be increased by finding extra eggs. The bouncy mushrooms can be used to jump higher. Watch out for booby traps.

To defeat the wizard you must light the fire under the cauldron and drop the ingredients into it. Then drop the empty flask into it and it will be filled and magically shot out. Finally smash this flask next to Zaks and you will have won.

\*Hint try greasing the rusty mining cart.

## CONTROLS

Press Space or Fire to Start.

|                     |                      |
|---------------------|----------------------|
| Z                   | Walk Left            |
| X                   | Walk Right           |
| SPACE / Right Shift | Jump                 |
| ENTER /RETURN       | Pick up / drop / use |

This game was brought to you by ....

|        |                  |          |                  |
|--------|------------------|----------|------------------|
| Coding | The Oliver Twins | Graphics | The Oliver Twins |
|--------|------------------|----------|------------------|

## \*Little Puff \*Amstrad Users Only

LITTLE PUFF's cartoon adventure in DRAGON AND! Find the secret of BREATHING FIRE! Explore dark mysterious caves, venture into native's huts, dodge the Evil Spiders and Giant Bird's Eggs. Watch out for Sea Serpents, Hornets, Electrocharged Zappers and more!

Little Puff's Mum had told him not to wander too far from home. But one day he couldn't resist the temptation to wander off and explore the mysterious world that lay beyond Dragonland. After a while he was hungry but he was too little, and not fierce enough to catch anything so he ran huffing and puffing his way back home for dinner. But his way was blocked by a ferocious guard demanding a pass. What could Puff do - he had no pass! This is where you come in ... You must help Puff find the four parts to the pass, avoiding the hazards that confront him at every turn- guide him safely back home.

## CONTROLS

| CONTROLS           | JOYSTICK |
|--------------------|----------|
| Start Game         | FIRE     |
| Left               | LEFT     |
| Right              | RIGHT    |
| Jump/ through door | UP       |
| Pick up            | DOWN     |
| Breath fire        | FIRE     |
|                    | B        |
|                    | N        |
|                    | S        |
|                    | X        |
|                    | A        |

To use an object simply CARRY them in the right place. eg. a key to go through it's door. To use two objects on each other, just pick both of them up at once.

## WHAT TO DO ...

You must collect all 4 parts of the pass to get into DRAGON LAND. These are found in envelopes. Then you must pay the toll collector something to go over the bridge to get back home.

## HINTS & TIPS

- \* Collect the potion to breath FIRE
- \* You can guide PUFF left and right while falling down a hole.
- \* Use the footpump to inflate the lifebelt before swimming in the water.
- \* Pick up food for more points.

## CREDITS

|                  |                               |
|------------------|-------------------------------|
| Coding           | Consult Software              |
| Music / FX       | Lyndon Sharp / David Kelly    |
| Project Director | Tim Miller                    |
| Production       | Stewart Regan and ShAn Savage |
| Artwork          | Nigel Fletcher                |

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SEYMOUR GOES TO HOLLYWOOD

SPIKE IN TRANSYLVANIA

SLIGHTLY MAGIC

DIZZY

CJ'S ELEPHANT ANTICS

\*LITTLE PUFF

\* Note Little Puff is on the Amstrad Version only