



The biggest hero of them all returns for high adventure, rich rewards and big trouble! Join superstar Dizzy in his most exciting adventure yet!

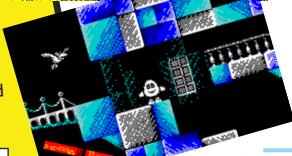
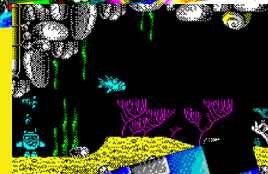
Four complete worlds of magic and mystery await!

GET IT, PLAY IT, BE AMAZED...!

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136
REWORKED
SCREENS



ACTUAL
SPECTRUM
SCREENSHOTS

SPECTRUM
128K/+2/+3

CRYSTALKINGDOM
DIZZY



The mystical crystal treasures of the Yolk Folk have been stolen from the Temple of Zeffar!

Return them fast or, as prophecy has it, Dizzy's world will be under the shadow of darkness for ever! Time is running out...

Dizzy is back on the Spectrum to celebrate his 30th birthday! This remake features new graphics inspired by the Amiga version, 6 AY tunes, 136 reworked rooms and new cut scenes. All running on a brand new 50FPS game engine.

With thanks to the Oliver Twins and Codemasters. Dizzy is a trademark of Codemasters 1986 - 2017.

SIX AY
MELODIES

LOADING (128K ONLY):
Select **LOADER** option and press **ENTER**

BRAND
NEW
50FPS
ENGINE

Story

The sun does not always shine in the Yolkfolk village. In fact, this particular day is looking remarkably grim. Stormy clouds thunder across the sky, the rain hammers down, the electricity flickers and, to top it all, Grand Dizzy is in an awful mood. The source of Grand Dizzy's bad mood is his egg-ache. The old duffer had been practising his somersaults in the kitchen and slipped on the wet floor. "What do you think you're doing bouncing around like that at your age?!" groaned Dizzy under the strain of picking up the old egg. "You'll give yourself a nasty crack on the head."

"It's the temple in the Crystal Kingdom," spluttered Grand Dizzy, "it's been robbed. Every egg knows that if the crystal sword, chalice and crown are removed from the temple, terrible strange things will happen to the Yolkfolk!" Dizzy looked outside. Things did look decidedly bad. "It still doesn't explain why you were jumping off the kitchen chair, Grand Dizzy" said Dizzy. "Well, young fella-m'-egg," said Grand Dizzy puffing himself up slightly, "I'm

sick and tired of you always sorting things out. I'm going to get into shape, pack my knapsack and save the Yolkfolk myself. I was really heroic in my day, y'know." A salty tear formed in Dizzy's eye. "I don't know, Grand Dizzy, what are we going to do with you?" gushed Dizzy in his best sympathetic, yet caring, voice.

Grand Dizzy was packed off to bed. But the moment everyone's back was turned, he jumped up and continued to whinge loudly at anything he could find that would listen. Dizzy decided that he must begin his trek to retrieve the Yolkfolk's treasure. He packed his knapsack and popped on his new safari hat. Dizzy grimaced and, through gritted teeth, dramatically declared "Don't fear, Grand Dizzy! The lost treasures of the Yolkfolk will soon be found!". And so Dizzy began a whole new adventure - can our hero succeed again?

Controls

The game is compatible with SINCLAIR and KEMPSTON joysticks.

Keyboard controls are definable.

Credits

Programming: Evgeniy Barskiy.

In-game graphics: Dmitri Ponomarjov.

GUI & menu: Oleg Origin.

Music: covered by Sergey Kosov.

Title picture: Marco Antonio del Campo.

Additional graphics: Sprite of well by diver4d.

Animation of Dizzy character, water and star by original games authors.

Playtesting: Andrey Polihanenko and Andrey Titov.

Special thanks: Aleksandr Semyonov and Yuri Potapov.

Additional thanks: diver4d and TSL.

This inlay was created by **Andrew Bunker** based on original Codemasters assets and designs. Thanks to **Victor Machado** for the high quality cover image scan.