

## LOADING INSTRUCTIONS

First find the **cassette tape** which has the name of the game you want to load printed on it. Then place the tape in your cassette recorder with the name of the game you want 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 correct the 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), and then load the second game.

### SPECTRUM

128k users press ENTER to load Fantasy World, Fast Food and Magicland. 128k users select 48k mode to load Dizzy & Treasure Island Dizzy then follow the 48k users instructions below.

48k users: press LOAD™ press ENTER

note: The load command is on the J key. There is no space between the quotation marks

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

### AMSTRAD

Amstrad CPC 464: type RUN™ press ENTER

Amstrad CPC 664 / 6128: type [TAPE] press ENTER

type RUN™ press ENTER

Load Errors? (see Load Errors? "spectrum" above)

### COMMODORE 64

Type LOAD press RETURN

note: Commodore 128 users select C64 mode

### NOTE YOUR TAPE COUNTER!

DIZZY	START	FINISH
TREASURE ISLAND DIZZY	START	FINISH
FANTASY WORLD DIZZY	START	FINISH
MAGICLAND DIZZY	START	FINISH
FAST FOOD	START	FINISH

## FAST FOOD

Dizzy's back! In Fast Food, Dizzy must run around mazes scoffing loadsa food - chickens, burgers, pizzas, milkshakes - but there's a complication... **look out for these monsters...**

**BONZO** He's slow and stupid, but he could catch you if you don't keep an eye on him. Bonzo is **GREEN**.

**WIZZA** He's fast, but not too clever - run if he follows you, and he'll probably take the wrong turn at one of the junctions. Wizza is **YELLOW**.

**PIPPA** She's cute and deadly - she's dead clever, but if you're quick you can outrun her. Pippa is **ORANGE**.

**FIDO** He's dead sneaky - he'll try and head you off at junctions, so you should watch him carefully! Fido is **BLUE**.

As well as **KETCHUP, MUSTARD, RELISH, MAGIC BOOTS** and more!

### CONTROLS

SPECTRUM / AMSTRAD COMMODORE 64

Z	WALK LEFT	JOYSTICK LEFT
X	WALK RIGHT	JOYSTICK RIGHT
K	WALK UP	JOYSTICK UP
M	WALK DOWN	JOYSTICK DOWN
P	PAUSE	F3 (F5 to CONTINUE)
Q	QUIT	RUN/STOP

Commodore 64 users plug joystick into Port 2. Press FIRE to Start game. Move joystick up and down to select starting level, then press Fire. Press Fire to start each level when it says "Get Ready".

Spectrum and Amstrad users press L to change the level that you start at. You can start anywhere between 1 (a piece of cake) and level 20 (getting tricky!) Press SPACE or FIRE on your joystick to start the game.

You get a 50 point bonus for finishing a level. After every third level completed there is a cartoon to watch and you're given an extra life. On higher levels there are thin hedges that only Dizzy can go thru which are obviously useful. There are also dead hedges which Dizzy can kick down if he gets a good run up. If you find a way to beat a level, chances are that it will work next time too. For anyone clever enough to reach level 30, there's a big surprise!!!

### WHAT YOU'LL FIND IN THE MAZES...

Dizzy must eat all the food in a maze so that he can move on to the next level. Watch out for...  
**BURGERS** are blind, so they travel around the maze not knowing where Dizzy is. This makes them easy to eat.  
**CHICKENS** just DON'T want to be eaten. They're fast and will run away from you! The only way to catch them is to head them off.  
**PIZZAS** don't mind being eaten - that's life when you're a pizza. They are fairly easy to catch.  
**MILKSHAKES** are the easiest of all - they want to get drunk, they actually come to you!  
Sometimes other mysterious things fall into the maze, like  
**MAGIC BOOTS** which double Dizzy's running speed. You'll have to think fast, but you can outrun everything.  
**RELISH** (in a GREEN bottle) slows down the monsters.  
**MUSTARD** (in a 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.

## MAGICLAND DIZZY

Dizzy strutted about, pacing up & down his little Treehouse. He was bored with a capital B! Once upon a time, Katmandu, a small county of Zakeria, had been THE place to be - Eggciting wasn't the word! Alright, horrible old wizard Zaks used to be a bit of a meany but it was much more exciting than watching Daisy knit old uncle Jock McDizzy a kilt. Dizzy wanted a new adventure. Little - known to him he was going to get one. Zaks was not as dead as Dizzy thought, in fact, he was alive and kicking and planning out his most dastardly plan yet. "I'm gonna finish those Yolkfolk if it's the last thing I do!" Zaks yelled. A little time later... Zaks' plan had worked, well almost. He cast Character Transforming spells over all Dizzy's friends - Daisy, Dara, Dylan, Denzil & Grand Dizzy - turned into strange creatures and other weird things. For example poor old Denzil, who thinks he's so cool, was frozen solid in a huge Ice Block! Then Zaks teleported them all to Magicland. Dizzy must find his friends, turn them back to normal, and send each of them back to their cosy Tree Houses back in Katmandu. Dizzy will encounter all sorts of strange creatures and places in Magicland. The Queen of Hearts, Prince Charming, Cheeky Monkeys, Giant Trolls, Game Genies, Excalibur the Kings Sword, Creepy Ghosts, Sharks, Huge Rats, Volcanoes, Hades, the Good Witch Glenda, Monoliths, Weirdhenge, Vampira - Zaks' evil step - mother in the Ice Palace and many more mysterious & wonderful creatures and places. Good luck Dizzy!

### CONTROLS

Press SPACE or FIRE to start the game.

Z	WALK LEFT
X	WALK RIGHT
SPACE / RIGHT SHIFT	JUMP
ENTER / RETURN	PICK UP / DROP / USE
Q	QUIT

Use Z, X or K, M or Joystick to select an object from the inventory (List of what is being carried).

Commodore 64 users plug joystick into Port 2.

**HINTS**  
Dizzy has 3 lives and an energy bar for each life. Some things will kill Dizzy immediately. Some other things will hurt him, making his energy go down. He can replenish his energy by picking up valuable Diamonds. Banish Zaks forever and return Dizzy to Zakeria.

Dangerous things include: Fire & Water and nearly everything else!

### MAGICLAND DIZZY'S HELP LINE

**0898 555 096**  
If you can't get any further in this game and would like us to give you Hints & Tips on how to solve all the puzzles just phone the number above. Please don't phone unless you really get stuck & make sure you get permission from the person who pays the phone bill first!  
Calls cost 33p per minute during off-peak times and 44p per minute at all other times. UK only.

## DIZZY

### INTRODUCTION

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 kill the evil Wizard ZAKS - a brilliant game by brilliant programmers for brilliant game players!

### STORY

Dizzy was exploring the haunted forest, looking for berries, flowers and a piece of wood with which to make a club when he uncovered a mystifying stone slab. Brushing the dirt aside, he was able to read (after a great deal of head scratching) the faint inscription:

*The Identiforce 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 every Sunday afternoon during Cricket. Dizzy was determined to put a stop to all this - he would be the hero of the Yolkfolk.

He read on...  
"Fill a potion bottle with cooked Leprechaun's wig, cloud's silver lining, Vampire Bux feather and some troll brew - cook the potion and throw it at Zaks to dissolve his reign.  
He covered it up and quickly made ready to liberate the land of KATMANDU.

### PLAYING THE GAME

You have three lives, this can be increased by finding 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 have won!

Hint:  
Try greasing the Old Rusty Mining Cart.

### CONTROLS

PRESS SPACE OR FIRE TO START THE GAME

Z	WALK LEFT
X	WALK RIGHT
SPACE/RIGHT SHIFT	JUMP
ENTER/RETURN	PICK UP/DROP/USE

SPECTRUM USERS - PRESS K TO START THE GAME USING A KEMPSTON JOYSTICK

Commodore 64 users - plug joystick into Port 2.

### DIZZY'S HELP LINE

**0898 555 093**  
If you can't get any further in this game and would like us to give you Hints & Tips on how to solve all the puzzles just phone the number above. Please don't phone unless you really get stuck & make sure you get permission from the person who pays the bill first!  
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## TREASURE ISLAND DIZZY

Dizzy was looking forward to the round-the-world cruise he'd booked up for. 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 although there were far too many pirates on the ship, the Grog was watered down, and he didn't even know what a mainbrace was, let alone how to splice it!

The captain, Long John Silver, was a lovely old bloke with a kindly manner, good at insulting and degrading the fare paying punters. He was well balanced - he had a parrot on one shoulder and a chip on the other - and he had a wooden leg which he acquired when he fell out of his pram as a kid.

Anyhow, their quaint little man o' war found itself in still waters one sun-soaked afternoon, and Dizzy thought he would organize a game of cricket on the aft deck. In a fit of blinding stupidity he used L's spare leg collection as makeshift stumps, and when they were lost overboard he was made to walk the plank! That was how he came to find himself gently poaching on the silent, sun-kissed beach of a seemingly deserted island... He had to somehow find a way back to the Yolkfolk and lodge his compensation claim with the travel agent...

### CONTROLS

Z	WALK LEFT
X	WALK RIGHT
SPACE / RIGHT SHIFT	JUMP
ENTER / RETURN	PICK / DROP / USE
Q / RESTORE	QUIT

Commodore 64 users - plug joystick into Port 2

### HINTS

- Be careful in the water - everyone knows that eggs are air breathers!
- Don't wind up fried... be careful of fire!
- The wildlife is dangerous. Dizzy looks good enough to eat...
- 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 on the island; find these before making good your escape... some of these are very well hidden!

### GOOD LUCK!

### DIZZY'S TREASURE ISLAND HELPLINE

**0898 555 091**  
If you can't get any further in this game and would like us to give you Hints & Tips on how to solve all the puzzles just phone the number above. Please don't phone unless you really get stuck & make sure you get permission from the person who pays the phone bill first!  
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# DIZZY™ COLLECTION

The Evil Wizard Zaks



## INSTRUCTIONS

Shamus  
The Leprechaun

## FANTASY WORLD DIZZY

### STORY

DIZZY & DAISY strolled through the enchanted forest without a care in the world... BUT SUDDENLY the Evil King's trolls seized poor Daisy! She was sent to the Wizard Weird's Tallest Tower, while Dizzy was dragged away and thrown into the deepest, darkest, dankest of the King's 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 that 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!

### CONTROLS

Z	WALK LEFT
X	WALK RIGHT
SPACE/RIGHT SHIFT	JUMP
ENTER/RETURN	PICK UP/DROP/USE
Q/RESTORE	QUIT

Use Z, X or K, M or Joystick to select an object in the inventory (List of what is being carried).

Commodore 64 users - plug joystick into Port 2

### HINTS

The objective is to rescue Daisy, but as you'll discover there'll be a further mission should you complete that. You have 3 lives. Be careful in water - everyone knows that eggs are air breathers! Don't turn into a fried egg - avoid fire! The wildlife is dangerous - Dizzy looks tasty...

### The Inventory (List of Objects Carried)

Pressing PICK-UP takes you to the inventory. If you were standing next to an object then Dizzy will automatically pick it up and assume you wish to leave the inventory without dropping anything.

But if you were not standing next to an object then the top object being carried will be selected for dropping.

Exit the inventory with the DROP/USE key which will drop or use the selected object.

You can change the automatic selection by using left & right or up & down.

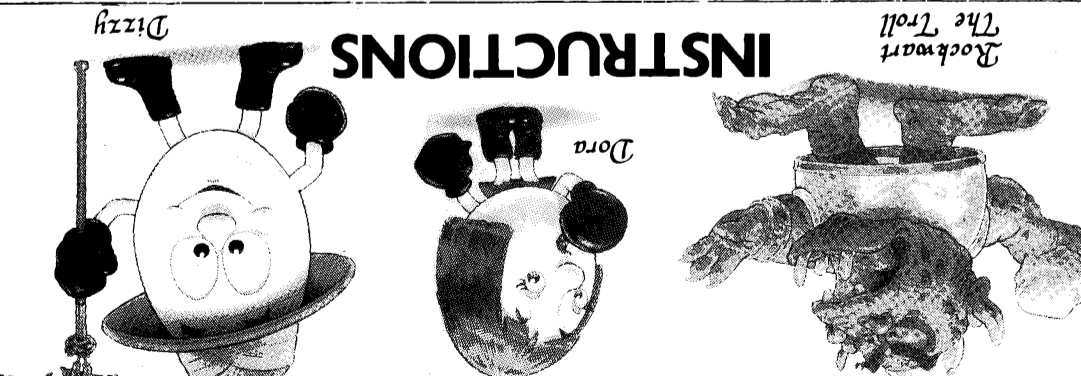
GOOD LUCK YOU'RE GOING TO NEED IT

### DIZZY'S FANTASY WORLD HELP LINE

**0898 555 078**  
If you can't get any further in this game and would like us to give you hints & tips on how to solve all the puzzles just phone the number above. Please don't phone unless you really get stuck & make sure you get permission from the person who pays the phone bill first!  
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## INSTRUCTIONS



# COLLECTION

