



LOADING on COMMODORE AMIGA -

For A500 + A500 plus users switch ON computer and insert disc immediately.
 For A1000 users LOAD kikstart 1.2/1.3 as normal then insert disk on workbench prompt.

LOADING on ATARI ST -

Switch on machine and insert disc immediately.

LOADING COMMODORE 64 DISK -

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

Use JOYSTICK in Port 2 to move DIZZY

IMPORTANT - Look after your discs 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.
- KEEP your disc write-protected and SWITCH OFF your computer for 30 seconds before loading a new game. (To avoid a Virus from other discs)
- DON'T put the disc near any magnetic field (eg. on top of TV, near Stereo speakers.)

KWIK SNAX

Dizzy to the rescue! Outwit Zaks' court jesters, bumble bees, clockwork mice and more in the Land of Personality. Mega features 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 they 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 into Zaks' dark dungeon.
- Dizzy went wild! He had to get the yolkfolk back together he had forgotten to tell them about the 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 slidey 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.

* Amiga ST versions only

GAME PLAY COMMODORE 64 DISK

The aim of the game is to collect all the Fluffles after they have hatched and lead them to the EXIT. The Fluffles will queue up walking behind you, and are vulnerable to hungry monsters. A level is completed once all the Fluffles have been taken to the EXIT. More points are awarded the more Fluffles are taken at once. After a time the monsters get STARVING and rush after you at twice the SPEED!
BONUS STAGES - After every 4 levels, there is a scene where you must catch falling Fluffles in your net.

- | | |
|---------|---------------------------------|
| STOMPER | Will stop and scratch his head. |
| LEAPER | Will JUMP over walls. |
| GASBAG | Drops walls. |
| FLAMER | Breathes fireballs. |
| FOXLING | Will kidnap a Fluffle. |

Press FIRE to use weapon or drop bomb.
 Press SPACE to pause the game.

CREDITS

- | | |
|-----------------|------------------------------|
| Game Design | THE OLIVER TWINS |
| Coding | LYNDON SHARPE & JASON BENHAM |
| Graphics | CHRIS GRAHAM |
| Music | ALLISTER BRIMBLE |
| Project Manager | PAUL RANSON |
| Art Manager | SHAN SAVAGE |
| Production | STEW REGAN & PAT STANLEY |



CODEMASTERS

HELP LINES

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

- | | |
|-----------------------|--------------|
| TREASURE ISLAND DIZZY | 0891 555 092 |
| LITTLE PUFF | 0891 555 095 |
| ROCKSTAR | 0891 555 090 |
| FANTASY WORLD DIZZY | 0891 555 078 |
| SEYMOUR IN HOLLYWOOD | 0891 555 010 |
| SPIKE IN TRANSYLVANIA | 0891 555 151 |
| SLIGHTLY MAGIC | 0891 555 050 |
| STEG | 0891 555 012 |

SPECTRUM, AMSTRAD, C64

- | | |
|-----------------------|--------------|
| DIZZY | 0891 555 093 |
| TREASURE ISLAND DIZZY | 0891 555 091 |
| FANTASY WORLD DIZZY | 0891 555 078 |
| LITTLE PUFF | 0891 555 094 |
| ROCKSTAR | 0891 555 090 |
| MAGICLAND DIZZY | 0891 555 096 |
| SLIGHTLY MAGIC | 0891 555 050 |
| SEYMOUR IN HOLLYWOOD | 0891 555 010 |
| SPIKE IN TRANSYLVANIA | 0891 555 051 |
| STEG | 0891 555 013 |

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

This program, including code, graphics, music and artwork are the copyright of CodeMasters Ltd. and no part may be copied, stored, translated or reproduced in any form or by any means, hired or lent without the express permission of CodeMasters Ltd.

Made In England
 Published by CodeMasters Ltd.
 PO Box 6, Leamington Spa, England. CV33 0SH