CJ's ELEPHANT ANTICS

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. (The game will load automatically)

LOADING COMMODORE 64 DISK -

Insert disk into drive.

Type: LOAD "*",8,1 Then press RETURN

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.)

CJ's ELEPHANT ANTICS

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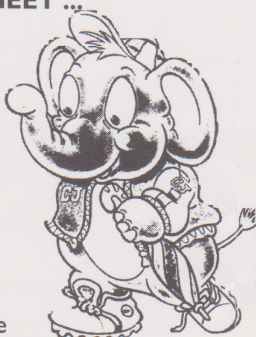
THE STORY SO FAR ....

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 bursts 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
Police	March on patrol
Clouds	Strike lightening
Penguins	Skip and hop
Snowmen	Throw snowballs
Mummies	Deathly trail
Egyptians	Throw spears
Cannibals	Throw rocks
Monkeys	Throw Coconuts
Lions	Kings of the Jungle

CONTROLS

ACTION	JOYSTICK
LEFT	MOVE LEFT
RIGHT	MOVE RIGHT
UP	JUMP UP
DOWN	DROP BOMB
FIRE	THROW
	PEANUT

UP
LEFT ←→ RIGHT
DOWN
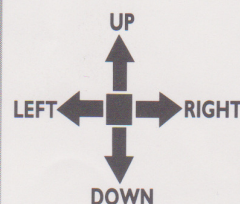
HELP LINES

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 555 051

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

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

Codemasters CODEMASTERS

CREDITS

Game Design	Genesis Developments
Coding	Ashley Hogg
Music	Ashley Hogg
Graphics	Jonothan Smyth
Project Director	Derek Leigh Gilchrist
Production	Pat Stanley
	& Stewart Regan
Art Manager	Shân Savage