

# CRYSTAL KINGDOM DIZZY™

## LOADING on COMMODORE AMIGA-

For A500, A500 plus, A600 and A1200 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 disc 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.

DON'T put the disc near any magnetic field (eg. on top of TV, near Stereo speakers.)

## LOADING on the IBM PC

From the A prompt type "CRYSTAL" <ENTER>

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?

## Game Genie

Game Genie is a character who loves to help people play games. If you give him some special code words, he will try his best to help you out.

Note down the special codes given to you at the end of each act. At the start of the game you may instantly travel back to this act by walking through the doors marked act 2, 3 or 4. At this point, Game Genie will ask you your code word, type it in using the keyboard. If you don't know any codes then just walk off the left hand side of the screen.

Use the spaces below to mark down the special codes you find.

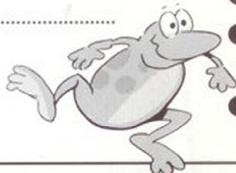
Code 1 .....

Code 2 .....

Code 3 .....

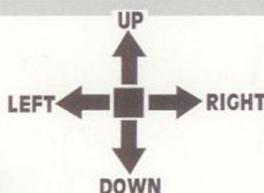
## HINTS & TIPS

- Collect the objects.
- Game Genie may be able to help you.
- The pirates may have pinched the treasure.



# CONTROLS

ACTION	JOYSTICK	KEYS
Move Left	Left	Z
Move Right	Right	X
Move Up	Up	K
Move Down/Enter room	Down	M
Jump	Fire	SPACE
Pick Up/Use	Up	RETURN/ENTER



## 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, AMIGA AND IBM

DIZZY	0891 555 093
MAGICLAND DIZZY	0891 555 001
TREASURE ISLAND DIZZY	0891 555 092
DIZZY PRINCE OF THE YOLK-FOLK	0891 555 002
FANTASY WORLD DIZZY	0891 555 078
SPELLBOUND DIZZY	0891 555 003
LITTLE PUFF	0891 555 095
ROCKSTAR	0891 555 090
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 051
CRYSTAL KINGDOM DIZZY	0891 555 012

### SPECTRUM, AMSTRAD, C64

DIZZY	0891 555 093
MAGICLAND DIZZY	0891 555 096
TREASURE ISLAND DIZZY	0891 555 091
DIZZY PRINCE OF THE YOLK-FOLK	0891 555 002
FANTASY WORLD DIZZY	0891 555 078
SPELLBOUND DIZZY	0891 555 003
LITTLE PUFF	0891 555 094
ROCKSTAR	0891 555 090
SLIGHTLY MAGIC	0891 555 050
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 051
CRYSTAL KINGDOM DIZZY	0891 555 013

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



# CODEMASTERS



## CREDITS

Design	Dave Thompson Brian Hartley Craig Kelsall Paul Ranson Phillip Oliver
Programming	Synergy and Andrew Severn
Graphics	Brian Hartley
Music	Reflective Designs
Project manger	Paul Ranson
Production	Stewart Regan and Pat Stanley
Art Manager	Shân Savage

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