



MAGICLAND™ DIZZY

LOADING on COMMODORE AMIGA-

For A500 + A500 plus users switch ON computer and insert disc immediately.

For A1000 users LOAD kistart 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.

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.)

MAGICLAND DIZZY

Oh Lordy Lordy!!! Zaks is back!! Having taken out comprehensive life cover from one of those jolly nice insurance chappies, he has cheated death and has come back to stick one on the Yolkfolk.

Grabbing one of his extremely-stremely-mega-dobrey-whatsit spells, he has zapped the Yolks and imprisoned them in a wierd and wonderful world - MAGICLAND

* Dylan has been tangled in a bush and rooted to the spot!

* Denzil has been deep frozen into an ice cube.
Zaks's latest ornament the Ice Palace.

* Dozy has been zapped asleep and is having a kip in Sleepy Hollow.

* Dora has been transformed into a frog and dumped in the Haunted wood.

* Grand Dizzy is trapped on the other side of Zaks's looking glass.

* Daisy has been super stuffed and is imprisoned in Zaks's oubliette.

Dizzy used all his boxing skills, he danced like a butterfly and dodged like a bee. All of Zaks's spell beams missed, so it's up to him to rescue the Yolks yet again.

CONTROLS

KEYS

Z
X
SPACE
RETURN

Q

JOYSTICK

Press FIRE to start the game.

LEFT
RIGHT
UP
FIRE

ACTION

WALK LEFT
WALK RIGHT
JUMP
PICK UP/
DROP/ USE
QUIT

Press P to PAUSE
Press K while in the game to toggle between Keys and Joystick

Use Z,X or JOYSTICK to select ITEM, in object menu to use or drop.



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

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

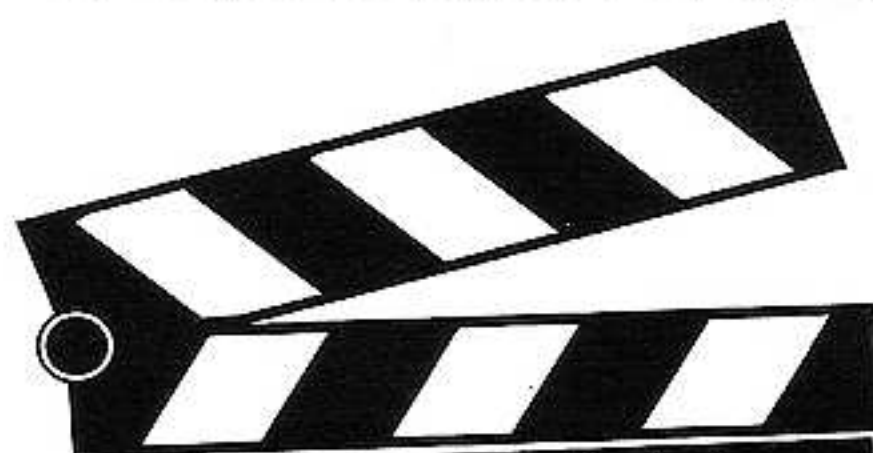
SPECTRUM, AMSTRAD, C64

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

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



CODEMASTERS



CREDITS

This game before time was brought to you by

Coding	Derek Leigh Gilcrist
Game Design	Neil Vincent & The Oliver Twins
Graphics	Leigh Christian
Music	Matt Symmonds
Project Director	Paul Ranson
Production	Stew Regan & Pat Stanley
Art Director	Shân Savage

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