



# MAGICLAND DIZZY

## 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.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

## LOADING on ATARI ST -

Switch on machine and insert disc immediately.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

## 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.)

## MAGICLAND DIZZY

Oh Lordy Lordy!!! Zak's 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. Zak's latest ornament the Ice Palace.
- \* Dozy has been zapped asleep and is having a kipp 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 Zak's looking glass.
- \* Daisy has been super stuffed and is imprisoned in Zak's oubliette.

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

## CONTROLS

Press FIRE to start the game.

KEYS	JOYSTICK	ACTION
Z	LEFT	WALK LEFT
X	RIGHT	WALK RIGHT
SPACE	UP	JUMP
RETURN	FIRE	PICK UP/ DROP/ USE
Q		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.

## CREDITS

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



# 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 555 105
SLIGHTLY MAGIC	0891 555 050
MAGICLAND DIZZY	0891 555 096

## 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 555 105

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

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