

SPELLBOUND DIZZY™



LOADING on COMMODORE AMIGA-

For A500/A500 plus and A600 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,I 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.)

Trouble's afoot for Dizzy in his BIGGEST and BEST

adventure yet! Meet Dizzy's magical chum THEO, the wizard, with a plethora of POWERFUL POTIONS! Dozy, Dylan, Dora, Daisy and Grand Dizzy - the YOLK FOLK - are all here too and they're in HOT WATER this time! Help Dizzy SAVE THEIR SHELLS before they end up HARD BOILED!

Dizzy's been visiting his local friendly Wizard, Theo. Now Theo, who may be a dab hand in the waving of wands area, is not much cop at the filing-things-away-neatly department and he's left his book of Really Powerful Spells lying round in his laboratory. What's more, the book's been left open at the page headed A Really, Really, Powerful Spell (That Shouldn't Be Read Out Loud). Whether Dizzy actually read the heading is not known but - yikes! - he said the spell and it's caused a catastrophe: Dizzy's spirited all his Yolk Folk chums and Wizard Theo into the underworld! Cripes! There's only one course of action open to the brave little hero: read the spell again and spirit himself into the underworld to save his rotund group of pals!

DOING THE BIZ WITH DIZ

- Dizzy has to collect five rotating stars and a special object to release each of the Yolk Folk from the underworld!
- Check out all the objects and discover if they can help Dizzy - some may enable Dizzy to swim underwater while others help him have a speedy journey through a mine shaft (and some are really tasty!).
- Don't miss out on the mushrooms - they can send Dizzy flying high!
- Don't leave any of the Yolk Folk or Wizard Theo behind!
- More than 100 - 100! - different locations await!

"It gets more and more exciting!"

Your Sinclair

CONTROLS

ACTION	JOYSTICK	KEYS
Move Left	Left	Z
Move Right	Right	X
Jump	Up	K
Pick Up/Use	Fire	SPACE



Press Q to quit game.
Press P to pause.
Press ESC on the ST to Quit.



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

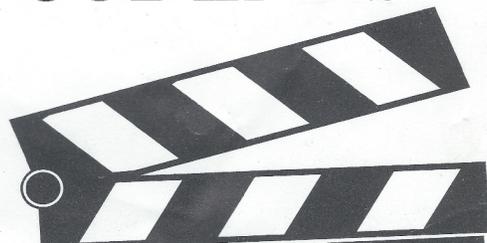
SPECTRUM, AMSTRAD, C64

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

Design	Big Red Software
Program	Optimus & Shane O'Brien
Graphics	Brian Hartley
Project Director	Paul Ranson
Production	Stewart Regan
Art Manager	Shân Savage

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