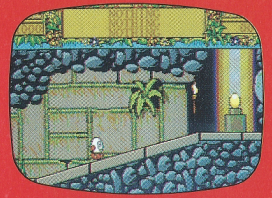

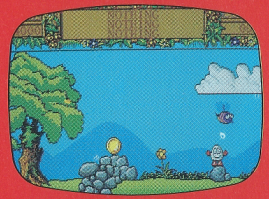

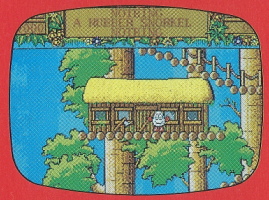

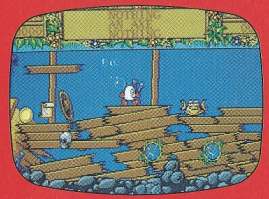

The legendary **TREASURE ISLAND DIZZY** – it's truly brilliant, probably the best graphics, sound and gameplay you will ever see on the Amiga & ST! Incredible cartoony graphics and many extra puzzles and rooms.

DIZZY'S CARTOON ADVENTURE ON TREASURE ISLAND!
Explore the mysterious Island's deserted Tree House Village. Fabulous Gold Mines. Huge Caves. Magic Shops and **Secret Treasure!** You can even go under water but remember your snorkel!

Dizzy's Treasure Island is **brilliant** – it's like a real cartoon but with amazing gameplay. David Darling.

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THE·ACTION·STARTS·HERE·

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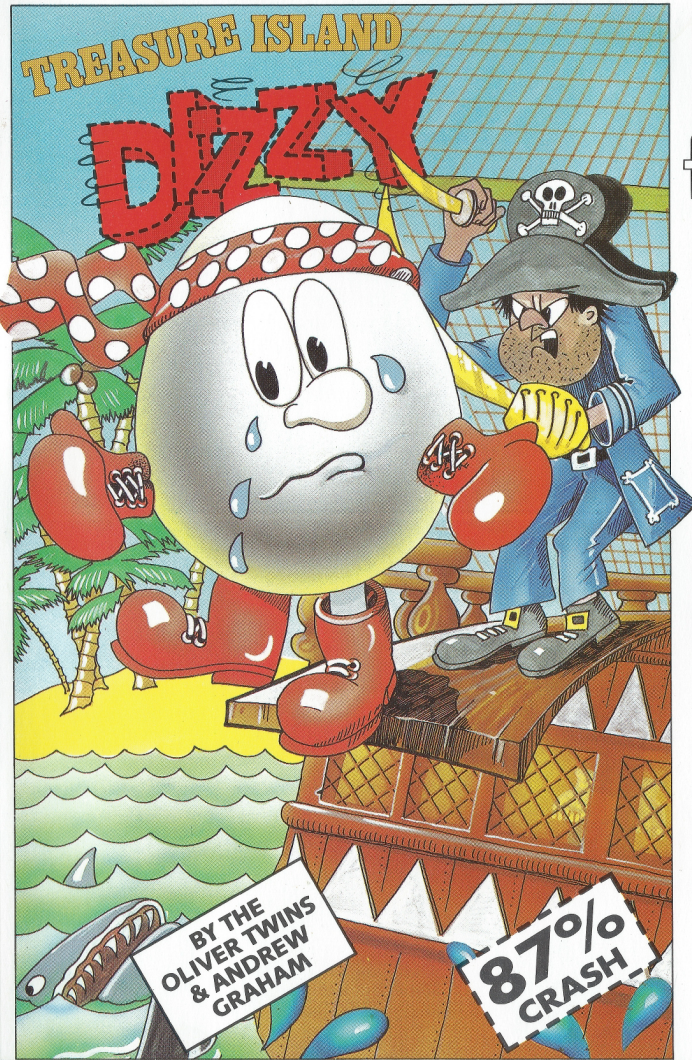
TREASURE ISLAND DIZZY

CODEMASTERS 16-BIT



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TO LOAD

AMIGA A 1000
Insert kikstart 1.2/ 1.3 disc and switch ON your AMIGA
When workbench prompt appears Insert your DIZZY disc.

AMIGA A500
Insert DIZZY disc and switch ON your AMIGA.

CONTROLS

JOYSTICK IN PORT 2

ACTION	JOYSTICK
WALK LEFT	LEFT
WALK RIGHT	RIGHT
JUMP	UP
PICK UP/ DROP/READ	FIRE
PAUSE	P
MUSIC or FX	SPACE

HINTS

– Be careful in the water – eveyone knows that eggs are air breathers!
– Don't wind up fried...be careful of fire!
– The wildlife is dangerous, Dizzy looks good enough to eat...
– The old chest makes a good step in the right place...

There are two ways to complete the game...
SOLUTION 1 – Tricky – Find a way off the island and back to the yolkfolk
SOLUTION 2 – Very Tricky – There are THIRTY pieces of gold hidden on the island; find these before making good your escape... some of them are VERY well hidden!

GOOD LUCK

Dizzy was looking forward to the round-the-world cruise. When he told the other Yolkfolk about the good deal he found, they wondered just what lay ahead of him. . . . Dizzy enjoyed the cruise at first. The captain, Long John Silver, was a lovely old bloke with a kindly manner, good at insulting and degrading the fare paying punters. He was well balanced – he had parrot on one shoulder and a chip on the other.

Dizzy thought he would organize a game of cricket on the aft deck. In a fit of blinding stupidity he used LJ's spare leg collection as makeshift stumps, and when they were lost overboard he was made to walk the plank! That was how he came to find himself gently poaching on the silent, sun-kissed beach of a seemingly deserted island. . . . He had to somehow find a way back to the Yolkfolk and lodge his compensation claim with the travel agent. . . .

CREDITS

Coding	*Andrew Graham*
Game Design	*The Oliver Twins*
Graphics	*Stewart & Robbie Graham*
AMIGA Music	*Allister Brimble*
ST Music	*Steve Barret*
Production	*Stew Regan*
Illustration	*Nigel Fletcher*

MADE IN ENGLAND
Published by Code Masters Software Co. Ltd. P.O. Box 6, Southam, Warwickshire, England CV33 OSH

HELP LINES

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!

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

SPECTRUM, AMSTRAD, C64

DIZZY	0891 555093
TREASURE ISLAND DIZZY	0891 555091
FANTASY WORLD DIZZY	0891 555078
LITTLE PUFF	0891 555094

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0891 555092
LITTLE PUFF	0891 555095

Programming	*Neil Hill*
Game Design	*Jason Falcus*
Graphics	*Adrian Ludley*
Music	*Lyndon Sharp*
Project Manager	*Tim Miller*
Production	*Shân Savage, Stewart Regan*
Illustration	*Gavin MacLeod*

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Code Masters are always on the look out for good machine code games programmers, and computer artists. If you have written a game which you think is publishable, or have a good graphics demo, please send it to:
David Darling, Code Masters, P.O. Box 6, Southam, Warks, CV33 0SH. (England).