



**MOUNTAIN
BIKE
BONUS!**

COMMODORE
64/128

CJ's

ELEPHANT ANTICS

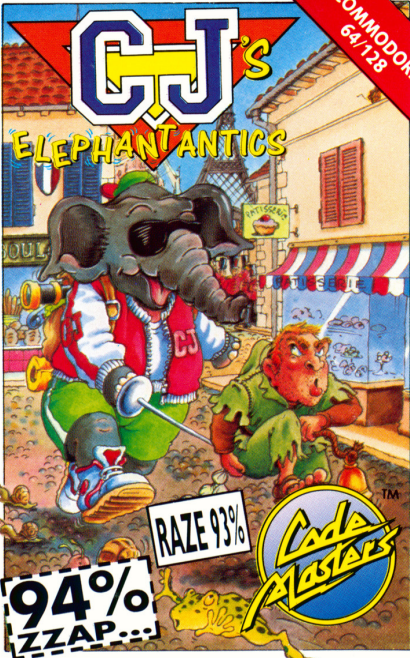


1430

ACTUAL C64
SCREENSHOTS

CJ'S CARTOON
CAPER across the
world - Climb the
EIFFEL TOWER,
duel the
HUNCHBACK,
discover the YETI,
PHARAOH'S LOST
TOMB and SPHINX,
mysterious JUNGLE
mazes, SAFARI
wildlife, ACTIVE
volcanoes and more...
INCREDIBLE
INTERNATIONAL
ACTION!

INTERNATIONAL
INSTRUCTIONS

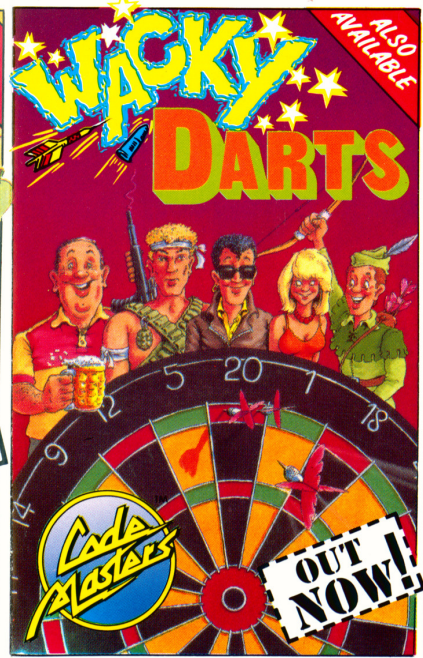
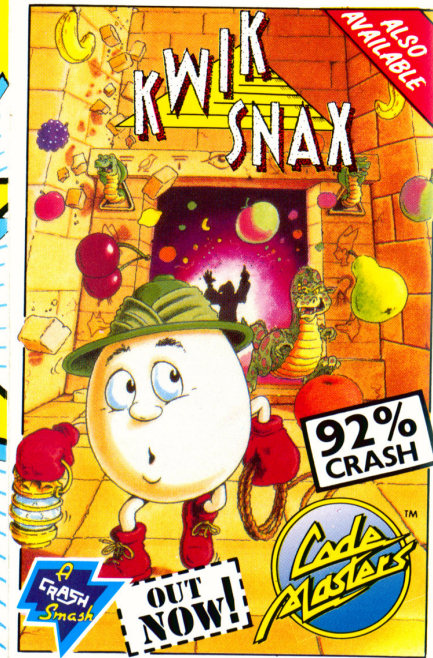


Somewhere over
FRANCE, an
aeroplane carries CJ
THE ELEPHANT
captured and boxed
ready for a ZOO in
ENGLAND... until
SUDDENLY
turbulence hits the
plane and his cage
bursts open!
Grabbing a nearby
UMBRELLA, CJ jumps
out and begins his long
trek across foreign
lands to reach his
FAMILY back in
DEEPEST AFRICA!

CUTSEY
CARTOON
GRAPHICS

REAL 2
PLAYER
OPTION

LOADING: (C128 USERS SELECT C64 MODE)
Type **LOAD** press **RETURN**



THE OBJECT OF THE GAME

CJ must reach the EXIT at the end of each level, where a large foe will challenge him. He can jump using the UMBRELLA to break his fall, and fire PEANUTS using his trunk or THROW BOMBS at anything in his way. Eating CAKES and BANANAS will keep CJ in tip-top condition. INVINCIBLY pills will make him immune for a while.

Some of the "wildlife" CJ will encounter:

FROGS	leap into trouble
SNAILS	a hard exterior
POLICE	march on patrol
CLOUDS	strike lightning
PENGUINS	skip and hop
SNOWMEN	throw snowballs
MUMMYS	deathly trail
EGYPTIONS	throw spears
CANNIBALS	throw rocks
MONKEYS	throw coconuts
LIONS	kings of the jungle

After each level, there is a bonus section where CJ rides a bicycle. Collect as many balloons as possible by jumping off the ramps, and avoid getting a puncture on the spikes.

CONTROLS

Press RUN STOP to Pause.
Press Q to QUIT.

Press P on the title page to select 1 or 2 PLAYER game.
Use 2 JOYSTICKS in a 2 PLAYER game.

JOYSTICK	ACTION
LEFT	MOVE CJ LEFT
RIGHT	MOVE CJ RIGHT
UP	JUMP UP
DOWN	DROP BOMB
FIRE	THROW PEANUT

Press FIRE to START the game.

BONUS LEVEL CONTROL

LEFT	SLOWER
RIGHT	FASTER
FIRE	JUMP

SCOPO DEL GIOCO

CJ deve raggiungere l'USCITA al termine di ciascun livello, dove deve affrontare la sfida di un grosso avversario. Egli può saltare usando l'OMBRELLO per rallentare la caduta e sparare NOCCIOLINE con la proboscide, o TIRARE BOMBE a tutto quello che gli sbarra la strada. Mangiando TORTE e BANANE, CJ si mantiene in piena forma. Le pillole di INVINCIBILITA' lo rendono immune per un po'.

Ecco alcuni degli "animali" che CJ incontra:

RANOCCHIE	saltano dentro i guai
LUMACHE	un esterno duro

POLIZIA	va di pattuglia
NUVOLE	tira fulmini
PINGUINI	saltella e zompetta
UOMINI DI NEVE	tira palle di neve
MUMMIA	una traccia mortale
EGIZI	tirano lance
CANNIBALI	tirano sassi
SCIMMIE	tirano noci di cocco
LEONI	i re della giungla

Dopo ogni livello, c'è una sezione premio in cui CJ gira in bicicletta. Raccogli più palloni possibile saltando dalle rampe ed evitando di forare sugli spunzoni.

CONTROLLI

Premi RUN STOP per fare la Pausa.
Premi Q per ABBANDONARE.
Premi P sulla pagina di testa per selezionare il gioco a 1 o 2 GIOCATORI.
Usa 2 JOYSTICK nel gioco a 2 GIOCATORI.

JOYSTICK	AZIONE
SINISTRA	MUOVE CJ A SINISTRA
DESTRA	MUOVE CJ A DESTRA
SU	SALTA IN SU
GIU'	SGANCIA BOMBA
FUOCO	TIRA NOCCIOLINE

Premi FUOCO per AVVIARE il gioco.

CONTROLLO LIVELLO PREMIO

SINISTRA	PIÙ LENTO
DESTRA	PIÙ VELOCE
FUOCO	SALTA

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!

SPECTRUM, AMSTRAD, C64

DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096
SLIGHTLY MAGIC	0898 555 050

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090
FANTASY WORLD DIZZY	0898 555 078

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. (GREAT BRITAIN ONLY)



CJ's Elephant Antics was brought to you by...

Coding	DAVID CLARKE
Music	ASHLEY HOGG
Graphics	JONOTHAN SMITH
Game Design	ASHLEY HOGG & DAVID CLARKE
Project Director	DEREK LEIGH-GILCHRIST
Production	STEW REGAN
Artwork	SHÂN SAVAGE

This program, including code, graphics, music and artwork are the copyright of CodeMasters Software Co. 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 Software Co. Ltd.

Made In England

Published by CodeMasters Co. Ltd.
PO Box 6, Leamington Spa, England. CV33 0SH