



GRAPHICS
BY JAMES
WILSON

COMMODORE
64/128

COMMODORE
64/128

DIZZY



**NEW
RELEASE**



By the
Oliver Twins

Dizzy was exploring the haunted forest, looking for berries, flowers and a piece of wood with which to make a club when he uncovered a mystifying stone slab. Brushing the dirt aside, he was able to read (after a great deal of head scratching) the faint inscription:

'The Awawiffolovee Potion'

Dizzy remembered his Eggfather had spoken of such a potion – "It is the only way to rid our land of athletes foot, and it can also be used to destroy the **evil wizard Zaks**". Dizzy trembled with fear as he recalled these words. Zaks brought fear to the village – he cast spells that turned people old, made men blind and caused it to rain every Sunday afternoon during Cricket. Dizzy was determined to put a stop to all this – **he would be the hero of the Yolkfolk**. He read on . . .

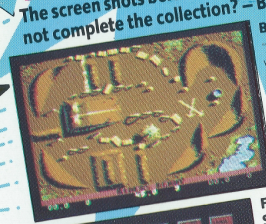
"9 out of 10.
Go on, buy it.
Don't be chicken!"
- S.U.

THE ULTIMATE
CAROON
ADVENTURE

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

THE COLLECTION . . .

The screen shots below are from other CodeMasters classics – if you like this one, why not complete the collection? – But remember – make sure it's a CodeMaster!



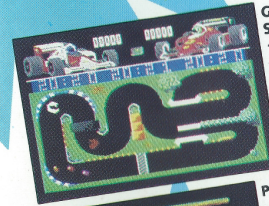
BMX SIMULATOR
" . . . in a class of it's own, with compulsive gameplay, a great soundtrack, and smart shaded graphics"
- COMPUTER & VIDEO GAMES



FRUIT MACHINE SIMULATOR
"This has got to be the most realistic and playable Fruit Machine simulation"
- STEWART REGAN



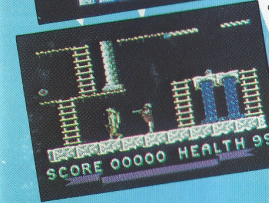
ATV SIMULATOR
ATV's massive in the States, and soon will be here – a must for all ATV fans!
ATV is a compulsive game, featuring real two player action and brilliant graphics – **ABSOLUTELY BRILLIANT!**



GRAND PRIX SIMULATOR
"Music, sound and sampled speech all add to the atmosphere, and the gameplay is compulsive."
- COMPUTER TRADE WEEKLY



POLTERGEIST
POLTERGEIST features fast, wicked action – 137 metamorphosing ghosts in 32 spooky worlds – Gavin Raeburn's meanest game yet! Features **PROGRESSIVE FIREPOWER**



SUPER ROBIN HOOD
" . . . definitely worth a place in the collection" – **YOUR COMPUTER**
" . . . a platform game containing everything that a game of this ilk should" – CTW

You'll get dizzy playing this action packed cartoon adventure as you somersault around fantastic mystical kingdoms. Collect the ingredients for a magic potion to kill the evil Wizard **ZAKS** – a brilliant game by brilliant programmers for brilliant game players!

INTERNATIONAL
INSTRUCTIONS

MODE D'EMPLOI
 ANLEITUNG
 INSTRUCTIES



ACTUAL C64
SCREENSHOTS

1085

'Fill a potion bottle with cooked
Leprechauns' wig, clouds silver lining,
Vampire dux leather and some troll
brew — cook the potion and throw it at
Zaks to dissolve his reign.'

Dizzy covered up the stone tablet quickly and
made ready to liberate the land of
Katmandu.

PLAYING THE GAME . . .

You start with three lives, and these can be
increased by finding eggs. The bouncy mus-
hrooms can be used to jump higher. Watch out
for booby traps!

To defeat the wizard, you must light the fire
under the cauldron and drop the magic ingre-
dients into it. Then drop the empty flask into the
cauldron, which will be magically filled and shot
back out.

Finally, smash the flask next to Zaks and you
have won!

HINT

Try greasing the old rusty mining cart.

CONTROLLING DIZZY . . .

Press **SPACE** or **FIRE** to start the game.

ACTION	KEYBOARD	JOYSTICK
MOVE LEFT	Z	Joystick LEFT
MOVE RIGHT	X	Joystick RIGHT
JUMP	SHIFT	Joystick UP
PICK UP/ DROP/USE	RETURN	Joystick FIRE

FRANCAIS RÈGLE DU JEU

Pour vaincre le magicien ZAKS vous devez allumer le feu sous le
chaudron et y mette les ingrédients. Remplissez ensuite le flacon
vide et finalement brisez ce flacon à côté de Zaks et vous avez
gagné! Votre nombre de vies peut être augmenté en trouvant des
oeufs.

Conseil: Essayez de graisser le vieux chariot de mine rouillé.

COMMANDES

Touches	Joystick	Action
SPACE	Tir	Début du jeu
Z	Gauche	Gauche
X	Droite	Droite
SPACE	Haut	Saut
ENTER	Tir	Prise/Abandon/Utilisation

(Appuyez sur K pour commencer le jeu si vous utilisez un joystick
Kempston).

DEUTSCH

Um ZAKS, den Hexenmeister zu schlagen, muß man unter dem
Kessel Feuer machen und die Zutaten in den Kessel werfen. Dann
das leere Fläschchen füllen und neben ZAKS zerschlagen — so
gewinnt man! Wenn man Eier findet, kann man länger
weiterspielen.

Ein Tip: Den rostigen alten Bergwekskarren mal schmieren und
sehen was dann passiert!

STEUERUNG

Tasten	Joystick	Wirkung
SPACE (Leertaste)	Knopfdruck	
Z	nach links	Das Spiel beginnt nach links laufen
X	nach rechts	nach rechts laufen
SPACE (Leertaste)	nach oben	springen
	Knopfdruck	aufheben/fallen lassen/ benutzen

ENTER
(Um das Spiel mit einem KEMPSTON JOYSTICK zu beginnen, muß
man Taste K drücken)

ESPAÑOL DESARROLLO DEL JUEGO

Para vencer a Zaks el brujo, deberás encender el fuego bajo la caldera
y echar los ingredientes a la misma. Luego, llena el recipiente vacío y
finalmente rompe este recipiente junto a Zaks y habrás salido vence-
dor. Se pueden incrementar las vidas encontrando huevos.
Sugerencia: Trata de engrasar la vieja y oxidada vagoneta de mina.

MANDOS

Tedas	Joystick	Acción
SPACE	Disparo	Iniciar el juego
Z	Izquierda	Izquierda
X	Derecha	Derecha
SPACE	Arriba	Saltar
ENTER	Disparo	Recoger/Tirar/Usar

(Oprimir K para iniciar el juego usando un Kempston Joystick)



**These are other great CodeMasters games available
for your Commodore 64/128 . . .**

SIMULATORS

BMX Simulator · Grand Prix Simulator · Fruit Machine
Simulator · ATV Simulator · Pro Snooker Simulator

ARCADE ACTION

Super G-Man · Red Max · Terra Cognita · Armourdillo ·
Thunderbolt · Cosmonut · Lazer Force · Poltergeist

PLATFORM ACTION

Mr Angry · Super Robin Hood · Vampire

GAMES CREATOR

Creations

PLUS RANGE

Pro BMX Simulator

*Some of these titles are now available on disc! Ask at your
software shop for details.

YOU COULD WRITE FOR CODEMASTERS

CodeMasters excellence is a result of utilizing the best
games programmers there are. **The best programmers
deserve the best rewards.** If you are good enough to
program for us then write to David Darling now — you won't
regret it.

Published by CodeMasters Software Co. Ltd.,
PO Box 6, SOUTHAM, Leamington Spa, Warks., England.

This program was brought to you by . . .

Ian Gray	Coding
James Wilson	Graphics
David Whittaker	Music/FX
The Oliver Twins	Program Design
David Darling/Mark Baldock	Product Management
Mike Clark	Package Production
Nigel Fletcher	Design and Artwork

MADE IN ENGLAND

This program, including code, graphics, music and artwork
are the copyright of CodeMasters Software Co. Ltd and no
part may be copied, stored, transmitted or reproduced in
any form or by any means, hired or lent without the express
permission of CodeMasters Software Co. Ltd.