



OVER 50  
ROOMS TO  
EXPLORE

COMMODORE  
64/128

FANTASY  
WORLD

DIZZY



1270

ACTUAL C64  
SCREENSHOTS

Join **Mega-Star  
DIZZY** and the  
**YOLKFOLK** in their  
latest Adventure in  
**Fantasy World!**  
Incredible Dragons,  
Lairs, Wizard's Cloud  
Castle, the Evil King's  
Palace & Dungeons,  
Mysterious new  
Worlds, Volcanoes,  
and more.  
**INCREDIBLE  
PLAYABILITY.**

"A Fantastic Dream World  
of wonderful creatures &  
adventure - A must for all  
Dizzy fans!"

ANLEITUNG  
ISTRUZIONE



**FANTASY  
WORLD**

**DIZZY**

COMMODORE  
64/128

**NEW  
RELEASE**

**Code  
Masters**

**A  
CRASH  
Smash**

**RAVE!**

DIZZY & DAISY strolled through the enchanted forest without a care in the world... BUT SUDDENLY the Evil King's trolls seized poor Daisy! She was sent to Wizard Weird's Tallest Tower, while Dizzy was dragged away and thrown into the deepest, darkest, dankest, of the King's Dungeons in the bowels of Fantasy World. DIZZY was frightened! Who knew what fate awaited him... and he still hadn't done this week's homework! But then he remembered that he had a fresh green apple that he had planned to give to his teacher to escape detention, and he cheered up. And there was some bread and water on the table! A cunning plan began to brew in his mind... But DIZZY can't do everything on his own... you must help him!

DIZZY'S  
GREATEST  
ADVENTURE  
YET

DIZZY'S  
FANTASTIC  
3rd  
ADVENTURE

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

**DIZZY**

AVAILABLE

The Ultimate  
Cartoon  
Adventure

**Code  
Masters**

By the Oliver Twins  
authors of GRAND  
PRIX SIMULATOR!

**TREASURE ISLAND**

**DIZZY**

AVAILABLE

**Code  
Masters**

BY THE  
BESTSELLING  
OLIVER TWINS

## CONTROLS

| KEYS        | ACTION           | JOYSTICK IN PORT 2 |
|-------------|------------------|--------------------|
| RETURN      | START GAME       | FIRE               |
| Z           | LEFT             | LEFT               |
| X           | RIGHT            | RIGHT              |
| RIGHT SHIFT | JUMP             | UP                 |
| RETURN      | PICK UP/DROP/USE | FIRE               |

Use keys, or a joystick in port 2.

Use Z,X (or Joystick) to select an object in the inventory (list of what is being carried).

## HINTS

The objective is to rescue Daisy, but as you'll discover there'll be a further mission should you complete that.

You have 3 lives.

Be careful in water – everyone knows that eggs are air breathers!

Don't turn into a fried egg – avoid fire!

The wildlife is dangerous – Dizzy looks tasty . . .

## The Inventory (List of Objects Carried)

Pressing PICK-UP takes you to the inventory.

If you were standing next to an object then Dizzy will automatically pick it up and assume you wish to leave the inventory without dropping anything.

But if you were not standing next to an object then the top object being carried will be selected for dropping.

Exit the inventory with the DROP/USE key which will drop or use the selected object.

You can change the automatic selection by using left & right or up & down.

GOOD LUCK – YOU'RE GOING TO NEED IT!

## KONTROLLEN –

| TASTEN              | AKTION                                             | JOYSTICK            |
|---------------------|----------------------------------------------------|---------------------|
| SPACE (ABSTAND)     | START GAME (SPIELBEGINN)                           | FIRE (FEUERN)       |
| Z                   | LEFT (LINKS)                                       | LEFT (NACH LINKS)   |
| X                   | RIGHT (RECHTS)                                     | RIGHT (NACH RECHTS) |
| RIGHT SHIFT         | JUMP (SPRINGEN)                                    | UP (NACH OBEN)      |
| ENTER (SPIELBEGINN) | PICK UP/DROP/USE (AUFNEHMEN/FALLENLASSEN/BENUTZEN) | FIRE (FEUERN)       |

Benutzen Sie Z, X (oder den Joystick), um einen Gegenstand aus dem Inventar (Liste des zu Transportierenden) auszuwählen.

## HINWEISE

Das Ziel ist, Daisy zu retten. Sollten Sie das geschafft haben, werden Sie merken, daß danach noch eine weitere Aufgabe zu vollbringen ist. Sie haben 3 Leben.

Vorsicht beim Wasser – jeder weiß, daß Eier atmen!

Werden Sie nicht zum Spiegelei – vermeiden Sie Feuer!

Die wilden Tiere sind gefährlich – Dizzy sieht appetitlich aus . . .

## Das Inventar (Liste der transportierten Gegenstände)

Das Drücken der PICK-UP Taste bringt Sie zum Inventar.

Sollten Sie neben einem Gegenstand stehen, dann wird Dizzy ihn automatisch aufnehmen und annehmen, sie wollten das Inventar verlassen, ohne etwas fallenzulassen.

Sollten Sie nicht neben einem Gegenstand stehen, dann wird der zuoberst transportierte Gegenstand fürs Fallenlassen ausgewählt.

Verlassen Sie das Inventar mittels der DROP/USE – Taste, wodurch der ausgewählte Gegenstand fallengelassen oder benutzt wird.

Sie können die automatische Auswahl verändern, indem Sie nach links und rechts und nach oben und unten drücken.

## COMANDI

| TASTO                   | OPERAZIONE                     | LEVA            |
|-------------------------|--------------------------------|-----------------|
| RETURN (A CAPO)         | INIZIO PARTITA                 | NELL'INGRESSO 2 |
| Z                       | A SINISTRA                     | FIRE (FUOCO)    |
| X                       | A DESTRA                       | LEFT (SINISTRA) |
| TASTO "SHIFT" DI DESTRA | SALTO                          | RIGHT (DESTRA)  |
| RETURN (A CAPO)         | RACCOGLIERE/POSSARE/UTILIZZARE | UP (ALTO)       |

Utilizzate la tastiera o la leva nell'ingresso 2.

Servitevi di Z, X (o della leva), per prescegliere uno degli oggetti elencati nell'Inventario (cioè nella lista di quello che state trasportando).

## SUGGERIMENTI

Lo scopo del gioco è quello di riuscire a salvare Daisy, ma, come scoprirete, ci sarà anche una ulteriore missione ad attendervi se riuscirete a portare a termine la prima.

Avete tre vite a vostra disposizione.

Fate attenzione quando vi trovate nell'acqua: lo sanno tutti che le uova hanno bisogno di aria per respirare!

Non finite col ridurvi in un uovo fritto – state alla larga dal fuoco!

Gli animali selvaggi sono pericolosi – e Dizzy ha l'aria appetitosa . . .

## L'inventario (Lista degli oggetti che vengono trasportati)

Se premete PICK-UP vi ritroverete all'interno dell'Inventario.

Se in quel momento vi trovavate nelle vicinanze di un oggetto, allora Dizzy lo raccoglierà automaticamente, e darà per scontato che avete l'intenzione di uscire dall'Inventario senza depositarvi niente.

Ma se non vi trovavate accanto a nulla, allora l'oggetto che si trova in cima alla lista delle cose che state trasportando verrà depositato nell'Inventario premete il tasto DROP/USE che vi farà posare od utilizzare l'oggetto prescelto.

Potete modificare la selezione effettuata automaticamente muovendovi a sinistra, a destra, in alto e in basso.

BUONA FORTUNA – NE AVRETE BISOGNO!

# 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 |

## ATARI ST AND AMIGA

|                       |              |
|-----------------------|--------------|
| TREASURE ISLAND DIZZY | 0898 555 092 |
| LITTLE PUFF           | 0898 555 095 |

Calls cost 25p per minute during off-peak time and 38p per minute at all other times. (GREAT BRITAIN ONLY)

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)



Design  
Programming  
Graphics  
Music  
Production  
Illustration

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## MADE IN ENGLAND

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