



By the best
selling
Oliver Twins

COMMODORE
64/128

KWIK SNAX

KWIKSNAX — starring
DIZZY, The FLUFFLES,
STOMPER, LEAPER,
GASBAG, FLAMER and
FOXLING... who
want The Fluffles for
DINNER! You need
HAMMERS,
GRENADES,
FIREBALLS and
TIMEBOMBS and
INCREDIBLE SKILL!

92%
CRASH

"WE'RE HOOKED
... It's terrific
fun!" THE
OLIVER TWINS



Amstrad
COMPUTER
SCREENSHOTS



1369

KWIK SNAX

COMMODORE
64/128

92%
CRASH

Code Masters

**NEW
RELEASE**

**A
CRASH
Smash**

**TWENTY
EXCITING
LEVELS**

KWIK SNAX is an action
packed arcade game featuring
DIZZY & THE FLUFFLES. The
Fluffles are regarded as a party
SNACK-FOOD by hungry
monsters! At the start of the
game, The Fluffles start out as
EGGS. These soon hatch and
DIZZY must guide The Fluffles
out of the EXIT, before hungry
party guests arrive looking for
food! Some of these
MONSTERS are RAVENOUS!!
WATCH OUT!!

ADDICTIVE ARCADE
ACTION in OVER 20
AMAZING LEVELS! IT'S
ABSOLUTELY BRILLIANT!!

**IN-GAME
MUSIC**

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

**FRUIT
MACHINE 2**

AVAILABLE

Code Masters

ALL THE
LATEST
FEATURES

BY AUTHOR
OF ORIGINAL
BEST SELLER

FAST FOOD

AVAILABLE

Code Masters

BY THE
BESTSELLING
OLIVER TWINS



GAME PLAY

The aim of the game is to collect all the Fluffles after they have hatched and lead them to the EXIT. The Fluffles will queue up walking behind you, and are vulnerable to hungry monsters. A level is completed once all the Fluffles have been taken to the EXIT. More points are awarded the more Fluffles are taken at once. After a time limit the monsters get STARVING and rush after you at twice the SPEED! BONUS STAGES - After every 4 levels, there is a scene where you must catch falling Fluffles in your net!

STOMPER	will stop and scratch his head.
LEAPER	will JUMP over walls.
GASBAG	drops walls.
FLAMER	breathes fireballs.
FOXLING	will kidnap a Fluffle.

CONTROLS

Use JOYSTICK in port 2 to move DIZZY UP, DOWN LEFT AND RIGHT.

Press FIRE to use weapon or drop a bomb.
Press SPACE to pause the game.

COME SI GIOCA

Lo scopo del gioco è di raccogliere tutti i Fluffles dopo che si sono schiusi e di condurli verso l'USCITA (EXIT). I Fluffles si mettono in fila camminandoti dietro, ma sono esposti a mostri famelici. Quando tutti i Fluffles sono stati portati all'USCITA, il livello è completo. Più Fluffles porti in una sola volta, più punti ottieni. Dopo un tempo prestabilito, i mostri diventano AFFAMATISSIMI e ti corrono dietro a VELOCITA' doppia! STADI PREMIO - Ogni 4 livelli, c'è una scena dove devi acchiappare i Fluffles che cadono col retino!

STOMPER

(Pestone) si ferma e si gratta la testa

LEAPER

(Saltapicchio) SALTA i muri

GASBAG

(Vescica) emette MELMA

FLAMER

(Sputafuoco) sputa palle di fuoco

FOXLING

(Volpino) RAPISCE un fluffle

CONTROLLI

Per muovere DIZZY SU, GIU', a SINISTRA e a DESTRA, usa il JOYSTICK nella porta 2.

Premi FUOCO per usare un'arma o sganciare una bomba.

Per fare la pausa, premi la BARRA SPAZIATRICE.

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

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090

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



KWIK SNAX was brought to you by...

Program	Jason Benham
Project Director	Tim Miller
Production	Stewart Regan
Artwork	Shân Savage
Illustration	Robin Edmonds

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