

Code Masters

LOTS OF PUZZLES

SAVE PAUSED...
SCORE 000400

HALT STRANGER
YOU CAN'T COME IN
HERE'S PRIVATE
PROPERTY!

THE CASTLE DRAHBIDGE
SCORE 000400

A BAG OF GOLD

SAVE PAUSED...
SCORE 000400

PRESS FIRE
JUICE

C64 SCREENSHOTS

ISTRUZIONE

5 015026 014622

COMMODORE 64/128

SPIKE IN TRANSILVANIA

91%
ZZAP! MAGAZINE

Code Masters

NEW RELEASE

!462

UNDER-GROUND PASSAGES

SPIKE TRIES TO RESCUE HIS SHIPMATES FROM THE INFAMOUS CASTLE IN TRANSILVANIA! SPIKE the Viking is washed ashore from his VIKING LONGBOAT, after an extremely rough NORTH SEA crossing. His fellow shipmates had long since given up trying to find the course they were following. He stumbled across an apparently sleepy village in a place called TRANSILVANIA! Unfortunately, he discovered that his friends were all held prisoner in the DUNGEONS of the local CASTLE. An incredibly mysterious castle, notorious for its TORTURE and STRANGE GHOSTLY INHABITANTS... SPIKE starts his mission after waking up in a friendly villager's house. But wait, the door won't open! Has he been TRICKED by the villager?

CARTOON ADVENTURE

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

Code Masters

SLIGHTLY Magic

OUT NOW!

89% SINCLAIR USER

Code Masters

RAZE 93%

OUT NOW!

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

CONTROLS

Joystick	
Up	Move up the screen
Down	Move down the screen
Left	Move left
Right	Move right
Up + fire	Pick up object
Down + fire	Drop current object in inventory
Left + fire	Change current object in the inventory left
Right + fire	Change current object in the inventory right
Q	Quit the game
P	Pause the game (press fire to restart)

THE AIM OF THE GAME

All of Spike's comrades have been locked away in the dungeons of the local castle. Spike must rescue all of his friends to complete the game. The prison cells are all locked but the keys can be found scattered throughout the castle. To find the keys you must explore its many rooms solving puzzles as you go.

Spike has only a certain amount of energy that he can use before he becomes too tired to continue. If he loses all of his energy the game is over.

HINTS

- Vampire bats will bite if they get too close.
- Avoid the moose heads, they spit venom.
- Keep away from the castle guards.
- Talk to the villagers, they may help.
- Lightening bolts are lethal.

Caricamento: (UTENTI C128 SELEZIONINO MODALITA' C64)
Battere LOAD e premere RITORNO

CONTROLLI

Joystick	
Su	Muove in alto sullo schermo
Giù	Muove in basso sullo schermo
Sinistra	Muove a sinistra
Destra	Muove a destra
Su + Fuoco	Raccoglie oggetti
Giù + Fuoco	Lascia l'oggetto corrente nell'inventario
Sinistra + Fuoco	Cambia oggetto corrente nell'inventario a sinistra

Destra + Fuoco Cambia oggetto corrente nell'inventario a destra
Q Esci dal gioco
P Effettua la pausa (premere Fuoco per riprendere)

SCOPO DEL GIOCO

Tutti i compagni di Spike sono stati rinchiusi nei sotterranei del castello del luogo. Spike deve liberare tutti i suoi amici per completare il gioco. Le celle della prigione sono tutte chiuse a chiave, ma le chiavi si possono trovare sparse per tutto il castello. Per trovare le chiavi devi esplorarne le molte sale mentre risolvi i rompicapo lungo la strada. Spike dispone solo di una certa quantità di energia, prima di diventare troppo stanco per continuare. Se perde tutta la sua energia, il gioco termina.

SUGGERIMENTI

- I pipistrelli vampiro mordono se ti arrivano troppo vicino.
- Evita le teste d'alce, queste sputano veleno.
- Stai alla larga dalle guardie del castello.
- Parla con i villici, potrebbero aiutarti.
- Le scariche fulminanti sono mortali.

HELP LINES

NEW RELEASE INFO LINE 0898 555 000
(Tells you what is being released this month)

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
SPIKE IN TRANSYLVANIA	0898 555 051

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
SPIKE IN TRANSYLVANIA	0898 555 051

Calls cost 34p per minute during off-peak time and 45p per minute at all other times. (GREAT BRITAIN ONLY)



CREDITS

Coding	David Clarke (Genesis Developments)
Graphics	Jonathan Smith
Music	Ashley Hogg
Project Director	Tim Miller
Production	Stew Regan & Shân Savage

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