



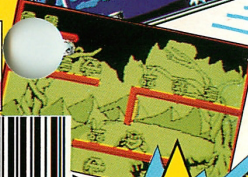
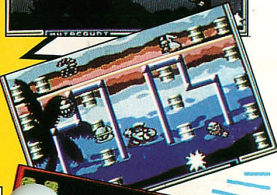
MEGA
BOOST
POWERS!

SEYMOUR'S FIRST movie role! It's **SUPER SEYMOUR!** He's got special **POWERS** to clear the world of **TOXIC WASTES** and evil **MUTANTS!!** Brilliant **PLATFORM** action with stunning animated **CARTOON** graphics! Fast **ACTION** and stupidly **ADDICTIVE!**

"Cute, cuddly and corkalicious!!"
James Leach -
Your Sinclair



8 BIT
SCREENSHOTS



COMMODORE
64/128

**SUPER
SEYMOUR**
SAVES THE PLANET



1544



**NEW
RELEASE**

COMMODORE
64/128

SEYMOUR ATTEMPTS TO SAVE THE WORLD IN HIS FIRST MOVIE! POLLUTION has reached incredible levels! There's **TOXIC WASTE** everywhere! There's so much of the yucky stuff, evil mutant creatures have evolved and are creating **HAVOC!!**

Equipped with a **SUPER CAPE** and **SUPER MASK**, it's Seymour's job to clear the world of pollution! Check out Seymour's **BRILLIANT SUPER POWERS**: There's **SUPER BLOW** - Seymour expels a lung-full of air that knocks the mutants flying! He can then jump on them to kill them! To use the **SUPER SPIT** eat the **FRUIT** and spit the pips out - they're like lethal **BULLETS!** Trap a mutant with a **SUPER SNARE** and jump on it to kill it! but **HURRY** - mutants can escape from **SNARES!** Speed up Seymour with the excellent **SUPER SPRINT!!** and bounce higher with the **SUPER DUPER LEAP!!** It's all here in SEYMOUR'S packed arcade action game!!

CARTOON
ARCADE
ACTION!

**BRILL
PLATFORM
FUN!**

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

CJ

in the
USA

ALSO
AVAILABLE

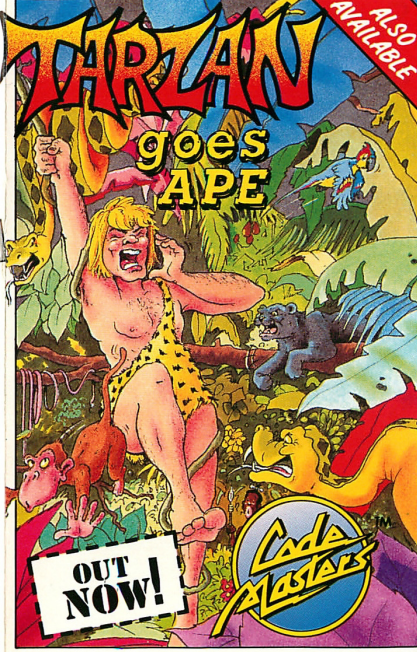
RATED



90%

CODEMASTERS

**OUT
NOW!**



ALSO
AVAILABLE



**OUT
NOW!**

Super Seymour

Controls

Pause by pressing the Run Stop key

Quit by pressing Q when paused

Move	Joystick
------	----------

Fly Up	Up
--------	----

Fly Down	Down
----------	------

Move Left	Left
-----------	------

Move Right	Right
------------	-------

Jump/Flap	Fire
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Use Super Power	Space
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THE AIM OF THE GAME

Each level is played as a single screen bounce-rama platform special, viewed side on. Seymour has to leap and run on the platforms to clear a screen of toxics and mutants.

The toxics are objects which Seymour has to collect, like dustbins, oil drums and aerosols. Bonus points are awarded if they are collected in the right order - collect the object that's flashing.

Mutants (the flighty mutoid scum) have to be avoided or destroyed. Be careful - they can harm Seymour! Every screen has to be cleared before progressing to the next level.

MEET THE MUTANTS!

They're horrid and they're here!

PODGE

Floats around and self-destructs when Seymour moves within range!

BOING

Jumps around from platform to platform and kills Seymour on contact! Squash it from above!

SWINGA

Slow but flighty mutant - squashable from above!

WHIRLYGIG

Flies around and always homes in on Seymour! - It can be killed by jumping on it!

RUDI

Wanders left to right on the platforms! kills Seymour on contact! Squashable it from above!

SNAPPER

Snapper's more of a vicious Boing - It can't be killed by squashing!

GRUMP

Like Rudi only about 100 times meaner - It can't be squashed!

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
SEYMOUR IN HOLLYWOOD	0898 555 010
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
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 051

Call costs 36p per minute during off-peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)



CODEMASTERS

This Great game was brought to you by...

Concept	The Big Red Software Co.
Program	The Mad Giraffe
Music	Allister Brimble
Project director	Paul Ranson
Production	Stew Regan & Shân Savage

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