

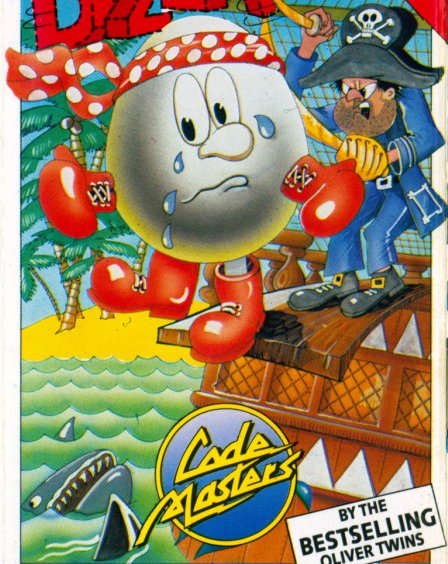


CARTOON
ADVENTURES

COMMODORE
64/128

TREASURE ISLAND DIZZY

COMMODORE
64/128



BY THE
BESTSELLING
OLIVER TWINS

Dizzy was looking forward to the round-the-world cruise he'd booked up for. When he told the other Yolkfolk about the good deal he found, they wondered just what lay ahead of him...

Dizzy enjoyed the cruise at first although there were far too many pirates on the ship, the Grog was watered down, and he didn't even know what a mainbrace was, let alone how to splice it!

The captain, Long John Silver, was a lovely old bloke with a kindly manner, good at insulting and degrading the fare paying punters.

He was well balanced - he had parrot on one shoulder and a chip on the other - and he had a wooden leg which he acquired when he fell out of his pram as a kid.

Continued inside...

TREE
HOUSE
VILLAGE!

*The number one name
in the game*

AMAZING
DETAIL!

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

PRO POWERBOAT Simulator



NEW
RELEASE

Moto



NEW
RELEASE

DIZZY'S CARTOON
ADVENTURE ON
TREASURE ISLAND!
Explore the mysterious
Island's deserted Tree
House Village, Fabulous
Gold Mines, Huge
Caves, Magic Shops and
Secret Treasure! You can
even go underwater -
but remember your
snorkel!

Dizzy's Treasure Island is
brilliant - it's like a real car-
toon but with amazing
gameplay. David Darling

INTERNATIONAL
INSTRUCTIONS
MODE D'EMPLOI
ANLEITUNG
ISTRUZIONE



ACTUAL C64
SCREENSHOTS

1200

Anyhow, their quaint little man o'war found itself in still waters one sun-soaked afternoon, and Dizzy thought he would organize a game of cricket on the aft deck. In a fit of blinding stupidity he used LJ's spare leg collection as makeshift stumps, and when they were lost overboard he was made **to walk the plank!**

That was how he came to find himself gently poaching on the silent, sun-kissed beach of a seemingly deserted island . . . He had to somehow find a way back to the Yolkfolk and lodge his compensation claim with the travel agent . . .

CONTROLS

KEYS	ACTION	JOYSTICK
Z	LEFT	PORT 1
X	RIGHT	LEFT
SHIFT	JUMP	RIGHT
RETURN	PICK UP/DROP/USE	UP
		FIRE

Press **Q** to quit during a game
Press **P** to pause (any key to restart)
Press **M** to switch between sound effects/music

HINTS

- Be careful in the water - everyone knows that eggs are air breathers!
- Don't wind up fried . . . be careful of fire!
- The wildlife is dangerous, Dizzy looks good enough to eat . . .
- The old chest makes a good step in the right place . . .

There are two ways to complete the game . . .

Solution 1 - Tricky - Find a way off the island and back to the Yolkfolk

Solution 2 - Very Tricky - There are THIRTY pieces of gold hidden on the island; find these before making good your escape . . . some of them are VERY well hidden!

GOOD LUCK

DEUTSCH KONTROLLEN

TASTEN	AKTION	SCHALTHEBEL
Z	LINKS	LINKS
X	RECHTS	RECHTS
SHIFT	SPRINGEN	RAUF
RETURN	AUFHEBEN	FEUERN
	FALLEN	
	LASSEN,	
	GEBRAUCHEN	

Drücken Sie **Q**, um während des Spiels auszuscheiden.

HINWEISE

- Seien Sie vorsichtig im Wasser. Jeder weiss, dass Eier Luftatmer sind.
- Ziehen Sie nicht gebraten auf . . . Vorsicht Feuer.
- Das Wildleben ist gefährlich. Dizzy sieht gut genug aus, um gegessen zu werden.
- Die alte Truhe dient als gute Stufe am richtigen Platz.

Es gibt zwei Wege, das Spiel zu beenden.

Lösung 1 - Schwierig. Finde einen Weg weg von der Insel und zurück zum YOLKvolk.

Lösung 2 - sehr schwierig, da sind 30 Goldmünzen auf der Insel versteckt: finden Sie diese, bevor Sie fliehen können - einige von ihnen sind sehr gut versteckt.

ESPAÑOL CONTROLES-MANDOS

TECLAS	ACCION	PALANCA
Z	IZQUIERDA	IZQUIERDA
X	DERECHA	DERECHA
SHIFT	SALTAR	ARRIBA
RETURN	COGER/	FUEGO
	DEJAR/	
	CAER/USAR	

Pulsar **Q** para abandonar el juego cuando se está jugando.

SUGESTIONES

- Tener cuidado en el agua . . . todo el mundo sabe que los huevos respiran aire!
- No acabes frito . . . ten cuidado con el fuego.
- La vida salvaje es peligrosa. 'Dizzy' parece bastante bueno para comer!
- El viejo arcón es un buen escalón en el lugar preciso.

Hay dos caminos para completar el juego . . .

Solución 1 - Difícil. - Encuentra un camino para dejar la isla y vuelve a los Yolkfolk (la gentyeyema)

Solución 2 - Muy difícil. - Hay treinta doblones escondidos en la isla: encuéntralos antes de conseguir escapar . . . algunos están MUY bien escondidos!

Buena suerte!

FRANCAIS CONTROLES

TOUCHES	ACTION	MANETTE
Z	GAUCHE	GAUCHE
X	DROITE	DROITE
SHIFT	SAUTEZ	HAUT
RETURN	RAMASSEZ/	FEU
	LAISSEZ	
	TOMBER/	
	UTILISEZ	

Appuyez sur **Q** pour abandonner la partie.

CONSEILS

- Attention dans l'eau. Tout le monde sait que les oeufs respirent de l'air.
- Ne vous faites pas frire . . . Attention au feu
- La nature sauvage est dangereuse. Dizzy semble assez bonne à manger.
- Le vieux coffre représente une bonne marche au bon endroit . . .

Il y a deux façons de compléter le jeu . . .

Solution 1 - Astucieux - Trouvez un chemin pour vous éloigner de l'île puis de retour au Yolkfolk

Solution 2 - Très astucieux - Il y a trente dollars espagnols cachés sur l'île; trouvez-les avant de mener à bien votre évasion . . . certains sont très bien cachés.

Bonne chance.

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

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Pro Ski Simulator · International Rugby Simulator
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BMX Freestyle · Pro Powerboat Simulator
Moto X Simulator

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Super Stuntman · SuperHero · Ninja Massacre

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GAMES CREATOR

Creations

CARTOON ADVENTURE

Dizzy

In the PLUS range . . .

Pro BMX Simulator · The Race Against Time
Jet Bike Simulator · Super DragonSlayer

And in the GOLD range . . .

4 Soccer Simulators · Rockstar ate my Hamster

* Some of these titles are becoming available on disk!

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This game was brought to you by . . .
Design/Concept The Oliver Twins
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Coding/Music/FX Matt Gray
Project Leader Mark Baldock
Production Stewart Regan
Design/Illustration Nigel Fletcher
Programming Ian Gray

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