ILO039

LOADING on COMMODORE AMIGA -
For A500 users switch ON computer and insert disc immediately.
For A1000 users LOAD kikstart 1.2/1.3 as normal then insert disk on workbench prompt.

LOADING on ATARI ST - Switch on machine and insert disc immediately. (The game will load automatically)

IMPORTANT - Look after your discs carefully
KEEP it in your original box and in a cool dry place (not in direct sunlight or rain).
NEVER switch the computer ON or OFF with the disc in the drive.
KEEP your disc write-protected and SWITCH OFF your
computer for 30 seconds before loading a new game. (To avoid a Virus from other discs)
DON'T put the disc near any magnetic field (eg. on top of TV, near Stereo speakers.)

Level 4. Cape Canaveral to Disneyland. CJ's mother is hostage here, watch out for the hunter!

CONTROLS

press 1 or 2 on title to change number of players
ESC to quit
P to pause and unpause

JOYSTICK

Up	Jump
Down	Drop Bomb
Left	Move left
Right	Move right
Fires	Fire peanut

CREDITS

Game Design	Big Red Software
Coding	Ashley Hogg
Music	Ashley Hogg
Graphics	Jonathan Smyth
Project director	Paul Ranson
Production	Stew Regan & Pat Stanley
Artwork	Shân Savage

CODEMASTERS

CJ IN THE USA

Somewhere in the deepest darkest reaches of the African Jungle, CJ the elephant is playing. Suddenly there is a explosion, CJ turns around and sees a plume of smoke rising from his family home. He races back as fast as he can but finds his mother, brothers and sisters gone .... KIDNAPPED and taken to America. Barely holding back his tears he vows to rescue his family and bring the evil hunter to justice!

THE OBJECT OF THE GAME

CJ's family have been kidnapped and taken to the USA. His brothers and sisters have all managed to escape, but they are all trapped in various states. CJ must find each of member of his family then travel to the next state. His mother is being held by the Hunter, so CJ must first remove him before she can be free.

CJ must reach the end of each level where a large foe will challenge him. He can jump using his UMBRELLA to break his fall. He can fire PEANUTS through his trunk or throw BOMBS. By eating the HAMBURGERS and HOT DOGS he can replenish his energy. INVINCIBILITY PILLS will make him immune for a while.

Level 1 New York Harbour to Central Station. Avoid Pit Bull Terriers, Rats, Renegade Cops and Alligators. Stay clear of the STREET GANGS.

Level 2 Chicago to Black Hills of Dakota. The Wild West including Rats, Rattlesnakes, Cowboys and Red Indians. Watch out for the BIG FOOT!

Level 3. San Francisco to Los Angeles. Keep a West Coast eye out for American footballers and Klu Klux Klan. A huge basketball player guards the end of this level.

HELP LINES

NEW RELEASE INFO LINE 0891 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!

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0891 555 092
LITTLE PUFF	0891 555 095
ROCKSTAR	0891 555 090
FANTASY WORLD DIZZY	0891 555 078
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 105

SPECTRUM, AMSTRAD, C64

DIZZY	0891 555 093
TREASURE ISLAND DIZZY	0891 555 091
FANTASY WORLD DIZZY	0891 555 078
LITTLE PUFF	0891 555 094
ROCKSTAR	0891 555 090
MAGICLAND DIZZY	0891 555 096
SLIGHTLY MAGIC	0891 555 050
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 105

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

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