

Dizzy (Codemasters)

Typed up by Blughes

Dizzy was exploring the haunted forest looking for berries, flowers and a piece of wood which to make a club when he uncovered a mystifying stone slab. Brushing the dirt aside he was able to read (after a great deal of head scratching) the faint inscription.

The Avawifforce Potion.

Dizzy remembered his Eggfather had spoken of such a potion. "It is the only way to rid our land of athletes foot, and it can also be used to destroy the evil wizard Zaks". Dizzy trembled with fear as he recalled these words. Zaks brought fear to the village, he cast spells that turned people old, made people blind and caused it to rain every Sunday afternoon during Cricket. Dizzy was determined to put a stop to all this, He would be the hero of the yolkfolk. He read on . . .

"Fill a potion with cooked leprechauns wig, clouds silver lining, Vampire dux feather and som troll brew - cook the potion and throw it at Zaks to dissolve his reign."

He covered it up and quickly made ready to liberate the land of KATMANDU.

Playing the Game

You have three lives, this can be increased by finding eggs. The bouncy mushrooms can be used to jump higher. Watch out for booby traps!

To defeat the Wizard you must light the fire under the cauldron and drop the ingredients into it. Then drop the empty flask into it and it will be filled and magically shot out.

Finally smash this flask next to Zaks and you have won!

Hint:

Try greasing the Old Rusty Mining Cart.

Controls

Keys	Joystick	Action
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SPACE	Fire	Start Game
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Z	Left	Left
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X	Right	Right
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SPACE	Up	Jump
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ENTER	Fire	Pick up/Drop/Use
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(Press K to start game using a Kempston Joystick)

LOADING (128K USERS SELECT 48K BASIC)
LOAD "" ENTER

Dizzy

Typed and cleaned by: Moffa Roger

Francais

Règles du jeu

Pour vaincre le magicien ZAKS vous devez allumer le feu sous le chaudron et y mettre les ingrédients. Remplissez ensuite le flacon vide et finalement brisez ce flacon à coté de Zaks et vous avez gagné ! Votre nombres de vies peut être augmenté en trouvant des oeufs.

Conseils: Essayer de graisser le vieux chariot de mine rouillé.

Commandes

<u>Touches</u>	<u>Joystick</u>	<u>Action</u>
Space	Tir	Début du jeu
Z	Gauche	Gauche
X	Droite	Droite
Space	Haut	Saut
ENTER	Tir	Prise/Abandon/Utilisation

Appuyer sur K pour commencer le jeu si vous utilisez un joystick Kempston.

German

Spieleanleitung

Um ZAKS , den hexenmeister zu schlagen, mub man unter dem Kessel Feuer machen und die Zutaten in den Kessel werfen. Dan dass leere flaschchen füllen und neben Zaks zerschlagen – zo gewinnt man ! Wenn man Eier findet, kann man länger weiterspielen.

Ein tip: Den rostigen alten bergwerkskarren mal schmieren hun seben was dann passiert !

Steuerung

<u>Tasten</u>	<u>Joystick</u>	<u>Wirkung</u>
SPACE (leertaste)	Knopfdrucks	Das spiele beginnt
Z	nach links	nach links laufen
X	nach rechts	nach rechts laufen
SPACE (leertaste)	nach oben	springen
ENTER	Knopfdruck	aufheben/fallen/lassen/ benutzen

Um das spiel mit einem KEMPSTON JOYSTICK zu beginnen, mub man taste K drücken.

Spanish

Desarrollo del juego

Para vencer a Zaks el brujo, debaras encender el fuego bajo la caldera y echar los ingredientes a la misma. Luego, llena el recipiente vacio et finalmente rompe este recipiente junto a Zaks y habras salido vencedor. Se pueden incrementar las vidas encontrando huevos.

Sugerencia: Trata de engrasar la vieja y oxidada wagoneta de mina.

Mandos

<u>Teclas</u>	<u>Joystick</u>	<u>Accïon</u>
SPACE	Disparo	Iniciar el juego
Z	Izquierda	Izquierda
X	Derecha	Derecha
SPACE	Arriba	Saltar
ENTER	Disparo	Recoger/Tirar/Usar

Oprimir K para inioiar ol juego usando un Kempston joystick

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Made in England

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