

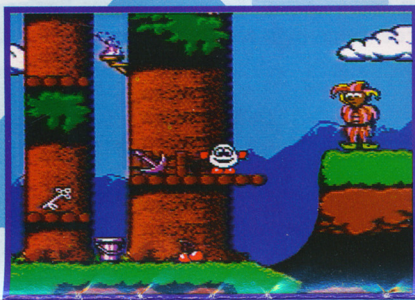
The Story So Far

Dizzy and his girlfriend, Daisy, were out searching for Pogie, their pet Fluffle. They discovered a secret entrance into Zaks' old castle but were unaware that the Evil Wizard was watching them through his crystal ball. In an attempt to catch Dizzy, he cast a



Pogie

spell on a spinning wheel in the West Tower. As Dizzy and Daisy entered the tower,



they noticed that the spinning wheel was mysteriously turning. Unable to control her curiosity, Daisy approached the spinning wheel and accidentally pricked her finger and collapsed. Dizzy shook her in a vain attempt to waken her, but with no success. Suddenly Dizzy heard footsteps approaching. The door swung open and there stood Boris the Troll! Grabbing Dizzy he threw him into an underground prison.

Is there any hope of escape for Dizzy? Is there any way to awaken Daisy from her endless sleep? The answers lie in Dizzy The Adventurer!

Instructions

Dizzy must explore his world to find a way to Daisy and wake her from her endless sleep. Along the way he will come across problems which must be solved before he can proceed. Use the objects that you find to help solve these problems.

Scoring

100 points



Eating a Cherry

200 points



Discovering a new area

300 points

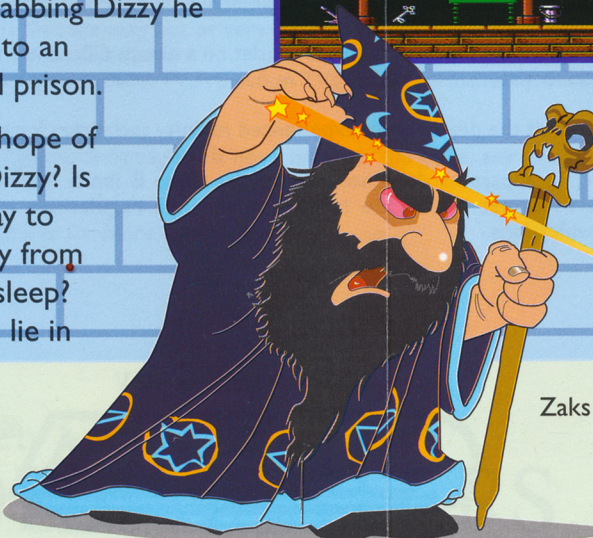


Collecting a Magic Star

500 points



Solving a Problem



Zaks

DIZZY THE ADVENTURER

Dizzy returns in an amazing world packed with action, mystery and lots of interesting



CONTROLS

| | |
|--------------|---------------------------------------|
| Run Left | LEFT |
| Run Right | RIGHT |
| Jump Up | A Button |
| Jump Left | LEFT + |
| Jump Right | RIGHT + |
| Pick up | B or SE (when standing on a platform) |
| Drop | B or SE (when standing on a platform) |
| Talk or Look | B or SE (when standing on a platform) |
| Pause On/Off | START |

Objects

To pick an Object up, stand Dizzy over it, press DOWN to pick it up and show you what you are holding. To drop an Object select it by pressing DOWN and then press B again. If you are holding anything, simply select: CARRY ON EXPLORING. Dizzy can only hold 3 Objects at a time. You can pick up an Object but you are holding one. You should stand in a clear spot and

DIZZY THE ADVENTURER™

Amazing new adventure
mystery, surprises and
new characters!



CONTROLLING DIZZY

Press A
+ A
SELECT
(standing over an Object)
SELECT
(in a clear spot)
SELECT
(next to someone/something)
Button

Jump over it and Press B. This will
drop what you are carrying. If you want to
pick up the arrow with UP and
down. If you don't want to drop

at any time. If you want to pick
up three Objects, then you
must put an Object down first.

Example Problem

When you start the Game,
Dizzy is trapped in an
underground cave.

The old wooden door is
locked from the outside and
inside the cave is a Bucket of
Water, some Straw and a
Match.

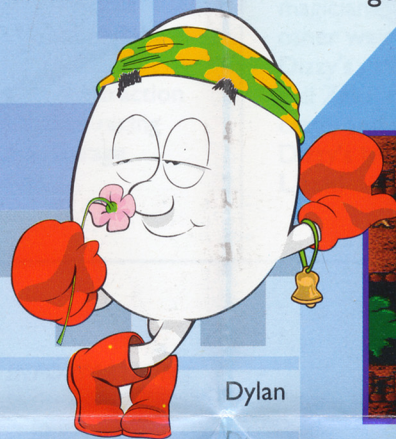
To Escape you must pick up
the Straw and the Match and
place the Straw at the base of
the door, use the Match on the
Straw to set fire to



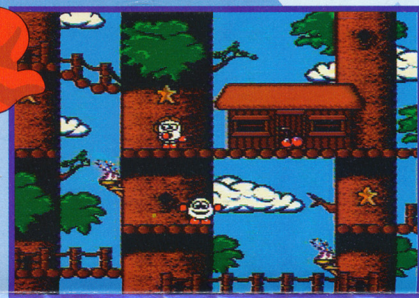
Daisy

it. Now that you've
burnt the door use the
Bucket of Water to put
out the flames.

Be careful not to stand
too close to the fire or you'll
get burnt!



Dylan



Hints & Tips

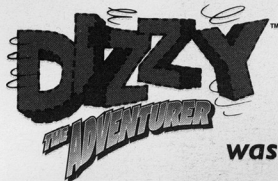
- *Dizzy can walk on clouds, but he'll sink through them unless you keep jumping.*
- *Don't fall in the water!*
- *You'll need to collect all 50 stars to weaken Zaks' Sleeping Spell!*
- *When you can't carry everything you want, remember to put something down in an "easy to find" place.*



Dizzy



DIZZY



was brought to you by...

CREDITS

GAME DESIGN
PROGRAMMING

The Oliver Twins

Andrew Oliver
& Nick Arnott

GRAPHICS

Kal Karmoun

MUSIC

Lyndon Sharp

PACKAGING

Victoria Healey

ART MANAGER

Shân Savage

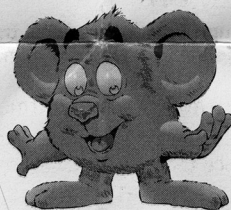
PROJECT MANAGER

Philip Oliver

PRODUCTION

Stewart Regan

& Pat Stanley



POGIE

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

☞ Please contact your TV manufacturer for more information.

CODEMASTERS' HELPLINE
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Calls cost \$1.75 for the first minute
and 90 cents thereafter.

Phone the Codemasters' Helpline for Hints and Tips that
will help you play Dizzy the Adventurer™

This helpline is for gameplay advice only
If you are under 18, you **MUST** have your parents' permission.
Touchtone phones only.



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Written by
CODEMASTERS

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CODEMASTERS



Yo Dudes it's Micro Machines® - The official Video Game.

We believe this is the most competitive racing game yet produced.

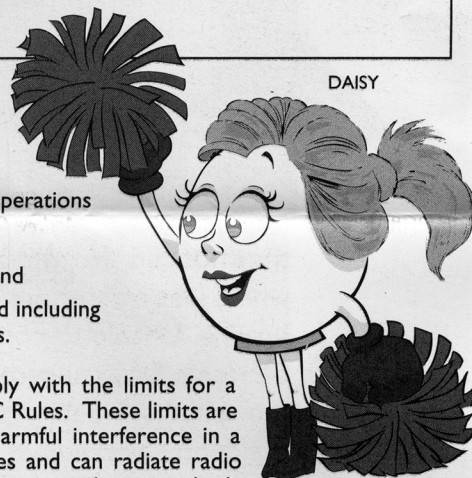
AMAZING PLAYABILITY!!! - features a very competitive two player option. 27 cunningly devised circuits - under bridges, thru oil patches - power sliding around corners - trying to beat the other drivers and become the Micro Machines Champion!

Choose your vehicle & go! Feel the power, feel the traction - excellent! Performance sports cars, Formula One racing cars, Power boats, Combat tanks, Helicopters, Garage Grime, 4x4's, Monster trucks & Turbo Wheels - **Absolutely Brilliant!!**



Dizzy's cartoon adventure in Zakeria - a magical kingdom ruled by the evil wizard Zaks. Explore the mysterious diamond mines, fabulous caverns, dragon's lair, cloud castle, find secret treasure maps, encounter strange magicians, wizards, trolls, pirates, leprechauns & many other weird and wonderful creatures.

Dizzy's girlfriend Daisy has been kidnapped and taken to Evil Zaks' castle in the clouds. Your job is to find the castle and defeat Zaks'. Your adventure begins in front of Dizzy's treehouse high above the forest floor. **Good Luck!**



DAISY

FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

- 1 This device may not cause harmful interference and
- 2 This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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