

MANY DIFFERENT WEAPONS

The world's supply of rare minerals has dwindled so much that the entire resources for the whole world now do not even half fill a bottle of Vimto. The world's scientific community, is becoming so fraught that it decides to have a meeting.

All the options are considered: Re-excavating abandoned mines, exploring on the other planets, advertising in the wanted column of the local paper, but nothing could be thought of. Then came the idea: Why not bob back in time to when these isotopes could be found ten a penny? Simply fire up the time machine, battle through hoards of screaming dinosaurs, Egyptians and medi-evil knights and fly back home again!

No one would be stupid enough to do that. No one that is except for Turbo, a transmogrified super tortoise, blessed with a set of mega powers but not much brain power. "Your problems are solved" announced the quirky quadruped, anxious to please the scientists.

With that he skipped in a terrapin like way towards his fully revved up time machine. "Wash me a lettuce leaf, I'll be back for breakfast!!"

SECRET BONUSES

LOADING: on the 464 type **RUN"(ENTER)**
on the 664/6128 type **:TAPE(ENTER)RUN"(ENTER)**

turbo THE **TORTOISE™**

In a freak accident, Turbo is transmogrified from a hum drum boring old reptile, to the world's first wise cracking super tortoise. In a rather generous gesture, the quirky quadruped decides to dedicate his life to science, and collect valuable isotopes from the corners of space and time.

HINTS & TIPS

- * Look out for the invisible platforms.
- * Find the secret bonuses.
- * Try picking up rocks and moving them to make them useful.
- * Watch out for the crumbling platforms and stepping stones.
- * Use the springboards to get you further.
- * Keep an eye on your ammunition.
- * Collect power ups.
- * Potion bottles give you extra tries.
- * Bonus fruit gives extra points.

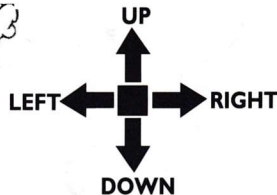
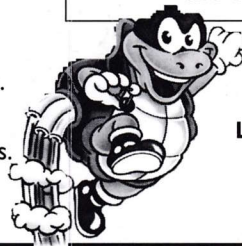
CONTROLS

KEY ACTION

Keys are redefinable

Q	Up
A	Down/Duck
O	Left
P	Right
Space	Fire
F	Freeze

Duck to crawl in small passages.
To collect useful objects walk over them then press fire.
Press fire again to throw them in the correct place.





HELP!

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

DIZZY	0891 555 093
MAGICLAND DIZZY	0891 555 001
TREASURE ISLAND DIZZY	0891 555 092
DIZZY PRINCE OF THE YOLK-FOLK	0891 555 002
FANTASY WORLD DIZZY	0891 555 078
SPELLBOUND DIZZY	0891 555 003
LITTLE PUFF	0891 555 095
ROCKSTAR	0891 555 090
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 051

SPECTRUM, AMSTRAD, C64

DIZZY	0891 555 093
MAGICLAND DIZZY	0891 555 096
TREASURE ISLAND DIZZY	0891 555 091
DIZZY PRINCE OF THE YOLK-FOLK	0891 555 002
FANTASY WORLD DIZZY	0891 555 078
SPELLBOUND DIZZY	0891 555 003
LITTLE PUFF	0891 555 094
ROCKSTAR	0891 555 090
SLIGHTLY MAGIC	0891 555 050
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 051

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



CODEMASTERS



Programming

& Graphics

Production

Art Manager

Visual Impact

Stewart Regan
and Pat Stanley

Shân Savage

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