



MAGICLAND DIZZY

LOADING on COMMODORE AMIGA -

For A500 + A500 plus 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.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

LOADING on ATARI ST -

Switch on machine and insert disc immediately.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

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.)

MAGICLAND DIZZY

Oh Lordy Lordy!!! Zak's back!! Having taken out comprehensive life cover from one of those jolly nice insurance chappies, he has cheated death and has come back to stick one on the Yolkfolk.

Grabbing one of his extremely-stremely-mega-dobrey-whabbit spells, he has zapped the Yolks and imprisoned them in a wierd and wonderful world - MAGICLAND

- * Dylan has been tangled in a bush and rooted to the spot!
- * Denzil has been deep frozen into an ice cube. Zak's latest ornament the Ice Palace.
- * Dozy has been zapped asleep and is having a kipp in Sleepy Hollow.
- * Dora has been transformed into a frog and dumped in the Haunted wood.
- * Grand Dizzy is trapped on the other side of Zak's looking glass.
- * Daisy has been super stuffed and is imprisoned in Zak's oubliette.

Dizzy used all his boxing skills, he danced like a butterfly and dodged like a bee. All of Zak's spell beams missed, so it's up to him to rescue the Yolks yet again.

CONTROLS

Press FIRE to start the game.

KEYS

Z
X
SPACE
RETURN

JOYSTICK

LEFT
RIGHT
UP
FIRE

ACTION

WALK LEFT
WALK RIGHT
JUMP
PICK UP/
DROP/ USE
QUIT

Q

Press P to PAUSE

Press K while in the game to toggle between Keys and Joystick

Use Z,X or JOYSTICK to select ITEM, in object menu to use or drop.

CREDITS

Coding
Game Design
Graphics
Music
Project Director
Production
Art Director

Derek Leigh Gilcrist
Neil Vincent & The Oliver Twins
Leigh Christian
Matt Symmonds
Paul Ranson
Stew Regan & Pat Stanley
Shân Savage



CODEMASTERS

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
LITTLE PUFF
ROCKSTAR
FANTASY WORLD DIZZY
SEYMOUR IN HOLLYWOOD
SPIKE IN TRANSYLVANIA
SLIGHTLY MAGIC
MAGICLAND DIZZY

0891 555 092
0891 555 095
0891 555 090
0891 555 078
0891 555 010
0891 555 105
0891 555 050
0891 555 096

SPECTRUM, AMSTRAD, C64

DIZZY
TREASURE ISLAND DIZZY
FANTASY WORLD DIZZY
LITTLE PUFF
ROCKSTAR
MAGICLAND DIZZY
SLIGHTLY MAGIC
SEYMOUR IN HOLLYWOOD
SPIKE IN TRANSYLVANIA

0891 555 093
0891 555 091
0891 555 078
0891 555 094
0891 555 090
0891 555 096
0891 555 050
0891 555 010
0891 555 105

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

This program, including code, graphics, music and artwork are the copyright of Codemasters Ltd. and no part may be copied, stored, translated or reproduced in any form or by any means, hired or lent without the express permission of Codemasters Ltd.

Made In England
Published by Codemasters Ltd.
PO Box 6, Learnington Spa, England. CV33 0SH