

CARTOON COLLECTION™

LOADING on COMMODORE AMIGA -

Choose The disc with the game you wish to play printed on it.

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 -

Choose The disc with the game you wish to play printed on it.

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.)

SEYMOUR GOES TO HOLLYWOOD

Join super star Seymour in his Hollywood debut. Make it in the movies. Meet frightening Frankenstein, evil Ding the Merciless, bash the big King Bong, and find Rick Bracy's true love.

SEYMOUR'S BIG BREAK

Seymour has got his first big break: he is to star in the latest block busting movie. He turns up to work on the first day to find the studio in pandemonium! The stupid director Dirk Findelmeyer II has left for a holiday in Miami leaving all the scripts locked away in the safe.

Seymour thinks there is something decidedly sinister going on when he discovers Tarzan with a speech impediment, a body in the study, and the lifts don't work either!!

CONTROLS

Move Left	Z	Left
Move Right	X	Right
Jump	Space	Jump
Pick up/Use Object	Enter	Fire

Help Seymour get his movie to the box office. The film has been sabotaged... the scripts have been locked away in a safe, Tarzan can't speak a word of English and the security guard wont let you in.

Move Seymour around the various parts of the map by walking left and right and jumping. Collect the objects and solve the puzzles. A puzzle is solved by standing next to it and using or giving a correct object.

HINTS AND TIPS

- * Avoid jumping into fans.
- * Pippa the secretary can help you.
- * Try opening all the doors.
- * Draw a map of the Studio to stop yourself getting lost.

CREDITS

Game Design	Big Red Software
Coding	Optimus Software and Shane O'Brien
Graphics	Brain Hartley
Project Director	Paul Ranson
Production	Stewart Regan + Pat Stanley
Art Manager	Shân Savage

SEYMOUR GOES TO HOLLYWOOD

SPIKE IN TRANSYLVANIA

SPIKE's cartoon adventure in TRANSYLVANIA! Explore the village and mysterious CASTLE, RAT infested KITCHENS, SPOOKY hallways and bedrooms, towering BELFRY, a secret REBEL UNDERGROUND and much more! Meet ARBOLD the wizard, Farmer PILES, the INNKEEPER, and bribe the JAILERS!
INCREDIBLE CARTOON ACTION!

SPIKE TRIES TO RESCUE HIS SHIPMATES FROM THE INFAMOUS CASTLE IN TRANSYLVANIA!

SPIKE the Viking is washed ashore from his VIKING LONGBOAT, after an extremely rough NORTH SEA crossing. His fellow shipmates had long since given up trying to find the course they were following. He stumbled across an apparently sleepy village in a place called TRANSYLVANIA! Unfortunately, he discovered that his friends were all held prisoner in the DUNGEONS of the local CASTLE. An incredibly mysterious castle, notorious for it's TORTURE and STRANGE GHOSTLY INHABITANTS...

SPIKE starts his mission after waking up in a friendly villager's house. But wait, the door won't open! Has he been TRICKED by the villager?

CONTROLS

Joystick	
Up	Move up the screen
Down	Move down the screen
Left	Move left
Right	Move right
Up + fire	Pick up object
Down + fire	Drop current object in inventory
Left + fire	Change current object in the inventory left
Right + fire	Change current object in the inventory right

Q	Quit the game
P	Pause the game (press fire to restart)

THE AIM OF THE GAME

All of Spikey's comrades have been locked away in the dungeons of the local castle. Spikey must rescue all of his friends to complete the game.

The prison cells are all locked but the keys can be found scattered through out the castle. To find the keys you must explore its many rooms solving puzzles as you go.

Spikey has only a certain amount of energy that he can use before he becomes too tired to continue. If he loses all of his energy the game is over.

HINTS

- * Vampire bats will bite if they get too close.
- * Avoid the moose heads, they spit venom.
- * Keep away from the castle guards.
- * Talk to the villagers, they may help.
- * Lightening bolts are lethal.

CREDITS

Game Design	Genesis Developments
Coding	David Clarke
Graphics	Jonathan Smyth
Music	Ashley Hogg
Project Director	Tim Miller & Paul Ranson
Production	Stewart Regan + Pat Stanley
Art Manager	Shân Savage

SLIGHTLY MAGIC

Bigwiz the wizard has left the castle in a hurry, in order to turn the king's son Newton back into a frog.

Indeed, he was in such a hurry that he forgot to pack his spare wand, forgot to lock his laboratory door, and most importantly, forgot to return his utterly stupid, idiotic, incompetent, brain-dead nephew SLIGHTLY to his parents' mud hut in the hills.

Oh well, it could be worse. A sunburnt dragon could be running off with the beautiful Princess Croak as we speak. The wizard's spell cabinet might have been knocked over by a Flaming Octarian Whirlwind, scattering the spells everywhere. His kingliness the King might, in a fit of blind panic, have given SLIGHTLY the wizard's private spell-book to read. It might rain.

You see, it could be worse. But as it is, there's not a cloud in the sky, a breeze in the air, or a whiff of dragon's breath to be sniffed.

Hang on, where's that pink fire-breathing creature going with that screaming princess? Is that a gentle wind wafting in through the door, or is it something stronger?

Oh no. Get the washing in mother, and lock all the doors. Cancel the papers, and shoot the cow. I think it's going to be one of those days...

SLIGHTLY MAGIC

SPIKE IN 1

CONTROLS

KEYS	JOYSTICK	ACTION
SPACE	FIRE	START GAME
O	LEFT	LEFT
P	RIGHT	RIGHT
Q	UP	JUMP/UP
A	DOWN	DOWN/CHANGE BACK TO SLIGHTLY
SPACE	FIRE	PICKUP/DROP

PRESS Q TO QUIT THE GAME
PRESS M/DOWN TO CHANGE BACK TO SLIGHTLY FROM BIRD/FISH
WHEN STANDING OVER SUPPORTS

HINTS

The aim of the game is to rescue the beautiful Princess Croak from the sunburnt dragon. To do this you'll need to use the various spells and objects scattered throughout the game. You start the game with 3 lives. Collecting stars increases your magic powers. Collect 20 stars to gain an extra life. You can't travel safely underwater unless you become a fish! Certain areas will be out of reach until you can change into a bird! Watch out for fires, spikes and banana skins!

SPELLS AND OBJECTS

Pressing SPACE/FIRE when you're standing over an object or spell will make SLIGHTLY pick it up. Pressing SPACE/FIRE at any other time will show you a list of what you're carrying. You can select an item to use or drop by pressing up/down to highlight it and then pressing fire. To use any of the spells you'll first need to collect the magic wand and read the spell book. Each spell needs to be activated by picking up an object to complete its recipe.

CREDITS

Screenplay	Colin Jones
Animation	Colin Jones, Keith Ross
Soundtrack	Allister Brimble
Directed By	Tim Miller, Richard Darling
Produced By	Astonishing Animations
Production	Stewart Regan + Pat Stanley
Art Manager	Shân Savage

CJ's ELEPHANT ANTICS

CJ's cartoon caper across the world - Climbs the Eiffel Tower, duel the Hunchback, discover the YETI, PHARAOH LOST TOMB and SPHINX, mysterious JUNGLE mazes, SAFARI wildlife, ACTIVE volcanoes and more... INCREDIBLE INTERNATIONAL ACTION.

THE STORY SO FAR

Somewhere over FRANCE, an aeroplane carries CJ THE ELEPHANT captured and boxed ready for a ZOO in ENGLAND... until suddenly, turbulence hits the plane and his cage is burst open. Grabbing a nearby UMBRELLA, CJ jumps out and begins his long trek across foreign lands to reach his FAMILY back in DEEPEST AFRICA.

THE OBJECT OF THE GAME

CJ must reach the exit at the end of each level, where a large foe will challenge him. He can jump using the umbrella to break his fall, and fire peanuts using his trunk or throw bombs at anything in his way. Eating cakes and bananas will keep CJ in tip top condition. Invincibility pills will make him immune for a while.

SOME OF THE WILDLIFE CJ WILL MEET ...

Frogs	Leap into trouble	Snails	A hard exterior
Police	March on patrol	Clouds	Strike lightning
Penguins	Skip and hop	Snowmen	Throw snowballs
Mummies	Deathly trail	Egyptians	Throw spears
Cannibals	Throw rocks	Monkeys	Throw Coconuts
Lions	Kings of the Jungle		

CONTROLS

LEFT	MOVE LEFT
RIGHT	MOVE RIGHT
UP	JUMP UP
DOWN	DROP BOMB
FIRE	THROW PEANUT

CJ's ELEPHANT ANTICS WAS BROUGHT TO YOU BY...

Game Design	Genesis Developments
Coding	Ashley Hogg
Music	Ashley Hogg
Graphics	Jonothan Smyth
Project Director	Derek Leigh Gilchrist
Production	Stewart Regan + Pat Stanley
Art Manager	Shân Savage

TREASURE ISLAND DIZZY

Explore the mysterious Island's deserted Tree House Village. Fabulous Gold Mines, Huge Caves, Magic Shops and Secret Treasure! You can even swim underwater but remember your snorkel!

Dizzy was looking forward to the around the world cruise. When he told the other Yolkfolk about the good deal he found, they wondered just what lay ahead of him ... Dizzy enjoyed the cruise at first. The captain, Long John Silver, was a lovely old bloke with a kindly manner, good at insulting and degrading the fare paying punters. He was well balanced - he had a parrot on one shoulder and a chip on the other.

Dizzy thought he would have a game of cricket on the aft deck. In a fit of blinding stupidity he used LJ's spare leg collection as a set of stumps, and when they were lost overboard, he was made to walk the plank! That was how he came to find himself gently poaching on a silent, sun kissed beach of a seemingly deserted island...

He had to somehow find his way back to the Yolkfolk and lodge his compensation claim with the travel agent.

JOYSTICK ACTION

Fire	Start game
Left	Move LEFT
Right	Move RIGHT
Up	Jump UP
Fire	Pick Up/ Drop/ Use
Pause	P

HINTS

- * Don't wind up fried be careful of fire.
- * The wildlife is dangerous
- * The old chest makes a good step in the right place

There are two ways to complete the game

SOLUTION 1 Tricky - Find a way off the island and back to the Yolkfolk

SOLUTION 2 Very tricky - There are thirty pieces of gold hidden, find these before making good your escape.

CREDITS

Coding	Andy Green
Graphics	Terry Lloyd
Music / FX	Allister Brimble
Game Design	The Oliver Twins
Project Director	Tim Miller
Production	Stewart Regan + Pat Stanley
Art Manager	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	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
SLIGHTLY MAGIC	0891 555 050

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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