




# FANTASTIC DIZZY™

## INSTRUCTION MANUAL



Codemasters™ 

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA™  
**GENESIS™**  
SYSTEM



# *Epilepsy Warning*

## **WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM**

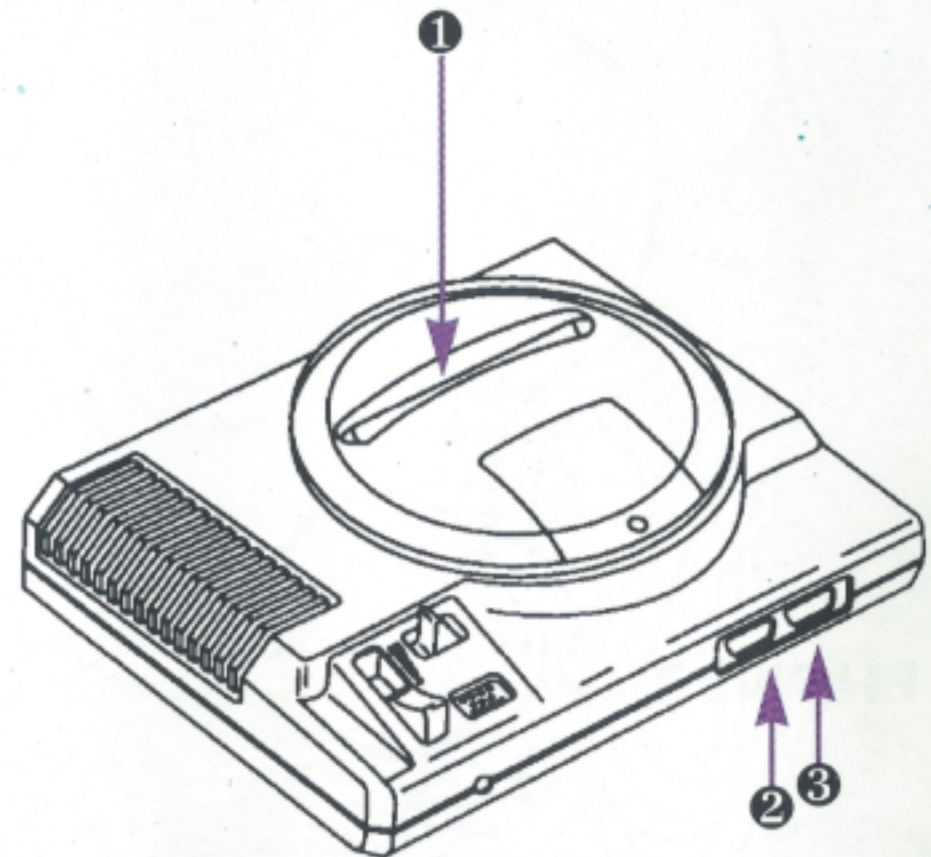
A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

## *Starting Up*

1. Set up your System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the cartridge into the console.
3. Turn the power switch ON. In a few moments, the title screen appears.
4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure that the Console is turned OFF when inserting or removing your Cartridge.

- (1) Cartridge
- (2) Control Pad 1
- (3) Control Pad 2







## ZAK'S TOWER

# *How to play*

**D**aisy has been captured by the Evil Wizard Zaks.

Only Dizzy is brave and clever enough to rescue her from a terrible fate. Leaving the safety of the Yolkfolk's treehouse village, Dizzy sets out on his greatest adventure!

# *The evil wizard Zaks*





# *How to play*

**A**s you walk Dizzy around, he will be prevented from adventuring further by various puzzles.

You can solve these puzzles by using the objects found along the way. To pick an object up stand Dizzy over it and press the B button. Dizzy can only hold 3 objects at a time.

To take a better look at them press the A button. To solve a puzzle, find the correct object and put it in the correct place, eg. put the key down over the door to unlock it.

## *Rockwart the troll*





## *Life force & damage*

**D**izzy starts the adventure with three lives. Dizzy will meet all kinds of evil creatures. Some may kill Dizzy immediately while others will only damage him a little bit. If Dizzy takes too much damage he will lose one of his lives. Eating fruit found along the way will heal some of his damage. You can also win bonus lives by solving the sliding puzzles.

## *250 Magic stars*

**A**round the map there are 250 spinning stars. Each of these represents one magic unit. You must eventually collect all 250 in order to enter Zaks' magic castle and complete the game. You can use the number of stars remaining as a guide to how far through the game you are.



**TREEHOUSE VILLAGE**

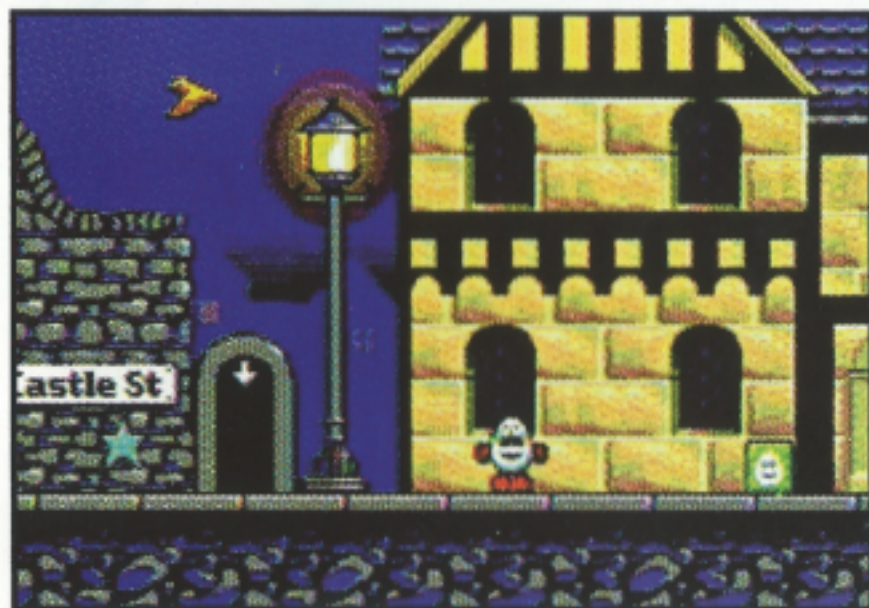


**SHIP WRECKED**



# *An example problem & how to solve it*

**L**ater on in the game, high in the tree house there is a platform which is too high to jump onto. Attached to this platform is a rope and a hook. At another part of the map close by there is a weight. You can pick up the weight, take it to the tree house, attach it to the hook and bring the ramp down to where you can jump on it.



**KELDOR TOWN**



*Dora*



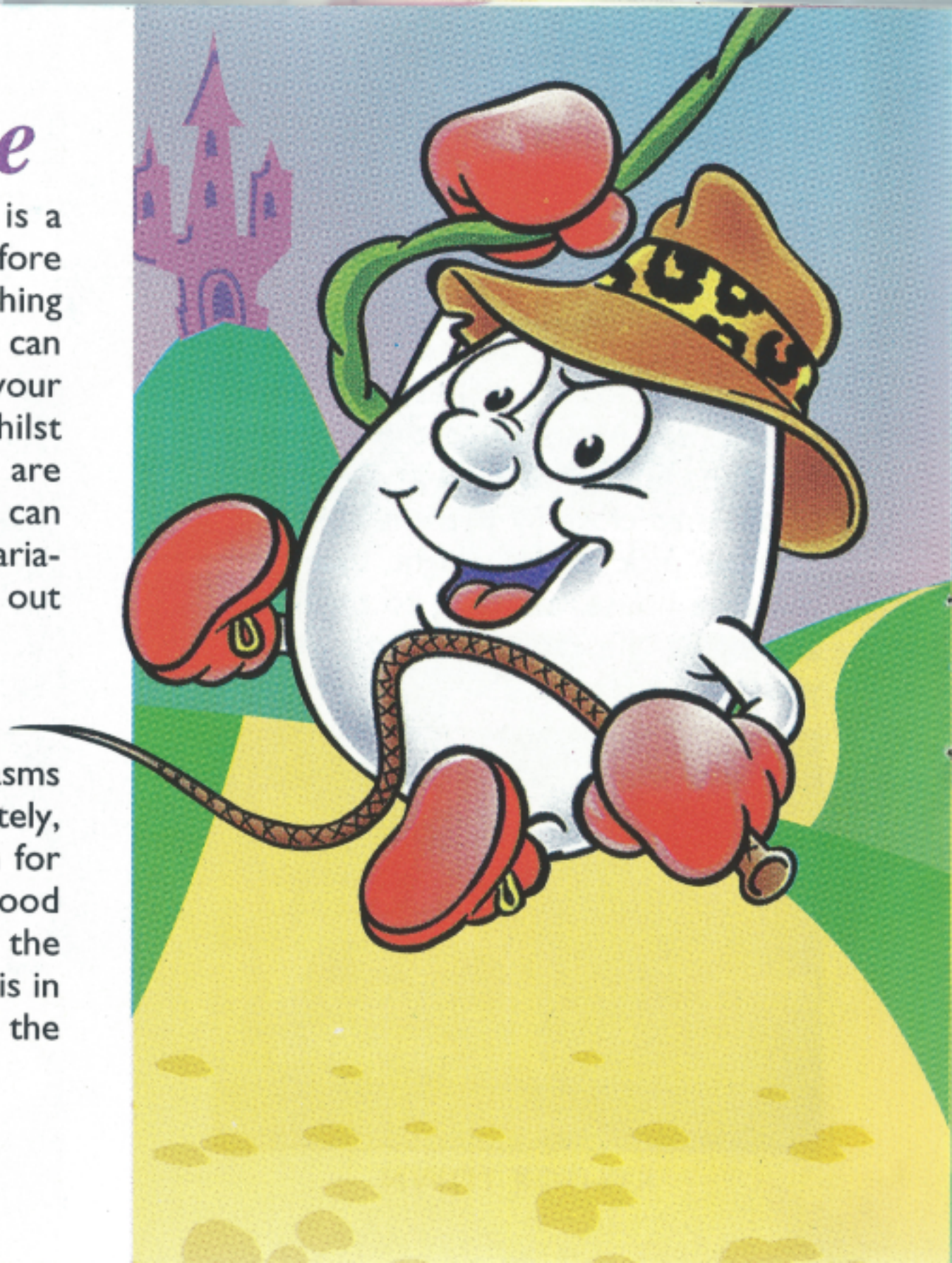
## *The sliding swapping puzzle*

**I**f you come across one of these, there is a bonus life to be had if you can solve it before the egg-timer runs out! You'll see a flashing square over the top left block of the scroll. You can move this UP, DOWN, LEFT or RIGHT using your control pad. Press and hold the A Button whilst pushing in a direction to swap the square you are on with the adjacent square. In this way you can unscramble the picture. Watch out for some variations on this puzzle - you'll have to work them out for yourself!

## *The rope*

**T**he rope is handy for getting across chasms which are too wide to jump. Unfortunately, there has to be a hook over the chasm for Dizzy to attach his rope to. Put Dizzy in a good position for starting his swing, and then use the rope by pushing your B Button while the rope is in any space on your OBJECTS HELD window in the bottom panel.

## *Dizzy*







# *Controls*

<b>LEFT</b>	Move left
<b>RIGHT</b>	Move right
<b>START</b>	Pause/unpause
<b>A-BUTTON</b>	Status Screen
<b>B-BUTTON</b>	Pickup/drop objects/open doors/talk to characters/use lift
<b>C-BUTTON</b>	Jump (Use with left and right to jump diagonally)

# *Dozy*



## *The story so far*

**T**he land of the Yolkfolk had always been a safe and peaceful place. The Yolkfolk themselves, with their oval shaped bodies and bright red gloves and boots, lived in treehouses high in the forest.

They spent their days exploring the forest and mining diamonds, to trade with the trolls in the neighbouring town of Keldor. This had been the tradition for as long as anyone could remember.....that was until that fateful day, when a dark stranger came to the land.

**T**he stranger, known as Wizard Zaks, wore a long black cloak and a pointed hat which shaded his glowing eyes. He took over Keldor Castle, and summoned the head of the Yolkfolk.

## *Denzil*





## *The story so far...cont.*

**G**rand Dizzy went to the castle, only to be greeted by armour clad trolls carrying axes. He introduced himself as a friend, but Zaks ordered the guards to seize him. Grand Dizzy cunningly somersaulted over their heads and escaped. From that day forward, the Yolkfolk have lived in fear of Zaks and his evil powers.

**O**ne day, Dizzy and his girlfriend Daisy, were walking in the forest when the sky turned black, and Zaks cast an evil spell over the Yolkfolk. A large bird swooped down and carried Daisy away to Zak's newly built castle in the clouds.

It is now up to Dizzy to undo Zak's evil spells on his friends, and rescue Daisy from his evil clutches.

## *Palace Guard*





## Meet Dizzy's friends

**T**his is the guy who can give you an extra life if you complete a sliding puzzle.



OUT OF AIR!

## Theodore the good wizard







## *Meet Dizzy's friends*

**T**hings are never boring while this happy Irishman is around.



**GOLD DRAGON'S LAIR**

## *Shamus*



## *Meet Dizzy's friends*

**T**his angry character drives a hard bargain but you'll need to meet his terms before you can complete the game.



HAUNTED FOREST

## *Wilbur the shopkeeper*





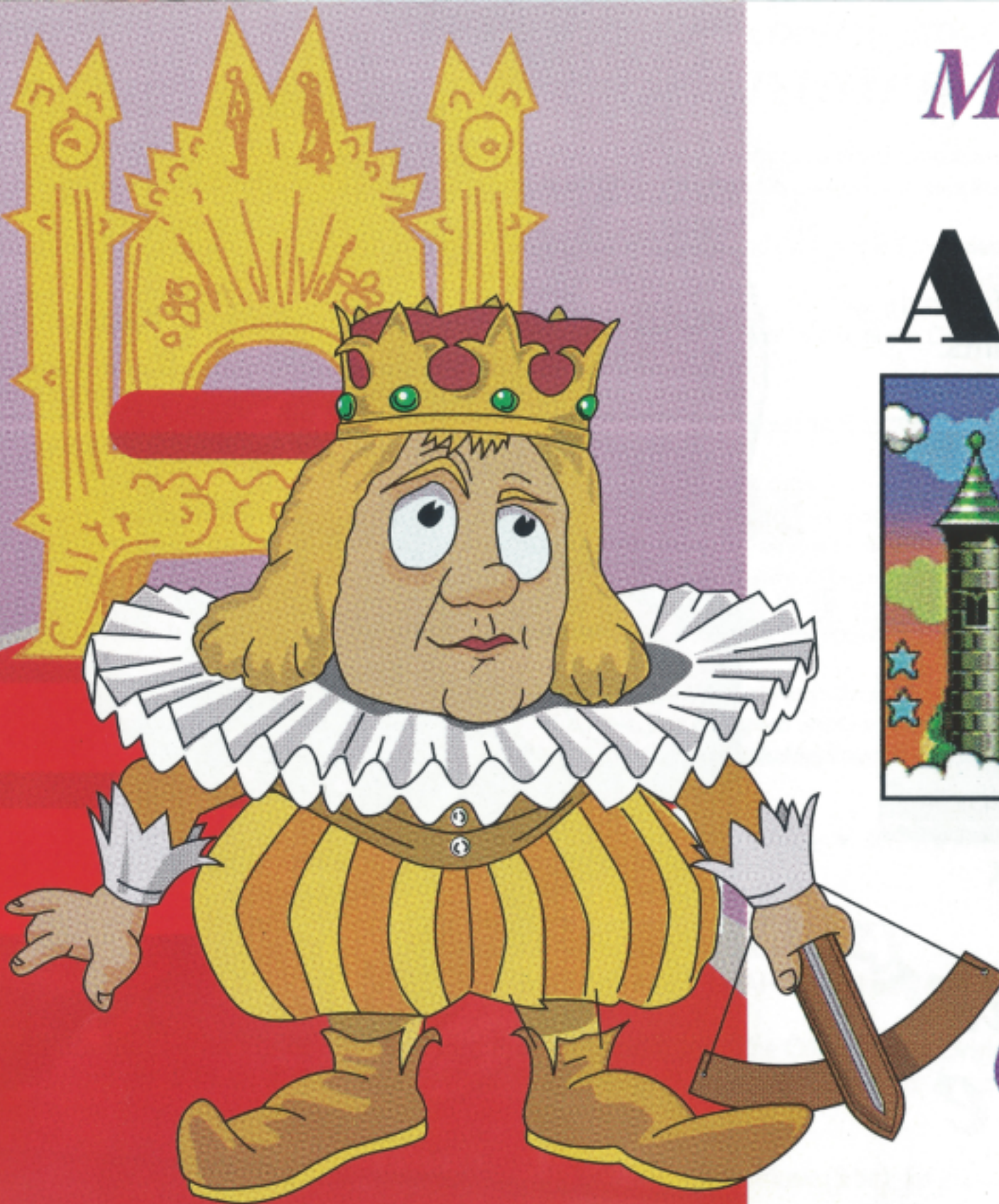
# *Meet Dizzy's friends*

**A** lonely Prince in search of  
true love.



CLOUD CASTLE

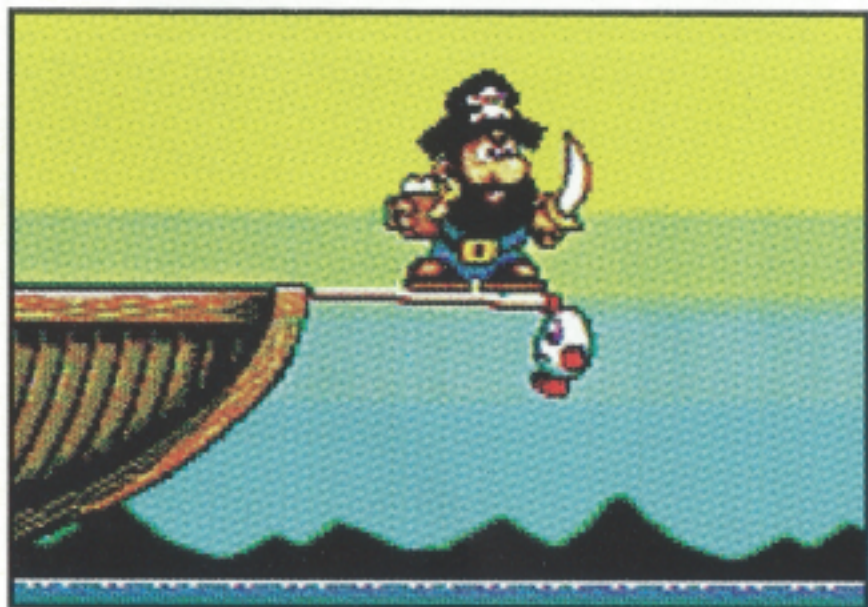
## *Prince Clumsy*





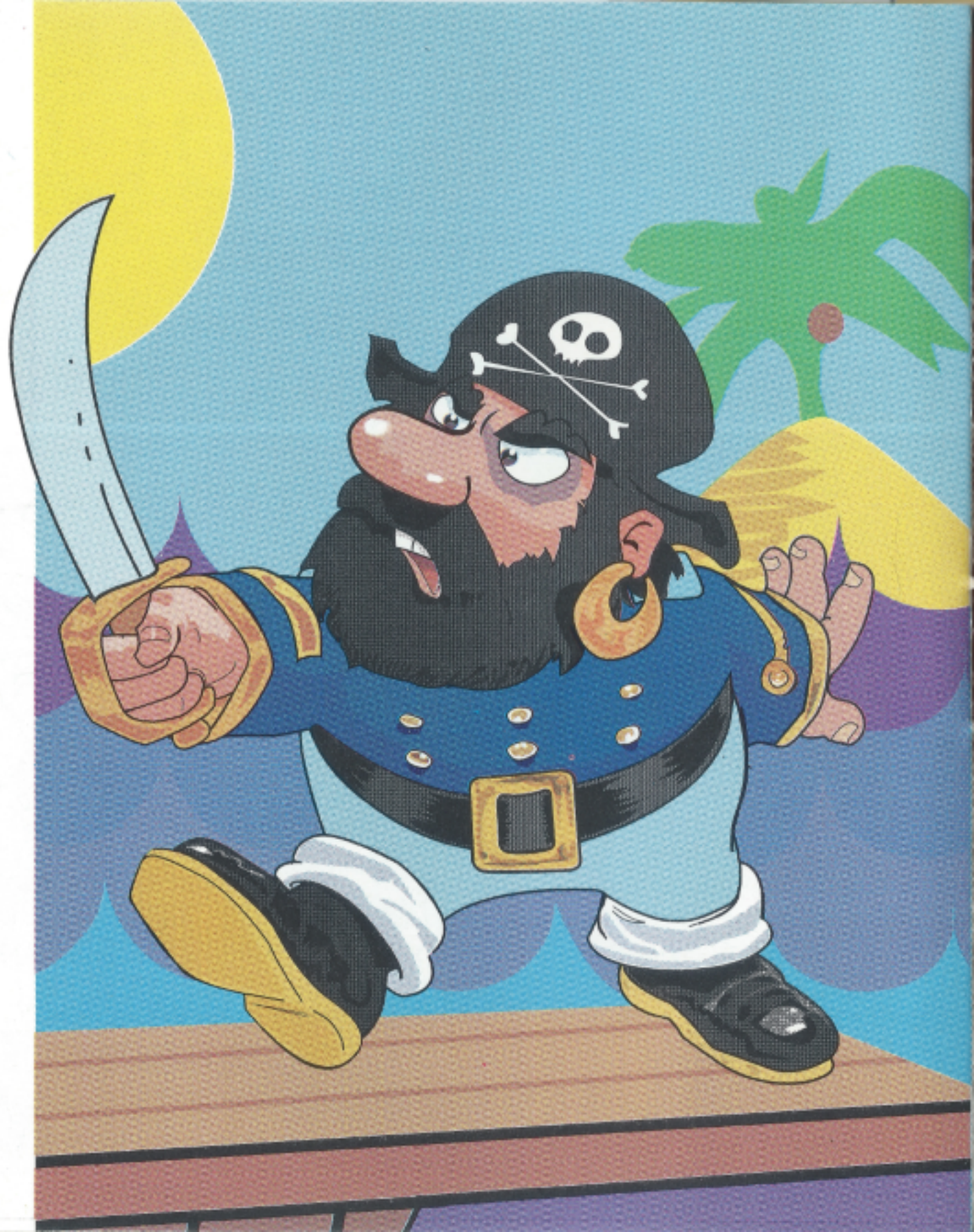
# *Meet Dizzy's friends*

**M**ean, evil and nasty!.  
That's how his friends  
describe his good points.



WALKING THE PLANK

# *Blackheart the pirate*







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## *Fantastic Dizzy*

has been produced by the CHAMELEON team

They are:

Derek Leigh-Gilchrist: Programmer (16 bit) Ashley Hogg: Programmer (16 bit) The Oliver Twins: Original Design & Programming (8 bit)  
Lyndon Sharp: Programmer & Music (8 Bit) Paul Griffiths: Programmer (8 bit) Leigh Christian: Artist (8 bit & 16 bit) Joby Wood: Artist (16 bit)  
Khalid Karmoun: Artist (8 bit) Darren Yeomans: Artist (8bit)

The CHAMELEON Associates involved in this project are:

Peter Williamson: Programmer (8 bit) Matt Simmonds: Music (16 bit) Matt Gray: Music (8 bit) Ed Hickman: Programmer (8 bit)  
Paul Oglesby: Artist (8 bit)



# COSMIC SPACEHEAD™



City Streets



Shocking Fun!

Cosmic needs your help! he has no money, no car and no respect from his fellow Cosmonauts! The trouble is, no one believed his tale of discovering a far away planet called "Earth" so it's your job to help him get back there and take some handy snaps! Starting from his home town Old Lino Town, it's Cosmic gameplay all the way in a unique blend of adventure and arcade action PLUS a whole galaxy of surprises thrown in!

**Join the universe's first alien tourist in a totally cosmic adventure that's totally out of this world!**

Absorb your senses in this giant Extra Terrestrial Odyssey of Cosmic adventure and discovery!

**ANOTHER GREAT GAME FROM**

**Codemasters™**





# Handling This Cartridge

## For Proper Usage

① Do not immerse in water!



② Do not bend!



③ Do not subject to violent impact!



④ Do not expose to direct sunlight!



⑤ Do not damage or disfigure!



⑥ Do not place near any high temperature source!



⑦ Do not expose to thinner, benzine, etc.!



\* When wet, dry completely before using.

\* When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.

\* After use, put it in its case.

\* Be sure to take an occasional recess during extended play.

**Warning:** For owners of projection televisions, Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



# Codemasters™



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