

Steg has to look after his family of T'yungunz. To do this he must feed them.

You control Steg by making him slither around the walls. He can go up down and around. He can even stick upside down to a wall.

Steg can also blow bubbles. It is by doing this that he captures the grubs which he needs to feed his family. To catch a grub, Steg must blow a bubble such that it envelopes a grub. The bubble then drifts up and this is when the problems occur.

The bubbles are very fragile and must be guided by nudging slightly or giving them a quick blow. Be careful as the bubbles will burst on contact with any sharp object. Avoid spikes, glass and fire.

Littered around the caves are bellows and blowing devices. When activated these will push the bubbles away from them. Work out the activation and deactivation switches and use them to help you.

Steg will find parts from the Acme Bionic Bitz Catalogue knocking around the level. Pick these up to use their super abilities.

Controls

All times

Blow bubble about
Create Bubble

Press Space and release Fire
Press and Hold Space

Press (0) to kill any tyungunz that are not asleep
M to toggle between music and effects
H to pause
Enter to lose addon
Escape quits to title page

Drop Bionic Bitz Press Return

Slither Mode (with No Bionic Bitz)

Slither Up	Q	Up
Slither Down	A	Down
Slither Left	O	Left
Slither Right	P	Right

Flying Mode (With Genie Rocket Pack)

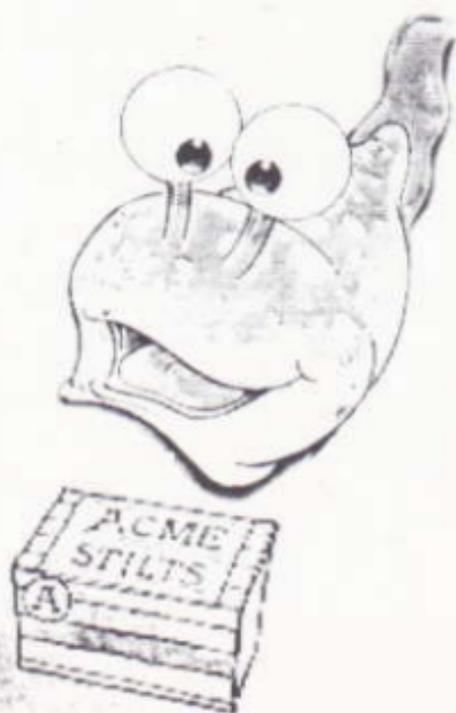
Fly Up	Q	Up
Fly Down	A	Down
Fly Left	O	Left
Fly Right	P	Right

Steg Leg Mode (with Bionic Legs)

Walk Left	O	Left
Walk Right	P	right
Jump	Q	Up
Duck	A	Down

Hints and Tips

- * Keep an eye on the status of T'yungunz.
- * Be careful not to incinerate the grubs with rocket pack.
- * Remember you can slither up and down walls.
- * Slither around pipes.



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!

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 GOES TO HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 051
STEG	0891 555 013

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0891 555 092
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FANTASY WORLD DIZZY	0891 555 078
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STEG	0891 555 012

Call costs 36p per minute during off-peak time and
48p per minute at all other times.

(GREAT BRITAIN ONLY)



CODEMASTERS



This great game was brought to you by...

Design	Big Red Software
Programming	Paul Griffiths
Graphics	Peter Ranson
Project Director	Paul Ranson
Production	Stew Regan & Pat Stanley
ArtDirector	Shân Savage



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