

THE GAME

Like all of Grand Dizzy's inventions, the magic toy making machine doesn't quite work as well as it should. All of its cogs and wheels constantly need fuelling with the special magic shapes. The CHUTES from which the shapes emerge continually descend, when they reach the shape guard at the bottom of the screen the toy machine will seize up. The only way to keep the CHUTES from reaching the bottom is to fit lots of shapes through the guard and into the machine.

CONTROLS

Press FIRE to start a game

LEFT	O,Z or N	JOYSTICK LEFT
RIGHT	P,X or M	JOYSTICK RIGHT
FIRE/		
DROP SHAPE	ENTER or SPACE	JOYSTICK FIRE

Press H to PAUSE Game or BREAK to QUIT.

The Aims of the Game

Line up the SHAPE GUARD with as MANY MAGIC SHAPES as possible.

Press FIRE to release all MATCHING SHAPES.

With 4 OR MORE matching shapes at once, a TOY is created.

If the WRONG SHAPE reaches the bottom the CHUTES will descend.

The CHUTES will slowly descend and the only way to get them back up is to drop several shapes together. The more shapes you get the higher they'll go. If the CHUTES reach the bottom the machine will STOP!

Keep the machine going as long as possible to make lots of toys.

Good luck and the best tip of all ... DON'T PANIC DIZZY!

IL GIOCO

Come tutte le Fantastiche Invenzioni di Dizzy, la macchina magica che fa giocattoli non funziona proprio come dovrebbe. Tutte le rotelle e gli ingranaggi devono essere continuamente tenuti su con le speciali formine magiche. Gli Scivoli da cui escono le formine scendono sempre, quando raggiungono la barriera delle formine al fondo dello schermo, la macchina si blocca. L'unico modo per non far arrivare gli scivoli sul fondo è di infilare un sacco di formine nella barriera e dentro la macchina.

CONTROLLI

Premere Fuoco per iniziare un gioco.

SINISTRA	O, Z o N	JOYSTICK SINISTRA
DESTRA	P, X o M	JOYSTICK DESTRA
FUOCO/		
BUTTA FORMINA	INVIO o	JOYSTICK
	BARRA	FUOCO

Gli Scopi del Gioco

Allinea TUTTE LE FORMINE che puoi CON la BARRIERA DELLE FORMINE.

Premi FUOCO per lasciar giù tutte le FORMINE UGUALI.

Con 4 O PIU' formine uguali allo stesso tempo, si formerà un GIOCATTOLO.

Se una FORMINA SBAGLIATA raggiunge il fondo, gli SCIVOLI scenderanno.

Gli scivoli scenderanno lentamente e l'unico modo per ritirarli su è di buttar giù parecchie formine contemporaneamente. Più formine butterai, più saliranno gli scivoli. Se gli SCIVOLI raggiungono il fondo, la macchina si BLOCCHERÀ!

Cerca di far andare la macchina più a lungo possibile per fare un sacco di giocattoli.

Buona fortuna e, mi raccomando ... NON FARTI PRENDERE DAL PANICO!

HELP LINES

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	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096
SLIGHTLY MAGIC	0898 555 050

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090
FANTASY WORLD DIZZY	0898 555 078

Calls cost 33p per minute during off-peak time and 44p per minute at all other times. (GREAT BRITAIN ONLY)



CREDITS

Program	Big Red Software
Design	The Oliver Twins
Graphics	Pete Ranson and Chris Graham
Project Director	Philip Oliver
Production	Stewart Regan and Shân Savage

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MADE IN ENGLAND

Code Masters are always on the look out for good machine code games programmers and computer artists. If you have written a game which you think is publishable or have a good graphics demo, please send it to:
David Darling, Code masters, PO Box 6, Southam, Warks,
CV33 0SH, (England).



By the
BEST
SELLING
OLIVER
TWINs

AMSTRAD
464/664/6128

DIZZY PANIC



3444

DIZZY
hits the panic
stations as
the
HYDRAULIC
CRUSHERS
get closer and
closer, belching
steam - the
machines going
into
TERMINATION
SEQUENCE
and its down to
you to stop it.

"...in fact, it's
the most
compulsive
game I've played
since Tetris."
Mark Baldock

INTERNATIONAL
INSTRUCTIONS
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SPECTRUM
SCREENSHOTS

DIZZY PANIC

AMSTRAD
464/664/6128

Code Masters

NEW RELEASE

80% CRASH

3444

One day,
GRAND DIZZY was putting
the finishing touches to his brand new
TOY MAKING INVENTION.
"Just got to tighten this last nut and
we're ready... oooOOOh... eekk!"
he shouted GRAND DIZZY as the
spanner slipped and he fell to the
floor.

"UURGH!!", moaned GRAND DIZZY,
"I've got a CRACKING EGGACHE,
now I'll never finish testing my new
TOY MAKING MACHINE. Whatever
shall I do!!"

"Don't Worry!", replied DIZZY,
"We'll help you!"
So DIZZY, DAISY, DENZIL, DYLAN,
DOZY and DORA helped GRAND
DIZZY to the machine and manned
their STATIONS.

Whilst DIZZY grabbed the
CONVEYOR BELT CONTROLLER,
the others went upstairs and threw
the MAGIC SHAPES down the
chutes.

"Click, Crunch... Cough, Splutter",
the machine kicked into ACTION!
"ooooOOH, SLOW down...! Hang
on...! Too fast...!", cried DIZZY, but
the others couldn't HEAR HIM. The
TOY MAKING INVENTION just kept
getting FASTER...

...10
DIFFICULTY
RATINGS

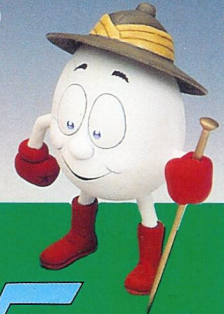
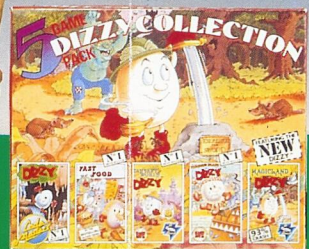
LOADING: on the 464 type RUN (ENTER)
on the 644/6128 type :TAPE(ENTER)RUN (ENTER)

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