




CARTOON ADVENTURES

DIZZY'S CARTOON ADVENTURE ON TREASURE ISLAND!
Explore the mysterious Island's deserted Tree House Village, Fabulous Gold Mines, Huge Caves, Magic Shops and Secret Treasure! You can even go underwater – but remember your snorkel!

Dizzy's Treasure Island is brilliant – it's like a real cartoon but with amazing gameplay. David Darling

INTERNATIONAL INSTRUCTIONS

	MODE D'EMPLOI
	ANLEITUNG
	INSTRUCCIONES



015026 031322

AMSTRAD
464/664/6128

TREASURE ISLAND

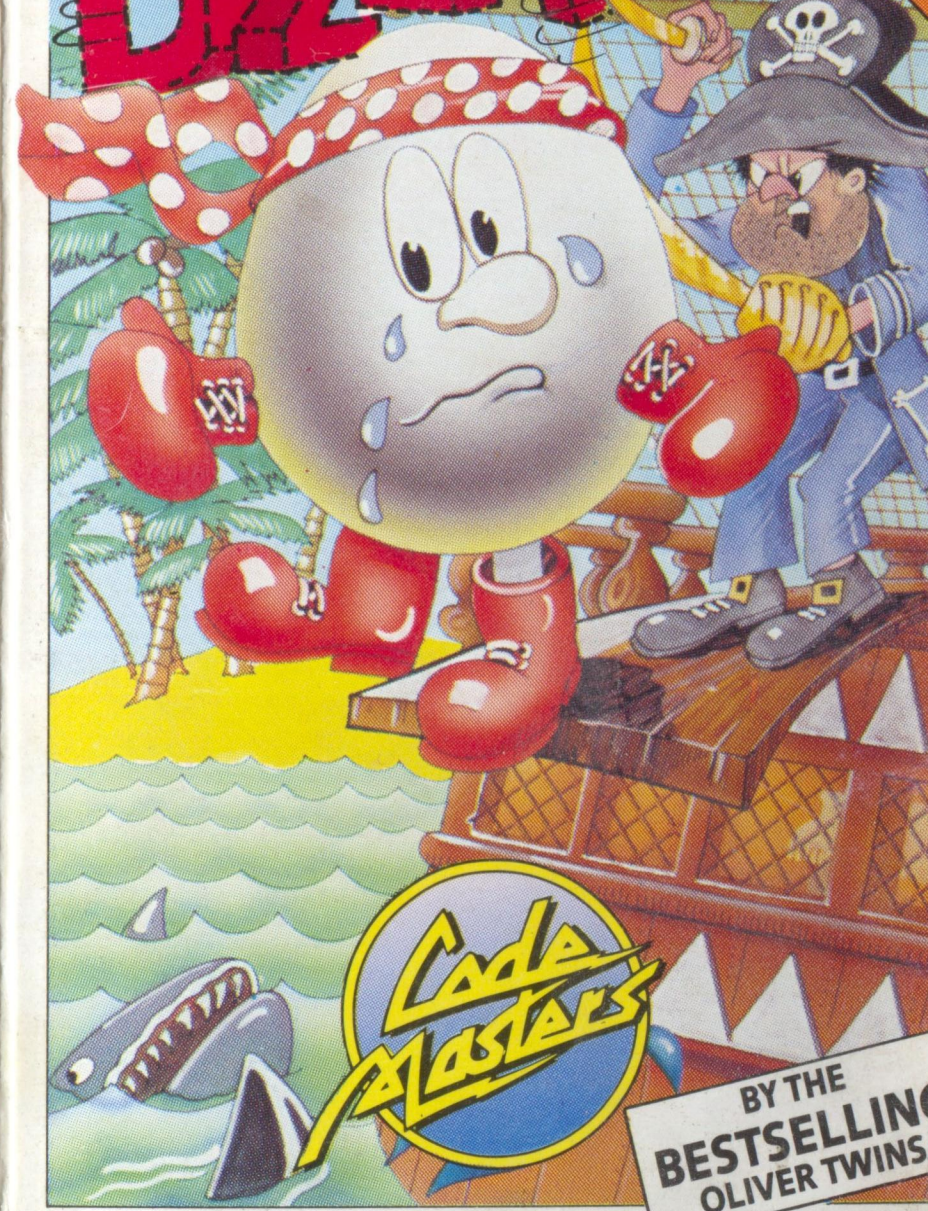
DIZZY



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TREASURE ISLAND
DIZZY

AMSTRAD
464/664/6128



Code Masters

BY THE BESTSELLING OLIVER TWINS

TREE HOUSE VILLAGE!

Dizzy was looking forward to the round-the-world cruise he'd booked up for. 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 although there were far too many pirates on the ship, the Grog was watered down, and he didn't even know what a mainbrace was, let alone how to splice it!

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 parrot on one shoulder and a chip on the other – and he had a wooden leg which he acquired when he fell out of his pram as a kid.

Continued inside . . .

The number one name in the game

AMAZING DETAIL!

LOADING:
on the 464 type: RUN" (ENTER)
on the 664/6128 type: !TAPE (ENTER) RUN" (ENTER)



Death Stalker

Code Masters

OUT NOW!



Bilfoot

Code Masters

OUT NOW!

Anyhow, their quaint little man o'war found itself in still waters one sun-soaked afternoon, and Dizzy thought he would organize a game of cricket on the aft deck. In a fit of blinding stupidity he used LJ's spare leg collection as makeshift 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 the silent, sun-kissed beach of a seemingly deserted island . . . He had to somehow find a way back to the Yolkfolk and lodge his compensation claim with the travel agent . . .

CONTROLS

KEYS	ACTION	JOYSTICK
Z	LEFT	LEFT
X	RIGHT	RIGHT
SPACE	JUMP	UP
ENTER	PICK UP/DROP/USE	FIRE

Press **Q** to quit during a game

HINTS

- Be careful in the water — everyone knows that eggs are air breathers!
- Don't wind up fried . . . be careful of fire!
- The wildlife is dangerous, Dizzy looks good enough to eat . . .
- 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 on the island; find these before making good your escape . . . some of them are VERY well hidden!

GOOD LUCK

FRANCAIS CONTROLES

TOUCHES	ACTION	MANETTE	TECLAS
Z	GAUCHE	GAUCHE	Z
X	DROITE	DROITE	X
ESPACEMENT	SAUTEZ	HAUT	ESPACIO
ENTREZ	RAMASSEZ/ LAISSEZ TOMBER/ UTILISEZ	FEU	ENTER

Appuyez sur **Q** pour abandonner la partie

CONSEILS

- Attention dans l'eau. Tout le monde sait que les oeufs respirent de l'air.
- Ne vous faites pas frire . . . Attention au feu
- La nature sauvage est dangereuse. Dizzy semble assez bonne à manger.
- Le vieux coffre représente une bonne marche au bon endroit . . .
- Il y a deux façons de compléter le jeu . . .

Solution 1 — Astucieux — Trouvez un chemin pour vous éloigner de l'île puis de retour au Yolkfolk

Solution 2 — Très astucieux — Il y a trente dollars espagnols cachés sur l'île; trouvez-les avant de mener à bien votre évasion . . . certains sont très bien cachés.

Bonne chance.

ESPAÑOL CONTROLES-MANDOS

ACCION	PALANCA	TASTEN
IZQUIERDA	IZQUIERDA	Z
DERECHA	DERECHA	X
SALTAR	ARRIBA	SPACE
COGER/DEJAR/ CAER/USAR	FUEGO	ENTER

Pulsar **Q** para abandonar el juego cuando se está jugando.

SUGESTIONES

- Tener cuidado en el agua . . . todo el mundo sabe que los huevos respiran aire!
- No acabes frito . . . ten cuidado con el fuego.
- La vida salvaje es peligrosa. 'Dizzy' parece bastante bueno para comer!
- El viejo arcón es un buen escalón en el lugar preciso.

Hay dos caminos para completar el juego . . .

Solución 1. — Difícil. — Encuentra un camino para dejar la isla y vuelve a los Yolkfolk (la gente-yema)

Solución 2. — Muy difícil. — Hay treinta dolones escondidos en la isla: encuéntralos antes de conseguir escapar . . . algunos están MUY bien escondidos!

Buena suerte!

DEUTSCH

KONTROLLEN	SCHALTHEBEL
AKTION	LINKS
LINKS	LINKS
RECHTS	RECHTS
SPRINGEN	RAUF
AUFHEBEN	FEuern
FALLEN	
LASSEN, GEBRAUCHEN	

Drücken Sie **Q**, um während des Spiels auszusteigen.

HINWEISE

- Seien Sie vorsichtig im Wasser. Jeder weiss, dass Eier Luftatmer sind.
- Ziehen Sie nicht gebraten auf . . . Vorsicht Feuer.
- Das Wildleben ist gefährlich. Dizzy sieht gut genug aus, um gegessen zu werden.
- Die alte Truhe dient als gute Stufe am richtigen Platz.

Es gibt zwei Wege, das Spiel zu beenden.

Lösung 1 — Schwierig. Finde einen Weg weg von der Insel und zurück zum YOLKvolk.

Lösung 2 — sehr schwierig, da sind 30 Goldmünzen auf der Insel versteckt: finden Sie diese, bevor Sie fliehen können — einige von ihnen sind sehr gut versteckt.

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Vampire

CARTOON ADVENTURE

Dizzy

And in our new PLUS range . . .

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CODEMASTERS QUALITY GUARANTEE

This game has passed all of our strict playability, graphic, musical and manufacturing tests and is of the high quality expected from CodeMasters

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England. CV33 0SH

YOU COULD WRITE FOR CODEMASTERS

CodeMasters excellence is a result of utilizing the best games programmers there are. **The best programmers deserve the best rewards.** If you are good enough to program for us then write to David Darling now — you won't regret it.



This game was brought to you by . . .

Design and Coding The Oliver Twins

Graphics Neil Adamson

Music/FX David Whittaker

Project Leader Richard Darling

Production Mike Clark/Stew Regan

Design and Illustration Nigel Fletcher

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MADE IN ENGLAND