

TREASURE ISLAND DIZZY

Spectrum	LOAD""
Commodore 64 (Cass)	LOAD
Amstrad (Cass) 464	RUN"
Amstrad (Cass) 664/6128	TAPE (Enter) RUN" (Enter)
Amstrad (Disc)	RUN"DISK
Amiga & Atari ST	Insert disc and RESET

CONTROLS	AMSTRAD	SPECTRUM	COMMODORE	AMAGA/ST
Move LEFT	Z	Z	Z	LEFT
Move RIGHT	X	X	X	RIGHT
Jump	SPACE	SPACE	SHIFT	UP
Pick up/Drop/Use	ENTER	ENTER	RETURN	FIRE
Music	-	-	-	SPACE
Pause	-	-	-	P
Drop/Read	-	-	-	FIRE
Quit	Q	Q	Q	ESC

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 for 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 a 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.

Anyhow, their quaint little man o'war found itself in still waters one sun-soaked afternoonn, and Dizzy though he would organize a game of cricket on the aft deck. In a fit of blinding stupidity he used L J'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 his way back to the Yolkfolk and lodge his compensation claim with the travel agent. . .

HINTS

- Be careful in the water-everyone knows that eggs are air breathers!
- Don't end 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!

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Published by CodeMasters Software Co. Ltd.

PO Box 6, Southam, Leamington Spa, England. CV33 0SH

TREASURE ISLAND DIZZY

Spectrum	LOAD""
Commodore 64 (Cass)	LOAD
Amstrad (Cass) 464	RUN"
Amstrad 664/6128	TAPE (Enter) RUN" (Enter)
Amstrad (Disq)	RUN"DISK
Atari St/Amiga	INSÉRER LA DISQUETTE ET REMETTRE L'ORDINATEUR À L'ÉTAT INITIAL

CONTROLS	AMSTRAD	SPECTRUM	COMMODORE	AMAGA/ST
Move LEFT	Z	Z	Z	LEFT
Move RIGHT	X	X	X	RIGHT
Jump	SPACE	SPACE	SHIFT	UP
Pick up/Drop/Use	ENTER	ENTER	RETURN	FIRE
Music	-	-	-	SPACE
Pause	-	-	-	P
Drop/Read	-	-	-	FIRE
Quit	Q	Q	Q	ESC

CONSEILS

- Attention dans l'eau. Tout le monde sait que les oeufs respirent de l'air
- Ne vous faites pas frire. . Attention au feu
- Le nature sauvage est dangereuse. Dizzy semble assez bonne à manger.
- Le vier aux coffre représente une bonne marche au bon endroit..

Il y a deux façons de compéter le jeu. .

Solution 1 - Astucieux -Trouvez un chemin pour vous éloigner de l'île puis de retour au Yolfolk.

Solution 2 - Très astucieux-il y a trente dollars espagnols cachés sur l'île, trouvez-les avant de meneré bien votre évason . . certains sont très bien cachés.

Bonne chance.

TREASURE ISLAND DIZZY

Spectrum	LOAD""
Amstrad (Kase) 464	RUN"
Amstrad 664/6128	TAPE (Enter) RUN" (Enter)
Amstrad (Disk)	RUN"DISK
Commodore 64 (Kase)	LOAD
Atari ST/Amiga	WICHTIG - SCHULTZ GEGEN VIREN !

CONTROLS	AMSTRAD	SPECTRUM	COMMODORE	AMAGA/ST
Links	Z	Z	Z	LEFT
Rechts	X	X	X	RIGHT
springen	SPACE	SPACE	SHIFT	UP
Aufheben,fallen, lassen, gebrauchen	ENTER	ENTER	RETURN	FIRE
Music	-	-	-	SPACE
Pause	-	-	-	P
Drop/Read	-	-	-	FIRE
Quit	Q	Q	Q	ESC

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!

TREASURE ISLAND DIZZY

Spectrum (Cassetta)	LOAD"" nel mode 48K
Commodore 64 (Cassetta) Premere	LOAD
Amstrad (Cassetta) Premere 464	RUN"
Amstrad (Cass) 664/6128	TAPE (Enter) RUN" (Enter)
Amstrad (Disco)	RUN"DISK
Atari St/Amiga	INSERIRE IL DISCHETTO E RISETTARE IL COMPUTER

CONTROLS	AMSTRAD	SPECTRUM	COMMODORE	AMAGA/ST
Move LEFT	Z	Z	Z	LEFT
Move RIGHT	X	X	X	RIGHT
Jump	SPACE	SPACE	SHIFT	UP
Pick up/Drop/Use	ENTER	ENTER	RETURN	FIRE
Music	-	-	-	SPACE
Pause	-	-	-	P
Drop/Read	-	-	-	FIRE
Quit	Q	Q	Q	ESC

CONSIGLI

- Fate attenzione quando siete in acqua - tutti sanno che le uova respirano!
- Non finite arrostiti... fate attenzione al fuoco!
- La natura è pericolosa, Dizzy è bello abbastanza per essere mangiato...
- Il vecchio cofanetto è un buon gradino al posto giusto...

Vi sono due modi per completare il gioco...

SOLUZIONE 1 - pericolosa - trovate un modo per lasciare l'isola e ritornare alla terra degli Yolkfolk.

SOLUZIONE 2 - molto pericolosa - vi sono TRENTA monete d'oro nascoste sull'isola; trovatene prima di scappare... alcune di esse sono nascoste molto, molto BENE!

BUONA FORTUNA

Dizzy aspettava con ansia l'inizio della crociera intorno al mondo. Quando disse agli altri Yolkfolk che buona occasione aveva trovato, questi si chiedevano che cosa gli riserbasse il futuro... A Dizzy piacque molto la crociera all'inizio. Il capitano Long John Silver, era un caro vecchio dalle buone maniere, bravo nell'insultare e degradare i passeggeri. Era molto equilibrato - aveva un pappagallo su una spalla e risentimento sull'altra.

Dizzy pensò di organizzare una partita di cricket sul ponte di poppa. In preda ad un colpo di cieca stupidità, usò la collezione di gambe di riserva di Long John come pioli di fortuna, e quando questi andarono perduti in mare, egli fu costretto a camminare lungo una tavola sporgente dalle mura e a cadere in mare. Ecco perché si trovò ad affondare gentilmente nella spiaggia silenziosa e baciata dal sole di un'isola apparentemente deserta... Doveva trovare il modo di tornare dagli Yolkfolk per inoltrare la propria richiesta di risarcimento danni presso l'agenzia di viaggi...

TREASURE ISLAND DIZZY

INSTRUCCIONES DE CARGA

Spectrum	LOAD""
Commodore 64 (cassette)	LOAD
Amstrad (cassette) 464	RUN"
Amstrad (Cass) 664/6128	TAPE (Enter) RUN" (Enter)
Amstrad (disco)	RUN"DISK
Atari ST y Amiga	Introduce el disco y REINICIALIZA

CONTROLS	AMSTRAD	SPECTRUM	COMMODORE	AMAGA/ST
Izquierda	Z	Z	Z	IZQUIERDA
Derecha	X	X	X	DERECHA
Saltare	SPACE	SPACE	SHIFT	SALTARE
Coger/Dejar/caer/usar	ENTER	ENTER	RETURN	FUEGO
Music	-	-	-	SPACE
Pause	-	-	-	P
Drop/Read	-	-	-	FIRE
Quit	Q	Q	Q	ESC

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. -Difficil. Encuentra un camino para dejar la isla y vuelve a los Yolkfolk (la genteyema)

Solución 2. - May difficil. Hay treinta doblones escondidos en la isla: encuéntralos antes de conseguir escapar. . algunos están MUY bien escondidos!

Buena suerte!