**The Story So Far**
Dizzy and his girlfriend, Daisy, were out searching for Pogie, their pet Fluffe. They discovered a secret entrance into Zak's old castle but were unaware that the Evil Wizard was watching them through his crystal ball. In an attempt to catch Dizzy, he cast a spell on a spinning wheel in the West Tower. As Dizzy and Daisy entered the tower...

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**Scoring**
- **100 points** Eating a Cherry
- **200 points** Discovering a new area
- **300 points** Collecting a Magic Star
- **500 points** Solving a Problem

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**Dizzy returns in an amazing new adventure packed with action, mystery, surprises and lots of interesting new characters!**

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**CONTROLLING DIZZY**
- Run Left: LEFT
- Run Right: RIGHT
- Jump Up: A or Button
- Jump Left: LEFT + A
- Jump Right: RIGHT + A
- Pick up: B or SELECT
- Drop: (wheel standing over an object)
- Talk or Look: B or SELECT
- Pause On/Off: START Button

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**Hints & Tips**
- Dizzy can walk on clouds, but he'll sink through them unless you keep jumping.
- Don't fall in the water!
- You'll need to collect all 50 stars to weaken Zak's Sleeping Spell!!
- When you can't carry everything you want, remember to put something down in an "easy to find" place.

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**Objects**
To pick up an Object, stand Dizzy over it and Press B. This will pick it up and show you what you are carrying. If you want to drop an Object, select it by moving the arrow with UP and DOWN and then press B again if you don't want to drop anything, simply select.

CARRY ON EXPLORING!
Dizzy can only hold 3 Objects at any time. If you want to pick up an Object but you already have three, then you should stand in a clear spot and put an Object down first.

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**Example Problem**
When you start the Game, Dizzy is trapped in an underground cave.
The old wooden door is locked from the outside and inside the cave is a Bucket of Water, some Straw and a Match.
To Escape you must pick up the Straw and the Match and place the Straw at the base of the door, use the Match on the Straw to set fire to it. Now that you've burnt the door use the Bucket of Water to put out the flames. Be careful not to stand too close to the fire or you'll get burnt.

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**Instructions**
Dizzy must explore his world to find a way to Daisy and wake her from her endless sleep. Along the way he will come across problems which must be solved before he can proceed. Use the objects that you find to help solve these problems.
CODEMASTERS' HELPLINE
1-800-RESTART
1-900-737-8278

Calls cost $1.75 for the first minute and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Dizzy the Adventurer™.

This helpline is for gameplay advice only. If you are under 18, you MUST have your parents' permission. Touchtone phones only.

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The device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference and
2. This device must accept any interference received, including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and the receiver.
3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
4. Consult the dealer or an experienced radio/TV technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications. Published by CAMERICA.