Boomerang Kid

It's a little known fact that in Australia, kangaroos don't actually return when you chuck them. They were invented by the Aborigines to train the kids to jump on their back legs. The concept of using the boomerang as an armillary was a confidence trick invented by Bob Smith.

"I bet that I can lob this bent stick and it will return to you. Watch your head," said Bob, and the boomerang hit the victim in the back of his head. I should mention that the victim is usually in a far state of emotion.

Boomerang Kid needs them all back!

Instructions

Boomerang Kid has lost the New South Wales' entire set of Boomerangs. They have been lost in three zones: The Outback / The Castles / The Caves.

Boomerang Kid must collect all of the boomerangs from each sub zone before he can move the next. Collect each one by jumping on it. Complete the level quickly because if the time runs out, you will lose a life.

Controls

A Jump. Press this down longer for larger jumps.
Start Pause the game. Press start again to resume.
Select Speeds the timer up so you can answer the game if you're stuck.

Dizzy had decided that day to set off again for an adventure in his new boat, "Billy Egg's Revenge." The wind was so strong in the sails and before long the land of Zaxeria was a mere speck on the horizon. Feeling hungry Dizzy decided to break out his rod and plop it overboard and catch a fish for his tea.

Before long his eyes began to get heavy and soon he was fast asleep. In fact, he was so asleep, he slept through a thunderstorm. In fact he slept through crossing waves.

In fact he slept through a bowling game.

Controls

A Jump on the head as lightning struck the main sail sending it crashing to the deck.

The next morning he found himself on an island.

"I hope it isn't true about those stories," he thought. "NO cannibals don't really eat eggs for breakfast!"

Instructions

To start with you will only be able to explore a small part of the map as you are stopped from going further by different puzzles. As you solve each puzzle the map will open up and you will discover yet more puzzles.

Solving puzzles

When you find an object, stand in front and press the B button. Dizzy can carry a maximum of three objects.

To solve the puzzle pick up the object and place it next to the problem. Experiment with the exact place as position can be quite important.

Controls

Left: go left
Right: go right
A: jump
B: Pick up or drop use object
Start: will pause the game press start again to continue.

Peacekeeper

In the ancient heart of old Egypt, the Pharaoh of the lost city of Giza ruled his people with a fist of iron.

While the wise King Richard Crusader crushed the Sheriff of Nottingham, ruled his people with a fist of iron.

Only one man could save them. A legend amongst men as known as Robin Hood. Once a noble man with land, servants and livestock, Hood became an outlaw and vowed to band with the helpless protectors of the needy and right.

But the Hood's first quest was not for the people, it was to rescue his beloved Marion!

Keys and Treasure

The route through the castle is long and hazardous. Robin must find the key to open doors and activate the puzzles. Collect the treasures you find on the way.

Controls

Up Down Climb ladders
Left Run left
Right Run right
A Jump
B Load then shoot arrow.

Advanced Controls

Allow Robin a run up time to jump large gaps.
Run fast then push down and Robin will jump across. This helps getting into tunnels.

Linus Spacehead Return to Linolium

Linus screamed past his home planet at just under 300,000 miles per hour.

"This baby's really cooking! It's a dead cert to win the Galactic Car Race!" He said.

The earth is 10 times closer than the moon.

"Galactic goal! I've run out of gas and now the spacecraft's jammied. Off all the luck!"

The stellar class vessel entered several control points, and jolted round a comet corner and shot a red light on the milky intersection narrowly missing a dappled our Cosmos Cage 58 Model.

Stomping on the brakes shushed again missed a big red planet, dodged a blue moon and hit a green one.

Linus came to find his spaceship's right handed, tall pipe fenders and antennae everywhere. Worst still he found he was stuck on a dodgy planet called Earth described in his guide book as MOSTLY HARMLESS.

Instructions

Linus must get back to his home planet. To do this he must signal home, but unfortunately his radio is broken. Help him collect all the pieces back again by collecting them from the crash site.

The Earth's Inhabitants

Linus will see many strange earth creatures he must avoid. Contact with most are deadly to avoid them.

Controls

Left: run left
Right: run right
Down will make Linus duck or crouch
A makes Linus jump
Start will pause the game press start again to unpause the game.
and generally artie techie things...

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- Clean the game case with benzene, alcohol, paint thinner or other such solvents.
- Store the game in places that are very hot or very cold.
- Hit it or drop it or attempt to take it apart.
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- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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