

TEXT FOR GO! DIZZY GO! NINTENDO INSTRUCTION BOOKLET

Story

" It's a nightmare! " thought Dizzy. His arch enemy the evil wizard Zaks had done it again! He kidnapped Dizzys friends whilst they were out on a picnic in the woods and cast them into several strange and dangerous new worlds. It's up to Dizzy and Denzil to defeat the wizards weird mazes and rescue their poor friends. Each friend has been trapped in a world of make believe with many magical monsters.

Dylan was eating a sandwich when he was suddenly transported by magic into a mysterious and marvellous world, deep on the ocean floor. He only has enough air with him to last a few hours, so he must be rescued first.

Poor old Dora's lost! One minute she was in the Yolksfolk woods, and the next she was stuck in the dark and gloomy forest. Every route she takes leads her to another tree. She doesn't know what to do, and with night drawing closer and closer the hungry wolves will soon come around.

Grand Dizzy, has gone to an ancient city. There he was, talking to his family about the good old times, when he found himself in the bad old times. Deeper and deeper Dizzy and Denzil must go into the mysterious pyramids looking for him. They had better find him fast though, or the mummies will come looking for him.

Dozy suddenly found himself in the barren mountain wastes. Dizzy and Denzil have to search the bleak mountain ridges until they find him, otherwise, the cold may find him first.

Dizzy and Denzil's quest is nearing an end when only Daisy remains unrescued. She is imprisoned in the torture chambers of the tallest tower in the wizard's evil castle.

Only YOU can help Dizzy and Denzil reunite the yolksfolk!!!

Go! Dizzy Go!

What to do

To rescue your friend all you have to do is collect all of the fruits on each level, when this is done, you will progress onto the next level. Complete 5 levels and go onto the next world. Complete 5 worlds and you have completed the game.

Levels

There are 5 levels and 5 bonus levels to each world. They are:

World 1	Dylan	Underwater
World 2	Dora	Forest
World 3	Grand Dizzy	Pyramid
World 4	Dozy	Mountain
World 5	Dora	Castle

How to operate

You can choose to play either Dizzy or Denzil.

Dizzy is controlled from pad 1

Denzil is controlled from pad 2

Pressing UP makes you run up the screen.
DOWN - Will make Dizzy (Denzil) move down.
LEFT - Will make Dizzy (Denzil) move left.
RIGHT - Will make Dizzy (Denzil) move right.

To play a one player game, press SELECT on the title screen to choose 1 PLAYER. Use PAD 1 to control Dizzy or PAD 2 to control Denzil.

To select the 2 PLAYER game or CONTEST use either pad.

Press START when you have select the option required.

Different game modes

There are several game modes available in " Go! Dizzy Go! " they are:

1 Player Mode - This is just Dizzy on his own crusading against the enemy.

2 Player Mode - This enables Dizzy to team up with his good friend Denzil to fight and defeat the enemy.

Contest Mode - This is really a competition to see who can get the highest score, not to see who can complete the most levels. There are 6 lives between you and when the other person dies, you get a massive score bonus. So remember, compete against each other, not the computer. You use shared lives and when they run out the game finishes.

Hints & Tips

There are many different ways of playing " Go! Dizzy Go! " try to pick the different styles up. The most important thing to remember is that if you find a method to complete a level it will always work and you should try to remember it.

Always read the ? blocks, they can give you a lot of help!!!

It is sometimes better to just leave a trapped monster in the square instead of killing it. If you decide to kill it, it will only appear a few seconds later in a different place.

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List of fruits

There are many fruits to collect in " Go Dizzy Go, " they are:

Oranges	Green Grapes
Cherries	Limes
Green Apples	Berries
Gooseberries	Melons
Peaches	Red Currants
Red Grapes	Red Apples
Tomatoes	Grapefruits
Tangerines	Black Currants
Plums	Star Fruits
Raspberries	Lemons
Pears	Bananas
Mushrooms	

When playing the game, you will notice that one of the fruits will be flashing, if you collect this, you will score double.

If you collect all of the flashing fruits in the right order, you will get a huge score bonus.

List of enemies

" Go! Dizzy Go! " has no shortage of evil enemies, some are:

Wobbly Jellyfish
Bug Eyed Fish
Sly Seahorses
Outrageous Octopuses
Shocking Electric Eels
Bulling Beetles
Venomous Spiders
Awful Ants
Fiery Flames
Buzzing Bees
Snapping Snakes
Ancient Mummies
Stinging Scorpions
Smothering Smoke
Bulky Block Monsters
Beaky Birds
Wasps On The Wing
Ratty Rats
Walking Birds
Fluttering Butterflies
Scary Skull Monsters
Grinning Pumpkins
Vampire Bats

Power-up

It seems as though you have got so many monsters to kill, it would be unfair if you didn't have a chance of a power-up. Well, you have. Power-ups available are:

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|----------------|--|
| Shield | This enables character to walk through monsters unharmed. The character will flash while active. |
| Smart Bomb | This destroys all of the monsters on the screen. |
| Push Block | This turns all walls into moveable blocks. |
| Border Change | This changes the border so characters can walk off left, right, top and bottom, and reappear right, left, bottom, and top respectively. |
| Fruit Turn | This turns all moveable blocks into fruits. |
| Bonuses | There are 50pt 100pt and 250pt bonuses available to Dizzy throughout the game. |
| Mystery Bonus | This scores any of the above bonuses. |
| Knife and Fork | This makes the monsters edible, but only to the character (DIZZY or DENZIL) who got it. The character will flash while the eat mode is active. |
| Reverse | This reverses the keys of the other player (and put yours back to normal if reverse is already in effect). The effect lasts, however, for a short time only. |
| Muscle Power | This makes the character stronger so he can push a block without slowing down. |