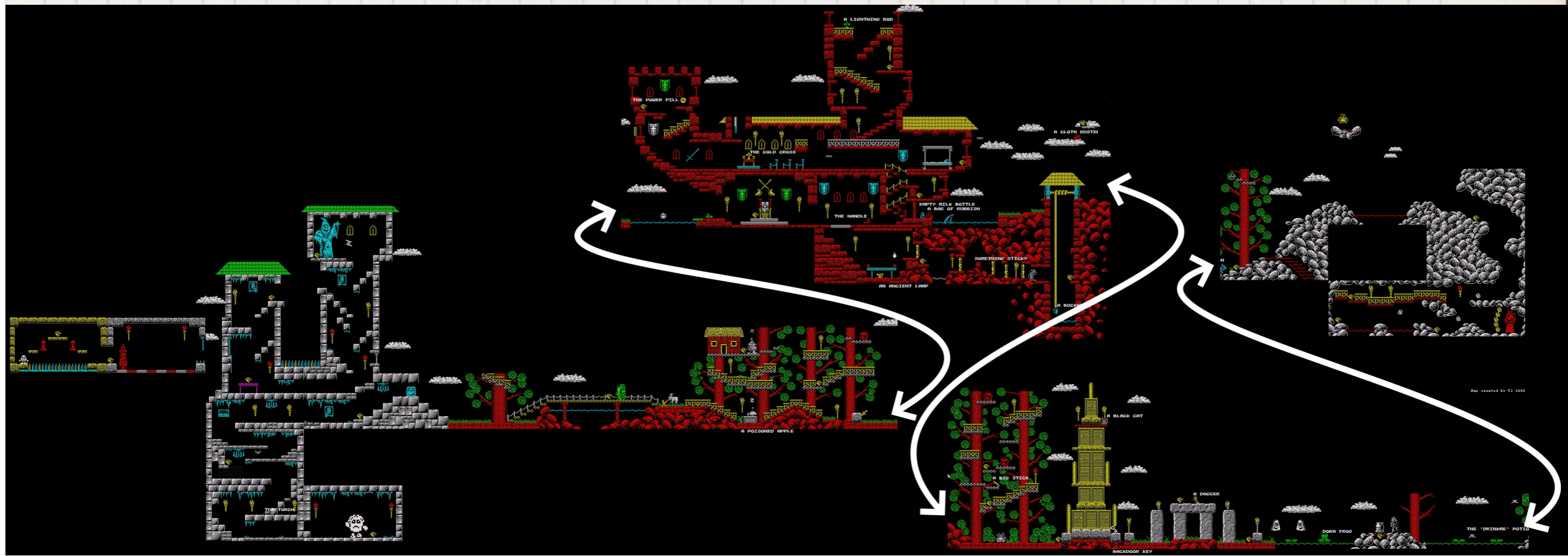
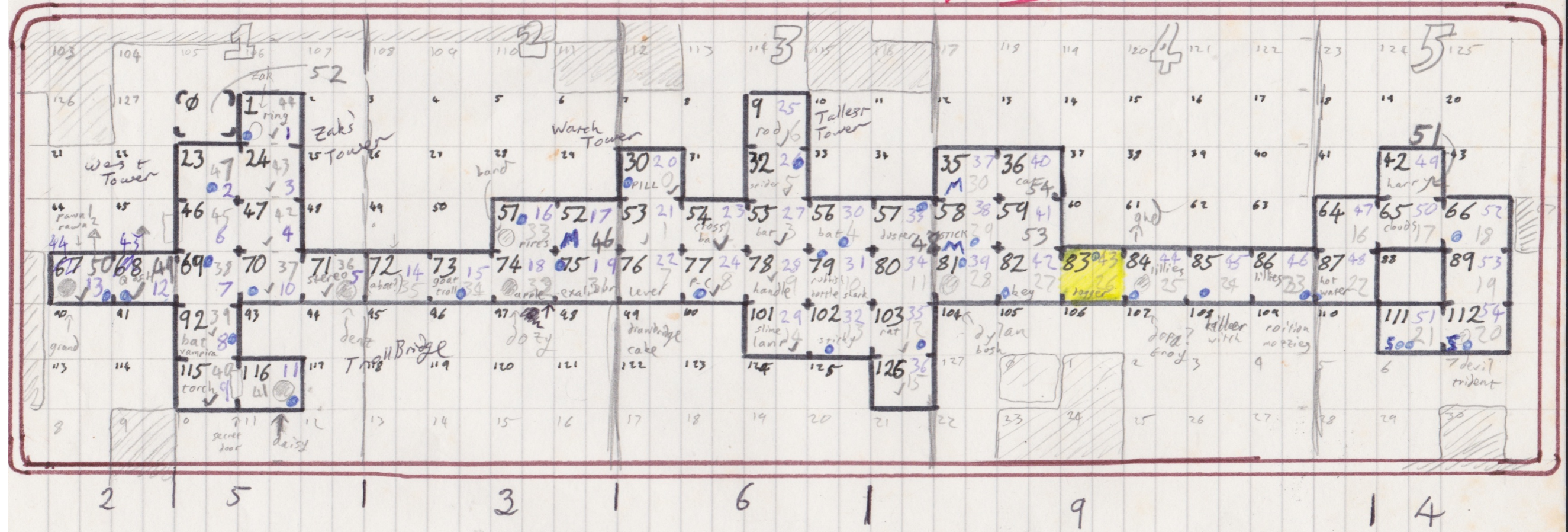


# Zak's Revenge!

@ codemasters numbers

# DEZZY IV

(54+1 Loc's)





# MAGICLAND DIZZY GUIDE PART TWO

The time has once again arisen to egg you on as we head back to the Magicland. You'll find incredibly scrambled puzzles and could get fried if you don't watch out! Now we'll tell you how to almost complete it...



The piper ignores you most of the time but if you get him a new style of music to listen to he'll then join you his pipe since he won't need it anymore

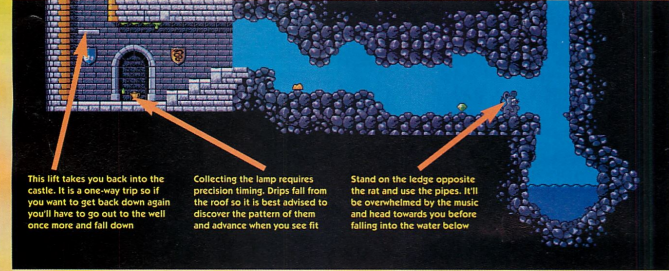
As ever, there isn't any specific order to the objectives in this game



To get past the mean, ugly, nasty troll, Dizzy will have to be cruel to an animal. Yes, he'll have to hit the goat nearby with a big stick found in the larger forest to the east

Dozy needs a big shock to awaken him. This means leaving the lightning conductor over him and rubbing the golden lamp many times with the duster

Dizzy just doesn't seem to be able to get a good grip on Excalibur. However, if he collects the sticky stuff from down the well, things will change



This lift takes you back into the castle. It is a one-way trip so if you want to get back down again you'll have to go out to the well once more and fall down

Collecting the lamp requires precision timing. Drops fall from the roof so it is best advised to discover the pattern of them and advance when you see fit

Stand on the ledge opposite the rat and see the pipes. He'll be overwhelmed by the music and head towards you before falling into the water below

To get past the ghosts you must pick up the powerpill found in the castle. The spectres will then be flashing green when you return and all you have to do is jump through them

Dora has been turned into a frog, so pick her up and use your knowledge of stories to work out what to do with her. That's right! Give her to Prince Charming!

The witch can aid you in rescuing Dylan from his current bushy state. However, before she is willing to help you'll have to find and return her black cat

THE OTHER SIDE OF THE HORROR - Grandpa Dizzy is lost in this strange world. All you have to do is stand over him and try to pick him up and he'll then be magically transported back to the land of the Yolkfolk



Think back to Alice in Wonderland when using the Drink Me potion. Someone needs it to shrink and that someone is Daisy stuck in the oubliette

Fill up the bucket from the well with the hot water here and throw it over Denzil who's been turned into a block of ice. He'll then give you a very useful item...

Here you will find the wizard Zak. He is the main meany in the game and has to be killed at the end. I'm not going to tell you how though!



This isn't a window here, it's a mirror, and a magic one at that. If you jump into it you'll be warped to the other side. You can't progress further unless you are royalty

Try to find something that vampires are scared of lying around and you'll be able to get past the bloodsucker. Leave the said object on the ground in front of it

Take the torch from here and give it the witch. She'll light her cauldron with it and then you can go and find her the two ingredients she needs

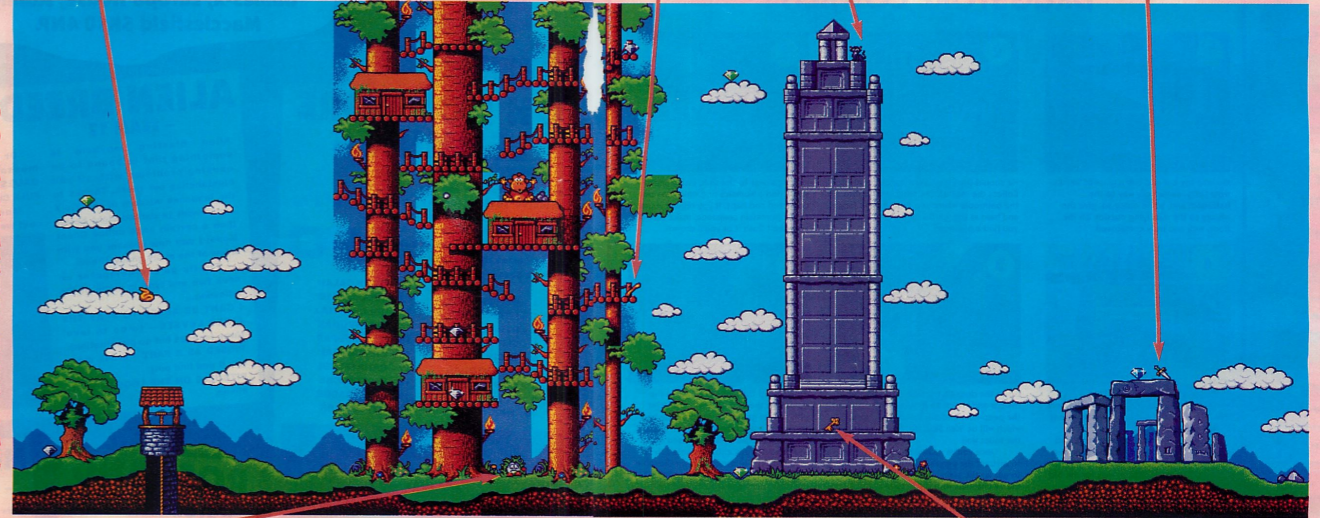
# MAGICLAND DIZZY GUIDE PART ONE

It's time for me to stand on the sidelines and egg you on - I'm not yolkling! Dizzy has fallen right into the pan this time and must rescue his pals from the mystic Magicland...



Take the duster and leave it by Dozy in the Swoopy Hollow. You'll need it there later on in the game when you have the magic lamp

There isn't any specific order to the objectives in this game. However, to get anywhere in the game the back door key must be used first



Take the big stick from here and use it to hit the goat in front of the troll bridge. He'll jump up and butt the troll off the bridge, thereby allowing you to pass on by

The witch has lost her cat which has gone to the top of the monolith. Jump up there using the clouds and take it back to its rightful owner who'll help you out for your troubles

Use the dagger to cut a leaf off Denzil which is then needed to give to the witch. Obtaining the dagger is fairly difficult to do because you have to jump off the monolith

CONTINUED BELOW

Poor Denzil has been turned into a bush by Zak and the only way to get him out is to use a bottle of weed-killer given to you by the witch

In true Pacman fashion the power pill is used for gobbling ghosts. Take it to the haunted swamp and the ghosts will be flashing green. Simply jump through them

Throw this lever and the bridge will move across the water; unfortunately it will also move back again so timing the run across is essential

Prince Charming can tell you what you want to know about Zak, and he can also help you out with one of the Yolkfolk, but I'm not going to tell you which one until part two of the guide

The gold cross is used to get past the vampire in the ice castle. If you leave it on the floor there you won't be hassled by the bloodsucker again

Take the lightning conductor and leave it on top of Dozy. When lightning strikes later on he'll wake up with a big shock and then go back to bed again

This is perhaps the most obvious clue in the game. The back door key is used to get into the castle. Simple!

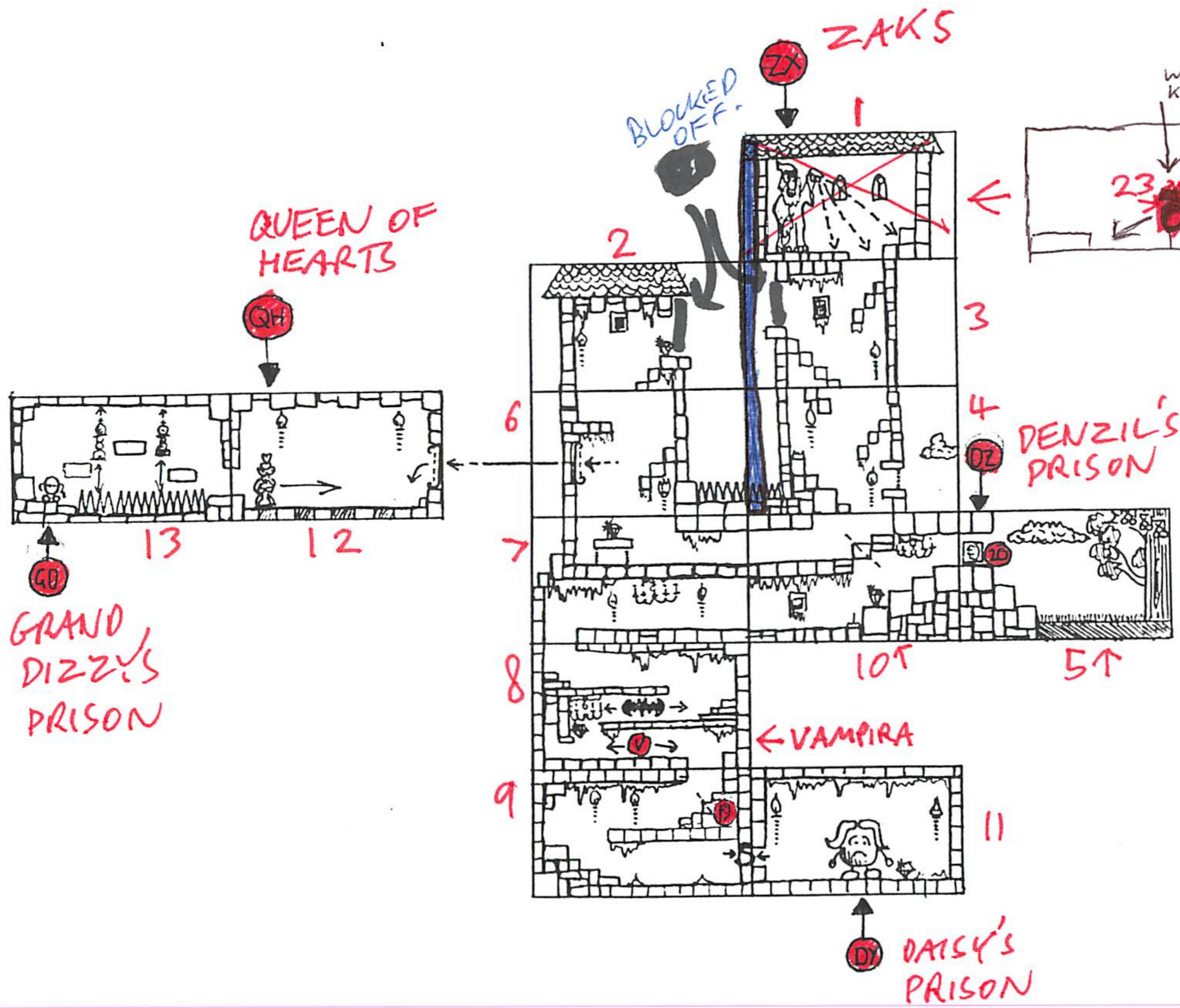
Use the handle on the well and you'll be able to collect the bucket, useful for carrying and throwing water at things, but what? Try thawing some ice with it

The milk bottle and bag of rubbish are not worth collecting since they cannot be used for anything





# ZAKS PALACE

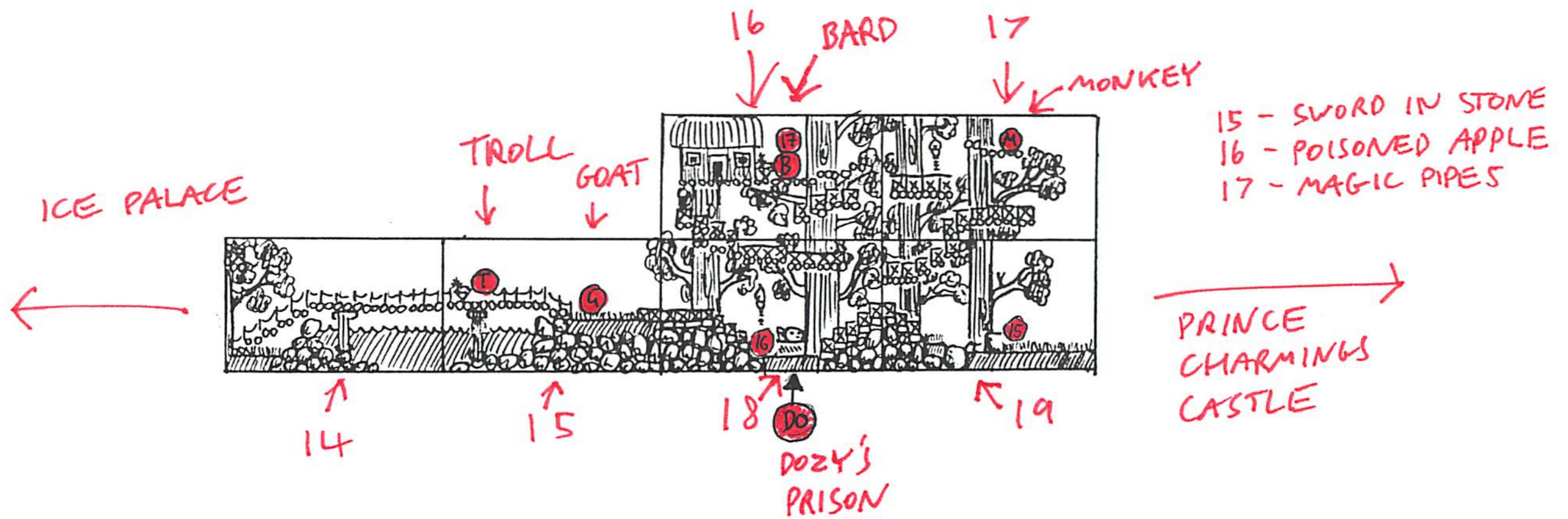


- 19 - BURNING TORCH
- 20 - PERSONEL STEREO
- 23 - ZAKS RING (ONLY WHEN ZAKS IS KILLED)





# THE BRIDGE, THE BARD + THE SWORD

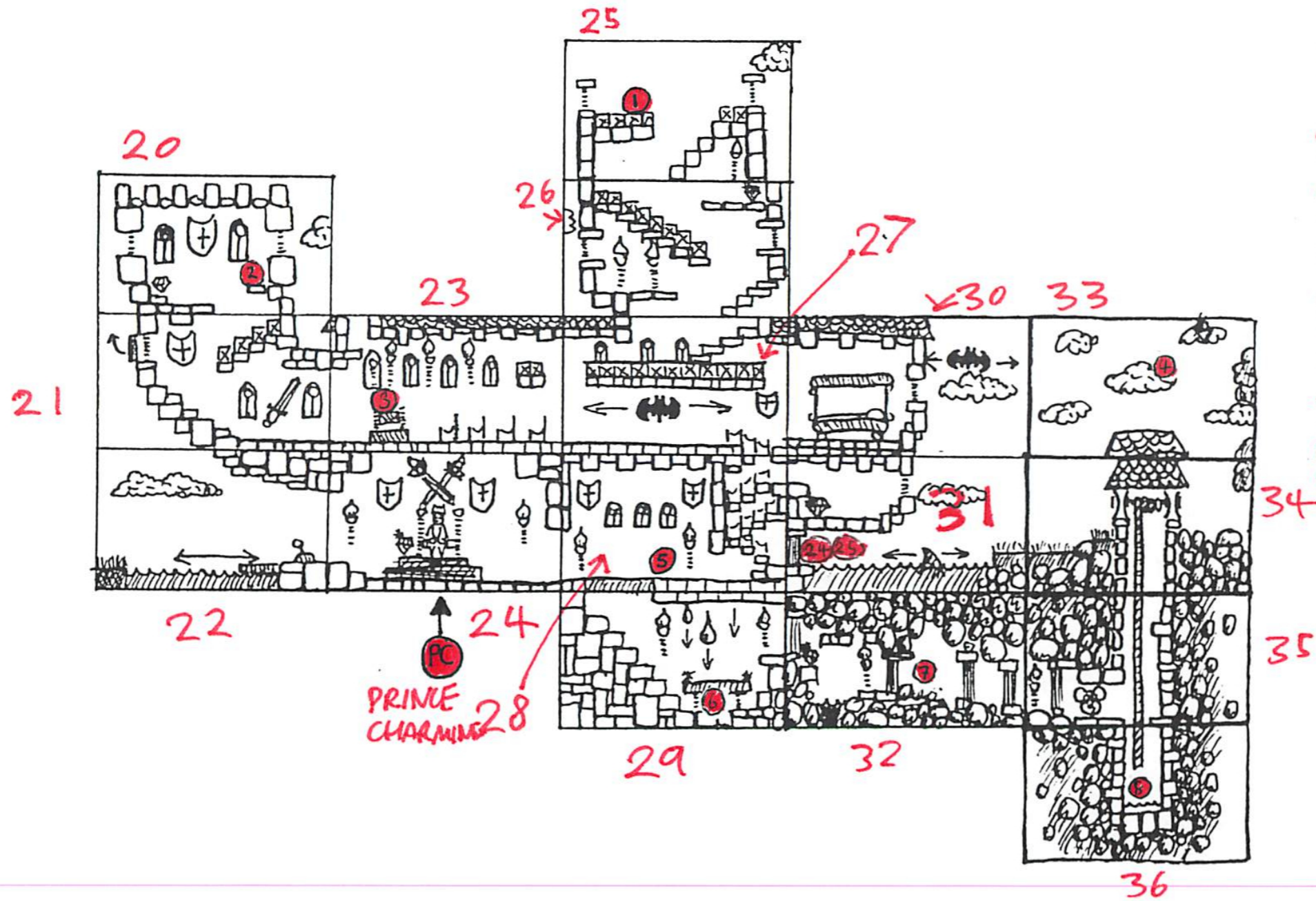








# PRINCE CHARMING'S CASTLE



- 1 - LIGHTNING CONDUCTOR
- 2 - POWER PILL
- 3 - GOLDEN CROSS
- 4 - CLOTH-DUSTER.
- 5 - HANDLE
- 6 - ANCIENT LAMP
- 7 - STICKY STUFF
- 8 - BUCKET







# MONOLITH + SWAMP + HENGE.

- 9 - BLACK CAT
- 10 - LARGE STICK
- 11 - LEAF
- 12 - ~~X~~ BACKDOOR KEY
- 13 - DAGGER
- 14 - 'DRINK ME' POTION
- 21 - WEEDKILLER POTION

37

40

38

41

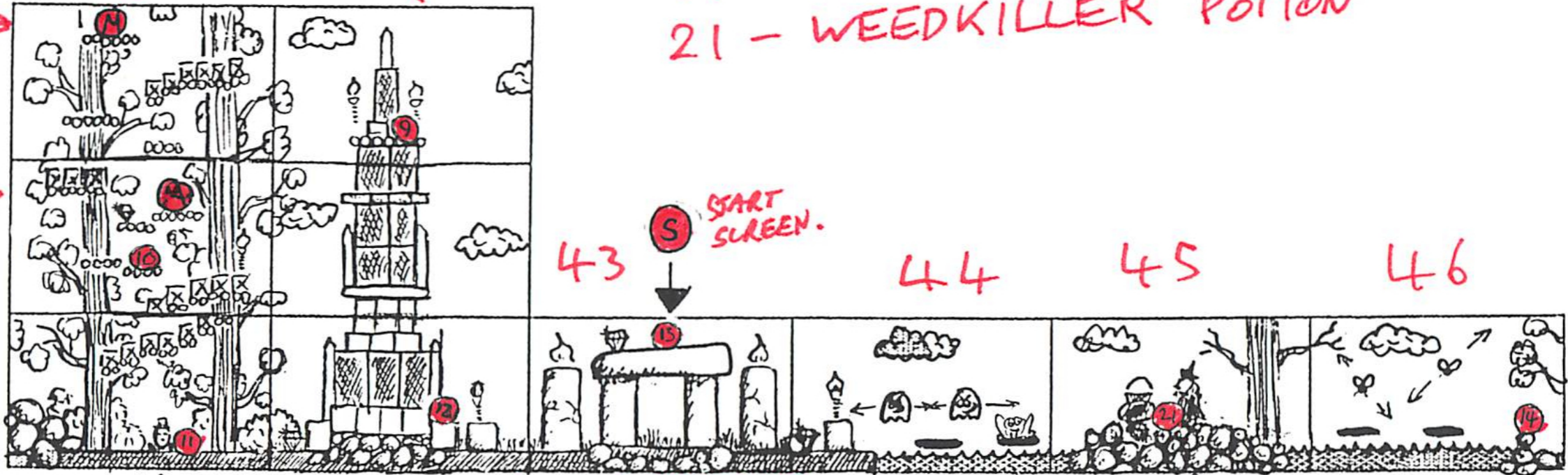
39

42



MONKEY →

MONKEY →



43

S START SCREEN.

44

45

46

MONOLITH WEIRD HENGE

DS

DYLAN'S PRISON

DA

DORA'S PRISON

W

WITCH



DIZZY STARTS HERE







