Dizzy and his girlfriend, Daisy, were out searching for Pogie. When you stare, 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.

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.

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

Scoring

100 points
Eating a Cherry

200 points
Discovering a new area

300 points
Collecting a Magic Star

500 points
Solving a Problem

CONTROLLING DIZZY

Run Left
LEFT
Run Right
RIGHT
Jump Up
A Button
Jump Left
LEFT + A
Jump Right
RIGHT + A
Pick up
B or SELECT
Drop
B or SELECT
Talk or Look
B or SELECT
Pause On/Off
START Button

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 Zaks' Sleeping Spell!
- When you can't carry everything you want, remember to put something down in an "easy to find" place.

OBJECTS

To pick an Object up, 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 a time. If you want to pick up an Object but you are holding three Objects, then you should stand in a clear spot and put an Object down first.
Please contact your TV manufacturer for more information.

This help line is for gameplay advice only

If you are under 18, you MUST have your parent's permission. Touchtone phones only.

-DO NOT- use on a front or rear projector TV.

-Do not hit it or drop it or attempt to take it apart.

-Do not store the game in places that are very hot or very cold.

-Do not clean the game with benzene, alcohol, paint thinner or other such solvents.

-Do not store the game in places that are very hot or very cold.

-Do not hit it or drop it or attempt to take it apart.

-Do not use on a front or rear projector TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

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- The Fantastic Adventures of DIZZY

- Yo Dudes it's Micro Machines® - The official Video Game.

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- Game does not work or play! Please contact the Cam erica Helpline for more information.