

DIZZY



Instruction Manual

Fantastic Dizzy · the 1993 Mega Drive classic, remade

An unofficial fan-game remake

For Windows, with keyboard or controller. Not affiliated with or endorsed by Codemasters.

Welcome!

Daisy has been captured by the evil wizard Zaks, and only Dizzy is brave and clever enough to rescue her. This booklet tells you how to start the game, how Dizzy is played, who he'll meet on the way, and what the remake adds to the cartridge.

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Before you play

A very small number of people may have seizures when they see flashing lights or patterns, even with no history of epilepsy. If you have an epileptic condition, ask a doctor before playing. Stop at once and see a doctor if you feel dizzy, have altered vision or twitches while playing. Play in a well-lit room, not too close to the screen, and take regular breaks.

About this remake

Fantastic Dizzy plays here exactly as the Mega Drive cartridge does: the same world, the same rules down to the last frame, its pictures, music and sound effects, in its five languages. On top of it the remake adds a pause menu with save slots, controller support, rebinding and an optional CRT look. It is an **unofficial fan-game remake**, not affiliated with or endorsed by Codemasters, who published the game, or the Oliver Twins, who designed it.

Starting the game

Unzip the download and start `dizzy.exe`. Everything the game needs is inside that one program: there's nothing to install. It starts fullscreen; `F11` or `Alt` + `Enter` switches to a window and back.

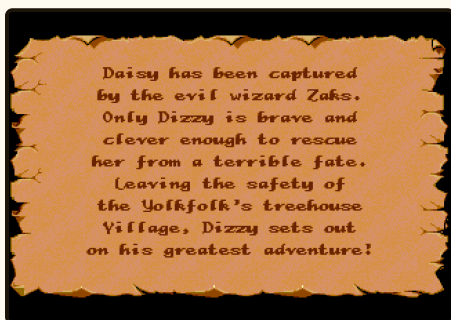
The program isn't signed with a paid certificate, so the first time Windows may say "Windows protected your PC": choose *More info*, then *Run anyway*. You only need to do it once.



The language menu: English, French, German, Spanish or Italian. `↑` `↓` pick one, `Return` starts.



The title screen. Press Start (`Return`, or the controller's View button).



The story, on the game's parchment. Start again to go on.



Dizzy's own hut, high in the Yolkfolk's treehouse village: the adventure begins.

The music and sound effects are the cartridge's own, played by an emulation of the Mega Drive's sound chips. Their volume is in the pause menu's *Settings* (page 13).

How to play

Daisy has been captured by the Evil Wizard Zaks. Only Dizzy is brave and clever enough to rescue her from a terrible fate. Leaving the safety of the Yolkfolk's treehouse village, Dizzy sets out on his greatest adventure!

As you walk Dizzy around, he will be prevented from adventuring further by various puzzles. You can solve these puzzles by using the objects found along the way.

From the original manual, 1993

Walk, jump, carry

- ★ **Walk** left and right; up and down climb and look. Dizzy **somersaults** when he jumps: straight up, or with left or right held, that way.
- ★ To **pick an object up**, stand Dizzy over it and press the action button (B on the original pad: **X** on the keyboard, **B** on a controller).
- ★ Dizzy can hold **three objects** at a time. Pressing the action button with nothing to pick up puts down, or uses, the one he has carried longest.
- ★ To **solve a puzzle**, find the correct object and put it in the correct place: put a key down by its door, and the door unlocks.
- ★ Stand at a door and press the action button to go through it. The same button talks to people and rides the lifts.
- ★ To **take a better look** at what you carry, press the inventory button (A on the original pad): the status screen names every object in full, and the names are often the best clue there is.



The treehouse village of the Yolkfolk.

The controls

The Mega Drive pad had a D-pad, three buttons (A, B, C) and Start. The remake reads the keyboard or any game controller (Xbox, PlayStation and most others) and maps them onto that pad:

What it does	Keyboard	Controller	Pad
Walk, climb, look	Arrow keys	D-pad, left stick	D-pad
Jump (with left or right: jump that way)	 or 		C
Pick up, drop, use, open doors, talk, ride a lift			B
The status screen (the objects held)			A
The game's own Start: pause, title, story		View	Start

The remake's own keys

What it does	Keyboard	Controller
The pause menu (saves, settings, cheats)		Menu
Quick save / quick load	 / 	—
Screenshot		—
Fullscreen or window	 ,  + 	—

Your own buttons

Every key and button except the menu ones can be changed in *Settings* (*Keyboard mapping*, *Controller mapping*), and *Restore defaults* puts them back. The pad the game draws in the treehouse and on its help screen points at the buttons you have chosen.

The screen



A spider's bite: the energy bar takes the middle of the panel.

Score

The points Dizzy has earned so far.

Objects

The three things Dizzy carries.

Damage

Shown in their place while Dizzy is hurt.

Lives

The eggs still to come.

The world scrolls as Dizzy walks; going through a door or off the edge of a place opens the next one. When Dizzy takes a star, the panel shows for a moment how many are still to find.

The status screen



The status screen in Dizzy's hut: empty hands.

The inventory button (**Z**, or **X** on a controller) opens it: where Dizzy is, in a sentence, the names of the three objects he carries, newest at the top, and his energy.

The bottom one is the one the action button puts down or uses next. Any button goes back.

Hints and tips

Life force and damage

Dizzy starts the adventure with three lives. Dizzy will meet all kinds of evil creatures. Some may kill Dizzy immediately while others will only damage him a little bit. If Dizzy takes too much damage he will lose one of his lives. Eating fruit found along the way will heal some of his damage. You can also win bonus lives by solving the sliding puzzles.

- ★ Spiders, flames, drips in the caves, a long fall or too long under water wear the energy down. Spikes and fire take a life at once.
- ★ Fruit (cherries, apples, pears and the like) gives energy back: walk into it. It doesn't grow again, so don't waste it.
- ★ When a life goes, Dizzy starts again at a safe spot nearby. When the last one goes, the game is over.

250 magic stars

Around the map there are 250 spinning stars. Each of these represents one magic unit. You must eventually collect all 250 in order to enter Zaks' magic castle and complete the game. You can use the number of stars remaining as a guide to how far through the game you are.

Walk into a star to take it. Most float along the paths; a few hide where only a later object, a swim or a ride gets Dizzy. Nothing is lost by taking them late.



Crystal Falls of Swift River.

More hints

Theodore's sliding puzzle

If you come across one of these, there is a bonus life to be had if you can solve it before the egg-timer runs out! You'll see a flashing square over the top left block of the scroll. You can move this UP, DOWN, LEFT or RIGHT using your control pad. Press and hold the A Button whilst pushing in a direction to swap the square you are on with the adjacent square. In this way you can unscramble the picture. Watch out for some variations on this puzzle – you'll have to work them out for yourself!

In the remake: move the square with the arrow keys or the D-pad; hold any button (**Z**, **X** or **Space**) and push a direction to swap.

How to use the rope

The rope is handy for getting across chasms which are too wide to jump. Unfortunately, there has to be a hook over the chasm for Dizzy to attach his rope to. Put Dizzy in a good position for starting his swing, and then use the rope by pushing your B Button while the rope is in any space on your OBJECTS HELD window in the bottom panel.

A few more

- ★ Read the names on the status screen: "a heavy duty rustproof pickaxe" says what it's for.
- ★ Talk to everybody you meet. Most people want something before they help.
- ★ Dizzy's inventory has only three slots: leave things where you'll need them, and remember where.
- ★ Stuck? The website has a hint for every problem, one nudge at a time (see the back cover).

The story so far...

The land of the Yolkfolk had always been a safe and peaceful place. The Yolkfolk themselves, with their oval shaped bodies and bright red gloves and boots, lived in treehouses high in the forest.

They spent their days exploring the forest and mining diamonds, to trade with the trolls in the neighbouring town of Keldor. This had been the tradition for as long as anyone could remember... that was until that fateful day, when a dark stranger came to the land.

The stranger, known as Wizard Zaks, wore a long black cloak and a pointed hat which shaded his glowing eyes. He took over Keldor Castle, and summoned the head of the Yolkfolk.

Grand Dizzy went to the castle, only to be greeted by armour clad trolls carrying axes. He introduced himself as a friend, but Zaks ordered the guards to seize him. Grand Dizzy cunningly somersaulted over their heads and escaped. From that day forward, the Yolkfolk have lived in fear of Zaks and his evil powers.

One day, Dizzy and his girlfriend Daisy were walking in the forest when the sky turned black, and Zaks cast an evil spell over the Yolkfolk. A large bird swooped down and carried Daisy away to Zaks' newly built castle in the clouds.

It is now up to Dizzy to undo Zaks' evil spells on his friends, and rescue Daisy from his evil clutches.

From the original manual, 1993



Zaks, waiting at the top of his tower.

Meet the Yolkfolk

Dizzy's friends and family live in huts all over the treehouse village, and Zaks has dealt with most of them. The game introduces them like this:



Dizzy

Our hero!



Grand Dizzy

The wise one!



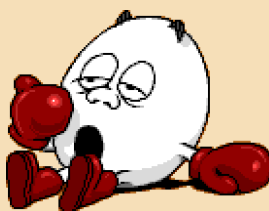
Denzil

The cool dude!



Dylan

Peace man!



Dozy

The sleepy one!



Daisy

The damsel in distress!



Dora

Dizzy's sister.



Pogie

Daisy's fluffle, much too quick to catch by hand.



Prince Clumsy

"A lonely Prince in search of true love."

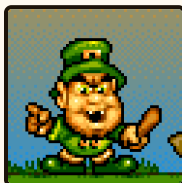
Friends and foes

Beyond the village, Dizzy meets all sorts. The original manual introduced a few:



The good magician Theodore

"This is the guy who can give you an extra life if you complete a sliding puzzle." He hides in five places.



Shamus the leprechaun

"Things are never boring while this happy Irishman is around."



The shopkeeper

"This angry character drives a hard bargain but you'll need to meet his terms before you can complete the game."



Blackheart the pirate

"Mean, evil and nasty! That's how his friends describe his good points."



The trolls of Keldor

Zaks' guards, armour clad and carrying axes. One of them minds the tunnel under Castle Street, and won't let anybody by for nothing.

Dizzy's world

From the treetops to the sea bed and up into the clouds, the world is one long journey, and every corner of it has stars to find.



Dizzy's hut, where it all begins.



Crystal Falls of Swift River.



Castle Street, in the trolls' village of Keldor.



Carber Bay.



Under the sea.



Blackheart the pirate's ship.



The diamond mines.



Up among the clouds.



And Zaks' castle, somewhere above it all.

The pause menu

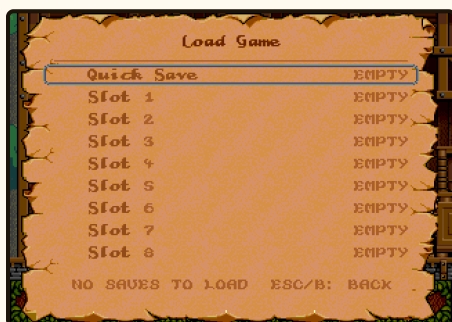
The remake's own menu, drawn on the game's parchment: **Esc** or the controller's Menu button opens it at any time in the game. **↑** **↓** choose, **←** **→** change a setting, **Return** or **A** confirms, **Esc** or **B** goes back. It speaks the language chosen at the start.



Resume, Save, Load, Settings, Cheats, Watch demo, Quit.



Save: eight slots, each with a picture and the time. Saving over a slot asks first.



Load: the quick save (**F5**, **F8**) and the eight slots; the newest is selected.



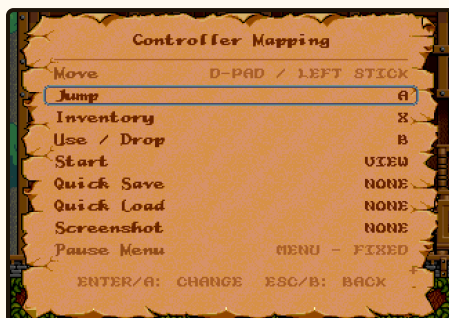
Settings: fullscreen, sound and music volume, the CRT look, the mapping.

Watch demo: Dizzy plays the whole game by himself, every star, from a new game (in a game it asks first: that game is lost). **←** **→** change the speed, from 0.5x to 8x (the sound plays at 1x); Start takes over, and the game is yours from there; **Esc** leaves for the title. The demo plays in English.

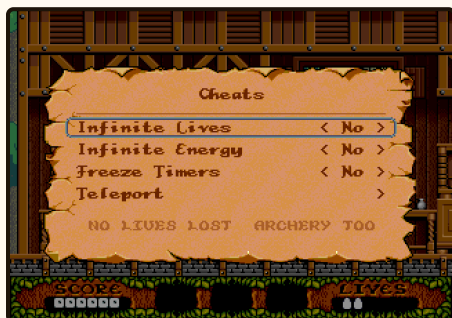
Mapping and cheats



Keyboard mapping: every key of the game, and *Restore defaults*.



Controller mapping: the same, for the controller's buttons.



Cheats: infinite lives, infinite energy, frozen timers (the subgames' clocks and the air under water). Off at every start.



Teleport: straight to one of the world's main places.

Quit goes back to the title screen; it asks first, so an unsaved game isn't lost by accident.

Where your files are

Settings, saves, screenshots and logs are kept in your user folder:

`%APPDATA%\Codemasters\FantasticDizzy\` (type it in Explorer's address bar).

There: your settings, the quick save and the eight slots (saves\), screenshots\, the logs (dizzy.log, errors.log) and recordings\, what was pressed in each game played, so that a problem can be reported and reproduced.

Help and answers

Windows won't open the game

It isn't signed with a paid certificate: choose *More info*, then *Run anyway*. Only the first time.

My controller does nothing

Check that Windows sees it, then look at *Settings* → *Controller mapping*; *Restore defaults* puts it back.

There's no CRT option

The CRT look and the sharp scaling need OpenGL 3.2. Updating the graphics driver usually helps.

Can I make it easier?

Yes: the *Cheats* menu, quick saves on **F5** and **F8**, and the website's hints, a nudge at a time.

Credits

Fantastic Dizzy © 1993 Codemasters Software Co. Ltd. Original design: the Oliver Twins. Produced by the Chameleon team: Derek Leigh-Gilchrist and Ashley Hogg (programming, 16 bit), Leigh Christian and Joby Wood (art), Matt Simmonds (music, 16 bit); with Lyndon Sharp, Paul Griffiths, Ed Hickman, Paul Oglesby, Khalid Karmoun, Darren Yeomans, Peter Williamson and Matt Gray.

This remake, its menus and this manual: Enthusiast Guy, 2026.

DIZZY

Daisy has been carried off by the evil wizard Zaks. Leave the Yolkfolk's treehouse, cross a world of mines, pirates, trolls and clouds, find all 250 magic stars and bring her home.

The 1993 Mega Drive classic, played exactly as it was, with save slots, controllers and a CRT look.



dizzy.tape-drive.xyz

Downloads, hints a nudge at a time, every object and every character, the 250 stars place by place, and a full walkthrough.