

GAMEBUSTERS

FANTASY WORLD DIZZY

- THE SOLUTION

At long last, that irritating little egg has made it on to the PowerPack, so Andy thought it would be a neat idea to print a map and solution BEFORE the hundreds of begging letters arrived.



Start here for crocodiles, dragons and THAT egg.

Right, let's take it from the top:
 ● Drop the APPLE next to the Troll (who's hungry, but not, apparently, hungry enough to walk over and pick up the apple himself) ● Get BREAD and JUG OF WATER ● Drop jug next to fire ● LEFT ● Get BOULDER ● UP and RIGHT ● Drop bread in centre of passage (to feed the

ravenous rat-type rodent that appears)
 ● UP ● Drop boulder.
 RIGHT ● Jump crocodile and get BOULDER ● LEFT ● Drop boulder ● UP and LEFT ● Hit SWITCH ● UP ● RIGHT ● Jump UP and LEFT ● Jump UP and RIGHT ● UP ● UP ● Get BONE ● DOWN ● RIGHT ● Get KEY ● LEFT ● DOWN ● LEFT ● DOWN ● RIGHT ● Drop key and get BOULDER.
 LEFT ● LEFT ● Drop bone at cave entrance and get BOULDER ● LEFT ● LEFT ● Drop both boulders in water ● RIGHT ●



RIGHT ● RIGHT ● RIGHT ● LEFT ● LEFT ● LEFT ● LEFT ● Drop boulder in water.
 LEFT ● LEFT ● LEFT ● Get POTION from Dozy ● RIGHT ● RIGHT ● RIGHT ● Get KEY ● RIGHT ● RIGHT ● RIGHT ● Drop potion next to dragon ● LEFT ● LEFT ● Get KEY ● RIGHT ● RIGHT ● RIGHT ● Get BAG (to carry more objects - can't be a bad thing, can it?).
 UP and RIGHT ● RIGHT ● DOWN and LEFT ● Put keys in LIFT CONTROLS ● RIGHT ● RIGHT ● RIGHT ● RIGHT ● Get KEY ● LEFT ● LEFT ● LEFT ● LEFT ● Put key in LIFT CONTROL.
 RIGHT ● UP ● LEFT ● LEFT ● Get in LIFT ● RIGHT ● UP ● Get in LIFT ● Get CROWBAR from

Is it an egg, is it an omelette and what have crowbars got to do with it? Andy Roberts gets out his egg whisk and lines up the cheat that will beat an eggstraordinary game...



Grand Dizzy (who's probably just returned from a bank heist in the high street) ● LEFT ● Get PICK AXE ● RIGHT ● Get in LIFT ● DOWN ● LEFT ● Get in LIFT ● RIGHT ● RIGHT ● DOWN ● RIGHT ● Get COW ● LEFT ● UP and LEFT ● LEFT ● Drop crowbar on hatch ● Fall Down.

Go LEFT ● Give cow to Shopkeeper (beef steak for dinner tonight, then) ● Get BEAN ● RIGHT ● RIGHT ● Get KEY ● LEFT ● DOWN ● Go UP and RIGHT ● RIGHT ● DOWN and LEFT ● Put key in LIFT CONTROL ● RIGHT ● RIGHT ● Plant bean in cow pet (it really does make the most amazing compost)

HELPFUL HINTS

- Most of the hidden coins can be found behind railings.
- The bag allows you to carry loads and loads of objects.
- Be careful riding in lifts - it's too easy to get caught in the cogs.
- Talk to Denzil to gain a rope. This can then be dropped on the crocodile to stop it snapping.
- Some of the clouds can be jumped on, some can't, so practise and learn.

FANTASY WORLD DIZZY

(POWERPACK 43)

If our huge sprawling map and detailed solution aren't enough to help you along, you could always try this listing POKE for infinite lives - just type it in, SAVE it for future use, then RUN it.

- REM FW DIZZY CHEAT BY WAZ
- 1 FOR X=516 TO 566 READ
- Y:C=Y:POKE X,Y:NEXT
- 2 IF < 5189 THEN PRINT "DATA ERROR":END
- 3 INPUT "INFINITE LIVES Y/N":AS:IF AS="N" THEN POKE 545,206
- 4 INPUT "INVINCIBILITY Y/N":BS

- 5 IF BS="N" THEN FOR X=549 TO 563 POKE X,234:NEXT
- 6 POKE 157,128:SYS 516
- 10 DATA 032,086,245,169,019,141,207,003
- 11 DATA 206,208,003,096,087,065,090,169
- 12 DATA 032,141,013,010,169,002,141,014

- 13 DATA 010,076,230,003,169,173,141,246
- 14 DATA 038,169,014,141,186,038,169,007
- 15 DATA 141,193,038,169,
- 000,141,200,038
- 16 DATA 076,027,006



LEFT • UP • LEFT • LEFT •
Get in LIFT • RIGHT • UP •
RIGHT • Get KNOCKER • LEFT •
DOWN • LEFT • Get in LIFT •
Fall DOWN and LEFT • LEFT •
LEFT • UP and LEFT • UP •
RIGHT • Jump UP and LEFT •
Jump UP and RIGHT • UP • Drop
knocker by door to open it (why it can't
just have a doorknob like any other door
is never made clear).

LEFT • Get BUCKET • RIGHT
• DOWN • LEFT • DOWN •
RIGHT • RIGHT • RIGHT •
RIGHT • UP and RIGHT • RIGHT
• RIGHT • RIGHT • RIGHT •
Fill bucket in pool • LEFT • LEFT.

Drop bucket on the cow pat •
Climb up • RIGHT • UP • RIGHT
• RIGHT • Get DRAGON'S EGG
(delicious scrambled with cheese and
a hint of parsley served on toast made
from Mighty White bread... Mmmmm)
• Fall DOWN LEFT • DOWN •
LEFT • LEFT • LEFT • LEFT •
Get in LIFT • Drop egg on nest •
RIGHT • Jump on left-hand ledge •
Drop pickaxe (but not on your foot
because that would be rather silly,
not to mention painful) •
LEFT • Get RUG •

Has it made you dizzy yet?

- Before you flick the switch to rescue Daisy, get the coin that's lurking underneath the table.

• To get past the Dizzy Hawk run across the screen and press fire to bring up the inventory panel when the Hawk is about to swoop. Now exit the panel and the Hawk will appear at the top of the screen - repeat as necessary.



Welcome to the Entrance Hall.

RIGHT • DOWN and LEFT • Get in
LIFT • UP • RIGHT • RIGHT •
Climb UP • RIGHT • UP • RIGHT
• RIGHT • RIGHT • Drop rug next
to spikes • Jump UP and LEFT •
Jump UP and RIGHT • Hit SWITCH
• LEFT • RIGHT, then talk to Daisy
to complete the game...

...But not quite.

You knew there'd be a catch (well we did hint at it in the instructions).
An egg's work is never done. It
seems. What you have to do next is
collect all 30 coins and take them to
Daisy's hut to successfully complete
the game.

The locations of some coins are
shown on the lovingly pieced-together
map at the bottom of this page but the
rest of them are well hidden and you're
just blimmin' well going to have to find
them for yourselves.

Well, we didn't want to make it
too easy for you, did we?
And no begging letters
please, they can be so
embarrassing. This
time, mate, you're on
your own. Good luck.



GAMES LIPS (CODEMASTERS)

Here's a rather splendid
little listing that will reward you
with infinite time, no collisions, and
the option of a trainer mode (ie. top speed
even when off the track, plus no
background collision). Note that when
you RUN the listing, some data will
appear on the screen - don't worry
about this, everything is peachy.

0 RUN SLICKS CHEAT BY NAL
1 FOR X=4096 TO 4185:READ
Y:CH=VY:POKE X,Y:NDX2
2 IF CH=9673 THEN PRINT "DATA
ERROR":END
3 FOR I=1 TO 3:READ
AS,X1,X2:PRINT AS:I:INPUT WS(I)

ACTION REPLAY POKES

More superbly designed and intricately
crafted POKES, made especially for use
with the Action Replay Cartridge (or any
compatible dongle). To use them simply
freeze the game, press 'E' to enter the
POKES, then press 'Y3' to restart the
game. A big thanks to Warren Pikington
and M. P Tweedale for sending them in.

PENGUIN TOWER DEMO
POKE 23229,189 - Infinite lives (for
both players)

FANTASY WORLD DIZZY
POKE 9652,173 - Infinite Lives
POKE 9582,14
POKE 9580,7
POKE 9656,0 - Invincibility

GORDIAN TOMB
POKE 45308,173 - Infinite lives
POKE 47081,165 - Infinite time

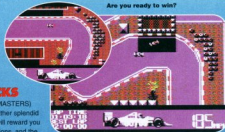
INVADERS (PD)
POKE 28748,173 - Infinite lives

MCDONALDLAND
POKE 34849,173 - Infinite energy
POKE 41671,173 - Infinite lives

MISSION MONDAY (PD)
POKE 41355,173
POKE 61729,173 - Infinite lives

TROLLS
POKE 6348,173 - Infinite lives

Are you ready to win?



14 DATA
009,169,047,141,
240,009,169,037
15 DATA
141,241,009,141,
032,208,094,169
16 DATA
061,141,033,009,
169,007,141,034
17 DATA
009,141,032,24
096,169,183,141
18 DATA
217,067,141,218,
067,141,219,067

Avoid collisions and more with this neat cheat.

4 IF WS(1)="N" THEN FOR X=X1 TO
X2:POKE X,234:NEXT X
5 NEXT X:PRINT CH\$\$(47);
6 FOR X=0 TO 89:POKE 1792+X,
POKE(4096+X):NEXT X:END
10 DATA
032,086,245,169,032,141,037,004
11 DATA
169,021,141,039,004,169,007,141
12 DATA
039,004,076,060,003,173,241,009
13 DATA
201,204,209,015,169,032,141,239

19 DATA
169,093,141,224,153,169,006,34
20 DATA 086,155,169,093,
141,088,155,076
21 DATA 013,008
22 DATA
INFINITE TIME
4157,4167
23 DATA
NO COLLISIONS
4168,4172
24 DATA INADVIS
MODE,4173,4183

Here's your own
bird's eye view of
the race.

