

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 (he'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 ● Get BOULDER
 ● 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 pat (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-C+Y:POKE X,Y:NEXT
- 2 F ↔ 5189 THEN PRINT "DATA ERROR":END
- 3 INPUT "INFINITE LIVES Y/N":AS:F
- AS:"N" THEN POKE 545,208
- 4 INPUT "INVINCIBILITY Y/N":BS

- 5 IF BS="N" THEN FOR X=549 TO 563 POKE X,204:NEXT
- 6 POKE 157,128:SYS 516
- 10 DATA 032,286,245,169,019,141,207,003
- 11 DATA 206,208,003,096,087,065,990,169
- 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 141,193,038,169,030,141,200,038
- 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 pikaxe (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 SUCKS (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 SUCKS CHEAT BY NAZ
 1 FOR X=4096 TO 4185:READ
 Y:CHVY:POKE X,Y:NEXT
 2 IF CLR 3673 THEN PRINT "DATA
 ERROR":GOTO
 3 FOR I=1 TO 3:READ
 AS,X1,NG:PRINT AS:I:INSTR W(1)

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 Pilkington and M. P Tweeddale for sending them in.

PENGUIN TOWER DEMO

POKE 23225,189 - infinite lives (for both players)

FANTASY WORLD DIZZY

POKE 9652,173 - Infinite Lives
 POKE 9592,14
 POKE 9598,7
 POKE 9606,0 - Invincibility

GORDIAN TOMB

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

INVADERS (PD)

POKE 28748,173 - Infinite lives

MCDONALDLAND

POKE 34840,173 - Infinite energy
 POKE 41674,173 - Infinite lives

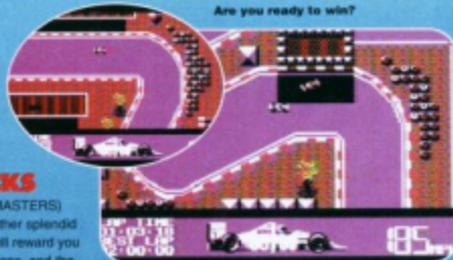
MISSION MONDAY (PD)

POKE 41355,173
 POKE 61729,173 - Infinite lives

TROLLS

POKE 4348,173 - Infinite lives

Are you ready to win?



14 DATA
 009,169,047,141,
 240,009,169,027
 15 DATA
 141,241,009,141,
 032,208,096,169
 16 DATA
 061,141,033,009,
 169,007,141,034
 17 DATA
 009,141,032,26
 096,169,183,141
 18 DATA
 217,067,141,218,
 067,141,219,067

Avoid collisions and more with this neat cheat.

4 IF W(1)="" THEN FOR X=0 TO 19 DATA
 NO:POKE X,234:NEXT X
 5 NEXT I:PRINT CHR\$(147):
 6 FOR X=0 TO 89:POKE 1792+X,
 POKE(4096+X) :NEXT X:GOTO 192
 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 086,156,169,093,
 141,088,155,076
 21 DATA 013,009
 22 DATA
 INFINITE TIME,
 4157,4167
 23 DATA
 NO:GOTO 20:GOTO,
 4168,4173
 24 DATA INADDER
 WIDE,4173,4183



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

