

# KWIK SNAX

© Codemasters 1990

## INTRODUCTION

Dizzy to the rescue! Outwit Zaks' court jester, bumble bees, clockwork mice and more in the Land of Personality. Twenty levels of action with twenty bonus challenges.

## LOADING

128K users press **ENTER**.

48K users type **LOAD " "** press **ENTER**.

## SCENARIO

Dizzy and the Yolk folk have outraged the Evil Wizard Zaks and he's cast a sinister spell which has sent them to the land of personality. DIZZY can choose who to rescue, but to be a true hero, he'll have to save all his friends.

DENZIL thought he was cool and ended up in the Land of Ice. Left to chill out!

DYLAN spent most of his time with his head in the clouds, and that's exactly where he found himself stranded high and dry!

GRAND DIZZY was old and a touch senile, his fate was to be cast into Cuckoo Land trapped by clocks and giant teddy bears.

DAISY was Zaks' greatest prize and he kept her close to him in his Castle Dungeon protected by his best henchmen.

## CONTROLS

Supports      1) Redefinable keys  
                  2) Kempston  
                  3) Sinclair (default)

Press P to Pause

Press Q to Quit when Paused.

## SPECIAL FEATURES



Slows down Zak's henchmen.



Makes Dizzy slow and sleepy.



Reverses toy control of Dizzy.



Makes blocks disappear quickly.



Changes all pushable blocks to fruit.



Border blocker – stops you walking off screen.



Mystery Bonus score.



A knife and fork to eat the henchmen.

## **GAMEPLAY**

The game is divided into four islands which progress in difficulty - point Dizzy's glove to the required destination and press fire. Weave around the stationary blocks and push the sliding ones into the approaching henchmen to get all the fruit. 5 levels complete an island and free a friend!

There's special features that drop down to help but sometimes hinder. A special bonus score is awarded if you can get the fruit in the flashing order. After every level there's the slippery, slide/ bonus section.

When Dizzy starts in a direction he's unable to stop until he hits something - it's that slippery! Plan your moves well - there aren't any henchmen but you're against the clock.

## **CREDITS**

Coding, Music & F/X by Lyndon Sharp of W.A.S.P.

Designed by The Oliver Twins

Graphics by Chris Graham

Produced by Tew Regan and Shân Savage

Published by Codemasters Software Co. Ltd.