

# Fantastic Dizzy FAQ/Walkthrough

by Sir Pobalot

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## Fantastic Dizzy

For the Sega Genesis / Mega Drive system

Complete Walkthrough and Strategy Guide - By Seb Holt (aka Sir Pobalot)

79 characters per line, approx. 79 pages, 235KB in size

Copyright 2004 Seb Holt

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**/ 4 Walkthrough CWKTH
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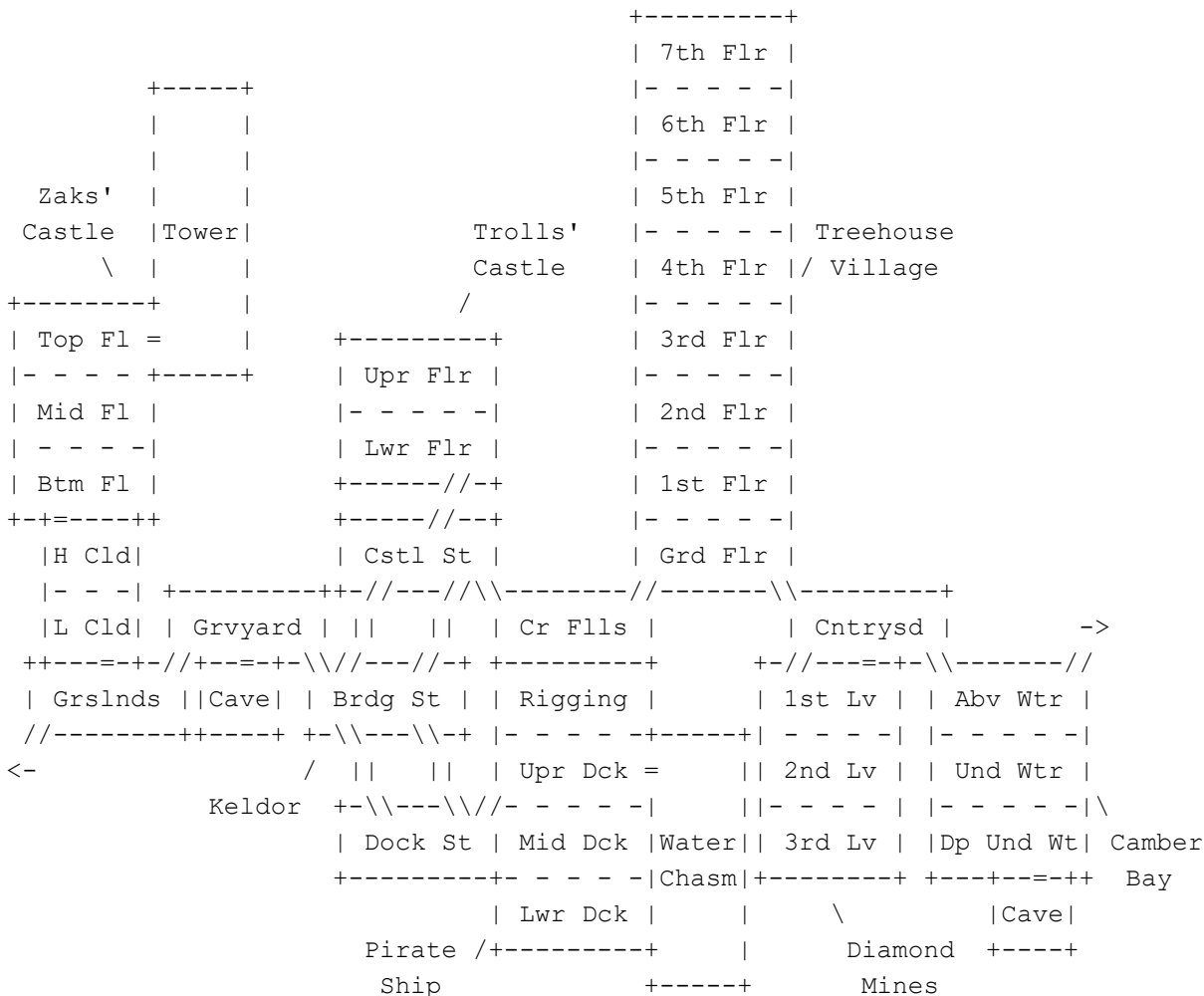
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Select the language you wish to use (English probably, as you are reading this guide). The title screen appears, so press Start to begin the game. You are given a short introduction:

"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 Yolksfolk's treehouse village, Dizzy sets out on his greatest adventure!"

The game then begins.

This walkthrough is divided into acts, each covering a portion of the game. The acts are further divided into numbered sections, each section representing all of the actions to be carried out in a particular area before going to the next area. As you will need to go back and forth quite frequently to master this game, the section numbers are given to make keeping track much easier. Note that the current area changes when you go through a door or go up or down out of the screen. If you get stuck, use the world map given below:





on the elevator and you will be taken back to the platform above. Descend back down to the floor and pick up 'A large strong plank of wood'.

Head right, being careful to avoid the spider. When you reach the edge of a pit of spikes, use 'A large strong plank of wood' to create a bridge over. Walk across, collecting a Magic Star (243) as you do so, then continue along the grass. Jump to collect the Magic Star (242), avoiding the snail, then collect another Magic Star (241) near the spider. A little further, watch out for the snail as you grab a third Magic Star (240), then continue right and down to the next area below.

---

Countryside near Silver Stream 1.04

In the countryside near an old wooden bridge over Silver Stream, with

- > nothing 10 Magic Stars
- > nothing
- > nothing

Drop down the hill, ignoring the entrance to the mine on the left. Keep going right past the spider, then jump to grab the Magic Star (239) between the snail and the butterfly. Walk over the bridge and collect another Magic Star (238) a little further on. Dodge the spider and step onto the jutting rock to pick up 'A machine wrench'. Turn around and head back across the bridge, and pick up 'A red and white mushroom' on the other side. Continue all the way to the left and head down into the mine, grabbing the Magic Star (237) as you go.

---

Diamond Mines - First Level 1.05

In the diamond mines near the elevator control machine, holding

- > nothing 13 Magic Stars
- > A red and white mushroom
- > A machine wrench

Drop off the crate to the right and descend the shallow hill. Jump up to grab the Magic Star (236) at the bottom, then continue right to the weird machine. Use 'A machine wrench' in front of the machine to switch it on, then head back left. Pick up 'The key for Grand Dizzy's elevator' as you go up the hill, then jump up onto the crate and then up to the right to leave the mines.

---

Countryside near Silver Stream 1.06

In the countryside near an old wooden bridge over Silver Stream, with

- > nothing 14 Magic Stars
- > The key for Grand Dizzy's elevator
- > A red and white mushroom

Head out of the mine entrance, then jump up to the left to reach the hill. Walk up and back to the treehouse village.

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Treehouse Village - Ground Floor 1.07

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You are at the base of the Yolrkfolk's secret treehouse village, carrying

- > nothing 14 Magic Stars
- > The key for Grand Dizzy's elevator
- > A red and white mushroom

Return all the way back along the grass, avoiding the snails and spiders, and pick up 'A can of snappy weed killer'. Keep going left, across the hand-made bridge. Continue to the left until you reach the elevator, which you should take to the platform above. Head right and up to the next floor.

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Treehouse Village - First Floor 1.08

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You're on some familiar paths through the village, near your own hut, with

- > A can of snappy weed killer 14 Magic Stars
- > The key for Grand Dizzy's elevator
- > A red and white mushroom

Go right under the spider, and approach the snappy weed. Don't get too close, though. Drop and pick up until you get to 'A can of snappy weed killer', which you should use. A spray of weed killer covers the snappy weed, and it shrivels up immediately. Head back a little way to the left and pick up 'The key for Denzil's elevator', then turn around and make your way to the right.

Jump up to the ledge on the left. Drop 'A red and white mushroom' and 'The key for Grand Dizzy's elevator', and pick up 'A long length of tough rope'. Head left to the end of the ledge and grab a Magic Star (235), then go back to the right. Drop back down, then jump to the ledge on the right and head along to collect the Magic Star (234) from the end, minding the spider in the process. Walk back and jump to the platform above, then continue to the next floor.

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Treehouse Village - Second Floor 1.09

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Near Daisy's now deserted home in the treehouse, carrying

- > nothing 16 Magic Stars
- > A long length of tough rope
- > The key for Denzil's elevator

Continue to the left and go into the large hut.

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Meeting Hall 1.10

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You are in the meeting hall, but nobody else is around. You are carrying

- > nothing 16 Magic Stars
- > A long length of tough rope
- > The key for Denzil's elevator

Jump to collect the Magic Star (233) on the left, then head to the other side of the table and procure another Magic Star (232). Jump onto the cabinet and



pick up 'Grand Dizzy's door key'. Walk back to the right and leave the hall.

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Treehouse Village - Second Floor 1.11

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Near Daisy's now deserted home in the treehouse, carrying

- > Grand Dizzy's door key 18 Magic Stars
- > A long length of tough rope
- > The key for Denzil's elevator

Walk back to the right and jump to the platform opposite. Ascend the slope, grabbing the Magic Star (231) on the way, and go up to the next floor.

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Treehouse Village - Third Floor 1.12

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You're wandering around the treehouse paths near Denzil's crucial pad, with

- > Grand Dizzy's door key 19 Magic Stars
- > A long length of tough rope
- > The key for Denzil's elevator

Continue to the right and use 'The key for Denzil's elevator' on the elevator. Once you have risen to the platform above, go left and obtain another Magic Star (230). Drop 'A long length of tough rope' and continue to the left, past Denzil's hut. Avoid the spider and pick up 'A pile of dry straw'. Grab the Magic Star (229) to the left, and drop 'Grand Dizzy's door key'. Walk back to Denzil's hut and drop 'A pile of dry straw' near the door. Head to the right and descend in the elevator. Walk back to the left to the floor below.

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Treehouse Village - Second Floor 1.13

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Near Daisy's now deserted home in the treehouse, carrying

- > nothing 21 Magic Stars
- > nothing
- > nothing

Walk all the way down to the left and drop off the ledge, then continue right down to the area below.

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Treehouse Village - First Floor 1.14

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You're on some familiar paths through the village, near your own hut, with

- > nothing 21 Magic Stars
- > nothing
- > nothing

Continue to the right off the platform, then do the same to the left. Head to the right and down the path to the bottom of the village.

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Treehouse Village - Ground Floor 1.15

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You are at the base of the Yolksfolk's secret treehouse village, carrying

- > nothing 21 Magic Stars
- > nothing
- > nothing

Head right along the path, avoiding the spider, and jump to grab a Magic Star (228). Pick up 'Denzil's door key' to the right, then walk back left and up to the previous area.

---

Treehouse Village - First Floor 1.16

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You're on some familiar paths through the village, near your own hut, with

- > nothing 22 Magic Stars
- > nothing
- > Denzil's door key

Go left and jump to the ledge on the left. Pick up 'The key for Grand Dizzy's elevator' and 'A red and white mushroom' that you left here earlier. Return to the right and make your way up to the floor above.

---

Treehouse Village - Second Floor 1.17

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Near Daisy's now deserted home in the treehouse, carrying

- > A red and white mushroom 22 Magic Stars
- > The key for Grand Dizzy's elevator
- > Denzil's door key

Jump to the right and make your way up to the next area.

---

Treehouse Village - Third Floor 1.18

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You're wandering around the treehouse paths near Denzil's crucial pad, with

- > A red and white mushroom 22 Magic Stars
- > The key for Grand Dizzy's elevator
- > Denzil's door key

Use the elevator to the right, then walk left and use 'Denzil's door key' on the door of Denzil's hut. Drop 'The key for Grand Dizzy's elevator' and 'A red and white mushroom', then pick up 'A pile of dry straw' and go inside.

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Denzil's Pad 1.19

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In Denzil's party pad with no reason to celebrate. You're carrying

- > nothing 22 Magic Stars
- > nothing

> A pile of dry straw

Jump and grab the Magic Star (227), then approach the block of ice on the table and examine it:

"Denzil wanted to be cool! So Zaks granted his wish and froze him in ice while he swam. Now he needs your help!"

Stand on one of the stools either side of Denzil and drop 'A pile of dry straw' to lock it in place. Go to the right of the hut and jump up onto the cabinet to collect another Magic Star (226). Return to the left and leave the hut.

---

Treehouse Village - Third Floor 1.20

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > nothing 24 Magic Stars
- > nothing
- > nothing

Head left along the walkway and pick up 'Grand Dizzy's door key' from where you left it. Jump over to the ledge on the left, then continue along and down to the floor below.

---

Treehouse Village - Second Floor 1.21

Near Daisy's now deserted home in the treehouse, carrying

- > Grand Dizzy's door key 24 Magic Stars
- > A red and white mushroom
- > The key for Grand Dizzy's elevator

Walk along the high walkway, jumping to grab a Magic Star (225) as you go, then walk back up to the level above on the left.

---

Treehouse Village - Third Floor 1.22

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > Grand Dizzy's door key 25 Magic Stars
- > A red and white mushroom
- > The key for Grand Dizzy's elevator

Jump to the platform on the right and head past the spider. Jump to collect the Magic Star (224), then approach the next spider to the right. When it ascends, step underneath and jump to the left onto the ledge. Walk left and up to the next floor.

---

Treehouse Village - Fourth Floor 1.23

In the center of the treehouse village near Grand Dizzy's hut, holding

- > Grand Dizzy's door key 26 Magic Stars
- > A red and white mushroom
- > The key for Grand Dizzy's elevator

Walk past the spider and into the elevator on the left. Use 'The key for Grand Dizzy's elevator' to take you up, then step out and drop 'A red and white mushroom'. Go back down in the elevator and right back to the area below.

---

Treehouse Village - Third Floor 1.24

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > nothing 26 Magic Stars
- > nothing
- > Grand Dizzy's door key

Head to the right and drop onto the main walkway. Continue past the spider and pick up 'A magical star plant' from the top. Go back and jump onto the ledge from which you dropped, then continue left up to the fourth floor again.

---

Treehouse Village - Fourth Floor 1.25

In the center of the treehouse village near Grand Dizzy's hut, holding

- > nothing 26 Magic Stars
- > A magical star plant
- > Grand Dizzy's door key

Go left and up in the elevator. Get out and pick up 'A red and white mushroom'. Continue to the right and use 'Grand Dizzy's door key' on the door of the hut, then walk inside.

---

Grand Dizzy's Hut 1.26

In Grand Dizzy's hut near a large cast iron cooking cauldron, carrying

- > nothing 26 Magic Stars
- > A red and white mushroom
- > A magical star plant

Walk to the left side of the hut and grab the Magic Star (223), then head back and examine Grand Dizzy in his bed:

"Poor old Grand Dizzy! He's very ill and has run out of medicine. He asks you to make him some more."

Head to the right and jump up onto the cabinet to acquire 'An old medicine recipe'. Look at the recipe in the inventory and see that you already have two of the three ingredients required. Head to the right of the hut and up onto the cabinet to collect a Magic Star (222), then go back to the cauldron.

Stand in front of the cauldron and drop both 'A magical star plant' and 'A red and white mushroom' into the mix. Drop 'An old medicine recipe' nearby (you

won't need it again), then go back to the left and through the door.

---

Treehouse Village - Fourth Floor 1.27

In the center of the treehouse village near Grand Dizzy's hut, holding

- > nothing 28 Magic Stars
- > nothing
- > nothing

Go right, avoiding the snail, and grab a Magic Star (221), then go past the spider to collect another Magic Star (220). Walk to the right and pick up 'An empty medicine bottle', the third ingredient. Head back to Grand Dizzy's hut and go inside.

---

Grand Dizzy's Hut 1.28

In Grand Dizzy's hut near a large cast iron cooking cauldron, carrying

- > nothing 30 Magic Stars
- > nothing
- > An empty medicine bottle

Walk to the right, and drop 'An empty medicine bottle' into the cauldron. The bottle pops out again, filled with green liquid, and goes straight into your inventory as 'A full bottle of medicine'. Go over to the left and use 'A full bottle of medicine' on Grand Dizzy:

"Grand Dizzy's eyes light up as he drinks the medicine. He offers you the treasured golden egg he found in the diamond mine."

Grand Dizzy will now be out of bed. You can talk to him if you like, but he won't be of any further help. Pick up 'A warm golden dragon egg', then leave.

---

Treehouse Village - Fourth Floor 1.29

In the center of the treehouse village near Grand Dizzy's hut, holding

- > nothing 30 Magic Stars
- > nothing
- > A warm golden dragon egg

Head left and take the elevator down to the lower platform. Mind the spider as you walk right and back down the floor below.

---

Treehouse Village - Third Floor 1.30

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > nothing 30 Magic Stars
- > nothing
- > A warm golden dragon egg

Head back to the right, drop down to the main path, then continue to the left.  
Drop from the ledge, and go right down to the next floor.

---

Treehouse Village - Second Floor 1.31

Near Daisy's now deserted home in the treehouse, carrying

- > nothing 30 Magic Stars
- > nothing
- > A warm golden dragon egg

Walk all the way to the right and back up to the third floor.

---

Treehouse Village - Third Floor 1.32

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > nothing 30 Magic Stars
- > nothing
- > A warm golden dragon egg

Make your way to the right, past Denzil's hut, and pick up 'A long length of tough rope'. Take the elevator down, then go left down to the area below.

---

Treehouse Village - Second Floor 1.33

Near Daisy's now deserted home in the treehouse, carrying

- > nothing 30 Magic Stars
- > A long length of tough rope
- > A warm golden dragon egg

Pick up 'Daisy's door key' just to the left, then return back to the right.

---

Treehouse Village - Third Floor 1.34

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > Daisy's door key 30 Magic Stars
- > A long length of tough rope
- > A warm golden dragon egg

Walk all the way to the right until you reach the edge of the platform. Jump up to grab a Magic Star (219), then press 'B' to swing over to the right. You will fall down to the area below, then straight through this area to the next.

---

Treehouse Village - First Floor 1.35

You're on some familiar paths through the village, near your own hut, with

- > Daisy's door key 31 Magic Stars
- > A long length of tough rope
- > A warm golden dragon egg

After falling a considerable distance you will land on a small ledge. To the right is a Magic Scroll. Examine this and you will be taken to a short bonus game. See '4.5. The Magic Scroll Bonus Game' for more details. Once you are done, jump off the left side of the ledge and down to the ground.

---

Treehouse Village - Ground Floor 1.36

You are at the base of the Yolkfolk's secret treehouse village, carrying

- > Daisy's door key 31 Magic Stars
- > A long length of tough rope
- > A warm golden dragon egg

Upon landing, drop 'A warm golden dragon egg' in a visible location, then walk all the way to the left until you reach the elevator. Ascend in the elevator and head right to go back up to the floor above.

---

Treehouse Village - First Floor 1.37

You're on some familiar paths through the village, near your own hut, with

- > nothing 31 Magic Stars
- > Daisy's door key
- > A long length of tough rope

Go right, ignoring the ledges above you, and head down to the area below.

---

Treehouse Village - Ground Floor 1.38

You are at the base of the Yolkfolk's secret treehouse village, carrying

- > nothing 31 Magic Stars
- > Daisy's door key
- > A long length of tough rope

Head to the right along the walkway until you return to the first floor again.

---

Treehouse Village - First Floor 1.39

You're on some familiar paths through the village, near your own hut, with

- > nothing 31 Magic Stars
- > Daisy's door key
- > A long length of tough rope

Walk to the edge of the platform on the right, then wait until the spider on the ledge to the left has ascended. Jump to the left, collecting a Magic Star

(218) in the process, then head up to the left and onto the second floor.

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Treehouse Village - Second Floor 1.40

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Near Daisy's now deserted home in the treehouse, carrying

- > nothing 32 Magic Stars
- > Daisy's door key
- > A long length of tough rope

Jump up to the platform on the right and again to grab the Magic Star (217). Go past the spider on the right and drop 'A long length of tough rope' nearby. Use 'Daisy's door key' on the door, then go inside.

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Daisy's Hut 1.41

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Oh woe! you feel so sad standing in Daisy's empty hut, carrying

- > nothing 33 Magic Stars
- > nothing
- > nothing

This small hut is packed full of stuff. Grab the Magic Star (216) on the right, then jump onto the stool to pick up 'A small animal cage'. Walk across the cabinet on the left and jump to collect another Magic Star (215). Head back to the door, picking up 'Dozy's door key' as you go. Go back outside.

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Treehouse Village - Second Floor 1.42

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Near Daisy's now deserted home in the treehouse, carrying

- > nothing 35 Magic Stars
- > Dozy's door key
- > A small animal cage

Retrieve 'A long length of tough rope', then walk to the left past the spider. Drop to the platform below, then continue to the left and drop right off the edge to fall down to the first floor.

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Treehouse Village - First Floor 1.43

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You're on some familiar paths through the village, near your own hut, with

- > A long length of tough rope 35 Magic Stars
- > Dozy's door key
- > A small animal cage

You will arrive just above the path down which you left, so merely wait until Pogie the fluffle comes into view. Just as it is about to go past you, use 'A small animal cage' to capture it. If you miss, wait until Pogie comes back and try again. Drop 'A cage containing Pogie the fluffle' and 'Dozy's door key', then pick up 'A cage containing Pogie the fluffle' again. Jump to the ledge on



the left and walk up to the floor above.

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Treehouse Village - Second Floor 1.44

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Near Daisy's now deserted home in the treehouse, carrying

- > nothing 35 Magic Stars
- > A cage containing Pogie the fluffle
- > A long length of tough rope

Walk along to the left, past the meeting hall, and jump to grab the Magic Star (214). Continue left and down to the floor below.

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Treehouse Village - First Floor 1.45

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You're on some familiar paths through the village, near your own hut, with

- > nothing 36 Magic Stars
- > A cage containing Pogie the fluffle
- > A long length of tough rope

Head all the way along the walkway, then back up on the left side.

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Treehouse Village - Second Floor 1.46

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Near Daisy's now deserted home in the treehouse, carrying

- > nothing 36 Magic Stars
- > A cage containing Pogie the fluffle
- > A long length of tough rope

Head up to the left and jump to grab a Magic Star (213). Jump to the ledge on the right, then walk to the right edge. Wait until the spider ascends then swing across to the other side. Go up to the right and onto the third floor.

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Treehouse Village - Third Floor 1.47

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You're wandering around the treehouse paths near Denzil's crucial pad, with

- > nothing 37 Magic Stars
- > A cage containing Pogie the fluffle
- > A long length of tough rope

Immediately jump onto the platform to the left, and make your way past the spider back down to the area below.

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Treehouse Village - Second Floor 1.48

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Near Daisy's now deserted home in the treehouse, carrying

- > nothing 37 Magic Stars

- > A cage containing Pogie the fluffle
- > A long length of tough rope

Walk to the left along the walkway and back up at the end.

---

Treehouse Village - Third Floor 1.49

- You're wandering around the treehouse paths near Denzil's crucial pad, with
- > nothing 37 Magic Stars
  - > A cage containing Pogie the fluffle
  - > A long length of tough rope

Head to the left, avoiding the spider, and pick up 'Dora's door key' at the end of the platform. Walk back and jump to the ledge on the right. Make your way along the walkway, minding spiders as you go, and collect a Magic Star (212) just before heading up to the next floor.

---

Treehouse Village - Fourth Floor 1.50

- In the center of the treehouse village near Grand Dizzy's hut, holding
- > Dora's door key 38 Magic Stars
  - > A cage containing Pogie the fluffle
  - > A long length of tough rope

Go right along the platform and jump to grab the Magic Star (211), then keep going to collect another Magic Star (210). Jump to the ledge on the left and walk all the way up to the next floor.

---

Treehouse Village - Fifth Floor 1.51

- You're busy searching high and low for useful things near Dylan's hut, carrying
- > Dora's door key 40 Magic Stars
  - > A cage containing Pogie the fluffle
  - > A long length of tough rope

Jump to collect a Magic Star (209), then drop everything near the door of the hut to the left. Walk back to the right and down to the area below.

---

Treehouse Village - Fourth Floor 1.52

- In the center of the treehouse village near Grand Dizzy's hut, holding
- > nothing 41 Magic Stars
  - > nothing
  - > nothing

Walk right and drop down to the platform below. Pick up 'The key for Dylan's elevator' from the far right edge, then go back left. Jump onto the ledge again

and walk up to the fifth floor.

---

Treehouse Village - Fifth Floor

1.53

Treehouse Village - Fifth Floor

You're busy searching high and low for useful things near Dylan's hut, carrying

> nothing 41 Magic Stars

> nothing

> The key for Dylan's elevator

Go left and pick up 'Dora's door key'. Walk over to the elevator and use 'The key for Dylan's elevator' to ascend to the platform above. Walk left and up to the next floor of the village.

---

Treehouse Village - Sixth Floor

1.54

Treehouse Village - Sixth Floor

Treehouse Village - Sixth Floor

High in the trees exploring near Dora's homely hut, carrying

> nothing 41 Magic Stars

> nothing

> Dora's door key

Jump to grab a Magic Star (208), then walk left to the door of the hut. Use 'Dora's door key' to open the door, then head on in.

---

Dora's Hut

1.55

Dora's Hut

Dora's Hut

You feel so comfortable in Dora's homely hut, and you're carrying

> nothing 42 Magic Stars

> nothing

> nothing

Jump over the block to the right and again to grab the Magic Star (207) above the bed. Jump back and then onto the table on the left, collecting another Magic Star (206) as you do so. Examine the frog:

"Oh no! Dora's been turned into a green frog by the evil wizard Zaks. Can you help break his evil magic?"

You will now have 'Dora who has been turned into a frog!' in your inventory. Go back to the right and leave the hut.

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Treehouse Village - Sixth Floor

1.56

Treehouse Village - Sixth Floor

Treehouse Village - Sixth Floor

High in the trees exploring near Dora's homely hut, carrying

> nothing 44 Magic Stars

> nothing

> Dora who has been turned into a frog!

Go right and down to the area below.

---

.....

Treehouse Village - Fifth Floor 1.57

.....

You're busy searching high and low for useful things near Dylan's hut, carrying

- > nothing 44 Magic Stars
- > nothing
- > Dora who has been turned into a frog!

Head right and take the elevator back down to the bottom. Continue right and pick up 'A long length of tough rope'. Drop 'Dora who has been turned into a frog!', then head all the way to the left and down to the fourth floor.

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.....

Treehouse Village - Fourth Floor 1.58

.....

In the center of the treehouse village near Grand Dizzy's hut, holding

- > nothing 44 Magic Stars
- > nothing
- > A long length of tough rope

Walk all the way along the walkway and jump to grab a Magic Star (205), then go left and back up to the area above.

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.....

Treehouse Village - Fifth Floor 1.59

.....

You're busy searching high and low for useful things near Dylan's hut, carrying

- > nothing 45 Magic Stars
- > nothing
- > A long length of tough rope

Go a bit to the left and jump to collect the Magic Star (204), then avoid the spider as you continue left and down to the floor below again.

---

.....

Treehouse Village - Fourth Floor 1.60

.....

In the center of the treehouse village near Grand Dizzy's hut, holding

- > nothing 46 Magic Stars
- > nothing
- > A long length of tough rope

Go to the edge of the platform on the left, and grab the Magic Star (203) just above you. Head back to the right and return to the fifth floor.

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.....

Treehouse Village - Fifth Floor 1.61

.....

You're busy searching high and low for useful things near Dylan's hut, carrying

- > nothing 47 Magic Stars

- > nothing
- > A long length of tough rope

Walk right and jump onto the ledge near the spider. Head a little further to the right edge, then swing across to the other side. Pick up 'Dylan's door key' to the right, then continue right to drop back down to the platform below. You are now back near Dylan's hut. Retrieve 'A cage containing Pogie the fluffle', then approach the door of the hut. Drop and pick up 'A long length of tough rope' in order to use 'Dylan's door key' on the door, then go inside.

---

Treehouse Village - Fifth Floor 1.62

Treehouse Village

A peaceful atmosphere engulfs you in Dylans hut. You're carrying

- > nothing 47 Magic Stars
- > A long length of tough rope
- > A cage containing Pogie the fluffle

Jump to the left to grab the Magic Star (202), then head left over the cabinet to collect another Magic Star (201). Go back to the right and speak to Dylan:

"Dylan thinks you are very clever using the cage to catch Pogie. He gives you a small cow to take to the market."

Pick up 'A small pigmy cow' from the stool on the right, then drop down and go out through the door.

---

Treehouse Village - Fifth Floor 1.63

Treehouse Village

You're busy searching high and low for useful things near Dylan's hut, carrying

- > nothing 49 Magic Stars
- > A small pigmy cow
- > A long length of tough rope

Pick up 'Dora who has been turned into a frog!', then walk left and down to the area below.

---

Treehouse Village - Fourth Floor 1.64

Treehouse Village

In the center of the treehouse village near Grand Dizzy's hut, holding

- > Dora who has been turned into a frog! 49 Magic Stars
- > A small pigmy cow
- > A long length of tough rope

Keep going to the left, heading back up to the fifth floor.

---

Treehouse Village - Fifth Floor 1.65

Treehouse Village

You're busy searching high and low for useful things near Dylan's hut, carrying

- > Dora who has been turned into a frog! 49 Magic Stars
- > A small pigmy cow
- > A long length of tough rope

Continue to the left, hurrying under the spider, and go back down again.

---

Treehouse Village - Fourth Floor 1.66

In the center of the treehouse village near Grand Dizzy's hut, holding

- > Dora who has been turned into a frog! 49 Magic Stars
- > A small pigmy cow
- > A long length of tough rope

Walk all the way to the left edge, then drop (don't jump) off the end. You will fall a long way and eventually land on the end of a ledge on the first floor.

---

Treehouse Village - First Floor 1.67

You're on some familiar paths through the village, near your own hut, with

- > Dora who has been turned into a frog! 49 Magic Stars
- > A small pigmy cow
- > A long length of tough rope

There's not much to do here, so drop off to the left again.

---

Treehouse Village - Ground Floor 1.68

You are at the base of the Yolksfolk's secret treehouse village, carrying

- > Dora who has been turned into a frog! 49 Magic Stars
- > A small pigmy cow
- > A long length of tough rope

Pick up 'A tender joint of cooked ham' (dropping 'A long length of tough rope' automatically). Drop 'A small pigmy cow' as well, then walk to the right. There is a rather burly man standing in front of a ladder. Address the Prince:

"The prince kisses the frog and instantly Dora returns. He is so pleased he gives you his crossbow."

Pick up 'A crossbow with lots of bolts', then return back to the left. Pick up 'A long length of tough rope' and jump to grab the Magic Star (200). You are now about to leave the first section of the game, so make sure you've followed this walkthrough exactly. If not, certain items may not be in certain locations later, making things extra difficult. Go left and out of the village.



- > A heavy bag of gold coins
- > A long length of tough rope
- > A crossbow with lots of bolts

55 Magic Stars

Welcome to the village of Keldor. Jump up and grab the Magic Star (194), then head to the left. There is 'A protective old umbrella' here, but don't pick it up. Although it stops you getting hurt by acid drops, it has no purpose in the story, and will just use up a valuable item slot. Instead, go through the door nearest to you.

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Keldor - Tunnel

2.03

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In a spooky tunnel between Castle Street and Bridge Street, carrying

- > A heavy bag of gold coins
- > A long length of tough rope
- > A crossbow with lots of bolts

56 Magic Stars

Walk to the left and stop just before the troll Guard. Make sure you don't get too close or he will painfully throw you across the room. Jump to grab a Magic Star (193), then drop and pick up through the inventory until you use 'A heavy bag of gold coins'. You throw the bag into the air and the Guard catches it. Seemingly pleased with this toll (or bribe?), the Guard backs away into the left doorway. Wait until he has disappeared, then walk through the left door.

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~~~~~

Keldor - Bridge Street

2.04

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You're in the village of Keldor wandering along Bridge Street, carrying

- > nothing
- > A long length of tough rope
- > A crossbow with lots of bolts

57 Magic Stars

Jump left to collect the Magic Star (192), then drop 'A crossbow with lots of bolts'. There is a guillotine to the right that constantly falls and raises. Wait until the blade has just fallen (it won't hurt unless it's falling), then pass by. Jump over the rat and collect the Magic Star (191), then pick up 'A barrel of pirates rum'.

Head back left past the doorway, minding the rats and the guillotine, then jump up for another Magic Star (190). Go a bit further to the left, minding the rat as you head to the centre of the bridge. Pick up 'A very strong crowbar', dropping 'A crossbow with lots of bolts' at the same time. Return right back to the door, then go into the tunnel again.

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~~~~~

Keldor - Tunnel

2.05

~~~~~

In a spooky tunnel between Castle Street and Bridge Street, carrying

- > A very strong crowbar
- > A barrel of pirates rum
- > A long length of tough rope

60 Magic Stars



Go straight through the tunnel and back into Castle Street.

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Keldor - Castle Street 2.06

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On Castle Street, where you'll find the shopkeeper, carrying

- > A very strong crowbar 60 Magic Stars
- > A barrel of pirates rum
- > A long length of tough rope

Head left until you reach a wall, minding the bird flying about, then jump to grab a Magic Star (189). Go back to the right a little and into the other door.

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~~~~~

Keldor - Tunnel 2.07

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You're walking through a passage that links Castle St. to Dock St., carrying

- > A very strong crowbar 61 Magic Stars
- > A barrel of pirates rum
- > A long length of tough rope

Be very careful of all four rats in this tunnel as you make your way from right to left, jumping to collect the Magic Star (188) as you go.

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~~~~~

Keldor - Dock Street 2.08

~~~~~

In Dock Street in the troll's village of Keldor, carrying

- > A very strong crowbar 62 Magic Stars
- > A barrel of pirates rum
- > A long length of tough rope

Walk left across the bridge, hopping over the rat, then jump towards the wall to grab a Magic Star (187). Head back to the right, past the doorway, then jump up for another Magic Star (186). Keep going right until you reach Blackheart blocking the path. Jump to collect a Magic Star (185), then drop and pick up 'A long length of tough rope'. Use 'A barrel of pirates rum' to throw it over to Blackheart. He seems pleased, and runs up the gangplank to the ship behind him. Follow him up onto the pirate vessel.

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Pirate Ship - Upper Deck 2.09

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On the upper decks of Blackheart the pirate's dreaded ship, carrying

- > nothing 65 Magic Stars
- > A long length of tough rope
- > A very strong crowbar

Jump up and grab the Magic Star (184), then walk onto the ship itself. Jump over the rat in the low passageway, then drop down to the crate below. Head to the left to collect the Magic Star (183). Go back right, then jump up to the ledge on the right. Keep going right and jump to the next ledge, then do the

same when you drop to the small ledge just below you. Mind the rat as you grab the Magic Star (182), then turn around and drop down to the bottom platform. Head left and retrieve another Magic Star (181), minding the rat scurrying about, then go all the way to the right and drop to the area below.

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Pirate Ship - Middle Deck 2.10

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You're exploring deep into Blackhearts old ship, carrying

- > nothing 69 Magic Stars
- > A long length of tough rope
- > A very strong crowbar

Go to the right a little and stand in the middle of the trapdoor. Use 'A very strong crowbar' to jemmy the doors open and drop to the small hold below. Pick up 'Zaks' portcullis winch handle', then jump out to the left. Jump left again and back up onto the upper decks.

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Pirate Ship - Upper Deck 2.11

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On the upper decks of Blackheart the pirate's dreaded ship, carrying

- > nothing 69 Magic Stars
- > Zaks' portcullis winch handle
- > A long length of tough rope

Walk back to the left, jumping over the rat if necessary, then hop up to the small ledge. Jump left again, then keep jumping up until you reach the top deck above. Head right and jump to grab a Magic Star (180), then continue to the right, minding the rat as you go. Jump over the crates, collecting another Magic Star (179), then drop down onto the small staircase below. Walk left past the rat and grab the Magic Star (178), then go back to the right and onto the top deck again. Jump to the left over the hole, then onto the crates. Leap up to the beam on the right, then jump blindly to the left up to the area above.

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~~~~~

Pirate Ship - Rigging 2.12

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High in the rigging of Blackheart the pirates ship, carrying

- > nothing 72 Magic Stars
- > Zaks' portcullis winch handle
- > A long length of tough rope

You should land on a ledge to the left. If you don't, try again. Jump to the beam on the right, then up to the next one. Go to the right edge and jump for the Magic Star (177). You will notice Blackbeard up in the crow's nest to the right. Jump to the ledge on the left, then onto the next one, then go to the left and jump all the way down to another beam below.

Jump to collect a Magic Star (176), then stand on the left edge. Wait until the bird is safely above you, then swing over to the other side. Jump up to the beam above you, then walk to the left edge. Swing over when the bird is safely out of the way, grabbing a Magic Star (175) as you go. When you land, go right and pick up 'A portcullis winch wheel', then drop down to the deck below.



- > Zaks' portcullis winch handle
- > A long length of tough rope

Go left through the empty tunnel and through the doorway into Bridge Street.

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Keldor - Bridge Street 2.18

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You're in the village of Keldor wandering along Bridge Street, carrying

- > A portcullis winch wheel 75 Magic Stars
- > Zaks' portcullis winch handle
- > A long length of tough rope

Head left, jumping over the rat, then go safely past the guillotine. Go onto the bridge and pick up 'A crossbow with lots of bolts', then pick up 'A long length of tough rope' that you drop automatically. This should leave 'Zaks' portcullis winch handle' behind. Go left and jump into the wall to grab the Magic Star (174), then head through the door.

---

Keldor - Tunnel 2.19

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You are in the passageway between Dock Street and Bridge Street, carrying

- > A long length of tough rope 76 Magic Stars
- > A crossbow with lots of bolts
- > A portcullis winch wheel

This short tunnel is packed with dangers, comprising three rats on the floor and two acid drips near the middle. Carefully and quickly make your way to the doorway on the left, collecting the Magic Star (173) as you go. If you are very lucky, you may get away with no damage, but it is very unlikely.

---

Keldor - Dock Street 2.20

~~~~~

In Dock Street in the troll's village of Keldor, carrying

- > A long length of tough rope 77 Magic Stars
- > A crossbow with lots of bolts
- > A portcullis winch wheel

Go left, jumping over the rat and grabbing a Magic Star (172), then continue to the left and jump to collect another Magic Star (171). Walk a bit further then go through the door between the lamp posts.

---

Keldor - Tunnel 2.21

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You are in a long dark tunnel between Dock Street and Castle Street, carrying

- > A long length of tough rope 79 Magic Stars
- > A crossbow with lots of bolts
- > A portcullis winch wheel

This tunnel is infested with five rats, so be careful where you walk. Jump to grab the Magic Star (170) in the middle as you make your way to the right, then head through the door on the other side.

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Keldor - Castle Street

2.22

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On Castle Street, where you'll find the shopkeeper, carrying

- > A long length of tough rope 80 Magic Stars
- > A crossbow with lots of bolts
- > A portcullis winch wheel

Jump to the right to grab a Magic Star (169), then go all the way to the right, minding the rat going back and forth. Jump to collect another Magic Star (168), then stand in front of the indent next to the portcullis. Use 'A portcullis winch wheel' and the gate will open. Go through.

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Castle Seige Mini-Game

2.23

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The style of play changes dramatically here. You will be facing a large castle on the other side of a moat. Dizzy will appear at the bottom of the screen armed with his crossbow, and a Status bar will appear beneath him. The bar contains eight segments, four of which are lit when you start. A clock will also appear in the top-right corner, indicating you have two minutes. The aim of this little mini-game is to get the Status bar fully lit, and this is done by shooting the soldiers that appear around the castle. The soldiers will not be helpless though, and will throw rocks at Dizzy. As soon as the crosshair appears in the middle of the screen, the seige begins:

Move the crosshair around the screen using the D-Pad. It will shake slightly to indicate how difficult it is to use a crossbow while wearing boxing gloves.

Press 'C' to fire a bolt. If you hit a soldier, you gain one point on the Status bar.

Press 'B' to duck. If a rock comes flying your way, quickly duck until the rock has flown past. If you are hit, you lose one point on the Status bar.

If your Status bar is filled, Dizzy will back away and appear on the other side of the moat. He enters the castle. Continue from the next section.

If your Status bar is emptied or the time runs out, Dizzy is defeated and loses one life. You appear back in Castle Street, and will have to try again.

Probably the best way to tackle this area is to constantly duck while moving the crosshair around. As soon as you acquire a target, quickly get up and fire before ducking again. Doing this, you take a little bit longer firing at the soldiers but are guaranteed not to get hit. This mini-game is pretty easy, and you shouldn't have too much trouble getting through. If you have enough lives to spare, it is quite entertaining to watch Dizzy crack from the rocks, but I wouldn't recommend doing this. You've got a long way to go yet.

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Trolls' Castle - Lower Floor

2.24

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In the reception hall of the trolls' eerie castle, carrying

- > nothing
- > A long length of tough rope
- > A crossbow with lots of bolts

82 Magic Stars

You must be very careful not to leave 'A crossbow with lots of bolts' anywhere in this castle. If you leave without it, and later discover that you have left something important in the castle, there is no way you can get back in. Just make sure you have 'A crossbow with lots of bolts' before you leave.

Anyway, head left and jump onto the chair, grabbing a Magic Star (167) as you do so. Hop onto the ledge on the left, then walk across and drop down onto the floor, being careful of the rat. Keep going left, jumping to avoid the rat and collect a Magic Star (166), then onto the chair.

Jump to the left to grab the Magic Star (165), then wait next to the spider. When it descends, jump over and drop into the small alcove at the bottom to procure another Magic Star (164). Quickly jump back to the ledge before the rat comes along, then jump to the platform on the left. Jump back to the right to grab a Magic Star (163), then jump right as if onto the ledge that is in the screen above.

---

~~~~~

Trolls' Castle - Upper Floor

2.25

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You're very bold exploring this far into this deadly castle and you're carrying

- > nothing
- > A long length of tough rope
- > A crossbow with lots of bolts

87 Magic Stars

Jump right and collect the Magic Star (162) near the wall, then drop back to the ledge at the bottom. Leap over to the platform on the left when the rat starts heading away, grabbing a Magic Star (161) en route. Hop onto the chair then up to the small ledge on the left as the spider ascends. Jump to grab the Magic Star (160), then pick up 'A complete d.i.y. rope bridge kit'. Drop back down once the spider and the rat are out of the way, then off the edge of the platform to the floor below.

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~~~~~

Trolls' Castle - Lower Floor

2.26

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In the reception hall of the trolls' eerie castle, carrying

- > A complete d.i.y. rope bridge kit
- > A long length of tough rope
- > A crossbow with lots of bolts

90 Magic Stars

Jump over the gap in the platform to the right, then head along the path that follows, collecting the Magic Star (159). Stop just before the spider and jump up onto the ledge in the area above.

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~~~~~

Trolls' Castle - Upper Floor

2.27

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You're very bold exploring this far into this deadly castle and you're carrying

- > A complete d.i.y. rope bridge kit 91 Magic Stars
- > A long length of tough rope
- > A crossbow with lots of bolts

Jump straight up to grab the Magic Star (158), then drop down to the right.

---

Trolls' Castle - Lower Floor 2.28

In the reception hall of the trolls' eerie castle, carrying

- > A complete d.i.y. rope bridge kit 92 Magic Stars
- > A long length of tough rope
- > A crossbow with lots of bolts

Drop down onto the ledge on the right, then leap across onto the platform just above. Walk right, under the spider, and jump up for a Magic Star (157), then go back past the spider. Jump up onto the ledge in the floor above, near the wall on the right.

---

Trolls' Castle - Upper Floor 2.29

You're very bold exploring this far into this deadly castle and you're carrying

- > A complete d.i.y. rope bridge kit 93 Magic Stars
- > A long length of tough rope
- > A crossbow with lots of bolts

Be careful when you land, as there is a chance that you might be standing right in front of a spider. Jump to the left and then up to the ledge at the top, minding both rats. Grab the Magic Star (156), then jump back over to the left platform. Mind the rat as you collect a Magic Star (155), then head over to the wall and grab another Magic Star (154). Walk back to the right and drop down to the ledge on the right, then back down to the floor below.

---

Trolls' Castle - Lower Floor 2.30

In the reception hall of the trolls' eerie castle, carrying

- > A complete d.i.y. rope bridge kit 96 Magic Stars
- > A long length of tough rope
- > A crossbow with lots of bolts

Walk left and drop off the edge to collect a Magic Star (153), then turn right and drop down to the floor. Head out of the castle.

---

Keldor - Castle Street 2.31

On Castle Street, where you'll find the shopkeeper, carrying

- > A complete d.i.y. rope bridge kit 97 Magic Stars
- > A long length of tough rope

> A crossbow with lots of bolts

Drop 'A crossbow with lots of bolts' just to the left of the gate, in case you ever need to go back into the castle. Head left, past the rat, all the way to the doorway near the wall. Go inside.

---

Keldor - Tunnel 2.32

You are in a long dark tunnel between Dock Street and Castle Street, carrying

- > nothing 97 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Make your way to the left door, being careful of all five rats. Go out.

---

Keldor - Dock Street 2.33

In Dock Street in the troll's village of Keldor, carrying

- > nothing 97 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Head right to the door near the wall, and go inside.

---

Keldor - Tunnel 2.34

You are in the passageway between Dock Street and Bridge Street, carrying

- > nothing 97 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Jump and dodge through the tunnel as before, and go out the door on the right.

---

Keldor - Bridge Street 2.35

You're in the village of Keldor wandering along Bridge Street, carrying

- > nothing 97 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Go right onto the bridge and retrieve 'Zaks' portcullis winch handle'. Go back left and through the door again.

---

Keldor - Tunnel 2.36

You are in the passageway between Dock Street and Bridge Street, carrying



- > Zaks' portcullis winch handle 97 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Head through the tunnel and back out onto Dock Street.

---

Keldor - Dock Street 2.37

In Dock Street in the troll's village of Keldor, carrying

- > Zaks' portcullis winch handle 97 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Go all the way to the left and continue past the door between the lamp posts. Mind the rat and the pair of birds as you go, and make good use of the Magic Scroll near the step. Hop up, then jump to grab a Magic Star (152). Continue to the left, past the doorway and up the stairs, to jump and collect another Magic Star (151). Head back right and go through the door at the bottom.

---

Keldor - Tunnel 2.38

You're in a dank and dingy tunnel between Dock Street and Castle St., carrying

- > Zaks' portcullis winch handle 99 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Mind all four rats and the spider as you make your way from left to right, jumping to grab the Magic Star (150) as you do so.

---

Keldor - Castle Street 2.39

On Castle Street, where you'll find the shopkeeper, carrying

- > Zaks' portcullis winch handle 100 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Head right and jump to collect a Magic Star (149), watching out for the bird flying about. Continue to the right, past the guillotine and the rat, and you will see a Merchant just up ahead. Go through the door just before him.

---

Keldor - Tunnel 2.40

You're in a smelly and dark tunnel linking Castle St. to Bridge St., holding

- > Zaks' portcullis winch handle 101 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

This tunnel is home to two rats and two acid drips. Make your way through the tunnel as safely as possible, then go out through the door opposite.

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~~~~~

Keldor - Bridge Street 2.41

~~~~~

You're in the village of Keldor wandering along Bridge Street, carrying

- > Zaks' portcullis winch handle 101 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Walk all the way to the left, jumping over the hole in the road onto the stairs on the other side. Walk up, jumping to grab the Magic Star (148), and continue left and into the area above.

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Graveyard 2.42

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In a cold and dark graveyard near an old haunted church, carrying

- > Zaks' portcullis winch handle 102 Magic Stars
- > A complete d.i.y. rope bridge kit
- > A long length of tough rope

Go left and jump onto the platform above. Minding the bird, jump again for a Magic Star (147), then drop down. Continue all the way to the left until you reach a low ledge, following which should be a snail. Drop everything in your inventory and then pick up 'A complete d.i.y. rope bridge kit' again. Jump onto the ledge and then up to the right onto the platform above, watching out for the spider. Walk to the right edge, and use 'A complete d.i.y. rope bridge kit' to build a sturdy walkway over to the platform opposite.

Walk right across the bridge and jump to collect the Magic Star (146). Hop onto the platform above, then over the snail that is slithering about. Jump to the ledge on the right, and walk to the right edge to jump up and grab another Magic Star (145). Go a little left and pick up 'A key with a skull motif', then drop down to the left. Drop to the right onto the floor, then drop 'A key with a skull motif'. Free of all burdens, head right and back down to the village.

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Keldor - Bridge Street 2.43

~~~~~

You're in the village of Keldor wandering along Bridge Street, carrying

- > nothing 105 Magic Stars
- > nothing
- > nothing

Walk to the right down the stairs, hopping onto the road when you reach the bottom. Continue right and into the first doorway you come to.

---

~~~~~

Keldor - Tunnel 2.44

~~~~~

You're in a smelly and dark tunnel linking Castle St. to Bridge St., holding

> nothing 105 Magic Stars  
> nothing  
> nothing

Make your way past the rats and acid drips again, and back outside at the end.

---

Keldor - Castle Street 2.45

On Castle Street, where you'll find the shopkeeper, carrying

> nothing 105 Magic Stars  
> nothing  
> nothing

Head left, avoiding the rat, guillotine and bird, and go through the door.

---

Keldor - Tunnel 2.46

You're in a dank and dingy tunnel between Dock Street and Castle St., carrying

> nothing 105 Magic Stars  
> nothing  
> nothing

Carefully cross to the door on the left, watching out for the spider and rats.

---

Keldor - Dock Street 2.47

In Dock Street in the troll's village of Keldor, carrying

> nothing 105 Magic Stars  
> nothing  
> nothing

Walk right, jumping and waiting to avoid all the wildlife roaming about, all the way to the end. Head through the door near the wall on the right.

---

Keldor - Tunnel 2.48

You are in the passageway between Dock Street and Bridge Street, carrying

> nothing 105 Magic Stars  
> nothing  
> nothing

Go across to the doorway on the right, minding the rats and acid drips.

---

Keldor - Bridge Street 2.49

You're in the village of Keldor wandering along Bridge Street, carrying

> nothing 105 Magic Stars  
> nothing  
> nothing

Go right across the bridge, past the rats and the guillotine, and enter the doorway just before another guillotine.

---

Keldor - Tunnel 2.50

In a spooky tunnel between Castle Street and Bridge Street, carrying

> nothing 105 Magic Stars  
> nothing  
> nothing

Head through the tunnel and out the right-hand door.

---

Keldor - Castle Street 2.51

On Castle Street, where you'll find the shopkeeper, carrying

> nothing 105 Magic Stars  
> nothing  
> nothing

Walk to the left and go into the tunnel near the wall.

---

Keldor - Tunnel 2.52

You're walking through a passage that links Castle St. to Dock St., carrying

> nothing 105 Magic Stars  
> nothing  
> nothing

Jump and run past the four rats, and go out into Dock Street.

---

Keldor - Dock Street 2.53

In Dock Street in the troll's village of Keldor, carrying

> nothing 105 Magic Stars  
> nothing  
> nothing

Head right, onto the jetty, and walk up the gangplank onto the pirate ship.

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Pirate Ship - Upper Deck 2.54

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On the upper decks of Blackheart the pirate's dreaded ship, carrying

- > nothing 105 Magic Stars
- > nothing
- > nothing

Continue up to the right, then jump past the rat and onto the ledge opposite. Jump from here onto the next ledge, then drop down to the bottom platform. Head to the right, minding another rat, and drop down into the area below.

~~~~~

Pirate Ship - Middle Deck 2.55

~~~~~

You're exploring deep into Blackhearts old ship, carrying

- > nothing 105 Magic Stars
- > nothing
- > nothing

Jump on to the thin platform above the trapdoor, then walk to the right edge and jump to the right back onto the upper decks.

~~~~~

Pirate Ship - Upper Deck 2.56

~~~~~

On the upper decks of Blackheart the pirate's dreaded ship, carrying

- > nothing 105 Magic Stars
- > nothing
- > nothing

Jump over the rat and then onto the ledge above. Hop up to the next ledge and grab the Magic Star (144), then drop back down and head right under the ledges. Continue to the right and drop off the edge down to the decks below.

~~~~~

Pirate Ship - Middle Deck 2.57

~~~~~

You're exploring deep into Blackhearts old ship, carrying

- > nothing 106 Magic Stars
- > nothing
- > nothing

You will collect a Magic Star (143) as you fall. When you land, wait until the rat at the bottom has moved to the right, then drop to the left past the acid drip and the down to the bottom area.

~~~~~

Pirate Ship - Lower Deck 2.58

~~~~~

Deep in the hull of the pirate ship, well below sea level, carrying

- > nothing 107 Magic Stars
- > nothing

> nothing

Go right and walk over the barrel to collect the Magic Star (142), then pick up 'Some sticks of dynamite'. Jump back over the barrel, then head left a little way before jumping up to the ledge on the left in the area above.

---

Pirate Ship - Middle Deck 2.59

You're exploring deep into Blackhearts old ship, carrying

> nothing 108 Magic Stars  
> nothing  
> Some sticks of dynamite

Jump over the crate once the acid drip has just passed, then hop over the hole onto the platform opposite. Head left and jump over the next crate. Wait until the acid drip has just fallen, then walk past and grab a Magic Star (141). Go back over the crate, then drop to the area below again.

---

Pirate Ship - Lower Deck 2.60

Deep in the hull of the pirate ship, well below sea level, carrying

> nothing 109 Magic Stars  
> nothing  
> Some sticks of dynamite

Mind the acid drip as you head to the left, and jump onto the crates, grabbing a Magic Star (140) as you go. Walk past the next acid drip and continue to the left, hopping over another crate. Avoid the last acid drip as you walk left and up hop up the boxes onto the middle decks.

---

Pirate Ship - Middle Deck 2.61

You're exploring deep into Blackhearts old ship, carrying

> nothing 110 Magic Stars  
> nothing  
> Some sticks of dynamite

Walk left a bit, then jump right onto the small ledge. Wait until the acid drip has passed then leap over to the left. Jump up to grab the Magic Star (139), then jump back to the right onto the platform opposite. Hop over the barrel and boxes, then continue left past the rat. Jump up to the small ledge then up to the ledge near the trapdoor. Hop up to the ledge in the area above to the left.

---

Pirate Ship - Upper Deck 2.62

On the upper decks of Blackheart the pirate's dreaded ship, carrying

> nothing 111 Magic Stars  
> nothing



behind you, and there is 'An aqua lung for under water' to the right. Pick this up, then jump up to grab a Magic Star (128). Jump to the left into the water.

---

~~~~~

Carber Bay - Under Water 3.03

~~~~~

You are in the crystal clear waters of Carber Bay, carrying

- > nothing 122 Magic Stars
- > An aqua lung for under water
- > Some sticks of dynamite

While you are carrying 'An aqua lung for under water', you will not drown. If you are not carrying this important item, however, after a few seconds of submersion the Damage bar will fill up rapidly. Walk left and up the sands back up to the area above.

---

~~~~~

Carber Bay - Above Water 3.04

~~~~~

You are at Carber Bay gazing over golden sands and palm trees. You are carrying

- > nothing 122 Magic Stars
- > An aqua lung for under water
- > Some sticks of dynamite

Jump up onto the beach, then again to collect the Magic Star (127). Continue to the left until you reach 'A heavy duty rustproof pickaxe', then drop both items in your inventory. Pick up 'A heavy duty rustproof pickaxe' and then the other two items, then head back right and drop back into the sea.

---

~~~~~

Carber Bay - Under Water 3.05

~~~~~

You are in the crystal clear waters of Carber Bay, carrying

- > Some sticks of dynamite 123 Magic Stars
- > An aqua lung for under water
- > A heavy duty rustproof pickaxe

Head right and drop down to the floor below, minding the red fish swimming back and forth, then walk to the left to grab the Magic Star (126). Don't worry - this clam is harmless. Go back to the right, then down the hill to the bottom. Jump up and collect another Magic Star (125), watching out for the crab moving about. Jump past it and roll down to the next area.

---

~~~~~

Carber Bay - Deep Under Water 3.06

~~~~~

Under the sea near the wreck of an old pirate's galleon, carrying

- > Some sticks of dynamite 125 Magic Stars
- > An aqua lung for under water
- > A heavy duty rustproof pickaxe

You will probably roll straight down and grab the Magic Star (124) before you



stop, after which you should quickly head back left to avoid the swordfish soaring around. Head up the rocks and then down the other side to the left, and grab the Magic Star (123) at the bottom. Jump between the crab and the yellow fish, then collect another Magic Star (122) at the end. Head back to the right and up the rocks again.

Continue to the right, past the swordfish, and jump onto the rocks. Grab the Magic Star (121), then jump off to the right. Jump onto the ship wreck, then over to the right and onto the beam above to grab a Magic Star (120). Drop off to the right and pick up 'An empty treasure chest', then drop down to the floor again, grabbing a Magic Star (119) as you fall. From the exact point that you land, use 'A heavy duty rustproof pickaxe' to remove the large rock below.

Head right, being careful of the crab and the yellow fish, and collect a Magic Star (118) at the end. Go back to the hole you made, and wait until a bubble just begins to rise. Jump onto it and then wait until it reaches the ledge above. Jump off to the right to grab a Magic Star (117), then head up to the left to go into the area above.

---

~~~~~

Carber Bay - Under Water 3.07

~~~~~

You are in the crystal clear waters of Carber Bay, carrying

- > Some sticks of dynamite 133 Magic Stars
- > An empty treasure chest
- > An aqua lung for under water

Head right up the rocks, grabbing a Magic Star (116) as you go, then continue right and out to the top area of Carber Bay.

---

~~~~~

Carber Bay - Above Water 3.08

~~~~~

You are at Carber Bay gazing over golden sands and palm trees. You are carrying

- > Some sticks of dynamite 134 Magic Stars
- > An empty treasure chest
- > An aqua lung for under water

Jump out of the water to the right and collect the Magic Star (115). Continue right until you reach 'A large bag of salt', then drop everything. Pick up 'An empty treasure chest' again and then 'A large bag of salt'. This done, keep going right, jumping to grab the Magic Star (114) above the doorway, until you get to the cliff. Use 'An empty treasure chest' to create a step, then jump right and into the area above.

---

~~~~~

Grasslands of Shamus 3.09

~~~~~

On the grasslands near a broken bridge over a dangerous pond, carrying

- > nothing 136 Magic Stars
- > nothing
- > A large bag of salt

Hop up to grab the Magic Star (113), then head right past the spider. Jump for

another Magic Star (112), then head up the hill to the edge of the broken bridge. Use 'A large bag of salt' to increase the density of the water below and cause the log to rise. Drop down to the log then jump over to the other side of the pond. Head a little right and pick up 'A dry match'. Go back to the left and over the pond again, then continue left past the spider and down to Carber Bay again.

---

Carber Bay - Above Water 3.10

You are at Carber Bay gazing over golden sands and palm trees. You are carrying

- > nothing 138 Magic Stars
- > nothing
- > A dry match

Head along the beach to the left and pick up 'Some sticks of dynamite' and 'An aqua lung for under water' that you dropped earlier. Go back to the right and through the doorway into an entirely different area.

---

Diamond Mines - Second Level 3.11

Underground in the mines near the unused railway track, carrying

- > An aqua lung for under water 138 Magic Stars
- > Some sticks of dynamite
- > A dry match

By some geographical oddity you are now in the Diamond Mines near a mine cart to the left. Don't approach this yet, or you'll be carried off to some other area. Instead, go right past the acid drip, and jump up to the rocks ahead, grabbing the Magic Star (111) as you go. Drop to the right and collect another Magic Star (110), then head right past the two acid drips. Try to get past the bird without getting hurt (not easy), then walk under another acid drip to the elevator. Continue past the elevator, the spider and the acid drip all the way to the end, where you can obtain a Magic Star (109). Go back left to the elevator and take it down to the floor below.

Go right to collect a Magic Star (108), then head back left. Jump over the crate ahead and grab another Magic Star (107). Mind the acid drip as you keep going left, and be wary of the spider near the end. Pick up 'A bridgebuilder's sharp axe', then pick up 'A dry match' that you drop automatically. Leave 'Some sticks of dynamite' here, and go back right all the way to the elevator. Take the elevator back up, then head left to the large rock. Jump up to it, then leap left up to the area above.

---

Diamond Mines - First Level 3.13

In the diamond mines near the elevator control machine, holding

- > A dry match 143 Magic Stars
- > A bridgebuilder's sharp axe
- > An aqua lung for under water

Head left, jumping over the crate to grab a Magic Star (106), and avoiding the

acid drips either side of it. Get into the elevator next to the wall and go up to the top level. Continue right past the acid drip and jump for another Magic Star (105), then hop up to the large crate on the right and jump out of the mines to the area above.

---

Countryside near Silver Stream

3.14

In the countryside near an old wooden bridge over Silver Stream, with

- > A dry match 145 Magic Stars
- > A bridgebuilder's sharp axe
- > An aqua lung for under water

Walk right and into the countryside. Drop 'An aqua lung for under water' and 'A bridgebuilder's sharp axe', then jump up to the left and up the rocks back into the Yolksfolk village.

---

Treehouse Village - Ground Floor

3.15

You are at the base of the Yolksfolk's secret treehouse village, carrying

- > nothing 145 Magic Stars
- > nothing
- > A dry match

Go left, avoiding any spiders and snails in the way, and pick up 'A warm golden dragon egg' from where you left it earlier. Continue walking left, over the bridge to the elevator. Ascend to the walkway above, then head right and up to the first floor of the treehouse.

---

Treehouse Village - First Floor

3.16

You're on some familiar paths through the village, near your own hut, with

- > nothing 145 Magic Stars
- > A warm golden dragon egg
- > A dry match

Continue right past the spider, and jump up to the ledge on the right. Go a bit to the right and then jump back to the left. Head up to the next floor.

---

Treehouse Village - Second Floor

3.17

Near Daisy's now deserted home in the treehouse, carrying

- > nothing 145 Magic Stars
- > A warm golden dragon egg
- > A dry match

Jump to the platform on the right and head up to the floor above.

---

~~~~~

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > nothing 145 Magic Stars
- > A warm golden dragon egg
- > A dry match

Go right and take the elevator up. Walk back left and go into Denzil's hut.

~~~~~

~~~~~

In Denzil's party pad with no reason to celebrate. You're carrying

- > nothing 145 Magic Stars
- > A warm golden dragon egg
- > A dry match

Go right and jump to where you left 'A pile of dry straw', then light it with 'A dry match'. The flames rise up and Denzil is released:

"The hot fire thaws the ice and Denzil is released from his cool jail. He is very grateful and he gives you his flippers."

Drop down under the table and pick up 'A pair of flippers for swimming', then head back to the left and out through the door.

~~~~~

~~~~~

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > nothing 145 Magic Stars
- > A pair of flippers for swimming
- > A warm golden dragon egg

Head right to the elevator and take it. Walk right and drop off the edge. After falling a long way you should land, hopefully safely, on the floor below.

~~~~~

~~~~~

You are at the base of the Yolkfolk's secret treehouse village, carrying

- > nothing 145 Magic Stars
- > A pair of flippers for swimming
- > A warm golden dragon egg

Walk to the right and back down to the countryside.

~~~~~

~~~~~

In the countryside near an old wooden bridge over Silver Stream, with

- > nothing
- > A pair of flippers for swimming
- > A warm golden dragon egg

Walk down the rocks and onto the floor. Clear your inventory, then pick up 'A bridgebuilder's sharp axe', 'An aqua lung for under water' and 'A pair of flippers for swimming'. Head to the right until you reach the bridge. Stand in the middle and use 'A bridgebuilder's sharp axe'. The bridge falls away and you will drop down into the water below, grabbing a Magic Star (104) on the way.

~~~~~  
 Diamond Mines - First Level 3.23

~~~~~  
 In the diamond mines near the elevator control machine, holding

- > nothing 146 Magic Stars
- > A pair of flippers for swimming
- > An aqua lung for under water

Now you have 'A pair of flippers for swimming', you can propel yourself through water by pressing 'C' and left or right. This will allow you to reach places that were previously inaccessible.

Drop down to the right, grabbing a Magic Star (103) and minding the angler fish, then go through the tunnel beyond. Swim onto the ledge in the middle, watching out for the dark blue fish, and pick up 'A pair of brass cymbals'. Continue to the right and collect another Magic Star (102) from the alcove, then go back left and through the tunnel again. Head to the left and swim up out of the water, grabbing the Magic Star (101) as you go.

Back on dry land, you will find yourself near the elevator control machine. Head left and up the slope, then jump onto the crate and up out of the mines.

~~~~~  
 Countryside near Silver Stream 3.24

~~~~~  
 In the countryside near an old wooden bridge over Silver Stream, with

- > A pair of brass cymbals 149 Magic Stars
- > A pair of flippers for swimming
- > An aqua lung for under water

Walk right and pick up 'A warm golden dragon egg', simultaneously dropping 'An aqua lung for under water'. Pick this up again, then pick up 'A pair of flippers for swimming' that you drop. Leaving 'A pair of brass cymbals' behind, go right past the spider and the snail and jump over the gap in the bridge. Head down the hill, past another spider, and grab a Magic Star (100). Make your way past the snail and the spider, and collect another Magic Star (99). Keep going right and down to Carber Bay.

~~~~~  
 Carber Bay - Above Water 3.25

~~~~~  
 You are at Carber Bay gazing over golden sands and palm trees. You are carrying

- > A pair of flippers for swimming 151 Magic Stars
- > An aqua lung for under water

> A warm golden dragon egg

Head right to grab a Magic Star (98), then continue along the beach and drop down into the water. Swim across the surface, over the island with the pirate ship behind it, and continue swimming to the right. Grab a Magic Star (97) just before jumping out onto a larger island. Walk across, jumping to collect the Magic Star (96) in the middle, then drop back into the water. Grab another Magic Star (95), then swim further right and obtain the next Magic Star (94). Now drop down into the area below.

---

Carber Bay - Under Water 3.26

You are in the crystal clear waters of Carber Bay, carrying

- > A pair of flippers for swimming 156 Magic Stars
- > An aqua lung for under water
- > A warm golden dragon egg

Swim to the left over the jellyfish, and collect a Magic Star (93) near the rocks at the top, minding the swordfish gliding around. Swim under the rocks, heading left to grab another Magic Star (92), then go a bit further. Watch out for the yellow fish as you procure the next Magic Star (91), then drop down to the bottom and into the next area.

---

Carber Bay - Deep Under Water 3.27

Under the sea near the wreck of an old pirate's galleon, carrying

- > A pair of flippers for swimming 159 Magic Stars
- > An aqua lung for under water
- > A warm golden dragon egg

Swim to the right, over the swordfish, to grab a Magic Star (90), then keep swimming right until you reach the hole with bubbles coming out. Drop through the hole once a bubble has just gone past and into the cave below.

---

Carber Bay - Submerged Cave 3.28

In a small deep cave below the ocean floor, carrying

- > A pair of flippers for swimming 160 Magic Stars
- > An aqua lung for under water
- > A warm golden dragon egg

Walk left and obtain the Magic Star (89), then go back to the right. There is 'A large gold coin' here, but don't bother picking it up. Instead, swim over to the right, being careful of the yellow fish, and grab the Magic Star (88) near the right wall. Go back to the left and swim down to the bottom. Mind the red fish as you swim left to collect another Magic Star (87). Swim back right, then back up and left, then go through the hole into the area above.

---

Carber Bay - Deep Under Water 3.29

~~~~~

Under the sea near the wreck of an old pirate's galleon, carrying

- > A pair of flippers for swimming 163 Magic Stars
- > An aqua lung for under water
- > A warm golden dragon egg

Swim straight up into the next level of the sea.

~~~~~

Carber Bay - Under Water 3.30

~~~~~

You are in the crystal clear waters of Carber Bay, carrying

- > A pair of flippers for swimming 163 Magic Stars
- > An aqua lung for under water
- > A warm golden dragon egg

Go right and up the rocks, continuing until you are in the area above.

~~~~~

Carber Bay - Above Water 3.31

~~~~~

You are at Carber Bay gazing over golden sands and palm trees. You are carrying

- > A pair of flippers for swimming 163 Magic Stars
- > An aqua lung for under water
- > A warm golden dragon egg

Jump out of the water onto the beach to the right, and drop everything in your inventory. Pick up 'A warm golden dragon egg' again, then head right along the beach. Go through the door when you get to it, back into the mines.

~~~~~

Diamond Mines - Second Level 3.32

~~~~~

Underground in the mines near the unused railway track, carrying

- > nothing 163 Magic Stars
- > nothing
- > A warm golden dragon egg

Head right and over the large rock, minding all the acid drips and the bird until you get to the elevator. Descend to the lower floor, then go back left. Watch out for the acid drip and the spider as you go, then pick up 'Some sticks of dynamite'. Drop down from the left edge into the next area.

~~~~~

Diamond Mines - Third Level 3.33

~~~~~

You're in the deepest and least charted tunnels of the diamond mines, with

- > nothing 163 Magic Stars
- > Some sticks of dynamite
- > A warm golden dragon egg

Walk right and grab the Magic Star (86), then continue along the bridge. Be very careful of the fireballs that fly up from the lava below, and jump to grab a Magic Star (85). Keep going right, dodging more fireballs, and collect yet another Magic Star (84) afterwards. Step off the bridge and take the elevator down to the lowest tunnel.

Head right and jump over the rock to obtain a Magic Star (83), then keep going right. Mind the spider then walk over the gap to grab another Magic Star (82). Ascend in the elevator next to the right wall. Step out to the left and collect the Magic Star (81), then head left past the spider. Stand near the rock, then drop and pick up 'A warm golden dragon egg'. Place 'Some sticks of dynamite' at the end of the fuse, then walk back right to the detonator. Use the detonator to trigger the explosives, causing the large rock to crumble to dust. Jump onto the crate on the left, then up and right into the area above.

---

~~~~~  
Diamond Mines - Second Level 3.34

~~~~~  
Underground in the mines near the unused railway track, carrying

- > nothing 169 Magic Stars
- > nothing
- > A warm golden dragon egg

Walk right, and you will see a very large dragon perched sleeping on a ledge above. Head towards it, and the dragon will look at you as you walk beneath it. Jump and grab the Magic Star (80). Luckily for you, the dragon will not bombard you with fireballs while you are carrying 'A warm golden dragon egg'. To make the area absolutely safe, drop 'A warm golden dragon egg' in the middle of the floor. The dragon will get edgy up for an instant, realise it can't unleash its fury, then settle down again. Head right and collect another Magic Star (79), then keep going to pick up 'A solid gold Irish shamrock'. Go back to the left and drop down to the bottom level again.

---

~~~~~  
Diamond Mines - Third Level 3.35

~~~~~  
You're in the deepest and least charted tunnels of the diamond mines, with

- > nothing 171 Magic Stars
- > nothing
- > A solid gold Irish shamrock

Go back right to the elevator, then descend to the bottom. Head left and use the next elevator, then continue left across the long, dangerous bridge. Once you are safely past the fireballs, stand near the left wall and jump to the right to get up to the area above.

---

~~~~~  
Diamond Mines - Second Level 3.36

~~~~~  
Underground in the mines near the unused railway track, carrying

- > nothing 171 Magic Stars
- > nothing
- > A solid gold Irish shamrock







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Start

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If you hit a troll, boulder or barrier, you lose a life and restart back near the mine cart in the Diamond Mines. If you accidentally take one of the first three exits, you will have to make your way back to the mine cart and try again. Once you have made it through to exit D (hopefully, with an extra 20 Magic Stars), you will be in a tunnel on the far left of Bridge Street.

---

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
Keldor - Bridge Street                                                    3.38
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

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You're in the village of Keldor wandering along Bridge Street, carrying

```

> nothing                                                                191 Magic Stars
> nothing
> A solid gold Irish shamrock

```

Drop down to the right and pick up 'A gravediggers muddy spade'. Head right and wait until the rat below moves to the left. Drop to the floor, grabbing a Magic Star (58) on the way, then head right and jump out of the tunnel. Hop over to the steps, then head left and up into the area above.

---

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
Graveyard                                                                3.39
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

```

In a cold and dark graveyard near an old haunted church, carrying

```

> nothing                                                                192 Magic Stars
> A gravediggers muddy spade
> A solid gold Irish shamrock

```

Head left and pick up 'A key with a skull motif'. Continue left until you reach a dip in the ground just below the bridge. Drop both the items you are carrying near the other items, then stand directly above the dip. Use 'A gravediggers muddy spade' and you will dig a hole down to the area below, to which you fall.

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
Subterranean Cave                                                        3.40
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

```

In a small eerie cave below the haunted graveyard, carrying

```

> nothing                                                                192 Magic Stars
> nothing
> nothing

```

This area is filled with acid drips. Be very careful when moving about, and try to time your walking and jumping effectively. Drop down to the left and then

jump to the next ledge above the pool nearby. Head to the left and pick up 'A gymnasts bouncy trampet', then jump to the ledge near the top to grab a Magic Star (57). Drop to the platform on the left then jump into the wall to collect another Magic Star (56).

Go back to the right and jump across the ledges until you arrive back at the ledge you first landed on. Pick up 'An empty bucket', then drop 'A gymnasts bouncy trampet' to replace it. Next, drop down to the right to grab a Magic Star (55). Step into the pool and drop 'An empty bucket' to fill it with water. Pick up 'A bucket full of water', then jump to the ledge on the left and up to the right onto the top ledge. Jump onto 'A gymnasts bouncy trampet' and hold left to spring back up to the graveyard above.

---

Graveyard 3.41

~~~~~  
~~~~~

In a cold and dark graveyard near an old haunted church, carrying

> nothing 195 Magic Stars  
> nothing  
> A bucket full of water

Once you land, pick up 'A solid gold Irish shamrock' and 'A long length of tough rope', then head left and jump to collect the Magic Star (54). Hop over the snail to the left, then continue to grab another Magic Star (53). Jump onto the ledge to the left, then up to the next one and onto the top to obtain the Magic Star (52). Drop back down and grab yet another Magic Star (51). Go all the way to the left, past the snail, and jump for the last Magic Star (50), before going down to the grasslands.

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| 4.4 Into Zaks' Castle CIZKC  
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The final section of the game consists of wrapping up the last few bits and pieces. This will involve a lot of travelling around all the different areas, and making use of the last items to get into and through Zaks' castle. It is here that we will collect the remaining Magic Stars, and ultimately rescue Daisy from the evil wizard.

---

Grasslands of Shamus 4.01

~~~~~  
~~~~~

On the grasslands near a broken bridge over a dangerous pond, carrying

> A long length of tough rope 200 Magic Stars  
> A solid gold Irish shamrock  
> A bucket full of water

The fact that you are back here will alert you to the looping nature of this world. Head left and jump over the snail to grab a Magic Star (49). Continue left and pass another snail to drop into the cave beyond, collecting another

Magic Star (48) en route. Jump out to the left, then drop 'A bucket full of water'. Approach Shamus the leprechaun and give him 'A solid gold Irish shamrock'. Pleased with your gift, Shamus leaps over you and into the cave below. Drop 'A long length of tough rope' to clear your inventory.

Head left, past the spider, all the way to the broken bridge. Drop down and jump up to the other side, then continue left and down to Carber Bay.

---

Carber Bay - Above Water 4.02

You are at Carber Bay gazing over golden sands and palm trees. You are carrying

- > nothing 202 Magic Stars
- > nothing
- > nothing

Walk left along the beach and pick up 'An aqua lung for under water' and 'A pair of flippers for swimming'. Dive into the water and swim left, over the two islands, until you reach the beach on the other side. Drop 'An aqua lung for under water' and 'A pair of flippers for swimming', then head left and up to the countryside above.

---

Countryside near Silver Stream 4.03

In the countryside near an old wooden bridge over Silver Stream, with

- > nothing 202 Magic Stars
- > nothing
- > nothing

Keep going left, past the spiders and snails and jumping over the self-made gap in the bridge. When you reach the mine entrance, pick up 'A pair of brass cymbals', then jump up the rocks back to the Yolkefolk village.

---

Treehouse Village - Ground Floor 4.04

You are at the base of the Yolkefolk's secret treehouse village, carrying

- > nothing 202 Magic Stars
- > nothing
- > A pair of brass cymbals

This will be the last visit to the treehouse village. Head left all the way to the elevator, and take it up to the top platform. Go right to the next floor.

---

Treehouse Village - First Floor 4.05

You're on some familiar paths through the village, near your own hut, with

- > nothing 202 Magic Stars
- > nothing
- > A pair of brass cymbals

Continue right past the spider, and jump up to the ledge on the right. Go a bit to the right and pick up 'Dozy's door key'. Jump back to the left, then head up to the next floor.

---

Treehouse Village - Second Floor 4.06

~~~~~

Near Daisy's now deserted home in the treehouse, carrying

- > nothing 202 Magic Stars
- > Dozy's door key
- > A pair of brass cymbals

Jump to the platform on the right and head up to the floor above.

---

Treehouse Village - Third Floor 4.07

~~~~~

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > nothing 202 Magic Stars
- > Dozy's door key
- > A pair of brass cymbals

Walk right and take the elevator the next platform. Head left, past Denzil's hut, and jump to the ledge on the left when you reach it. Continue past the spider back down to the second floor.

---

Treehouse Village - Second Floor 4.08

~~~~~

Near Daisy's now deserted home in the treehouse, carrying

- > nothing 202 Magic Stars
- > Dozy's door key
- > A pair of brass cymbals

Go left along the walkway and up to the area above again.

---

Treehouse Village - Third Floor 4.09

~~~~~

You're wandering around the treehouse paths near Denzil's crucial pad, with

- > nothing 202 Magic Stars
- > Dozy's door key
- > A pair of brass cymbals

Jump to the platform on the right, then continue all the way along until you head up to the fourth floor.

---

Treehouse Village - Fourth Floor 4.10

~~~~~

In the center of the treehouse village near Grand Dizzy's hut, holding

> nothing 202 Magic Stars  
> Dozy's door key  
> A pair of brass cymbals

Walk right until you can jump to the ledge above, then do just that. Continue left and up to the next area.

---

Treehouse Village - Fifth Floor 4.11  
You're busy searching high and low for useful things near Dylan's hut, carrying

> nothing 202 Magic Stars  
> Dozy's door key  
> A pair of brass cymbals

Go left past Dylan's hut and ascend in the elevator. Go right and grab the Magic Star (47), then continue up to the level above.

---

Treehouse Village - Sixth Floor 4.12  
High in the trees exploring near Dora's homely hut, carrying

> nothing 203 Magic Stars  
> Dozy's door key  
> A pair of brass cymbals

Duck under the spider and jump over the snail after it. Drop both the items in your inventory, then hop up to collect a Magic Star (46). Walk (don't jump) off the edge to the right, and down to the fifth floor again.

---

Treehouse Village - Fifth Floor 4.13  
You're busy searching high and low for useful things near Dylan's hut, carrying

> nothing 204 Magic Stars  
> nothing  
> nothing

You should grab a Magic Star (45) and land on a small ledge. Jump over the snail to the left and drop down to collect another Magic Star (44). Walk right under the spider and pick up 'A one ton weight'. Walk back left along the platform and drop down by Dylan's hut. Head left and go up in the elevator, then go right and return to the floor above.

---

Treehouse Village - Sixth Floor 4.14  
High in the trees exploring near Dora's homely hut, carrying

> nothing 206 Magic Stars  
> nothing  
> A one ton weight

Head right and stand under the hook at the end of the ledge above. Use 'A one ton weight' to pull the ledge down to a reachable height, then pick up 'Dozy's door key' and 'A pair of brass cymbals'. Jump left onto the ledge, minding the spider, and jump again to grab a Magic Star (43). Walk left and up to the very top floor of the Yolksfolk's treehouse village.

---

Treehouse Village - Seventh Floor 4.15

You are at the very top of the treehouse village near Dozy's drowsy hut holding

- > nothing 207 Magic Stars
- > A pair of brass cymbals
- > Dozy's door key

Hop to the platform on the right, and walk past Dozy's hut to collect the Magic Star (42) at the end. Turn around and go back left to the door of the hut, and use 'Dozy's door key' to unlock it. Go inside.

---

Dozy's Hut 4.16

Yawn! just being here in Dozy's hut makes you feel tired. You are carrying

- > nothing 208 Magic Stars
- > nothing
- > A pair of brass cymbals

Jump right to grab a Magic Star (41), then go over to the sleeping Dozy. Use 'A pair of brass cymbals' to wake him up:

"'yawwwn!!' says Dozy as the clash of the cymbals wake him. Dozy offers you his old thick rug."

Pick up 'A thick Persian rug' from the block to the right, then jump up the cabinet next to it until you reach the top. Leap up to the beam and head right to collect another Magic Star (40), then go back left. Jump from the end of the beam to avoid scorching from the torches below, then leave through the door.

---

Treehouse Village - Seventh Floor 4.17

You are at the very top of the treehouse village near Dozy's drowsy hut holding

- > nothing 210 Magic Stars
- > nothing
- > A thick Persian rug

Head left and drop to the platform below, then wait until the spider ascends before jumping to the small ledge on the left. Grab the Magic Star (39), then drop (don't jump) off the ledge to the left.

---

Treehouse Village - Sixth Floor 4.18



High in the trees exploring near Dora's homely hut, carrying

> nothing 211 Magic Stars  
> nothing  
> A thick Persian rug

You should land just short of the snail to the left (if you jumped, you'll be sitting dazed right in front of the snail and the spider). Head left and jump off the edge (you'll see why below).

---

Treehouse Village - Fifth Floor 4.19

You're busy searching high and low for useful things near Dylan's hut, carrying

> nothing 211 Magic Stars  
> nothing  
> A thick Persian rug

You will skim past a spider to the right, and roll down the platform down to the fourth floor.

---

Treehouse Village - Fourth Floor 4.20

In the center of the treehouse village near Grand Dizzy's hut, holding

> nothing 211 Magic Stars  
> nothing  
> A thick Persian rug

Drop off the ledge to the left, and fall all the way down to the first floor (just like in the first section).

---

Treehouse Village - First Floor 4.21

You're on some familiar paths through the village, near your own hut, with

> nothing 211 Magic Stars  
> nothing  
> A thick Persian rug

Drop off the end one last time and return to the sturdy floor of the village.

---

Treehouse Village - Ground Floor 4.22

You are at the base of the Yolkfolk's secret treehouse village, carrying

> nothing 211 Magic Stars  
> nothing  
> A thick Persian rug

After recovering, you should find yourself within arm's length of 'A small

pigmy cow', that you left here so long ago. Pick it up, then head right. Jump to grab a Magic Star (38), then hop over the snail and jump to collect another Magic Star (37). Continue all the way to the right, over the bridge, and say goodbye to the treehouse village as you descend into the countryside.

---

Countryside near Silver Stream 4.23

Countryside near Silver Stream

In the countryside near an old wooden bridge over Silver Stream, with

- > nothing 213 Magic Stars
- > A small pigmy cow
- > A thick Persian rug

Descend the rocks, then head left to enter the Diamond Mines one last time.

---

Diamond Mines - First Level 4.24

Diamond Mines - First Level

In the diamond mines near the elevator control machine, holding

- > nothing 213 Magic Stars
- > A small pigmy cow
- > A thick Persian rug

Go left to the elevator, then take it down to the lower tunnel. Head right over the crate and drop to the level below.

---

Diamond Mines - Second Level 4.25

Diamond Mines - Second Level

Underground in the mines near the unused railway track, carrying

- > nothing 213 Magic Stars
- > A small pigmy cow
- > A thick Persian rug

Head left and get back into the mine cart for another trek along the rails.

---

The Rail Network 4.26

The Rail Network

Use this opportunity to retrieve any Magic Stars you may have missed last time, following the map above to go to exit C. If you fail to take exit C, it does not really matter. Although you miss the chance for an extra life, you can either go back and try again or head straight to the grasslands.

---

Grasslands of Shamus 4.27

Grasslands of Shamus

On the grasslands near a broken bridge over a dangerous pond, carrying

- > nothing 213 Magic Stars
- > A small pigmy cow
- > A thick Persian rug

Do not drop off the ledge straight away, as there is a Magic Scroll behind you. Make use of this gift, then drop down to the left. Head left and jump up the rocks, then leap over the next hole to the special soil marked with the bean sign. Drop 'A thick Persian rug' next to the other two items, then jump back to the right and head up to the graveyard.

---

Graveyard 4.28

~~~~~

In a cold and dark graveyard near an old haunted church, carrying

- > nothing 213 Magic Stars
- > nothing
- > A small pigmy cow

Head right all the way through the graveyard, hopping over the hole you dug earlier, then descend into Keldor for one last bit of business.

---

Keldor - Bridge Street 4.29

~~~~~

You're in the village of Keldor wandering along Bridge Street, carrying

- > nothing 213 Magic Stars
- > nothing
- > A small pigmy cow

Go down the stairs and jump over the hole to the right, then continue along the road and enter the first doorway you come to.

---

Keldor - Tunnel 4.30

~~~~~

You're in a smelly and dark tunnel linking Castle St. to Bridge St., holding

- > nothing 213 Magic Stars
- > nothing
- > A small pigmy cow

Make your way past the rats and acid drips, and go through the right doorway.

---

Keldor - Castle Street 4.31

~~~~~

On Castle Street, where you'll find the shopkeeper, carrying

- > nothing 213 Magic Stars
- > nothing
- > A small pigmy cow

Jump up to the right and give 'A small pigmy cow' to the Merchant. He will give you 'A magic green bean' in return, so take your prize back into the tunnel by which you got here.

---

~~~~~

Keldor - Tunnel

4.32

~~~~~

You're in a smelly and dark tunnel linking Castle St. to Bridge St., holding

- > nothing 213 Magic Stars
- > nothing
- > A magic green bean

Go through the tunnel one final time, and out onto Bridge Street.

~~~~~

Keldor - Bridge Street

4.33

~~~~~

You're in the village of Keldor wandering along Bridge Street, carrying

- > nothing 213 Magic Stars
- > nothing
- > A magic green bean

Head to the left and hop over onto the staircase. Walk up the stairs and bid a fond farewell to the village of Keldor.

~~~~~

Graveyard

4.34

~~~~~

In a cold and dark graveyard near an old haunted church, carrying

- > nothing 213 Magic Stars
- > nothing
- > A magic green bean

Make your way left through the graveyard and hop over the hole in the ground. Retrieve 'Zaks' portcullis winch handle' and 'A key with a skull motif', then continue all the way to the left and down to the grasslands again.

~~~~~

Grasslands of Shamus

4.35

~~~~~

On the grasslands near a broken bridge over a dangerous pond, carrying

- > A key with a skull motif 213 Magic Stars
- > Zaks' portcullis winch handle
- > A magic green bean

Hop across the gaps and snails to the special soil on the left. Drop 'A magic green bean' just to the left of the wooden sign and watch the beanstalk shoot up out of the ground. Jump up the stalk into a new area above.

~~~~~

Low Clouds

4.36

~~~~~

You're near wizard Zaks' magical cloud castle, carrying

- > nothing 213 Magic Stars
- > A key with a skull motif
- > Zaks' portcullis winch handle

The white fluffy clouds manage to support Dizzy's weight momentarily, but he will slowly drop through them if he lingers too long. A lot of jumping is required on the clouds to prevent Dizzy from falling straight through.

Jump to the cloud on the right, grabbing a Magic Star (36) on the way, then leap over the butterfly to collect another Magic Star (35) on the cloud nearby. Jump back over the butterfly, and down to the cloud by the beanstalk. Hop over to the cloud on the left, then across and onto the next one. Jump to the cloud just above, procuring a Magic Star (34) in the process, then over to the right cloud above. Walk across and hop to the next cloud, then continue past the beanstalk. Jump to the small cloud on the right when the butterfly is out of the way, then across to the top cloud. Jump up to the area above, grabbing the Magic Star (33) as you do so.

---

High Clouds 4.37

Your feet are sinking through the soft white clouds and you're carrying

- > nothing 217 Magic Stars
- > A key with a skull motif
- > Zaks' portcullis winch handle

Hop straight up to the cloud above, then over to the one on the left. Jump to the cloud high up on the right, and mind the butterfly as you grab the Magic Star (32). Jump back to the lower cloud and across the beanstalk to the one to the left of it. Leap to the cloud nearby to collect another Magic Star (31), then jump over the butterfly to the next one. Drop all the way down to the cloud at the bottom on the left, then hop over to the one following. Jump past the butterfly to the left, grabbing a Magic Star (30) on the way, and land on a long cloud. This cloud is firm, and you will not fall through. You could probably guess that from the weight of the huge castle that it is supporting behind you. Go to the far left and collect the Magic Star (29), then go back and use 'Zaks' portcullis winch handle' to open the gate. Head inside.

---

Zaks' Castle - Bottom Floor 4.38

On the lower level of the evil wizard Zaks' castle, carrying

- > nothing 221 Magic Stars
- > nothing
- > A key with a skull motif

Go right past the rat, jumping to grab a Magic Star (28), and stand on the elevator. Use 'A key with a skull motif' to ascend, then use the elevator again to drop back down. Return to the left and leave the castle.

---

High Clouds 4.39

Your feet are sinking through the soft white clouds and you're carrying

- > nothing 222 Magic Stars
- > nothing
- > nothing



---

~~~~~

Zaks' Castle - Bottom Floor 4.44

~~~~~

On the lower level of the evil wizard Zaks' castle, carrying

- > A long length of tough rope 224 Magic Stars
- > A thick Persian rug
- > A bucket full of water

Walk right past the rat and the elevator, then hop up the steps to collect a Magic Star (25) from the table at the top. Skip down the next couple of steps and leap to the ledge on the right. Mind the rat as you grab a Magic Star (24), then drop to the floor off the right edge. Approach the blazing fire nearby (don't get too close) and use 'A bucket full of water' to extinguish it.

Head past the fireplace and jump for the Magic Star (23). Walk under the spider and towards the right wall to obtain another Magic Star (22), then go back. Just before the spider, hop onto the chair and up to the ledge above. Jump and grab the Magic Star (21), then leap over to the steps on the right. Hop to the top of the steps and jump left onto the ledge in the area above.

---

~~~~~

Zaks' Castle - Middle Floor 4.45

~~~~~

In the central part of Zaks' awesome castle, carrying

- > nothing 229 Magic Stars
- > A long length of tough rope
- > A thick Persian rug

Jump up to grab the Magic Star (20), then drop back down to the bottom floor.

---

~~~~~

Zaks' Castle - Bottom Floor 4.46

~~~~~

On the lower level of the evil wizard Zaks' castle, carrying

- > nothing 230 Magic Stars
- > A long length of tough rope
- > A thick Persian rug

Head right and jump up to the ledge in the area above near the wall, collecting a Magic Star (19) on the way.

---

~~~~~

Zaks' Castle - Middle Floor 4.47

~~~~~

In the central part of Zaks' awesome castle, carrying

- > nothing 231 Magic Stars
- > A long length of tough rope
- > A thick Persian rug

Jump to the ledge on the left once the spider has risen, grabbing the Magic Star (18) en route, then jump up to the higher ledge on the right. Leap up into

the air to collect another Magic Star (17), then drop from ledge to ledge back to the area below.

---

~~~~~

Zaks' Castle - Bottom Floor 4.48

~~~~~

On the lower level of the evil wizard Zaks' castle, carrying

- > nothing 233 Magic Stars
- > A long length of tough rope
- > A thick Persian rug

Walk left and drop from the steps to the ledge below, then down onto the floor. Keep going left until you reach a small alcove beneath some steps above. Jump over the rat, dodging the spider at the same time, and grab the Magic Star (16) from the corner. Go back and hop onto the chair. Jump to the steps on the left and then down the other side to the elevator. Ascend to the platform above, and jump left to collect a Magic Star (15). Mind the rat and the spider and jump onto the table near the left wall. Jump and grab another Magic Star (14), then leap over to the ledge on the right. Jump right to the ledge in the area above.

---

~~~~~

Zaks' Castle - Middle Floor 4.49

~~~~~

In the central part of Zaks' awesome castle, carrying

- > nothing 236 Magic Stars
- > A long length of tough rope
- > A thick Persian rug

Step a little towards the spikes on the right (again, not too close), and use 'A thick Persian rug' to cover them. Jump onto the rug and grab the Magic Star (13), then off the rug to the left onto the protruding ledge. Hop up to the chairs on the left, then up to the ledge near the wall to collect another Magic Star (12). Jump to the right into the top floor.

---

~~~~~

Zaks' Castle - Top Floor 4.50

~~~~~

Approaching Zaks' tower where Daisy is being held captive, with

- > nothing 238 Magic Stars
- > nothing
- > A long length of tough rope

Immediately jump back to the left to grab the Magic Star (11) and drop back to the area below.

---

~~~~~

Zaks' Castle - Middle Floor 4.51

~~~~~

In the central part of Zaks' awesome castle, carrying

- > nothing 239 Magic Stars
- > nothing
- > A long length of tough rope



Jump back to the right again and return to the floor above.

---

~~~~~

Zaks' Castle - Top Floor 4.52

~~~~~

Approaching Zaks' tower where Daisy is being held captive, with

- > nothing 239 Magic Stars
- > nothing
- > A long length of tough rope

Leap to the ledge on the right, collecting a Magic Star (10) when you land, then hop up to the ledge above. Jump over the gap to grab the Magic Star (9), then head past the rat and procure another Magic Star (8) near the wall. Go back to the left and jump over the gap to the small ledge. From here, walk to the right and drop through the hole down to the middle floor.

---

~~~~~

Zaks' Castle - Middle Floor 4.53

~~~~~

In the central part of Zaks' awesome castle, carrying

- > nothing 242 Magic Stars
- > nothing
- > A long length of tough rope

Head right to grab a Magic Star (7), then walk left and drop off the edge to land next to the rug-covered spikes. Make your way over the rug and past the rat on the other side, and jump to collect another Magic Star (6). Hop onto the small step at the end, and make use of your remaining item to swing across to the other side of the big gap. When the spider next to you descends, jump between it and the ledge above to land in front of the fireplace. Grab the Magic Star (5) near the rat, then go back to the left edge.

Hop onto the chair, then get to the left edge of it before jumping up to the ledge above (if you are too close you will roll off the other side). Jump to the right when the spider moves aside, collecting the Magic Star (4) in the process, then jump back left to the platform near the top. Head left to obtain another Magic Star (3) near the wall, then go back right. Jump left up through the hole in the ledges above to the top floor.

---

~~~~~

Zaks' Castle - Top Floor 4.54

~~~~~

Approaching Zaks' tower where Daisy is being held captive, with

- > nothing 247 Magic Stars
- > nothing
- > A long length of tough rope

You will grab a Magic Star (2) as soon as you enter, and land on a ledge shared with a rat. Jump to the ledge just above to the left, then up to the right onto the platform nearby, grabbing the penultimate Magic Star (1) on the way. Mind the spider as you head right and partake of the Magic Scroll. Go back left and drop down to the ledge against the wall. Drop to the right when the rat moves aside then hop over to the ledge on the other side of the hole. Walk to the

right edge and leap across to the right into the area below.

---

~~~~~

Zaks' Castle - Middle Floor 4.55

~~~~~

In the central part of Zaks' awesome castle, carrying

> nothing 249 Magic Stars

> nothing

> A long length of tough rope

Just before landing on the ledge near the wall, you will collect the last Magic Star of the game, at which point you are congratulated on your success:

"Well done! you have collected all the stars and can now enter Zaks' tower, where Daisy is being held. Go! Dizzy! Go!"

Jump to the right back to the top floor.

---

~~~~~

Zaks' Castle - Top Floor 4.56

~~~~~

Approaching Zaks' tower where Daisy is being held captive, with

> nothing 250 Magic Stars

> nothing

> A long length of tough rope

Head to the right past the pair of rats. As you have already collected all 250 Magic Stars, the magical barrier that blocked this tunnel has now disappeared. Continue through and into the final area of the game.

---

~~~~~

Zaks' Castle - The Tower 4.57

~~~~~

Dizzy walks in from the bottom left, and the screen scrolls upwards to show the trial ahead of you. At the top, Daisy is trapped on a ledge calling for help, and Zaks is beneath her. He begins to fire molten rocks down the steps below, and the screen scrolls back to the bottom. You can now control Dizzy.

The idea here is very simple - to get to the top of the tower. The movement of Dizzy is slightly different here. He moves more slowly and his jumps are lower and more jerky. Simply jump from step to step, avoiding the molten rocks that fall from above, until you reach the top. It is possible that you may lose a life or two here, but fortunately you will reappear in the same place you died if this happens.

Once you reach the top of the tower, quickly head over to the mirror on the right and wait. Zaks will shoot a blast of energy directly at Dizzy. Jump just before it reaches you and the energy will reflect from the mirror and back into Zaks. After he explodes, make your way over to where he stood and jump up to Daisy on the ledge above. Dizzy kisses her, and the game is complete.

The credits roll.

The End





Location: Treehouse Village - First Floor, to the left of Dizzy's hut

Function: Creates a bridge over the spike pit below the treehouse

Link: None

Hint: There is a pit of spikes nearby, and the description indicates the wood's size and ability to support weight

#### The key for the ground elevator

~~~~~

Location: Treehouse Village - Ground Floor, to the left of the elevator

Function: Switches on the elevator at the bottom of the treehouse

Link: Fantasy World Dizzy (although keys are used in a control room)

Hint: Fairly obvious

#### A machine wrench

~~~~~

Location: Countryside near Silver Stream, to the right of the bridge

Function: Fixes the machine in the mines to activate the elevators

Link: None

Hint: There is only one machine, and it doesn't seem to be working

#### A red and white mushroom

~~~~~

Location: Countryside near Silver Stream, to the left of the bridge

Function: One of the three ingredients of Grand Dizzy's medicine

Link: None

Hint: Identifiable by its appearance as one of the ingredients

#### The key for Grand Dizzy's elevator

~~~~~

Location: Diamond Mines - First Level, to the left of the machine

Function: Switches on the elevator to the left of Grand Dizzy's hut

Link: Fantasy World Dizzy (although keys are used in a control room)

Hint: Fairly obvious

#### A can of snappy weed killer

~~~~~

Location: Treehouse Village - Ground Floor, to the right of the spike pit

Function: Kills the snappy weed blocking the path in the treehouse

Link: None

Hint: There is a killer plant not far away

#### A long length of tough rope

~~~~~

Location: Treehouse Village - First Floor, above the snappy weed

Function: Allows Dizzy to swing across large gaps by pressing 'B' - only works on hooks hanging above

This item does not need to be used - it functions by just being in the inventory

Link: None

Hint: Some of the large gaps have hooks above them, and the description states that the item is tough

#### A pile of dry straw

~~~~~

Location: Treehouse Village - Third Floor, to the left of Denzil's pad

Function: Must be placed near Denzil and ignited to thaw him out

Link: Magicland Dizzy (although hot water is used to thaw him out)

Hint: Denzil is frozen not far away, and you will need something to burn to thaw him out

#### Denzil's door key

~~~~~

Location: Treehouse Village - Ground Floor, on the upper walkway

Function: Unlocks the door of Denzil's hut

Link: None

Hint: Fairly obvious

#### Daisy's door key

~~~~~

Location: Treehouse Village - Second Floor, to the right of the meeting hall

Function: Unlocks the door of Daisy's hut

Link: None

Hint: Fairly obvious

#### A magical star plant

~~~~~

Location: Treehouse Village - Third Floor, in the centre of the upper path

Function: One of the three ingredients of Grand Dizzy's medicine

Link: None

Hint: Identifiable by its appearance as one of the ingredients

#### An old medicine recipe

~~~~~

Location: Grand Dizzy's Hut, on the table near the cauldron

Function: Gives clues as to the ingredients required for the medicine

Link: None

Hint: Fairly obvious

#### An empty medicine bottle

~~~~~

Location: Treehouse Village - Fourth Floor, right of Grand Dizzy's hut

Function: One of the three ingredients of Grand Dizzy's medicine

Link: None

Hint: Identifiable by its appearance as one of the ingredients

#### A full bottle of medicine

~~~~~

Location: Grand Dizzy's Hut, after combining all three ingredients

Function: Cures Grand Dizzy, who gives you 'A warm golden dragon egg'

Link: None

Hint: Fairly obvious

#### A warm golden dragon egg

~~~~~

Location: Grand Dizzy's Hut, after curing Grand Dizzy  
Diamond Mines - Second Level, in the tunnel under the dragon

Function: Prevents the dragon in the mines from shooting fireballs

Link: Fantasy World Dizzy

Hint: As there is only one dragon, this egg must belong to it

#### A small animal cage

~~~~~

Location: Daisy's Hut, on the stool in the middle

Function: Allows you to catch Pogie the fluffle

Link: Prince of the Yolkfolk (although cheese must be used as bait)  
Spellbound Dizzy (although a fishing net is used)

Hint: The small animal running around the treehouse village is very difficult to catch with boxing gloves

#### Dozy's door key

~~~~~

Location: Daisy's Hut, beneath the cabinet

Function: Unlocks the door of Dozy's hut

Link: None

Hint: Fairly obvious

#### A cage containing Pogie the fluffle

~~~~~

Location: Treehouse Village - First Floor, once you've captured Pogie

Function: Give to Dylan in return for 'A small pigmy cow'

Link: None

Hint: Dylan requests it if you don't give it to him straight away

#### Dora's door key

~~~~~

Location: Treehouse Village - Third Floor, on the far left of the area

Function: Unlocks the door of Dora's hut

Link: None

Hint: Fairly obvious

#### The key for Dylan's elevator

~~~~~

Location: Treehouse Village - Fourth Floor, on the far right of the area

Function: Switches on the elevator to the left of Dylan's hut

Link: Fantasy World Dizzy (although keys are used in a control room)

Hint: Fairly obvious

#### Dora who has been turned into a frog!

~~~~~

Location: Dora's Hut, on the table on the left

Function: This is Dora - have the Prince kiss her to turn her back to normal and receive 'A crossbow with lots of bolts' in return

Link: Magicland Dizzy (exactly the same)

Hint: Classic fairy tale of frog and princess, with roles reversed



Dylan's door key

~~~~~

Location: Treehouse Village - Fifth Floor, to the left of the elevator

Function: Unlocks the door of Dylan's hut

Link: None

Hint: Fairly obvious

A small pigmy cow

~~~~~

Location: Dylan's Hut, by giving Dylan 'A cage containing Pogie the fluffle'

Function: Trade with the Merchant in return for 'A magic green bean'

Link: Fantasy World Dizzy (exactly the same)

Hint: Jack took his cow to the market, and received strange payment in return

A tender joint of cooked ham

~~~~~

Location: Treehouse Village - Ground Floor, on the far left of the area

Function: Distracts the boar near Crystal Falls

Link: Fantasy World Dizzy (although meat is used to lure boar into cave)

Hint: There is a hungry boar quite close by

A crossbow with lots of bolts

~~~~~

Location: Treehouse Village - Ground Floor, after helping Dora

Function: Fire at the soldiers around the castle to safely get inside

Link: None

Hint: When attempting to get into the castle, soldiers bombard Dizzy with rocks to push him back

A heavy bag of gold coins

~~~~~

Location: Crystal Falls, to the right of the waterfall  
Keldor - Bridge Street, on the far right of the west section

Function: Pay the troll Guard in the far eastern tunnel to pass by

Link: None

Hint: The guard in the tunnel nearby seems quite corrupt

A protective old umbrella

~~~~~

Location: Keldor - Castle Street, on the far right of the east section

Function: Prevents acid drops from causing damage

Link: Spellbound Dizzy (although umbrella stops flame going out)

Hint: Drops of acid in the area

#### A barrel of pirates rum

~~~~~

Location: Keldor - Bridge Street, on the far right of the east section

Function: Give to Blackheart the pirate to gain access to his ship

Link: None

Hint: There is only one pirate, and he is blocking your path

#### A very strong crowbar

~~~~~

Location: Keldor - Bridge Street, in the middle of the east section

Function: Prizes open the trapdoor on the middle deck of the pirate ship

Link: None

Hint: Useful for opening doors that don't have keys

#### Zaks' portcullis winch handle

~~~~~

Location: Pirate Ship - Middle Deck, under the trapdoor in the middle

Function: Opens the portcullis of Zaks' castle in the clouds

Link: None

Hint: Fairly obvious

#### A portcullis winch wheel

~~~~~

Location: Pirate Ship - Rigging, on the far left of the area

Function: Opens the portcullis of the trolls' castle in Castle Street

Link: None

Hint: Fairly obvious

#### A complete d.i.y. rope bridge kit

~~~~~

Location: Trolls' Castle - Upper Floor, on the far left of the area

Function: Builds a bridge over a large gap in the graveyard

Link: Prince of the Yolksfolk (exactly the same)

Hint: There are posts either side of a large gap in the graveyard that look as if they may have once supported a bridge

#### A key with a skull motif

~~~~~

Location: Graveyard, only accessible after building a bridge to it

Function: Switches on the elevator in Zaks' castle

Link: None

Hint: The fact that this key has a skull means it is probably usable in an unfriendly place, and the elevator in Zaks' castle doesn't work

#### Some sticks of dynamite

~~~~~

Location: Pirate Ship - Lower Deck, on the far right of the area

Function: Blows up the rock blocking the way to the dragon in Diamond Mines

Link: Treasure Island Dizzy (although the detonator is required instead)

Hint: Impassable rock with a fuse leading from it to a detonator...

#### An aqua lung for under water

~~~~~

Location: Carber Bay - Above Water, on the small island in the middle

Function: Prevents Dizzy from drowning whilst underwater.

This item does not need to be used - it functions by just being in the inventory

Link: Spellbound Dizzy (exactly the same)

Hint: Fairly obvious

#### A heavy duty rustproof pickaxe

~~~~~

Location: Carber Bay - Above Water, on the beach on the left of the area

Function: Breaks through the thin rock deep under water in Carber Bay

Link: Many Dizzy games in many ways

Hint: It is rustproof, therefore probably used somewhere underwater

#### An empty treasure chest

~~~~~

Location: Carber Bay - Deep Under Water, on the shipwreck

Function: Usable as a step to reach Grasslands of Shamus from Carber Bay

Link: Treasure Island Dizzy (exactly the same)





Hint: Buckets are typically used for carrying water

A bucket full of water

~~~~~

Location: Subterranean Cave, after filling the bucket with water

Function: Douses the flame in Zaks' castle

Link: Fantasy World Dizzy (although used to grow the beanstalk)  
Magicland Dizzy (although filled with hot water to melt Denzil)

Hint: The large fire in Zaks' castle needs to be passed

A thick Persian rug

~~~~~

Location: Dozy's Hut, after waking him up with 'A pair of brass cymbals'

Function: Covers the row of spikes in Zaks' castle

Link: Fantasy World Dizzy (exactly the same)

Hint: There is a row of spikes that cannot be jumped over, and there is no hook to swing across either

A magic green bean

~~~~~

Location: Keldor - Castle Street, as payment from the Merchant for either  
'A small pigmy cow' or 'A large gold coin'

Function: Sprouts into a beanstalk in the special soil in the grasslands

Link: Fantasy World Dizzy (although the bean needs to be watered)

Hint: This should be planted, and the sign with the bean on it gives a good clue as to where

Magic Scroll #1 - On a ledge in Treehouse Village - First Floor, only reachable  
~~~~~ by swinging across from the right edge of the Third Floor

Magic Scroll #2 - Just to the left of the waterfall in Crystal Falls

~~~~~

Magic Scroll #3 - Keldor, in the middle of the west section of Dock Street

~~~~~

Magic Scroll #4 - In a cave to the far right of Grasslands of Shamus, only  
~~~~~ accessible via the mine cart

Magic Scroll #5 - On the top floor of Zaks' Castle, inside a fireplace

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- \* to the right of Grand Dizzy's hut
- \* to the right of Grand Dizzy's hut
- \* on the far right of the area
- \* on the far right of the area
- \* on the walkway above Grand Dizzy's hut
- \* on the far left of the area

Fifth Floor (5 Magic Stars)

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- \* to the right of Dylan's hut
- \* on the far left of the area
- \* on the top walkway to the right of the elevator
- \* on the far right of the area
- \* on the walkway above Dylan's hut

Sixth Floor (3 Magic Stars)

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- \* to the right of Dora's hut
- \* on the far right of the area
- \* on the right of the area

Seventh Floor (2 Magic Stars)

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- \* to the right of Dozy's hut
- \* to the left of Dozy's hut

Dizzy's Hut (2 Magic Stars)

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- \* on the table on the left
- \* above the cabinet on the right

Daisy's Hut (2 Magic Stars)

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- \* near the door
- \* to the left of the cabinet

Denzil's Pad (2 Magic Stars)

????????????

- \* near the door
- \* above the cabinet on the right

Grand Dizzy's Hut (2 Magic Stars)

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- \* to the left of the bed
- \* above the cabinet on the right

Dylan's Hut (2 Magic Stars)

????????????

- \* near the door
- \* to the left of the cabinet



Dora's Hut (2 Magic Stars)

УУУУУУУУУУУУ

- \* above the bed on the right
- \* near the table on the left

Dozy's Hut (2 Magic Stars)

УУУУУУУУУУУУ

- \* to the left of the bed
- \* in the beams on the right

Meeting Hall (2 Magic Stars)

УУУУУУУУУУУУ

- \* near the door
- \* to the left of the table

Diamond Mines

УУУУУУУУУУУУ

First Level (6 Magic Stars)

УУУУУУУУУУУУ

- \* to the left of the elevator control machine
- \* in the bottom tunnel to the right of the elevator
- \* in the top tunnel to the right of the elevator
- \* in the water on the right of the area
- \* in the water on the far right of the area
- \* between the water and the elevator control machine

Second Level (7 Magic Stars)

УУУУУУУУУУУУ

- \* to the right of the mine cart
- \* in the top tunnel in the centre of the area
- \* on the far right of the area
- \* in the bottom tunnel to the right of the elevator
- \* in the bottom tunnel to the left of the elevator
- \* to the left of the dragon
- \* in the tunnel beneath the dragon

Third Level (6 Magic Stars)

УУУУУУУУУУУУ

- \* on the far left of the area
- \* above the middle of the bridge
- \* to the right of the bridge
- \* to the right of the leftmost elevator
- \* to the left of the rightmost elevator
- \* to the right of the large rock

Village of Keldor

УУУУУУУУУУУУ

Castle Street (5 Magic Stars)

УУУУУУУУУУУУ

- \* on the far right of the area
- \* near the wall to the left in the east section
- \* near the door in the centre section
- \* near the portcullis to the castle

- \* in the centre of the west section

#### Bridge Street (6 Magic Stars)

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- \* near the rightmost door
- \* on the far right of the area
- \* to the right of the bridge
- \* near the wall to the left in the east section
- \* above the stairs on the left of the area
- \* in the tunnel on the far left of the area

#### Dock Street (7 Magic Stars)

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- \* to the left of the bridge
- \* to the right of the bridge
- \* near Blackheart the pirate
- \* on the far right of the west section
- \* on the right of the west section
- \* on the left of the west section
- \* on the far left of the west section

#### Tunnels (5 Magic Stars)

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- \* in the far right tunnel between Castle Street and Bridge Street
- \* in the far right tunnel between Castle Street and Dock Street
- \* in the tunnel between Bridge Street and Dock Street
- \* in the centre tunnel between Castle Street and Dock Street
- \* in the far left tunnel between Castle Street and Dock Street

#### Pirate Ship

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##### Rigging (3 Magic Stars)

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- \* on the far right of the area
- \* between the swingable hooks
- \* on the far left of the area

##### Upper Deck (8 Magic Stars)

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- \* above the gangplank to the left of the ship
- \* in the lower deck on the far left of the ship
- \* in the middle deck in the centre of the ship
- \* in the lower deck on the left of the ship
- \* on the top deck on the left of the ship
- \* on the top deck in the centre of the ship
- \* in the middle deck in the centre of the ship
- \* on the far right of the ship

##### Middle Deck (3 Magic Stars)

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- \* on the far right of the ship
- \* in the centre of the ship
- \* on the left of the ship

Lower Deck (2 Magic Stars)

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- \* on the far right of the ship
- \* in the centre of the ship

Trolls' Castle

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Lower Floor (8 Magic Stars)

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- \* on the far right of the area
- \* on the right of the area
- \* on the left of the area
- \* on the far left of the area
- \* near the top on the left of the area
- \* near the top in the centre of the area
- \* near the top on the far right of the area
- \* between two ledges on the right of the area

Upper Floor (7 Magic Stars)

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- \* near the right wall in the west section
- \* on the left of the west section
- \* on the far left of the west section
- \* in the centre section
- \* on the far right of the east section
- \* in the centre of the east section
- \* near the left wall in the east section

Carber Bay

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Above Water (9 Magic Stars)

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- \* on the island in front of the pirate ship
- \* on the beach on the left of the area
- \* on the beach on the right of the area
- \* near the door on the right of the area
- \* on the far left of the area
- \* to the left of the large island
- \* above the large island
- \* to the right of the large island
- \* to the left of the beach on the right

Under Water (6 Magic Stars)

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- \* on the far left of the area
- \* on the left of the area
- \* on the far right of the area
- \* on the right of the area
- \* beneath the large rock ceiling
- \* beneath the large rock ceiling

Deep Under Water (9 Magic Stars)

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- \* to the left of the shipwreck

- \* on the left of the area
- \* on the far left of the area
- \* to the left of the shipwreck
- \* above the shipwreck
- \* to the right of the shipwreck
- \* on the far right of the area
- \* on the rocks above the bubbly hole
- \* near the top on the left of the area

#### Submerged Cave (3 Magic Stars)

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- \* on the far left of the area
- \* on the far right of the area
- \* at the bottom of the area

#### Zaks' Castle

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##### Bottom Floor (10 Magic Stars)

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- \* near the entrance
- \* above the steps to the right of the elevator
- \* to the left of the fire
- \* to the right of the fire
- \* near the bottom on the far right of the area
- \* on the right of the area
- \* near the top on the far right of the area
- \* below the steps to the right of the elevator
- \* on the top ledge to the left of the elevator
- \* on the top ledge on the far left of the area

##### Middle Floor (11 Magic Stars)

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- \* on the left in the eastern tower
- \* in the middle of the eastern tower
- \* on the right in the eastern tower
- \* above the spikes
- \* on the far left of the area
- \* on the high ledge above the spikes
- \* to the right of the spikes
- \* on the far right of the western section
- \* on the right of the western section
- \* near the top on the right of the western section
- \* near the top on the far right of the western section

##### Top Floor (6 Magic Stars)

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- \* on the far left of the area
- \* on the left of the area
- \* near the top on the left of the area
- \* near the right wall on the left of the area
- \* near the left wall on the right of the area
- \* near the top on the right of the area

#### Countryside near Silver Stream (6 Magic Stars)

??

- \* to the left of the bridge
- \* to the right of the bridge
- \* at the entrance to the mines
- \* in the water under the bridge
- \* to the right of the bridge
- \* on the far right of the area

#### Crystal Falls (5 Magic Stars)

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- \* on the far right of the area
- \* to the right of the boar
- \* between the jagged rocks
- \* to the right of the waterfall
- \* on the far left of the area

#### Graveyard (8 Magic Stars)

??????????

- \* on the far right of the area
- \* to the right of the bridge (once it's built)
- \* on the right of the area
- \* to the left of the hole (once it's dug)
- \* to the left of the hole (once it's dug)
- \* on the left of the area
- \* on the left of the area
- \* on the far left of the area

#### Chasm of Bubbles (10 Magic Stars)

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- \* at the bottom of the area
- \* near the bottom of the area
- \* near the bottom of the area
- \* near the bottom of the area
- \* in the middle of the area
- \* in the middle of the area
- \* near the top of the area
- \* near the top of the area
- \* near the top of the area
- \* at the top of the area

#### Grasslands of Shamus (4 Magic Stars)

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- \* on the far left of the area
- \* to the left of the broken bridge
- \* on the right of the area
- \* in the cave on the right of the area

#### The Rail Network (20 Magic Stars)

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- \* at the beginning of the track
- \* at the beginning of the track
- \* near the beginning of the track
- \* near the beginning of the track
- \* near the beginning of the track
- \* almost halfway along the track
- \* almost halfway along the track



