

FOUR GAMES  
IN ONE CARTRIDGE!



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QUATTRO  
Arcade



Nintendo of America Inc.  
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CODEMASTERS™





# CODEMASTERS

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- EXTRA POWER-UPS



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## SELECT GAME



**F-16 RENEGADE**



**CJ's Elephant Antics™**



**Go! Dizzy Go!™**



**Stunt Buggies™**

### Choose your Game

By using ultra-large memory chips we are able to bring you four full-sized games on one cartridge. The first thing you will need to do when you Power-On is select which game you want to activate.



The game selection screen

Use the SELECT button to point the arrow on the screen at the game you want to play.

Press the START button to activate the game, then read the screen in this booklet about playing the game.

During play you can use the SELECT button to start the chosen game again.

When you want to choose a new game you should Power-On wait a few seconds, and Power-On again.

# F-16 *Renegade*



**T**hree are not quite what they seem them as Parson High School. Behind the door to the computer room the only numerical level of department, Professor Hells, is secretly plotting to take over the world!

Using only his PC Professor Hells logged into USAF's central database and set to install a program which will assemble all of America's Air Force and administratively by it as a mission to start World War III. Professor Hells's inseparable Nexus takes the character of a most magnificent hero in destination.

Todd Freeman is the only guy who can save the apocalypse. As a student of Hells, Todd discovered the devious plot and tried to warn the Air Force. Unfortunately the General at the head here thought Todd was a crazy kid and ignored his pleas.

Now Todd is about to take action himself. This night, wearing his full air equipment to sneak, Todd went to the computer room and logged onto USAF central. Finding the flight training program for the F-16 Falcon jet, he gave himself a crash course in combat flying. So excited that he could handle the F-16, Todd left the school and headed for the Air Base.

He scaled the perimeter fence without attracting attention and managed to keep the guard dogs at bay with some candy he had in his pocket. Soon he was in the cockpit of the F-16 and pleased to see the boys were still in the dark. He fired it up just in time as all around him other planes were being piloted. When the runway is they took orders from professor Hells's program.



F-16 Renegade

### IT'S ALL IN YOUR HANDS...

You are Todd Freeman and you must Defeat Professor Hella's computer controlled Air Force to stop World War III - Good Luck!



### CONTROLLING THE F-16

Here are the details about the control systems of the F-16 which Todd learned when he broke in to the UCAF computer:

*Professor Hella hard at work, writing the final touches to his computer program.*

- A** button: Fire a bullet (hold the button down for continuous fire or tap it quickly for rapid fire)
- B** button: Smart Bomb (you start out with one but you can pick up more as you progress through the game)
- Up/Down:** Move the plane
- Left & Right:** Move the plane
- Start:** Pause
- Select:** Select One or Two player game on title screen

### Air Force 22





Start the 'Pick-Up'



Maximum Progress

### WEAPONS SPECIFICATION

Pick-Ups can be set off by shooting all the planes in a blue squadron...

**S:** Smart Bomb, **P:** Weapons Power-Up, **L:** Extra Life

Each weapon is progressively more powerful. Some planes take more than one hit to kill with the weaker weapons.

### TWO PLAYER GAME

This is a competitive Two player game; the aim is to out-survive your opponent...

As you hit an enemy, your opponent will rise up the screen, closer to the enemy and so closer to the danger!

There is a bar on the Two player panel with 4 dots. You must fight all the dots to your colour...

**White:** player One and **Black:** player Two.

The Two player game is only played in the overhead sections.

### FLYING TIPS...

- Try to learn the movement patterns on the first level - you can pick up a lot of bonuses at the start if you can shoot the blue planes.
- Try to kill the ground based weapon sites quickly as they fire deadly homing missiles.
- There are 20 missions for Todd to complete, 10 overhead and 10 3-D.



Competitive 2 Player



Ground Attack



The 3-D section



# CJ

## ELEPHANT ANTICS



CJ's elephant antics have landed him in BIG trouble this time. Out exploring the jungle far from home, he stumbled into an elephant trap! And now he was being flown to a zoo, destined to spend the rest of his life in captivity!

But as the plane flew through some bad turbulence, CJ's cage shook and flew open. "Wow!", shouted CJ. "What a break! Adios, zookeeper dudes, I'm outta here!". Grabbing a nearby umbrella, he dashed for the exit and jumped out...



CJ's Elephant antics

Using his umbrella as a makeshift parachute, he floated gently down to the ground. One look at the famous Eiffel Tower was enough to tell him he was far, far away from his folks back home. "Great jumping jumbo!", CJ exclaimed. "We touched down in Paris!".

So CJ started out on his fantastic journey home, through the City of Paris, across the mountains of Switzerland, exploring the great pyramids of Egypt, and then into the jungle, deep in the heart of Africa.



### GETTING INTO A MESS

C.J.'s faced with the mammoth task of getting back to his family in Africa. On his way he'll have to watch out for a whole load of bad guys: Frosty Frogs, Savage Snowmen, Slimy Snails and even Psycho Pufferfish! Luckily C.J. is not defenceless, he can shoot peanuts through his trunk and even throw bombs.



Screenshot from the game

he can shoot peanuts through his trunk and even throw bombs.

### CONTROLLING C.J.

- A** button: Makes C.J. jump
- B** button: Shows peanuts through C.J.'s trunk (C.J. never runs out of peanuts but he can only fire one at a time)
- Left & Right**: Walks C.J. left and right (C.J. gradually speeds up when a direction is held)
- Down**: Throws a bouncing bomb (unless C.J. is out of bombs)
- Start**: Pause
- Select**: Used on the title page to select a One or Two player game (more on this later)

### C.J. with his Trusty Umbrella



### BOOM!

Bombs are very useful for getting rid of awkward enemies, but be careful not to waste them.

### BOOM!

There are lots of spikes in C.J.'s way. Try to steer well clear of them as they are all really fatal.



Watch those spikes!

### TIP!

There are many moving platforms that C.J. must use to progress through the game. Simply hop aboard and get ready to jump off at the right time!



The blockhead.

### BOOM!

When you reach the end of each level you will meet the boss that blocks your way to the next level. You must shoot or bomb these bosses into oblivion, while they will do their best to put an end to C.J.'s Elephant Antics™.

### C.J.'s extra umbrella!

When C.J. jumps or falls off a ledge, he uses his umbrella as a makeshift parachute, letting him fall from great heights.

### Two player game!

In the Two player game both players play at the same time, player One controls the red C.J. and player Two controls the blue C.J.



Two can play C.J.

Red C.J. will throw blue bombs and blue C.J. will throw red bombs. Sometimes you will see green, yellow or brown bomb icons; pick these up as they will get you another 10 extra bombs.



### BOOM!

When some enemies go "Pop!" they leave behind fruit or cakes that C.J. can scoff for extra points. Sometimes they leave extra bombs, or a can of fuzzy drink that will give C.J. a burst of energy.



# Go! DIZZY Go!



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"It's a nightmare!", thought Dizzy™. He wish every the Evil Wizard Zaku™ had done it upon! He kidnapped Dizzy's friends whilst they were having a picnic in the woods and cast them into several strange and dangerous new worlds. Dizzy and Densil™ must defeat the wizard's weird magic to rescue their poor friends. Each friend has been trapped in a world of make-believe with many magical monsters.



Dylan™ was transported to a mysterious "Get Dizzy Gel" undersea world, deep on the ocean floor. He has only a few hours oxygen, so he must be rescued first. Poor old Dena™ is lost in a dark and gloomy forest where every route she takes leads to another tree. Grand Dizzy™ has been sent to an ancient and perilous Egyptian city. Dizzy™ suddenly found himself in a lonely mountain wilderness and Dicky™ has been imprisoned in the tallest tower of the evil wizard's castle! Only you can help Dizzy and Densil re-unite the Tiddlers...

Get Dizzy Gel!

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## Dizzy's Quest for the Yolkfolk



World 1:  
The Forest Area

For Dizzy™ to rescue his friends he must collect all the fruits in each of Zaki's mazes. When Dizzy completes five levels he can go onto the next world. There are five worlds for Dizzy to complete:

World 1	Dylan	Underwater
World 2	Dave	Forest
World 3	Grand Dizzy	Pyramid
World 4	Dazy	Mountain
World 5	Dazy	Castle

Once you've  
finished  
collecting all  
the fruits you  
can go to the  
next world.



## Controls

You can choose to play either Dizzy™ or Densil.  
Dizzy is controlled from pad 1, Densil is controlled  
from pad 2...

### Up/Down

**Left & Right:** will make Dizzy (or Densil) move  
around the maze.

### Select

Switches between One player, Two  
player and Contest on the title screen.

### Start

Starts the game and pauses the game  
when in play.

## The different game modes

**One player mode:** This is just  
Dizzy on his own crusading  
against the enemy.

**Two player mode:** This  
enables Dizzy to team up with  
Densil to defeat the enemy.

**Contest mode:** This is really a competition to see  
who can get the highest score, not to see who can  
complete the most levels. There are six lives  
between you and when the other player dies, you  
get a massive score bonus. You use shared lives until  
they run out and the game finishes.



Two Player Contest

## It's a Bonus!

When playing the game, you will notice that one of the fruits is fishing. If you collect this, you will get a bonus and another fruit will fish. Collect all the fruits in this order to get a huge score bonus.



Collect the fishing boat



The Bonus Screen  
Try to get all the fruits  
against the clock

## Gameplay

There are many different ways of playing *Get Dizzy Get!* It is sometimes better to leave a monster trapped in a square instead of killing it. If you decide to kill it, it will only re-appear a few seconds later in a different place.



Many  
ways  
to  
play  
the  
game  
and  
you  
can  
even  
use  
your  
help!

## Power-Up!

The key words to be compared are littered with all sorts of mean and nasty buddies. Wobbly jellyfish, Singing Scorpions, Baby Rock Monsters, Shocking Electric Eels and Growing Pumpkins are just the start of it! Luckily there is a vast amount of Power-Ups too. Special icons will appear so pick

em up! Some will let you pass through the edges of the screen, some will allow you to move any block, then there are Smart Bombs, Shields, Bombers and many others which change the gameplay when they are picked up.

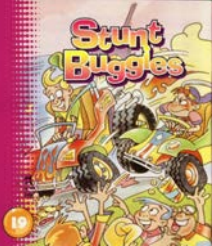
## The Scoring System

On *Get Dizzy Get!* you are given a score going at the end of your game. This is indicated by a colour so you can see how good you are. The colours go: Red (lowest) through Orange, Yellow, Green, Blue, Indigo, Violet, White, Bronze (most players could eventually get this), Silver (very good score), Gold and Platinum (very rare - amazing score!) - Good Luck!

His Father is  
The Great One!



# Stunt Buggies



It didn't seem the ideal birthday situation. Your folks having to spend the day with a sick relative while you're shooed off to stay with old uncle Zab the inventor in his massive and probably haunted house.

However what greets you when you awake in your strange new bedroom does seem like the ideal birthday present. A miniature, totally cool, fully working sports buggy. With uncle Zab already absent his strange business in the attic, you decide to take this mean machine for a spin in the apparently endless passages of the house.

While cruising the basement, you notice a white light coming from a crack in the ceiling. "Uncle Zab must have left a light on", you think, drawing closer. Suddenly a trap-door opens and you are sucked up into a beautiful but bewildering new world. It seems to be under attack from an army of automated horrors attempting to devastate the landscape.

You're still not sure how or why you're here but your help is obviously needed and with the trapdoor closing behind you there seems to be no choice...



Stunt Buggies

## Control

You've been plunged into a strange new world and it's under attack! Your job is to drive around the mazes in your Smart Buggy and collect all the bombs that have been placed there.

To collect the bombs you will have to avoid an assortment of weird and wonderful vehicles. Luckily your Smart Buggy is equipped with smoke which will temporarily confuse the enemy cars, allowing you to escape.



*Smart' out!*

## The Screen Display

The bar at the top left of the screen shows how much smoke you have left. To the right of the bar is the lives counter.

On the bottom right of the screen is the radar. This shows you all the action going on in the maze...

- |                            |                          |
|----------------------------|--------------------------|
| <b>White dots:</b>         | Enemy                    |
| <b>Flashing white dot:</b> | Your car                 |
| <b>Pulsing circle:</b>     | The next bomb to collect |
- To the left of the radar is a counter which tells you how many bombs you have to collect.

*Smart Buggy: One step up some ground*



## Controlling your Stunt Buggy

- B button:** Drop smoke
- Up/down:** will turn your car at the next available opportunity\*
- left & right:** will turn your car at the next available opportunity\*
- Select:** Flows radar to other side of the screen
- Start:** Pause
- A button:** No effect

\*You can use the direction buttons before you reach a corner and the maze will be remembered.

## Collecting Bombs

If you collect the bombs in their flashing order, you will be given question marks which will give your car a Power-Up. Most of these are good, but some are bad, so learn which ones appear where.

The Rocket Car

## The Bonus Game

On this level you must collect all the dollar signs, but beware! -the dollar signs turn into killer spikes as soon as you run over them.

## Two Player Game

In Two player mode, the players take turns to control their cars. Each car is a different colour and the player's number appears above the car as it appears from the hole.



The Bonus Game

## Stunt Tips

- Learn how to 'smoke' the cars and then pass through them -this is very important!
- On some levels you will have to collect the bombs in flashing order; this is because you will need the mystery power-ups to complete the level.
- If you are taking too long to complete a level, a special enemy car will appear to make you hurry up!
- The closer enemy cars are the more they will home in!
- Look out for hidden warps and chests!



The power!



# CODEMASTERS

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## ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.

David and Richard Darling started writing video games while they were in their early teens and still at school in England.



From these beginnings, David and Richard became contract game authors. They wrote games for many major British software houses and many of them turned out to be fun and best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play.

David and Richard formed Codemasters, their own company, in October 1985. Within a year Codemasters was the best selling game software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the world's best games people work at Codemasters global headquarters, a 60 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

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- Consult the dealer or an experienced radio/television technician for help.

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