

The Fantastic Adventures of Dizzy Walkthrough

by MrPopsicle43

Updated on Nov 5, 2012

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Walkthrough by MrPopsicle43.
Game by Codemasters.

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1. Version History
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v1.0 (11/04/2012)
Walkthrough started.

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2. Introduction
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Fantastic Adventures of Dizzy is an adventure-platformer game.
So you know where you are, I decided to label the rooms you should be in.

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3. Walkthrough
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LET'S PLAY DIZZY!

The Hermits Cave

Take all three items.

Go near the door and use the straw.
Use the match.
Use the bucket of water.
Drop the empty bucket.
Get out of the cave.

The Cave Opening

Get the fruit and star (49 left).
Go left.

The Gate House

The troll here will not kill you.
Get the pickaxe and the star (48 left).
Go right.

The Cave Opening

Go right on the top path. (You will not go in the cave again, anyway)

The Hermits Cave

Get the star (47 left) and the fruit.
Go right.

Top of Oak Hill

Get the star (46 left).
Go right.

Breezy Cliff Top

Jump on the cloud on the left and get the star (45 left).
Drop down.

The Hillside

Get the star (44 left) on the right.
Use the pickaxe on the rock.
Go in the cave the rock was blocking.
Get the fruit.

Aladdins Cave

POSSIBLE DEATHS: Water.

Jump up the rocks, getting the stars (42 left) and fruit.
When you reach the top one, jump to the right.

Top of Oak Hill

Get the gold doubloon and fruit.
Go back down.

Aladdins Cave

Get out of the cave.

The Hillside

Go right.

Swift River

POSSIBLE DEATHS: Water.

Get the star on land (41 left).
If you need to, let the boat come back to you.
Get on the boat.
Get the star (40 left).

The River Bank

POSSIBLE DEATHS: Water.

Give the gold doubloon the the ferryman.
Go back left once the boat comes.

Swift River

Go left.

The Hillside

Go back up the hill.

Breezy Cliff Top

Go left.

Top of Oak Hill

Jump on the mushroom until you reach the cloud.

A Fluffy Cloud

Get the oars.
Drop back down.

Top of Oak Hill

Go right.

Breezy Cliff Top

Drop down.

The Hillside

Go right.

Swift River

Wait for the boat to come and get on it.

The River Bank

Give the oars to the ferryman.

Yolkfolk Village

The little creature here will not hurt you.
Get the fruit and the star (39 left).
Go right.

The Castle Moat

Get the star (38 left).
Give the fishing net to Dylan.

Drop the long stick.
Go back left.

Yolkfolk Village

Go back left.

The River Bank

Go left on the boat.

Swift River

Go left.

The Hillside

Go up.

Breezy Hill Top

Go to the cloud on the right and get the logs.
Jump right.

A Fluffy Cloud

Ignore this screen, continue falling down.

Swift River

Dizzy will look damaged from the fall, but don't worry, you don't die.
Go right on the boat.

The River Bank

Go right.

Yolkfolk Village

Jump on the middle platform, then the left, then the middle, then the left.

Daisys Hut

Jump to the platform on the right.
When Dizzy is in the middle of the platform, use the logs.
Go to the edge and use the rope.
Go across the bridge and get the star (37 left).

The Narrow Ledge

Jump off the platform to the first cloud and get the star (36 left).
Jump off to the high left platform and get the star (35 left).
Jump to the castle tower and get the star (34 left).
Jump to the bottom cloud and drop down to the right.

The Castle Moat

If you did this right, you should get a star (33 left).
Go back to The Narrow Ledge, you should know how.

The Narrow Ledge

Go right.

The West Tower

Get the star (32 left) and drop down the tower.

The West Wing

Get the harp on the ground.
Go back up with the platform.

The West Tower

Drop down the hole in the middle.

The West Wing

You should get a star while falling (31 left).
Get back up using the cloud.

The West Tower

Use the clouds to get onto the other tower.
Get the pliers and the star (30 left).
Jump up.

More Clouds

You will be on a cloud and the jump will get you a star (29 left).
Jump on the other clouds and get the fruit and other star (28 left).
Jump off the edge of the cloud you're on.

Sky

This jump should get you the star here (27 left).

Archway Corridor

Get all 5 stars here (22 left).
Go left and jump a bit away from the left side of the screen.

The West Tower

Go to the edge of the tower on the left and jump off.

The Castle Moat

Go left.

Yolkfolk Village

Jump the platforms.

Daisys Hut

Jump right to the platform and go right.

The Narrow Ledge

Jump on the first cloud, then the top platform.
Go left.

Daisys Hut

Go left and get the fruit, jump the gap, then get the star (21 left).
Go right a bit and jump to the top platform.
Jump right.

The Tree Tops

Get the star (20 left).
Jump left to the platform, then jump left again.

Very High Clouds

Jump the clouds to get the fruit and the two stars (18 left).
Go to the right cloud and jump right.

The Tree Tops

Get the fruit and the 2 stars (16 left).
Jump back left.

Very High Clouds

Jump from cloud to cloud to the next screen.

Heavens Gate

Give the harp to Saint Peter.
Drop down.

A Fluffy Cloud

Get the star (15 left).
Ignore the juggling balls and jump to the left.
If you just drop straight down, you will land in the Swift River and die.

The Hillside

Go up the hill back to Top of Oak Hill.

Top of Oak Hill

Use the pliers on the lion.
Drop the thorn.
Get the cage.
Go down the hill, across the river to Yolkefolk Village.

Yolkfolk Village

Drop the cage then the cheese next to it.
Wait for the little creature (a fluffle) to get in the cage.
Get the caged fluffle.
Go across the river, up the hill, and straight left to The Gate House.

The Gate House

Drop the caged fluffle.
It will chase the troll away and you can now enter the castle.

The Entrance Hall

Get the fruit and star here (14 left).
Go left on the top path.

The Banquet Hall

Get the star (13 left).
Use the platform to get up.

The Royal Tower

Use the platform then get the star (12 left) and the fruit.
Go back down then right.

Castle Ramparts

Get the star (11 left). Ignore the key for now.
Go back left.

The Royal Tower

Use the platform then head right.

Castle Ramparts

Get the fruit.
Head back left.
Go down, right, down, right to The Gate House.

The Gate House

Go right, get the thorn, down the hill, across the river to Yolkefolk Village.

Yolkefolk Village

Go up the platforms, across the bridge, left on the top path, the high platform, jump right, jump left to the next platform, through the very high clouds to Heavens Gate.

Heavens Gate

Drop straight down and this time get the juggling balls.
Jump off from the right, go right to Yolkefolk Village.

Yolkefolk Village

Go up the platforms, across the bridge, then right, then drop down the tower to The West Wing.

The West Wing

Use the axe on the thorns.
Go right.

Castle Ballroom

Get the 2 stars (9 left). Get the trumpet.
Use the platform, go left, and ignore the potion.

The West Wing

Get the star (8 left) and jump up left, then right.

Archway Corridor

Go right.

Zaks Castle

Get the 2 stars (6 left) and ignore the wrench. Go right.

Inner Sanctum

Use the platform, go left and get the star (5 left).

Zaks Castle

POSSIBLE DEATHS: The troll.

Walk left a bit, use the thorn, then walk back to the right.
The troll will step on the thorn and get hurt.
Go right.

Inner Sanctum

Go down then left.

Zaks Castle

Get the wrench this time.
Take the linear path back to The West Tower.

The West Tower

Go back to The Cave Opening.

The Cave Opening

Give the juggling balls to the jester.
Go left, left, up, left, left, left to the Castle Drawbridge.

Castle Drawbridge

Use the wrench on the switch.
Go right, right, down, left, left, left to the bottom of this screen.

Castle Drawbridge

Get the fruit and the star (4 left) and go left.

The Castle Gardens

Get the 2 stars (2 left).
Give the joke book to the princess.

Go right to The Entrance Hall.

The Entrance Hall

Use the platform and give the trumpet to the man.
Go right back to Top of Oak Hill.

Top of Oak Hill

Use the mushroom to get on the cloud.

A Fluffy Cloud

Use the magic carpet and hop on!

A Fluffy Cloud

Get the crown and the two stars (that's all of them).
Hop on again.

A Fluffy Cloud

Get on the cloud and jump left, then go left back to The Entrance Hall.

The Entrance Hall

Go up, left, up to The Royal Tower.

The Royal Tower

Go right.

Castle Ramparts

Get the key.
Go left.

The Royal Tower

Use the platform and then use the flag on the flagpole.
Go down then right.

Castle Ramparts

Give the crown to the king.
Go all the way to Inner Sanctum. You should know the way by now.

Inner Sanctum

Use the platform, then make a careful jump to the top.

The Tallest Tower

Use the key on the door.
Go a bit to the left and press B on Daisy's bed.

Daisy Is Free

Enjoy the ending!

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4. Ending
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If you have any questions, drop me an email at:
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Walkthrough by MrPopsicle43.
Game by Codemasters.

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