SELECT GAME

1
F-16 RENEGADE

7
CJ's Elephant Antics

13
Go! Dizzy Go!

19
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.

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 you want to play.

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

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

Important Precautions

We suggest you test the game for 1 to 2 hours of play. If the game continues to work, and you do not need to restart, we consider the game as good.

If the game does not work or play, contact the Customer Help Line.

GAME DOES NOT WORK OR PLAY:
CUSTOMER HELP LINE TOLL FREE
ON U.S.A. ONLY 1-800-592-2666
IN CANADA ONLY 1-888-663-0288
CAMEBRICA GAMES

MINTS AND SECRETS INCLUDE:
- EXTRA LIVES
- LEVEL WARPS
- EXTRA POWER-UPS

CODEMASTERS™ HELPLINE: 1-WIN-RESTART / 1-800-737-6278

CODEMASTERS is a registered Trademark of Codemasters Software Company Limited 1992. All Rights Reserved.

Quattro Arcade is a product of Camerica Limited and is not redesigned, manufactured or distributed by Nintendo of America Inc.

Codemasters Software Company Limited

Quattro Arcade is a product of Camerica Limited, Inc. and is not redesigned, manufactured or distributed by Nintendo of America Inc.
Things are not quite what they seem down at Fairview High School. Behind the door to the computer room the madly recovered head of department, Professor Helix, is secretly plotting to take over the world! Using only his PC Professor Helix logged into USAF's central computer and set to create a program which will scramble all of America's Air Force and automatically fly it on a mission to start World War III! Professor Helix's respectable facade hides the character of a mad megalomaniac born on destruction.

Todd Freeman is the only guy who can stop the apocalypse. As a student of Helix, Todd discovered the diabolical plan and tried to warn the Air Force. Unfortunately the Generals at the local base thought Todd was a crazy kid and ignored his pleas.

Now Todd is about to take action himself. That night, claiming he had an assignment to finish, 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. Satisfied that he could handle the F-16, Todd left the school and headed for the Air Force.

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 keys were still in the dash. His first task was to land all around the other planes were already pilotless as they took orders from Professor Helix's program.
It's all in your hands... You are Todd Frendone, the most dastardly Professor Helix's computer-controlled Air Force. Here are the details about the controls of the F-16 which Todd Harrold when he broke into the UHAP computer.

Here are the details:

- **Controls:**
  - Fire a bullet (hold the button).
  - Fire for continuous fire or tap down for rapid fire.
  - Bring smart bomb (you start out with some and you can pick up more as you progress through the game).

**Select:**
- Select one or two player mode on title screen.

**Start:**
- Left & Right Move the plane.
- Up & Down Press the plane.
WEAPONS SPECIFICATION
Pick-Ups can be set off by shooting all the planes in a blue squadron...
S: Smart Bomb, P: Weapons Power-Up, E: 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 6 dots. You must light 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.
C.J.'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, C.J.'s cage shook and flew open. "Wow!" shouted C.J. "What a break! Adios, zookeeper dudes, I'm outta here!". Grabbing a nearby umbrella, he dashed for the exit and jumped out...

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 jumbos!" C.J. exclaimed. "I've touched down in Paris!"

So C.J. 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.
ELEPHANT WITH A MISSION

C.J. is 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: Funky Frogs, Savage Snowmen, Silly Snails and even Psycho Poodles! Luckily C.J. is not defenceless, he can shoot peanuts through his trunk and even throw bombs.

CONTROLLING C.J.

A button: Makes C.J. jump
B button: Shoots 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
BOMBS

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

JUMPS

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

LET'S

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!

MORE

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 Adventures™

C.J.'s SHAKY 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.

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 give you another 10 extra bombs.

GOAL

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.
"It's a nightmare!" thought Dizzy. His arch enemy the Evil Wizard Zaxu had done it again! 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 mazes 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 undersea world, deep on the ocean floor. He has only a few hours oxygen, so he must be rescued fast.

Poor old Doors 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 Dizzy has been imprisoned in the tallest tower of the evil wizard's castle!

Only you can help Dizzy and Densil re-write the Yufolk...

Go! Dizzy Go!
### Dizzy’s Quest for the Yolkfolk

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

<table>
<thead>
<tr>
<th>World</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Dylan</td>
</tr>
<tr>
<td>2</td>
<td>Deni</td>
</tr>
<tr>
<td>3</td>
<td>Grand Dizzy</td>
</tr>
<tr>
<td>4</td>
<td>Dizzy</td>
</tr>
<tr>
<td>5</td>
<td>Daisy</td>
</tr>
<tr>
<td>6</td>
<td>Underwater</td>
</tr>
<tr>
<td>7</td>
<td>Forest</td>
</tr>
<tr>
<td>8</td>
<td>Pyramid</td>
</tr>
<tr>
<td>9</td>
<td>Mountain Castle</td>
</tr>
</tbody>
</table>

**Dizzy, lost in the mountain wilderness.** It’s just a shame that I couldn’t find any fruit, maybe I could get some sleep.

### Controls

- **Up Down**: will make Dizzy (or Densal) move around the maze.
- **Left & Right**: will make Dizzy (or Densal) 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 Densal 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.
It's a Bonus!
When playing the game, you will notice that one of the fruits is flashing. If you collect this, you will get a bonus and another fruit will flash. Collect all the fruits in this order to get a huge score bonus.

Gameplay
There are many different ways of playing Go! Dizzy Go! 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.

Collect the flashing fruit

The Bonus Game!
Try to get all the fruits against the clock.

Power-Up!
The five worlds to be conquered are littered with all sorts of mean and nasty baddies. Whacky Jellyfish, Stinging Scorpions, Bulky Rock Monsters, Shocking Electric Eel and Grinning 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, Bonuses and many others which change the gameplay when they are picked up.

The Scoring System
On Go! Dizzy Go! you are given a score grading 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!
It didn’t seem the ideal birthday situation. Your folks having to spend the day with a sick relative while you’re shunted off to stay with old uncle Zeb 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 Zeb already about his strange business in the attic, you decide to take this mean machine for a spin in the apparently endless passages of the house.

Whilst cruising the basement, you notice a white light coming from a crack in the ceiling. “Uncle Zeb 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 trap-door closing behind you, there seems to be no choice...
Bombs!
You've been plunged into a strange new world and it's under attack! Your job is to drive around the mazes in your Stunt Buggy and collect all the bombs that have been planted there.
To collect the bombs you will have to avoid an assortment of weird and wonderful vehicles. Luckily your Stunt Buggy is equipped with smoke which will temporarily confuse the enemy cars, allowing you to escape.

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...
White dots: Enemy
Flash white dot: Your car
Pulsing circle: The next bomb to collect
-To the left of the radar is a counter which tells you how many bombs you have to collect.
Controlling your Stunt Buggy

B button: Drop smoke
Up/down: Will turn your car at the next available opportunity
Select: Moves 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 move 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 Bombs 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.

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 cheats!
Three more Codemasters games available from Cardea:

**Micro Machines**

This is your chance to experience real-life high-speed action scaled down into fantastic miniature. You can race from one car to the next, blaring around the garden at breakneck speed, or even play around the bathroom. 11 individual characters and 8 levels of Micro Machines make this game absolutely brilliant.

**Quattro Adventure**

A incredible adventure game in one cartridge.

**Boomerang Kid**

**Super Robin Hood**

**Treasure Island Dizzy**

**Lunar Spacehead**

How much can you throw into this one-cartridge game? Pressed platform action, scores of secret doors, and moving platform puzzles.

**Quattro Sports**

A perfect sports simulation game in one cartridge.

**Baseball Pro**

**Soccer Simulator**

**Pro Tennis**

**Bike Simulator**

Each of the 6 games in this collection is carefully researched and programmed to be an accurate source and to capture the essence of the games.

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 run away best sellers. The boys had by then realized 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 games 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 96 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!
CAMERICA LIMITED INC., LIMITED WARRANTY

Camerica Limited Inc. ("CAMERICA") warrants to the original purchaser of this Camerica game cartridge that the medium or which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall not be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.

Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase.

Replacement of the game cartridge found not to meet Camerica's express warranty is the full extent of Camerica's warranty obligations and is the purchaser's exclusive remedy.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those among statutory or otherwise in law or from a course of dealing or usage of trade are all expressly disclaimed.

In no event will Camerica be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of the Camerica game cartridge.

The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty extends, so the above limitation or exclusion may not apply to you.

Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law of any jurisdiction and such provision shall be severed from the rest of these terms.

FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference and
2. This device must accept any interference received including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.