

DIZZY VII

DESIGNED

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A VISUAL IMPACT PRODUCTION

DIZZY VII

Introduction:

It was another quiet summers day in Dizzyland. The sun was blazing down over all the Yolkfolk. Dizzy was playing hide and seek with Daisy and everyone was enjoying themselves except Grand Dizzy. He was in a real state, mumbling on about treasures of Zeffar and sacred shrines. They managed to calm him a little and then he began to explain. The treasures of the Prophet Zeffar had been stolen from their sacred shrine hidden deep within the Ice Palace. It was foretold in the ancient scrolls of the Yolkfolk, that should this ever happen an evil curse would be cast across all the land. Grand Dizzy believes that the end of the world is near, due to the fact that the Ice Palace has begun to melt. After convincing Dizzy that he's not a superstitious old egg he tells him that he is the only one that can save them now, the Yolkfolk are depending on him. With those words in mind Dizzy sets off on yet another adventure. . . .

Scenario:

You play the part of Dizzy traveling through varying levels, solving numerous puzzles and if that's not enough, avoiding all types of nasties.

On your travels you will pass through 4 main areas:

- 1 - Yolkfolk Village.
- 2 - Blackheart's Pirate Ship.
- 3 - A desert island.
- 4 - The Ice Palace.

Each area will almost be a game within itself. Once completed a password will be given so that the player will be able to restart the game from where they left off.

OBJECTIVE

To guide Dizzy through each area avoiding all the enemy and solving every puzzle found. He must find the treasures of Zeffar and return them to the alter. The treasures are:

- 1 - A wooden chalice.
- 2 - The crown of Zeffar.
- 3 - The Sword of Justice.

There are additional bonus objects that can be collected for extra points.

CONTROLLING DIZZY

The main difference between all previous games and this one is that the player will be able to change direction in mid air and also be capable of controlling the height of any jump. This alteration is required because of the addition of more enemy. If the control method was as before, it would be too difficult to avoid hitting them. Dizzy will be able to fall any distance without damage.

The window system will not be changed at all i.e. collecting objects, solving puzzles etc . . .

DISPOSING OF ENEMY

All enemy will damage Dizzy. The only way of removing an enemy, were appropriate, is by solving the correct puzzle.

Energy/Lives:

Dizzy has three tries before one of his three lives will be lost. Extra tries, to a maximum of five, and lives, upto five, can be collected. (See collectable icons).

Continues:

There will be no continues, due to the password system.

COLLECTABLE ICONS

- | | | |
|--------------|---|---|
| Extra tries | - | Dizzy gets an extra try. |
| Extra life | - | One more life for Dizzy. |
| Bonus points | - | Increase Dizzy's score. |
| Special | - | Places Dizzy in 'Hard Boiled Egg' mode.
He is now invincible for s short period. |

LEVELS IN DETAIL

Yolkfolk Village:

- Puzzles
- To operate any lifts a button must be pressed. Release it and the lift will stop. Use a heavy weight to hold it down.
 - The electric generator must be fixed using the spanner.
 - Dora is making some fairy cakes. Only when the power is restored can she continue.
 - CJ is hungry and wants something to eat. If Dizzy gives him the fairy cakes he'll get an umbrella in return.
 - Use the umbrella to pass under the waterfall giving access to the mines.
 - Collect the diamond.
 - If, at the wishing well, a gold coin is thrown in the Game Genie will appear saying something witty about small change. What he really wants is the diamond. A wish is then granted for Grand Dizzy to talk to you.
 - Denzil is trying to fix Grand Dizzy's glasses. He needs a screwdriver.
 - Dylan is doing the crossword in the Daily paper. There looks to be an interesting article on the front page, but Dizzy can't read too well. I'm sure Grand Dizzy could.
 - Once Dizzy's delivers the paper and glasses, so long as his wish has been granted, Grand Dizzy will read the paper to him. It tells of the great injustice that has occurred and how he must right it.
 - On all levels there will be a few red herring objects.

Blackheart's Pirate Ship:

- Puzzles - In order to reach the ship, Dizzy will have to use the dolphins. These will only help him if he feeds them with the fish food from 'Fat Fredys Surf Shack'. Once on the ship he discovers it's in a pretty bad way.
- The sail needs raising. Find the handle and hoist away. Oh dear the sail has a hole in it.
 - Use the sheet from the Captian's bed, find the needle and thread and repair the sail.
 - Dizzy notices that there is no flag flying. He looks all over but the only thing he can find is an old 'Blue Peter' one. That will have to do.
 - A ship with no steering wheel won't go far. If super glue is used to fix it, it bond's in minutes and lasts for seconds, that's no good. A bit of blue tack would be better.
 - There appears to be a leek in the side of the ship. Dizzy's found a plank of wood, but it's too big. Get the saw and cut it to size. Finally fix it in place with the old reliable double sided sticky tape.
 - Once everything is shipshape, report to the captain. For been such a good worker Dizzy will be awarded with his Blue Peter badge.
 - Blackheart is not sure where to sail, he would like a map. When Dizzy goes to the surf shack, if he has his badge, the shopkeeper will give him a map and a telescope.
 - When Dizzy arrives back on the ship he must go to the view point, it will then set sail. When he sights land, Captain Blackheart's decides he's had enough of Dizzy and dumps him on a deserted island.

Desert Island:

Puzzles - The treasure is to be found in this section.

- There is an old lift on the island. It's too stiff for Dizzy to operate, it needs oiling. The oil is collected in several stages. Firstly an oil can must be found. There is an oil pipe that crosses the island. If a hole is put in this with the pick axe, then the can will be filled.
- The pick axe should be placed in the lift and then set down. The lift direction is controlled by two buttons. One to the left of the lift and one to the right. The left will make the it go up, the right will make it go down.
- Under the island is a secret smugglers cove. To get to it Dizzy will have to swim there. He needs the oxygen tanks, flippers, and the torch. If he doesn't have the torch he won't be able to see anything once he gets there.
- In the cove there is an old man. He has been trapped there for a long time. Now that the lift is there he climbs in.
- If Dizzy uses the pick axe on the loose wall to the left, he will discover a secret chamber. The treasure is hidden here. All the items must be put in the lift.
- To raise the lift, Dizzy must return to the surface and press the appropriate button. The old man thanks him for rescuing him and gives him a puncture repair kit.
- There is an old rubber raft on the otherside of the island but it has a puncture. When it's been fixed inflate it with the oxygen tanks. Make sure all the treasure has been put in.
- The only way to get it to move is to puncture it again with a pin. Hold on tight !!

The Ice Palace

- Puzzles
- The start of this section is a spoof on Crystal Maze. Dizzy has to run a small obstacle course and get the crystal. He must then return it to a Richard O'Brien looking figure. He gives him a parachute and points him in the way of a giant catapult.
 - The catapult requires a hand before it will work. When operative each of the treasures must be catapulted over a large wall followed by Dizzy himself.
 - On the otherside is the Ice Palace. All the treasures are now scattered everywhere. They must be found.
 - The sword is in the clouds. The parachute must be used to get this one. Dizzy jumps off the palace high in the clouds and floats down.
 - The wooden chalice has landed in a pit of water. It cannot be reached. If an ice block is dropped in it, the water level will rise. Dizzy will then be able to reach it.
 - Finally the crown has been frozen in a block of ice. Salt will make the ice melt and leave the crown behind.
 - After all the objects have been found they must be taken to the secret alter. There are three platforms here. Each object must be placed in its correct place. The guardian of the alter will tell Dizzy how many he has got correct.
 - When they are all in the right sequence the Ice Palace will be saved and the game complete.

DIZZY 7 - some nice touches I'd like to see implemented.

1. Animations of Dizzy and the Yolkfolk at every possible opportunity. e.g. When Dizzy fixes the generator with the spanner, when he puts up his umbrella before going through the waterfall etc.

2. Character development: the Yolkfolk could be improved by adding some personality. For instance the use of mouth movements with speech bubbles and also, where applicable, facial expressions.

Would also be nice to see Dizzy 'talking' to the player. This could help the player solve puzzles. e.g. If Dizzy tries to walk under the waterfall without the umbrella, he could turn to the player and say something like, "Do you really expect me to walk through that? I'd get soaked!" The player would then know that they needed something to prevent him from getting wet.

Another touch which would make the character look less stupid would be the addition of some intelligence. For instance, if Dizzy returns to waterfall without the umbrella, he could say, "Look, I've told you once, I'm not going through that and getting myself wet!" Another example could be when Dizzy gives Grand Pizzy the paper and glasses, but has not had his wish granted, Grand Pizzy could say, "Hold on, Dizzy, I'm just seeing what my stars are like today." "Not now, Dizzy, I'm studying the horses!"

3. Background Graphics: As this is a full price game, would it not be too much to have a new set of graphics for each level. This would mean more detail and more colour. Nice!

4. Animated Sequences: Ripping off Monkey Island, it would be nice to see sequences where possible. e.g. the Richard O'Brien bit could show Richard asking which sort of challenge he wants to play, and then rushing him off to the game park. Also, the catapult scene etc.

Brian