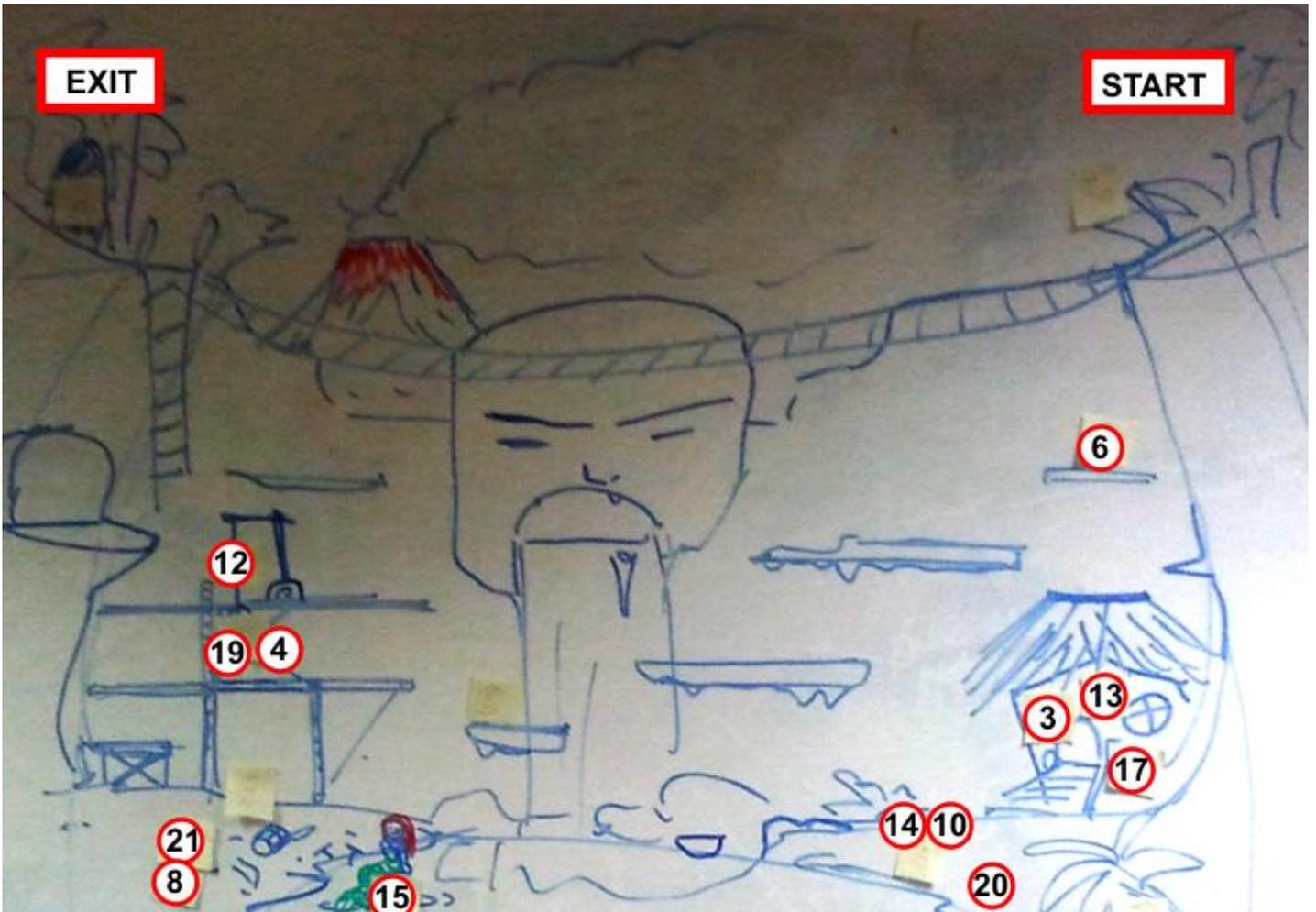


Dizzy Returns: Mermaid's Cove

Version 1 – 26/11/12



---Introduction---

The mermaid's cove is a hidden beach surrounded by high cliffs. There are signs of a long-abandoned expedition to explore the ancient cliff carvings, with old wooden scaffolding hugging precariously to the cliff face.

Dizzy walks across the rope bridge from the Jungle. As he approaches the exit the bridge snaps and falls. He drops into the cove below landing on the beach below.

---The Beach---

There is a mermaid here called Melody, singing out of tune (near 15); she wants you to find her Scales (13) and a Shiny Doubloon (10). You can do these in any order.

The Shiny Doubloon:

- Collect the Sea Shell (14) and under it will be the Shiny Doubloon (10).
- Collect the Doubloon and return it to the Mermaid.
- You can collect the Star Fish (20) here but it is of no use.

To access the hut and get the Mermaid's Scales and the Diver's Helmet you need a key.

- Collect Bucket (19) and the Treasure Map (4) will fall to the beach below because the map was in it. You can also collect the Frayed Rope (12) now or later. You will need to use the rope as the final object to complete the level.
- Collect the Map to see the "X-marks-the-spot" on beach.
- Use Bucket on "X-marks-the-spot" to dig up a Treasure Chest, leaving a Sand Castle in place of the "X".
- Collect Pickaxe (6) and use it to smash the Treasure Chest, revealing a Rusty Key.
- Use Key on Hut door.

Inside the Hut:

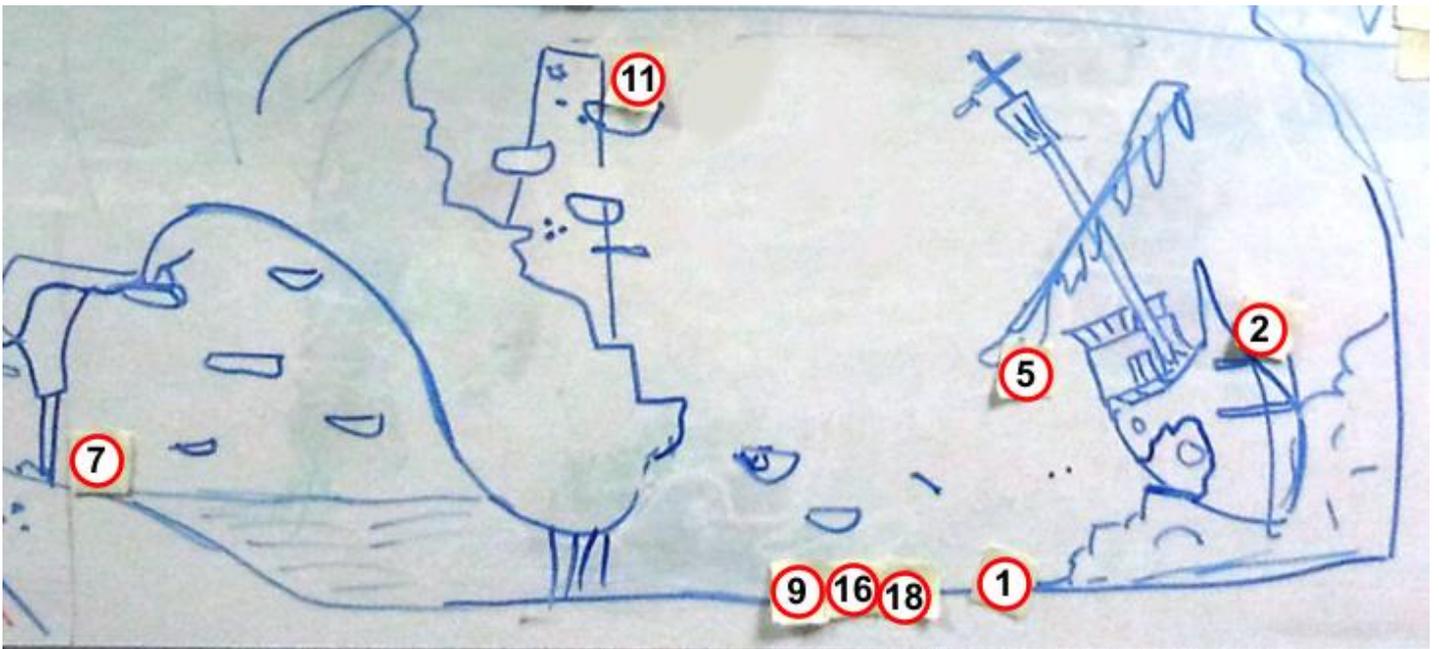
- Collect the Diver's Helmet (3) and the Mermaid's Scales (13). There is also a Grass Skirt (17) but this is of no use.
- Return the Mermaid's Scales to the Mermaid.

NOTE: Mermaid's Scales is a play on words; people will think she means the scales on her tail, when she actually wants the player to find a pair of Weighing Scales that she has lost.

When Melody has both the Shiny Doubloon and her Scales, she dives off her rock and retrieves a Rusty Anchor (15).

With both the Rusty Anchor (to make him sink) and the Diver's Helmet (to allow him to breath underwater), Dizzy can explore the underwater part of the map.

---Under the sea---



---Introduction---

With both the Diver's Helmet and the Rusty Anchor in hand, Dizzy now sinks like a stone, allowing him to explore the underwater part of the cove. Little fish swim around him; a reef has established itself around a sunken ship.

NOTE: If we decide to let Dizzy drop either the anchor or the helmet, he will float back to the surface or will die respectively. If he drops the anchor, the mermaid will retrieve it for him so not to break the level.

---Under the sea---

There is a Metal Grill with a mechanism that can be opened with a Winch Handle (18). This is hidden by a mound of sand. Poking out of it is skeleton hand holding a Gold Tiki Head (9).

- Collect the Gold Tiki Head (9) and suddenly the mound moves and a Skeleton wearing a Life Preserver (16) holding a Winch Handle (18) bursts from it and slowly floats to the surface.
- Collect the Wooden Plank (11) and take it to the ship.
- Use the Wooden Plank on the deck of the ship to reach a Cutlass (5) hanging from the rigging.
- Go back to The Beach and find the skeleton floating in the bay.
- Use the Cutlass (5) to pop the Life Preserver (16). The skeleton will sink to the bottom of the sea again.
- Collect the Winch Handle from the skeleton resting on the sea bed.
- Use the winch on the gate mechanism to open it.
- You can collect the skull of the skeleton but it is of no use.

---Inside the Cave---

- The cave is pitch-black.
- Advance into the darkness until you see a Miner's Lamp (7) casting a small sphere of light.
- Collect the Lantern and the sphere of light will follow Dizzy.
- The Door near the Lamp is locked and needs to be opened by a lever hidden in the cave.
- Using the light, Dizzy must find the lever and pull it to open the door.
- After jumping up the Lava Flow to get to the top, you will come out of a cave overlooking the beach.
- One end of the broken bridge is hanging nearby.
- Use the Frayed Rope (12) to lasso the bridge.
- Using the bridge like a ladder, climb up it and exit the level.

