

Key message

We want to create new Dizzy memories whilst capturing the spirit and magic of the original games.

It will be bigger and better than ever before! THIS IS WHY IT WILL BE....

Draft script

The Dizzy series is awesome!

It epitomises everything we think is great about games:

- Fun
- Rewarding
- Challenging
- Entertaining

All of these resulted in a story and character-led adventure, which captured the imagination of a generation!

20 years on from the last original core Dizzy game.... where are we?

Technology has advanced dramatically, as has the way we play games!

Regardless of the changes, the above principles are still incredibly relevant to games today.

They are universal principles too, just as relevant to both old and new gamers.

We've strived to apply these principles to every game we've made since at our company Blitz Games, for people like THQ, Dreamworks & Disney.

We can apply everything we've learnt from our experiences of making great games and utilise the technology and resources now at our disposal and apply that to Dizzy Returns.

We genuinely believe that the world needs Dizzy, and we think now is the perfect time.

So we're proud to announce Dizzy Returns!

But we need YOUR help to bring him back in a brand new adventure.

We need YOU to help us make Dizzy bigger and better than ever before.

Kickstarter is the perfect platform... gauge interest, get financial support (obviously) and most importantly working directly with the fans.

We absolutely loved the original games and they hold a very special place in our hearts.

But they were far from perfect - there were loads of common frustrations in the old series of games, which we completely shared!

Technical and financial limitations meant we couldn't put all the cool stuff we wanted to into the game or do things as well as we wanted.

We're asking for £400K and your help so that we can finally do Dizzy justice and create the game that both we and the fans always wanted, things that weren't possible back in the day.

What can you expect in this new Dizzy game? (VISION STATEMENT)

- Choice of play style – designed for both short session play AND long session (new vs. old)
- The Dizzy universe brought to life in beautiful 2.5D
- Save system
- Dynamic difficulty adjustment
- Advanced character help – explain recent progress, where to go next...
- Mix of classic and new, non-linear puzzles – concurrent quests that can be solved in any order
- Utilise new technology at our disposal:
 - new control methods (multi-touch, keyboard, mouse, joypad)
 - new mechanics (not just puzzles, but ways for Dizzy to interact with the world – climbing, rope-swinging, swimming etc.)
- Both of the above = new gameplay and ways of playing
- Multi-platforms – a home on both iOS and PC
- Capturing the spirit and magic of the original series.

We're still early in development process so what we have to show you is limited.

BUT we're really excited about the direction Dizzy returns is already taken and we hope you are too.

We can't to share new stuff with you over the coming weeks and months.

Thank you for your time, and your support!

We literally cannot create Dizzy Returns without you.

With your help, we want to create fantastic new Dizzy memories that will hopefully be looked back on in 20 years with the same warm feelings as the original series.

We can't wait to get started on making Dizzy Returns and hope that you will be with us for an incredible journey!