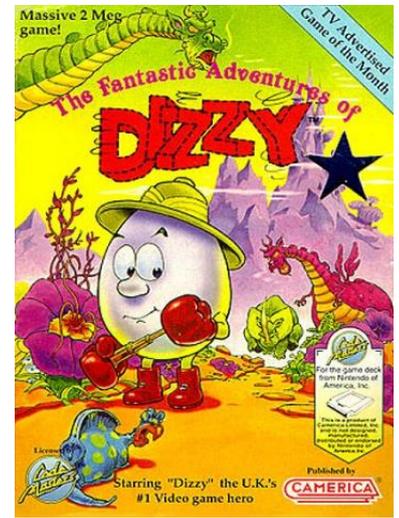


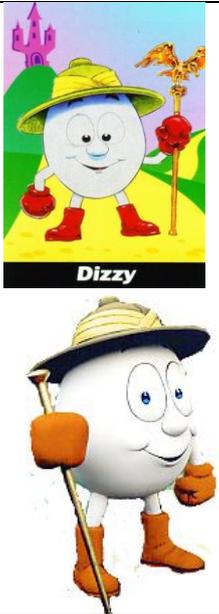


DIZZY™

Character Bible

Andrew Oliver



Character	Dizzy	
Character Card	Heroic, optimist, Helpful, resourceful, adventurer and explorer.	
	<p>Dizzy started off life as just another member of the Yolkfolk, but once he made friends with the good wizard Theodore, his life began to change dramatically. All his life Dizzy had lived in the treehouse village in the Enchanted Forest near the city of Keldor. Dizzy often helped his friends dig in the diamond mines. When they had enough diamonds, they would trade with the people of Keldor, mostly trolls, who worked for the kindly King Rockwart. However, when the evil wizard Zaks arrived in his castle perched upon a huge cloud high above Keldor, he brainwashed Rockwart and the rest of the trolls, who began to work for him. Zaks bore a grudge against Theodore, and began by doing little annoying things like making it rain every Sunday during the Yolkfolk cricket match, but went on to do really horrid things like blasting people with magic firestars until their eyes burned out. Dizzy made it his ambition to get rid of Zaks. And he thought he had, until Zaks returned. Since then he's been catapulted through a series of weird adventures, on a desert island, in a Fantasy World, in Magicland, in the Underworld beneath the Forest, lost near a castle in the Forest itself, and all around the kingdom of Zakeria. Dizzy is now Zaks' bitter enemy, and will stop at nothing to rid the world of his influence.</p>	
Comments	We need a new look for him, but it should be along the lines of the model. i.e. With arms and legs, and try and ensure it doesn't look too cute, or aimed at younger age group.	

Character	Daisy	
	As In game	

Character Card	Lively, flirty/sexy	
 Daisy	Head cheerleader and Dizzy's girlfriend. For the latter reason, Zaks prefers her as a target for his wrath, as Dizzy always tries to rescue her, often leading himself right into Zaks' hands. So far Dizzy has been lucky enough to evade capture - or worse - by doing away with Zaks some way or other. Daisy always tries to see the good side to every situation - and every person. She still insists that somewhere deep-down inside Zaks is a Theodore trying to get out. She wants to try and coax it out, which is why Zaks has little problem capturing her.	
Comments	Character card looks good.	

Character	Dylan	As In game
Character Card	Chilled out hippy	
 Dylan	Dylan has a philosophy which he bases his life upon. When the going gets tough, go into a trance. Dylan believes that all living things should live in peaceful harmony, existing in a single perception of reality. Unfortunately for him, his vision cannot be fulfilled without a substantial amount of illegal substances, but this doesn't bother Dylan. I don't mean he owns or has ever touched such substances, quite the opposite. In fact, Dylan is able to go into such a trance just by simply not doing anything else. He claims anyone can do it, but so far he's the only one. When in such trances, Dylan sees everything as if through water and in a dream all at the same time. It's so very relaxing. Then, when he wakes up, Dylan enjoys the rush of seeing everything that happened to him while he was unconscious zoom past him at the speed of perception.	
Comments	Character card looks good.	

Character	Denzil	As In game
Character Card	Cool teenager type	
 Denzil	There is no point in trying to communicate with Denzil. He never listens to anyone, as he believes that showing any signs of intelligence would be bad for his image. In fact he thinks anything would be bad for his image, and for this reason he hardly ever wears his black leather jacket which he treasures so much, in case it gets stained or something. The other reason why it's very difficult to open conversation with Denzil is that he usually just turns his stereo up and ignores you. Nobody can quite figure out what Denzil is listening to, but it seems wherever Dizzy goes he can hear the latest track, he plays it so loud. Denzil tries never to part with the stereo, but he has let Dizzy borrow it on occasion, but never for more than half a day at the most. Nope, to Denzil, his cool image is all that really matters, and if that means being incased in a block of ice, then so be it.	
Comments	Character card looks good, but we don't want electronics, so stereo would have to go.	

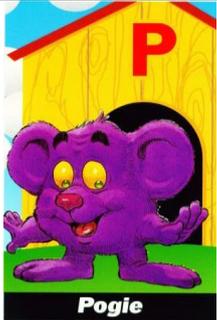
Character	Dora	As In game
Character Card	Plain Sister of Dizzy, but quite intelligent	
	Dizzy's younger sister likes nothing more than baking cakes ready for the monthly meeting, then throwing surprise picnics and accidentally letting everyone finish them ahead of time. This means Dora is almost always baking and having picnics. Dora wants to own a big sweet shop when she grows up. She hates frogs, having been one at least twice, and she's afraid of the dark.	
Comments	Character card looks good.	

Character	Grand Dizzy	As In game
Character Card	The wise elder	
	One of the village elders. Like the other elders, Grand-Dizzy is too old and senile to think straight, and Dizzy seems to always end up holding the meetings. In his day, Grand-Dizzy was the somersaulting heroic one. He was the first to encounter Zaks' forces. When a troll struck him down, cracking his shell, Grand-Dizzy decreed that all those close to him should wear boxing gloves as protection from the trolls. He went to confront their king and ask what was going on, but when he realised Zaks had brainwashed Rockwart too, he somersaulted to safety and ran home. Zaks doesn't bother with Grand-Dizzy much any more, as he's not much of a threat, but he still uses him as bait to draw Dizzy in.	
Comments	Character card looks good.	

Character	Dozy	As In game
Character Card	Helpless & sleepy	
	If you were to say anything to Dozy, the typical response you'd get would be "ZZZZ". Dozy prides himself upon not being able to stay still for more than 2.1862 seconds without falling asleep. For that reason he isn't always the perfect guest at one of Dora's picnics. And he snores. 24/7. Sometimes even when he's awake. It is unknown what Dozy dreams about, since he has very little experience with actual life. Some speculate that he dreams about dreaming. This opens a whole new world of possibilities. For instance, does he dream about dreaming about dreaming? Is it a neverending string of dreams or is there one that is about something other than dreaming itself? Anyway. You figure it out, we can't.	
Comments	Character card looks good.	

Character	Danny	As In game
Character Card	Young Newphew	
No card!	Dizzy's nephew first arrived in the treehouse village shortly	

	before the Magicland incident. Up until then he lived in another Katmandu Yolksfolk settlement just outside what is now Zakeria. Danny's parents were captured by Zaks' trolls, so Danny came to live with his uncle Dizzy. Danny is a bit younger than Dora, and likes nothing more than just playing all day, usually with Dora or his Moonboots, which actually reduce gravity and allow him to fly. However, he's not very heavy and not too good at the Moonboots' controls either, so he often sets them too high and goes flying uncontrollably through the air. This has got him into and equally out of trouble in the past.	
Comments	We didn't create this one, it was created for sequel game that we allowed.	

Character	Pogie	As In game
Character Card	Dizzy's Pet. Mix between cat,dog & rabbit!	
	This purple teddy-bear/mouse type thingy is Theodore's familiar. They've known each other all Pogie's life. However, when Theodore got trapped down the windy shaft, Pogie needed to find someone else to latch onto as a master, so he hung around Daisy a lot. So now he has what he sees as a mother as well as a father. Pogie likes nothing more than berries, especially fluffberries. Pogie likes to work as a lookout, protecting the entrance to the village from prying trollish eyes, and if he were ever to see a troll nearing the village, he knows the exact spot on a troll's ankle which hurts the most. If MANY trolls arrived however, he wouldn't be much of a help. Everyone but Pogie realises this, but they let him guard the village just to humour him.	
Comments	Good character on card	

Character	Theodore	As In game
Character Card	Good wizard	
	Theodore has always been an enemy of Zaks, seemingly since an incident that happened years ago. Whatever it was it emotionally scarred Theo, who refuses to talk about it. Whatever happened, it led to Zaks becoming the evil tyrant he is now. Dan Saunders has given us clues that the incident may have had a connection with the creation of Yolksfolk civilisation itself. What we do know is that it was at that point that Theodore first met Pogie, his familiar. As wizards go, Theodore isn't all that good at magic. He can only do one spell without using his wand, but fortunately this happens to be the spell to make his wand appear. Theodore has always been a good friend to Yolksfolk in general, Grand-Dizzy especially, but Theodore vanished before Dizzy was old enough to remember him. He actually went for a walk one day and fell down a giant shaft which led into the centre of the earth. Once down there he was utterly trapped without even Pogie to keep him company. He concentrated all his power on sending out a sort of magical force shooting up the shaft, its glimmering particles blown by a strong magical wind, which would see to it that Zaks was made AWOL soon. It took longer than he thought, but Dizzy finally managed to do away with Zaks years later. Theodore came out when he found out that Zaks was gone, and that Dizzy had found his spellbook and messed up big-time. Since then he and Dizzy have been best of friends.	
Comments	Good character on card	

Character	Shamus the Leprechaun	As In game
Character Card	Sneaky	
	He's kissed the Blarney Stone, found more four-leaf clovers than anyone else and certainly has the gift of the gab. No-one knows	

	where Shamus lives, but he isn't very good at staying hidden. Dizzy has found him two or three times already. Shamus always has a piece of helpful advice in the form of a riddle, but he usually wants something else in return.	
Comments	Good character on card	

Character	The shopkeeper	As In game
Character Card	Exactly that! Reliable honest friendly type	
	Nobody knows where this man came from, what he's doing here or what he wants, but it seems that if something is to be sold, this is the man who is selling it. He drives a hard bargain and doesn't always accept money like anyone else. Instead he goes for exotic treasures, magic stars, and things you didn't think even existed. But whatever it is he's selling, it usually turns out to be more important than anything else you could name.	
Comments	Good character on card	

Character	Prince Clumsey	As In game
Character Card	Good wizard	
	He used to be prince of Keldor, until Zaks arrived. Now he's hiding out in the treehouse village, providing the Yolkfolk with important and useful information about Keldor. He would be a vital asset in the fight against Zaks, but he tends to be very forgetful at times, and he often falls out of the trees.	
Comments	Good character on card	

Character	Blackheart the Pirate	As In game
Character Card	Good wizard	
	He's sailed at least eight seas, looting, plundering, pillaging, splicing the mainbrace and all those other cliched pirate activities. He's the meanest pirate captain probably in the world, but Dizzy just finds him annoying. Whenever Blackheart's around, Dizzy lets out a long sigh, as he knows he's going to be made to fasten the rigging or one of those irritating little chores Blackheart gets him to do if he doesn't want to walk the plank. Which he usually ends up doing anyway.	
Comments	Good character on card	

Character	Zaks	As In game
Character Card	Evil wizard	
	The evil wizard Zaks has been the sworn enemy of Theodore Magic for years. When Theodore sent a magic force to get rid of Zaks, it used Dizzy to do it, and he did a good job. However, as soon as Theodore returned from the windy shaft, Zaks returned, now determined to eliminate Dizzy and all those close to him as well as Theodore. Zaks dresses in dark purple robes, and is a	

	very powerful wizard, his favourite spell being the magic firestars he can shoot from his hand which can burn through anything. He carries around a wooden staff with a small skull on the top of it.	
Comments	Good character on card	

Character	Rockwart the Troll	As In game
Character Card	Troll guard	
	<p>Rockwart the troll was once king of Keldor and its surrounding land. It wasn't much of a kingdom, but being king of it was rewarding as Keldor made it's main profit from diamond trading. The Yolkfolk who lived just outside the troll city mined the diamonds from the mines their settlement was built on and traded them with the trolls in exchange for the magic stars which grew somehow underneath the city and burst out of geysers weekly. However, when Zaks' Cloud Castle appeared over Keldor, the evil wizard's first move was to cast a spell over King Rockwart, taking over his mind. Now that Zaks has taken over the kingdom, now called Zakeria, Rockwart serves Zaks as his slave and bodyguard, and subsequently the rest of Keldor's troll population do also. Rockwart wears silver armour on his chest, and often carries a club in one hand, and whatever he can find to throw in the other. He wears a metal helmet on his head. He thinks he's "well 'ard," but actualy he does have his weaknesses. For instance, he is terrified of Fluffles.</p>	
Comments	Good character on card	

Character	Dizzy's Doppelganger	As In game
Character Card	Evil Dizzy	
	<p>When Dizzy's friends were trapped in Magicland, Dizzy came across a magic mirror in Zaks' Ice Palace. He could see his reflection looking back at him, but the scene behind it was different to the room he was in. Dizzy found he could step through the mirror and enter its backward world. What he didn't notice was that his reflection had left the mirror, where it found out it was nothing but a reflection of the real Dizzy. Determined not to return to the backward world, the Doppelganger ran from the mirror, summoning up all his strength and willpower not to go back into the mirror as Dizzy left. The Doppelganger found its way to the village back in Zakeria, where it realised that whether or not it was in the mirror, it was still only a reflection of the true Dizzy. Away from its world, the Doppelganger began to mutate. Its eyes turned red, and as two fangs pushed through his gums, green blood began to trickle from his mouth and onto his gloves and boots. The stain didn't come out, so he later made a dye from leaves and other green plants, and dyed the gloves and boots green. Now his aim in life is to achieve an identity other than "the Dizzy Doppelganger," and to do this he must kill Dizzy.</p>	
Comments	We don't like this character and DO NOT want to use it.	

Character	Princess	As In game
Character Card	Good wizard	
	Helpless attractive princess	
Comments	Good character from iOS game	

Character	The king	As In game
Character Card	Good king	
	Noble king of the land	
Comments	Good character from iOS game. Needs a proper name!	