Wonderful Dizzy

The first completely new Dizzy in adventure from the Oliver Twins in 26 years is to be released **Friday 18th December 2020 for ZX Spectrum!**

Dizzy was a massively successful UK Video game character developed initially for 8 bit home computers, but then as the series expanded in popularity there were many releases on 16 bit computers, PC's and consoles. He was seen by many as the UK's answer to Mario and Sonic. In recent years he's become a firm favourite with retro gamers and many have pleaded for new Dizzy games to be released.

With the launch of the Spectrum Next Kickstarter campaign the Oliver's set a stretch goal committing them to designing a new Dizzy game if the target was met. At the same time they teamed up with the Crystal Kingdom Dizzy remake team to deliver the game should the goal be met, which it was.

This has been a labour of love and no money has changed hands in its development and as such the developers are pleased to give this new Spectrum game away for **free.**

The game is inspired by L Frank Baum's book The Wonderful Wizard of Oz released in 1900! Whilst a successful as a brilliant Children's book, it was catapulted to new fame through the iconic MGM Film of the same name in 1939 and was the first ever-live action colour film.

Designed by The Oliver Twins using traditional methods and a little help from Excel, and Google Docs. Programming has been by Evgeniy Barskiy, whilst graphics were provided by Dmitri Ponomarjov, Alexander Filyanov, Oleg Origin, Marco Antonio Del Campo and Jarrod Bentley. Music & FX by Sergey Kosov.
The Logo and Poster illustrations were by Piotr 'PIT' Gratkiewicz

"We first contacted this talented team when they rewrote Crystal Kingdom Dizzy from scratch, improving just about everything in the game. We felt confident that if we designed a great new Dizzy game they would excel in the development and make an outstanding new game." Philip Oliver

"It's amazing to see such a large, colourful and engaging game running on a Spectrum - that's just 128k! That's the same as 6 seconds of a MP3 song. They've used every technique possible to make it absolutely stunning. Technically and artistically it's incredibly impressive and we're so pleased with what they've achieved" Andrew Oliver

How to play…
Simply go to : www.WonderfulDizzy.com
You can play the game on PC or Mac in a browser (Edge recommended).
Or download the ROM which is compatible with the original ZX Spectrum (128k) and most Spectrum emulators and of course the new Spectrum Next.

Press enquiries : Dizzy@OliverTwins.com

Press Images available at : https://bit.ly/WonderfulDizzyPressAssets

About Dizzy
Initial designed as a large face that could show expressions on limited resolution computers, it was often mistaken as a character based on an egg. Rather than fight this misconception the Oliver's embraced this and all the eggcellent puns that accompanied it! Dizzy was later joined in Fantasy World Dizzy by the Yolkfolk - a family of ovoid based characters.

About The Oliver Twins
Dizzy was developed by the Oliver Twins in late 1986 and early 1987 and released in June '87 for Amstrad CPC, ZX Spectrum and Commodore 64. .
The Oliver's were 19 at the time and loved cartoons and wanted to create an endearing cartoon character of their own and subtitled the game - The Ultimate Cartoon Adventure.
www.OliverTwins.com

About Codemasters
Dizzy and all sequels and spin offs were published by Codemasters. Codemasters is one of the longest running video game developers and publishers in the world and is currently publicly listed on London Stock Exchange. LSE: CDM
www.Codemasters.com

About Spectrum Next.
Spectrum Next is an expanded and updated version of the ZX Spectrum, fully compatible (software and hardware) with the original. You can play any games, demos, use original hardware, you name it. It also runs new software created more recently to make use of expanded hardware, including new graphics modes and faster processor speeds.
www.specnext.com/

www.OliverTwins.com