

①

Dizzy's Puzzle Game

© P.E. Oliver
27/11/90.

Working title:

PANIC

~~DROP~~
~~DIZZY~~
~~DROP~~

Idea's needed for name.

PANIC

I recommend using mode 1 on the Amstrad with interrupt colour splits.

② At the moment there exists a 'PUZZLE GAME' craze.

We are probably in the best position to benefit from this.

Published through Code Masters (Best selling software house)

Budget price point

Starring DIZZY - Europe's most popular computer game character.

This is an opportunity which must not be missed.

③ Basic Game concept

There are 4 drop shutes with a moving shape guard at the base of these. ①

Shapes are randomly introduced at the top of the shutes - held by prongs from the side walls. These prongs are fixed to a slow downward moving belt. Thus, the objects are slowly carried down towards the guard.

Dizzy rushes around above the shutes and must push the release buttons ③ to drop objects through the shape guard.

Dizzy can also change the direction that the shape guard is moving by turning the arrow. ⑤

Dizzy can also push either of the 2 panic buttons. ④ This causes the guard to move out of the way and all release buttons to be simultaneously pressed - dropping the lowest object in each chute. ②

The boxes at the bottom catch the shapes, each has ⑦ a counter on it. They reset to 8 and count down. When they reach zero they reset back to 8 and a PANIC is awarded. Also the centre score bar goes up by 1 pixel line.

If an object drops onto the guard and doesn't fit through the hole it bounces up & forward and down in front of the guard and boxes - offscreen. 5 lines are subtracted from the score bar as a penalty. If the bar reaches the bottom you lose. ⑧

If the bar reaches the top - you complete the level. ⑧

④ Control of Dizzy

Dizzy walks back & forth along the floor above the shutes. He walks in front of everything - except the release buttons.

The control is a simple :- ← → & FIRE

Dizzy can only stop in 7 places.

He must be very fast.

When standing still he should bounce gently (first 3 Dizzy's show exact positions of body, ^{hands} ~~arms~~ & boots).

His mouth is independent to his face and shows different expressions dependant on the position of the score bar. From very happy (70-79) through to very worried (0-9) i.e 8 different mouths.

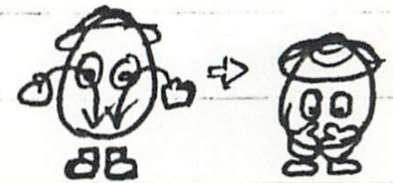
His eyes are also in dependant and are selected randomly - so he can look :- up, down, forward, left, right & blink.

When he is stood behind a release button and FIRE is pressed

DIZZY thumps it down with both fists. - slightly leaning forward as he does it. The button

goes down quickly and then comes back out

at $\frac{1}{4}$ speed. - while Dizzy goes back to facing forward.



If an object is being held in the chute (lowest one only) it is released - the prongs quickly sinking back into the wall.

When Dizzy is stood in front of a PANIC or the arrow and

fire is pressed he spins around and hits it (or arrow - he changes it), and then turns back to face forward

Pressing left or right makes Dizzy face to the side and walk to the next full space - he'll not face forward if the direction is still pressed and he's not at the edge.

Walking must look good but be very fast & responside - very important. (The speed could increase as the difficulty increases.)

He only checks the keyboard/joystick on full spacing - he'll be too quick for the player to notice that he can't turn between the full spacings.

Full spacings are indicated with red X's above. positions.

X X

⑤ Control of Dizzy (continued)

After the screen is setup there should be a delay of approx. 2 secs.
(for the player to get ready)

During this time Dizzy should

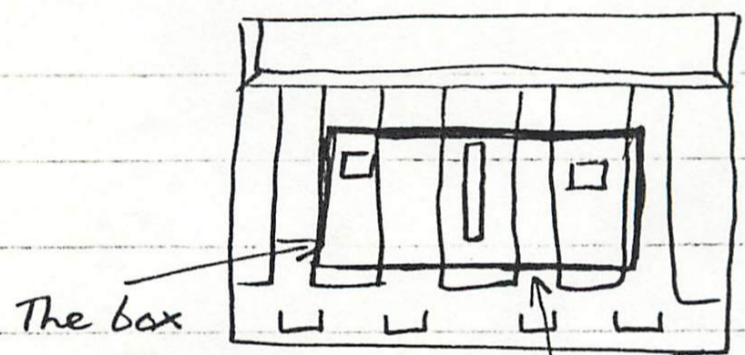
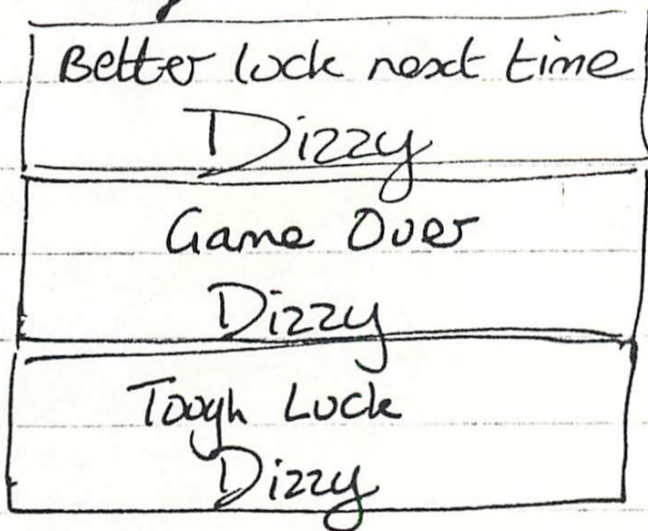
march on from the left - (door opens → he walks in & it closes) ⑫

The game commences when Dizzy is in the centre.

At the end of the level:-

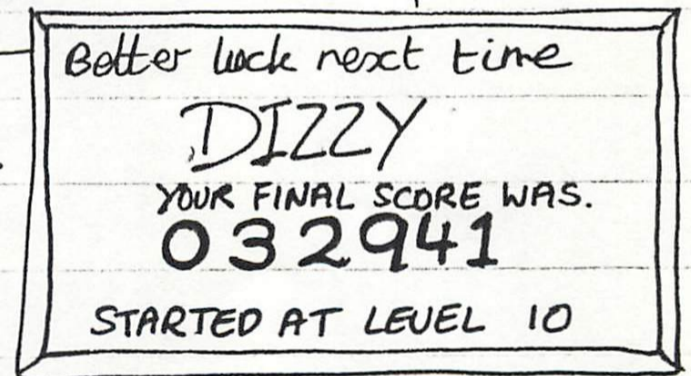
If you lose Dizzy should fall forward on his face and thump the floor with his fists. Then stand up and walk off right (door opens → he walks out & it closes). ⑬
(dragging feet-depressed.)

A box is slapped up over the shites with a selection of messages.



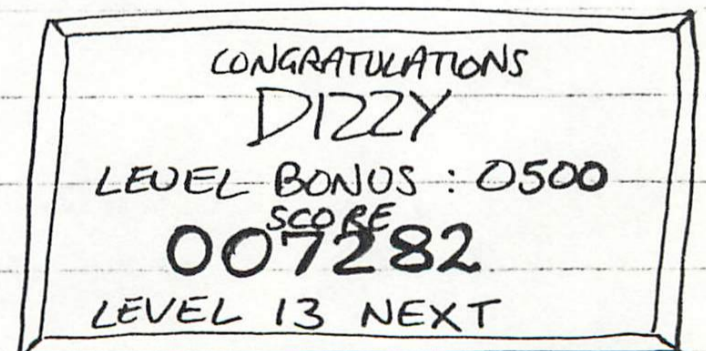
lots of different ones.

⇒
fill box



If you beat the level:-

Dizzy jumps up & down waving his arms in the air & then skips off right through the door. ⑬



Level bonus is shown for a second (not added)

Then clicked off one at a time - decreasing it and adding to the score. Then pause when Bonus fully added.

(P = pause)

⑥ Levels.

You should be able to select the standard of difficulty at the beginning.

start at level 0-20

The level ~~is~~ is shown on screen ⑨

50 levels in all.

level bonus are level * 50

unlikely that you'll get above 30. - we're not expecting anybody to ever be able to complete the game.

To increase difficulty - each level should gradually increase the rate at which objects are introduced - and the speed that they descend & the speed Dizzy moves. - the speed the shape guard moves.

You start the game with 3 'PANIC'S they are carried from 1 level to the next. ⑥

Scores

Level bonus already described.

When an object is dropped - you score as it goes into the box - the score appears along side the box ⑪. The score is based on the position of the prongs when the object was released - you score more the longer you leave it. A score bar is on screen to show the player the scoring system. ⑭

The high score grid should show the 6 digit score.

The starting level and the level you got to.

About 12 entries.

⑦ Blocks ②

There are 8 different Blocks - each with a matching hole in the shape guard. ① Both the blocks & shape guard should be bright random colours.

The blocks emerge (pixel line at a time from underneath) the floor that Dizzy walks on - they can be dropped even when only 1 pixel is showing. The closest they can ever be is with a single chr. space between. (good for speedy attributes)
During an easy level there'll be approx 3 on screen
During a hard level there could be as many as 8 or 10 on screen

The prongs hold the shapes - and retract to drop it - they'll automatically drop the shape if they reach a certain y coord. ⑩
It would look nice if you could see a subtle downward movement in the wall holding the prongs. As if it were really mechanical - a bit like the rubber drive belts in printers.

When released the blocks should fall under gravity - accelerating. If it's the right hole it should pass through & score. and decrease the count on the box.

If it's the wrong hole it should bounce off & forward - then fall down off the screen in front of the boxes.

⑧ The Shape guard. ①

This bar is 1/2 chrs. deep and 32 chrs wide.

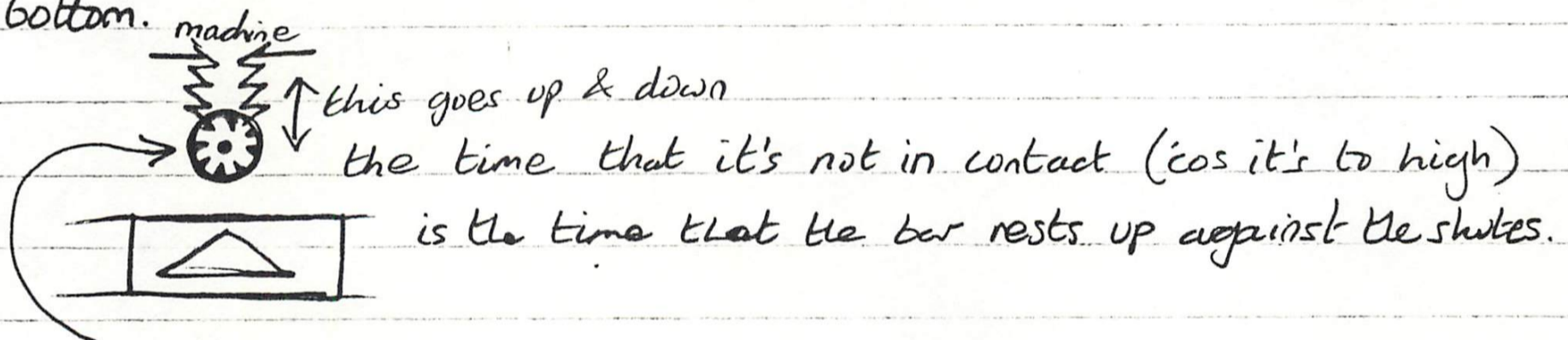
It sits tight up against the bottom of the shutes.

It stays for a short time then moves down 4 pixels gradually & very quickly slides left or right one whole block (dependant on the arrow direction) and then slots gradually back up.

The shapes (providing they're the right ones) can go through during this. (It might look slightly strange during the few 1/50's while the bar is moving - but this doesn't mean the blocks should bounce off)

The bar does a screen wrap → what goes off one side immediately appears on the other side.

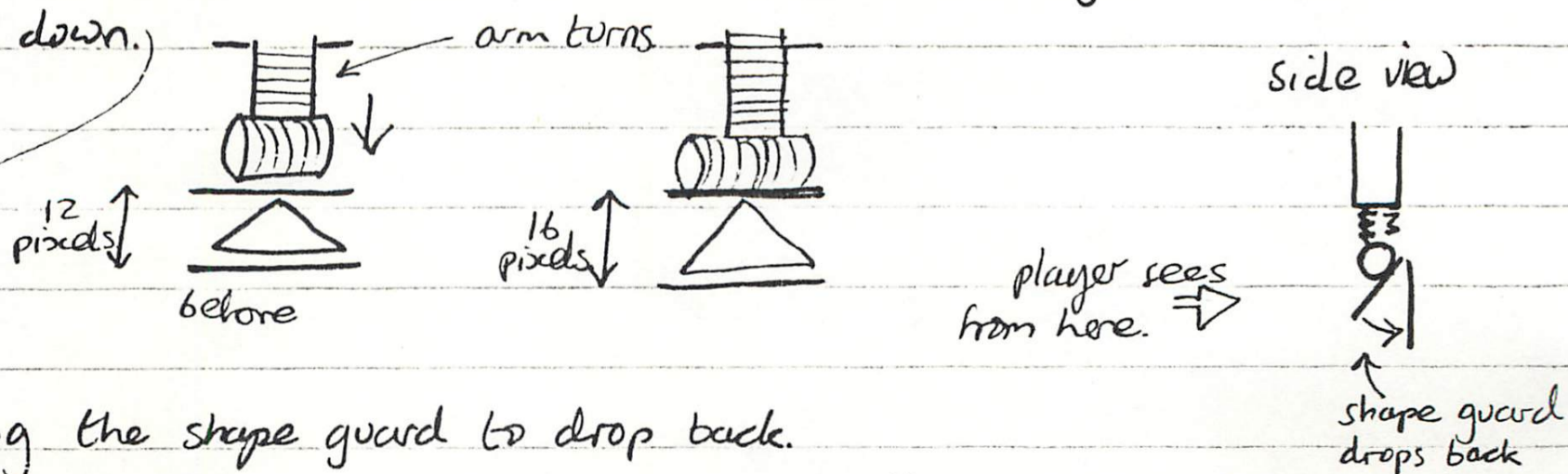
A graphic touch - the bar should look as if it is being driven by 2 moving machines. ⑮ With wheels turning, pistons moving and an arm moving up & down emerging out the bottom.



The wheel (not turning) is pushed down against the bar - moving it down the required 4 pixels. It then spins & the bar moves (spin direction & bar movement are based the direction arrow).

The arm then retracts.

When the PANIC is used the arm turns through 90° & punches quickly down.)



→ causing the shape guard to drop back.

It stays briefly allowing the shapes falling to go into the boxes then the arm & shape guard resume their previous positions.

⑨ The shape guard (continued)

It is possible to drop an object from a high point and immediately move & hit the PANIC button & move the shape guard before it reaches the bottom.

It may also be possible - but risky - to release a shape whilst the shape guard is out of the way.

Dizzy must walk very fast - he can only stop where there are x's. He walks behind the buttons.

If you press fire - he will punch the button.

Every 10 through a column gives you a panic.

