

DIZZY 4
ZAKS REVENGE

Plot Outline

The Evil Wizard ZAKS (from Dizzy 1) is back! Like all Evil Wizards he had made certain arrangements against his premature demise ... He has exacted a terrible revenge by transporting the YOLKFOLK to a strange Fairy-Tale World and casting evil spells on them to imprison them there forever.

Dizzy must free the SIX Yolkfolk by breaking the spells and then destroy ZAKS once and for all before he can return home.

The Yolkfolk

- * *DYLAN*: Dylan has been tangled up in a bush, rooted to the spot!
- * *DENZIL*: Denzil has been frozen inside a block of ice - ZAKS latest ornament for his ICE PALACE!
- * *DOZY*: Dozy is lying on an Altar in Sleepy Hollow - in a deep, magical sleep from which he may never awake ...
- * *DORA*: Dora is in the Haunted Swamp - turned into a frog!
- * *DAISY*: Daisy has been Super-Enlarged and imprisoned in ZAKS' Oubliette which she is now too big to escape from!
- * *GRAND-DIZZY*: Grand Dizzy is trapped in a strange world on the other side of ZAKS' Magic Mirror...

Technical

- * Screen layout and game mechanics identical to *Fantasy World Dizzy*.
- * Dizzy has only ONE LIFE, but this time he has an energy bar which can be topped-up by eating various fruits. Each fruit should replenish the bar by about a quarter. Several fruits will be hidden around the map.
- * The classic '30 Gold Coins' will be 30 Diamonds. I know where 4 or 5 of them should definitely go but I'll locate the whole lot towards the end of the project.

The Solution

- * DYLAN is freed by making the Witch mix a special Magic Weedkiller in her Cauldron. Ingredients: Poisoned Apple, and a Leaf from the Bush. The cauldron must also be lit with the Burning Torch
- * DAISY is shrunk by giving her a piece of Mushroom (the Shrinking half not the Enlarging half!)
- * DORA must be taken to Prince Charming who will kiss her!
- * GRAND DIZZY must be rescued from the Queen of Hearts who is through the magic mirror.
- * DENZIL is thawed-out with a bucketful of boiling water from the Hot Water Geyser.
- * DOZY is woken up by placing the Lightning Rod (from the Tower) on the altar and summoning the GENIE. Bolts from the blue do the trick!

How to kill ZAKS

When all the Yolksfolk are free, ZAKS throws a temper-tantrum which causes the Dormant Volcano to become Active. Dizzy must cross the Volcano and descend into the Earth to meet the Devil. The Devil will give Dizzy a Trident with which to kill ZAKS' (again!) and will tell Dizzy how to destroy ZAKS once and for all - by casting ZAKS' magic ring into the Volcano.

How to get DIZZY home

Once ZAKS is finally dead, the grateful Devil will promise to transport DIZZY home - but the price of magic is ... 30 Diamonds! If DIZZY manages this, he will be magicked home to join in the Celebrations with all the other Yolksfolk and everyone will be safe ... for the time being ...

The Objects

MAGIC PIPES - From the BARD. Charms the GIANT RAT.
PERSONAL STEREO - From DENZIL. Give this to the BARD.
BURNING TORCH - From Ice Palace. Opens secret door and lights Cauldron
POISONED APPLE - by Dozy. Part of the WEEDKILLER POTION.
THE DAGGER - On WEIRDHENGE. Cuts the Goats tether.
A LEAF - from DYLAN. Get it with the Dagger. Part of WEEDKILLER.
LIGHTNING ROD - From Castle Tower. Use with Lightning Seeds.
ANCIENT LAMP - from Forgotten Dungeon. Use with Lightning Rod.
A CLOTH DUSTER - from screen 33. Use with Ancient Lamp.
A BLACK CAT - from Top of Monolith. Give him to the Witch.
THE EATME CAKE - From screen 22. Makes Daisy **grow**.
THE DRINKME POTION - From screen 46. Makes Daisy **shrink**.
THE HANDLE - from screen 28. Winds the Well-Bucket up.
EXCALIBUR - Pull from rock. Makes DIZZY 'King'.
A BIG STICK - Up a tree. Gets the Goat in motion.
WIZARDSLAYER TRIDENT - from the Devil. Kills Zaks.
THE GOLD CROSS - From the Little Chapel. Repels Vampira.
A BAG OF RUBBISH - From Castle Backdoor. A red herring.
SOMETHING STICKY - From Secret Passage. Sticky fingers!
THE POWER PILL - From the Castle. Ghost munching!
BUCKET - from the Well. Carries Hot Water.
DORA FROG - in the Haunted Swamp. Take to Prince Charming.
ZAKS RING - from Zaks - throw into Cracks of Gehenna.
BACKDOOR KEY - at foot of Monolith. Opens Castle Door.
WEEDKILLER POTION - Given to DIZZY by the Witch. Frees DYLAN.
EMPTY MILKBOTTLE - On the Castle's backdoor step. A red herring!

26.

Index to Screens

Section 1

The Ice Palace and Mirror World

1 ZAKS TOWER

Jumping from the stairs below (screen 3) DIZZY can land to the left or on the little ledge to the right of the exit. Landing on the ledge is the only safe way to enter as ZAKS fires Lightning Bolts from his outstretched hand. He fires in 3 directions, in sequence. It is almost certain death to approach ZAKS without the Wizardslayer. The Lightning Bolts should inflict about 3/4 damage each, so DIZZY can survive one hit (possibly!) but certainly won't survive two. See attached sheet for details of ZAKS firing sequence... If DIZZY can get next to ZAKS and use the WIZARDSLAYER TRIDENT Zaks will be killed and ZAKS RING will fall to the ground.

2 WEST TOWER

This screen can only be reached by jumping from the Window of ZAKS tower to the West Tower window. This should be quite a difficult jump to judge - the spikes below should claim many less-acrobatic eggs!

3 ZAKS TOWER

Jump from the window to reach the West Tower. All torches should be damaging (about 1/4 bar of damage) so DIZZY must be careful jumping up into new screens.

4 ZAKS TOWER

Nothing special happens here. The spikes should be visible on the right of the screen so DIZZY knows what to expect if he jumps from the window in the screen above...

5 ICE PALACE ENTRANCE

Initially blocked by a large block of ice containing Denzil. The ice can be melted by getting the bucket (screen 34) and filling it with boiling water from the Geyser (screen 48). Use the Bucket of Boiling Water by the ice block. The ice block disappears and Denzil says "HOT STUFF, DIZ! I WAS REALLY CHILLING OUT IN THERE!" "HEY, LOOK AFTER THIS FOR ME - CATCH YA LATER!" before disappearing in a puff of smoke, leaving the PERSONAL STEREO behind.

6 WEST TOWER

It should *not* be possible to get onto this screen from below although DIZZY should be able to jump up from screen 7 and take a peek. The only way to reach this screen is by jumping between the two windows and descending the stairs. The large Mirror on the Left wall appears to be only scenery but if Dizzy jumps into it from the bottom of the steps he'll come somersaulting out the other side into Mirror World!

7 MAIN HALL

Jumping up from the top floor should allow DIZZY to have a look at the screen above but not to reach it.

8 THE CRYPT

Two Hazards on this screen... The bat in the middle corridor (which is too low for DIZZY to jump over the bat) moves back and forth from left to right and back. To get by without taking damage, DIZZY must either follow the bat across and drop down before it turns or drop down as the bat reaches the right wall and run ahead of it. The bat should move just a fraction faster than DIZZY.

GRANNY VAMPIRA waits in the middle of the lower corridor (leaving the screen and re-entering resets VAMPIRA to the middle of the screen) and remains inactive until DIZZY drops down (or jumps up from screen 9). She then moves toward DIZZY and will kill him unless he leaves the screen. If DIZZY is carrying the GOLD CROSS (from screen 23) ELVIRA moves *away* from DIZZY instead of toward him, retreating to either the left or right wall of the corridor (depending on which direction DIZZY approached from) leaving enough space for DIZZY to pass. If DIZZY touches VAMPIRA she kills him - "ZAKS' GRANDMOTHER VAMPIRA BITES YOU AND KILLS YOU!" - "WHO SAID YOU CAN'T TEACH YOUR GRANDMOTHER TO SUCK EGGS?!" (GAME OVER)

9 THE DEEPEST DUNGEON

Appears to be a dead-end screen. DIZZY can walk through the bottom of the stairs on the right. The Torch on the right looks like any other but can actually be picked up. (THE BURNING TORCH). "Click! Something happened when you pulled the torch!" The secret door (bottom right) is now open and DIZZY can enter screen 11!

10 ENTRANCE HALL

DIZZY must be able to jump from the entrance steps onto the upper corridor, i.e. the bottom part of the stairs are walk-thru.

11 THE OUBLIETTE

A bit of sprite expansion called for here! DAISY is trapped here, magically enlarged so that she's too big to get out. "DIZZY! MY HERO! I KNEW YOU'D COME!" "ZAKS CAST A SPELL ON ME - LOOK WHAT IT DID!" "I'M TOO BIG TO GET OUT OF HERE" "PLEASE FIND A WAY TO SHRINK ME AGAIN!" DIZZY must give DAISY the DRINKME POTION (from screen ??) "DAISY SHRINKS BACK TO HER NORMAL SIZE!" "GIVE ZAKS ONE FROM ME, DIZZY!". DAISY then vanishes in a puff of smoke. If DIZZY gives DAISY the EATME CAKE (ie gets it wrong) then "DAISY GROWS UNTIL SHE FILLS THE TINY ROOM! POOR DIZZY IS SQUASHED!" (GAME OVER).

P.S. (If you're feeling clever you might want to do the 'wrong item' bit graphically - clear the screen inside the walls of the Oubliette to White and print an expanded Daisy's face in the middle. Simple but effective!)

12 CURIUSER AND CURIUSER

DIZZY must jump through the Mirror in screen 6 to get here. In Mirror World DIZZY's controls should be reversed (Just like when you jump into the bees in T.I. DIZZY). The DIZZY sprite should appear as either a WHITE chess PAWN or a WHITE KING dependent on whether he is carrying EXCALIBUR or not. The floor of the room should be laid out in black and white chess-board tiles. As soon as DIZZY enters the screen the QUEEN OF HEARTS (a RED chess QUEEN with a heart marking) should move right, towards him. She is too big to jump over and her touch is fatal ("THE QUEEN OF HEARTS HAS DIZZY FOR LUNCH!"). DIZZY's only escape is to jump back through the mirror (but with the controls reversed, chances are most people will jump straight into the Queen!)

unless he has EXCALIBUR (ie is KING) in which case he can walk straight into the Queen (she disappears in a puff of smoke). She won't reappear.

13 QUEENS THRONE ROOM

Two RED chess PAWNS move up and down between the platforms. This screen is basically about timing and jumping accuracy - with the controls reversed! A bad jump will send DIZZY flying into the PAWNS (they damage DIZZY, but don't kill outright) or into the Spiked Floor (instant death!). GRAND-DIZZY is on the far left. DIZZY must get to him to free him. "WELL DONE LAD! COULDN'T TELL IF I WAS COMING OR GOING IN THIS PLACE!" "HURRY HOME SOON, SON. I'LL PUT THE KETTLE ON FOR YOU!". He disappears in a puff of smoke.

Section 2

The Bridge, The Bard & The Sword

14 ACROSS THE BRIDGE

Not a lot happening here... You might like to add a nasty bat or somesuch to spice things up a bit.

15 THE TROLLBRIDGE

DIZZY can walk past the goat but if he tries to pass the TROLL, it stands on the bridge and kicks him back (moderate damage). DIZZY must use the DAGGER (from WEIRDHENGES) on the tether "YOU CUT THE ROPE BUT THE GOAT STAYS PUT!" and then use the BIG STICK (screen 38) on the goat. The Goat charges left across the screen, butting the TROLL off the screen and then running off-screen itself. Goat gone, Troll gone. The bridge is now safe!

16 THE BARDS TREEHOUSE

The BARD sits here, outside his treehouse. Little musical notes should rise from the Bard. If DIZZY tries talking to the BARD "THE BARD IGNORES YOU! HE'S TOO BUSY PLAYING HIS PIPES" but if DIZZY gives him the PERSONAL STEREO he says "WHAT'S THIS? WOW! ROCK n ROLL! EUREKA! I SHAN'T NEED THIS ANYMORE!" He disappears in a puff of smoke, leaving the MAGIC PIPES behind. While DIZZY carries the MAGIC PIPES, the occasional little musical note should rise from him.

17 OUT ON A LIMB

Just a screenful of tree! It must be possible to reach the branch sticking out to the right from the cloud (screen 21) and it must be possible to jump left and land on a convenient branch on screen 16.

18 SLEEPY HOLLOW

DOZY lies here on an altar of sorts. Trying to talk to DOZY brings up "DOZY! HEY, WAKE UP SLEEPYHEAD!" "BUT DOZY IS ABSOLUTELY OUT COLD, EVEN BY HIS STANDARDS!" - small 'Z's rise from DOZY. (The POISONED APPLE on the ground is part of the WEEDKILLER POTION). DOZY is woken up by dropping the LIGHTNING ROD on the altar by him, then dropping the ANCIENT LAMP anywhere on the screen and using the CLOTH DUSTER on it. The GENIE will appear above the lamp (see section on GENIE) the Lightning Bolts zap the Lightning Rod if it is on-screen (if DIZZY is in the way of the bolts..ZAP!) If the LIGHTNING ROD is on DOZY's altar he will be zapped and will then wake up - "YIKES! THAT WAS SHOCKING!" "I THINK I NEED TO GO TO BED AFTER THAT!" He vanishes in a puff of smoke.

19 THE SWORD IN THE STONE

The carving on the stone (stand in front of stone and FIRE) reads "WHOSOEVER PULLS EXCALIBUR FROM THE STONE SHALL BE KING". If DIZZY tries to get EXCALIBUR it says "IT WON'T BUDGE! YOU JUST CAN'T GET A GOOD ENOUGH GRIP!". But if DIZZY is carrying SOMETHING STICKY (from screen 32) "YOUR GLOVE IS GLUED TO THE HILT! WITH A HEAVE YOU SOON PULL EXCALIBUR FREE!" Unfortunately, DIZZY can't drop it now!

Section 3

Prince Charming's Castle

20 THE WATCHTOWER

The POWER PILL can be collected and used by DIZZY - if he uses it in the wrong place it will reappear here. See room 44 for more info on the Power Pill.

21 THE WATCHTOWER

DIZZY can Jump from the window and land on the cloud. This is the only way to reach the BARD.

22 THE DRAWBRIDGE

The drawbridge is initially retracted (Just one block on the right hand side of the moat). DIZZY must use the lever just like in Fantasy World Dizzy (it also breaks, just like F.W.D.) and the drawbridge starts extending and retracting at a slightly faster rate than DIZZY's walking speed so that DIZZY must run with the Drawbridge and Jump the last bit as it starts to retract again.

23 THE CHAPEL

The pews should make interesting scenery to Jump on! A bat (or similar beastie) wouldn't go amiss here if you like... The GOLD CROSS on the altar can be collected and used against ZAKS grandmother (see room 8).

24 THE THRONE ROOM

Prince Charming sits on his throne here. "THE WIZARD ZAKS TURNS ALL GOOD TO EVIL!" "HE WAS DEFEATED YEARS AGO BY A BRAVE HERO" "YET HE HAS RETURNED MORE POWERFUL THAN BEFORE" "THIS WILL BE THE FINAL CONFLICT!" If DIZZY gives DORA (the FROG from screen 44) to Prince Charming - "KISS THE FROG?? I'VE TRIED THIS BEFORE - IT HASN'T WORKED YET!" "PRINCE CHARMING KISSES THE FROG..." "...AND DORA APPEARS!" DORA appears in a puff of smoke "THANKS, DIZZY! ME AND MR CHARMING HAVE SOME BUSINESS TO ATTEND TO..." "WE'LL SEE YOU LATER!" ... DORA and PRINCE CHARMING vanish in puffs of smoke!

25 THE TALLEST TOWER

The LIGHTNING ROD here is used to free DOZY - see screen 18.

26 THE TALLEST TOWER

A screen of hazardous jumping and dangerous torches. Something nasty (spider?) could be going up and down on the right hand side...

27 THE UPPER GALLERY

A flying bat complicates matters here.

28 THE GRAND HALL

DIZZY must be able to jump onto the stairs above. This room can be reached from THE FORGOTTEN DUNGEON (29) but not vice-versa - DIZZY comes up through the floor from the Dungeon, but he can't go back the same way... THE HANDLE (to work the well) is here.

29 THE FORGOTTEN DUNGEON

A bleak, uninviting dungeon. The ANCIENT LAMP on the ground is used to free DOZY (see screen 18). The exit upward is one-way! Nasty damaging drips of slime fall from the ceiling.

30 A TOWER WITH A VIEW

The bat complicates DIZZY's jumping - he can walk out from the window and land on the first cloud. From there, he can walk off the cloud right (and land on the cloud on screen 31) or jump right to the next cloud (avoiding the bat!) and thence on to screen 33...

31 CASTLE BACKDOOR

The diamond on the cloud is reached from the screen above. The shark moving back and forth in the moat is absolutely harmless and is in fact a moving platform to reach the back door! The back door is opened with the BACKDOOR KEY from the foot of the Monolith (42). The BAG OF RUBBISH on the step (just outside the door) and the EMPTY MILKBOTTLE (next to the rubbish) are red herrings.

32 THE SECRET PASSAGE

A dank, slimy passage. On the floor is SOMETHING STICKY. If DIZZY tries to drop it he is warned "YUCK! IT'S STUCK TO YOUR GLOVE!". He can't drop it! This 'item' gives DIZZY the grip he needs to pull EXCALIBUR from the stone. When Dizzy gets EXCALIBUR, the sticky thing is replaced by EXCALIBUR on the inventory.

33 IN THE CLOUDS

The only way to reach the top of the Monolith... As a general rule, if DIZZY stands on a cloud he'll sink through it and fall if he stays there too long. The CLOTH DUSTER is on a hard-to-reach cloud.

34 YE OLDE WELL

The only safe way to get down the well is to make sure DIZZY lands on the small ledge on screen 35 and to jump from there to the tunnel. If DIZZY stands on the left wall of the well and uses THE HANDLE then "YOU WIND UP THE ROPE UNTIL THE BUCKET APPEARS" "BUT SUDDENLY THE OLD ROPE SNAPS AND THE BUCKET FALLS" The Bucket is now on the aforementioned small ledge.

35 DOWN A WELL

A GIANT RAT blocks the secret passage to the left. This rat is impossible to pass. If DIZZY uses the MAGIC PIPES on this screen (lots of little musical notes rise up the screen) then the rat sleepwalks right (little Z's again) and falls off the screen (down the hole). Obviously if DIZZY is in the way, he'll be killed by the rat, so the only safe places to use the PIPES are on either of the two small ledges to the right.

36 STICKY END

A nasty pit of yucky water awaits careless eggs (and the rat!).

Section 4

Monolith, Swamp & Henge

37 THE TREE TOP

A screen only accessible from screen 38 below. Jumping Right off the tree-branch should cause DIZZY to land on the cloud on screen 40 (with a little practice!)

38 UP A TREE

This screen is reached from the clouds on screen 33. DIZZY should be able to ascend or descend to screens 37 or 39. Hide the STICK on this screen somewhere. The stick gets the goat (screen 15) into motion.

39 BUSHY GROVE

DYLAN is trapped on this screen. "HEY, DIZZY! THIS IS REALLY HEAVY, MAN!" "ZAKS TURNED ME INTO A BUSH AND I'M LIKE ROOTED TO THE SPOT!" "I'M REALLY INTO NATURE, MAN, BUT THIS IS TOO MUCH!". DYLAN is freed by the WEEDKILLER POTION (obtained from the Witch in screen 45). Using the DAGGER (from screen 43) on the bush cuts A LEAF off, which goes in the potion. Use the WEEDKILLER POTION on the bush and DYLAN is free "HEY WOW - I FEEL FREE! GROOVY!" "THANKS - I'LL SEE YOU LATER, MAN!". He disappears in a puff of smoke (man).

40 TOP OF THE MONOLITH

This screen is reached from screen 37 via the cloud. The BLACK CAT is perched on top of the monolith. DIZZY must get the CAT and give him to the WITCH (screen 45). There are two ways down - back the way you came or by walking off the right-hand side of the monolith which causes DIZZY to fall thru screen 41 and land on the cloud on screen 42 - if he's lucky!

41 UP THE MONOLITH

DIZZY will only ever see this screen briefly - either jumping from the tree (screen 38) or falling from the top of the monolith (screen 40).

42 THE MYSTERIOUS MONOLITH

A mysterious stone monolith towers up into the clouds. The BACKDOOR KEY is on the ground to the right of the monolith base.

43 WEIRDHENGE

DIZZY's starting location. DIZZY should appear in a puff of smoke in the centre of the screen, under the largest stones. DIAMONDS should be placed on top of the two standing stones and THE DAGGER is on top of the largest stones. DIZZY can't reach these from the ground - he must fall from the top of the monolith onto the cloud on screen 42 and from there jump across to land on top of the leftmost standing stone.

44 THE HAUNTED SWAMP

The Lily Pads which DIZZY must negotiate to cross the swamp sink when he stands on them and rise again when he's moved on. This means DIZZY must be quick with his jumping to avoid a watery death. Unfortunately, two ghosts move back and forth just above the Lily Pads making it thoroughly impossible to get across! The solution is to use the POWER PILL (from screen 20) on this screen. When DIZZY uses the POWER PILL (on any screen) his jaws should start chomping PAC-MAN style until he exits the screen. Once used, the POWER PILL should reappear on screen 20. If DIZZY uses it on the wrong screen he'll have to go fetch another! The ghosts should react graphically to this (eyes rotate?) but continue their to-ing and fro-ing. While DIZZY is affected, he should cross the screen and 'eat' the ghosts (they disappear in a good ol' puff of smoke - permanently). On one Lily Pad is A FROG (i.e. DORA). "RIBBET! IT'S ME DORA! SAVE ME DIZZY! CROAK!". Dizzy can pick the frog up. He should take her to Prince Charming (see description of screen 24).

45 GOOD WITCH GLENDA'S ISLAND

This island screen contains the GOOD WITCH GLENDA, her cauldron and her hut. Witch says "OH! I'M WORRIED SICK ABOUT MY GOBOLINO!" "PLEASE FIND HIM FOR ME - I'VE LOOKED EVERYWHERE!". The Witch is referring to the BLACK CAT (on top of the Monolith) if DIZZY brings the cat ... "OH THANKYOU SO MUCH! HOW SHALL I RETURN THE FAVOUR?" "YOU TELL THE WITCH WHAT ZAKS HAS DONE TO YOUR FRIENDS" "MY MAGIC IS NOTHING COMPARED TO ZAKS POWERS" "BUT I CAN HELP YOUR BUSHY FRIEND" "I SHALL NEED A FIRE TO BOIL MY CAULDRON, A LEAF FROM THE BUSH, AND SOMETHING POISONOUS". If DIZZY brings the Witch the BURNING TORCH ("THE CAULDRON IS LIT"), THE LEAF ("GLENDA POPS IT INTO THE CAULDRON") and the POISONED APPLE ("GLENDA POPS IT INTO THE CAULDRON") the Witch will give DIZZY the WEEDKILLER POTION "SOAK THIS INTO THE ROOTS TO FREE YOUR FRIEND".

46 THE HAUNTED SWAMP

More Lily Pads and a small island which has the DRINKME POTION on it. You might like to have a couple of nasty little Mosquitoes here who would fly around the screen rebounding off the scenery and screen border like Breakout-balls following diagonal paths. These would damage DIZZY if the touch him.

Section 5

The Volcano

47 CLIMBING A VOLCANO

Merely a screen of rocks and clouds. Make the clouds near enough to the mountain-side to look accessible but they can't be reached. Loads of players will spend hours trying to reach them - tee hee!

48 THE HOT-WATER GEYSER

This can be a geyser or a spring depending on graphic restrictions. The geyser / spring is the flat ledge (it's blue on my screen but invisible on the printout!) and DIZZY must be able to leap over it to climb the Volcano. Falling into the Geyser or Lava is, of course, death "DIZZY JUST BECAME A BOILED EGG!". DIZZY should stand next to the Geyser and use the BUCKET to fill it with hot water (to free DENZIL - see screen 5).

49 THE HARPY'S EYRIE

DIZZY will be carried up onto this screen on the rising clouds (see screen 50) if he hasn't got off the clouds before he reaches the level of the HARPY it flies across the top of the screen to intercept and kill him. Nasty little trap, eh?

50 THE DORMANT / ACTIVE VOLCANO

Normally this screen is called THE DORMANT VOLCANO and is just a crater of impassable lava. When DIZZY has rescued the last of his 6 friends a message should appear on the screen "SUDDENLY THE EARTH SHAKES AND ZAKS FURIOUS VOICE BOOMS OVER THE LAND" "YOUR FRIENDS MAY BE FREE LITTLE EGG BUT YOU SHALL NEVER LEAVE THIS LAND AS LONG AS I LIVE! HA! HA!" The DORMANT VOLCANO is now the ACTIVE VOLCANO and clouds rise from the lava to the top of the screen. DIZZY can now cross the lava by jumping onto these rising clouds. The clouds will carry him onto the screen above if he waits around on one. See screen 49 for details of what happens ...

51 THE CRACKS OF GEHENNA

DIZZY should be able to jump onto the stone pillar in the middle and from there jump to the left hand side of the screen and back again. If DIZZY stands on the central pillar and drops ZAKS RING "YOU CAST ZAKS RING INTO THE LAVA" "A TERRIBLE SCREAMING SOUND MARKS ZAKS FINAL PASSING". See note on FLAME SPIRITS.

52 HELLGATE

DIZZY must not be able to climb off the top of the screen! It is equally important that, although you should make the tunnel on this screen and screen 53 as tortuous as possible, DIZZY *must* be able to climb and jump his way back up!

53 DESCENT INTO THE DEPTHS

Same comment applies. DIZZY must to able to go down and get out!

54 HADES

The DEVIL himself is on the right of the screen, surrounded by a magical energy field (an arc of 'glowing' attribute blocks should do the trick!). DIZZY must be able to walk thru the bottom part of the stairs on the left to reach screen 51. If DIZZY approaches the DEVIL he will say "ZAKS MADE A DEAL WITH ME. I PUT HIS SOUL INTO A RING SO HE COULD NEVER BE KILLED" "HE BETRAYED ME AND IMPRISONED ME HERE SO NO-ONE WOULD KNOW HIS SECRET" "TAKE THIS TRIDENT AND KILL ZAKS - THEN BRING ME THE RING!" The DEVIL gives DIZZY the WIZARDSLAYER TRIDENT. See screen 1 for how to use it! If DIZZY brings ZAKS RING back to the DEVIL he says "EXCELLENT! NOW CAST THE RING INTO THE CRACKS OF GEHENNA AND DESTROY ZAKS SOUL FOREVER!" If DIZZY does this (see screen 51) he will find the Magic energy field containing the DEVIL is gone. The DEVIL now says "FREE AT LAST! FOR ONCE IT SEEMS I OWE A DEBT!" "I'LL GET YOU HOME - BUT THE SPELL REQUIRES 30 DIAMONDS!"

If DIZZY returns to the DEVIL with the 30 Diamonds the DEVIL says "WELL DONE! I SHALL TRANSPORT YOU TO JOIN YOUR FRIENDS AT HOME!" "FAREWELL HERO!"

The effect for the transportation should be an adequate reward for the player. DIZZY appears on-screen with the other 6 Yolkfolk and the message "DIZZY AND ALL HIS FRIENDS ARE SAFELY HOME! THE EVIL WIZARD ZAKS IS DEAD AT LAST AND THE YOLK FOLK ARE SAFE ONCE AGAIN ... FOR NOW! WELL DONE!!!" : Phew. Fireworks?

The Genie

The GENIE appears whenever DIZZY drops the ANCIENT LAMP (screen 29) and uses the CLOTH DUSTER (screen 33) on it. He appears in a puff of smoke above the LAMP and several LIGHTNING BOLTS zap out of him to the screen borders (8 bolts, 8 directions?). The GENIE then says "SORRY MATE, I'M CLEAN OUT OF WISHES" "YOU WEREN'T THE FIRST TO FIND ME YOU KNOW!" and disappears in another puff of smoke. The third time (and every subsequent time) DIZZY makes the GENIE appear he says "HOW MANY TIMES DO I HAVE TO TELL YOU?" "TAKE THAT!" and zaps DIZZY with a LIGHTNING BOLT (3/4 damage).

When DIZZY makes the GENIE appear on the same screen as the LIGHTNING ROD the Lightning Bolts should fly out as usual but curve round to all hit the LIGHTNING ROD. DOZY is woken up by placing the LIGHTNING ROD on the altar and calling the GENIE. Lightning bolts do 3/4 damage to DIZZY so he'd better be well hidden with all that electricity flying about.

Monkeys

Monkeys sit up trees and throw damaging coconuts in arcs of varying distance to left and right. Monkeys should be situated on screens 17, 37 and 38.

Flame Spirits

Screens 51 and 54 should contain nasty little FLAME SPIRITS (like wisps of fire with eyes on) which fly about the screen damaging DIZ.

And Finally...

All that remains to be done from the design point of view is to hide the 30 DIAMONDS and hide the energy-bar replenishing FRUIT around the map. We'll do that at the last moment, once the rest of the game is up and running.

Dizzy 4 - ZAKS Lightning Bolt Firing Sequence

ZAKS fires Lightning Bolts in 3 directions with roughly 1 second between them.

To approach ZAKS, DIZZY must jump as soon as the first bolt disappears and move left following the firing pattern.

