

8 December 1992

DIZZY THE ADVENTURER!

Dizzy returns in an amazing new adventure packed with action, mystery, surprises and lot's of interesting new characters!

The story so far.....

Dizzy and his girlfriend, Daisy, were searching for Pogie, their pet Fluffle. They discovered a secret entrance into Zaks' old castle but were unaware that the Evil Wizard was watching them through his crystal ball. In an attempt to catch Dizzy, he cast a spell on a spinning wheel in the West Tower. As Dizzy and Daisy entered the tower, they noticed that the spinning wheel was mysteriously turning. Unable to control her curiosity, Daisy approached the spinning wheel and accidently pricked her finger and collapsed. Dizzy shook her in a vain attempt to waken her, but with no success. Suddenly Dizzy heard footsteps approaching. The door swung open and there stood Boris the Troll! Grabbing Dizzy he threw him into an underground prison.

Is there any hope of escape for Dizzy? Is there any way to awaken Daisy from her endless sleep? The answers lie in Dizzy The Adventurer!

## Telephone Script for :-

### DIZZY THE ADVENTURER! (NES)

4 December 1992

Welcome to Dizzy The Adventurer! telephone helpline.

The following information will help you to solve the problems you will encounter whilst playing the game. Please don't use this service unless you are really stuck as it may spoil your enjoyment of the game.

#### General hints and tips

Pick objects up by standing over them with the B button. Then take it to where you think you can use it and press B again, now select the object to drop. If you have put it in the right place, you'll get some kind of message to confirm it's use.

You must collect every star you see, only when you have collected 50 will Zaks' magic be weakened enough for you to break the spell.

To avoid falling through the clouds, stand to the front and jump, this will give you more time on the cloud.

If you see a cherry, go and eat it for points.

Avoid falling in the water, as you'll lose a life.

Talk to all the characters, using the B button, they will give you valuable clues.

When 2 objects are needed, place them side by side, if not, you'll find that you pick one up whilst putting the other one down.

#### The Full Solution

There are many different ways for Dizzy to rescue Daisy and no one solution is more correct than any other, but here is one that works. If you are stuck, it should help you continue further regardless of the route you have chosen.

You start locked in the underground cave. Take the straw and place it next to the door, then use the match next to the straw to set fire to it. Remember, don't try this at home! To put the fire out, use the bucket of water from a safe distance. The door will be burnt down and you can now escape, but leave the bucket here as it has no further use.

If you go left you'll come to the King's Castle. Boris the Troll won't let you cross the drawbridge, but you can take the *pickaxe* that is there.

Now go right, using the ledges in the trees, jump up to the jester. When you talk to him, you'll discover that you need to find something for him to juggle. Since he can't juggle your pickaxe you should proceed right, go past Dozy, to the bouncy mushroom. Jump on this to get to the cloud above where you will find some Oars. Pick these up, and drop safely back to the ground.

Proceed right to Leo the Lion. When you talk to him you'll discover he has a thorn stuck in his foot, you'll need to remove this later.

At the top of The Hillside you can jump across onto the cloud. Run right, across the cloud and jump to the next. Remember, to stop yourself falling through the cloud, turn to the front and jump occasionally. On the second cloud you'll find a pile of logs, pick these up and drop back down next to Denzil and the cave entrance.

Use the Pickaxe you are carrying to smash the boulder that blocks the entrance. Then go into Aladdin's Cave and climb the ledges to the top, onto the screen above. You'll find A Gold Doubloon here, pick this up.

Now go back out the cave, and proceed right to the edge of Swift River. Wait for the boat and walk onto it. This will take you across the river, where you should jump off. The Ferry Man is here and you will need to give him your Gold Doubloon to get past him. He will also give you A Sharp Axe. Also give the Ferry Man the Oars for his boat and he will give you his Fishing Net

Going right you'll come across the Treehouse, keep going and you'll find Dylan. Give Dylan the Fishing Net, and he'll give you a Length of Rope and a Stick. Take the Rope. You should now have Some Logs, a Rope and An Axe. Go back to the treehouse and climb up to the ledge below Dora. Put the Logs down on the edge of the gap, move away from them a little and put the Rope down. When you do this Dizzy will build a small bridge across the gap.

Go across the bridge and then across the clouds onto The West Tower. Go down inside the tower on the lift to the thorn bush. You can cut this down using the Axe. Pick up the Harp that is here and leave the Axe.

Go back up the tower and then down the side of it to collect the Star. Jump back up and onto the clouds above the castle. Here you can collect a Pair of Pliers. Jump straight up from this tower to collect the stars on the clouds. Remember to jump right from the cherry to collect the star in the sky.

Head back towards the treehouse. Jump left onto the first cloud and then walk right to collect the star above the castle moat.

Then go left and back up into the treehouse, back to Daisy's hut. Get the star next to Dora and proceed up to The Tree Tops where you can see Grand Dizzy. You can jump left out of the treehouse here onto some clouds. Then jump back to get to the higher ledge where you can collect the stars and talk to Grand Dizzy. Then go back right onto the clouds. Go across these and you'll find Saint Peter at the Heavens Gate. When you give him his harp he will give you Some Holy Cheese.

Fall through the cloud and you'll land on another cloud where you can pick up some Juggling Balls. Jump left off this cloud, to make sure you don't land in the river and go back to Leo.

Use the Pliers to pull the Thorn from his foot and keep the Thorn. Keep going left to Jester and give him the Juggling Balls. He'll give you A Jolly Jokebook. Leave that next to him for now, you'll need that later.

Go back right and you'll find a Cage, pick this up. You should now have some Cheese, a Cage and a Thorn. Go back to the treehouse where Pogie is. Put the Cage and Cheese in his path and capture him. Now go up the treehouse, across the clouds and back into Zaks' Castle. Go across the roof and into the passage with Rockwart the Troll. Put the thorn down in his path for him to step on.

After you've got rid of Rockwart, get The Greasy Wrench and The Brass Trumpet from within the castle. Now head all the way back to the King's Castle.

When you meet Boris at The Gate House, try using Pogie. Remember Grand Dizzy said "He may have a pet Hate". In fact he hates pets, and will run off chased by Pogie. Go back to Jester and get the Jokebook you left next to him.

You can now enter the Castle and find the Trumpeter. Give him the bugle and he'll give you a Magic Carpet. On the left of the Banquet Hall you can use the Wrench to loosen the lever to open the drawbridge. Go out of the castle and you'll find the sad Princess.

Give her the Jokebook that the Jester gave you, and she will be happy and she will give you A Regal Flag. Take the Flag back to the king's castle and attach it to the flag pole. The king will see this and return home. If you go to the right tower you can talk to the king. Pick up The Rusty Old Key and go back to Dozy and the bouncy mushroom. Bounce up to the cloud and put the Magic Carpet down. Climb on and ride across to another cloud where you'll find The King's Crown. Take this back to the king and he'll be so pleased that he will knight you. You need to be a Prince or Knight to wake Daisy from her sleeping spell.

Head back to Zaks' castle to Rescue Daisy. Go to the Tallest Tower and use the key to open the door to the bedroom.

Now it only remains for Sir Dizzy to kiss Daisy to break the evil spell and awaken his True Love, provided all fifty stars have been collected along the route.

Good luck and thank you for calling the DIZZY The Adventurer! Helpline. We hope you have a lot of fun playing Dizzy. Remember to look out for other great games in the Dizzy series.

# GAME DESIGN FORM

(GD1)

25/3/92  
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GAME NAME: ..... DIZZY THE ADVENTURER .....

GAME DESIGNER/S ..... THE OLIVER TWINS .....

PROJECT MANAGER: ..... PHILIP OLIVER .....

PROGRAMMER/S ..... NICK ARNOTT / ANDREW OLIVER .....

ARTIST/S: ..... KHALID KARMOUN .....

FORMAT/S: ..... NES .....

START DATE: ..... 25/9/92 .....

ESTIMATED MASTER DATE: ..... 7/12/92 .....

KNOWN RELEASE DATE: ..... FEB '93 .....

..... DEPENDANT ON .....

..... ALADDIN. .....

## PLAYABILITY:

- (a) **Depth:** Does the game have at least 3 play categories that can be learned or mastered?
- List: (1)..... Adventure .....
- (2)..... Arcade .....
- (3)..... Memory .....
- (b) **Practice not skill:** Can every challenge in the game be overcome by an average player through learning? eg. he can get past an end of level guardian because he knew how not because he is above average in **skill**?
- (c) **Memorability:** If the game has parts/levels is each part very different from all the other parts? ie. does it have a different number, a different name, background colour, types of puzzles, types of aliens, types of secrets etc.

### DEFINITION OF PLAYABILITY

Playability describes a type of gameplay feedback which educates the player so that he is better equipped to play better the next time. The gameplay must provide the player who has played a definite advantage over a player who has not. An example of a broad category of such learned *advantages* is a large group of puzzles painstakingly implemented one by one eg. the puzzles in the Dizzy games. Each and every time the player solves a puzzle he has a big advantage over a fresh player. The advantages are not always conscious learning eg. Micro Machines, gradually, possibly through positive reinforcement, the controls become instinctive, which again is a great advantage. All this feedback of useful data to the player, if done well, is playability. A single principle such as a movement principle which provides many problems in the game. The shape of the maps on Micro Machines provide many different individual such advantages. Prior knowledge of each and every corner is an advantage to a player who has it. An additional broad category of necessary learned elements in Micro Machines are the special features oil, ink, glue, jumps, rulers etc. This is a single element of the game but it provides over a hundred individual *-learned advantages*. You can learn patterns, alien intelligence, complex controls and complex maps.. The Burms (banked corners) in BMX are a single feature but once again provide many individual places in the game where a player who has practiced and learned that particular corner will do better (all other things being equal) than one who has not. The movement principle in Dizzy is sufficiently novel and complex that it provides many places in the game where knowing just the right place to stand to avoid rolling to far etc. is a big advantage and has to be learned.