KWIK SNAX

↗ getting caught
Die - more obvious.

backgrounds — cps.

illegal solutions.

icey bonus levels — obviously skating.

name for each level — each has characteristic.

different fruit & monster for every level.

levels 1 — 25. — 5 sets 5 of each set.

time - for more obvious.

demo every level and.

separate levels for more screen in between.

2 player Dizzy / Denzil

environment underwater, forest, mountains clouds, desert ↗ pyramids.

blocks should

lots of ~~like~~ like tunes.

Dizzy - improve a ~~little~~. little.

scores Floating dth.

NEW NAME NEEDED - NOT KWIK SNAX.

ALL CHRS.
USE APPROX. 8

12

SCORE 'N' LIVES
ETC.

8 chrs.

GAME

20 chrs
10 blocks.

DEAD AREA.

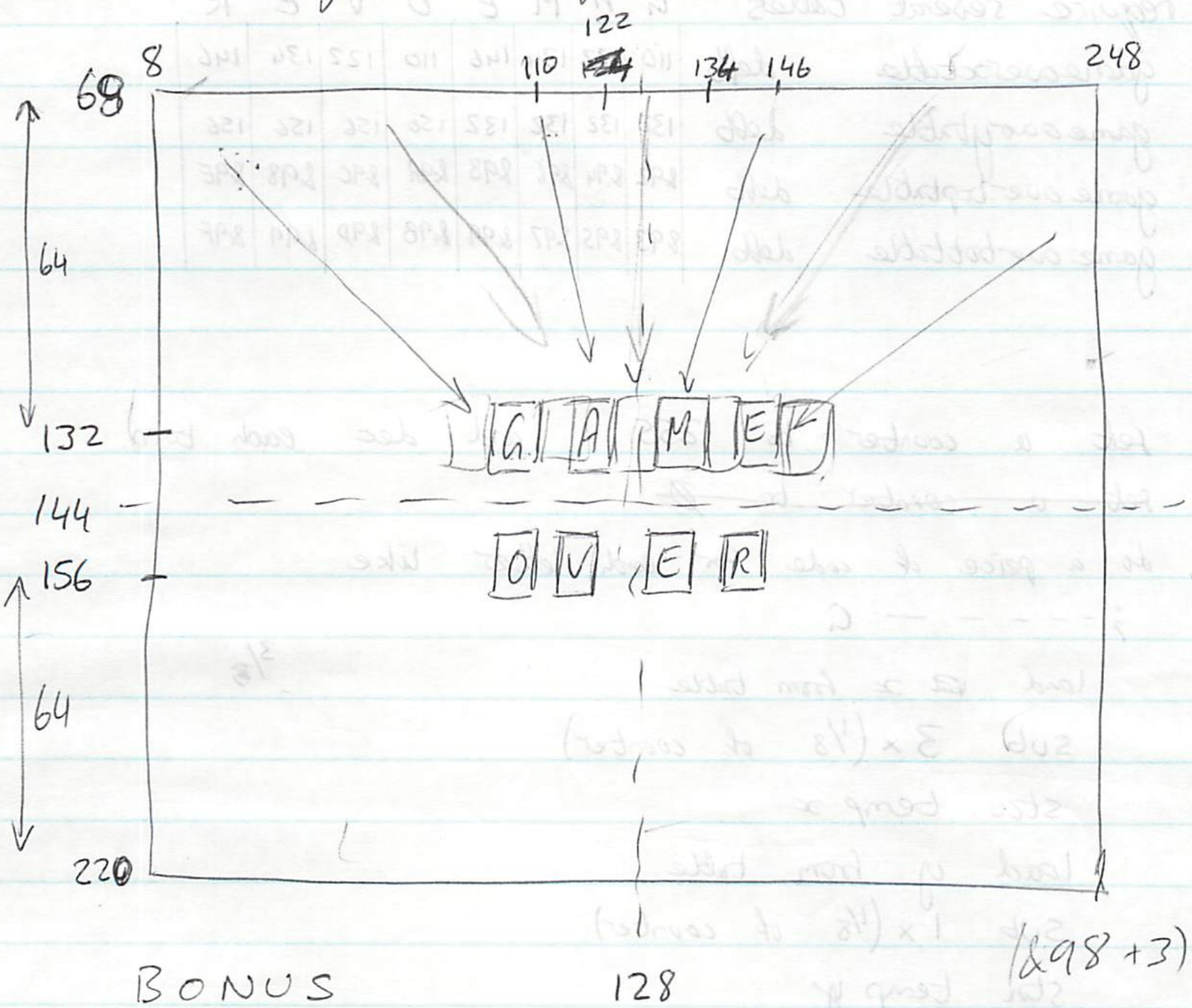
16 blocks.

		Chr	SPR
palettes	0 - black		0
picture	1	DIZZY	1 white
	2		2 red
	3		3 black
pushable bricks	4	pushable bricks	4
	5		5
	6		6
None pushable	7	MONS.	7 } monster dependant.
	8		8
	9		9
fruit	A	baddies. ~~FRUIT~~	A
	B		B
	C		C

score panel.

always use brightest colour through to darkest in all palettes.

Dizzy's Amazing Rescue



BONUS
OVER.

G ← make this the centre.

loop 64 times

if 256 ½ = ⅛
1 = ¼
1½ = ⅜

BNUSE
NOVR

	START X_1	START Y_1	ADD X	ADD Y
G	14	~~242~~ 100	1½	½
A	90	68	½	1
M	166	68	-½	1
E	242	100	-1½	½
O	14	188	1½	-½
V	90	220	½	-1
E	166	220	-½	-1
R	242	188		-½

3 1
1 2

P.T.O. for Programming Instructions.

Daisy
Dora
Dozy
Dylon
Grand Dizzy.

Amazing Dizzy

players - Dizzy & Denzil

↑ these are the characters you have to rescue.

SPRITES

JELLYFISH.

Underwater ✓ DONE.

FOREST ✓ CLOUD SUN RAINDROP

BEES — SNOWFLAKE — ACORN — PROTECTOR
BIRDS — CONCER — ✓ LEAF — ✓ CANADIAN LEAF
FLOWER

CASTLE ✓ SKULL — POSION BOTTLE
BONES — SPIKED BALL

VAMPIRE BATS
FIRE.
~~MUSHROOM~~

DESERT / PYRAMIDS - TEMPLE MUMMY
SCORPIANS EYE
✓

MOUNTAINS - FLOWER
ICE
SNOWFLAKE

Amazing Dizzy

Blocks 'n' fruits.

we need lots of both - they can all have their own palettes. - each is 2×2

problem –

strawberry

the red areas should ideally let the picture underneath show through. Unfortunately this will be impossible

Solution - with pushable blocks & non-pushable blocks try to make as square as possible so area marked in red is as small as possible.

with the fruit - push it on something like a ~~plate~~ dark brown plate - place can you try several different ideas.

so small - you won't notice the background not showing through.

Pallettes - because each level will only have
1 type of fruit
1 type of pushable block — can't use background. 'cos it'll turn to a sprite.
1 type of none pushable block
1 type of monster

always use brightest colour through to darkest.

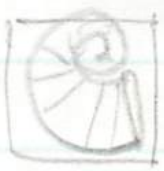
they can all have what ever palette you want

Amazing Dizzy

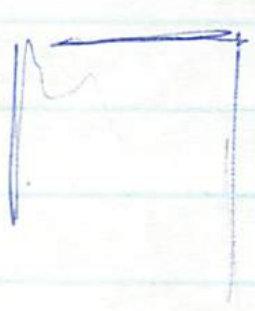
Background pictures. - 1 palette (you choose it)
only about 128 chrs (dark colours only)
— to cover screen area of. 32chrs wide by 20chrs high.

please could you sketch your ideas first
only spend ½hr-1hr on each so we can approve them first.

ideas. - ~~underwater~~ ✓ (1)
~~forest~~ (2)
beach - ~~p~~ palm trees. (3)
~~mountains.~~ (4)
castle / hawked on hill top (5)
- clouds (6)
- Desert with pyramids / temples etc.



Forest blocks
5 possible
5 non-possible



Panel - Amazing Dizzy

needs to display both Dizzy & Denzil
level name - who you're trying to rescue
score - lives.

area 32 → by 8 ↑

no sprites.
about 80 chrs. available.
any palette but try to use as few as possible.

can you come up with some roughs on paper of proposed layout: heres one.

DONE

Dizzy's Amazing Rescue. Article 1

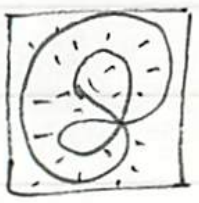
Enemies

Bat
Mummy
Skull
Fish
Seahorse
block
beetle
spider
jelly
bee
bird
wasp

bat (castle)

snake (pyramid)

mummy (pyramid)


electric eel (water)

skull (castle)

blow fish (water)

seahorse (water)

walking block (pyramid)

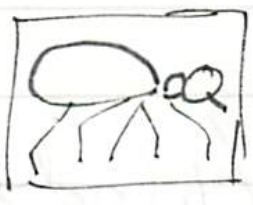
octopus (water)

pumpkin head (castle)

ghost (castle)

bettle (forest)

spider (forest)


ant (red) (forest)

fire (forest)

scopion (pyramid)

jellyfish (water)

bee (forest)

5 forest
5 water
4 pyramid
4 castle
Ø mountain.

bird (mountain)

wasp. (mountain)

rat (mountain)

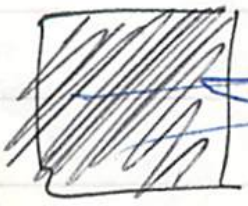
walking bird (mountain)

BUTTERFLY
~~Goat~~ (mountain)

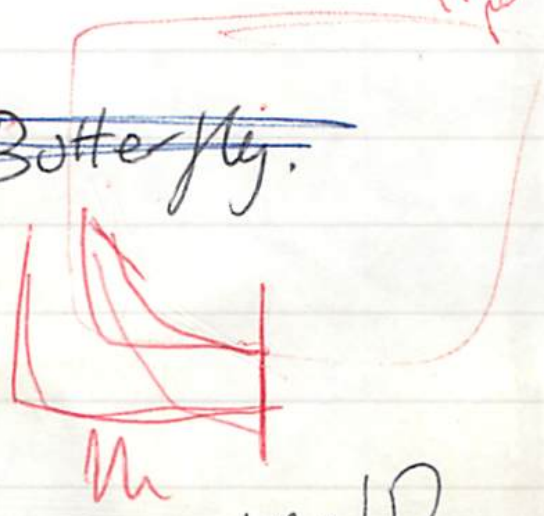
spider (castle)

Walking suit of armour (castle)

green poison dart (pyramid)


~~Butterfly.~~

FIRE DIZ MAX POS.



Evil Dizzy's.

Maximum of 7 frames.

HAND

Dizzy's Magical ~~Labrinth~~ Maze.

Code Masters

TITLE SCREEN

PRESS START

HISCORE TABLE

PRESS START

Select Room Stages

Maybe add map screen here later.

for each world.

for each stage.

until stage

GAME SCREEN

DIZZY WALKS.

Bonus level.
for winner of last stage.

when stage = 6.

Charater rescued.

each player gets an extra life.

GAME BEATEN.

zero lives

If nobody alive.

when you die.

MAYBE ENTER NAME

MAYBE ENTER NAME

GO! DIZZY GO!

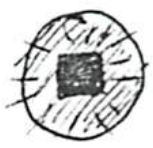
Bonus Instructions.

Shield - enables character to walk through monsters unharmed (invisable) character will flash whilst shield is active.

X

~~Speed boots. - enables character to run faster~~
SMART BOMB

Turn all walls to pushable blocks.



Make ~~blocks~~ pushable blocks dissolve guidees.

Change border so characters can go off left, right, top, bottom & reappear right, left, bottom, top respectively.

Turn all pushable blocks to Fruit.

Go! DIZZY Go!

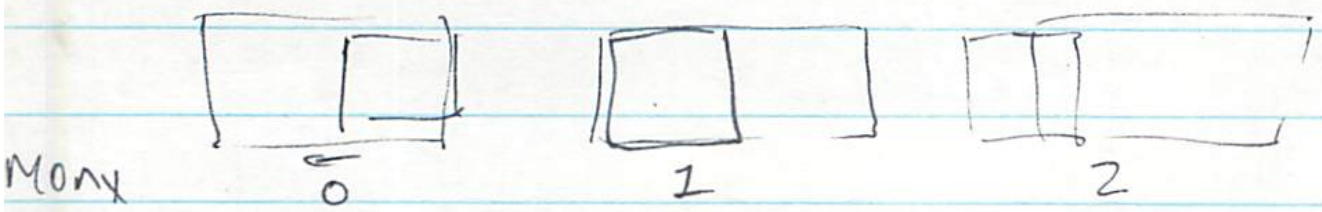
Totally beaten.

keep sprites that were in game loaded in.
with GAME OVER resident.

copy over amazing.chr at &98
"AMAZING.CHR" 8 chrs.

98 = Z
9A = I
9C = N
9E = !

Q. Can you use the big text from the temple?



editstuff.ROU
BANK6.PDS

GO! DIZZY GO!

Bonus Instructions.

scores 50 points.

Scores 100 points.

Scores 250 points.

scores either 50, 100 or 250 points

Make monsters sleep - monsters will stop for a while.

Make monsters ~~edible~~ eatable - only to character (Dizzy or Denzil) who got to it — character will pulse whilst he can eat. ~~Eat.~~ Monsters are worth 200 1st 400 2nd 600 3rd 1000 4th

Reverse the keys of the other player (and put your's back to normal if in reverse already) The effect last a short time only.

~~Make character stronger - he will be able to push 1 more block - upto a maximum of 7 blocks at a time.~~

WONT SLOW DOWN WHEN PUTTING SEVERAL BLOCKS.

Go Orey Go. NES.

AMAZED DIZZY CHR/SPR LAYOUT

CHRS

00 SPC
01 A ↓ ↓
↓ ↓
&1A Z
&1B !
&1C ?
&1D 9
&1E .
&1F : ←

&20
&21 0 ↓ ↓
↓ ↓
&2A 9
&2B
&2C
&2D
&2E
&2F

&30 ⌜ .
&31 ¬
&32 L
&33
&34 | left
&35 | right
&36 — top.
&37 — bit.

border.

&38 ⌜ .
&39 ¬
&3A L
&3B ⌟
&3C | | left
&3D | |
&3E | | right
&3F | |

slab edges.

&40 — top
&41 —
&42 — bot.
&43 —
&44 — Pard.
↓
&A1

&A2 ~~pushable block~~
↓
A5

&A6 non-push block
↓
&A9

&AA ~~fruit~~ push
↓
&AD

&AE fruit
↓
&B1

&B2

↓
&FF

background picture 78 chrs.

SPRS

solid.
00
&01 Pizzy & Penzil.
↓
&3F
&40 pushable block
↓
&43

&44 0
↓ ↓
&4D 9
&4E ♥ 0 **

52 score 50
58 score 100
5A score 250
5E score ?
62 sleep
66 eaten
6A reverse
6E power
72 shield
76 ~~speed~~ smart bomb
7A push
7E disappear
82 boots
86 fruit
8A → 91 ~~fade~~ Pissdoor chrs.

92 GAMEOVER chrs.
↓
9F

A0 monster
↓
BB

&BC Dizzy
↓
&CC

&CD Denzl
↓
&DF

&E2 Yolkfolk to rescue
↓
&FE

~~&E0~~ ~~Dizzy~~
↓
~~&E9~~

~~&EA~~ ~~Denzel~~
↓
~~&F8~~

&FF Collision chr (pixel top left)

P.T.O.

20/7/93.

Minutes of Meeting with Philip & Lyndon to discuss

Go! Dizzy Go! - Sega 8 bit

The reason for the meeting was to discuss changes from the current NES version to avoid the need for any foreign text. Therefore these changes should also be done to all other versions, including the NES.

(1) The title screen should be laid out :-

"Chameleon" logo.

DAISY or ZAKS.

Dizzy or Zaks.

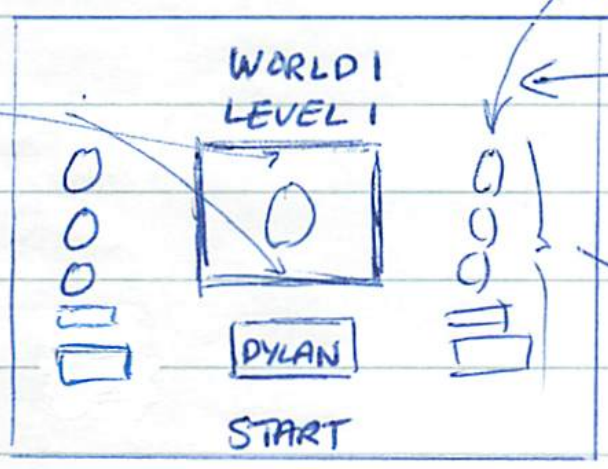
all letters must be 8 x 12 pixels. in capital & very bold.

must flash, letters are 8 pixels x 12 pixels high.

player can flip arrow with select or ← & →

Please note :- there is no contest mode.

(2) On the "World? Level?" screen it should be laid out :-



now Daisy.

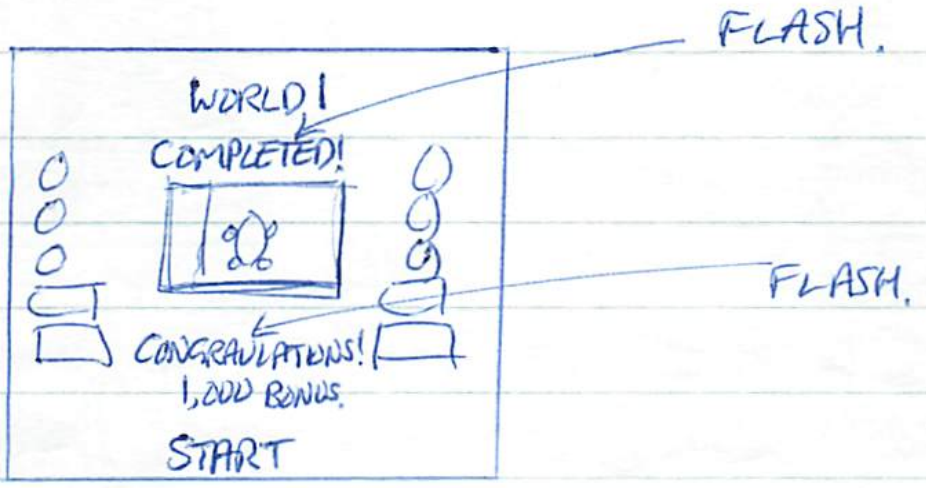
not black, should be independant & each world will have it's own colour.

as before on NES.

N.B. no writing on border.

All text & lettering throughout the game must be 8 x 12 pixels, in capital & very bold.

(3) On the "World completed" screen, it should be laid out :-



The character (Dylan on level 1) should then float up from the picture.

(4) Obviously since Daisy is now player 2, Denzil is now the last character & ~~replaced~~ replaces Daisy.

(5) The panel in-game needs to be re-designed to show Dizzy & Daisy and incorporate the "World ? LEVEL ?" since screens will no longer have names.

(6) When picking up icons for the first time, they used to tell you what they were. All this should be knocked out, they are obvious and if the user wants more info, they can refer to the B booklet.

(7) The High score grid must have all characters 8×12 pixels & needs to all be improved. The rating (colours) should all be knocked out.

(8) On the title sequence the High scores should be separated from the credits. 1 screen for High scores & 1 screen for Credits.

(9) knock out the Games by the same authors.

(10) During the game you can currently go over 7 blocks for a clue to a cheat. These should be knocked out. However the code is useful - on every level there should be a position, under a pushable block to activate a cheat; possible cheats (features) are :-

warp to another level
complete level
kill all nasties. ← all formats should have same cheats.
change all blocks to fruit
freeze nasties for 20 seconds
change to a new bonus style screen.
etc;

Therefore all this text can be removed!!!

(11) When you die you currently see | 2 LIVES LEFT |, the new style would be 2 LEFT ← big. no LIVES/LIFE

(12) "GAME PAUSED" should just be a sprite "PAUSE"

(13) On the sliding sections, the character should move twice the speed and be given 65% of the current time. Because at present it is slow & boring - it could be panicy and exciting!

(14) At the end of a level, sprites appear saying "WORLD? LEVEL?". This needs to be bigger text.

(15) When nasties can be eaten they read to flash violently - this is just a palette change.