

DIZZY 7

Game design by The Oliver Twins.

(first rough!!! not finalised!!!)

PLOT OUTLINE

Dizzy is told by Grand Dizzy that the treasures of the Prophet Zeffar have vanished from their sacred shrine deep in the Ice Mountain. It was foretold that should this happen an evil darkness would befall the relatively peaceful land. Grand Dizzy is absolutely convinced that the end of the world has begun because the ice mountain has suddenly begun to melt, the statue of Zeffar is falling apart, and strange things have started to happen to the creatures. After convincing Dizzy that he's not a superstitious old egg, Dizzy is faced with the problems of finding out exactly where the treasures have gone and how he can get them back in order to save the world.

The treasures are :-

- A wooden chalice
- The crown of Zeffar
- The Sword of Justice (peace)

LOCATIONS IN THE MAP

Screen	Description.....
4	BLACKHEART'S CHAMBER
5	BELOW THE DECKS
6	THE CARGO HOLD
24	ENTRANCE TO A SEA CAVE
25	THE SECRET SEA CAVE
26	THE OCEAN BED
27	THE BOTTOM OF THE OCEAN
28	CORAL REEF
41	HOME TO GIANT CRAB
42	A SUN BAKED BEACH
43	TROPICAL DESERT ISLAND
44	SHIPS STERN
45	SHIPS RIGGING
46	SHIPS BOW
62	DEEP BENEATH THE WELL
63	PIRATES SECRET CAVE
64	BELOW THE PIER
65	UNDER THE BOARDWALK
66	DEEP IN THE OCEAN
67	MORE OCEAN
68	YET MORE OCEAN
69	THE IMPOSSIBLE CAVE
81	DEEP IN THE DUNGEONS
82	THE TORTURE CHAMBER
84	A DANK CRYPT
85	THE CROW'S NEST
94	FAR BEHIND THE FALLS
95	BEHIND THE CRYSTAL FALLS
96	THE CYRSTAL FALLS
97	HERE WE ARE AGAIN
98	BELOW THE TREEHOUSE
99	TREEHOUSE ENTRANCE
100	EDGE OF THE TREEHOUSES
101	THE CLEARING
102	MAGIC WISHING WELL
103	PIER
104	PIER WAREHOUSE
105	FAR END OF THE PIER
106	RIDING THE WAVES
107	HIGH ON THE OCEAN WAVES
108	CREST OF THE WAVES
109	THE HIGH CLIFF
110	THE DISTANT SHORE
111	AZTEC TEMPLE ENTRANCE
112	FIRST OF MANY TRAPS
113	INSIDE THE AZTEC TEMPLE
114	EVIL FIRE STONES
115	RAY OF LIGHT
116	SLIP SLIDDING AWAY
120	ASCENDING STAIRCASE
121	UPSTAIRS AND DOWNSTAIRS
122	CASTLE ENTRANCE HALL
123	THE CASTLE MOAT
124	THE HAUNTED CRYPT
125	THE EMPTY GRAVE

126 EERIE GRAVEYARD
127 ROCKWARTS DOMAIN
128 THE CRYSTAL STRUCTURES
129 THE SHRINE OF ZEFFAR
130 ENTRANCE TO ICE MOUNTAIN
131 THE ROCK PILE
132 THE BOTTOMLESS CHASM
133 UNDERGROUND CAVE
134 BEWARE THE BEAR PIT
135 BEWARE OF AVALANCHE
136 THAT SINKING FEELING
137 THE FLUFFY CLOUDS
138 YOLKFOLKS SECRET TREEHOUSE
139 HOME OF THE YOLK FOLK
140 OUT ON A LIMB
160 THE THRONE ROOM
161 BANQUET HALL
162 CASTLE TURRATE
168 CRYSTAL TIPS AND CLOUDS
169 PEAK OF ICE MOUNTAIN
170 OUT ON A CRYSTAL
178 HEIGHT OF THE TREE HOUSE
179 WHIP TO IT

PROBLEMS WITHIN THE MAP

Prince's Castle

find Prince Charming (he has the Prophets crown), 7 screens, arcade type problems, including ball and chain swinging or dropping, swerving between, port cullis, torches on the walls. Once inside and negotiated balls, eventually find throne room. Prince C is sitting in throne.

Conversation with him:-

PC "So I suppose you want to marry my sister then."

D "Well no actually, I have come for" PC interupts

PC "Oh, so, isn't she good enough for you then?"

D "It's not that"

PC" Well, whats wrong with her then? I suppose, she has got a rather big nose" D says nothing

"Okay, and big teeth" D says nothing

"and she is rather fat" pause

"and I guess she is pretty ugly"

"and as for brains .. well!!!"

(and lots of other bad attributes)

"but apart form those, there is nothing wrong with her, so why don't you want to marry her? I mean at least there's not much of a queue anymore."

D "What do you mean any more?"

PC "Well a long time ago my sister was so beautiful that they used to queue for miles to propose to her, but that was before the spell"

He explains how a horrible spell was cast on his sister and was told by Theo that the only way to break it is to make a wish in the wishing well. He says he has been trying for ages and feels he was just getting close when he ran out of money. Dizzy explains to PC that he needs his new crown as it used to belong to the prophetexplains disaster etc. D offers to find some coins for PC in return for the crown. (See wishing well.)

Also in the castle

Screen 120 door at top of stairs, as you touch the door a message will appear saying, "You knock hard on the locked door" you then hear a voice saying "speak the password if you need to enter" this is a complete redherring!!! There can be a clue as to this somewhere else in the game.

Graveyard (124,125,126)

Should look like nintendo version, small church (124) like in nintendo version, skeletons, bats flying around, owl, gravestones, dense tree cover at the top so you can't see the sky, dark. Approx 10 crosses and gravestones. If Dizzy tries to pick one up, ie presses return on it, computer gives message of who or what is buried there, ie "Pirate Bluehorn throw his hook 724" (should make them all jokey!) give dates aswell. One of the gravestones must contain a clue of how to solve one of the problems. Use skull graphic from treasure island 'cos it's quite mood setting.

Dungeons under the castle

Skeletons hanging around, stocks, gallows, torches on the walls, slime. Use skull from treasure island.

Ice mountain

Crystals like original Dizzy, quartz type rock. Prophets shrine is in the middle of it, so mountain has started to melt. Lots of dripping (harmless) water everywhere.

Countryside

As in previous games, including clouds, which by jumping on you can get about, but you can sink through. Would be good if as Dizzy sank through his feet/body disappeared into the cloud. Jump onto the clouds via screen 138 ledge of tree house to get across to the top of the waterfall.

Waterfall

Dizzy can go behind this when it's blocked, side view, cannot see the cave until you have solved the problem. As you approach the waterfall you must have blocked it off using the rock avalanche, otherwise you should be prevented from getting too close to it, ie the force of the waterfall pushes you back. Screen 95/96 pyranna fish jumping, swimming. If touched it will die but it will take a heart.

Cave behind waterfall

screens 94,95,96. Stalactite roof, (as in original Dizzy on spectrum), skull form treasure island, dripping water, water does not harm Dizzy. Bottom of cave has water, background wall is black, dark.

Treehouse

screens 98,99,100,138,139,140,178,179. same style as in fantasy world, flickering torches on outside, jump through one of these flames you loose one heart. Green tops to trees, red trunks, red railings, yellow round end on logs to make path, 2 lifts, both require lift keys to be operated. One of these lifts is on screen 99, it starts on ground level and goes half way up the screen to the first set of ledges, only way to get into the treehouse. The other lift is on screen 138, starts from bottom and goes half way up. It is attached to the treehouse ledge by a rope.

The bottomless Chasm

Screen 132. Find axe, same style as Bruiser the guards. Use axe to cut down dead tree in order to bridge pit. Message appears on screen saying how you have made bridge.

The axe is then used again at the castle entrance (123), Port cullis is closed, Bruiser guard stands there harmless, ie no axe. Messages from B saying he will not let you pass, he is incharge, but he is very annoyed that he has lost his axe. Give B the axe you used to cut down the tree and he raises the port cullis, messages of glee and gratitude from B about return of his axe, and the portcullis is raised.

Dock and Pier

screens (103,104,105) similar to fantasy world, pier with warehouses and boxes around. Some of the boxes should be solid so you can jump up over them. Dock to lead onto the pier or into sea and swim around, as nintendo. Swim around into underground cave. Gangplank from end of pier to pirate ship, see below. Object under one of the boxes in warehouse,

however to get it you must go underneath the pier and come up under it, making a hole somehow.

Under water in the Sea

(Screens 65,66,67,68,69,24,25,26,27,28) lots of things swimming around, big/small fish, maybe an octopus draped across treasure chest involve in problem.

Pirate ship

(screens 4,5,6,44,45,46,85) same style as nintendo, not always there, ie drifts off, comes back...go inside and walk around, cut through side view. A way of sailing the ship to another island, where there will be treasure. On board there will be Blackheart the pirate. Go up the gang plank, flick the screen, up a little more gang plank, and then onto the ship. Use telescope to see island, and ships wheel to steer. Find map on island to help you around, maybe find a few useful things here. Without map Dizzy will die of scurvy. Hidden treasure buried in sand with ie 5 steps to left of palm tree, 2 to right. Will need aspade to dig treasure up. Screen 105 at the end of the pier, there is a gang plank, if you walk up this it changes to screen 44 onto the pirate ship. Walking off screen 44 will bring you back down again onto screen 105, the pier. Once you have started sailing the gangplank disappears. Dizzy can no longer get off the ship until he reaches the desert island, when the gang plank will reappear. The screen change this time is 44 to 43 (the desert island). Then once you have finished and wish to sail home the gangplank disappears until you reach the pier, screen change from 44 to 105.

Aztec temple;

full of problems, solve all problems correctly and you can choose which chalice to carry out. Chalice is one of the treasures that has been stolen. Choice of three.

Beach; cliff

Wishing well

(102) with grid on it so that you can't get into it. Can raise and lower a rope with bucket on (have to find bucket). Well is near beach and docks so you can go up beach and down in water under well, into under ground cave. Must be carrying flippers, snorkel and torch, cannot put anything down, therefore cannot pick up money, ie use bucket, load up. Return to surface, raise bucket, collect money. Take money back to PC to make wish. Gives you crown in return. When Dizzy tries to click onto the handle of the well it raises or lowers the rope, bucket, depending upon the position of the click. Message to say you turn the handle and the rope comes up, or bucket comes up. Ensure that the bucket can be attached to the rope and unattached. Must find the rope before you can operate the well. Screen 62,63 are a hidden cave underneath the well, should have torches on the wall like a smugglers cave. Boxes, chests and barrels laid around, skull form treasure island. This is where you find some coins object, to put into the bucket. If you attempt to enter 62, or 63 without a light a message comes up saying "it's too dark I can't see a thing" and Dizzy steps back into the previous screen. Therefore you must be holding the light. Cannot leave under

water cave without aqualung, flippers and torch, in other words forcing you to put the coins in the bucket and not carry them.

You can not enter the pier warehouses, although you can see an object you need inside. To get this you must swim under the pier and somehow make a hole in the pier so that you can go inside.

Bear pit

(screen 134) somewhere there is a pit which has a covering, if you walk across it you'll fall in and die. You must jump over it.

Rope coil traps

in several places there is rope hanging down, with a coil lying on the ground, if you step in the coil you'll be wiped up, upside down. You must jump these.

Cages

In several places there are cages hanging from ropes, if you step on the ground under them they'll come zooming down on you and you'll lose a life. The cages should always be visible (not on the screen above).

foward facing, jumping frogs

These should be scattered around the landscape and are deadly to touch. They jump up on set patterns, ie jump, jump, jump, pause, repeat.

FLAME MONSTER

Dizzy must use the bucket from the wishing well in order to extinguish the flame monster before it kills him. Then he can continue past.

DANGER SIGN

(screen 135) The sign reads danger avalanche. It refers to the rocks balanced just above the waterfall. If Dizzy blows his whistle any where on this screen the rocks begin to shake, and then fall off screen. The notes from the whistle should be visible when blown, should look dynamic as they fly off. Rocks fall onto screen 96 where they will cut off the water.

FLOOR/GROUND (of forest and countryside)

Should be red rock underneath, topped off with 1 character thick grass with little shoots coming off, also little flowers and mushrooms. The mushrooms are the special mushrooms that you can bounce on, but this time won't actually get you anywhere.

AT SEA

Show flowing green weed in the water moving with the waves, areas of sand (yellow) areas of rock (red). Coral (purple), multicoloured fish, jellyfish, seahorses, schools of fish swimming around. All just scenery, except maybe bigger vicious fishes could kill you.

CHARACTERS TO BE INCLUDED

Dizzy

Starts on screen 97

Daisy

Found on screen 103

Denzil

found on screen 133

Dylan

Found on screen 101

Dozy

Found on screen 139

Dora

Found on screen 98

Grand Dizzy

Found on screen 97

Pogie

Frightens Rockwart the troll. Somehow you need to get his help, but it should be different to previous games.

Shamus the Leprechaun

Theo the Good Wizard

Bruiser the Guard

Found on screen 123

Rockwart the Troll

He stands in your path on screen 127, blocking the way and is removed by being frightened by Pogie.

Prince Charming

Found on screen 127.

OBJECTS

- AXE** This is Bruiser the Guard's axe (see illustration). It is found on screen ???. It is used on screen 132 to fell a dead tree. This falls across the cavern to make a bridge. It is used again to give to Bruiser on screen 123, where he'll be grateful and open the portcullis for you.
- AQUALUNG** As in previous games this enables Dizzy to go below water (and generates bubbles) for as long as you want.
- FLIPPERS** As in previous games this enables Dizzy to swim whilst underwater.
- OIL LAMP** Allows Dizzy to enter dark rooms.
- BLOCK OF ICE** Found in the Ice Mountain. Used on the pillar in the Aztec temple. It will melt if the sun shines on it, a message will accompany it dissolving and explain the the sun has melted it.
- GOLD GOBLET** Found in the Aztec Temple, screen 116.
- SILVER GOBLET** Found in the Aztec Temple, screen 116.
- WOODEN GOBLET** Found in the Aztec Temple, screen 116.
(only one of these goblets is the true Treasure of Zaffer, a clue will be given as to which one it is)
- WEED KILLER** Use this to kill the snappy weed.
- WHISTLE** Found on screen ?? It starts the Avalanch on screen 135, and the rocks fall to block the water which in turn stops the waterfall, therefore giving access to the caves behind.
- GRAVE DIGGERS SPADE** Found in the graveyard, screen 125. It is used to dig up the pirates treasure chest.
- TREASURE MAP** You need to find this to find the treasure.
- SLEEPING POTION** To get on board the Pirate ship you have to have a conversation with Blackheart, he'll let you on board if you have a treasure map and a spade. However the only way to actually come away with the treasure yourself is to put him to sleep, and steal it.
- TELESCOPE** Use this and you will be able to navigate your way to the desert island. Without using it you just drift around at sea.
- SOME COINS** Drawn as one object, ie as a pile to pick up all in one go, using only one slot to hold them.

BUCKET Used to raise some coins from bottom of well.

LIFT KEY 1 Turns lift 1 on in the tree house so you can get higher.

LIFT KET 2 Turns lift 2 on in the tree house so you can get even higher.

LEATHER WIPE Use this to swing in the tree house

UMBRELLA Protects you from the snake poison dripping from the ceiling of the aztec temple.

TECHNICAL

Almost identical programming to previous games. With all the cute animations, including swimming, eating, jumping on mushrooms etc.

The panel should be at the bottom of the screen and needs a place to show the SCORE, Screen Name, No. of HEARTS, No. of LIVES, and the No. of STARS.

Start screen :- 97

When picking up/putting down a menu appears. You have a maximum carrying capacity of 3 objects. If you are standing next to an object and try to pick it up whilst holding 3 objects a message you appear saying that your hands are full. This is far less confusing than swaping the object with one already held.

When Dizzy swims the jump button held in should raise his arms infront of him. Releasing the jump button makes him sweep his arms back and moves Dizzy in the direction he is pointing. Gravity (with high friction - not accelerating falling) will always be acting on Dizzy, so to swim up will require rapid tapping of the jump button. When under water in Dizzy should have bubbles rising from him. On the sea bed there should be several places that generate bubbles automatically. Dizzy should be able to stand on these for a short time before they burst (like Bubble Dizzy). There will be an item that is too heavy to swim with and you'll need the extra help of the bubbles.

On all versions there should be a joystick and keyboard option. There should not be any multi-loading once the game is loaded.

Instead of an energy bar, have a 3 step energy system, similar to Super Robin Hood (Nintendo) with 3 hearts. Hearts are lost when you collide with a nastie or something. They can be gained by finding fruit (like on the Nintendo version). You can only have a maximum of 3 hearts, so picking fruit up when you have 3 hearts will waste that fruit. When you lose all hearts a live is lost. When killed by insect or something and loose heart the insect should die so that you dont end up standing on top of it, maybe when you have gone two screens away from it, it will come back to life in the same position so that you may have to pass it again. The size of enemy killing you determines how many hearts you loose, ie the bigger it is the more hearts you lose, either 1,2 or 3.

You start the game with 3 lives (1 playing, 2 spare represented in panel). When all lives are lost the game is over. There are 3 oppotunities to gain extra lives. These are scrolls dotted around the map. When you go to pick one up you go into a sliding puzzle game and must fit the pieces of a scroll in the right order within a given time limit. This is identical to the Nintendo F. A. Dizzy.

When Dizzy is walking his walking excellerates, like super robin hood on nintendo, ie the further he walks in one direction the faster he will go. This will also make his jumps go further aswell. Need a better method for jumping diagnally, maybe if when the jump is pressed it waits a split second to detect whether or not the left or right has been pressed, if not then the jump is straight ahead.

All Creatures/characters heads should be bigger than their bodies,
as with all Dizzy creatures, to maintain same style.

21 April 1992

Memo to :- ^(Share.) ~~Paul~~ (Optimus) [←] not rent
Paul & Peter Ranson (Bid Red Software)

Re: Dizzy 7 Game Design

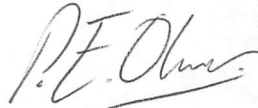
Further to my original game design I have had an idea which should also be incorporated:-

Rumplestilskin (check spelling)

He could be located in the castle dungeon (screen 81). You must take him a spinning wheel & some straw. He'll spin this into gold which will then be useful somewhere else in the game.

Please can you let me know who is doing the first version as I would like to keep intouch with its progress.

Thanks,



Philip Oliver