





HELLO AND WELCOME!

As promised we've collected some of our *Dizzy Returns* concept work together in the following pages to share with you, our backers, as a thank you for your support throughout the *Dizzy Returns* Kickstarter campaign. This collection of location and character concepts offers a glimpse into the world we had imagined for a brand new Dizzy game, as well as insights into the game design process.

The Dizzy series remains very close to our hearts, and the games encapsulate everything we believe that makes a fun, challenging and rewarding experience: quirky characters and story, interesting locations, platforming challenges, the satisfaction of a puzzle well-solved, exploring a colourful, fun world. These are things that we wanted to bring to *Dizzy Returns*, and we hope that these pages show some of that vision.

We'd like to say a sincere thank you to each and every one of you - it's been heart-warming to see all the love for Dizzy that is still out there, and we're humbled by the fond remembrances of your experiences with the original series of Dizzy games and the part they played in your lives.

Regardless of whether we make a brand new Dizzy adventure or not, there's no doubt that he has a place in gaming history.

Thanks once again to all of you - a Kickstarter project is nothing without its backers, and we couldn't have asked for better supporters.

Philip and Andrew Oliver
December 2012



A FAIRYTALE STORY

PRINCE OF THE YOLKFOLK



SLEEPING BEAUTIES

DIZZY AWAKENS TO A WORLD COVERED IN DUST AND OVERGROWN PLANTS. HE'S CLEARLY BEEN ASLEEP FOR A LONG, LONG TIME. ZAKS MUST HAVE CAST A SLEEPING SPELL ON THE WORLD! BUT THEN... IF ZAKS CAST THE SPELL, WHY HASN'T HE USED THE TIME TO DO AWAY WITH THE YOLKFOLK WHILE THEY SLEPT?

DIZZY SETS OUT TO FIND EVERYONE. HE EXPLORES THE WORLD, NOW OVERRUN BY PLANTS, AND WAKES THE YOLKFOLK. THE FINAL PERSON THAT DIZZY WAKES IS THE FRIENDLY WIZARD THEODORE. HE GIVES DIZZY A DEVICE TO CONTROL THE TIME OF DAY.

DIZZY JOURNEYS ACROSS THE WORLD, HEADING FOR ZAKS' CASTLE. THIS INVOLVES TRAVELLING THE INTER-DIMENSIONAL PATHWAYS OF THEODORE'S LIBRARY, PRETENDING TO BE A PIRATE, EXPLORING GOLDHEART'S TOMB AND LOTS MORE.

EVENTUALLY DIZZY FINDS HIS WAY INTO ZAK'S CASTLE, BUT ZAKS IS ASLEEP TOO, AND MORE IMPORTANTLY, THERE'S A GIANT DRAGON IN THE CASTLE! WHILST WAKING PEOPLE DIZZY ALSO WAKES ZAKS AND THE DRAGON. DISASTER! THE DRAGON GOES ON A RAMPAGE AND STARTS CAUSING MAYHEM IN THE LAND.

THROUGH FLASHBACKS (SHOWN IN THE 8-BIT RETRO STYLE OF THE CLASSIC DIZZY GAMES) WE LEARN WHY EVERYONE FELL ASLEEP...

TWENTY YEARS AGO ZAKS SUMMONED THE DRAGON TO HELP HIM GET RID OF THE YOLKFOLK ONCE AND FOR ALL. UNFORTUNATELY HE COULDN'T CONTROL THE DRAGON AND IT STARTED TO RUN WILD. ZAKS DIDN'T WANT TO RULE A BURNING, DESTROYED WASTELAND, SO HE CAST A SPELL TO PUT THE DRAGON TO SLEEP. HOWEVER THE SPELL WORKED TOO WELL AND IT PUT EVERYONE TO SLEEP - INCLUDING HIMSELF.

TWENTY YEARS PASS BEFORE THE SPELL STARTS TO WEAR OFF...

BACK IN THE PRESENT, DIZZY HAS WOKEN THE DRAGON AND THE WORLD IS IN DANGER. DIZZY AND ZAKS HAVE NO CHOICE BUT TO WORK TOGETHER TO GATHER THE INGREDIENTS FOR THE SPELL THAT WILL BANISH THE DRAGON FROM THE WORLD.

AFTER MUCH ADVENTURING, DIZZY (FOLLOWING INSTRUCTIONS FROM ZAKS) SUCCESSFULLY CASTS THE SPELL. THE DRAGON IS BANISHED AND EVERYONE IS SAVED. OF COURSE, ZAKS IMMEDIATELY BETRAYS DIZZY...

BUT THAT'S A STORY FOR ANOTHER GAME.

A HERO REINVENTED

DIZZY THE ADVENTURER

20 YEARS ON...

Some heroes are born, others created from necessity. Back in 1986 Dizzy had to be made of just a few pixels (because the game needed a distant viewpoint so you could get a good view of the world, Dizzy couldn't be very large on the screen). A strong, simple shape was needed, but something with personality, not an indistinct blob.

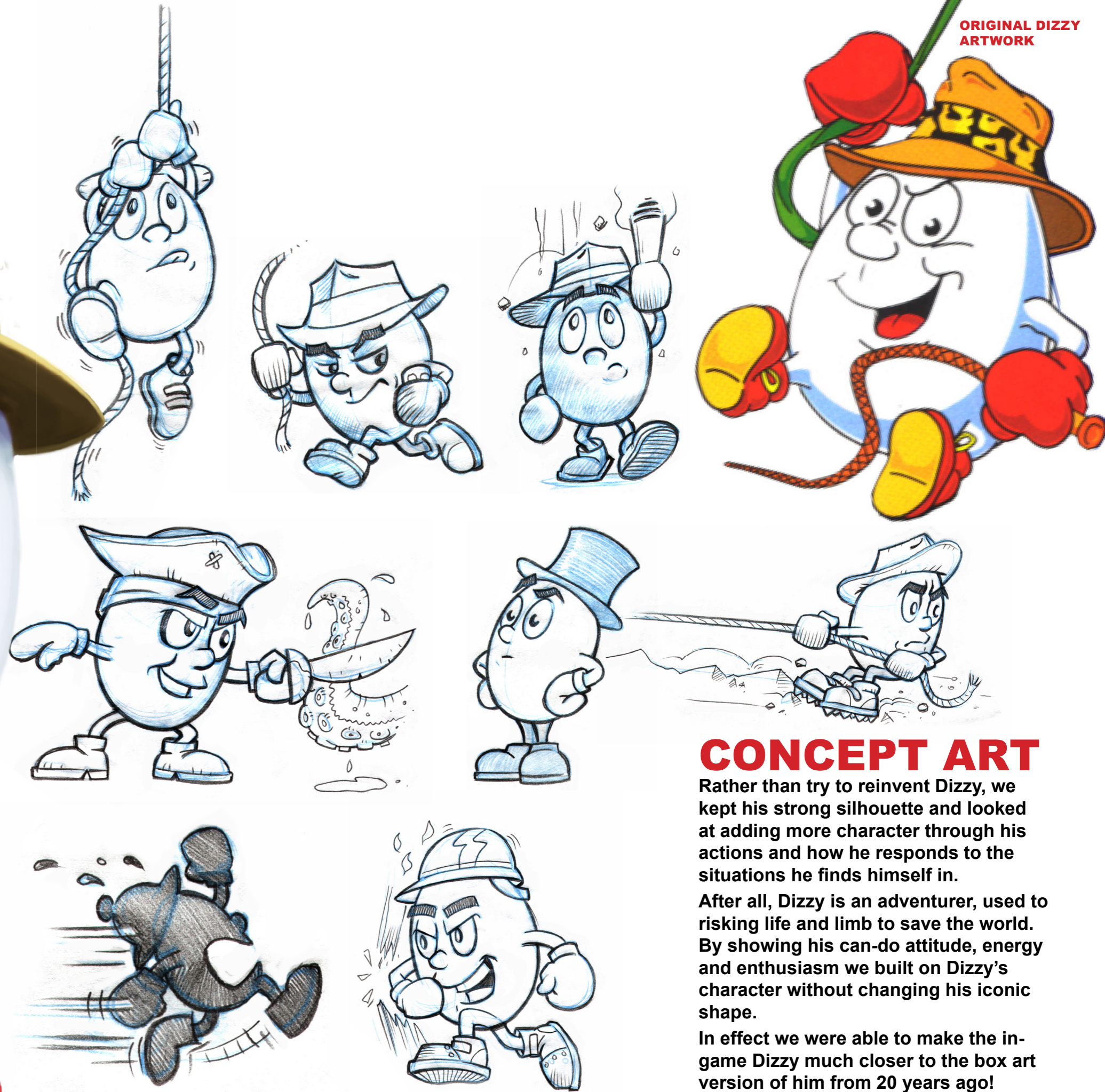
And so Dizzy was born. An egg shape with a face and gloves and boots – what could be simpler?

In fact it's so simple that, 20 years later, Dizzy's unique silhouette is difficult to improve on. He's a gaming icon, instantly recognisable to any gamer from that era, whether they played any of the original Dizzy games or not.

Which meant our job was to update Dizzy to today's screen resolutions, but without losing the simplicity that made him an icon...



2012 - CONCEPT ART



ORIGINAL DIZZY ARTWORK

CONCEPT ART

Rather than try to reinvent Dizzy, we kept his strong silhouette and looked at adding more character through his actions and how he responds to the situations he finds himself in.

After all, Dizzy is an adventurer, used to risking life and limb to save the world. By showing his can-do attitude, energy and enthusiasm we built on Dizzy's character without changing his iconic shape.

In effect we were able to make the in-game Dizzy much closer to the box art version of him from 20 years ago!

WORLD OF ZAKERIA

LOCATIONS TO EXPLORE

OLD TO NEW

One of the enduring pleasures of the Dizzy games was exploring a world complete with its own fairytale rules and logic, characters and dangers. Even though they're set in fantasy locations, the Dizzy games have to be 'realistic' enough for their gameplay to work. After all, you only know that dropping heavy boulders into water will raise a floating platform because that's how it works in reality.

So that meant we needed to make sure any new locations used real world logic and obeyed any of the 'rules' established in the classic games, such as lions being friendly and not enemies.



2012 - THE ENCHANTED FOREST CONCEPT ART

2012 - INSIDE THE PIRATE TAVERN CONCEPT ART



DAY & NIGHT

Right from the start one of our design goals was to build a strong new feature into the game – something that would build on and enhance the classic Dizzy 'key – lock' gameplay.

We held a lot of brainstorm meetings and in the end decided to go with giving Dizzy the ability to switch between day and night.

This would be realised through a clockwork device invented by the friendly wizard Theodore and would allow you to change levels between two states.

Daytime would have more characters, plants that sprang up and opened and there would also be different tides and weather.

Night-time would add monsters, but also reveal objects that glow, fallen stars and lots more.

NEW LOCATIONS

Even after all the classic Dizzy games we've really only explored a tiny part of Zakeria, so we wanted to introduce new areas to the game world.

We came up with a lot of potential locations to explore and used the Kickstarter questionnaire to see which appealed to the fans.

Dizzy games have always embraced the archetypal fantasy and fairytale environments such as castles, treasure islands, giant beanstalks and so on.

We wanted to stay true to that, but also move things in different directions. So our shipwreck would be home to a shy octopus, our caves full of crystals and our library a maze of different dimensions.



2012 - THE CRYSTAL CAVES CONCEPT ART

PUZZLING PUZZLES

MERMAIDS COVE

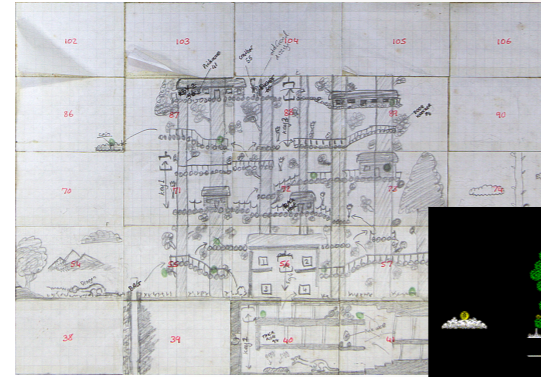
DESIGNING A DIZZY RETURNS LEVEL

Just how do you design a level for a Dizzy game?

Fortunately the Oliver twins were on hand to tell us how they created the original Dizzy environments, and twenty years later that approach still works.

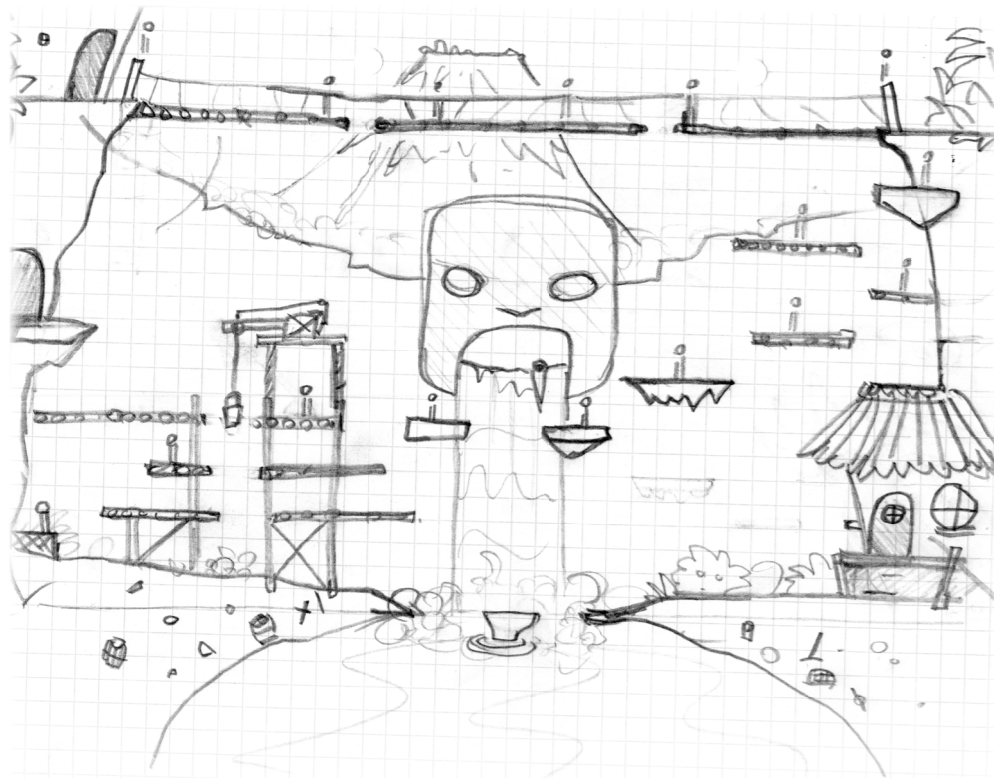
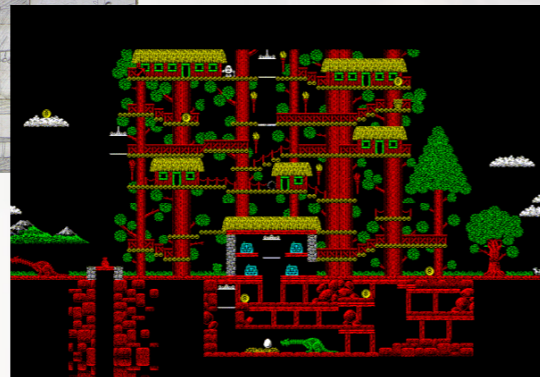
First we came up with the initial level concept; in this case we looked back at Treasure Island Dizzy by having Dizzy wash up on a tropical island. We also wanted to introduce something new, so decided that this cove was home to a mermaid called Olivia.

Next we created a list of objects that might be present in this environment. We picked from this list when designing the puzzles, and left a few more items lying around as red herrings.



1989
ORIGINAL CONCEPT MAP
FANTASY WORLD DIZZY

1989
IN GAME TILE SET
FANTASY WORLD DIZZY



OLIVIA'S COVE DESIGN SKETCH

OLIVIA'S COVE

As Dizzy washes up on the shore a monkey pirate scampers off with the device Dizzy uses to change between day and night. Dizzy must chase the monkey up the level towards Goldheart's Tomb in the top left. But when Dizzy gets halfway across the rope bridge it snaps! The monkey drops Dizzy's device and flees, but Dizzy falls back to the bottom of the level and must find a new way to reach the Tomb. At least now he can swap the level between day and night.

THE QUEST

Olivia reveals that Dizzy can get to Goldheart's Tomb through an underwater tunnel. She has the diving gear Dizzy needs and will give it to him if he helps find her comb and her scales (both stolen by the pirate monkey). Retrieving the comb is a simple puzzle, but finding the scales involves digging up treasure, trapping fireflies in a bottle and lots more!



2012 - OLIVIA'S COVE DAY CONCEPT ART

GAMEPLAY

NEW THINGS TO SEE & DO

NIGHT & DAY

Changing the level between night and day alters all sorts of things including raising and lowering the tide, waking Venus Flytraps, making fireflies appear, causing plants to bloom and create new platforms, and of course Olivia herself is only present during the day.

As well as collecting and using objects and leaping between platforms, Dizzy has a new tool to use. Swapping between day and night opens a whole suite of new puzzling opportunities and looks cool too.

Following on from Olivia's Cove we began to design the next stages of Dizzy's journey to Goldheart's Tomb. Here are our initial ideas...



2012 - OLIVIA'S COVE NIGHT CONCEPT ART

THE SHIP & THE OCTOPUS

With his new diving gear Dizzy explores the water under Olivia's Cove and discovers a shipwrecked vessel, now home to a giant octopus. During the day the creature hides away inside the wreck, but at night it emerges – suspending the pieces of the boat in the water with its tentacles.

Dizzy must use the two positions of the boat to form platforms, searching for a way into the cave that will take him to Goldheart's tomb.

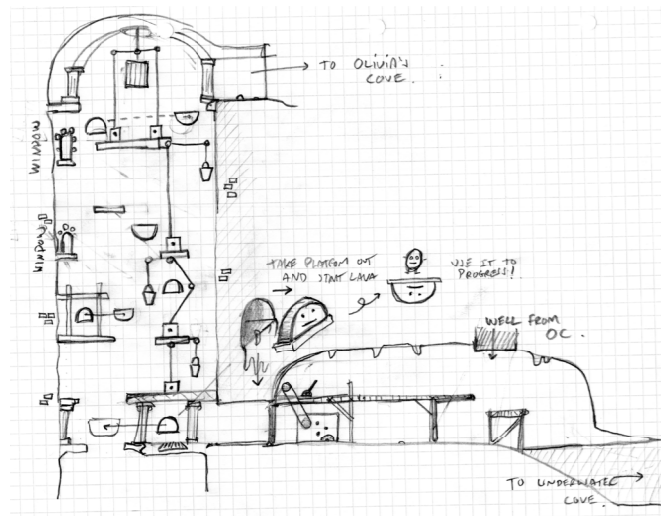


2012 - DAY & NIGHT SHIP DESIGNER SKETCHES

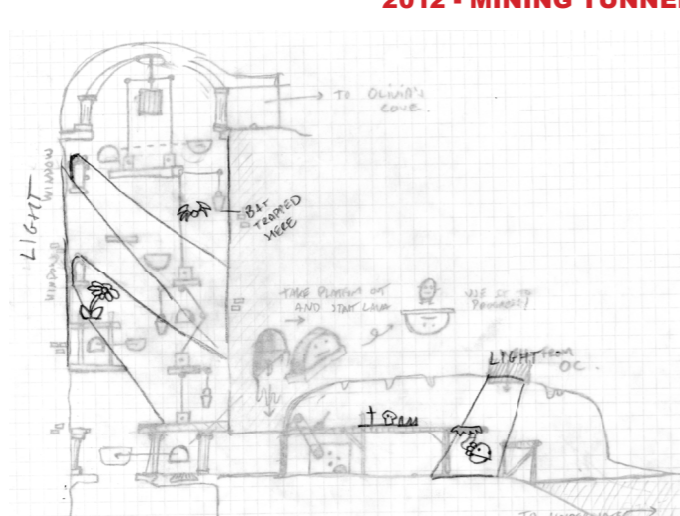
GOLDHEART'S CURSE

Dizzy must climb through long abandoned mining tunnels, taking on an intricate puzzle involving missing gears and moving cranes to reach the top. Along the way Dizzy must find and use a series of idols of Goldheart, but as he does he unleashes Goldheart's curse: 'My tomb be guarded by the tides!' But it's not tides of water – it's lava! Streams of lava begin pouring into the caves and Dizzy must climb for his life...

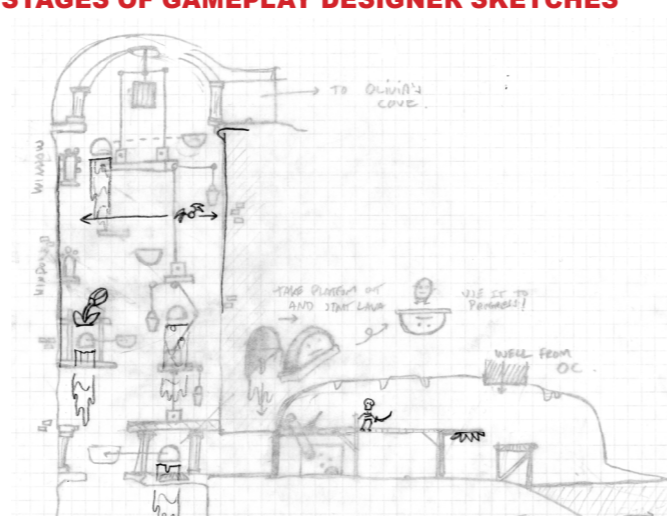
2012 - MINING TUNNEL STAGES OF GAMEPLAY DESIGNER SKETCHES



OVERVIEW



DAY CHANGES



NIGHT CHANGES



2012 - SHIP & OCTOPUS CONCEPT ART

ZAK AND HIS CRONIES!

THE VILLIANS OF ZAKERIA

EVIL ZAKS

There was no way we were going to make a new Dizzy game without including Zaks as the big bad guy!

But, as you've seen from the story outline, we wanted to build on his personality in the same way we were building on the gameplay mechanics and environments.



ZAKS KNIGHTS

One of the great things about the Dizzy series is the way that human characters like Zaks Knights mix with dragons, wounded lions, the Grim Reaper, and Dizzy himself.

Zaks Knights were designed to be part of a puzzle in a town with a curfew, where you couldn't be seen outside at night.

ROCKWORT
THE TROLL



PALACE GUARD

TROLLS

As with the classic games, Rockwart and his army of trolls act as Zaks' enforcers.

Including the day / night swapping mechanic meant the trolls became slower and 'stonier' during the day.

Other enemy types that we discussed included skeleton pirates that are only active during the night, and collapsed into piles of bones during the day, as well as the traditional bats, birds and rats.

Enemies would be defeated in specific puzzle solving ways, with Dizzy still not having an attack move.



WORK IN PROGRESS Z-BRUSH 3D CHARACTER MODEL - ROCKWORT

ENGAGING OUR FANS

YOUR OPINIONS MATTER

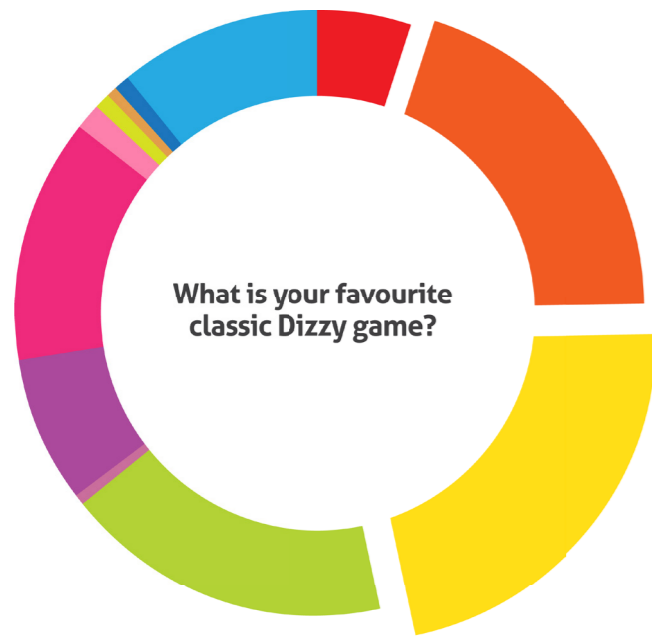
KICKSTARTER

DESIGN SURVEYS

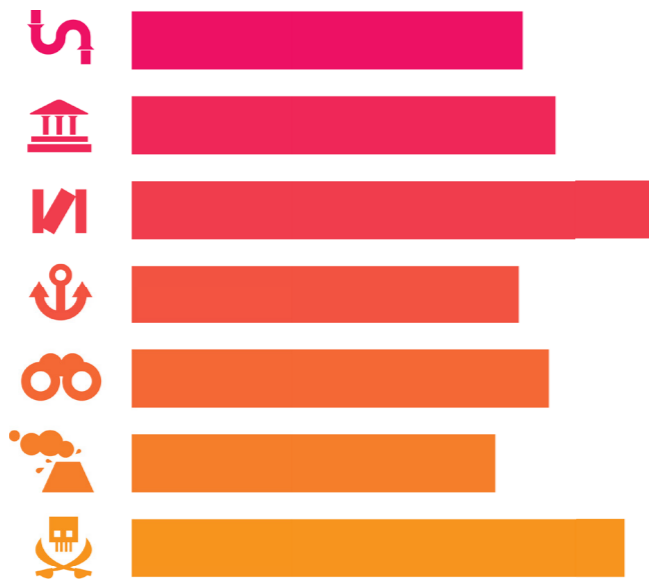
When designing a game you will usually working to a brief - it could be a vision held by someone on the team, or perhaps from a licensed property, but basically a set of restrictions to work within.

With *Dizzy Returns* we were trying to make new game that fitted within a classic series, but wasn't a reimagining or a straight sequel. So we decided that the brief would come from, the Dizzy fanbase – after all you're the ones that have kept the Dizzy memories alive for the past 20 years.

Hence the Kickstarter design surveys!



- 1. Fantasy World Dizzy (1989)
- 2. Treasure Island Dizzy (1988)
- 3. Magicland Dizzy (1990)
- 4. Fantastic Dizzy (1991)
- 5. I've never played a Dizzy game before
- 6. Spellbound Dizzy (1991)
- 7. Dizzy: The Ultimate Cartoon Adventure (the original game from 1987)
- 8. Dizzy the Adventurer (1992)
- 9. Crystal Kingdom Dizzy (1992)
- = Dizzy: Prince of the Yolkfolk (the HD remake from 2011)
- 11. Go! Dizzy Go! (arcade game from 1993)
- = Kwik Snax (arcade game from 1990)
- 13. Fast Food (arcade game from 1987)
- = Bubble Dizzy (arcade game from 1990)
- = Dizzy Down The Rapids (arcade game from 1991)
- = Dizzy Panic (arcade game from 1991)

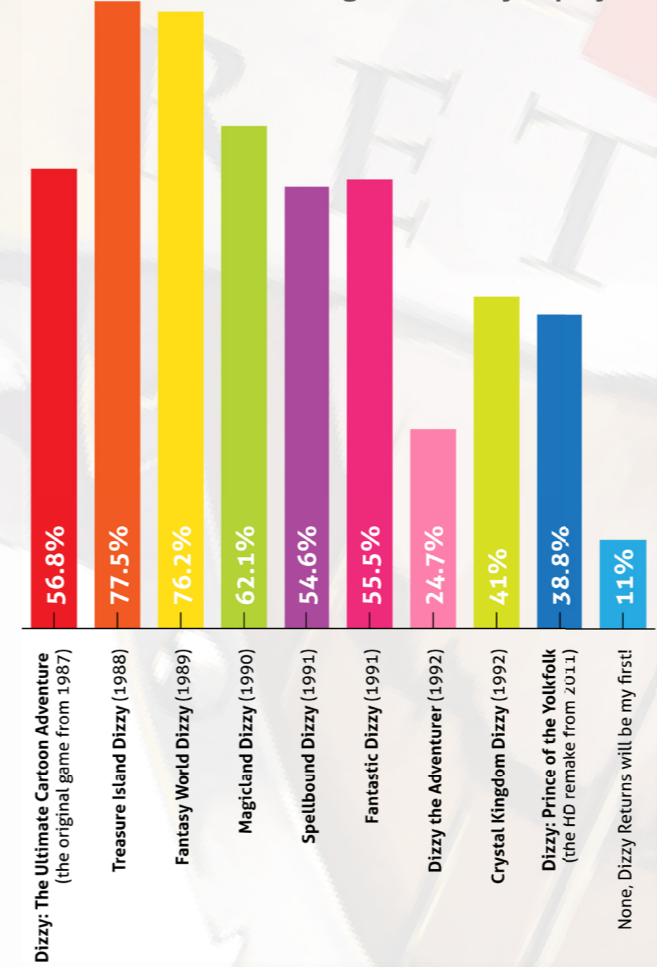


Which of these new locations would you like to see in Dizzy Returns?

- The Sewers of Tradeport** – no one knows how deep the sewers run, but there are stories of giant rats, toxic gases and an entire underground city
- The Lost Temple of the Yellow God** – said to hold great treasures and stone guardians, the Lost Temple constantly rearranges itself as you explore
- Theodore's Library** – this magical library stretches across so many dimensions that even Theodore is afraid to explore it
- The Ethereal Fleet** – an armada of ghosts, made up of every pirate ship that's ever been sunk, searches the eight seas for Goldheart's treasure chest
- The Jungles of Doom** – so deep and dark that no explorer has ever returned, the Jungles of Doom are a total mystery. Are the stories of a city of gold true?
- The Lava Caves** – crawling with vicious trolls, any exploration of these caves has to be done using stealth and care, but the underground river of lava leads straight to Zaks' lair...
- The Tomb of Goldheart** – said to be the ancestor of Blackheart and the most dangerous pirate that ever lived, these tombs contain untold treasures and traps



Which of the Dizzy adventure games have you played?



How should the story be presented during gameplay?



How should Dizzy sound when he speaks?

