



WONDERFUL DIZZY ...DID YOU KNOW?!

The first Dizzy game from The Oliver Twins in 28 years is a cause for celebration! Did you know...

- You start out in Dizzy's hut, but it's all in black and white, then becomes colour as you exit. A nice nod to *The Wizard of Oz* movie.
- Inside the castle, up on a shelf, you will spot a mini-CRASH magazine — wow, thanks guys! There's a Zzap!64 in there somewhere, but least said about that the better!
- You can be the best puzzle solving mind in the Speccy world, but there are still tricky jumps and nasties that will sap your energy and lose you a life. Always be careful entering a new screen!
- There's lots of pop culture nods and winks hidden in the game — Pirate Bay, 99 Red Balloons, *Dragon's Lair*, Bitcoins, Wonky Donkey. You have to be of a certain age to get many of these references!
- The reason the

Donkey is 'Wonky' is because he's a bit of a boozer and on a big session one night, someone stole his leg!

- Those tricky twins were never very generous with the lives and energy in Dizzy games, and *Wonderful Dizzy* is no different. Keep an eye out for fruit to eat along the way to replenish Dizzy's energy, and always beware of blind jumps to another screen — they rarely end well!
- In particular, watch out for the Poppy Field screen. Walk



through this and it's instant death! Screens that have a danger on them won't kill you if you stand on the side though, so you can always tentatively enter a new location and suss it out before ploughing

on in!

- Don't think the classic *Wizard of Oz* trick of throwing water over the witch will work here, this is a Dizzy game — she's wearing a waterproof coat that repels liquid!



FRANTIC PENGU TIPS

This hot new game from Italian Gabriele Amore is a bit of arcade fun, and has some really funky music on a 128K Speccy. Gabriele has sent me tips to get you started...

- The lava monsters move by deciding a direction and keeping to it until they hit an obstacle. At that point the decision for a new direction (Up, Down, Left or Right) is chosen at random.
- Also they will change direction at random according to an internal clock.
- However I noticed that they



• Stuck? Don't know which way to go? There are ways up on some screens that are not immediately apparent. Try jumping while in

front of a rope, for example. Dizzy will climb it and you can then jump onto higher platforms. Careful when coming down though — fall too

far and he will get 'dizzy' and lose energy.

- The characters in this Oz game are played by Dizzy's Yolk Folk family! TikTok is Grand Dizzy, Sleepy Scarecrow is Dozy, Tin Woodman is Denzil, The Cowardly Lion is Dylan. Then Dizzy's girlfriend Daisy plays the Good Witch of

the North and Dora the Good Witch of the South. Finally the Great Wizard of Oz is played by Wizard Theodore himself. Great cast!

Big congrats to the Dizzy team — this adventure is up there with the best!



Have you got any playing tips, cheats or POKes to share? Email Nick at: contact@crashmagazine.co.uk

W•O•N•D•E•R•F•U•L D•I•Z•Z•Y

WONDERFUL DIZZY

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Released: 2020

When it comes to Spectrum characters, Dizzy is as big as they get. So when it was announced that a brand new Dizzy game was coming for the first time in 28 years — plus adding to that the Oliver Twins were going to be involved — it got a lot of people very excited. The closest anyone got to a new Dizzy game

was the remake of *Crystal Kingdom* Dizzy released back in 2017, but now we have an actual, shiny, brand spanking new Dizzy game! If you were a fan of the *Crystal*

pleased to know that the same team who created that game, are behind this one after getting the backing of Andrew and Philip Oliver. In a story loosely based on the classic

Witch, takes a dislike to our Eggy hero and captures poor Pogie, banishing him to her castle, where he awaits a fate almost worse than death. Being eaten for tea, that is. Dizzy, of course, must now set out on another one of his



Kingdom remake, then you'll be very

film *The Wizard of Oz*, Dizzy finds his beloved pet fluffie, Pogie, on the wrong end of a kidnapping — not that there's a right end, I guess. After a mishap involving Dizzy's flying house during a terrible storm, and the unfortunate positioning of an evil Witch, there's trouble abound. The sister of said evil

adventures, solving puzzles, riddles, make the odd friend along the way whilst also avoiding the usual water hazards, high falls and this time around, the odd flying monkey or two.

CRITICISM

• *Wonderful Dizzy* I have to say, is an excellent instalment



to the Dizzy franchise. It's classic Dizzy in the sense of gameplay but in this new chapter, it has a little more. There's the new look of the great egg himself as he's now fitted with a hat and backpack but, there are also the added animations where he turns to open doors. A small addition you may think, but it really makes the difference. The little details are a joy —

at first I found it odd that the opening screen was black and white but when leaving the first room, full colour? Then the 'a-ha' moment hit me — it's *The Wizard of Oz* influence, of course! There's also a lot of added humour which tickled me greatly. From the pop culture and gaming references to the joyful little dig at the Spectrum's colour palette - and even the odd 'dad'

joke — the smiles spread across my face as I went along, and stayed there for a good while too, I may add. The looks are excellent - bright, colourful and full of detail, topped off with some beautiful music too.

This is everything you could want in a new Dizzy game; the team have really pulled off a masterstroke here with the Twins' influence clear to be seen. If you look back and think of all the classic Dizzy games that you loved on the Spectrum, this one is right up there with them and deserves to be regarded as one of the best. One word to sum it up? Wonderful, of course!

Paul Davies

CRITICISM

• Dizzy returns with the je ne sais quoi ingredient that seemed to

be lacking in the later games of this enduring series; The Oliver Twins are back at the designing helm and they still have the fire and passion of creating a great game and narrative. It's been far too long, and with repeated playthroughs of the back catalogue, this latest title feels so fresh.

All of the great Dizzy tropes are still here and I'm sure fans will get what they expect out of this Oz-like adventure. I think the story choice and level design is up there with the best in the series.

Gordon King

COMMENTS

Control keys: Redefinable
Joystick: Sinclair/Kempston
Graphics: Highly detailed and colourful
Sound: Splendid AY music
General rating: A triumphant return to form for everyone's favourite egg!

Use of Computer	89%
Graphics:	90%
Playability:	90%
Getting started:	88%
Addictive Qualities:	88%
Overall:	92%