

FUSION



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TOP 5 HOMEBREW DIZZY



We look at the best 5 homebrew Dizzy games.

THE LOST GAMES

The Oliver Twins reminisce about Dizzy. How many more gems do they have up in their attic?



Contents

6 TOP 5 — HOMEBREW GAMES

The homebrew scene is buoyant with many new Dizzy themed games being released — here are our top 5.

10 DON'T LOOK BACK IN ANGER

Colin Bell revisits the original Dizzy game on his favourite system, the Amstrad CPC.

14 DIZZY COLLECTORS CARDS

Gotta collect them all! You are not the ultimate Dizzy fan if you do not have the full set!

18 ALADDIN DECK ENHANCER

It's not as if the Dizzy games need enhancing, they are great as they are. So what does this device offer?

21 KWIK SNAX

Colin Bell takes a look at the Kwik Snax game across all platforms. I am feeling hungry!

28 THE STORY BEHIND

Philip Oliver talks about their new game on the Nintendo Switch — Fast Food Dizzy

34 FANTASTIC DIZZY

Gordon King takes Fantastic Dizzy for a spin across all the platforms it appeared on.

38 WONDERFUL DIZZY — PREVIEW

So what are our early impressions of this new game for the 128K Spectrum and the Spectrum Next?

42 DIZZY 3.5

A snack between meals — Dizzy 3.5 was given out free on a Christmas Crash covertape.

46 MESSAGE FROM THE OLIVER TWINS

Philip and Andrew talk about what Dizzy means to them and reflect over the last 35 years.

50 FAST FOOD DIZZY SWITCH — REVIEW

Another new Dizzy game, this time on Nintendo's popular handheld.



Editor's Note



Welcome to a 52-page issue of Fusion devoted entirely to Dizzy, the egg-shaped creation of Philip and Andrew Oliver. I will be honest and say when I had my ZX Spectrum all those years ago, the Dizzy games were not a part of my games collection. I was playing other titles by The Oliver Twins, the likes of Professional Ski Simulator and Robin Hood, but not the games with this 'cuddly' fella in them. That all changed when I got to know Philip and Andrew through many events I organised over the years and then getting involved in bringing several lost games to the NES, firstly Wonderland Dizzy and then more recently Panic Dizzy.

It's never been a better time to be a Dizzy fan with the release of Wonderful Dizzy on the Spectrum 128K and Spectrum Next around the corner and Fast Food Dizzy using the FUZE development system on the Nintendo Switch. We have just played the latest builds of both these games and fans are in for a treat.

To finish, I would like to take this opportunity to thank Philip and Andrew for all they do for the retro community. Their generosity, enthusiasm, and friendship mean a lot to so many people, myself included.

I do need to revisit Philip's attic soon to see if I can find any more lost games – I am pretty sure there were a few boxes that we did not have time to open last time I visited!

Enjoy the issue.

A handwritten signature in black ink that reads "Chris Wilkins".

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Chris Wilkins

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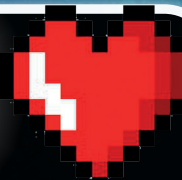
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FUSION



Game : Dizzy Returns
System : Not Released

■ Dizzy Returns is an ironic title for a game that never actually got created. A Kickstarter to raise £325,000 to fund the game launched way back in 2012 but it fell somewhat short of the target with only £25,620 raised from 839 backers. Concept art was released by The Twins as can be seen here, which gives some indication of how the game could have looked — we shall never know of what the game could have been.



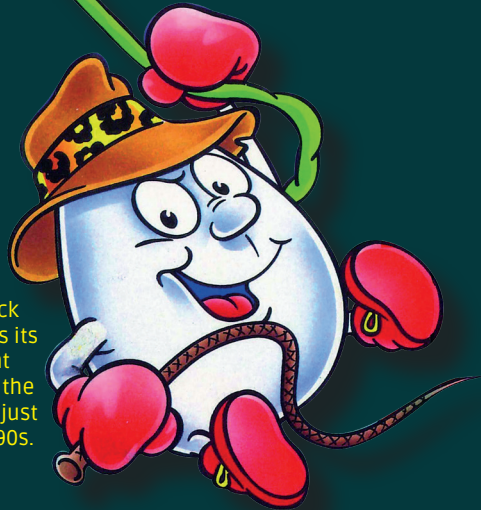


TOP FIVE >>

The top 5 homebrew Dizzy games by Colin Bell

Created by Alexandru & Cristina Simion and launched back in 2006, the Dizzy Adventure Game Engine (or Dizzy AGE as its more commonly known) is a fantastic set of development tools for the PC that gives fans of the classic Dizzy series the means to build and create their own Dizzy adventures – just like the ones we all used to playback in the 1980s and 1990s.

Thanks to the hard work and dedication of Dizzy fans the world over we have been treated to almost 150 fan-made games over the last fourteen years, some of which are truly spectacular. Below are my top five must play Dizzy AGE games.



01 // Dizzy & The Other Side Released 2008 — by Alexandru Simion

One of the earliest releases in our top five, but also one of the best, is Alexandru Simion's 'Dizzy & The Other Side'. In this adventure, the evil wizard Zaks has returned but this time he has a problem, his magic powers are diminishing thanks to the disappearance of the Stone of Balance, a magical stone which gives balance to all the magic in the land.

Without it, Zaks will lose all his magical powers. So, instead of recovering the stone for himself, he hatches a plot to kidnap Dizzy's girlfriend Daisy, forcing our egg-shaped hero to enter 'The Other Side' and retrieve the Stone for him.

The game itself is massive and is spread over five well-designed acts. From the gorgeous artwork and animations to the cleverly designed puzzles and usable items, it's everything you want from a classic Dizzy adventure and so much more.

The game's music is atmospheric and fits each location perfectly, as do the many small and well-implemented sound effects. A save game feature is a welcome addition as you won't complete this adventure in one sitting.

Another excellent addition is the recording of high-scores which can be uploaded online and posted on 'The Other Side' high-score table upon completion of the game. Your score is affected by things such as how many times you die, the number of re-loads of a saved game, time taken to complete the overall game and the number of diamonds found. Honestly, this is quite possibly the finest and best Dizzy adventure you'll ever play. Check it out now!



02 // Dizzy In Bago Bago Island Released 2018 — by Steve Johnstone

'Dizzy in Bago Bago Island' is the first of three games created by author Steve Johnstone and quite possibly his best. The game starts in Yolksville, where all of the Yolksfolk are attending a town meeting in Dizzy Square. The meeting is being chaired by Grand Dizzy who proceeds to tell the Yolksfolk that the evil wizard Zaks has been spotted nearby, but everyone should remain calm as he would never show his face in Yolksville again. No sooner than said, however, who should show up but none other than everyone's favourite Dizzy adventure game antagonist.

This time, despite Theo the Good Wizard's best efforts, Zaks manages to cast a powerful spell that transports Dizzy and the rest of the Yolksfolk to Bago Bago Island, a magical island located somewhere within the Bermuda Triangle. After falling from the sky, Dizzy lands and decides that he must set off to explore this mysterious island, find his fellow Yolksfolk and then find a way back home. In true Dizzy adventure fashion, there are plenty of puzzles to solve, locations to explore, and some new weird and wonderful characters to encounter. Puzzles are smart, and you can carry up to a whopping five items at once, which is good as there are plenty to find and use. Graphics are good and draw heavily from the original 8-bit games.

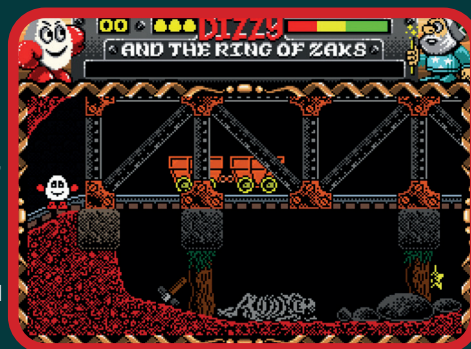
The game's music is taken from the original Treasure Island Dizzy, which is essentially what this game is but just whole lot bigger and better.

03 // Dizzy & The Ring of Zaks Released 2013 — by TRZ

This game is, in my opinion, the best Dizzy adventures from author TRZ. Dizzy & The Ring of Zaks is a sequel to TRZ's Dizzy — A Night at the Museum and continues the story that revolves around the Ring of Zaks which, though destroyed, has now been found by Rockwart the Troll who plans to use it to become as powerful as his former master. However, things don't quite go according to plan for old Rockwart, and instead, all he succeeds in doing is releasing Zaks trapped soul from the ring. With Zaks being unleashed upon the Kingdom once more, the peaceful Yolksfolk are in danger and it's up to everyone's favourite protagonist to take care of Zaks once and for all.

With a well thought out and intriguing storyline, The Ring of Zaks harks back to the classic 8-bit era of Dizzy adventuring featuring some updated and new graphics with a large underground mine complex looking exceptionally detailed. Full of quality animations and puzzles the game also introduces a whole host of new Yolksfolk characters including Dizzy's Dad, Grandma Dizzy, Duncan the Blacksmith and the old salty one-legged sea dog, Uncle Joe.

There are plenty of items to collect as well as stars which can be traded with Theodore the Wizard for additional useful items — they are also required to complete the game. An eggcellent Dizzy adventure that introduces some fantastic new characters.



04 // Nightmare Dizzy

Released 2009 — by Tom Ward

Not so much a Dizzy adventure this time but more of a parody from author Tom Ward which sees Dizzy taking on the role of Dungeoneer as he takes part in Nightmare. In this popular 1980s kids television show, contestants had to traverse through a computer-generated dungeon world solving tasks and answering riddles while dealing with a whole host of colourful characters all under the watchful gaze of Treguard the Dungeon Master.

The game starts just like the television show with Treguard explaining what lies ahead before Dizzy takes that bold step forward into the dungeon. As the game progresses, Treguard will also offer up vital hints as well as explaining situations and introducing characters, many of whom fans will instantly recognise from the TV show. Puzzles are well thought out, and as with the show, spellcasting is an important feature as it helps you to progress through the dungeon and solve puzzles.

Graphically the game is basic but captures the look and feel of the dungeon well. Sound wise the Nightmare intro music is present as is the 'whooshing' sound taken from the show, heard each time Dizzy passes through a portal doorway. The saw blades sound effect is also fantastic while at the same time terrifying. There are also two alternating music tracks which are pleasant, although get a tad repetitive after a while.



05 // Illusion Island Dizzy

Released 2009 — by Jamie Douglas

It's fair to say that Dizzy and the Yolkfolk have been through a lot over the years and if anyone deserves a well-earned break it's them. And in this adventure from author Jamie Douglas that is indeed where we find Dizzy and his chums; all aboard a boat and setting sail for Illusion Island for a much-deserved bit of R & R. Sadly however, the journey is interrupted by pirates who, under the command of Captain Blackeye, take Dizzy and the Yolkfolk prisoner. In captivity, Dizzy decides to ease the suffering by telling the pirate crew some jokes, but this angers the pirate captain, and poor old Dizzy is forced to walk the plank.

Thankfully he spots Illusion Island off in the distance and manages to swim there to safety. Also, luckily for Dizzy, the pirates have dumped all of the Yolkfolk on Illusion Island as well but Dizzy's girlfriend Daisy, who was last seen heading off to explore the island, is now missing! Furthermore, it soon becomes apparent that not all is as it seems on Illusion Island. It's now down to you to help Dizzy find Daisy and find a way to get the rest of the Yolkfolk off the island. Again, another well thought out Dizzy adventure with classic 8-bit style graphics that are packed full of puzzles, new locations and characters to engage with. A very worthy Dizzy adventure and for once not a hint of Zaks in sight!



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DIZZY

COLIN BELL IS A HUGE AMSTRAD FAN AND IT WAS ON THIS SYSTEM HE FIRST EXPERIENCED OUR EGG SHAPED FRIEND

When it comes to my favourite Dizzy game that I can happily pick up and playtime and time again, it has to be *Dizzy: The Ultimate Cartoon Adventure*, for my beloved Amstrad CPC. While it may not have been the first Dizzy game I played (that credit goes to *Treasure Island Dizzy*) for me it remains a game that I fondly remember exploring for hours on end and trying to complete.

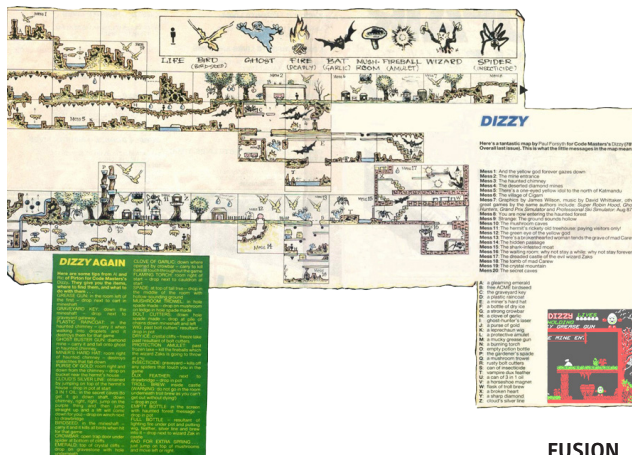
I didn't even own the original standalone copy at first, and

the *Dizzy I* first played came as part of Codemasters' outstanding *Quattro Adventure Pack* that also came bundled with *Ghost Hunters*, *Super Robin Hood* and *Vampire*. Weren't the Codemasters *Quattro* packs just awesome?

For *Dizzy's* first adventure we are introduced to the evil

wizard Zaks, who is terrorising the land and it's egg-shaped locals (no *Yolkfolk* at this point) by casting spells that turn people old, make them blind and play havoc with the weather so it rains every

Below: A map of the game, printed in an Amstrad magazine of the time.



Amstrad

You'll get Dizzy playing this action packed cartoon adventure as you somersault around Fantastic Mystical Kingdoms. Collect the ingredients for a magic potion to kill the evil Wizard ZAKS – a brilliant game by brilliant programmers for brilliant gamers players!

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AMSTRAD SCHEIDER 1985/1987

DIZZY

ACTUAL AMSTRAD SCREEN SHOTS

3048

5 015026 030486

DIZZY

Amstrad

The Ultimate Cartoon Adventure

By the Oliver Twins authors of GRAND PRIX SIMULATOR!

Graphics by James Wilson

Dizzy was exploring the haunted forest, looking for berries, flowers and a piece of wood with which to make a club when he uncovered the mystifying stone slab. Brushing the dirt aside he was able to read (after a great deal of head scratching) the faint inscriptions.

'The Awawifforce Potion'

Dizzy remembered his Eggfather had spoke of such a potion. 'It is the only way to rid our land of athletes on foot, and it can also be used to tremble with fear as he recalled these words. Zaks brought fear to the village, he cast spells that turned people old, made men blind and caused it to rain every Sunday afternoon during Cricket. Dizzy was determined to put a stop to all this, he would be the hero of the yokkfolk. He read on . . .

Music by Jon-Paul Eldridge

LOADING:
464: RUN *(ENTER)
664:6128: ITAPE(ENTER)RUN*(ENTER)

Sunday during the cricket – how very ‘just not cricket’ of you, Zaks. Turns out the only way to stop this maniacal wizard’s reign of terror is to create something called the Awawifforce potion which requires four rare separate ingredients and a lit cauldron to cook it all up in. And so begins Dizzy’s quest to find all four said ingredients, create the potion, and use it on Zaks to finish him off once and for all. From the gorgeous loading screen that has Dizzy looking down over the landscape towards Zaks’ castle, to its catchy title screen music, Dizzy The Ultimate Cartoon Adventure had me hooked from the word go and for me, this game represents one the finest puzzle platformers I’ve ever played. Sure there’s other fine and more complex titles out there, but this game somehow captivated my imagination in a way that no game had done before it. The game felt massive – with

each location, whether it be the frozen crystal mountain tops, in the deserted old mine, the spooky graveyard or in Zaks’ eerie castle oozing atmosphere. It was helped along by yet another catchy and great sounding in-game soundtrack which remains one of my favourites on the Amstrad to this day. Not even the ZX Spectrum or

Above: The full inlay card for the Amstrad game.

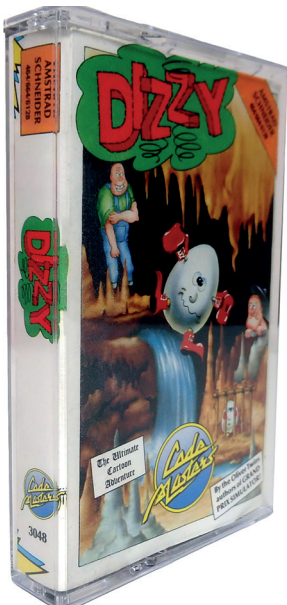
Commodore 64 versions have music (without which in my humble opinion, detracts from the game) – for once something worth mentioning that one-ups my 8-bit rivals.

Below: Dizzy pondering the adventure ahead of him.



And yes, I can hear all you non-Amstrad fans saying right now that your Dizzy looks green and rotten. I always argue that no, he looks almost 3D thanks to his green shading, and hey just in case you hadn't noticed Speccy and C64 users, Amstrad Dizzy has red boxing gloves and red boots on as well, so there. But enough of this petty, although relevant, playground banter and back to the game. As with all the Dizzy platform adventures, puzzle-solving makes up one of the main elements of the game and focuses primarily on using various objects to help gain access to other areas or to help rid yourself of the games' various egg killing enemies such as birds, bats and spiders. Most of the time it's a simple case of trial and error, but if you look closely,

Below: The game still in it's shiny cassette case.



0 1 2 3
rom X Y SPRITE. GRAPHICS FOR DIZZY

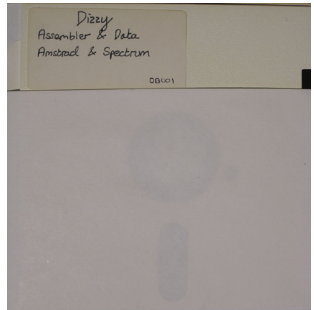
256 frames definitions

BACKGROUND		FOREGROUND	
FRAME	DESCRIPTION	FRAME	DESCRIPTION
0	0	128	eye of yellow idol
1	1	129	pick axe
2	2	130	grease gun
3	3	131	bottle of dry ice
4	4	132	bag of gold
5	5	133	diamond
6	6	134	insecticide
7	7	135	dagger
8	B	136	broken heart
9	9	137	key
10	A	138	ghost hunters laser
11	B	139	troll brew
12	C	140	raincoat
13	D	141	free acme bird seed
14	E	142	crowbar
15	F	143	burning torch
16	G	144	vampire dux feather
17	H	145	clouds silver line
18	I	146	wig
19	J	147	empty flask
20	K	148	full flask
21	L	149	3 in 1 oil
22	M	150	hard hat
23	N	151	garlic
24	O	152	spade
25	P	153	trowel
26	Q	154	magnet
27	R	155	bolt cutters
28	S	156	amulet
29	T	157	
30	U	158	
31	V	159	
32	W	160	dizzy limbs
33	X	161	dizzy small
34	Y	162	dizzy bit bigger
35	Z	163	dizzy bit bigger
36	.	164	dizzy bit bigger
37	,	165	
38	!	166	
39	-	167	
40	?	168	
41	egg	169	
42	tree ledge	170	
43	roots 0	171	
44	roots 1	172	
45	roots 2	173	
46	tree top 0	174	
47	tree top 1	175	
48	x tree top 2	176	
49	tree trunk 0	177	
50	tree trunk 1	178	
51	tree trunk 2	179	
52	tree trunk 3	180	
53	x small draw bridge hinge	181	
54		182	
55	fence	183	
56	house	184	
57	roof	185	
58	table	186	
59	door	187	
60	window	188	
61	castle	189	
62	horiz. water	190	
63	vert. water	191	
64	rough ground/fire	192	
65	cooking pot	193	

Above: Design documentation and below, the game on floppy disk.

there are clues hidden within the game that hint at what an object may be required for.

The second main and quite possibly the most crucial element to the game is the way Dizzy summersaults continuously through the air, hence the name. Landing correctly and in the desired position takes precision timing and practice as the number of times Dizzy will continue to roll





when landing varies depending on your original jump spot or landing point.

It is the above two elements that make Dizzy so exciting and while some puzzles are obvious and others not so much, you never once feel discouraged to continue, or at least I never certainly was. There was a real sense of achievement when you worked out that puzzle that had been stumping you for so long.

Graphically the Amstrad version opts for high-resolution type graphics making everything appear crisp and detailed. While the game only has four colours, they are used and mixed in such a way that you think there's a lot more. The animation of Dizzy himself and that of the various spiders, birds, bats, falling stalactites, water and poisonous apples all look great and are very fluid in their movement making for an overall pleasant gaming experience. The Amstrad version also features a rather nicely drawn and detailed border around the edges of the game screen which in my opinion is a nice finishing touch to what is a well-presented game.

The Oliver Twins got this game spot on with a fine mix of exploration, puzzle and jumping elements and it's enthralling fantasy landscape which is chock full of atmosphere and adventure. It

was an excellent introduction to a character who would go on to rival Sega's Sonic and Nintendo's Mario, and who became the topic of many an 80s playground discussion and argument.

If you're only ever going

to play one Dizzy game then I can't recommend Dizzy The Ultimate Cartoon Adventure enough — on the Amstrad CPC of course.

Below: Dizzy looks a little green in this 4-colour game.



DIZZY

COLLECTOR CARDS

■ In the early 1990s Dizzy's popularity was soaring both at home and over in Europe. As the games in the series advanced, so did the size of the games which meant more colourful and intriguing characters being introduced.

And what better way to celebrate this fantastic array of characters than by giving them their own exclusive trading card featuring nicely drawn coloured artwork on one side depicting the character in all their glory and a short bio on the other side that told us a bit about them. Well, that's just what Codemasters did, and in the early 90s, they released a total of sixteen exclusive Dizzy collector cards which came packaged with most Amiga, Atari ST and PC MS-DOS big box



Blackheart



Daisy



Denzil



Evil Wizard Zaks



Dora



Dozy

releases. You got a single card with each game or in some cases two cards if you bought a full price large big-box title such as *Fantastic Dizzy* or *Crystal Kingdom*. And it did not have to be a *Dizzy* game title either — I can recall getting cards with *Captain Dynamo* and *Steg the Slug*, both other Codemasters titles from the early 90s.

In addition to the bio on the back of the card, it also informed you which number the card was and included some blurb letting you know there were sixteen cards in total to collect. If you got a duplicate card, it went on to suggest you could trade it with your mates or, if you had none, you could always send it back to Codemasters in a stamped addressed envelope and ask them nicely for the card you really wanted. Did anyone ever do this? I'd love to know!



Dylan



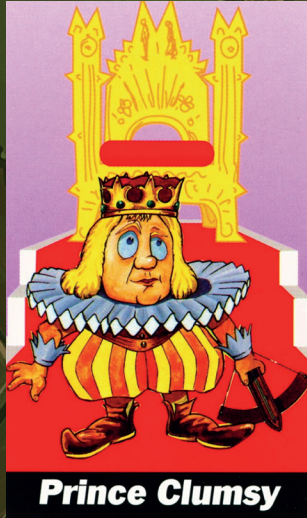
Grand Dizzy



Palace Guard



Pogie



Prince Clumsy



Rockwart

Finally, there was also a phone number you could call to catch up on about news on upcoming Codemasters releases. There's wasn't always a mention of call rates mind you or an 'ask the bill payer's permission first before calling' — naughty Codiemasters!

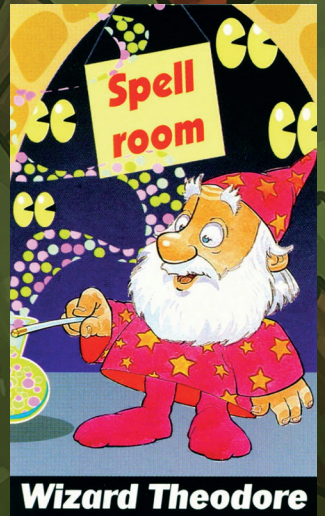
The collector cards are still very much sought after today by many a Dizzy fan and collector, with some of the rarer cards fetching eye-watering prices. These tend to be of the first cards featuring Dizzy and his Yolkfolk chums. Full sets do appear once in a blue moon for sale and have been seen to fetch over £200.



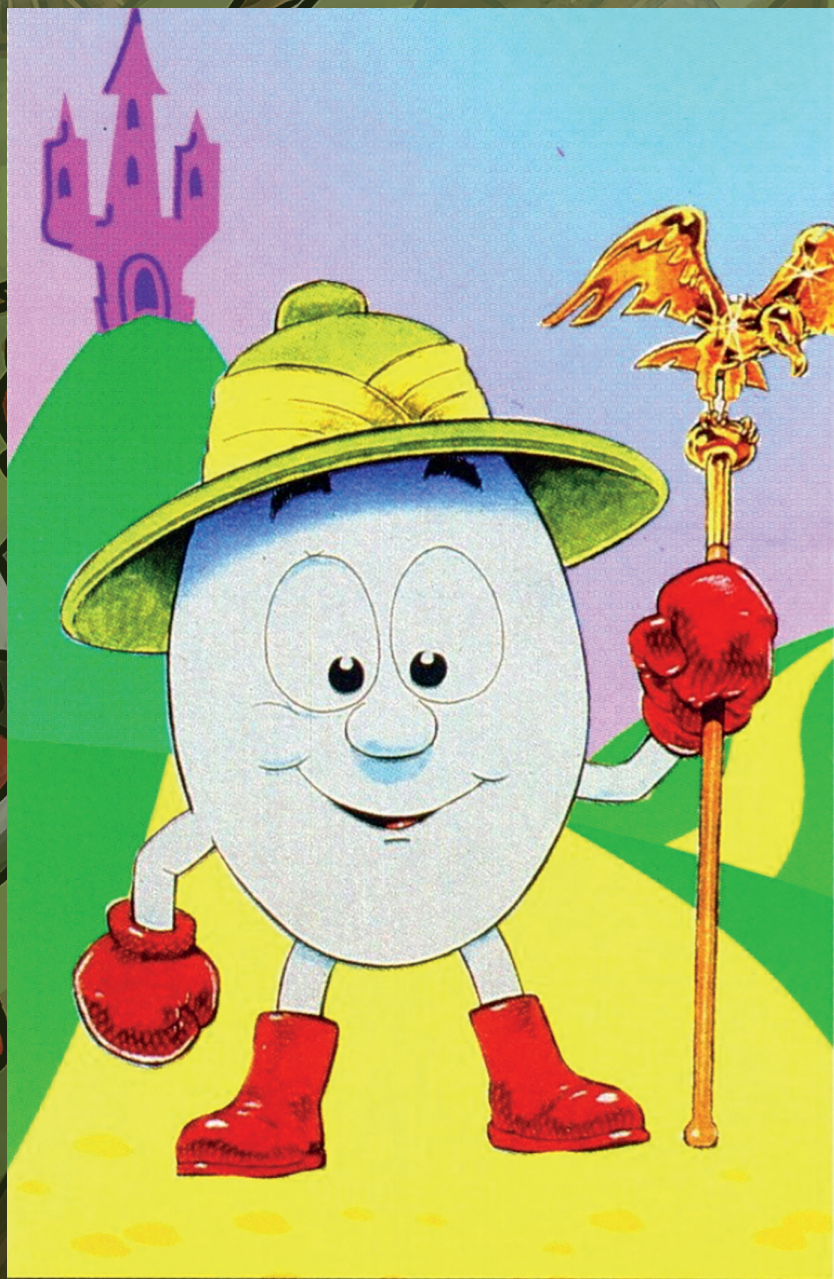
Shamus



The Shopkeeper



Wizard Theodore



Dizzy

Open Sesame!

Released in 1992, The Aladdin Deck Enhancer was a joint venture between Canadian based video game company 'Camerica' and UK based software house 'Codemasters'. The aim was to produce and develop an enhanced compact cartridge adapter that would allow them to enter the console games market and release unlicensed games for the Nintendo NES.

Upon its release, the Aladdin came with an exclusive brand new enhanced version of Dizzy the Yoikfolk re-titled Dizzy the Adventurer. Despite its extremely short lifespan, and with only six cartridges ever released for it, the Aladdin did manage to get two further Dizzy titles developed for it. One was 'Treasure Island Dizzy', that came as part of the Quattro Adventure cartridge, and 'The Fantastic Adventures of Dizzy'. The latter was the only title to receive any form of enhancement featuring improved speed, more stars to collect and some minor

alterations to the level design. So why the need for a deck enhancer? Well, to answer that we must first look at Camerica. At the start of the 1990s, they were already well known for publishing several unlicensed NES accessories such as the 'Turbotronic' and 'Freedom Stick' joysticks and more famously the Codemasters Game Genie cartridge which Nintendo sued them over along with their US distributor Galoob. Ultimately Nintendo lost the case, and with the Game Genie now selling

very well, both Camerica and Codemasters were now looking at breaking into the lucrative console games market. With a deal in the bag with Camerica, Codemasters would then help produce unlicensed games for the NES based initially on their already extensive back catalogue.

Producing cartridges, however, was far more expensive than the cassette format that Codemasters had used up to this point. To keep

Below: The six released Aladdin games.



production costs down, and as a way of bypassing Nintendo's security chip feature, Codemasters' Richard Darling was the one who came up with the Aladdin Deck Enhancer, an adapter the same width of that of a standard NES cartridge that plugs directly into the NES cartridge slot. Onboard is a bypass security chip, memory chip and graphics chip — this meant only the ROM chip for the game lived on the game cartridge and it is this that is plugged into the deck enhancer adapter.

For Codemasters, this ultimately meant cheaper game cartridge production as less materials were required. In turn, savings could then be passed onto the consumer who of course would buy the deck enhancer product as it meant cheaper games for them — or at least that had been the plan.

Sadly, despite massive interest and the many orders taken at the 1993 Winter Consumer Electronics Show, Camerica failed to produce enough deck enhancers to meet demand leading to many retailers cancelling their orders and deals with larger companies like Toys R' Us falling through. Camerica's problems also meant that they weren't paying Codemasters back here in the UK who in turn couldn't pay their sub-contractors or staff, leading to a significant delay in the games for the deck enhancer. In the end and after only a few months of release a combination of low sales and a lack of software titles meant that Camerica went bankrupt and the Aladdin Deck Enhancer

was consigned to the bargain bins of gaming history.

Despite there only being six game cartridges available another seventeen were planned and announced at the 1993 Winter CES that never materialised. These included several other Dizzy titles including Go! Dizzy Go!, Dizzy Pinball, Adventure World Dizzy and an Ultimate Dizzy Collection 5-Pack. Adventure

World Dizzy has since been found, and as I'm sure many of you will know, was released as part of the successful 2015 Kickstarter campaign as Wonderland Dizzy, a slightly enhanced and updated version of Magicland Dizzy for the NES. Another game that was due for release but never saw the light of day was

Below: The Aladdin Deck with Dizzy The Adventurer compact cartridge.



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2. Compact Cartridge "Dizzy the Adventurer"

REQUIRES:

- Nintendo Entertainment System™
- Plug into Nintendo Entertainment System™

Published by **CAMERICA** INVENTED BY **CODEMASTERS™**

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COMING SOON

and more into the future...

Dreamworld Pogie, featuring Dizzy's loveable pet Fluffie at the helm in his own game. Just like Adventure World Dizzy, Dreamworld Pogie was made available in limited numbers to the fans on the NES.

Other Codemasters games that were released for the Aladdin Deck Enhancer included Big Nose Freaks Out, Linus Spacehead's Cosmic Crusader, Micro Machines, Quattro Adventure & Quattro Sports.

So to conclude, is the Aladdin Deck Enhancer a worthy addition to your Dizzy collection? Well if you have an original Nintendo NES then yes. The game included with the adapter, Dizzy the Adventurer, is a real gem and an absolute joy to play. Treasure Island Dizzy, that comes with the Quattro Adventure pack, although fairly basic, still remains faithful in its layout, gameplay and music. But the star of the show is, of

course, the enhanced version of the Fantastic Adventures of Dizzy, which is essentially a NES version of 'Fantastic Dizzy' done on a much grander scale featuring more locations, collectables and characters. If you fancy an Aladdin Deck Enhancer, you can generally still find them on online auction websites,

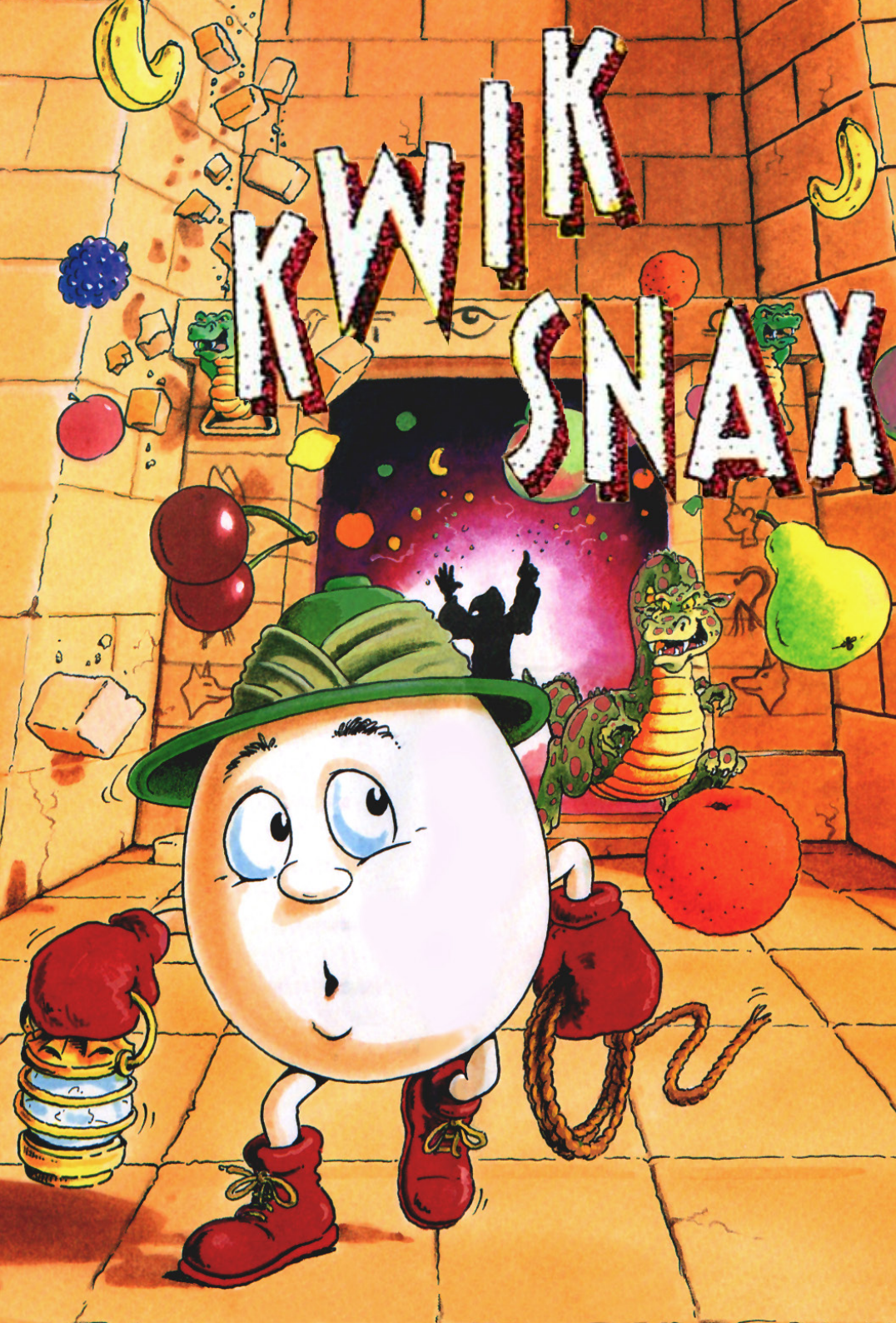
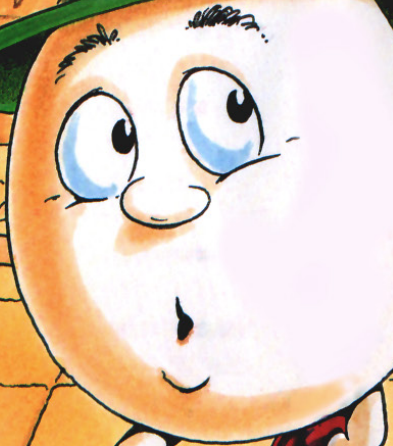
Above: Colourful advert enticing gamers to buy!

mainly from US sellers. If you're lucky, you could snap up the deck enhancer with all six cartridges for a mere £120-£140 which isn't bad considering it all appears to be brand new old shop stock.

Below: We had to show at least one game screen — hello Dizzy!



KWIK SNAX



Kwik Snax is an arcade puzzle that was the fifth release in the Dizzy series by the Oliver Twins and is considered by many to be the sequel to *Fast Food*.

Story-wise the evil wizard Zaks is up to his old tricks again and has cast a spell imprisoning four of Dizzy's Yolkfolk chums on four different islands in the land of personality. There are forty levels in total, with each island having five standard levels and five bonus levels. In each non-bonus level, you must avoid the on-screen enemies and collect all the fruit on screen. Some blocks within the maze are movable and you can either push them together or across the

screen to alter your path, crushing any enemies that get in the way. Points are awarded for collecting the fruit in the correct order – this is achieved by picking up each flashing piece of fruit as it appears.

Special items randomly appear that either help or hinder Dizzy depending on what they are and the resulting effect only lasts for a short period of time – enemies are slowed down, Dizzy's controls are reversed, all pushable blocks are turned into fruit, or they even vanish entirely and more.

The bonus stages are slightly different in that they have no enemies as such and rather rely on a bit of logical thinking and problem-solving

and the level is played against the clock. Still having to collect fruit, you have to manoeuvre Dizzy in a desired direction until he hits a stationary block and stops. The next move then has to be carefully planned; otherwise you could mess up the whole thing up and miss the fruit and bonus completely.

Overall the game was relatively easy, and once you got the hang of it, you would find that you could complete it in no time. Now as with all the other Dizzy titles in the series you would expect *Kwik Snax* to be the same game across each of the 8-bit platforms, but instead unusually they are not, especially when it comes the Commodore 64 version.



ZX Spectrum / Amstrad CPC



Both the Amstrad and Spectrum 48K versions are essentially the same game and make fair use of each systems' colour palette and graphical capabilities. Both also feature a catchy, although somewhat repetitive soundtrack.

However, if you were the cool kid in the playground with a ZX Spectrum 128K at your disposal and loaded up Kwik Snax, then you were in for a real treat. On completion of loading up the game you are greeted with a fully animated title screen that featured 'The Dizzy Mob'; Dizzy's band featuring Daisy on bass,

Dylan on drums, Denzil on keyboards and the top inspired Grand Dizzy as the band's frontman. If you haven't seen this title screen then I recommend you check it out

as once it gets going the lights, sound and animations of each of the Yolkfolk is just incredible. I mean where else will you see Grand Dizzy headbanging and playing air guitar?

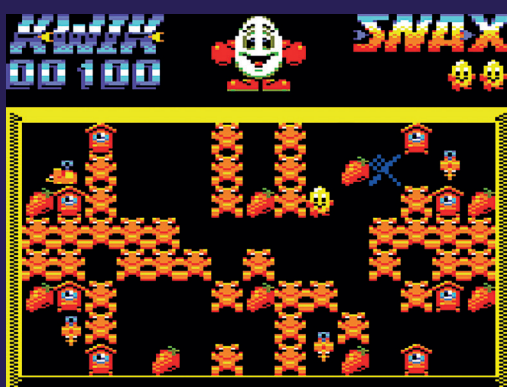
And it doesn't stop there — what follows is a beautifully drawn series of stills that tell the story of how after their world tour, The Dizzy Mob got into an argument about where to go on holiday. Zaks overhears the commotion, gets rather angry about all the noise and decides to zap all the Yolkfolk to the different islands so he can get some peace.



Now to clarify a couple of things — not once do the instructions for both games ever refer to the 'The Dizzy Mob'. Nor does the ZX Spectrum inlay make any mention of the enhanced features of the 128K version. In fact the screenshots on the back of the Spectrum inlay are that of the Amstrad CPC version.

I do remember completing the Amstrad version at which point you get a congratulations screen that says "Well done for saving the 'Dizzy Mob'".

Below: To the left we have the Spectrum version and to the right, CPC.



Commodore 64



The Commodore 64 version of Kwik Snax is different in every way possible. Inspired by Sega's 1984 arcade release Flicky where you play a blue bird that must gather up it's

chicks that are scattered around a maze-like level and bring them all safely to the exit, Kwik Snax on the C64 had the same premise. It

was Dizzy though who was doing all the running around, collecting little fluffles and guiding them to the exit before any of the hungry

maze monsters could eat them.

Gameplay-wise the game was solid, fast and rather good fun to play with graphics and sound that were good as well. Dizzy even gave us a glimpse of his more violent side for he had mallets, bombs, grenades and fireballs at his disposal to help destroy any monsters looking for a fluffle snack or two – steady on now Dizzy!

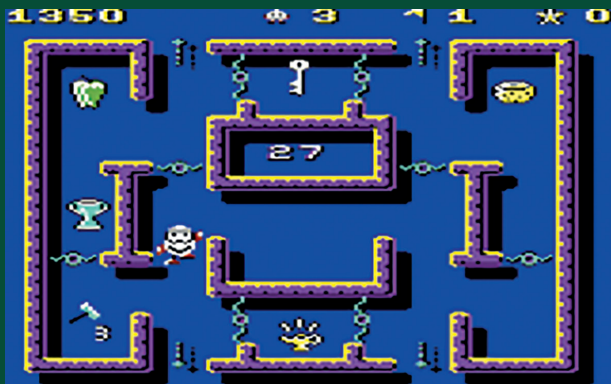
Like it's other two 8-bit counterparts, the game does have bonus levels where this time after every four levels Dizzy hangs out over a shark-infested moat with a telescopic net in which he must attempt to catch falling fluffles.

There also trophies to collect (random I know) and of course, fruit.

As for the C64 inlay cover the screenshots are once again of the Amstrad CPC version, which is as stated a completely different game, and then there's the 92% 'Crash Smash' award plastered on the front and rear.

Oh well, at least they managed to change the plot and instruction text.

Despite the quote on the back of the inlay reading "We're hooked, it's terrific fun - The Oliver Twins" – the Twins had nothing to do with this version of the game.



Left: Amazingly, the Commodore 64 version is rather unique.

Commodore Amiga / DOS

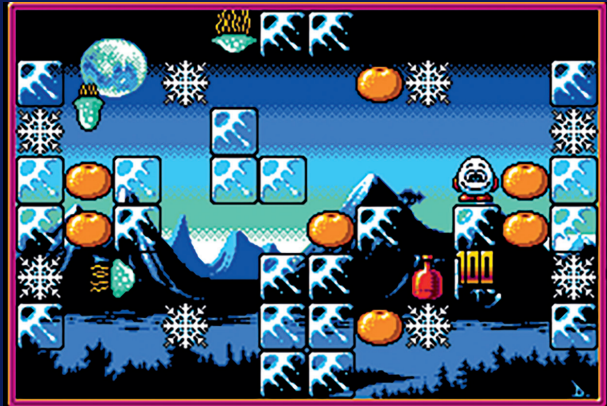
16-bit versions of Kwik Snax were also released for the Commodore Amiga, Atari ST and PC DOS computers. Apart from a few minor differences, all were essentially the same game and much like the ZX 128K version. Each game begins by telling the Dizzy Mob backstory accompanied by a series of well-drawn stills that feature quite possibly one of the scariest images of Dizzy ever.

Here we have a close up of his face while gritting his teeth in complete and utter rage over what Zaks had done to his friends. While each version features the same, bright, colourful cartoon-style graphics, the sound differs significantly throughout each version. As you would imagine, the Amiga's soundtrack is the most accomplished with its catchy intro tune and new

track every island. The PC comes a close second but plays the same melody throughout, although not during the intro. Far less memorable however, is the Atari ST soundtrack with its beepy and boppy sound that



systems. Still, pick any of the 16-bit versions, and you wouldn't be disappointed



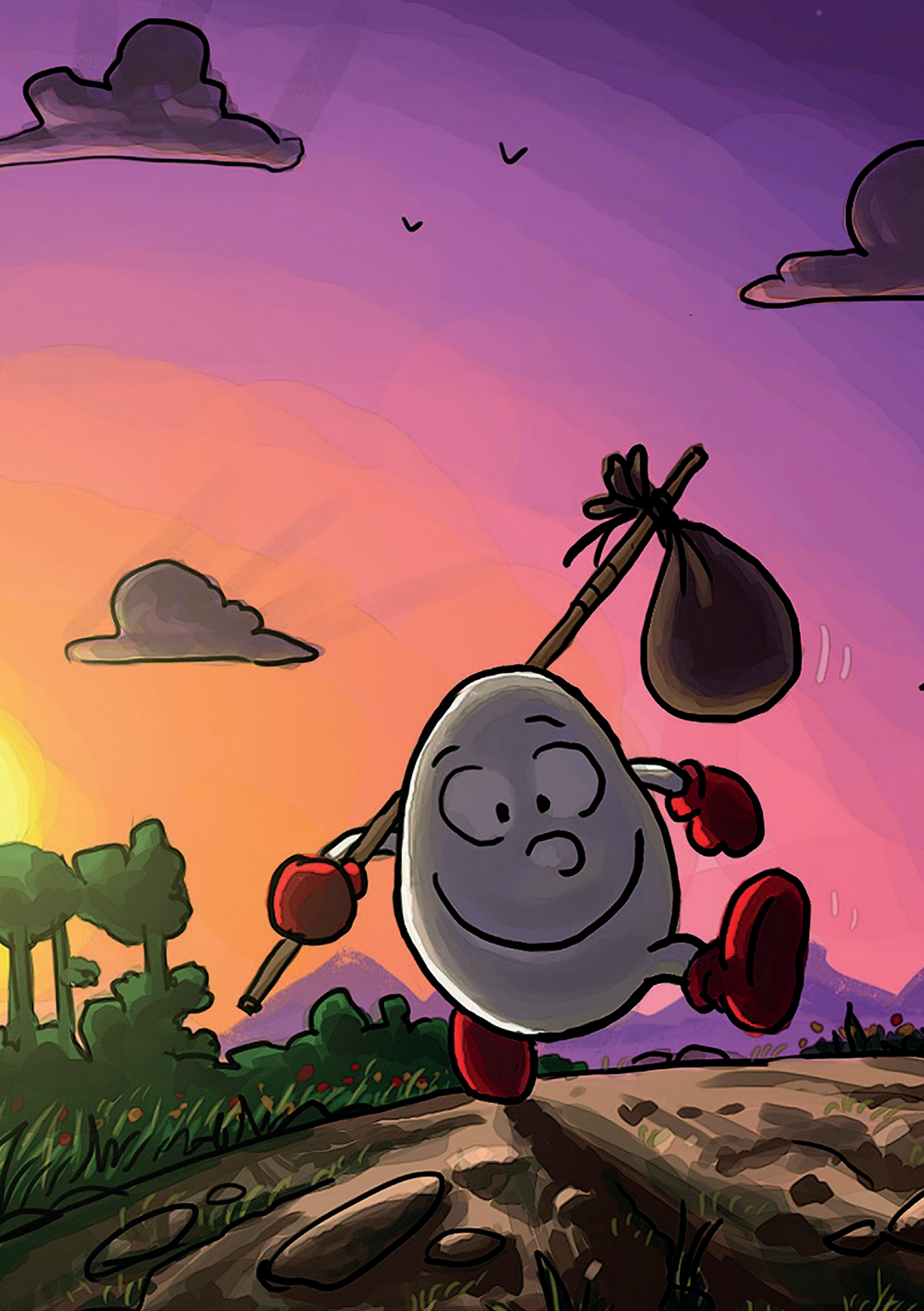
despite changing each level, feels more like something you would find on an 8-bit

with the gameplay which is smooth and great fun, even if a little short overall.

Conclusion

So there you have it folks, Kwik Snax for the 8-bit & 16-bit systems in an egg shell. Is the game as "Absolutely Brilliant!", as Codemasters suggests? Well no it isn't, and quite frankly it's not a patch on Fast Food in my humble opinion.

Still, the Commodore 64 version, although very different, makes for a fun and entertaining game and if you find yourself with a spare half hour then why not give Kwik Snax on the 128K Spectrum a whirl, if only for the amazing intro and well-drawn cutscenes. And who knows, maybe in this age of bands reforming we'll get to see the 'Dizzy Mob' live and eggsclusive on stage once more.





YOLK FOLK

11/2015



THE STORY BEHIND...

■ **Can it be?** A new Dizzy game from the Oliver Twins? Yes, it can! For the Twins have been working on a new version of 'Fast Food' Dizzy this time developed with the FUZE4 coding application for the Nintendo Switch. So, with the prospect of a new Dizzy game for the Switch on the horizon, we at Fusion felt we had to find out more. Colin Bell catches up with Phillip Oliver to talk about a new Dizzy project.

Colin Bell: Philip, thank you for taking the time to speak to me today. I believe you've been working on a new Dizzy Project with your brother Andrew for the Nintendo Switch using the FUZE4 development tool. Before we talk about the game, can you tell us all a bit more about FUZE4?

Phillip Oliver: Yes! FUZE4 is essentially a coding application which was created by a man named Jon Silvera. It features a language that is ideally suited to make

DIZZY FAST FOOD

games and apps and is fully accessible to users of all ages and experience. As you may know, Andrew & I are passionate about encouraging the next generation to learn the digital skills of tomorrow because of how important they are within the gaming industry. So, when we saw what Jon was doing with FUZE we could see that he 100% understood as we did the importance of teaching the younger generation to code. Since then, we have got to know Jon well, helped out with some successful fundraising and continue to help promote and spread the word about the fantastic FUZE application.

CB: Sounds like a fantastic piece of software, so where does Dizzy come into all this?

PO: That initially all came about some time last year when speaking with Jon he recommended that perhaps we could create a new version of Fast Food Dizzy using FUZE4, which we felt was a good idea as all the graphics were already there. Fundamentally Fast Food is a maze game which we've always felt is an ideal start point for making the first game.

So at first, we said, yes that would be a great idea — 'someone' not us, should do it. Before we knew it, Jon had contacted a man named Jonathan Temples who about a week later sent over



lovely concept screenshot showing Dizzy in a 3D maze with some enemies and food dotted around the maze. Both Andrew & I thought this looked awesome and that it would play well on the Switch so immediately wrote back saying, "That's brilliant! Let's get someone to make this". A sprite sheet then turned up with all the different foods, power-ups, characters and pictures of hats.

CB: Yes, I noticed the hats in the concept art you kindly sent over. What part do they play in the new game?

PO: PO: Well, at first we asked Jonathan, "why did you put all these hats in? Fast Food never had hats". Jonathan replied, 'well I thought they would be quite cool' and to be fair we thought, well Dizzy does always look better with a hat on, hence why from Fantasy World Dizzy onwards you'll always seem Dizzy wearing

one. So now Andrew & I are thinking, well we have all these hats, how are we going to integrate them? So, with ten hats in total we felt that if we made ten levels then and had a different hat per level, then there's now a reason for the hats, but what are they used for? Putting our heads together we thought of Pac-man and the power pill that allows you to eat the ghosts and so we thought that putting on a hat was a good visual cue that Dizzy is now in control and has become the predator and not the prey. So that's how we came to use the hats, never throw away a good graphic.

CB: It sounds like the game was beginning to take shape, and at a quick pace, what happened next?

PO: Next, we had to find a programmer to help code the game. At the time the Coronavirus lockdown had come into full effect and with

Andrew & I unable to do our usual game industry business we found ourselves with a lot more time on our hands. We did a significant update of our website which took about two months, and when showing off the finished website to Jon Silvera he said, "You guys need a new project, you guys should program Fast Food Dizzy!"

At first, we were a little unsure, but then Andrew started to have a little bit of a play with FUZE4 and found he could quickly put sprites on screen. He then created a basic grid pattern for the maze and started to experiment with bigger mazes — this led to him putting in scrolling, and then we thought well if you scroll you can surely zoom? We took the best part of a week to get that working. So we started to believe that we could make this game.

The only problem was that we knew that there were a considerable number of Dizzy

```

3070     VertMax = ((MazeTopEdge * zoom)
3071     VertMin = ((MazeBottomEdge * zoom) ^ _GameAreaMidY * 2
3073     ZoomY.Start = ZoomY.Curr //
3074     ZoomY.Curr = ZoomY.Start
3075
3076     ZoomY.End = clamp((_GameAreaMidY * zoom), VertMin, VertMax)
3077     ZoomY.Count = _PanZoomCount // ((abs(ZoomY.Start - ZoomY.End) / 4)
3078     ZoomY.Size = _PanZoomCount
3079
3080     return void
3081
3082     //////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
3083     function SetZoom(ref Zoom, start, end, count)
3084         Zoom.End = end
3085         Zoom.Start = start
3086         Zoom.Curr = start
3087         Zoom.Count = count
3088         Zoom.Size = count
3089     return void
3090     //////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
3091     function SetZoomZ(goto)
3092         if goto ~WidthZoomLimits[MazeWidth-16] then goto = WidthZoomLimits[MazeWidth-16] endif
3093         if goto ~HeightZoomLimits[MazeHeight-16] then goto = HeightZoomLimits[MazeHeight-16] endif
3094         ZoomZ.End = goto
3095         ZoomZ.Start = MapScale
3096         ZoomZ.Curr = MapScale
3097         ZoomZ.Count = _PanZoomCount
3098         ZoomZ.Size = _PanZoomCount
3099     return void
3100     //////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
3101     function SinZoomTowards(ref Zoom)
3102     float Progress
3103     Progress = (sin((( _PanZoomCount - Zoom.Count) / Zoom.Size) * 180) - (180 / 2)) + 1) / 2
3104     Zoom.Count = 1
3105     Zoom.Curr = lerp(Zoom.Start, Zoom.End, Progress)
3106     return void
3107     //////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
3108

```

Above: Code behind the game.

fan games out there and that we have a reputation of quality so if we were going to make Fast Food Dizzy, we had to do it properly or not at all. The last thing we want is for people to say, well it's taken 25 years for the Oliver Twins to write a new Dizzy game, but you know what Fantasy World Dizzy

is better and they should've just stopped there. It makes you suddenly realise the benchmark you've set yourself.

CB: So, with the benchmark set and Andrew getting to grips with the coding and implementation side of things, which parts did you focus on?

PO: I said I would do all the maps and all the design which originally I was going to do old school on graph paper. But then I thought if Andrew needs ten mazes and now they are quite large why do I want to do this on graph paper when we



could potentially put together a little basic editor with which I could then create maps, play test them and then tweak them, which turned out to be quick and easy to do.

Then I thought, well we have an editor now, can we tidy this up and leave it in there? So that is what we did – Fast Food has ten basic maps and ten user-definable maps which you can share with your friends or upload to the central FUZE4 hub for wider sharing.

CB: An editor is a fantastic idea and addition to the game. Like the original Fast Food will we see any mid-level cartoons of Dizzy dispatching his enemies in different humorous ways?

PO: No, sadly not because we just felt that this would bulk the code out and people

aren't going to learn anything from it. Jon has however added some code to produce a title screen which features all the characters so actually if anyone did want to know how to create a cartoon sequence then the code is now essentially there.

CB: So, you view this new version Fast Food as more of a learning experience as well as a fun game?

PO: That's right, it wasn't all about making a fun game but more about trying to inspire kids to learn to program, so we had to be careful how much code there was. We also had to make sure that although it's a great game with a high benchmark, that actually when someone opens the code, which you can simply do by pressing the '+' button at any time on the controller, they

don't get put off completely.

We want kids to tinker and to mess with the code. We want them to start with the simpler code and learn first how it works and only then look at the more complicated sections of code, such as the zoom function, only when they've got the hang of the other bits. They can just tinker and mess with it and let's see what happens when they change this number or variable, which is essentially the same as we did and how we learned to code.

This was also another reason why we decided to implement a clock mechanic within the game because as well as adding to the gameplay we felt that it provided yet another core mechanic that you could learn and

Below: Andrew play-testing the game.





understand how to put into your own games with just a few simple lines of code.

CB: So essentially you're helping to lower the barrier to what appears to be black magic to many and make it far more approachable and more comprehensible.

PO: Exactly, which is what BASIC did for us when we were starting out and is what Jon is trying to do with FUZE4.

CB: I see, as with sticking to the tradition of many modern games that you have included some 'unlocking' and 'achievement' features in Fast Food, could you tell us more about them.

PO: The way modern games have evolved is with the concept of 'unlocking' so we thought we'd do an unlock system whereby the first three levels will be unlocked, and after that, the players will have to unlock each level by completing the last.

It's the same with the

user definable levels which when unlocked open what is essentially a duplication of the level you've just beaten, the difference being that you can now go in and mess around with it, add twice as many enemies, knock out a few walls and before you know it your having fun creating your own levels which you can go on to share with your friends.

Regarding achievements, we did put a high score system in so that every level has its own score to beat. We have implanted a star system as well, whereby if you want to, you can collect all the stars for extra points. Collect all the stars though, and you'll get a big bonus. So, if you want the best score, you have to get all the stars, which is not easy.

CB: So, to confirm, Fast Food will not be a physical release?

PO: No, we want this to be free, and we want people

Above: The game running on the Switch through the FUZE development environment.

to have fun with it, but at the same time we want Fast Food to inspire people to learn to code so it will be released as part of the FUZE4 player which currently as we speak, Jon is waiting for Nintendo to approve so that new player can be officially released in the Switch market place.

CB: Fantastic. Well I'm sure all Switch owners will look forward to playing Fast Food when the new FUZE4 player is finally released. In the meantime, do you have any updates for us regarding wonderful Dizzy on the ZX NEXT?

PO: It is getting close to an Alpha release now, I promise. All the levels are finished and playable, and all the objects are in there. The programmer is currently ironing out some of the object logic which he is

almost done, and so it's just playtesting after that. There have been a few compression issues with fitting all the dialogue in due to the restricted memory size, but we both think that there's a real art form in writing 8-bit games that does not exist anymore, the art form of squeezing everything into a small space which Andrew & I feel we both mastered.

So, when it came to doing Wonderful Dizzy initially the developers wanted to use all the extra memory the ZX NEXT was capable of using, but we felt that wasn't playing to the art form and that we should

aim to fit the game into 48K like the original Spectrum. We were however talked around to using 128K which was required to get 60 frames per second which we thought okay, we're happy to make that compromise.

CB: Some good news there for NEXT fans, so after Fast Food and Wonderful Dizzy, what does the future hold for Dizzy?

PO: First things first let's get Wonderful Dizzy finished, then 'IF' the game does well then, we may think about updating the graphics and doing it on FUZE4 for the Switch. Which may happen,

but we'll need to see.

CB: And with that tantalising possibility I think we'll end there, Philip thank you for taking the time to talk to me today.

PO: Thanks Colin, my pleasure.



Below: Philip play-testing the game.



FANTASTIC DIZZY

Article by Gordon King

FANTASTIC DIZZY — ONE OF THE LATER TITLES THAT SAW RELEASE ON SEGA CONSOLES FOR THE FIRST TIME.

■ Releasing a new Dizzy platform adventure in 1991 needed to pull some serious punches. The prior year saw Nintendo up the ante with Super Mario World, and Sega's iconic hedgehog was also imminent. Delayed by the distractions of the legal battle with Game Genie, Codemasters missed the vital Christmas 1990 window and released this next instalment of the enduring Dizzy series the following April.

Initially, the game was exclusive to the NES system,

and it wasn't until 1993 that it was released on the popular platforms of the day. This was the first Dizzy game for Sega's Mega Drive and Game Gear (Dizzy Panic not being part of the same canon). It was a real achievement for a game with humble 8-bit origins to become popular enough to grace many of the en vogue 16-bit powerhouses of the day. But was the game good enough to stand up against such strong opponents on the systems? Was there room for another hero in an already saturated market?

The game continued in the same vein as all its popular predecessors. The simple premise of this title was that the evil wizard Zacks had cast his evil magic upon the Yolkfolk and kidnapped poor Daisy. What follows is the usual fetch quest game, with Dizzy giving in to the whims of the familiar residents. Only this

time around the game was gargantuan in comparison to any of the adventures that came before. Back-tracking seemed daunting, and the multiple routes were a cartographers reverie. Here was a Dizzy game in which the player certainly got lost and perhaps a tad overwhelmed by the task at hand. Players couldn't recall where they dropped an item and spent countless hours needlessly wandering trying to locate it. Furthermore, there were 250 stars to collect that were scattered all across the land.

The game required precision jumping and death-defying leaps. Fans of the 8-bit series will recall the frustrating over-rolling deaths that our hard-boiled hero often encountered - this was something noticeably improved upon in this version and loss of life via a stumbling accident was somewhat reduced. There

were also a handful of mini-games which gave some nice respite from the main quest: a tile swap variant, an Indiana Jonesesque minecart ride and an arcade-like 'Bubble Dizzy' being the most memorable. The sprawling land gave a great variety of locations for the player to explore; from treetops to pirate ships, there was something always new to discover.

In an era where backup batteries and flash memory

meant the player could save their progress, Fantastic Dizzy offered none of this and stuck to the frustrations of its 8-bit roots and forced the player to complete in one sitting (which was hours of playing) or start from the very beginning again. Although the style of game was a little more antiquated in comparison to the AAA platforming icons of the period, Dizzy most certainly had his place in the 90s. It retained its integrity and quirky British

nature and was still a thousand times better than all the Sonic and Mario knock-offs that tried to profiteer off the success of those domineering titles.



Nintendo®

ENTERTAINMENT SYSTEM



This version was actually entitled 'The Fantastic Adventures of Dizzy'. The later released 'Aladdin' version gave some improvement over the original. The player now had 250 stars to collect as the original only had 100. There were also some tweaks such as improved inventory system and rearrangement/relocation of the

items in the game. Whichever version, it was a beautiful looking and colourful world which looked aesthetically different from many other NES games of the day. The music was much closer to its 8-bit counterparts than its other contemporaries; the title tune is a redux of the very first Dizzy game on the Spectrum.



SEGA®

Master System

Immediately to the eyes and ears, this version seemed brighter, faster and more tuneful. Not in a massive way, but enough to see that Sega's enduring 8-bit console still had life left in it



yet. The box art was also far more eye catching than the standard Master System affair. Gone was the usual 'grid paper' art and was replaced by a very colourful cartoony Dizzy drawing.



AMIGA™



Not a stranger to hosting Dizzy games, this latest adventure looked very slick on the beloved Amiga. It oozed with very lovely graphics and backgrounds

with a brilliant day/night cycle. The music stood out which brilliantly utilised the 'Paula' sound chip and made her sing for her supper.





GAME GEAR



This mini version decided to stray from the pack and give players a bespoke game and story. It echoes far more closely the 8-bit era of Dizzy with familiar music and many repurposed

characters from the previous games. It's also a flip-screen affair unlike the other releases that are scrolling. It's cheeky, cheerful and a delight to own on the underrated Game Gear.




MEGA DRIVE



By far the most gorgeous looking Dizzy of them all. The definition of the sprites were jaw dropping and the background graphics were far more defined than even the Amiga version.

The brilliant parallax scrolling also gave more depth to the world. And what can we say about the music? It was atmospheric, varied and downright accomplished.



Wonderful DIZZY

Article by Gordon King

A NEW DIZZY GAME FOR THE 128K SPECTRUM AND SPECTRUM NEXT, HOW WONDERFUL!

■ The first Spectrum Next Kickstarter came with a long list of stretch goals. Out of them all, there was one in particular that truly got the attention of the backers; a certain egg was making a comeback. Not only that — the Oliver Twins were returning to be involved (as directors) with the game and would be joining forces with the behemoths that brought you the excellent remake of Crystal Kingdom Dizzy. The game promised to be a recipe of unimaginable proportions.

This very successful and iconic anthropomorphic egg has been on many an adventure with the most popular genre of tale commonly based around magical fairytale lands. What possibly could

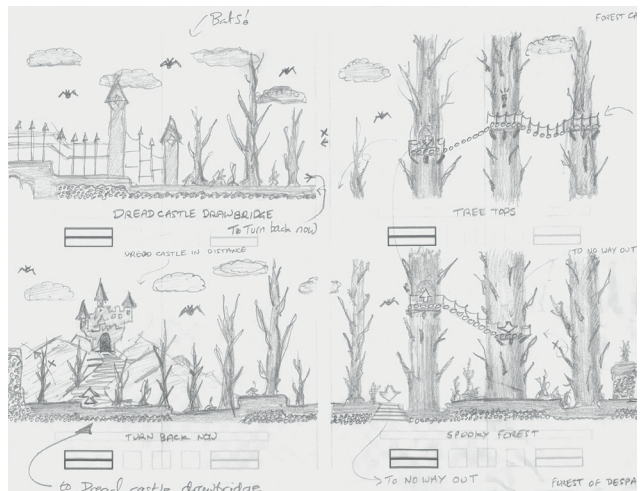
these two brothers conjure up for this all-new and exciting quest? Well, none other than the timeless classic Wizard of Oz. According to previous interviews, this was an instant decision for the brothers as there was so much scope in the land of Oz.

We at Fusion towers are privileged to get our little boxing gloved hands on this almost completed version, and we cannot wait to tell you

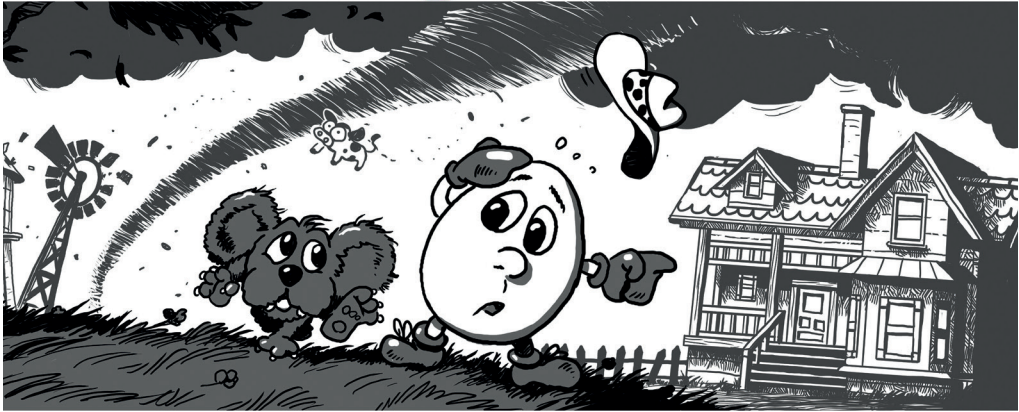
all about it. Our preview is with the 128K edition — the Next counterpart is due to make its debut further down the line.

There is no shadow of a doubt that Dizzy was not on L. Frank Baum's mind when he penned his timeless series of books. What an opportunity to encapsulate all that is loved in his world with that of the Yolkfolk universe. A match

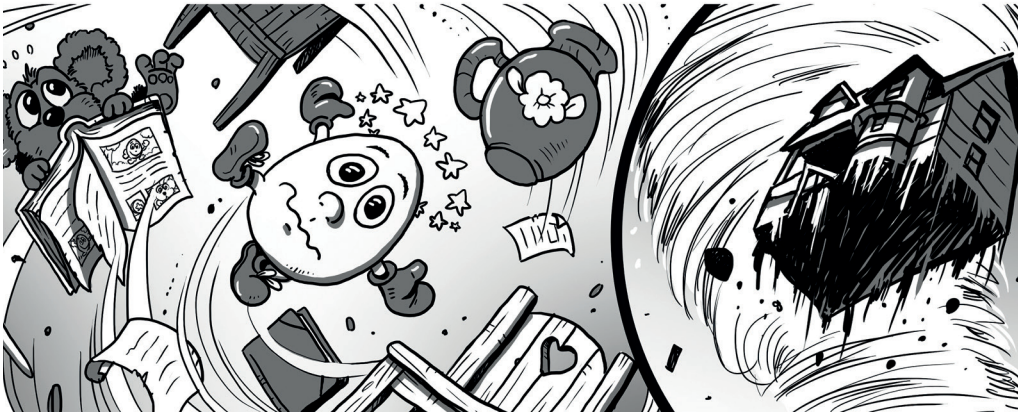
Below: A design page of the game.



Wonderful DIZZY Intro Storyboard



HERE'S CYCLONE COMING, COME ON POGIE TO THE HUT. THE NORTH & SOUTH WINDS MET. DIZZY FELT THE HUT WHIRL UP INTO THE AIR.



EVERYTHING WHIRLED AROUND IN CHAOS. WAS HE DREAMING? THE HUT LANDED WITH A BUMP, AND A STRANGE SCREAM.

made in heaven; a universal tale meets an enduring series of games.

Here we have a group of programmers, artists, and game designers who have come from different places around the world with varying borders, ideologies, and time zones. Despite this, the passion for an old budget game title and that of a classic novel breaks down the global barriers and all parties have worked towards a common

goal — the greatest Dizzy adventure to date.

It took a moment to understand the implied reference at the very beginning of Wonderful Dizzy. The game begins inside Dizzy's hut. The graphics are all monochromatic - this is not the Dizzy as advertised. However, after solving the first puzzle and exiting his humble abode, you are whacked in the face by a rainbow of colours, of which really should be impossible for the Spectrum. Then

the reference dawns upon you just as with the audiences who went to see the movie in 1939 — it represents the transition from black and white to colour. We are off to a great start.

Naturally, the game begins in Munchkin Land, and Dizzy's hut has landed on the Yellow Brick Road. Next to the hut is a pair of red boots, which is suggestive of killing the Wicked Witch of the East (just not as macabre). Multiple directions now present themselves to



our hero — can he simply follow the yellow brick road? Hardcore fans of the series will know with conviction that there will be hurdles impeding the way, and many fetch-quests will be required.

Every single screen is filled with genuine sugary delights of eye candy - they are so gorgeous that aimlessly wandering around is a palatable game in its own right. There are so many locations that are recognisable from the story — painted highways, poppy plantations, fields with scarecrows, and grand palaces such as the Emerald City. Of course, the universe is larger than that provided by the limitations of the novel — there are many original locations to visit. Spooky woods emitting its eerie gloom gets the classic

Dizzy-style treetop treatment, and spelunking within the mysterious caves provides a great claustrophobic environment.

Of course, Dizzy is just not Dizzy without the NPC's. In real Wizard of Oz fashion, familiar characters guest as their otherworldly alternative character form. For instance, Dozy is a sleeping Scarecrow who must be woken up before he even decides to have a brain or not. The dialogue between Dizzy and the Oz residents is as expected; the concise and witty nature of their discussions is what made Dizzy so endearing and approachable.

The vast world is well crafted. You can tell that every screen and every location has had much thought put into it. None of these great locations

Above: Dizzy looking rather black and white at the start of the game — give me some colour!

are dull or without purpose, and they convey this living, breathing world in which our intrepid hero can explore. There are multiple pathways on the horizontal plane which can be trekked — those are normally represented with arrows, doors, or trails. It is such an extensive and complex game design that it defies any ardent Dizzy gamer to map the world solely in their head — this will require pen and paper. And do not forget the dreaded inventory course of dropping an item down in a location in which you forget about at a critical point when you realise what you need to do with it.

Another pleasant surprise

is the number of moving creatures in the game — ranging from bats, birds, and spiders. These give the game a feeling that you are visiting a living breathing world and not just dealing with static, limited characters.

The platforming side of the game was always a bit of a Marmite experience for fans; over-rolling was the biggest curse of the series. This has been refined, and Dizzy does not overshoot his landing point too much. This small tweak certainly makes the leaping element a lot more fun and makes it just enjoyable as the puzzles and the overall adventure. A brand new dynamic has been added to the game — Dizzy can ascend and descend ropes and ladders which genuinely makes a huge, but subtle, difference to the overall gameplay.

Finally, we have to mention the music. The theme tune is sublime and is fitting for the series. It suggests danger but with optimism. That is a hard thing to get right in a melody, and more importantly, it does not feel repetitive.

Wonderful Dizzy is shaping up to be something very special indeed. If this is only the 128K version, we can only wonder what the Next version will be like. The extra AY channels that the Next provides should also offer some excitement for the backers of this very successful hardware campaign. Nevertheless, this version seems like an impossible feat.

How on earth was this all crammed into a system that came out in 1986?



DIZZY 3.5™

DIZZY 3.5 WAS A SNACK BETWEEN MAIN MEALS – DID IT FILL YOU UP UNTIL LUNCH TIME?

■ It was a wet winter's day in January 1991, and we were all back at school after the Christmas break. My friend Alistair starts asking everyone if they have played the new Dizzy game yet? How could we have? Dizzy IV wasn't due for release until March. He then goes on to explain Dizzy 3.5 came with the Xmas edition Crash magazine on one of their cover tapes.

As an Amstrad CPC owner, I raced home after school and told my folks we needed to get down to the newsagents pronto and pick up the latest Amstrad magazine as I must get my copy of this new Dizzy game my friend Ewan had been playing.

So imagine my disappointment when I could not find an Amstrad version of the game. What's going on here? Was this a prank? Where's my new Dizzy game? Well, to cut a long

story short, it transpires only readers of Crash magazine (Issue 84) that month were treated to an exclusive Dizzy prequel game, so Commodore 64 and Amstrad owners were left out. What is really a mini-game and only five screens in size, the prequel explains how and why Dizzy comes to be in Magicland and thus sets up the scene for Dizzy IV. It also introduced Dizzy's cousin Danny who makes his first and only appearance in a Dizzy game. The game being so small, as you can imagine,

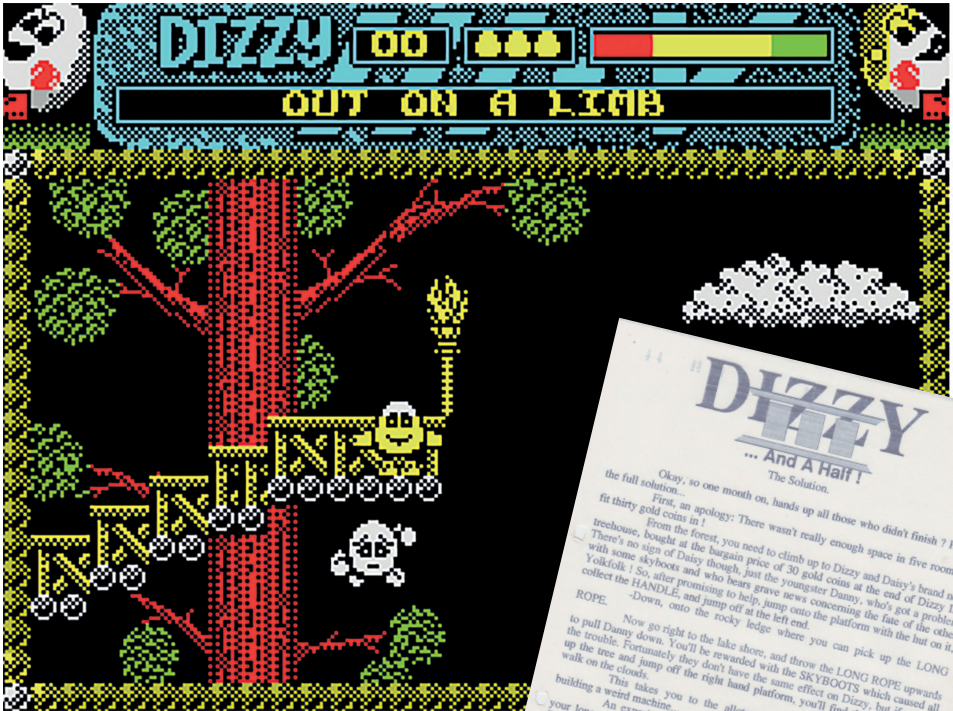
it's rather simple to complete. Don't worry, I won't tell you the puzzles in case you haven't played it before and fancy giving it a go.

Graphics-wise it's your cute colour clashed Dizzy affair on the Spectrum but with some nice animations given to Danny and the transporter machine. There's no music to speak of with just basic 'beeps and boops' type sound effects present.

I love this mini-game

Below: A Dizzy XMAS special just for ZX Spectrum owners!





for the nostalgic playground memories it conjures and comes on, what other developers had given the fans a prequel at that point to tie in with an upcoming game release? It was a stroke of genius in my eyes by Codemasters and the Twins.

However, no matter how much I love this Dizzy

mini-game and all the nostalgia that goes with it, I still to this day have a slight feeling of resentment towards all you Speccy owners out there that got a HUGE playground one-up on all us Amstrad and C64 kids. Humph.



Above: A hints and tips sheet for the game — just in case you know!



FUSION



Game : Treasure Island Dizzy
System : Atari Jaguar

■ The Jaguar version of Treasure Island Dizzy gave us a unique opportunity to address a few issues from the original game. Unlike the other games in the Dizzy series, Treasure Island Dizzy only features a single life, a gameplay feature that the Oliver Twins were not happy about at the time it was released — it was possible for the player to drop the snorkel underwater, which would kill Dizzy. If you had more than one life, the game would go into a bit of a loop at this point, with Dizzy appearing underwater and dying until all available lives were lost.

For the Jaguar version, we asked if we could add create a temporary save game by pressing a button combination on the controller. If you subsequently die, you could load this save point and resume from where you were.

These saves are not stored on the cartridge, but instead to memory and the save is lost when you power off the console, but at least now you can have a safety line when you take Dizzy swimming. Another divisive point with people playing older games was also addressed — up for 'jump'. Players either love or loathe this control mechanism. With the Jaguar version, you can toggle jump from up to one of the other buttons to suit the desired style of play.

It has been an absolute pleasure working with the Oliver's to bring this game to the Jaguar system, and also a new batch of players who had never seen these games previously due to the limited exposure they received outside of the UK.

The feedback from the Jaguar community has been very positive and much appreciated. We have since released Fantasy World Dizzy and hope to bring more games from the series to the console soon.



words by Lawrence Stavelly

A message from THE OLIVER TWINS

WE CATCH UP WITH PHILIP AND ANDREW AND ASK THEM WHAT DIZZY MEANS TO THEM..

■ Firstly Philip...

It's so great to see Fusion create a Dizzy Special magazine - quite an honour. Thank you.

So what was it about Dizzy that makes it so fondly remembered? Well for most of you it was the memories you had of playing it and solving puzzles, not too devious we hope and exploring new areas in a quest to complete each games' objectives. Back then, the computer's technical restrictions meant that it was tough to squeeze much mystery and discovery into games, but that's what we wanted to achieve. We'd played text adventures a few years earlier, and they conjured up these fantastic worlds in our minds, and we wanted, as far as we were able, to take this to the next level by adding graphics and characters with personalities. As many of you probably know, Dizzy was seen as a curiosity at first, a strange character with a tricky roll, that

often landed him in trouble. Thankfully, he started to win people over, enough that we created a sequel, Treasure Island Dizzy, and we're happy we did as we discovered just how much people loved Dizzy. For the next few years, we created many Dizzy games, and a bunch of other games too, this helped ensure we didn't go Dizzy crazy. Whilst you, the players, had highs and lows playing Dizzy games, we had highs and lows in developing games. We'd start full of excitement, and in trepidation, as we wondered what the new game would be and how we'd make it better than the last. Then as each day of development

progressed, we got bogged down in technical issues and disappointments that some things weren't possible. Then the worries and doubts that maybe we'd made some poor decisions and people would get stuck or wouldn't like it. By the time we were three-quarters of the way through we were always exhausted and under impressed by what we had made — this happens in all projects. Then with the finishing line in sight, we just had to soldier on, fixing and tidying everything, until it all started to come together. Finally when you complete

Below: Philip getting in a quick game of Dreamworld Pogie.





Above: Philip and Andrew standing next to a bannerstand for their book.

and run the game, it's actually rather polished and fun. Obviously, unlike our audience, when we played the game we weren't hoping to discover new mystery areas, we were hoping to not find bugs. Issues where the game looked bad, didn't do what was expected, got locked in an endless loop — or crashed. It was quite nerve-racking playing what we hoped was the master build.

Having set ourselves an arbitrary target of something like if no bugs were found after two or three hours of play, we'd call that the master, we then had to save it out to tape! This was always a pain. Saving and loading from tapes was unreliable. We were lucky enough to develop the games using disk drives and then hard drives. Having made two or three master tapes we arranged to send or deliver them to Codemasters — anxious to see it go into

production.

Then came the calm before the emotional storm, the time when reviewers and players would finally get to play it, and we'd find out if they liked it. It was always a slightly anxious time as it was possible that people wouldn't like it or that bugs would be discovered, but we were lucky that on most

occasions the reviews came out positive and players enjoyed and praised the new game. Of course, what was phenomenally disappointing was when we delivered finished games, that we were excited about, to have them received by Codemasters less than enthusiastically. Or worse still, when they were put to one side whilst they considered whether or not even to release them. This happened to too many

of our games in the early 90s. With hindsight, the first time it happened, we should have parted company with Codemasters and found a better publisher, but foolishly, we believed in our games, in Dizzy and the players who we

Below: Wonderland Dizzy on the NES.





Above: Recently signing canvases for the cover of this very Fusion issue.

knew wanted to buy and play them — so, we carried on. In 1991 when we were developing NES games, some games like Go! Dizzy Go!, Super Robin Hood and Dizzy the Adventurer were finally released, but sadly many weren't. These included Wonderland Dizzy, DreamWorld Pogie, Mystery World Dizzy, the reimagined Panic Dizzy and Puzzled? Dizzy which we abandoned halfway through development. The disappointment of seeing great games go unreleased and unpaid for, turned to anger and we finally parted company with Codemasters. Many years later through Chris at Fusion, we were able to at least see those games finally released, albeit it much smaller numbers to a smaller audience. But it was great to have them out there and being enjoyed by people.

With the prolonged lockdown caused by Covid recently, we found the time to write a new version of Fast

Food Dizzy for the Nintendo Switch inside FUZE. If you like Dizzy, we are sure you'll love this. Download and run FUZE from the eShop, select Programs from the menu, and you'll see Fast Food Dizzy as one of the screens. Load it up, run the game and play.

As for new Dizzy Adventure games, well, Wonderful Dizzy is almost complete. It is slowly and diligently being developed by a distributed team of expert 8-bit developers and if all goes well should be released before the end of the year. We hope you enjoy it.

And then Andrew...

We have incredibly fond memories of Dizzy and the time when we were writing it. We had written many games before, but when it came to the Dizzy games, particularly Fantasy World Dizzy, we felt

we had honed our skills pretty well and were able to create large games with stories, characters and puzzles that resonated with people. So much so, that almost 35 years later we still hear of people talking about it so vividly, with many saying their first experience of computer games was Dizzy. Some even say that Dizzy inspired them to get into programming and some, like Notch (Minecraft), into the games industry. It certainly makes us proud to think that our work had such an effect on people, and inspired them at a young age to follow their dreams.

For us, Dizzy's success enabled us to start a company, eventually called Blitz Games, and make the jump from computers to console. Initially, that was the NES, but over the years we've made games for almost every console. We've always focused on character-based games, sometimes our own, with creations like Glover and Zapper, but often other people's characters.

At its height, Blitz Games had almost 250 talented developers. Over the 22 years we traded our team developed over 150 games, which shipped an estimated 45 million units. We worked on so many fantastic characters including Chicken Run, Frogger, Taz, Pac-Man, Barbie, Action Man, Bratz, Lilo & Stitch, SpongeBob, Little Mermaid, Cubix, Puss in Boots and even Mickey Mouse. Over the years the games got bigger and better — each one acting as a stepping stone to the next. When we impressed a publisher with a small game, we would be trusted with the



Above: A tea always tastes nicer from a Wonderland Dizzy mug.

next and more important game. A good example of this would be Disney. We started the relationship with making the game Little Mermaid for PlayStation 1, a film from a few years previous, but to coincide with the straight-to-video release of The Little Mermaid 2. They liked what we had made, and the budget was doubled for the next game we made for them, Lilo and Stitch. Then a few years on we were asked to work on one of Disney's most ambitious projects, Epic Mickey 2. This relationship would have continued I'm sure, but for the economic downturn at the end of the last decade after the financial crisis of 2008. All publishers suffered — our main publisher

THQ went bankrupt and even Disney Interactive pulled out of console games.

Just as the industry has

its highs, each project has its highs and lows, but each is an opportunity to the next game. Looking back at Dizzy, it didn't create just another step for us, it was a massive leap, one that eventually caused us to jump from computers to consoles and from Codemasters to international publishers with greater ambitions and heavyweight licenses for toys, TV & films.

So how did we get all those fantastic opportunities? Some might say it's a chicken and egg situation; you're never going to get great opportunities until you've already delivered on some. Well, for those who ask us which came first, the chicken or the egg? The answer is easy - it was the egg, an egg called Dizzy!

A handwritten signature in black ink that reads 'Andrew Jones'. The signature is stylized with a long, sweeping underline.

Below: Signing copies of Wonderland Dizzy.



FAST FOOD

DIZZY

NINTENDO SWITCH



A BRAND NEW DIZZY GAME BY THE TWINS, AND ON THE NINTENDO SWITCH AS WELL. WHAT'S THE CATCH? GORDON KING FINDS OUT..

Yes, you read correctly, there is a modern version of Dizzy's breakaway arcade adventure for Nintendo's popular console. This Pac-man inspired and addictive title, is not directly on the Switch store, but downloadable for free if you own the FUZE coding environment.

To quote the Oliver Twins, the rationale behind this latest resurrection of Dizzy on the Switch is "to inspire a new generation of game developers".

FUZE is a coding environment, very similar to Python. It allows anyone wanting to learn to code to

create games for the Nintendo Switch. All games created can be shared in the game's cloud and all source code of these creations can be looked at, and modified and used to learn from. Fast Food Dizzy is no exception to this - all the syntax is available for the user to manipulate or educate themselves with.

This shows the passion that the Oliver Twins have for trying to encourage this latest generation of kids to try and make games in their bedroom, akin to how the

brothers created their popular titles back in the day. There are a plethora of tutorials out there, and all games/creations can be programmed directly on the Switch with the virtual keyboard.

Fast Food Dizzy is one very polished title that stands out in the FUZE cloud. Fans familiar with the arcade-paced original will be delighted that this splinter game from the Dizzy series is lurking in the shadows to be played.

Below: Time to play Fast Food Dizzy!



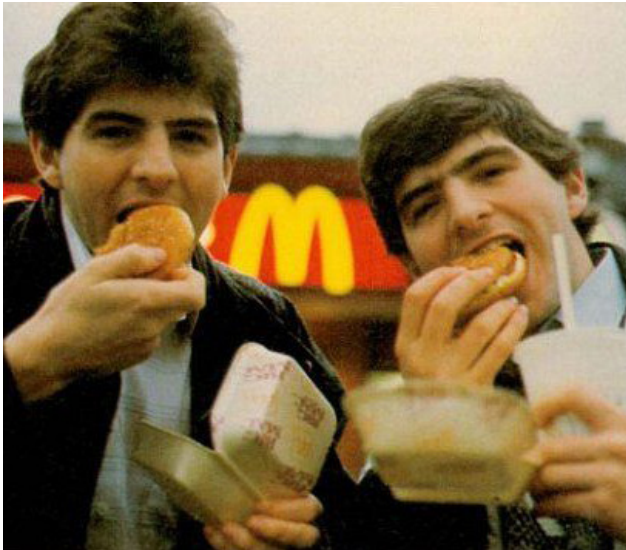


It's one very polished game that feels complete. For the uninitiated, this frantic game is a top-down, pseudo-3D affair, in which Dizzy must navigate the maze avoiding the baddies to gobble up all food (he's got severe munchies). Once he's filled his face, it's time to progress to the next level.

The quality of this title is one of the most accomplished within the FUZE store. This is not to say the others are substandard, but the pedigree that is the Oliver Twins truly shines through, and anyone wanting to learn to code (or play) can get this for free after the initial FUZE purchase. The

Above:Very attractive graphics and great gameplay.

modern-looking graphics - all hand-drawn vectors — really suit the modern era; this generation of kids wanting to code aren't interested in sprites (as sad as it is). But this is a brilliant exemplary model for them to interrogate the code, learn how to break it and evolve it into something more useful. Dizzy and code — the ultimate cartoon geeks' adventure. It's probably a little too expensive for even the most die-hard fan to purchase for the game alone, but those with a penchant towards maths, code and game graphics may have had their interest piqued.



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