

t h e b i g r e d s o f t w a r e c o m p a n y .



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Dear Philip

Please find enclosed a disc containing some more Dizzy 5 picture files, (.lbm's for use on dpaint 2.) There is also an animation file which is created using autodesks' animator. I have also supplied you with a copy of autodesks' animator player, (aaplay).

To "play" the animation, (.fli). You will have to install aaplay.exe on a directory somewhere, (its only 80k). Once that's done type in:-

```
aaplay (route(filename))<ENTER>
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In this case the filename is animate.fli. If you're accessing the animation sequence from off floppy you will probably find the sequence a bit jerky but if you copy the animation file onto hard disk first, it will be smoothed out.

Have you seen latest issue of Sinclair User, they've reprinted the Panic review, full page with colour screenshots and Black text on White Background !

I noticed you seem to be getting slightly concerned with the progress of dizzy 5. Just to let you know : Fred will be starting very soon. But first he's taking two weeks off for holidays. So therefore I would estimate the actual start date in about 3 weeks, during that period I personally will be graphic making, puzzle working outing and basic map laying outing and any other "..ings" you can think of. Maybe you'll come up with some mega-sound ideas whilst your over in the good ole U.S of A ? (For Dizzy 5 that is, not some more "..ings")

Anyway, hope you have a good time at the C.E.S. and I'll look forward to hearing from you, as soon as you return to Blighty.

Yours Sincerely



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DIZZY 5 ...

PLOT OUTLINE

Dizzy, was normally very good in his magic lessons. He was never bad and had been going to them for about two weeks, he had never been late once !

"Theo is a good teacher",

Thought Dizzy whilst in the middle of a practical,
"But, Gosh I do find these card tricks very boring! I Wish I could do real magic; like dissapearing in a puff of smoke and things like that !"

Dizzy asked Theo about these more complicated magic tricks but Theo used to explain,

"You have to learn to walk before you can run! Be patient. I'll teach you those spells when the time is right !"

But Dizzy wasn't convinced. One day when Theo had left the room to find his wand, Dizzy left his bench to flick through Theos' spell-book -*The Magicians' Guild of Kathmandu Handbook (Everything you wanted to know about magic but were never told, even when you asked.)*-. It contained lots of Spells, Brews and Incantations...Dizzy flicked through the pages...then he saw it !, The Teleport spell !, He was so excited he plain forgot what Theo had said earlier. Dizzy began to utter the incantation.

No sooner had he started he felt a stirring of magic energy around him, and once he'd begun the spell he discovered he couldn't stop !, even though he wanted to! It was as if the magic words had a life of their own! Dizzy began to panic! "Oh no! I'm going to get into trouble for this...",he thought

Then suddenly he began to shrink ? No The floor was getting closer ? No Dizzy was sinking !! He couldn't move try as he might !!!! Dizzy feinted !!??

The next thing he remembered was the sound of Theo telling him to wake up...

"Come on Dizzy ! WAKE UP !",Theo seemed a bit angry.

"Oh Gosh, Theo, What Have I Done ?"

"You've been very naughty Dizzy! I told you about being patient, now look what's happened!"

Dizzy made excuses..

"But Theo It was an accident I didn't realize."Yes, well, Be that as it may, you got us into this situation you can

...INNER KINGDOM DIZZY

MYSTIC KINGDOM DIZZY

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get us out, and if you succeed I might think about Forgiving you!"

Dizzy looked around, "Where are we ? Everything looks so strange ?",

"Well Dizzy thanks to your escapade with the teleport spell; we have SUNK into the very land we live on. We have ended up in the Innerworld ! You and I are not the only ones here though, I've a feeling the other Yolkfolk may have been influenced by the incantation."

Theo explained to Dizzy that if he goes to look for them and finds their exact locations he may be able to teleport them back to the surface and home?

And so begins another exciting adventure for Dizzy in ...
Dizzy in the Underworld (or something like that anyway ?)

...INNER KINGDOM DIZZY

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Technical

Dizzy 5 will be more or less the same as the previous dizzy games, including the as yet unreleased Nintendo version. It will also contain newly developed ideas too.

The main difference to the previous versions is that dizzy can now go underwater. If Dizzy jumps into the water it doesn't kill him immediately; instead he can survive, unharmed, for approximately a second. After that point, Dizzys' power will begin to decrease at a steady pace, until it eventually runs down to nothing.

Bubbles should rise from Dizzy as in T.I.Dizzy.
If Dizzy carries an Aqualung he can stay underwater Without any power loss.

Dizzy is able to walk about Underwater. (With slightly different motion than on dry land.)

If Dizzy is carrying flippers he will be able to swim. (A New set of frames has been designed for swimming)

If Dizzy falls a long way he becomes dazed for a few seconds (He shakes his head and stars appear around him.)

To replenish his power bar, dizzy can pick up fruit and eat them (Some nice, cute eating frames have been developed.) Fruit is position above head height so dizzy has to jump for it.

The bouncy mushrooms, (from the original Dizzy.), have been resurrected.

"Travel tubes" are a new development. They are inspired by those pneumatic internal mailing systems that large banks and department stores have. They are used by Dizzy to travel large distances quickly. By jumping in at one end, Dizzy will be propelled along it, until he reaches the exit, at which point he will be forced out at quite a velocity, sending him spinning along the ground. When he eventually stops he will go into the dazed frames. Some of the tubes are one-way, some of them have dead ends.

THE YOLKFOLK-LOCATIONS

- DYLAN Actually trapped in the rock, to the right of the starting screen. He always seems to get to grips with mother nature But ,and I quote, "This is too much man !"
- DENZIL He is stuck in the far windy tunnel holding on for dear life. He's heard about hanging around but this is ridiculous !
- DOZY Dozy, as usual is fast asleep, (he doesn't even know that he is actually in any peril, because he was asleep when dizzy mis cast the spell!) But he is asleep in the Old water Pumping station.
- DORA She's stuck, on her own, in the Dark Cave. She doesn't much like it in there and she is very confused, as she also passed out in much the same way as dizzy. She's worried that someone might have turned he into a frog; or something even worse? "A bat? Bats are blind! That's Why I can't see! Oh No ! Help Me!" Dizzy best rescue her soon or she'll be needing a straight jacket!
- DAISY Daisy in a real jam, (Isn't she always!), she is stuck in the sunken shed - which is submerged underwater and because she can't swim she can't get out! But do not despair as Daisy has a rather large amount of air to keep her going due to an air pocket in the shed.
- GRAND-DIZZY Now this old Gentleman, is in a cave below a strange weighing machine. He's Really in need of a hot cup of nice tea. He had left one brewing on his sideboard in his tree hut, When suddenly he found himself sinking! He thinks Zaks is up to his old Tricks again. Boy is he in for a surprise when he finds out who is responsible.
- POGIE Pogie is sat down in a room between the drilling machine and the transporter tubes in zone 2. He is pining because he hasn't been fed today and its the first time anything like this has happened to him!

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OBJECTS LIST

1.- Everywhere

Magic Stars - Collect these, (which are hidden throughout), and give them to Theo. In exchange for so many stars he will teleport one of the yolkfolk back home.

2. On a platform reached by trampet (V-4)

Stethoscope - Used to hear Dylan who is actually trapped in the rock, to the right of the start room.

3.- On the floor in the woods (R-3)

Megaphone - Used to speak to Dylan through the rock, if used in conjunction with **Stethoscope** then Dizzy can talk to Dylan normally.

4. On a platform reached by trampet (V-4)

Rolled up Carpet. - Used to bridge gap in the windy tunnel. Once it is used, it becomes a moving platform, onto which Dizzy can jump onto to cross the chasm.

5. At the end of tube under trolleys (H-3)

Umbrella - If Dizzy is carrying it whilst he is at a windy chasm and if he jumps into the wind he will be lifted up. This is due to the wind catching the umbrella. It will lift him upwards to new screens ! It also protects Dizzy and his objects from getting dripped on i.e. The Hot Smoking Piece of wood.

7. One in bears cave (O-2) One at top of 2nd shaft (H-4)

Weights - This has a counter-effect to the Umbrella i.e. It makes Dizzy drop. There are two weights, in total and if Dizzy is carrying them both, he will drop deeper into the precipice. But; if Dizzy is also holding the umbrella then one weight will be counter-balanced. *

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8. In the dripping room under wally whale(M-2)
Damp Piece of wood - This is Found in the Dripping room, It is placed into the fire at the Bears cave, But because it is damp it just smoulders...

9. Created

Hot Smoking Piece of wood - It is used to pacify the bees at (L-2) it is created by placing the damp wood onto the fire (as in previous description.) But if it gets wet again it reverts back to a Damp piece of wood.

10. In the Clouds, reached by umbrella(S-4)

Empty China Pot - First pacify the bees and then Use the pot under their hive. The pot will be thrown up and land next to Dizzy. It is now a pot of honey.

11. Created

A Pot of Honey. - This is full of sticky sweet honey and it is dropped at the Bears cave. This lures the bear out, leaving the exit clear. The Bear is still dangerous though, so don't get too near to it !

12. Found past the beehive (L-2)

A Pepper pot- Use this whilst riding on Wally Whale, He will sneeze and a spout of water will shoot vertically from him. Dizzy can now reach that high ledge. There is an endless supply of pepper in the pot.

13. In the subterreanean cave network(P-1)

Clear Glass Jar - If you take this to (N-4) and use it. As you throw it a Fire-fly will get trapped inside. Now, when you try to pick it up the fly will escape ! But if you have the lid then the fly stays put.

14. In the subterranean cave network(L-1)

A Lid - Part the fire-fly puzzle used to keep fly in the Glass Jar.

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15.Created

Glowing Jar - Created by Combining the Clear Glass Jar, A Fire Fly and a Lid. Used as a torch to light up the Spookily dark cave !

16.In the Bears Cave(O-2)

Weed Killer - Kills the Carnivorous Plant at the Broken bridge.

17.In Water near the Deep Pool(A-2)

Flippers - Allows Dizzy to actually swim underwater.

18.On roof of the sunken shed(B-3)

Aqualung - Allows Dizzy to breath underwater, by combining the aqualung with the flippers Dizzy will gain full manoeuvrability whilst underwater: allowing him to explore a whole new network of Subterranean Caves!

19.Between the T/Tubes near to Deep Pool(D-4)

Length of Rope - This is the same puzzle that is in Nintendo Dizzy, But it's used to swing across a deep lake (Obviously this is before Dizzy has gained his SCUBA equipment.)

20.Next to the Drilling machine(F-4)

Brake Shoe - The Brakes on the coal trolley are knackered so therefore they need replacing; need I say more ?

21.In the old water pumping station(P-3)

Hammer - The Track on which the coal trolley runs is in a bad state of repair, use the hammer on the bent bit of track and it will then be repaired.

22.(R-1)-(V-3)

Trampet - These are used to bounce to places which are otherwise innacesible e.g at the beginning it can be positioned so when in the relevant places Dizzy will be able to jump out or onto platforms which are otherwise inaccessible.

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23. found in the water at (E-3)
Rusty Old - If the drilling machine in room (F-4) Has
Drill Bit its' Bit Replaced then it is possible to
start up the machine thus creating a new
doorway, this gives Dizzy access to a new
part of the map.
24. Found at the bottom of the Deep Pool(C-1)
Garlic - Used to keep Vampire Bats at bay !
Flavoured
Seaweed
25. Found in the hidden room behind the lift(Q,3)
Golden - Give this to Shamus the Leprechaun he'll
shamrock leave you a couple of Magic stars.