

# DIZZY AT ALFRED'S BANK (THE TUPPENCE COLLISION OF 1910)

A DizzyAge Game by Ross Mayhew

*"It's 1910 and Alfred; Chairman of the Bank, has been busy finding lost coins and returning them to the bank vault, however 30 coins remain missing so he's called upon Dizzy, the Banks Manager to help retrieve the rest, can you help Dizzy in his quest and gather the 30 remaining coins?"*

Thank you for downloading this "Dizzy At Alfred's Bank". Here is little bit of a backstory as to how this game came to be.

## History

In the year of 2004 using the Clickteam product The Games Factory on Microsoft Windows I created a number of simple games, ranging from platform games, arcade style games and some attempts football (soccer) games.



One of these games, which became a series, was titled Alfred's Bank, it was a very simple platformer with an equally simple plot. Make your way across the levels collecting as many coins as you possibly could and see how high you could score.

The game's titular character, Alfred, was the manager of a bank which had been robbed, so he sets off on a quest to catch the robber and retrieve the money. The game is heavily influenced by the film Mary Poppins, which music, (written) dialogue and ascetic lifted, or should I say borrowed? Luckily this wasn't a commercial game, otherwise I may have faced some legal challenges.

A second game titled Account Trouble was produced with Alfred playing a background role and Mr. Cowen taking centre stage. Then I made a collection of arcade games loosely edited to fit the early 20th century ascetic theme of the previous games.



The first two games were in a 320x200 resolution, so I attempted to recreate/embellish the first game, first with a bigger screen and using the plot from the first, but then combining levels from both games “Alfred’s Bank” and “Account Trouble”. This version was never finished, but I do still posses the latest version of my build. It can’t be played through but with a version of “The Games Factory” it can at least be played to some extent.

The was the end of my game making for some considerable time. Even though thematically a lot was borrowed from films and music of, or depicting, the era of the early 1900s I had grown fond of the little world I had created.

### DizzyAge

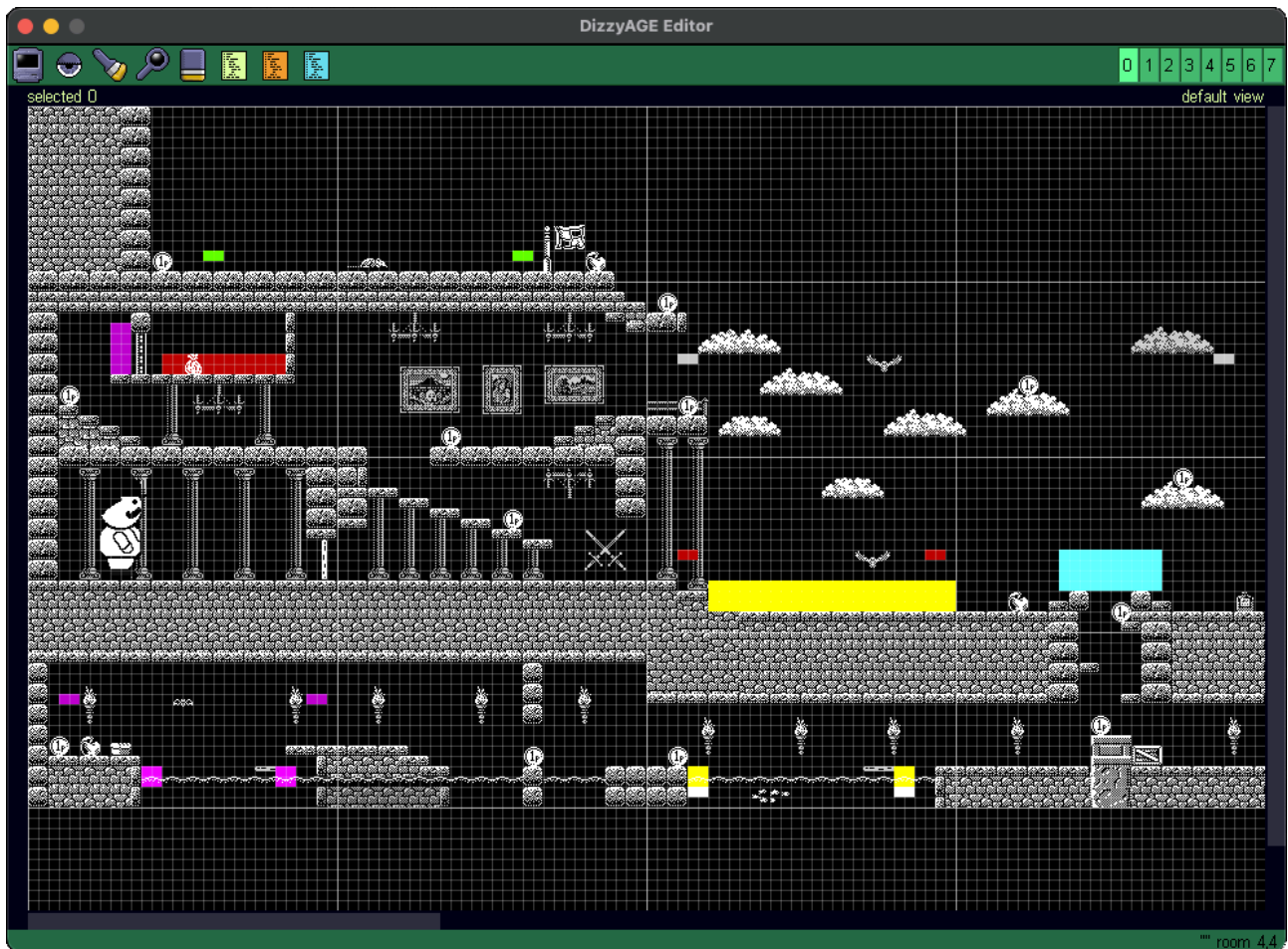
I was a big fan of Dizzy from a young age, my favourite games of series as a child being Magicland or Prince of the Yolkfolk. Although I do have hazy childhood memories of Spellbound Dizzy and Treasure Island Dizzy as well.

I continued to play the games into my adult life, before the days of social media and high speed internet I was scouring the internet for all things Dizzy. I love that now we have a website such as [yolkfolk.com](http://yolkfolk.com) which hosts everything Dizzy.

This of course includes the DizzyAge program. I must admit when it was released I paid it little attention, this is mostly because at the time it seemed a bit of a jump from “The Games Factory” and while still enjoying Dizzy games I was too focused on other activities such as music to devote time to creating or learning a new tool.

However in the year of 2022 I began to explore DizzyAge and have since released the games “Dizzy Below The Ocean”, “Dizzy Goes To Monkey Island” and “Yolkfolk Rangers”.

The first was my own story, but is heavily inspired by the LucasArts game Indiana Jones and the Fate of Atlantis. The latter two are combining the Dizzy series with other series I enjoyed, the “Monkey Island” games and the television series “Mighty Morphin Power Rangers”.



With each game I learned a few new bits and pieces for helping to make my games better and feel more polished.

### Why Combine Dizzy & Alfred's Bank?

The idea for the game started when I simply wondered how Dizzy would look with a moustache, so I edited the sprite and the idea of doing a game with him like that was born. The idea of adding in Alfred, who plays a minimal role in this game, came not long after.

As mentioned somewhere above Alfred was a character I had fondness for, but given my game was made in 2004 and social media was in it's very early stages with Myspace there wasn't really a means of getting the game out in to the world. I recall finding a few websites that would host Games Factory creations and shared my games there.

But now with DizzyAge I don't have to dust of "The Games Factory" and relearn it, I can bring my old character back to life and place him alongside a childhood favourite.

### Game Story & Creation

The story is much the same as the original Alfred's Bank game, collect coins and return them to the bank.

This time however it's our friend Dizzy who is collecting the coins, Alfred merely in the game for my own nostalgia and to help drive the plot. He is the chairman of the bank and Dizzy employed as a bank manager.

You might well notice the size difference between Dizzy and Alfred, this is due to me keeping the resolutions of Alfred's sprites the same. He hasn't be altered or adjusted since his 2004 creation, just like Dizzy remains the same since his.

The game was mostly done over two weekends but did evolve to be bigger than planned. Admittedly it's still far from the longest game, maybe on par with Prince of the Yolkfolk in terms of length?

But initially it had less puzzles and rooms as I was solely focused on creating the world and writing dialogue, the kind of which you'd expect to find in Jeeves & Wooster, but as time went on I found myself wanting to add in a little more and create a few more puzzles.

The main theme is "The Entertainer" by Scott Joplin, as it was on the first Alfred's Bank game. There are 2 other pieces of music in this release too, "Let's Go Fly A Kite" from Mary Poppins and "Honky Tonk Train Blues" by Meade 'Lux' Lewis. So I hope you'll enjoy the musical accompaniment.

I'm glad I got to make this game, to put Dizzy into a world very different from those we usually find him in was fun, and giving my own character a little bit of screen time was a joy as well.

I hope you enjoy the game.

Ross

P.S.

Thank you...

....to the creators of DizzyAge, it's an amazing tool that helps Dizzy fans bring their own game ideas to life! To make this little game is the highlight from my using your engine.

...to team Yolkfolk for hosting my games, and others peoples, you have created a wonderful website and community for all things Dizzy!