

Wonderland Dizzy FAQ/Walkthrough

by Lanzz

Updated to v1.2 on Nov 3, 2015



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Introduction

Wonderland Dizzy is a Platformer-Adventure game that was originally developed by **The Oliver Twins** in **1993** for the **Nintendo Entertainment System (NES)**. This game was previously to be included as part of *The Excellent Dizzy Collection*, but was it was rejected and never released by the publisher Codemasters. This game was abandoned and forgotten afterwards. The game source code was rediscovered by The Oliver Twins 22 years later, recompile into ROM image by **Lukasz Kur**, and later released online for free in **24th October 2015** during an event at the Centre for Computing History in Cambridge that also marked the launch of their Kickstarter campaign for a book titled *The Story of the Oliver Twins*.

Wonderland Dizzy is actually an enhanced remake of a previously released *Dizzy* game - *MagiClan Dizzy*, albeit with an *Alice in Wonderland* theme. This game allows the player to play as Dizzy, Daisy or control both characters. The gameplay is same with the previous games; that involves collecting items, and moving to other locations where the item is required to solving puzzles (Dizzy and Daisy can carry up to three items at once). You start the game with three lives (six in total if both Dizzy and Daisy lives are counted). The game also features a sub-quest where you must collect 100 Magical Stars that scattered across the world.

In this game, Dizzy and Daisy must exploring through a large maze in an attempt to rescue their six friends who are held captive under the influence of various magic spells by the Evil Wizard Zaks. The locations are all located in the titular "Wonderland" and are fantastical in nature, many inspired by fairy tales.

Website: - www.wonderlanddizzy.com

Versions History

- **Version 1.0** = 29th October 2015

This is a first version of this FAQ. It contains Introduction, Plot, Menu Guides, Control, Complete Walkthrough, Items Listing, Hazards Listing, and Credits.

- **Version 1.2** = 04th November 2015

Minor edits. Add Characters section.

Plot

Zaks has once again cast an evil spell over the Forest of Keldor, sending the Yolkfolk and their friends into Wonderland. Solve puzzles, help witches, and save the Yolkfolk as you travel down the rabbit hole. Explore Wonderland with Dizzy and for the first time ever - Daisy!

Menu Guides

In the title screen, you can choose:-

1. **Start Game** - Start a new adventure.
2. **Language Select** - English, Polish, French, Dutch, Portuguese, and Italian.
3. **Play As** - Dizzy & Daisy (Tag Team), Dizzy (Alone), or Daisy (Alone).
4. **Mode** - Classic or Fun (Unlimited Health).

Controls

- Action - **A** or **Down** Buttons.
- Jump - **B** or **Up** Buttons.
- Walk Left - **Left** Buttons.
- Walk Right - **Right** Buttons.

- Start/ Pause - **Start** Buttons.

Walkthrough

Game Map: <http://www.gamefaqs.com/nes/182724-wonderland-dizzy/faqs/72551>

Prologue

Dizzy and Daisy gazed down into the darkness below. They knew that it was down here that they would be able to find their friends.

What should they do now?

They looked at each other and decided it was up to them to rescue the others. They tumbled down into the darkness below. But to their surprise, they fell slowly and all sorts of objects fell around.

Rescue Denzil

A Smoker's Pipe

You start the game in the Mystical Monolith. Use Dizzy to collect **Star #1** there. Head left a screen, collect **Star #2**, **Star #3**, and **A Smoker's Pipe** there. You'll see that Dylan have been turned into a bush there.

A Poisoned Apple

Head left again a screen; and then collect **Star #4**, **Star #5**, and **A Poisoned Apple** there.

A Halloween Hat

Go down the well; collect **Star #6**, **Star #7**, and **A Halloween Hat** there. Now head up a screen, right a screen, and drop **A Poisoned Apple** here for now. Head up a screen and talk to the Giant Purple Caterpillar there. He tells you that he'll tell you something important if you can find his pipe. Give A Smoker's Pipe to him, and he'll tell you useless advice in return.

A Black Cat

Head up a screen, collect **Star #8**, and **A Black Cat** there. Head left a screen; collect **Star #9** on the cloud, and then return left to the previous screen. Touch the small caterpillar there to switch control to Daisy. The Cheshire Cat will give all items that Dizzy carry to Daisy.

Cup of Holy Water

Move Daisy right a screen to arrive at the Stone Hedge; and collect **Star #10**, **Star #11**, and the **Cup of Holy Water** there. Head right a screen, collect **Star #12**, and use the Cup of Holy Water to make the ghost disappear.

Head right again a screen and talk to the witch there. Give her A Halloween Hat and she'll agree to help you to make a potion to cure Dylan. But she needs leaf from Dylan, A Poisoned Apple, and something to light a fire under the cauldron. Give A Black Cat to her, and she'll allow you to use her Broom Stick for free in return.

A Broom Stick

Head right a screen; collect **Star #13** and **Star #14** there. You also can find **A Broom Stick** here. To use it, simply jump into it. You can use this broom to fly around. Let the bird or fish there hit Daisy to switch control to Dizzy.

A Leather Whip

Head down a screen and pick up **A Leather Whip** there. Jump into the smoke released by the Giant Caterpillar and it will take you to the next screen in the left.

The Backdoor Key

Pick up **The Backdoor Key** in the cloud there. Jump into the cloud in the right (with the help of smokes), and let Dizzy fall to the ground. Head left a screen, and use A Leather Whip to swing across the moat. Use The Backdoor Key to unlock the door there.

A Bag Of Rubbish

You can find **A Bag Of Rubbish** in the same screen. It is useless, so ignore it. Drop A Leather Whip here because we don't need it anymore. Collect **Star #15** there, head left a screen, and collect **Star #16**.

Head up a screen (using the elevator) and collect **Star #17** there. Head right a screen; collect **Star #18**, **Star #19** there, and then return left to the previous screen. Head up a screen (using the elevator) and collect **Star #20** there

A Pocket Watch

Head up again a screen; pick up collect **Star #21** and **A Pocket Watch** there. Head down 2 screens, left a screen, and collects **Star #22** there.

An Ancient Lamp

Head left a screen; collect **Star #23**, **Star #24** there, and **An Ancient Lamp** there. Head left again a screen; collect **Star #25** on the cloud there.

A Big Stick

From that cloud, jump to the left to reach the wooden platform. Collect **Star #26**, **Star #27** there, and **A Big Stick** there. Head down a screen; collect **Star #28**, **Star #29** there.

A China Teapot

Head right a screen, collect **Star #30**, and then talk to Mr Rabbit there. Give A Pocket Watch to him, and he give you **A China Teapot** in return. Head left 2 screens; collect **Star #31**, **Star #32** there. You also can find sleepy Dozy there.

An Unbirthday Cake

Head left again a screen, collect **Star #33**, and then talk to Mr Madhatter there to learn that he lost his teapot. Give A China Teapot to him, and he'll give you **An Unbirthday Cake** in return. Head left a screen, collect **Star #34**, and then use A Big Stick to hit the goat there. The startled goat charges across the bridge, and hit the troll.

A Cut Diamond

Head left again a screen; collect **Star #35**, **Star #36**, and **Star #37** there. Head up a screen; collect **Star #38**, and **A Cut Diamond** there. Head down a screen, left a screen (through the upper platform), collect **Star #39**, and then talk to the tiny Denzil there. Give An Unbirthday Cake to Denzil to return him to his natural size.

Rescue Theo

Theo's Magic Wand

Head right a screen, left a screen (through the lower platform), and collect **Star #40** there. Head down a screen, collect **Star #41**, and then head right a screen. Collect **Star #42**, **Star #43**, and **Star #44** there. Pick up **Theo's Magic Wand**, and drop A Cut Diamond here for now. Let the water drop hit Dizzy to switch control to Daisy.

A Sharp Dagger

Now time to ride the broom stick, and collect the stars in the sky (refer map). Fly to the right (**Star #45 & Star #46**), up (**Star #47**), up (**Star #48**), up 2 screens (**Star #49**), left, down (**Star #50 & Star #51**), down (**Star #52**), and then down (**Star #53**). Pick up **A Sharp Dagger** at the same screen.

Head left (**Star #54**), up (**Star #55**), and then up again a screen (**Star #56**). Ignore the item there for now. Head up (**Star #57 & Star #58**), left (**Star #59**), down (**Star #60**), down (**Star #61**), down (**Star #62**), left (**Star #63**), up (**Star #64 & Star #65**), up 2 screens (**Star #66**), left, and then down 2 screens (**Star #67**). Now head down a screen and then right 6 screens to arrive at the Hot Lava Pool. Collect **Star #68 & Star #69**, head up (**Star #70**), and then up (**Star #71**). Head right, jump into the cloud there (**Star #72**), and then let Dizzy fall down to the screen below (**Star #73**).

Merit of Strength

Head down one more screen to arrive at the Cave Opening. Collect **Star #74 & Star #75**, head down a screen, and then collect **Star #76 & Star #77**. Head down again a screen, collect **Star #78**, and then talk to the imprisoned Theodore to learn that he lost his wand. Return his wand to him, and he'll use it to free himself.

Talk to him again, and he'll give you the **Merit of Strength** as a reward. Head up 2 screens and ride the broom stick. Fly left 2 screens and then down a screen to arrive at the Base of Volcano. Drop An Ancient Lamp here for now. Let the butterfly there hit Daisy to switch control to Dizzy.

Rescue Grand Dizzy

Excalibur

Move Dizzy left a screen (through the upper path), up a screen, and then right 5 screens. Use the Merit of Strength and you'll be able to pull the sword (**Excalibur**) from the stone there. Head left 5 screens (through the upper path), up a screen, and then collect **Star #79 & Star #80** there. Head up a screen, collect **Star #81 & Star #82**, and then enter the door there.

Inside, talk to the Queen to learn that she has captured one Yolkfolk for trespassing. Talk to her again, and this time Dizzy will show her the sword Excalibur. She then will let Dizzy pass. Head left a screen; collect **Star #83** and **Star #84** there. Head left again a screen (while avoiding the guards' spear), and pull the lever there to open the cage to free Grand-Dizzy. Leave the Excalibur here because we don't need it anymore, and then head right 3 screens to leave the Queen's Chamber.

Rescue Dylan

A Flaming Torch

Head down 2 screens, right 7 screens, and collect **Star #85 & Star #86** there (press the green switch to open the door). Head right again a screen, and then collect **Star #87 & Star #88** there. Head right a screen, up a screen, and collect **A Flaming Torch** there.

A Well Handle

Head right a screen and collect **A Well Handle** there. Jump into the cloud there, and wait until you fall down to the screen below. Head right a screen and drop A Well Handle here for now.

A Leaf from Dylan

Head right a screen and use A Sharp Dagger to cut a leaf off from Dylan. You'll get **A Leaf from Dylan**. Leave A Sharp Dagger there because we don't need it anymore. Pick up A Poisoned Apple that you drop earlier, head up a screen, and let the caterpillar there hit you to switch control to Daisy.

The Witch's Brew

Head left a screen, ride the broom stick, and then fly left a screens to return to the Witches Island. Give A Poisoned Apple, A Leaf from Dylan, and A Flaming Torch to the Witch. She'll give you **The Witch's Brew** in return.

A Cloth Duster

Fly up 3 screens and collect **A Cloth Duster** there. Fly down 3 screens and the right 2 screen to return at the Base of Volcano. Use A Cloth Duster on An Ancient Lamp that you drop earlier to summon a Game Genie. He'll grant you an **Extra Life** as a reward for releasing him.

Leave A Cloth Duster and An Ancient Lamp there because we don't need them anymore. Let the butterfly there hit Daisy to switch control to Dizzy. Move Dizzy down a screen and give The Witch's Brew to Dylan to undo the spell that trapped him.

Rescue Dozy

An Empty Bucket

Head left a screen and collect [A Well Handle](#) that you drop earlier. Use it near the well there to get **An Empty Bucket**. Head right a screen, up a screen, and let the caterpillar there hit you to switch control to Daisy.

A Bucket of Water

Use An Empty Bucket near the stream there to get **A Bucket of Water**. Let the butterfly there hit Daisy to switch control to Dizzy.

A Book of Music

Move Dizzy left 3 screens, down a screen, left a screen, and pick up **A Book of Music** there. Head left again 4 screens and use A Bucket of Water on Dozy to wake him up. Leave An Empty Bucket there because we don't need it anymore.

Rescue Dora

The Musical Pipes

Head up a screen; collect **Star #89 & Star #90**, and then talk to the Pied Piper of Hemelyn. Give A Book of Music to him, and he'll give you **The Musical Pipes** in return. Jump left to the next screen, and collect **Star #91** on the cloud there. Stand at the right-side of that cloud, and wait until you fall down to the screen below (Madhatter's Party).

A Small Trampoline

From there; head right 6 screens, up a screens, right a screen, down a screen, right a screen, and then go down the well there. Head left, stand near the giant rat, and use The Musical Pipes. The rat mesmerised and walk away from there. Collect **Star #92 & Star #93** there and then head left a screen. Collect **Star #94, Star #95**, and **A Small Trampoline** there and then head up a screen.

A Drink Me Potion

From here; head up a screen, left 3 screens, and drop A Small Trampoline below unreachable star there. Use that trampoline to jump higher, and collect **Star #96** there. Jump up to the next screen and pick up **A Drink Me Potion** there. Head down a screen, left a screen, down a screen, left 5 screen (through the lower path), down a screen, right a screen, and pick up [A Cut Diamond](#) that you left earlier.

Head left a screen and give A Cut Diamond to Rockwart the Troll so that he'll let you enter the dungeons. Collect **Star #97** there and head down a screen. Collect **Star #98, Star #99 & Star #100** there and then head right a screen. Talk to grown Dora and give A Drink Me Potion to her. She then will return to her normal size.

Now make you way back to the Mystical Monolith (start location). Try to enter the portal there to switch control to Daisy. Now move Daisy to the Mystical Monolith (start location). Enter the portal there to end the game (but you need to collect all 100 Magical Stars first).

Ending

All the Yolkfolk are happily reunited and are travelling back up the Monolith to the safety of their own land.

Well done, you have successfully rescued all the Yolkfolk and beaten Wonderland Dizzy.

CONGRATULATION



#BEATDIZZY

The Oliver Twins and Lukasz decided to add a rather special treat to anyone that could finish the game. Lukasz added some feature to display a Unique Code for people to enter a free competition with lots of limited edition Dizzy goodies to anyone that could complete the game in Classic mode. To be a winner, you need to beat Wonderland Dizzy in Classic mode, and photo the end screen that contains a #BEATDIZZY message, the time taken, and a Unique Code (before the end of 2015).

Items

Listing of items in this game, their purpose, and location.

#	Items	Purpose	Location/ How to Get
1	A Smoker's Pipe	Give it to the Giant Caterpillar.	The Bushy Grove
2	A Poisoned Apple	The Witch's Brew ingredient.	The Wishing Well
3	A Halloween Hat	Give it to the Witch.	The Well Shaft
4	A Black Cat	Give it to the Witch.	High in the Trees
5	Cup of Holy Water	To make the Ghost disappear.	Stone Hedge
6	A Broom Stick	Ride it to fly around.	Lillyput Swamp (Given by the Witch after you return her lost cat)

7	A Leather Whip	To swing across the castle moat.	Caterpillar Trees
8	The Backdoor Key	To open the castle backdoor.	Among the Clouds
9	A Bag Of Rubbish	Useless item.	The Castle Moat
10	A Pocket Watch	Give it to Mr Rabbit.	The Watch Tower
11	An Ancient Lamp	To summon a Game Genie.	The Chapel
12	A Big Stick	To hit the goat in the Troll Bridge.	Among the Foliage
13	A China Teapot	Give it to Mr Madhatter.	The Drawbridge (Given by Mr Rabbit after you return his lost watch)
14	An Unbirthday Cake	Give it to tiny Denzil to return him to his natural size.	Madhatter's Party (Given by Mr Madhatter after you return his lost teapot)
15	A Cut Diamond	Give it to Rockwart the Troll so that he'll let you enter the dungeons.	The Tower
16	Theo's Magic Wand	Give it to imprisoned Theodore so that he can free himself.	The Cattle Cellar
17	A Sharp Dagger	To cut a leaf off from Dylan.	High in the Clouds
18	Merit of Strength	Use it so that you can pull the Excalibur from the stone.	The Earth's Center (Given by Theo after you return his lost wand)
19	Excalibur	Show it to the Queen and she'll let you pass.	Sword in the Stone
20	A Flaming Torch	To light a fire under the cauldron.	The Upper Gallery
21	A Well Handle	To get an Empty Bucket from the well.	Tower with a View
22	A Leaf from Dylan	The Witch's Brew ingredient.	The Bushy Grove
23	The Witch's Brew	To undo the bush spell that trapped Dylan.	Witches Island (Given by the Witch after you give her all needed items)
24	A Cloth Duster	Use it on an Ancient Lamp to summon a Game Genie.	High in the Clouds
25	An Empty Bucket	To carry water.	The Wishing Well
26	A Bucket of Water	To wake up sleepy Dozy.	Base of Volcano
27	A Book of Music	Give it to the Pied Piper of Hemelyn.	The Throne Room
28	The Musical Pipes	To mesmerised the Giant Rat.	Home of the Piper (Given by the Pied Piper of Hemelyn after you give him a Book of Music)
29	A Small Trampoline	Use it to jump higher.	Forgotten Hideout
30	A Drink Me Potion	Give it to grown Dora to return her to her normal size.	The West Tower
31	100 Magical Stars	You need to collect all stars to leave the Wonderland.	Scattered throughout the maze

Characters

Listing of characters that appear in this game.

	Characters	Description
The Yolkfolk		
	Dizzy	He is the hero of the Yolkfolk. This time, he needs to rescue the Yolkfolk from the Wonderland.
	Daisy	Daisy is Dizzy's girlfriend and always cheering him on. This time, she will help Dizzy to rescue the Yolkfolk.
	Denzil	He always tries to act cool. Zaks has cast a spell on him to make him shrink.
	Grand Dizzy	Grand Dizzy is the oldest and most knowledgeable of the Yolkfolk. The Queen has captured him for trespassing her castle.
	Dylan	He adores the sun, the grass, the plants, the trees, and other nature related things. Zaks has cast a spell on him to make he turned into a bush.
	Dozy	He is the sleepest one of the Yolkfolk and likes nothing better than a sleep. Zaks has cast a spell on him to make him unable to wake up from sleep.
	Dora	She isn't too keen on the dark and don't like the adventures. Zaks has cast a spell on her to make her grown bigger.

Other Characters

	Theodore	Theo is a good wizard that trying to help Yolkfolk fight Zaks' evil spell. He was imprisoned by Zaks and unable to escape because he lost his magic wand.
	The Cheshire Cat	The cat that can appears and disappears at will. He'll carry the items that you carry when you switch character (between Dizzy or Daisy).
	The Witch	She lives in the Witches Island. She can help you to make a brew to help one of the Yolkfolk, but you need to help her first.
	Giant Caterpillar	The giant smoking caterpillar that lost his pipe.
	Mr. Rabbit	The rabbit that wears a waistcoat. He always thought that he already late.
	Mr. Madhatter	He wears a large top hat and love tea party. But he lost his teapot.
	Rockwart	Rockwart once is the strongest of the troll tribe. But now he just a lowly dungeon guard. Bribe him with something valuable, and he'll let you pass.
	Ghost	The ghost that haunts the Swamp.
	Big Goat	A healthy goat that always grazes the grass near the Troll's Bridge.
	Bridge Troll	A big troll that blocking the bridge that lead to the Queen's castle.
	The Queen	The arrogant queen of the Wonderland. She has captured Grand Dizzy for trespassing her castle.
	Pied Piper of Hemelyn	The Legendary pied piper that use music to control the rats.
	Giant Rat	The giant rat that blocking the way in the Secret Passage.
	Game Genie	He was trapped inside an Ancient Lamp for a long times. He'll grant you an Extra Life as a reward for releasing him.
	Tiddles	The Witch's pet cat that is lost somewhere in the Wonderland.
	Frog	A small frog that lives in the Swamp. Its purpose is unknown.

Hazards

Listing of hazards that will make Dizzy/ Daisy faint or losing a life.

#	Hazards	Effect
1	Fall down from the high place	Faint
2	Caterpillar	Faint
3	Water drop	Faint
4	Fish	Faint
5	Deep water	Losing a live
6	Bird	Faint
7	Butterfly	Faint
8	Lava	Losing a live
9	Portcullis	Losing a live
10	Guard's spear	Losing a live

Credits

- **The Oliver Twins** - For creating and publishing this amazing game.
- **Lukasz Kur** - Recompile the game source code into ROM image.
- **Codemasters** - Copyright holder of Dizzy series.
- **Lanzz** - Author of this walkthrough.
- **GameFAQs, Neoseeker** - For posting my walkthrough.

Copyrights

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Final Words

- I'm sorry if I misspelled words or make wrong sentences. English is not my native language.
- Feel free to ask me any questions or give comment on this FAQ.
- If I have forgotten something or you know any secret, then please contact me so that i can updating this FAQ. I will credit any help given to improve this FAQ.
- If you could, rate this FAQ so I can get some feedback.
- Thanks for reading. I hope you'll enjoy this game. Bye!

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