



# The Screen Displays



# The Aim of the Game

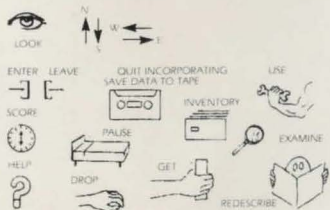
You fall into a deep sleep after a hard day and find yourself trapped in this graphic, text and icon driven adventure from which you are unable to wake.

You must travel through the land of 'Zzzzzz' to find and cross the border post to return to this world, or wander lost in your dreams for months.

To awake you must solve the many puzzles presented to you with a little help from the Sanman by using the keyboard and icons.

## Icons

These supplement the ordinary text input of the most frequently used commands.



\* These icons will light up when selected and their functions will appear below the graphic location.

† When these icons are selected a list of objects being carried will appear. To select an object move the cursor over it until it changes to red and press Fire.

## Controls

Text input on keyboard with or without joystick  
Joystick: Automatic selection if connected

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### LOADING INSTRUCTIONS

**TYPE LOAD " " (press ENTER)**

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SPECTRUM 48K

You are trapped in your dream  
and to escape from this  
graphic, text and icon driven  
adventure you must find and  
cross the border post or  
wander lost in the land of  
'Zzzz' forever!!!!  
JOYSTICK & KEYBOARD

MANUFACTURED IN THE U.K.



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