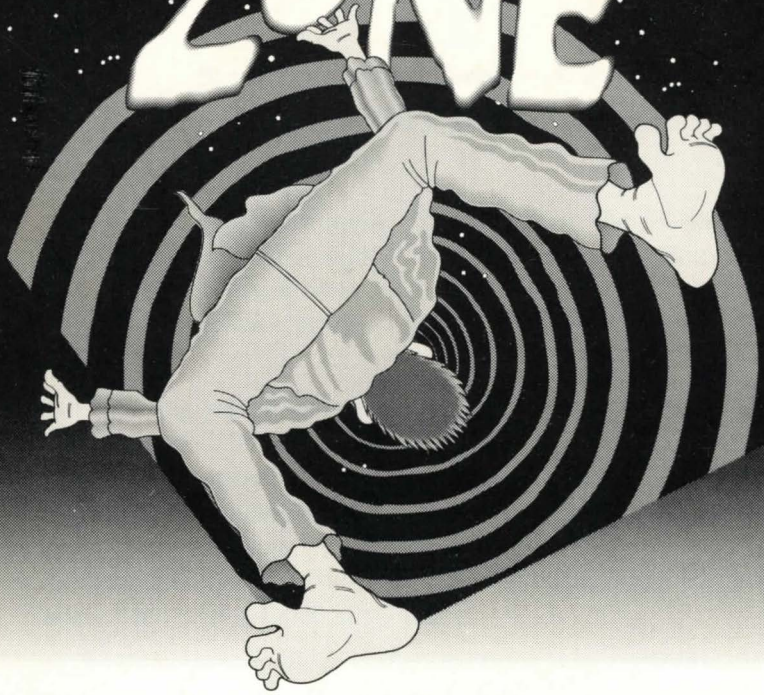
USER'S MANUAL

DREAM ZONE



Amiga®

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DREAM ZONE

By: Andy Gavin & Jason Rubin

Amiga® version by: Windy City Software

It happened again last night. The sweating, the tossing, the turning. Crying out in the night — and then suddenly waking with nothing to remind you of what had terrorized you, but the exhausted feeling you experience all day. Something has to be done. But What?

In the morning you go downstairs to the kitchen and greet your parents who give you that now familiar helpless look, and your brother, who complains about your ruining his sleep. You sit down to a cold bowl of oatmeal and answer the same barrage of questions you get every morning: "Yes, it happened again; yes, it was the same type of thing; no, I don't know what it is; no, I haven't eaten Chinese food with a lot of MSG lately!

Then something happens to make you believe in miracles. The newspaper falls off the table and flies apart on its way to the floor. Your eyes are drawn to a small unobtrusive classified ad in the middle of the page:

PSYCHOMENTAL HELP - Call 555-5362 - Dr. Sigmund Fraud, DPM, DIP, MDF, MIT, CIA, IBM, IT, AD, and FJDU. Anyone helped - low rates - 24 HRS. Parking in the rear!

That night you sneak out your window, shinny down an oak tree, and head for the address the lady on the phone gave you. You find yourself in front of a dilapidated building in a desolate part of town. A sign says "DR. FRAUD - KNOCK TWICE. NEUROTICS MAY JUST ENTER." The heavy creaky wooden door opens to reveal a lady whose voice you recognize from the phone. She greets you in the same baritone, "Down sit, busy is the doctor, soon be with you he will."

You have some second thoughts when the doctor finally appears. Dr. Fraud resembles his name - bleached "Einstein" hair growing wildly around his tanned dry face. He is wearing a multicolored Hawaiian shirt and a giant chain around his neck clinks in your face as he leans over and asks "Vat ist de problem?" As you begin to explain, the doctor, seemingly interested, starts playing with a giant console of some sort. When you finish, he nods and whispers, "Ist to be kviat please. I tinkin." He folds himself into a tight bundle in an armchair. After an eternity, he unfolds himself and explains, "Vile jours is not ein easy caze, I can do zomezing for jou...Cost negligible!" You agree, realizing this may be your only hope of a full nights sleep again.

He returns to the console and picks up a bundle of little wires with suction cups at the ends. Slowly he attaches the cups to almost every part of your anatomy. "Now ve solve problem, cloze de eyez und tink nice tings." He dims the lights and flips some switches. You feel power surge from one end of you body to the other as you lie paralyzed. "Drink zis," he says and hands you a glass of strange liquid as you open your eyes. "Jou go home," he explains, "Tomorrow, ven jou go to zleep, jou dreem. And if jou not get out

of jour dream, jou no vake up."

Dr. Fraud tells you there is a beast in your mind, a monster who possesses no power by day, but rules your thoughts at night. You must kill the beast or your nights will continue sleepless. The beast will do everything in its power to win. It will throw your worst fears back at you and play with your mind. You have only one advantage over the beast: it likes games and will play with you. The people it puts in your way are not necessarily good or bad, but all worth talking to. It won't send you to places that have no purpose and won't make it impossible to succeed—just hard.

All the next day, you worry about the coming night. Visions of horror movies and ghost stories haunt you. Will these be what you see tonight? Will you have the strength to survive?

Finally, it's time to go to sleep. You stumble up the stairs to the upper hall. Will this be the last time you see these familiar sights? You open the door to your room and prepare to enter the DREAM ZONE ...

SYSTEM REQUIREMENTS

Amiga® 500, 1000, or 2000 with 512K RAM, mouse and one or two 3.5" disk drives.

STARTING UP

DREAM ZONE can be started from an existing Workbench ™ screen by inserting the "PROGRAM DISK A" in any drive and clicking its disk icon. You can also start the program from a CLI window by changing the directory to the drive containing the program disk, such as [CD df0:], and then typing **[DZ]**.

If you have two drives, it will be more convenient if you start with the program disk in drive 0 and the "DATA DISK B" in drive 1, as shortly after the program has loaded it will begin to look for data on this disk. If you have only a single drive you will need to swap disks shortly after the program has loaded. After a few moments you will be greeted by the title page and theme song. Click the left mouse button or press a key to continue with the game.

DREAM ZONE is filled with people, places, things, and other assorted goodies. Some things can be picked up and moved, some can be used, people can be talked to, and everything can be examined. Like real life, your actions add up to your current situation. If you eat the sandwich it is eaten, gone, finished. But fortunately unlike real life you can start over when you mess up.

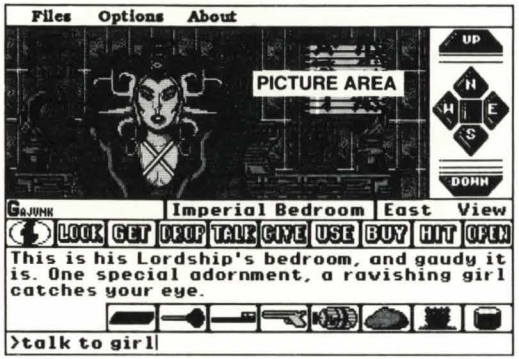
USING THE MOUSE

The game is played by typing plain English commands, or by using the mouse to select screen objects and action icons. Most of the game can be played using only the mouse. Typing is sometimes

required for special commands and words. When you move the mouse, a small arrow or pointer will follow on the screen.

Click means press and quickly release the left mouse button. To select something on the screen, move the pointer to that item and click.

Double-Click means click the left mouse button twice in rapid succession. Double-clicking is used to select an item for some special or alternate action.



MENU BAR

CONTROL PAD

DISPLAY LINE

DESCRIPTION WINDOW

COMMAND LINE

Each area of the DREAM ZONE game screen has a special function. Clicking the mouse in these areas will allow you to move quickly through the various locations, conversing with people (and things), and picking up useful items along the way. If you read through the instructions, you will find many special features (and perhaps even a few clues) to help you through the DREAM ZONE.

THE MENU BAR

The menu bar at the top of the screen provides access to several pull-down menus. Each word on the menu bar is the title of a different menu. To pull down a menu, move the pointer to the desired menu title and hold down the right mouse button. The menu will appear and remain visible until you release the right mouse button. To choose a command from a pull-down menu, point to the menu title, hold down the right mouse button, drag the mouse pointer down the list until the desired command is reached, then click the left button.

The first menu at the top left is the FILES menu which allows you to Load and Save games. You can save the current game in progress by selecting Save (up to 10 different games can be saved). Selecting Load restores a saved game. It is a good idea to save your game whenever danger is lurking. You never know when your dream adventure may be cut short by an unfortunate accident.

The Options menu has several special program options:

l) The Color Text command will switch between color or black text in the description window.

2) The Visible Objects command will make moveable items visible or invisible. When this option is checked, the objects appear as pictorial icons in the picture area. If you seek a greater challenge, make them invisible.

3) The Special Inventory command will move your inventory display from the icon bar to the description window so they can be accessed more easily.

4) The Music On command will turn the music on and off.

5) The New Game command will restart the game at the beginning. A dialog box will warn that you will lose the current game. If you do not wish this, then select CANCEL and save your game.

6) The Quit command will end the game and exit to the Workbench window.

Most of the commands in the menu bar can be selected using special key combinations instead of pulling down the menu with the mouse. The shortcut commands are selected by pressing the [A] key (right Amiga key) and a letter key simultaneously. The available shortcut commands are indicated by the [A] symbol and a letter listed next to the menu item.

THE PICTURE AREA

This area of the screen displays a panoramic view of your current location in the DREAM ZONE. The game begins inside of your bedroom. Often there are people or things of special interest in the picture area. Clicking one of these objects will type the name of the object in the command line (just as if you had typed the name). Double clicking the object will give a detailed description. Moveable objects will appear as small, tile icons in the picture area. Up to twelve objects can be in a location at one time. Clicking an object tile will type the object's name in to the command line. Double-clicking will pick up the object and place it into your inventory.

THE CONTROL PAD

To the right of the picture area is the control pad. The control pad buttons are marked: UP, DOWN, NORTH, SOUTH, EAST, and WEST. These buttons will move you from one location to another

without disturbing the text on the command line. The unmarked button in the center is the ENTER button used to enter a room or building. Double clicking the Enter button will cause you to EXIT the current location.

You can also move by typing "GO NORTH" or "NORTH" or just the first letter of the direction (U, D, N, S, E, W) on the command line. Occasionally you will have to use "ENTER" or another command to move to a desired location.

THE DISPLAY LINE

Just below the picture is a display line made up of three sections. The center section is a short description of the room or location you are in. Clicking this description will give a more detailed description.

The far right side of the display line is the view box that tells you what direction you are facing. When the view box says 'NORTH VIEW", it means you are facing north looking at the picture area. Clicking on the view box will insert the word "ABOUT" into the command line. While this may seem strange at first, you will find this word used frequently.

If any people or characters are accompanying you on your journey, their names will appear at the far left section on the display line. Clicking one of these names will type the name into the command line. Double-clicking inserts "TALK TO name" into the command line.

THE ICON BAR

The icon bar contains the inventory button (i) and easy-access buttons for often used action words. Clicking an action icon will put that word in the command line; double-clicking an action icon will insert an alternate word:

Click	Double-Click
Look	Look Around
Get	Get All
Drop	Drop All
Talk To	Say
Give	Show
Use	Wear
Buy	Steal
Hit	Kill
Open	Eat

Inventory is different from the other icons. If you click the inventory button, the objects you are carrying will appear on the top of the action word icons. Clicking one of these possessions will insert the word in the command line. Instead of typing "GET PAJAMAS", you can simply click the GET icon and then click the PAJAMAS icon (assuming you see it on the screen). Click the inventory button again to restore the action word icons. Double-Clicking (i) types the word "INVENTORY" and lists your possessions in the description area. Select the Special Inventory command in the Options menu to move the inventory icons down so they don't cover the action word icons.

THE DESCRIPTION WINDOW

This window displays all the messages you will encounter, from detailed descriptions to conversation to death notices. The text is color-coded depending on the message type. For example, blue text is description, light-blue is conversation, pink means you can't move in that direction, and red means something very serious is happening.

Note: Clicking in the **description window** is the same as pressing [Return].

THE COMMAND LINE

This is where you enter commands. Any combination of typing, clicking and editing can be used to create a phrase or sentence that will be used for a command. When you press [Return] or click in the description window, the command is processed. A parser will read your command, think about it, and then take appropriate action. The command should start with a verb. The action words on the icon bar will do just fine in most situations, but sometimes you will have to try a different word. The parser will let you know if it doesn't understand, and will try to help if it understands only part of a command.

Bad spelling is tolerated as long as you get the first four letters right and put spaces between words. The parser is also good about extra words. If you want to examine the bed, "LOOK AT THE BED" and "LOOK BED" will give the same result. Just remember to press [Return] or click the description window to send the command to the parser.

HELPFUL TIPS

There are clues everywhere to help on you journey through the DREAM ZONE. Examine every new location carefully and talk to the people you meet. If a situation looks threatening, save your game before taking an uncertain action.

CONVERSATIONS

People are one of the most important elements in the game. Looking at people will merely give a physical description of them. Talking to them will usually be more helpful. The "SAY" command is verbal proclamation. If you type SAY 'HELLO' then you are saying out loud, "HELLO". This is not appropriate for conversation where information is needed. On the other hand, if you want to tell someone that you are ready, the SAY 'READY' is a good choice. When you use the "SAY" command, use single quotes around the word or phrase you are saying.

Use the "TALK TO" command to start up a conversation. People usually will respond with some greeting or clue. You can "ASK someone ABOUT something" or "TALK TO someone ABOUT something" to get more specific information. You can also "ASK ABOUT something" without talking to anyone in particular; there may be a response from an unseen source.

ACTION COMMANDS

It is possible to carry up to nine objects in your inventory. When an object is plainly visible in the picture, you can double-click it or use the "GET" command to pick it up. Often you will have to do more than just "GET" an object you need; you may have to buy, swap, bribe, or even steal it! The "DROP" command will drop an

inventory item at the location.

The "GIVE" and "SHOW" command are similar and often interchangeable. If you want to bribe someone, use "GIVE THE MONEY TO someone" or "GIVE someone THE MONEY". When someone hints that they want something you have (or can get) you will probably do well to give it to them.

The "USE" command is very versatile. For example, "BRUSH TEETH" and "USE TOOTHBRUSH" are the same. On the other hand some things like "USE MONEY" or "USE THE GUN" are too general. Instead use more specific directed actions like "SHOOT THIEF" or "HIT THE BUM".

Words like "WITH" and "ABOUT" may be needed in some commands. "OPEN DRESSER" will work if the dresser is unlocked, whereas "OPEN DOOR WITH KEY" might be required on a locked door. Commands like "SWAP" and "REPLACE" require two specific objects. In this case you would "SWAP something WITH something".

A few words like "HELP", "DIG", and "JUMP" can be single word commands. The "JUMP" command by itself will jump you straight up, while "JUMP WEST" will jump you in a direction.

CREDITS

DREAM ZONE is an original creation conceived, designed and created by J.A.M. Software

AMIGA VERSION was developed by Windy City Software

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Songs and Music by: Sarah "super sound" Sidman with Andy and Jason.

Documentation by: Andy and Jason

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Dedicated to the found memory of Chelsea.

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