

QuickStart

Launch the Sword Dream 3D application by double-clicking the Dream icon, or a Dream document, such as a saved game or a game scenario).

I suggest you familiarize yourself with Sword Dream by double-clicking the “Open me” icon. A brief tutorial will play explaining basic game mechanics.

The characters you create and develop in Lar, the Dream world, will grow in power and knowledge as they face subsequent adventures.

Before you start adventuring you must find a few characters for your group. Five characters are recommended for the current scenarios. Characters can be found inside the villages: clerics in a temple, rangers in a tavern and so on. When in these special buildings, select the last item from the rightmost menu (Ask a cleric/ranger/fighter/... to join) to have a character join your group. Give your character a name. Click on the icons to the left of your name to select one you like for your character, choose your alignment and click the Join button. You are now ready to go.

Dream Basics

This chapter helps you get started with your first adventure. This chapter assumes you have used the Open Me tutorial.

In the center of the main window, you'll see a small group icon. This represents your position in the map.

Moving around

Moving around in Dream is easy: simply click somewhere near the group icon and you'll go there. There are a few impassable locations (like deep seas or tall mountains) where you can't go. If you try to you'll hear a bump, and your symbol will stay where it was.

Wander around a bit to get acquainted with the map window. You can't get hurt if there are no characters in your group yet. If you try to enter a very important place, like a dungeon, you'll be notified that you need to find some characters before you start the rough part of the game.

Finding some characters

Go into a village or town, and start exploring. There are a few places there where you can find available characters.

Keep a keen eye on the menu bar: wherever you enter a special place (like an Inn) where characters are found, you'll see a new menu appear.

In the village, have some characters join the group. If the character is a spellcaster (cleric or wizard) you'll have to copy three spells into his or her spellbook. Later the spellcaster will be able to cast any one of these spells. Be certain to select the "Cure graze" spell for your cleric(s): it will be most useful.

Equipping the characters

Go to an inn, and buy each of them some food rations; do this before midnight, or the characters will starve! To buy something for a character, click once on his or her icon, in the left of the map window, in a shop.

Note: the currently selected (darkened) character will purchase items even if you have another character's sheet open. Transferring items from one character to another is described below.

When you are satisfied with the equipment you bought, have your characters do it: double-click on a character's icon to open his or her character information sheet. Click on the resize square (the small square within a square in the very top-right of the character's window above the green hit points bar). Then click on the icon of a human figure to the right of the magnifying glass icon. Drag and drop each item to the appropriate place (armor on the body, weapons and shields in hand, etc.).

Now let your characters rest, so that the spellcasters will dream of a few useful spells. Choose "Rest" from the Group menu. Drag and drop the spells from the book to the mind of the spellcaster. Do choose "cure graze" for your cleric(s): it is used to cure battle wounds.

Fighting

Now you are ready to go adventuring. You'll find a couple of nasties in the valley, right in front of the mines. When the battle begins, a new window appears. You have 15 seconds to move, but if you wish to keep the selected character in place (skip your turn this round) you may press * or 0 on the keypad.

To attack a monster, have a character adjacent to it and click on the monster or try to move into the square the monster is in. To shoot an arrow at the monster (did you buy a bow and arrows to your rogue?), press T on the keyboard, then click the target monster. To cast a spell, press K on the keyboard, then choose the spell from the list that appears, then click on the spell target if necessary.

Where to go from here

Chapter four, "Living in a Dream", has a full-length explanation of the basic rules and game mechanics.

Chapter five, "Magic" will tell you all about the magic system and the spells available to your characters.

Read the rest of the manual.

Looking for new scenarios, more docs, and news about Sword Dream?
Jump on the Internet and visit <http://www.comenius.com/dream/>

Sword Dream 3D

(alias Sword Dream, version 2.0)

Hardware requirements

Apple Macintosh with 68040 or better processor (PowerPC native); 14" screen (Dream takes advantage of larger monitors and multiple monitors); Mac OS 7.0 or later with QuickTime; 8 MB of RAM.

Software characteristics

- 3D, subjective point-of-view game display;
- Macintosh interface: to see a character's stats you double click on his icon, and a window appears. To exchange an object between characters, you drag and drop the item's icon. To learn spells, you drag them to the character.
- Auto-mapping
- Supports the new Speech Synthesis software (aka AV technology) from Apple: persons met in the game speak (the text is also shown in a window).
- Scenarios can specify what human language they are written in, and Dream will stand by that choice, asking the Speech Synthesis software to use appropriate phonemes.
- Supports required and custom Apple Events.
- Supports AppleScript: most moves can be scripted.
- Background playing of the Dream soundtrack (requires QuickTime 2.0 and the Quicktime musical instruments; QuickTime 2.5 is suggested).
- Sound, music and speech are asynchronous, and the game continues while they are played.
- International software: English, French and Italian version are available.
- Adventures (game scenarios) are totally independent from the application code and can be written employing ResEdit and a standalone application (ScenarioMaker 3D). A scenario designer can put in:
 - New graphics, including the look of player characters
 - New sounds, including speech
 - New places, with objects and animated characters
 - New monsters
 - New spells
 - New items, including magic
- Up to 8 characters per group. There are six character classes (fighter, ranger, paladin, rogue, wizard and cleric), each with special abilities and/or spells. The group can find non-player characters which will join the group temporarily.

- Runs on multiple screen systems; supports and takes advantage of such configurations and big screens.

Manual reading requirements

To read this manual, you need a bit of patience. English is, after all, only my second language.

If you find the manual contents easy to understand, then praise me. If my English seems incomprehensible, then blame Microsoft Word: their grammar checker obviously doesn't work.

Shareware notice

This software is distributed under the shareware system. You are free to copy it, try it, and give copies to friends. You can't use it forever for free, though. If you want to keep it after a one-week tryout period, send what you think it's worth to:

Luca Accomazzi,
Via C, Battisti 44
I-28073 Fara Novarese
Italy.

If you are undecided on the amount, we suggest \$20. If you send at least \$40.00 (to cover mastering and shipping expenses), I'll send you a CD-ROM containing the latest version of Dream 3D, all of the game scenarios I wrote, a copy of ScenarioMaker 3D and Mister Monster Maker 3D, and miscellaneous bonanza (good for creating game scenarios) — in all three supported languages. The CD also contains a copy of the Internet site and documentation.

Dream can be distributed only for free. No one is allowed by any means to require payment for distribution of this game; this includes magazine-and-disk bundles and services which offer shareware disks for a fee.

Permitted exceptions — i.e. organisations which are allowed to distribute the Dream software and require a payment for it — are: (1) BBSes and other on-line services, which can bill for the time required to download; (2) CD-ROM publishers, which are encouraged to include Dream in shareware discs; (3) user groups, which can include Dream in their disk-of-the-month selections and similar offerings, and ask their members a small fee.

If you got your copy of Dream via one of the above-mentioned services, remember that not one cent of what you paid reached me.

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To reach me with your suggestions, comments and bug reports, write to me at the above address, or send E-Mail to:

AppleLink: MisterAkko;

Internet: akko@enter.it or akko@ilmioweb.it

Welcome to a Dream!

Welcome, adventurer!

I hope you'll pass many enjoyable hours with the Dream 3D gaming system. You'll explore dark ruins and deep forests; save beautiful princesses and endangered realms; amass vast amounts of gold and jewellery; kill hideous monsters.

More than anything else, you'll impersonate up to eight powerful characters, and decide how they move and interact in the fantasy world of the Dream.

Dream is an open-ended game: there's no fixed end to the game (well, you can get killed if you try hard, but I discourage you from doing so). Your objective isn't fixed: you may try to get rich, powerful, or famous. (Just a suggestion: try all of them!)

A unique characteristic of the Dream gaming system is its openness. You aren't limited to a single adventure, as is common with similar games: the character(s) you'll create can grow in power and wealth playing different adventures, created by different people around the world. Anybody with a minimum of imagination and technical experience can create gaming adventures for use with the Dream gaming system. No programming experience is required, and there are no fees whatsoever to be paid.

If you are interested in creating a game scenario, you can read the last chapter of this manual. First, though, get acquainted with the gaming system as a player.

About the Dream gaming system

It is assumed that you already read chapter one of this manual, "QuickStart" where the basics of the Dream game system are described.

Keyboard shortcuts

Action

Move north

Move north-west

Move north-east

Move south-west

Move south-east

Move south

Move east

Move west

Stand still

Search location

Wait until tomorrow

Rest

Cast spell

Shoot with throwing weapon

Key

Keypad 8

Up arrow

Keypad 7

Keypad 9

Keypad 1

Keypad 3

Keypad 2

Down arrow

Keypad 6

Right arrow

Keypad 4

Left arrow

Keypad 0

L

W

R

K

T

The “cast” shortcut is especially useful. Whenever you have to cast a spell with the selected character, and are short on time, simply press K. Dream will automatically open the character’s data sheet on the Spells page. Double-click on the spell you want to cast.

Time in Dream

Inside the map window at the top-right, you’ll see the time clock. The game date is to the left of the clock. If you click on the date, Dream will briefly display the name of the place you are visiting. Most actions undertaken by the characters take some time.

Game time advances by one minute when the clock is completely green; so, the game timer tells you how much time you’ve left to make your move. The clock will say 'Stop' if you have paused the game.

Normally, there’s no great penalty if you take your time and don’t pay attention to the game timer. When you are fighting, though, try to make your move in time: if you don’t, the selected character won’t be able to move for that fighting round. Time is especially of essence when your character is casting a spell: in that case you must state your will to use magic (choosing “Cast” from the Char menu, or pressing Command-K or simply K on the keyboard); then you must select the spell; and then you might need to target the spell.

Note: while a move usually takes one minute of game time, some moves require more than that. Moving around in vast spaces, like the Valley of Dawn in the first game scenario, Spirit of Darkness, takes much more than a minute.

Don’t waste your time! A character can only grow so old before retiring...

In the Dream world, the calendar is based on thirteen months, each of them with 28 days. The months names are as follows:

(Winter) Coldary, Snowary, Frostary
(Spring) Defrostary, Tepidary, Warmary
(Summer) Hottary, Grainary, Restary
(Autumn) Tranquillary, Windary, Cloudary, Rainuary

Game action is stopped if you switch to another application. In that case, though, you’ll lose one move (that is, as soon as you return to Dream the game timer will be filled with black). This isn’t normally important, but when you are fighting for your life and the phone rings you should press ESC to stop the game; forgetting to do so might mean the demise of a character who won’t flee in time...

A Dream in color

Sword Dream version 1.5 and above conveys much information through color: you’d should learn to make use of it.

Menus, dialog boxes and other user interface items are shown using the traditional Macintosh black and white if they relate to the computer itself. For example, if the Dream application is unable to play the Dream soundtrack because of a problem within QuickTime 2.0, you'll be notified via a black and white dialog box.

Whenever game play is affected, everything turns three-D with a light grey background. For example, if the Dream application has to tell you that one of your characters was poisoned by that giant spider, you'll see the message inside a three-D, grey dialog box.

Whenever you enter an unknown, potentially dangerous place, the main window is almost entirely black. You explore the location by moving, and it is revealed in the main window, in full color. So, a black square indicates a location you haven't visited as yet. To see what's in there, simply move in the neighborhood, and you'll see what's in there (a wall, a floor, a treasure box, a bed...). If you step onto the square, you explore the location (if there's a trap in there, it gets the chance to snap. If there's an object in there, you can pick it up. If there's a character, you can meet him/her).

If you think that the location you are standing onto might hide something interesting, press the L key on the keyboard, or choose Search from the Group menu. Your characters will thoroughly examine the place.

You'll often see a white border around the place map. For example, if your characters are fighting a group of goblins, a window appears, showing a map of the surroundings. A white border is shown on all sides: it's there to indicate that there's more beyond this place. If you step onto the white border you exit the current place and return to the place you came from. For example, if one of your characters who are fighting the goblins enters the white border, he or she flees away. If you are in a tower and step onto the white border surrounding the tower map, you exit to the plains beyond the tower.

There's one last place where color is used. When you are looking at your characters (all of them are permanently shown inside the main window, at the left side, in a row called the Characters Roster) you will notice a small dot. The dot is green if the character feels OK, but it turns yellow if the character is hurt. The dot is red if the character is near death, black if he or she is dead, magenta if the character is poisoned or ill.

The Dream application

Scenarios and save files

A game in progress is saved into a file whose icon shows a couple of crossed blades,



like this: . A game save file contains a complete description of your characters, including abilities, equipment, status, known spells and other such information. This information is as independent from the current scenario as possible.

All information regarding a game adventure, or scenario, is kept in a file with a



mountain-and-sky landscape icon, like this: . A scenario is created by a game designer, using a separate application; you, the game player, will use the scenario and won't modify it.

At all times you'll be using a scenario file and saving to a game file. You won't be able to play if you delete the scenario file and you will lose your characters if you delete the game file. You can give a copy of a game scenario to a friend (if this is legal, of course — that is, if the game scenario designer allows you do so) and the friend won't be able to use your characters, whose data in the separate save game file.

Switching to a new scenario

Your group is bound to enter more than one adventure during its game life. Crossing the line between a scenario and the following is extremely simple: as soon as your characters exit the location of a scenario, you'll be prompted to locate another scenario file on your disks. For example, as soon as you exit the Valley of Dawn in Spirit of Darkness you'll be able to start any other game scenario.

When you switch scenarios, your saved game file stays the same, and you start using a different scenario file. At this time you can delete or move the first scenario file (to save space on your hard disk, for example).

Dream and the Monitor control panel

When you play the first Dream adventure, "Spirit of Darkness", you might notice that you need to set your screen to 256 colors, via the Monitor control panel (so, for example, "Spirit of Darkness" would look ugly if played played on a non-color PowerBook). The Dream application, per se, can be played on a screen with any depth, provided that the scenario includes graphic descriptions for every screen depth. "Spirit of Darkness" doesn't: I'm a programmer, not an artist, so I didn't bother to create nice graphics. Moreover, "Spirit of Darkness" isn't supposed to be the best possible Dream adventure; it's just an appetiser.

When you play any scenario, if you didn't set your screen to the maximum screen depth for that scenario, Dream will display an alert box saying that you should use the Monitor control panel, and suggest the best screen depth.

If you have multiple monitors, to obtain the best possible results, put the main window (that is, the only window which is permanently on-screen; that is, the window with the player roster and the map) on the deepest screen, and place every other window as you prefer.

The screen depth also influences the memory requirements for Dream. If your Mac is set up to 256 colors or more, you must let Dream have at the very least 1536 KB of memory. 2048 KB is strongly suggested, so that you don't risk running out of memory

while playing. Still, if you find yourself playing a scenario which was created and optimized for 16 colors, you can safely reduce the memory allocated to Dream: 1024 KB should prove enough. And, if somebody created a black-and-white only scenario, then you could step down to a mere 512 KB. (To diminish the amount of memory allocated to Dream you simply have to click on the Dream application icon, choose "Info" from the Finder's File menu, then type the amount of memory in the bottom-most box you see in the window).

Cheating

Every time a role-playing game is published or distributed, some smart guy comes up with some way to cheat and get a zillionth-experience-level character, a ton of gold or a suit of diamond plate mail.

OK, go ahead. It's easy: I didn't do anything to make cheating hard. Take a file editor utility and start nibbling at your save file. But, wait, there's an easier way: grab ScenarioMaker and write a scenario where your characters get a thousand experience points and gold pieces every other round. Then step onto "Spirit of Darkness", or any other scenario you have around, and wreak havoc. It can be done easily: I did it myself when I had to debug the high level spells; there's even such a scenario bundled with ScenarioMaker.

Of course, you'll end up with a character which is too strong for game play. You'll kill the Spirit of Darkness without even stopping for your breath, and then you'll throw away the Dream application itself.

Cheating is the best way to avoid many hours of interesting game play.

The player characters

The character classes

In this universe (our own), people specialise. There are engineers and physicians, truck drivers and cooks, musicians and computer programmers (hi, that's me!).

In the Dream universe, people specialise too. There are currently six character classes in the Dream 3D game, as of version 2.0.

Four are base classes, with powers and attitudes wildly different: the mighty fighter and the wily rogue, the mystic wizard and the pious cleric.

The last two types are a mix: the paladin is a fighting cleric (just like the crusaders of the middle age), and the ranger is a fighting wizard.

In a successful group, the different abilities of the characters in your group combine to make a victorious ensemble. (In a few game scenarios you'll have to make do with only

a few classes, but such scenarios are designed that way, and you aren't supposed to feel the lack of the others.

The fighter

Fighters are trained swordsmen. They often serve as bodyguard to nobles, or mercenaries. A fighter can wear any armor, and is proficient in any weapon, with the exception of bows, slings and other throwing weaponry.

A fighter above the fifth experience level (see Experience, below) can hit his or her enemies more than once per melee round.

The wizard

A wizard is a trained practitioner of the mystic arts. Wizard spells are many, powerful and varied.

To become a wizard, a young man (or woman) must demonstrate a powerful intelligence, quick wits and an inborn capacity to magic. Such capacity takes the form of vivid dreams, which are bound to begin — and make a vivid and lasting impression — during adolescence. When the parents recognise these budding magical abilities, they send their offspring to a magic school, where the child is taught how to control the dreaming power.

The worst students become alchemists, and hone their abilities with the material aspects of their magic. The best are enrolled at some magic academy.

The best magic academy is situated in Rad, the golden city, seat of the Northern Human Emperor. Learning is a long and hard activity, involving difficult mathemagics, and most wizards don't graduate before turning 26. Many reach the age of thirty. Once they have graduated, most wizards are employed by the noble families; a few become adventurers.

High level wizards have been known to settle down in out-of-the-way locales, inside tall towers, where they teach young apprentices. You'll find low-level wizards inside such towers; moreover, since a high-level wizard always keeps a court of one or two alchemists, in such places you'll be able to buy the most important material components needed for casting spells.

The most important belonging a wizard has is their book of magic. The wizard scribbles down exact magic formulae, rituals and data about the spells he or she can cast. In the Dream gaming system we suppose that every wizard carries the book at all times: the book is not shown in the wizard character sheet, because no wizard would show it around, drop or sell it.

An ancient tradition has it that a newly-graduated wizard is given a choice of three spells to begin his or her professional life with. The wizard's master lets the student copy up to three different spells from the master's grimoire to the freshly created

apprentice's book. The student will have to locate other spells on his own. Since the most powerful wizards can make a copy of their spells inside scrolls and smaller books, adventurous wizards can sometimes find a copy of a new spells inside ruins, dungeons, and caves or perhaps left behind by an unfortunate wizard who was looking in those very places...

Whenever a wizard gains a new experience level, he or she is given the option to select a new spell, among all spells in existence, and add this spell to his or her spell book. This is meant to reflect the magic experiments and study that the wizard conducts in spare time, to augment the wizard's scholastic knowledge.

The cleric

The cleric is a faithful follower of some arcane god.

Most cleric in the Dream world are content to pass their life in temples, preaching and tending their flock's problems. A few priests, though, turn into adventurers: missionaries, whose role in life is to find new converts in strange and wondrous places, and to destroy the unholy monsters generated through dark magic and devilish rites.

A sleeping cleric dreams of his or her god: this communion with the god gives him or her the strength and the peace of mind necessary to invoke the god's power, upon reawakening. Thus, the cleric is bestowed some spells, which can then be cast during the day. The process is somewhat similar to a wizard's dreaming of magic, but is mystically very different: while a wizard channels the magic of the world through his (or her) own body, the cleric is simply given a fraction of his or her god's power. It's theoretically possible that a cleric who's been unfaithful to the god or the god's ethics (that is, alignment) wouldn't be given spells for a while; a wizard won't risk anything similar.

A god's power (which is nourished by the faith of their followers — so, a god with a thousand believers is much weaker than a god with a million ones) is usually so strong that the god can do almost anything. A cleric, on the other hand, can but hope to tap onto some specialised aspect of the god's power. So, the cleric recites a few secret prayers after waking up, and for each prayer a spell is given to him or her.

A newly ordained cleric is given three prayers by the archprelate; one more prayer will be revealed to him or her as soon as a new experience level is attained.

The rogue

Rogues, (also known as ruffians), are usually found in unhealthy places. They can't cast spells and are mediocre fighters.

Rogues do have special abilities, though: first, they do much more damage when they are allowed to hit an adversary from behind. Moreover, they are the only character class which can use throwing weapons: wizards and clerics aren't trained for something like that, while fighters, rangers and paladins consider throwing weapons

below their consideration: unworthy, vile weapons whose use is best left to those without a strong ethos. Rogues like to keep themselves out of harms' way and think the other classes to be silly to risk direct contact with the wrong end of an enemies weapon.

A rogue, when busy exploring, will continue looking carefully around. So, having a rogue in your group is your only hope against setting off every trap your group comes across. If a rogue finds a trap, he or she will disarm the trap and make it harmless. A rogue's ability to find and dismantle traps grows better when the rogue gets more experienced.

To get best results out of a rogue in combat, first equip him or her with a hand-held weapon (like a short sword or a dagger). Then buy a throwing weapon, like a bow or a sling, and put it in the rogue's other hand (don't forget the missiles, like arrows!) This way the rogue will be able to shoot enemies from a distance, but will automatically switch to the other weapon if he or she finishes the ammunitions.

Rogues are ususally found in the rougher parts of town.

The ranger

Rangers are students of magic whose marks weren't too high at school. They leave school before finishing their studies, and start travelling the world, seeking adventure. They usually get an street education in fighting, and are nearly as good in battle as the Fighters proper.

Still, they continue, now and then their studies in magic usually when recuperating in bed from a fight or when travelling and, sooner or later, they start being able to cast wizard spells (for gaming purposes, Rangers become able to do so at the fifth experience level).

A ranger above the sixth experience level can hit his or her enemies more than once per melee round.

If are thinking "well, I'll get only rangers and maybe paladins for my group, and leave the fighters alone. Because Rangers are simply better" then you may want to consider this: it takes a LOT more experience points to make a ranger or paladin attain the next experience level. You might realise the truth of this fact down in the third dungeon level, as soon as your third-level ranger is out of hit points fighting ogres, while a fifth-level (same amount of XP) fighter would be happily crushing monsters and whistling all the while. On the other hand, a very high-level ranger or paladin might kill a high-level fighter any time. So you need a flexible strategy.

Rangers love telling stories to town folks who never left their homeplace. You'll find them inside inns, bars and taverns.

The paladin

A paladin is a rare breed. A very pious kind of person, like a cleric, but strong enough to become a fighter. Paladins are taught religious precepts and battle arts, then knighted, inside special monasteries known as shrines. Such places are usually secluded from the world, at off-way places such as swamps, tall mountains and deserts, which are thought to be as far as possible from the outside world and its temptations.

Few paladins ever exit the blessed walls of their monastery, except in case of religious wars. Those few who do come outside make powerful adventurers, fully dedicated to the cause of good. Being brought up at such institutions, young paladins are usually proud yet innocent, timid and strong-hearted at the same time.

A paladin is a strong fighter, whose abilities in the battlefield are second to none. Upon reaching the fourth level of experience, a paladin also starts getting cleric spells. A ranger above the sixth experience level can also hit his or her enemies more than once per melee round.

Being so devoted to the cause of good, the paladin is very close to his or her god, which grants him or her special powers. The most noteworthy is that the paladin will not get ill no matter what hygienic conditions are brought upon him or her; the paladin is also immune to most poisons.

These special abilities, however, make the paladin subject to those spells created to ban the creatures from other planes and universes. Evil clerics can use variations of spells like "Curse undead" to affect paladins.

Only religious fanatics, totally devoted to the causes of Good and Law, make good paladins. That's why only humans can become paladins: the other races are older and wiser, so dwarves, elves and gnomes lack the fanaticism needed to become paladins.

The character races

Most non player characters you'll meet will be humans. Your characters can belong to a few non-human races, though.

Dwarves

A dwarf has a better constitution than a human, but a worse dexterity. Dwarves make great warriors, especially below grounds and inside buildings. Their life is longer than a human's, and they are harder to hit with a magic spell. Their magic resistance is also the reason why a dwarf can't become a wizard or ranger.

Elves

Elves are brilliant and garrulous creatures: they love singing, getting drunk and dancing together. Their worldly attitude, so prone to the small pleasures of life, makes them totally unable to consider life as a cleric.

An elf is more nimble than a human. A human is more robust, though.

Elves are better-than-average fighters outdoors, but they dislike being below ground or indoors: there they don't fight as well.

Gnomes

Gnomes are smaller cousins to dwarves.

A gnome has no special magic resistance, and gets neither bonus nor detriment to his or her dexterity or stamina. Still, a gnome is a better fighter indoors and a lousy fighter outdoors, just like a dwarf.

The smallish gnomes developed through the ages a few special fighting techniques which advantage them in melee against large-sized opponents. Giants and other above-human-size creatures are hit more frequently by gnomes.

Experience

In our universe, people gain experience by doing and in so doing become better at what they do.

In the Dream universe, experienced characters are better at what they do, too. An experienced wizard can cast more and stronger spells. An experienced fighter is more likely to hit an enemy. And so on.

A player character gains experience by discovering treasure and killing monsters.

In the player character's sheet you'll find a colored bar on the right: the more it gets filled, the nearer the character is to reaching a new experience level.

With each experience level, every character gets more hit points (thus they are much harder to kill). The character also becomes better in combat.

Spell-casters (clerics and wizards) have additional benefits over and above more hit points and fighting skills. For each experience level, a dreamer has the opportunity to add one more spell to his or her spell book. And a more experienced spellcaster also has the opportunity to memorise more spells for every day of game play.

The characteristics

Six main characteristics describe the physical and mental capabilities of a player character: intelligence, strength, wisdom, stamina, dexterity and charisma.

For a human character, all characteristics range from 3 (the lowest) to 18 (the highest). Non-human player characters (dwarves, elves and other) might have characteristics lower than three and/or higher than 18.

Intelligence

Intelligence describes what is commonly known as the I.Q. (intelligence quotient) of the character: that is, the ability to solve problems. Intelligence also encompasses memory, intuition and other such mental abilities.

Intelligence is the most important characteristic for wizards: high-level spells are attainable only by wizards of the highest intelligence. Stupid wizards are poor wizards, and spells have been known to backfire on them...

Intelligence is the least important characteristic for paladins (they have Faith, you know, and find no use for Reason).

Wisdom

Wisdom describes the strength of will of the character. A high wisdom guarantees strong resistance to mind-related spells and attacks, and to possession from powerful evil beings.

Wisdom is the most important characteristic for clerics wanting to learn the most powerful spells.

Wisdom is the least important characteristic for rogues.

Strength

Strength describes the capability to lift mass.

By definition, a character with 18 strength can lift his/her own weight over his/her head. Don't underestimate it: you don't want to leave alone a chest of gold just because you don't have the strength to lift it; and you don't want to renounce the added protection a full suit of armor might give to your character just because it's too bulky; carrying along that extra pack of rations might mean the difference between life and death, should you be trapped somewhere and have to search for an escape.

Strength also influences fighting abilities to some extent.

Strength is the most important characteristic for rangers, and the least important characteristic for wizards.

Dexterity

Dexterity sums up nimbleness of legs and arms, quick reflexes, good eye-hand coordination, and speed.

It is very important, because a dextrous character is harder to hit and usually acts first during a melee.

Dexterity is the most important characteristic for a rogue. Rogues can use missile weapons in combat, and dexterity is essential for good aim.

Dexterity is the least important characteristic for clerics; still, they do benefit from high dexterity.

Stamina

Stamina measures the character's resistance to stress, fatigue and pain. As such, stamina helps determine the amount of physical damage a character can sustain before dying.

A character with high stamina consistently gains more hit points for each and every new experience level. So, the advantage that high stamina gives to a character is small at the first levels, but huge later on.

Stamina is the most important characteristic for fighters (they benefit the most from high stamina).

A high stamina is useful for all classes.

Charisma

Charisma sums up both the physical beauty of a character and his/her ability to enthrall an audience.

It might seem the least important of the six characteristics, but it isn't.

A character with a very high charisma might even win support from some monsters whose alignment is not too far from his/her.

Charisma is the most important characteristic for paladins (who are supposed to be caped crusaders, always trying to convince other people to join them in their quest for good).

Charisma is the least important characteristic for fighters.

Equipping the character

You can buy items in shops. Items can also be found adventuring: most intelligent and powerful monsters are bound to possess precious objects, gold and maybe even magic equipment. Brothels and inns sell food. In temples and alchemist's shops (inside wizard towers) you should find for sale those items, like mushrooms and amber, which are required for spells.

The character goes shopping

A character is created without any equipment. He or she is given a small amount of golden coins, which can be used to buy armor, weapons, rations and other miscellaneous useful items.

Items are bought inside shops. A shop, which is usually located inside a town, is a special place. You'll recognise one as soon as you enter its location: the map in the main window is replaced by a list of items for sale.

To buy something you like, first click on the buying character's icon. Then click on the item in the list, and at last click on the "Buy" button. You'll hear the sound of the coins changing owner, and the item will be put inside the character's sack.

Shortcut: you can double-click on the item in the list.

The price of the item is taken from the buyer's personal belongings. If the buyer is too poor to afford the item, the other characters in the group (if any) will lend the character some money of their own.

So, the money will be taken from the buyer first, and the rest of the price will be collected from the other characters' purses (from top to bottom of the character roster inside the main window).

If the group, as a whole, lacks enough money to buy the item, you'll be notified that you can't afford it.

Rechargeable items

In a few cases, a new object won't appear in the sack. Don't worry, the shopkeeper is honest! If you already own — for example — a quiver, and buy another dozen arrows, the Dream game system will automatically put your new arrows with the old ones. This way, you'll use only one slot.

In Dream parlance, multiple items which can be summed up into a single slot are said to be Rechargeable. Examples of stackable items include rations, ammunitions for throwing weapons and other small objects which are usually kept together.

If you double-click on an item's icon you'll see an item information sheet, where you'll find all information about that item. The sheet will also tell you if the item is rechargeable.

You can also ask for information about an item before buying it. Simply click the item and then the Info button in the main window when you are inside the shop.

Splittable items

Most rechargeable items are also splittable. Imagine that you bought a dozen rations for Tom, and later realize that your other character, Phil, is left without food.

If you invoke the item information sheet for Tom's rations, and click the Split button, you'll be left with two packs of six rations each. Give one of the two packs to Phil.

A few rechargeable items can't be split. For example, you can recharge a lamp (adding oil), but you can't split a lamp in two.

The character's info sheet

You can see a character's info sheet double-clicking on his/her icon, and then clicking on the resize square (the small square within a square in the very top-right of the character's window above the green hit points bar). Then click on the icon of a magnifying glass icon.

To equip the character, open their full character sheet and then click on the icon that looks like a human. Drag the items to appropriate places in the sheet. For example, if you just bought your ranger, Zirk, a full plate armor, you ought to drag the icon for the armor to the white square drawn on Zirk's breast. As soon as the item is put in place, its effects are felt: Zirk's armor class (AC) is lowered (he's much harder to hit). When you put on the item, you'll see in the Transcript window something like "Zirk dons his Full plate armor".

Transferring items between characters

On occasion, character A will wish to give character B part of his/her personal belongings: to do this you simply drag the item's icon from A's sheet to B's sheet.

Note: some items are restricted to some character classes. For example, if Zirk tries to give his armor to Flit the Wizard, the move is unsuccessful. (All characters can store any item in the sack; it's donning it that's forbidden).

The Dream application also assures that you only put items in appropriate places. For example, you can't put a plate armor on Zirk's head...

The item information window

To have a good look at an item, double click its icon. A window will appear, showing lots of data: the name and the weight at the very least, more if you "know" the item. If the item is rechargeable, the number of doses is also shown (for example, when you buy food, you usually buy a pack good for a week. Dream will display "Doses left: 7"). If the item can be split, a "Split" button is there.

In any item's window you'll find at least three buttons, good for selling, dropping or using the item. The first two buttons should be self-explanatory (still, take note: you can only sell items when you are inside a shop). The use button is unnecessary: as a rule, possessing an object, and donning it in the appropriate spot if necessary, is all you need to gain the benefits the object gives.

There are exceptions, though. For example, you need to click the Use button of a Wand of Fireballs when things are getting close...

You have all information when you buy an item in a shop: the number of charges, which character classes are allowed to use the item, what's the item use and where the item can be kept.

If the item was found during exploration, you don't know much about it: the sheet just shows the icon, its weight and a vague definition. You have to discover more by trial and error. Or you can have a wizard in your group cast an Identify spell onto the item (better yet, use Identify All, a more powerful version of the Identify spell).

If the object is unknown, an Identify button is shown on the item's information sheet. When you press the button, Dream looks for a wizard in your group who has readied Identify All: if it finds one, Dream has the wizard cast the spell at the item and shows the results.

Donning some equipment

Sometimes owning a thing isn't enough. Before you enjoy the benefits of your brand new armor, you must don it.

To equip your character, first open his/her character sheet. To do so, double click on his/her icon in the roster (to the left of the map in the Map/Main window). Click on the resize square (the small square within a square in the very top-right of the character's window above the green hit points bar). Then click on the human icon to the right of a magnifying glass icon.

You'll see the silhouette of your character, and icons for each item the character owns.

To equip the character, simply drag the item onto an appropriate place. For example, if you wish to don your armor, drag its icon upon the white square in the center of the silhouette (on the body of the character). Ready your weapon dragging its icon to your character's hand — your choice of left or right.

If some object can't possibly fit onto the body part you select, you'll hear a buzz, and the icon shall stay in the original place. For example, there's no way you can put your armor in a scabbard, nor a pack of rations in your quiver. By the way, the topmost white square, which you see above the character's head, represents the character's shoulder, where quivers and backpacks are stored.

Weight

A character is limited in how much weight he/she can carry along. The amount depends on the character's body weight and strength, and is listed in the character sheet as "weight allowance".

If a character gets overloaded (carries too much), a big red dot appears in his/her sheet. In that case, you'll have problems when fighting. The character might find himself/herself unable to move, due to the weight of the load. You'll hear your character coughing (if the Sound is on), and won't be allowed to move.

Gold counts as weight! Deposit your gold in a bank often!

Some items lose weight when they are used (for example, packs of rations).

Living in a Dream

Fighting

Melee combat

Fighting is very simple. Whenever your characters meets a potentially dangerous creature, the game combat window opens. There, you get a tactical map of the place of encounter and the creatures involved.

One at a time, your characters and the monsters get selected and have the opportunity of moving. To move, click on a location near your character where you wish to go, or use the numeric keypad. To attack a monster, click on its icon (you must be adjacent to a monster to hit it unless you are casting a range spell or have a Rogue using throwing weapons) or attempt to move into the same square as it.

To cast a spell at an enemy, press the K key (or choose "Cast" from the Char menu), then choose a spell from the list that appears. If the spell has to be aimed, the combat window will be brought back to the front, and the main window information bar will say something like "click to target (name of the spell)".

In that case, move the mouse above your target, then click. If the mouse cursor is arrow-shaped you can't cast the spell on chosen target (maybe it's out of range?) If the target can be hit from where you stand, the mouse cursor becomes cross-hair shaped. To use a throwing weapon, like a crossbow, press the T key or choose "Shoot" from the Char menu. Then click on the enemy.

When combat ends, the combat window disappears.

Throwing weapons

Look out: in Dream 3D nothing constitutes an obstacle to a weapon thrown. That is, you can't have your wizard flee behind a stone wall to get rid of an enemy archer's blows. This is a limitation which I plan to remove in future versions of the game system. In the meanwhile, remember the problem and use it to your advantage!

Hit points

The most important characteristic a player character has is the number of hit points. The more hit points a character has, the more damage he or she can sustain before dying.

Typically, fighter-types (fighters, paladins and rangers) have more hit points. Next are clerics (up there, somebody loves them), then Rogues. Wizards usually have very few hit points, and try to stay as far as possible from melee combat.

When a monster hits a player character, the monster does damage. So, some hit points are subtracted from the amount the character started with. If the number of hit points left reaches zero or below, the character is dead.

Of course, lost hit points can be recovered. For each night of sleep the character gets, one hit point is given back to the character (up to the maximum amount the character started the game with). This can take time, though: a quicker way to return to health is through cleric spells. A cleric player character can cast spells, such as Cure Wounds or Cure Serious Wounds, which will magically bring back lost hit points. In the Dream world one is also bound to meet clerical temples, where the clergy will cure wandering adventurers for a fee.

Food

Your character must eat, so one of the very first things you have to do is buying him/her some rations. Rations come in two kinds: standard rations (sold in most places where trading is done, including shops, brothels and taverns) and iron rations (only found in taverns).

Rations do include drinks. Drinks bought elsewhere (that is, in taverns) are not nourishing: they only make your character and the bartender happy. (Hint, hint).

There's no nourishing difference between standard and iron rations, but keep in mind that the latter are more expensive and weigh less.

If a character is found without food, he/she takes damage very quickly, and then dies. The Dream game system checks for food at midnight every day.

Rest

When your characters rest, they recuperate one lost hit point, up to the maximum they can have. For example, if Hilda the Fighter is hit by a Kobold and loses one hit point out of ten, She has nine left. Then Hilda rests, and is at ten hit points again. If she rests again, she won't gain any more hit points: ten is her maximum.

The only way to gain more hit points is attaining the next Experience Level.

Resting, and dreaming, is the only way spellcasters can recover the spells they spent fighting. The group is only allowed a rest per day. Sleeping consumes eight hours of game time.

Resting and the inns

You can accelerate the recovery of your character's lost hit points. If you enter an inn and choose the Lodge And Recover item from the Inn menu, your characters stay at the inn, well fed and tucked into a comfortable bed, until all of them have recovered all lost hit points. Thanks to the pleasant experience, your characters will recover four times as quickly: four HP per day instead of one. There's a price, of course: you'll have to pay one golden Eagle per day per person.

If only one of your characters is seriously hurt you can choose to leave him or her at the inn, and keep adventuring with the other characters. Come back later to get the recovered character.

Leaving a character alone inside an inn can also be a good idea if you are going to visit some special place where that character would be ill at ease. For example, you'd better leave behind Roland the Paladin before you pay a visit to that evil temple, or the evil clerics will play havoc with your characters. And Alkar the wizard could be spared a trip inside the crystal grotto where magic simply won't work.

Whenever you are back at the inn you can take back your companion, fully rested. You'll have to pay one GE per day spent at the inn premises.

Magic

In the Dream world, a few fortunate persons are born with the talent of Magic. The spellcasters can be both female and male, and belong to most races, Elves and Humans being the most adept followers of the Arts.

The spellcasters are also known as the Dreamers, as their magic is strengthened by a long, dream-full sleep.

There are two different kinds of magic: healing magic, which is the dominion of Clerics and Paladins, and wizard magic, which is the dominion of Wizards and Rangers.

The healing magic has effect on living beings: a powerful cleric or paladin can heal wounds, cure illnesses, poisons and blindness; create food; and even resurrect beings who fell to the sword or the enemy spell.

The wizard magic is more generic in nature, working usually on non-living beings. It is the magic of fire, frost, water and earth.

The spells of both magic must be stored on spell-books, which spellcasters carry with them at all times. Newly created spellcasters start with three spells of the easiest kind, chosen between all spells known to mankind (courtesy of their instructors).

Before going to sleep, the spellcaster studies his or her spell book, concentrating on the runes inscribed on the book. During the night, he or she dreams of the spell, and

when the dream is finished, eight hours later, the spell is firmly implanted and can be cast.

Once the spell is cast, the magic is gone, and it is necessary to wait until the following day to learn the same or other spells.

Spells are very difficult to cast: most take a full minute, and a few even more than that. The spellcaster must concentrate on the runes, speak words of power and gesticulate. Quite a few spells also require a material component, which is used to focus the magic power and is usually spent in the process. Because of the complexity of spellcasting, spells can't be cast by a magic-user who was recently hit, and the most complicated spells can't be cast on the battlefield, where concentration is diminished and time is scarce.

The material components

Anything could be a material component for some spell, but during the ages, spellcasters have found a few selected items to be particularly powerful. Such items can be found for sale at most alchemists' shops (which are usually situated in the vicinity of a Wizard tower) and temples.

Remember that a few spells require different material components than those listed here, and a few have no material component whatsoever.

Item	Price	Effect
Amber	100 G.E.	Shards of amber can focus the magic to the target of the spell. Amber is usually employed when the target is small or difficult to spot
Bat guano	1 G.E.	The thaumaturgic properties of this disgusting compound are bound to fire and frost elemental magic.
Glass lens	10 G.E.	Usually used to focus elemental magic energy, to produce a burst of power
Magnet	2 G.E.	The power of the magnet is effective on metal target, and the magnet is tantamount for electricity magic
Mushroom	1 G.E.	The mushroom is the symbol of rapid growth: it is used with spells which tap the life force of creatures
Silver Mirror	200 G.E.	A small silver mirror can focus the energy of the mind
Quicksilver	25 G.E.	Quicksilver is the magic component for spells which dabble with time itself
Holy water	5 G.E.	Holy water is a powerful weapon against evil magic, especially of the undead variety.
Cure potion	50 G.E.	A concoction of herbs, this potion can heal small wounds and help fight illnesses.

Spell Tables

Listed below are the spells currently defined inside the Dream application. Special places will spoil certain spells. A Game Scenario Designer can add new spells and modify the effects of the ones listed below, so look out!

Glossary

Area: Size and shape of the zone which must include the targets.

Cast time: “P” means that the spell can be cast in peace time (no fighting is taking place). “F” means that the spell can be cast during fighting.

Duration: Duration of the spell in game rounds (game minutes).

Effect: Result of the spell if it succeeds.

Level: the level of the spell or the experience level of the spellcaster, as applicable. A first level Dreamer can cast first level spells. A third level Dreamer can cast first and second level spells. A fifth level Dreamer can cast first, second and third level spells. And so on.

Material component: the object through which the spell is cast. It's destroyed and removed from your inventory as soon as the spell is completed.

PC: Player character, that is, one of the characters in your group.

Range: Maximum allowed distance between caster and target.

S.T.: (saving throw). If there's no saving thrown, the spell always succeeds (unless magic suppression is at work). If there is a saving throw, the target has a chance to escape the spell effects. The likelihood of escaping is greater for more powerful creatures. If S.T. is 1/2, then the target creature will try to escape the effects of the spell, but even if it does, it will suffer one half the listed effect.

Cleric spells

Level	Name	Mat. comp.	Effect	Area	S.T.	Range	Dur.	Cast time
1	Bless	-	Player's AC gets better	One char	No	1	4 min. + 1 min./lvl	FP
1	Cure Graze	-	Heal 1-8	One PC	No	1	Perm.	FP
1	Curse Undead	Holy water	Dmg. 1-8/lvl	One undead	1/2	4	Perm.	F
1	Damn	Holy water	Monster's AC gets worse	One foe	No	3	4 min + 1 min/lvl	F
1	Light	-	Makes light	Caster	No	Sight	3 min + 12 min/lvl	FP
1	Slow Poison	Mushroom	Blocks poison	One PC	No	1	30 min + 20 min/lvl	FP
1	Soul Search	-	Shows the alignment	One creature	No	9	Immediate	F
2	Cure Illness	Cure potion	Cures illness	One PC	No	1	Perm.	FP

2	Detect Invisibility	Holy water	Enemies are made visible	Tutta l'arena	No	9	Fight	F
2	Feign Death	Mushroom	PC looks dead	One PC	No	3	3 min/lvl	FP
2	Illness	Cure potion	Monster falls ill	One monster	Yes	1	Perm.	F
2	Multiply Food	Iron rations	Creates food	Caster	No	0	Perm.	P
2	Protection From Fire	Bat guano	Halves dmg.	One PC	No	1	2 min/lvl	FP
2	Protection From Frost	Bat guano	Halves dmg.	One PC	No	1	5 min + 1 min/lvl	FP
2	Protection from Electricity	Magnet	Halves dmg.	One PC	No	1	1 min/lvl	FP
2	Undead protect	-	Shields from loss of experience	One char	No	1	1 hour/lev.	FP
3	Cure Poison	Mushroom	Cures poison	One PC	No	1	Perm.	FP
3	Cure Wound	-	Heal 3-18	One PC	No	1	Perm.	FP
3	Curse All Undead	Holy water	Dmg 1-6/lvl	All undead	1/2	All arena	Perm.	F
3	Invisibility	Holy water	Char becomes visible	One char	No	4	4 min. + 2 min/lvl	FP
3	Poison	Mushroom	Poisons foe	One monster	Yes	1	Perm.	F
3	Prayer	Holy water	Players' AC gets better	All chars	No	9	4 min. + 1 min./lvl	FP
3	Protection From Arrows	Magnet	Halves dmg.	One PC	No	1	2 min + 1min/lvl	FP
4	Enthrall	Mercury	Monsters are paralyzed	All foes	Yes	4	1 min./lvlello	F
4	Restore	Cure potion	Restore lost lvl	One PC	No	1	Perm.	P
4	St. Fakir's Flemma	-	First hit from weapon makes no damages	One char	No	1	1 hour/lvl.	FP
4	St. Sebastian's Bless	-	First hit from missile makes no damage	One char	No	1	1 hour/lvl.	FP
4	Vision	-	The current place is revealed	Current place	No	Infinite	Perm.	P

5	Cure gash	-	Heal 4-40	One PC	No	1	Perm	FP
5	Excommunication	Holy water	Drains one level	One foe	Yes	1	Perm.	F
5	Remove curse	Holy water	Cursed objects are destroyed	One char	No	Personale	Perm.	P
6	Group Invisibility	Holy water	All chars become invisible	All chars	No	9	4 min. + 1 min/lvl	FP
6	Raise dead	Cure pot.	Resurrect	One PC	Special	1	Perm.	P
7	Armageddon	Holy water	1-10 hp damage per lvl	Sphere radius 5	No	9	Perm.	F
7	Cure all wounds	-	Heal all damage	All PCs	No	All arena	Perm.	FP

Spell descriptions

Armageddon: This most powerful spell calls forth all of the divine power of the cleric's god. The ground erupts under the cleric's enemies. A huge, roaring column of fire spews from the ground and burns the unfortunate subjects of the cleric's might. This spell usually utterly destroys any enemy, unless heavily protected by magic (see the wizard spell, Red Rune of Protection). Only a few demigods are known to have survived the Armageddon spell.

Bless: The cleric's god will make your character harder to hit for a few melee rounds. This spell can also be cast before the fighting begins.

Cure All Wounds: This spell restores all lost hit points, removes poisons and fights illnesses for all members of the group.

Cure Graze, Wound, Gash: Restores some lost hit points.

Cure Illness: Some filthy monsters might infect your character biting him or her. Ill characters have problems fighting and moving. This spell cures all effects of the disease.

Cure Poison: See "Slow poison", but this spell will permanently remove the poison from the character's bloodstream.

Curse All Undead: See "Curse undead", but this spell will affect all undead enemies within the battle arena.

Curse Undead: this spell damages one undead monster (skeletons, zombies and the like), and most supernatural evil beings. It has no effect against ordinary monsters, like giant rats, kobolds and the like.

Damn: The cleric calls forth his god's wrath upon one enemy. The enemy will be easier to hit by the group's fighters as long as the spell is in effect.

Detect Invisibility: The cleric will be able to spot invisible enemies when this spell is in effect.

Enthrall: The cleric's natural eloquence will be greatly enhanced by this spell. The monsters hearing him or her will be effectively paralyzed as they listen to the cleric's words.

Excommunication: This spell brings the wrath of the cleric's god upon one unfortunate creature. The subject of the spell withers and gets older, his or her life force suddenly drained as if some powerful undead had hit (see Restore, below).

Feign Death: For those difficult times when you can't simply flee away. Feign death will stop the heartbeat of your character (for a while), and simultaneously fool the monsters into thinking that the character was killed by them. So the character will be left alone. A few very high-level monsters might see through the charade. Note that the character feigning death can't move, think, or cast spells: if left alone he or she might be devoured or robbed by the monsters.

Group Invisibility: This spell is a more powerful version of the Invisibility spell (see below). All of the members of the group turn invisible (much to the consternation of the monsters).

Illness: This spell will magically weaken one monster. The monster will be subject to fits, and won't be able to move/act for one half of the time.

Invisibility: This spell will make one character totally invisible to your enemies. Please note that monsters with a highly magical nature are naturally able to see invisible beings. Also, extremely intelligent people can deduce your character's position from the noise he or she makes when moving, the footprints and so on.

Light: Creates a magic source of light above the caster's head. There's no difference in quality between a normal light source (like a lantern, lamp or torch) and the effects of this spell.

Multiply Food: This spell will create magical food from the heavens, multiplying your last rations.

Prayer: This spell is a more powerful version of the first level spell, Bless (see above), and affects all characters in the group.

Protection (From arrows; From Fire; From Frost; From Electricity):
Spellcasting monsters and special monsters will attack your characters with their special abilities. A dragon, for example, might breath fire on your PCs. When one of

these spells is active, your character will be partially shielded from one attack form, halving the damage.

Raise Dead: This spell will bring back to life a character which was killed during fight. There is no certainty that the character will survive the ordeal: the older the character and the lower his or her stamina, the less probable it is that the spell will succeed. Raise Dead can only be attempted once: if it fails, there is no way to resurrect the character.

Restore: Some high-level, evil monsters can drain the life from your characters. Drained characters will effectively lose one or more experience levels (and the appropriate amounts of experience points). This spell restores what was lost. Note: Restore works even if the character lost more than one level through multiple attacks. Experience points earned between the draining and the restoration are lost. If the character earned enough experience points to exceed what he or she had before the draining, Restore has no effect.

Slow Poison: If a character is infected with poison (for example, by a giant spider during fight), he or she will start losing hit points steadily (the more deadly the poison, the faster the loss). This spell will suspend the effects of poison for some time, hopefully giving you time enough to reach the nearest temple.

Soul search: This spell will reveal the alignment of one monster you've met. Monsters are not necessarily evil, nor do they all wish to fight your group. If you spot a friendly monster before your fighters start clobbering it, and act friendly, you might even get some advantages from the meeting.

St. Fakir's Flemma: This spell takes his name from the most holy Saint Fakir, who simply yawned when the infidels put him to death with a thousand needles. When the spell is effective, a character is totally protected from missile fire. As soon as a missile, which would normally have scored some damage, touches the character, it is destroyed. The spell loses its effectiveness at the same moment (that is, it only works against the first successful attack).

St. Sebastian's Bless: This spell is named after Saint Sebastian, who resisted being put to the sword when defending his faith. It is similar to the spell listed before, St. Fakir's Flemma, but it protects one character against any one melee strike (from piercing or blunt weapon, including a monster's natural weapons like claws).

Undead protection: The most powerful undead (e.g. vampires) can drain with a mere touch the life essence from your characters (see Restore, above). This spell shields one character from the evil influence of the undead.

Vision: This spell can be invaluable when exploring a maze or any complex building. The cleric's god grants to its follower a perfect knowledge of the place. Everything is instantly revealed.

Paladin spells

Paladins cast spells as a cleric three experience levels below their level. i.e.: a first level cleric and a fourth level paladin both can cast a single first level spell per day. A second level cleric and a fifth level paladin both can cast two first level spells per day. And so on.

Still, paladins get one more magic power. Each paladin can heal wounds, once per day. The amount of damage cured depends on the level of the paladin. This magic power, called "paladin's bless", is not, strictly speaking, a spell; you won't have to choose the power from a spellbook. Still, you invoke the power like a spell, and you get a recharge when the paladin rests.

Wizard spells

(Rangers cast spells as a wizard three experience levels below their level).

Level	Name	Mat. comp.	Effect	Area	S.T	Range	Dur.	Cast time
1	Bee Sting	Mushrooms	One point of damage to each enemy	All enemies	No	4	Perm.	F
1	Blue rune of protection	None	Next electric attack makes no damage	One char	No	1	1 hour/lvl	FP
1	Freeze	Mercury	Paralyzes monster	One foe	Yes	3	2 min.	F
1	Light	-	Makes light	Caster	No	Sight	10 min + 10/lvl	FP
1	Lightning Grasp	Magnet	Dmg. 1-8	1 Monster	1/2	2	Perm.	F
1	Magic Missiles	Glass lens	Dmg. 1-2/lvl	1 Monster	No	6	Perm.	F
1	Mind Shield	Silver mirror	Halves dmg.	One PC	No	1	2 min/lvl	P
1	Silver rune of protection	None	Next energy attack makes no damage	One char	No	1	1 Hour/lvl max.	FP
1	White rune of protection	None	Next cold attack makes no damage	One char	No	1	1 hour/lvl	FP
1	Wizard Sword	Magnet	Creates weapon	Caster	No	0	2 min/lvl	FP
2	Black rune of protection	None	Next acid attack makes no damage	One char	No	1	1 hour/lvl	FP

2	Fly	Mushrooms	Char can fly	One char	No	1	5 min./lvl	FP
2	Galvani's Spark	Magnet	Dmg 1-4/lvl	Bolt length 2	1/2	1	Perm.	F
2	Ground	Mushrooms	Foe is grounded (can't fly)	One foe	No	6	5 min./lvl	F
2	Haste	Quicksilver	Hastes friend	One PC	No	1	3 min/lvl	F
2	Identify	Amber	Identifies one object	Caster's right hand	No	0	Perm.	P
2	Mind Blast	Silver Mirror	Dmg. 3-18	One Monster	1/2	4	Perm.	F
2	Red rune of protection	None	Next fire attack makes no damage	One char	No	1	1 hour/lvl max.	FP
2	Slow	Quicksilver	Slows foe	One monster	Yes	4	2 min/lvl	F
3	Acid Arrow	Glass lens	Dmg. 1-6/lvl	One monster	1/2	5	Perm.	F
3	Blast Fireball	Bat guano	Dmg. 1-6/lvl	Circle range 3	1/2	6	Perm.	F
3	Call Lightning	Magnet	Dmg. 1-6/lvl	Bolt length 6	1/2	1	Perm.	F
3	Dispel Magic	Amber	Destroys spells on one PC	One PC	No	1	Perm.	P
3	Hailstorm	Bat guano	Damage 1-6/lvl	Cube side 3	1/2	5	Perm.	F
3	Identify Any Object	Amber	Identifies one object	One PC's right hand	No	0	Perm.	P
3	Wizard Sword +1	Magnet	Creates magic weapon	Caster	No	0	2 min/lvl	FP
4	Fly all	Mushrooms	All chars can fly	All chars	No	9	5 min./lvl	FP
4	Ground all	Mushrooms	Foes are grounded (can't fly)	All foes	No	6	5 min./lvl	F
4	Mind Storm	Silver Mirror	Dmg. 4-16	All monsters	1/2	5	Perm.	F
4	Slow All	Quicksilver	Slows foes	All monsters	Yes	6	2 min/lvl	F
4	Teleport	Mercury	Chars are relocated to starting point	All chars	No	0	Perm.	P
5	Faraway Lightning	Magnet	1-6 hp dmg/lvl	Bolt length 8	1/2	4	Perm.	F

5	Flesh to Stone	Amber	Kills the foe turning it to stone	One foe	Yes	5	Perm.	F
5	Stone to Flesh	Amber	A petrified char is revived	One char	No	1	Perm.	FP
5	Teleport Home	Mercury	Teleports to starting place	All group	No	0	Immediate	P
6	Crushing Word	Mushrooms	Foe is killed	One foe	Yes	5	Perm.	F
6	Simulacrum	Mercurio	One character is cloned	One char	No	1	30 min + 2 min/lvl	P
6	Wizard's Wrath	Bat Guano	1-10 hp dmg/lvl	Sphere radius 3	1/2	8	Perm.	F
7	Killing Word	Mushrooms	Kills one monster	One foe	No	5	Perm.	F

Spell descriptions

Acid Arrow: For those close-contact melees when one monster simply must be brought down, Acid Arrow is the thing. The spell creates a highly acidic missile, which is thrown by the magician and hits unerringly the wizard's enemy. The arrow does 1-6 hit points of damage per level of the spell-caster (that is, 5-30 hit points of damage for a fifth-level wizard, 6-36 for a sixth level mage and so on). If the monster is quick to dodge, then only one-half damage is inflicted. With Acid Arrow there's no risk to hit one's friends (compare "Fireball" and "Call Lightning").

Bee Sting: creates a storm of minuscule energy sparks which bite each of your enemies, causing each a single hit point of damage.

Call Lightning: A more powerful version of Galvani's Spark (see). The lightning bolt will spew from the wizard's fingertips and work its way from there, hitting everything in its straight path (including any player characters too stupid to move away). The bolt will jump obstacles. The electricity does 1-6 hit points of damage per level of the spell-caster (that is, 5-30 hit points of damage for a fifth-level wizard, 6-36 for a sixth level mage and so on). Compare "Fireball" and "Acid Arrow".

Crushing Word: This extremely powerful spell will annihilate one enemy, crushing its heart. Use with care, and notice that very powerful enemies have a chance to avoid its ominous effects (compare Killing Word).

Dispel Magic: This spell will nullify all spells affecting one player character. It is useful when one enemy spellcaster slows one of your own, or for similar occasions.

Faraway Lightning: This spell is a more powerful version of the always popular third level Call Lightning spell. The latter is severely limited, since the bolt has to start from the wizard's fingertips. The wizard, thus, can not afford the protection of friendly fighters, and must come to the forefront to cast the spell. With Faraway Lightning, a

wizard can make the spell start from afar, and enjoy a more secure position in the back of the battle order.

Fireball: A huge, roaring sphere of fire erupts from the ground at the command of the spellcaster, inflicting 1-6 hit points of damage per level of the caster. It does 1-6 hit points of damage per level of the spell-caster (that is, 5-30 hit points of damage for a fifth-level wizard, 6-36 for a sixth level mage and so on). The fireball ignores walls and obstacles (coming from below ground), and will damage both monsters and PCs caught inside. Compare "Acid Arrow" and "Call Lightning").

Flash To Stone: Trapped with an acid-spewing monster inside a crypt? Petrify the critter and get rid of it!

Fly: The character who's target of this spell can fly over obstacles and walls, hills and rivers. During exploration, a single Fly spell makes no great difference (compare Fly All). During combat, Fly gives a distinct advantage to a fighter, who can avoid the unevenness of the battlefield and reach his or her enemies anywhere.

Fly All: This advanced version of the Fly spell (see above) empowers all members of the party to flight. Above and beyond the advantages experienced during battle, a Fly All spell can be invaluable during exploration above ground (that is, outdoors), since the group can fly over hills, mountains, rivers and other obstacles.

The effect of Fly All can be obtained by casting individual Fly spells at each group member, or through use of a magic flying carpet (a most precious and rare magic item).

Freeze: This spell will totally block the monster's muscles for a couple of minutes. The foe will be unable to attack, but won't be any easier to hit (the hardening of its muscular mass compensates for the lack of agility). The foe can speak, but won't be able to cast spell, since a spell also requires somatic gestures.

Galvani's Spark: A huge, blue spark of electricity flows from the wizard's fingertips to hit the monsters nearby. The spark is created in the immediate vicinity of the spellcaster and extends to one more location.

Ground: This spell counteracts the Fly spell (see above). It can also be used against monsters naturally empowered with flight (like a dragon, or a giant bat) to keep them from flying for a while.

Ground All: This more powerful version of the Ground spell can be used against all enemies simultaneously.

Hailstorm: This spell invokes a powerful yet contained ice storm, which batters with incredible strength anybody within a 3 x 3 area. The hailstorm inflicts cold damage similar to a Fireball (see Blast fireball).

Haste: This spell will transform one player character into an incredible war machine, doubling his or her number of attacks per round. Note that the character will age one year, as the effects of the spell are hard on his or her metabolic system.

Identify: Got one item you can't guess the use? Simply hold the item in your right hand and then cast this spell.

Identify Any Object: A refined version of the first-level spell "Identify" (see). Identify requires that the wizard hold the object in his or her right hand, but wizards are precluded from wielding some objects (like swords), so Identify Any Object was created. To cast Identify Any Object, have your wizard memorize the spell, then simply click the Identify button on the unknown item's Information sheet.

Killing Word: The king of spells! Any one monster will drop dead, no questions asked. There's no way to avoid this spell, which could bane from existence even the avatar of a god.

Light: See the cleric spell "Light"

Lightning Grasp: An arc of electricity shoots from the fingertips of the wizard and damages one monster in the vicinity.

Magic Missiles: Dazzlingly white missiles of pure energy erupt from the wizard's eyes, flow through the glass lens used to focus them, and strike the enemy monster. This spell gets very powerful when the wizard attains higher levels of experience.

Mind Blast: This powerful spell will give one monster the worst headache of its life!

Mind Shield: This spell protects the mind of one character from psionic attacks, brainwashing and other mind-influencing dangers. All such attacks will inflict only one half the normal damage. Note that this spell is quite lengthy to cast, and as such it can only be cast before the fighting begins.

Mind Storm: A massive psionic attack on all enemies inside the spell range, Mind Storm is otherwise similar to the second level wizard spell, "Mind Blast" (see).

Rune of Protection (Black; Blue; Red; Silver; White). Each of the Rune spells is sovereign remedy against one form of magic attack. The spells vary widely in power required to cast and material components required to focus the magic into being. On the other hand, they have much in common: all have effect on a single being. A Rune spell will protect its target against a single magic strike, no matter how powerful (the Red Rune can shield one creature from the powerful cleric spell, Armageddon). As soon as the enemy magic is dispelled, the Rune disappears; if the target creature is not subject to one attack of the selected kind within one hour per level of the spellcaster, the Rune spell vanishes with no effect. There's no way to tell if a Rune spell is in effect, but the target creature will feel its expiration.

Slow All: This spell is very similar to the second level wizard spell, “Slow” (see), but it affects every monster fighting.

Slow: When you found a monster which is simply too powerful for your fighters to wrestle with, why don’t you pour a bit of molasses on its ugly head? The Slow spell will put the monster to slow motion, reducing its attacks to one half the normal rate.

Stone To Flesh: This spell is The Thing when you exit from an encounter with a basilisk or a medusa. If one of your characters was petrified, Stone To Flesh will bring him or her back to life, almost as good as new.

Teleport: This powerful spell will relocate all characters in the group, taking them to the place they came from. For example, if you entered a temple from the surrounding forest, Teleport will take you back to the forest. If you are visiting the third level of a dungeon, Teleport will bring you back to the second level, no matter how far from the stairs you are.

Teleport Home: This more powerful version of the Teleport spell can be a boon when you find yourself in deep trouble. Suppose your group is stranded at the tenth floor of a temple of evil, with only a few hit points left, no ammunitions and almost all spells discharged. What do you do if the evil clerics start summoning a demon against you? Why, teleport home, of course, and live to fight another day. Teleport Home will take you to the point where your adventure started (the point where your characters appeared when you loaded the new scenario).

Wizard Sword: Wizards usually stay behind the lines, letting others fight for them. But when one monsters is somehow able to reach the mage, Wizard Sword comes in handy! The spell will create one sword from thin air. Note that the weapon use is restricted to the magician which created it; that the wizard’s right hand must be free to grasp the sword; and that the wizard’s fighting abilities are not augmented by the spell.

Wizard Sword +1: A more powerful version of the first level spell “Wizard Sword” (see). The sword created this way does more damage, hits the enemy more frequently, and can also hit those highly magical monsters which are immune to standard weapons.

Wizard’s Wrath: This very powerful spell resembles a Blast Fireball, but is more powerful, has a wider range and does more damage.

Talking to Dream

Dream can be controlled via keyboard, mouse, voice and AppleScript. The first part of this manual told you how to play with keyboard and mouse; this section will explain how to control the game with your voice or via another application.

To give orders with your voice, you need an AV Macintosh or a Power Macintosh. That is, a Mac with special hardware and system software.

You must also have PlainTalk software (from Apple) installed. If you live in the United States, you received PlainTalk software with your computer. If you live elsewhere you might be in trouble, as Apple distributed PlainTalk software only to those countries where English is the primary language. If there isn't anything on the system software diskettes that came with your computer, ask your reseller to find you a copy of the PlainTalk speech recognition software on AppleLink. It may be downloadable via Apple's Web Page: www.apple.com

Everybody possessing AppleScript can control Dream with a script. This isn't as fun, though.

Also, please note that Dream answers to the commands as if they were typed on the keyboard. Dream won't send back an Apple Event with the result of the move. So, you can't create a script to search every location of a place, and stop if the characters find something interesting.

And now, a list of the commands that Dream understands and can answer to. As always, you can also use your PlainTalk-equipped Macintosh to speak aloud any menu item.

Go [direction]

If the map window is frontmost, the Go command moves the group symbol in the specified direction.

If the battle arena window is frontmost, the Go command moves the selected character in the specified direction.

Valid directions are: north, south, east, west, northeast, northwest, southeast, southwest.

Stand still

If the map window is frontmost, the Stand still command makes the whole group wait for a minute.

If the battle arena window is frontmost, the Go command makes the selected character wait for a minute.

Wait

The Wait command, which is valid only if no battle is taking place and no monsters are around, makes the whole group wait until 00:01 AM of the following day.

Rest

The Rest command, which is valid only if no battle is taking place and no monsters are around, makes the whole group rest eight hours. At the end of the rest period, one hit point will be restored to every group member, and spellcasters will be allowed to dream of new spells.

Dig

The Dig command, which is valid only if no battle is taking place, has the characters search the location they are standing onto, and dig holes in the ground.

Battle order

The Battle order command, which is valid only if no battle is already taking place, lets you rearrange the characters on the field. The first time you speak the command, the Battle arena window will appear. Say "battle order" again when you are satisfied with the relative position of your characters, and the window will disappear.

Cast

If a spellcasting character is selected, this command makes appear the spell page of that character's sheet.

ScenarioMaker

What is ScenarioMaker?

A game scenario for the Dream game system (like "Spirit of Darkness") is a Macintosh file which contains a description of the monsters, places, spells and other entities which the player will meet during game play.

ScenarioMaker is a Macintosh application with which anyone can create a Dream adventure: including new places, spells, monsters and items. The adventure itself is put in a file, which you can give to friends, or sell as shareware.

ScenarioMaker requires a Macintosh with a 68020 or better processor, and a 13" (or bigger) color screen capable of displaying 256 colors or more.

ScenarioMaker, just like the Dream application, requires System 7.0 or better. The ResEdit application, (version 2.1 or following), from Apple, is required to create some components of a scenario.

Where is ScenarioMaker?

To obtain a copy of ScenarioMaker, you must send your shareware fee (\$20.00) to Dream's author, Luca Accomazzi. The address is in the first part of the manual.

You'll get the ScenarioMaker application and a complete manual (including many tips and tricks). On the same diskette I'll include the latest version of the Dream application and all other game scenarios I created after "Spirit of darkness" (if any).

Scenario designers can keep in touch with me, via E-Mail or ordinary mail, to solve any problems they might encounter writing their games.

Troubleshooting

Most common user questions

Q: I found a bug! I turned on my lamp (or torch, or other light-bringing equipment), but the game system won't let me see how many rounds of light are left.

A: This isn't a bug, it's a feature. Really! You found that lamp, or torch, or whatever, on a monster's body, didn't you? Well, Dream so rules: an item you buy is an item you know, an item you find is an item you don't know. Whenever you know an item you are allowed to see its exact name, charges left and other useful information. When you don't, you don't. The same holds true for magic wands: if you find one you won't be allowed to see how many charges are left before the wand is exhausted.

To see the number of charges left, you might cast the first level Wizard spell, "Identify", on the object.

Q: Hey! My wizard just cast "Feign death" on herself and the monster kept hitting her for a round! You are cheating!

A: Sorry, I'm not. In very limited circumstances, monsters might attack and hit dead characters (which are invisible in the battle window). This is very rare, but it might happen (it's a needed behaviour, for my own nefarious purposes). It happens rarely, and when it happens it's normally harmless, because a dead character can't get any worse than that. On a character who feigns death, though, the damage is real. You're just unlucky.

Q: During fight, a character of mine coughs and doesn't move! What's wrong?

A: There are two possibilities.

1. Your character might be ill. To see if this is the case, browse the character information sheet (double click on the character icon in the roster): if you see the word "Ill" in red, then your character contracted a disease. This might happen if your character was bitten by a filthy monster, like a rat or a vermin. To get rid of the malady, have a cleric cast "Cure disease" on the ill character (either a player character or the High priest inside a temple will do).

2. Your character might be overloaded. To see if this is the case, browse the character information sheet (double click on the character icon in the roster): if you see a red bullet near the "weight allowance" of your character, then that's it. To avoid overloading, put the golden coins your character is carrying in a bank. If it isn't enough, start discarding parts of your character's equipment.

Q: I don't seem to be able to add paladins to my group.

A: The only scenario where Paladins can be found is "Quest for a Paladin". Check it out!

Q: I tried playing <any one scenario> more than once, and I get killed every time! Aargh!

A: If the game seems too hard, try adding more characters to your group. Don't consider the dialog box that says you're supposed to have no more than five characters in your group. A full-fledged group of four fighter-types (two fighters and two rangers, maybe), three clerics and a rogue should prove enough to defeat the Spirit.

Still, remember that the experience points you'll get from killing monsters and discovering treasures will be evenly divided between all of the characters. So, the more characters, the harder it is to gain experience levels.

Q: I was fighting a monster when Dream abruptly said that my weapon bounced off that monster (or: my spell had no effect). What's wrong?

A: Some monsters are immune from certain attack types. For example, you might encounter a monster which can only be hit with magic weapons: in that case you must use either spell attacks or magic weapons to kill the monster.

Avoid wasting your spells this way using a little reasoning in advance. Is it really smart to attack that fire-spewing salamander-man with a fireball?

Q: My paladin was happily fighting some monsters when a window came up saying that the spell failed. But there was no spellcasting involved!

A: Paladins, as a special benefit of their professions, are immune to disease of any kind. The monster you were fighting is a disease-carrying one; it hit your paladin; and the special protection prevented the illness from catching. To the Dream engine, illness

is just another form of spell, so the alert notified that a spell failed. The truth is that the illness-bringing attack from the monster failed.

Q: I've noticed problems concerning weight, and the amount carried. If my capacity is 1000, I should be able to carry 1000 without problems (is the unit in pounds, kilograms?). However, for a character with limit 1000, he gets overburdened at about 850.

A: It's supposed to be a feature - and it's pounds. The original idea was: if you carry up to, but not more, than 85% of your weight allowance everything is OK. From 85% to 100% you are overburdened, and you move with difficulty. If you carry more then you can't move during fightings.

Tests proved that the latter rule was too harsh, so I relaxed it in 1.0.2 - now if you carry more than 100% of your WA you find yourself unable to move 50% of the times.

Q: I'm unable to load the games I save! What's wrong?

A: First, check that you have copied all of the software to your local hard disk (not a networked server). All of the software should be located in the same folder [the Sword dream application, the game scenario, and the saved game].

Check that all three are unlocked (use "Get Info" in the Finder).

Launch the saved game by dragging its icon onto the Sword Dream application icon.

This should be enough. If you have further trouble, try the following:

Open Dream by double clicking the scenario. Click to dismiss the splash screen. Move the group icon to the wizard tower (the bottom of the screen and across the bridge). As soon as you enter the tower a "Mage tower" menu appears. Choose the last menu item: "Ask a wizard to join". Type any name and click the Join button. Go to the File menu and choose "Save". Quit the game by choosing "Quit" from the file menu. Relaunch the game by dragging the "Untitled Dream game" icon onto the Sword Dream icon, from the Finder. And, please, tell me that it works.

Q: Are there known compatibility problems?

A: Sword Dream works on every Macintosh with a 68040 or better processor, including Macintosh AVs and Power Macintoshes; it runs native on PowerPC processors. All system software versions, from 7.0 to 7.5.5 included, were tried and should work: I don't foresee any compatibility problem with future releases of the system software. I have used the Mac since System 1.0 and I know I ought to play nice, so I do.

There are no known conflicts with extensions.

Should you find any compatibility problem (like the game working if you start the Mac with extensions disabled, but not working when extensions are enabled), please contact the author.

Q: I launch th game, and I see a funny “QuickTime picture”, low resolution image beyond the title of the game.

A: You need to install QuickTime!

Out of memory errors

Dream uses a very sophisticated memory management scheme, so you shouldn’t meet out of memory problems. If there is a memory problem, Dream will swap out of itself pieces of information, and reload them from the disk as necessary.

Dream 3D WILL work better and faster if you allocate more memory to it. The enhancments are maximized at about 8 MB allocated to the game.

If you see the game slowing down greatly, it might be a consequence of memory problems. You might wish to save, quit, augment the memory for Dream (use the Finder’s File menu, Get info item to do so), then relaunch.

Real out of memory errors will have Dream complain loudly (via an alert box) and then quit. This should only happen if you reduced Dream’s memory allocation in the Finder below the required minimum.

No voice

If Dream doesn’t seem able to speak, as it should, do the following:

1. Check that the Speech item is checked in the Game menu. If it is unchecked, select it to enable speech.
2. If the Speech item is greyed, then PlainTalk software from Apple isn’t correctly installed.
3. If the Speech item is checked and you still don’t hear anything, please check that your Macintosh volume isn’t zeroed. Use the Sound control panel to check.
4. If you successfully checked all of the above, and still Dream doesn’t speak, then it’s a memory problem. The MacInTalk Pro system extension from Apple requires about four megabytes free; so you need at least an eight MB machine to use it. Two MB will go to the Dream application, and the other six to the System software and the PlainTalk software.

No sound

Dream uses musical and sound effects, though. If you don’t seem able to hear anything, check the following:

1. "Sound" should be checked in the Game menu.
2. The Macintosh system volume should be non-zero in the Sound control panel.
3. You might see this error message: "Dream is unable to play sounds. Maybe there's another application which is monopolising the sound hardware?" This happens if Dream can't get hold of a sound channel, because the Mac system software says that all of them are busy. Close all background applications that produce sound to remove this problem. If there are none, then it could be caused by some faulty application which didn't correctly dispose of the sound channels: reboot to correct the problem.
4. The sound might disappear when you are playing. This happens on some older and slower machines and is caused by a problem in the Mac hardware circuitry. To solve it, open the Sound control panel, then set the volume to zero, then set it to the maximum. You should hear a strong beep when the sound chip resets itself. Now you can go back to your favourite volume level.

No music

To hear the Sword Dream soundtrack, which is continuously played while the game is open, you must install both QuickTime 2.0 or greater and the QuickTime Musical Instruments file. Both should be in your Extensions sub-folder inside the System Folder.

QuickTime 2.0 is included as part of System 7.5, and can also be used with previous version of System 7. QuickTime 2.0 needs memory to work its magic: if you don't have enough free memory to hear the music the Dream application will display a warning dialog box.

To get better music, upgrade to QuickTime 2.5 or greater, where the embedded musical instruments were refined by Apple's engineers.

Scenario in use

You might see this error message: "The scenario isn't available. Maybe somebody else is using it. Please choose another".

This can happen in one of the following cases:

1. The scenario file is located on a shared disk, and somebody else is playing with it.
2. The scenario file was opened by some other applications, like ResEdit or ScenarioMaker.
3. The scenario file was opened and left open by some faulty application. This might happen if your Mac crashed playing Dream (but remember that it's certainly some other application or extension fault!). Rebooting usually solves this problem.

Contacting the author

If you have access to the Internet E-Mail system, you can reach me as:

akko@enter.it

I check this address quite often, so it's the quickest way to reach me.

I have answered, so far, to all the messages received.