

Dream Zone

Nightmares —you've had them before, but this one happens every night! You hope a psychiatrist can help. Dr. Fraud says a beast rules your mind when you fall asleep, and unless you kill it tonight you'll never awaken again! The digitized photos illustrating the first scenes of this strange story are shown in black and white. After solving a few puzzles, you'll fall asleep and be dazzled by a

dreamscape of beautiful color paintings enhanced by spot animation. Puzzles are especially approachable because there are no red herrings to drive you insane: every object you find must be used somewhere in the game. Three characters also turn up to help you at specific points. Pull-down menus, mouse support for moving, and other thoughtful design features (plus some of the most spectacular graphics you'll ever see) compensate for the limited two-word parser.

Type: Animated Adventure

Skill Level: Intermediate

System: IIGS

Company: Baudville

The Solution

In two scenes (the Thief and the Deamon), the parser occasionally won't recognize a command the first few times. This may have been corrected in later versions. Also, in the first release you cannot kill the thief the first time, so be sure to save the game.) The four lifts (elevators) go to floors 1-4. On each floor are ten rooms, from L-A and R-A to L-E and R-E. These are not shown on the map, but necessary directions are provided in the solution. Lift N also has a basement, shown below.

Bedroom

Open dresser. Get all. Wear pajamas.

Bathroom

Get all. Use toothbrush.

Brother's Room

Give brother money. Open chest. Get gun.

Bedroom

Sleep.

Path by Gate

Use toothbrush.

Room S4R-E

Give officer tboexjdi. E. N (5). D. D. S. E.

Room S2L-A

Shoot officer. Get 16D-970. W. N. D. N. E. U (2). E (4). S.

Room E3R-D

Give officer 17D-16B. N. W (4). D. E (2). N.

Room E2L-B

Give officer 16D-970. S. W (2). U (2). E (3). N.

Room E4L-C

Give officer 11X-16B. Give officer 51M-970. S. W (3). D (3). W. S. U (2). S (4). W.

Room S3R-D

Get rock. Give officer 43A-81G. Steal 69B-12C. Shoot officer. E. N (4). U. S (2). E.

Room S4L-B

Talk to officer about 22Z-131. W. N (2). D (2). S. W.

Room S2R-A

Give officer 22Z-131. E. N. D. N. Exit. S. E.

Alley

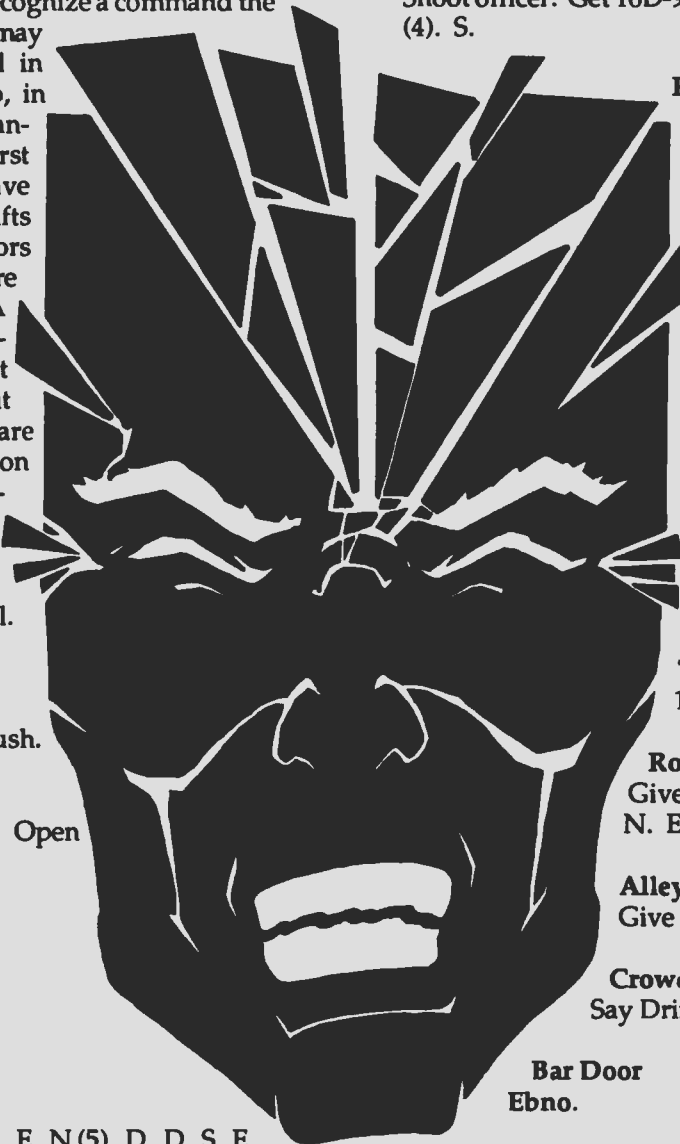
Give Fox Form 69B-12C. W (2).

Crowd

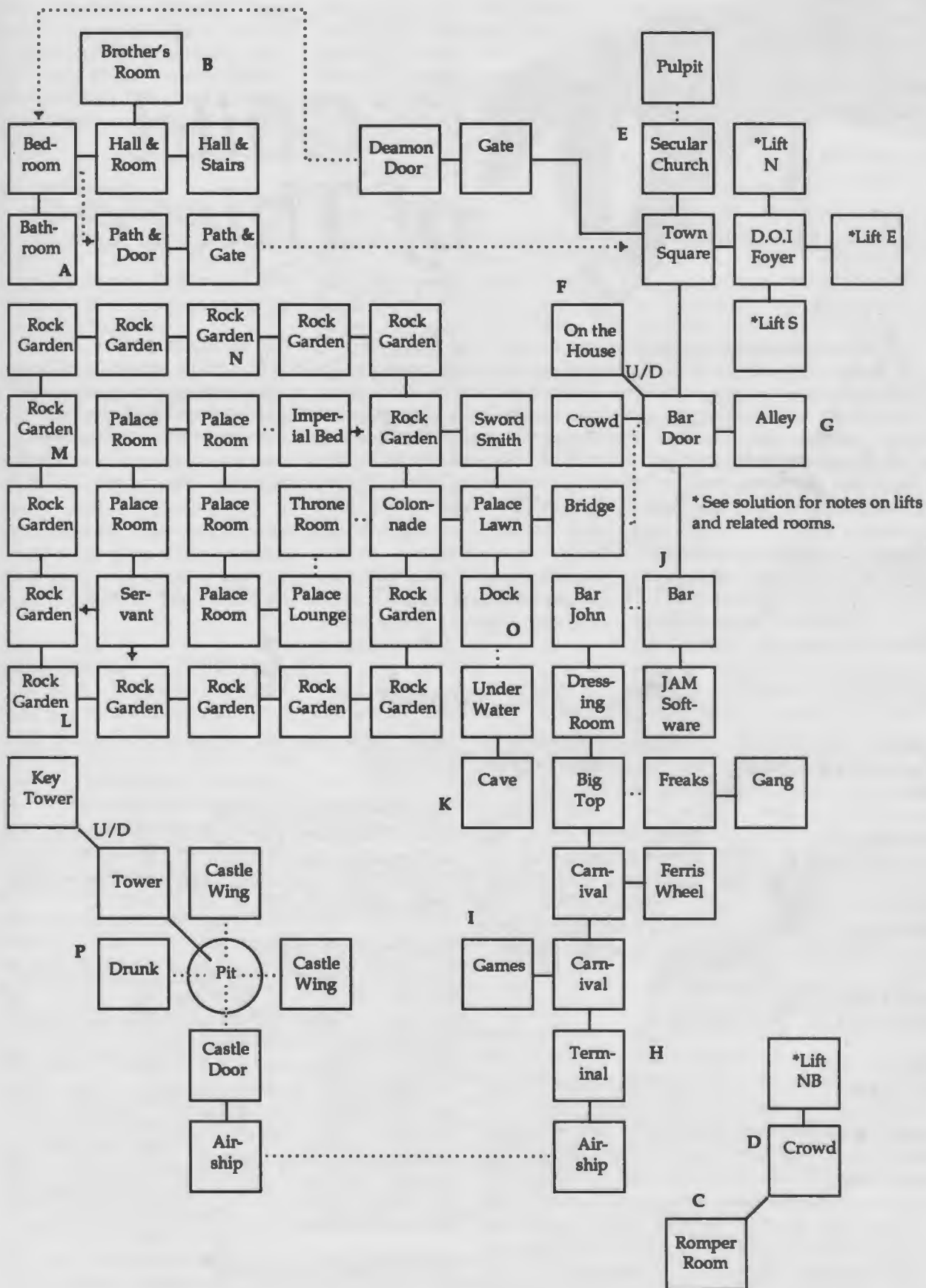
Say Drinks are on the house.

Bar Door

Ebno.



22



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)