

Commander Keen Dreams contains three asset files; The graphical assets, level maps and sound. The first table is the level map file, which contains 21 levels. Each tile contains a foreground, background and Info tile, each tile is an integer.

Level	Title	width x height (tiles)	Size (bytes)
0	xxx	85 x 66	33,660
1	xxx	136 x 37	30,192
2	xxx	94 x 93	52,452
3	xxx	65 x 62	24,180
4	xxx	74 x 46	20,424
5	xxx	42 x 72	18,144
6	xxx	26 x 30	4,680
7	xxx	202 x 59	71,508
8	xxx	26 x 30	4,680
9	xxx	126 x 47	35,532
10	xxx	139 x 39	32,526
11	xxx	26 x 30	4,680
12	xxx	93 x 29	16,182
13	xxx	26 x 30	4,680
14	xxx	74 x 29	12,876
15	xxx	35 x 30	6,300
16	xxx	85 x 80	40,800
20	xxx	37 x 19	4,218
<b>Total</b>			<b>417,714</b>

**Figure 1:** KDREAMS.MAP level map details.

The second file contains all graphical assets. The majority of the file is existing out of background (TILE16), foreground (TILE16M) tiles and sprites.

<b>Asset type</b>	<b>quantity</b>	<b>unit size (bytes)</b>	<b>Size (bytes)</b>
TILE16	643	128	82,304
TILE16M	542	160	86,720
NUMTILE8	72	32	2,304
NUMTILE8M	36	40	1,440
FONT	1	1900	1900
PIC	65	256-298	29,632
PICM	2	320 / 480	800
SPRITE	297	10-6180	148,975
<b>Total</b>			<b>354,075</b>

**Figure 2:** KDREAMS.EGA graphic asset details.

The final asset file contains sounds for the PC speaker and Adlib soundcard.

<b>Sound source</b>	<b>number of samples</b>	<b>Size (bytes)</b>
PC Speaker	28	1,923
AdLib	28	2,649
<b>Total</b>		<b>4,572</b>

**Figure 3:** KDREAMS.AUD audio asset details.