Commander Keen Dreams contains three asset files; The level maps, graphical assets and sound assets. The first table is the level map file, which contains 18 levels. Four of these levels, all starting with "temp", are not used in the game.

Level	Title	width x height (tiles)	Size (bytes)
0	Land of Tuberia	85 x 66	33,660
1	Horse Radish Hill	136 x 37	30,192
2	Melon Mines	94 x 93	52,452
3	Bridge Bottoms	65 x 62	24,180
4	Rhubarb Rapids	74 x 46	20,424
5	Parsnip Pass	42 x 72	18,144
6	Temp1	26 x 30	4,680
7	Spud City	202 x 59	71,508
8	Temp8	26 x 30	4,680
9	Apple Acres	126 x 47	35,532
10	Grape Grove	139 x 39	32,526
11	Temp2	26 x 30	4,680
12	Brus.Sprout Bay	93 x 29	16,182
13	Temp13	26 x 30	4,680
14	Squash Swamp	74 x 29	12,876
15	Boobus' Room	35 x 30	6,300
16	Castle Tuberia	85 x 80	40,800
20	Title Screen	37 x 19	4,218
Total			**417,714**

Figure 1: KDREAMS.MAP level map details. Each tile contains 3 planes x 2 = 6 bytes.

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

Asset type	quantity	unit size (bytes)	Size (bytes)
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 and 480	800
SPRITE	297	10-6180	148,975
Total			**354,075**

Figure 2: KDREAMS.EGA graphic asset details.

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

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

Figure 3: KDREAMS.AUD audio asset details.