QuickStart

Go ahead: launch the Dream application. You can do so in the usual, Macintosh way: double-click the Dream icon, or a Dream document (like a saved game or a game scenario).

I suggest you start playing the first game adventure, "Spirit of Darkness", which you fond with the Dream application. As soon as the game starts, you'll see the main window (also known as the map window). This is where you move.

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

Moving around

Moving around in Dream is easy: simply click somewhere near the shield and you'll go there (you may also use the arrow keys and the numeric keypad). 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 buzz, and your symbol will stay where it was.

Try to wander around a bit to get acquainted with the map window. You can't get hurt, because there aren't characters as yet in your group. Try to enter the dungeon you'll find at the right-upper end of the valley you are in (simply by clicking its icon). You'll be notified that you need to find some characters somewhere before you start the rough part of the game.

Finding some characters

So, go to the southern (bottom-most) end of the valley, enter the small village you'll see, 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 there spells. Be certain to select the "Cure graze" spell for your cleric(s): it will be most useful.

Equipping the characters

Then go to the inn (south-east, that is bottom-right), and buy each of them some food (rations); try to do this before midnight, or the characters will starve! To buy something to a character, first click on his or her icon.

Then go to the shop, and equip your character. The shop is to the far east (right) inside the village. When you are satisfied with the equipment you

bought, have your characters don it: double-click on a character's icon to open his or her character information sheet. Then click on the information bar of that window to see the equipment. Drag and drop each item to the appropriate place (armor on the body, weapons and shields in hand).

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. Move each character like you did with the shield symbol. You have 15 seconds to move, but if you wish to keep the selected character in place you may press * on the keypad. To attack a monster, have a character near it and click on the monster. To shoot an arrow at the monster (did you buy 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.

You may also explore the Dream menus. If you find something cryptic in there, turn on the Balloon help feature of System 7 to get some help.

Where to go from here
Chapter four, "Living in a Dream", has a full-length explanation of the basic rules. Read it first to get a base comprehension of the Dream game mechanics.
Chapter five, "Magic" will tell you all about the magic system and the spells available to your characters.
Then read the rest of the manual.

Dream 1.0

Hardware requirements
Apple Macintosh with 68020 or better; 12" screen (Dream takes advantage of larger monitors and multiple monitors); System 7.0 or later; 4 MB of RAM.

Software characteristics
• 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.
• Supports PlainTalk speech recognition: most game actions can be simply spoken aloud, and the game reacts! (Needs Macintosh AV or Power Macintosh hardware).
• Sound and speech are asynchronous, and the game continues while they are played.

• Totally localizable through ResEdit

• Adventures (game scenarios) are totally independent from the application code and can be written employing ResEdit and a standalone application (ScenarioMaker). Features that a scenario designer can put in a scenario include

      - New graphics, including the look of player characters
      - New sounds, including speech
      - New places
      - New monsters

- New spells
- New items, including magic
- Number of experience points to reach a new level
- Number of spells per level

• 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.
• Runs on multiple screen systems; supports and takes advantage of such configurations and big screens;
• 32-bit compatible;
• Supports 1-bit, 4-bit and 8-bit displays at best.

Manual reading requirements

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

If you find the manual contents easy to understand, then praise me. If my English seems garbage, then let it be known that it's Microsoft Word's fault: their grammar checking 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:

(U.S. and Canada)
Alberto Accomazzi
99 Fulton Street, #4-6
Boston, MA 02109
USA

Please take note that Alberto is just a nice relative, who simply agreed to collect the shareware fees on my behalf. He doesn' t know anything of Dream and its mechanics, so please don't ask questions to him.

(Rest of the world)
Luca Accomazzi,
Via C, Battisti 44
I-28073 Fara Novarese
Italy.

If you send at least $20.00 I'll send you a diskette containing the latest version of Dream, all of the game scenarios I wrote, and a copy of ScenarioMaker, the adventure creator for Dream. With ScenarioMaker, anyone can create a scenario for Dream.

Unless you specify otherwise, I'll send a 1.44 floppy disk: the software can't fit on a smaller 800 KB floppy. If you own an original Macintosh II without a 1.44 floppy drive (the only Mac around which can use Dream but might be without

an adequate floppy disk drive) then be certain to say so and I'll compress my software on a 800 KB floppy.

Dream can be distributed only for free. Nobody is allowed by no means to require a 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. It took all of my spare time for one year to create Dream 1.0, including a month of full-time, ten-hours-per-day hard work (my supposed vacations).

I hope to get a little bit of money from this game. I do know that I would have earned much more if I had kept writing articles for MacWorld magazine (Italian edition) or playing the role of a consultant, as I do when I'm not programming, but I hope that game players will recognise the worth of this software and send their shareware fees.

I plan many enhancements for the next release, but I won't distribute the next Dream if I don't get a few dollars from around the world.

Additions I plan for the next release are:

• A programming language, DreamBasic, which scenario designers will be able to use to create special twists, tricks and traps with;

• Many more spells;

• More player races, including elves, dwarves and half-elves;

• Better interaction with non-player characters and monsters, including dialogue;

• A resizable map window;

• Background playing of the Dream soundtrack during game play;

• Automatic grey-scale dithering of the maps for play on grey-scale PowerBooks;

• A much better vocal understanding, with an ample vocabulary: you'll be able to play a whole scenario without touching once tour keyboard and mouse (requires AV Macs or Power Macs).

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: MisterAkko@AppleLink.Apple.com

Welcome to a Dream!

Welcome, adventurer!

I hope you'll pass many enjoyable hours with the Dream gaming system. In here, 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 a powerful character, and decide how he or she will move and react in the fantasy world of the Dream. (You can choose to move more than one character, up to a maximum of eight. More that one character may be required to solve difficult situations which call for a group effort).

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, or 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 supposed that you already read chapter one of this manual, "QuickStart". There you'll find the bare basics of the Dream game system.

<u>Keyboard shortcuts</u>

The following actions can be invoked through the keyboard:

Action	Key
Move north	Keypad 8
	Up arrow
Move north-west	Keypad 7
Move north-east	Keypad 9
Move south-west	Keypad 1
Move south-east	Keypad 3
Move south	Keypad 2
	Down arrow
Move east	Keypad 6
	Right arrow
Move west	Keypad 4
	Left arrow
Stand still	Keypad 0
Search location	L
Wait until tomorrow	W
Rest	R
Cast spell	K
Shoot with throwing weapon	T

The "cast" shortcut is especially useful. Whenever you have to cast a spell with

the selected character, and especially if you are short on time, simply press K. Dream will automatically open the character's data sheet on the Spells page. You may now simply double-click on the spell you select.

Time in Dream

Inside the main window, you'll also see the time clock. It shows the game date and time. 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. The time clock is kept up to date.

At the far right of the time bar you'll see the game timer, a circle which gets filled with black with the passing of time. The game time advances by one minute when the timer ticks; so, the game timer tells you how much time you've left to make your move.

Normally, there's no great penalty if you take your time and don't mind 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 this one 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 that, 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; switching to the Finder or some other application might mean the demise of a character who won't flee in time...

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 a save game file. You won't be able to play if you delete one or both. 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 scenario, your save 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" can't be 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 a small appetiser.
When you play any scenario, if you didn't set your screen to a sufficient screen depth, Dream will turn up an alert box saying that you should use the Monitor control panel, and suggest the best screen depth.
If you have multiple monitor, 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 guys come up with some way to cheat and get a zillionth-experience-level character, a ton of gold or a 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. It's too easy, isn't it?

Cheating is the best way to avoid many hours of interesting game play. You might as well stop fiddling now with Dream, but since there's no way to dissuade you, do go ahead and kill the excitement.

The player characters

The character classes
In this universe (our own), people specialises. There are engineers and physicians, truck drivers and cooks, musicians and computer programmers (hi, that's me!)
In the Dream universe, people specialises too. We are interested in the most heroic professions (it is no fun to be a valet in a middle-age kind of place, believe me).
So, there are six character classes in the Dream game, as of version 1.0 of the game system (others will be added in future). 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 are a sort of 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, many different classes are mixed, so that the different abilities of the different characters 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 swordsman. They often serve as bodyguard to nobles, or mercenaries. A fighter can wear any armor, and is proficient in any weapon, with the only exception of bows, slings and other throwing weaponry. So, they simply can't defeated in one-to-one melee.
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 usually shake the young sapling during adolescence. When the parents recognise this 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 go o and 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 won't graduate before turning 26. Many reach the age of thirty. At that point, most wizards are employed by the noble families; a few become adventurers.
High level wizards have been known to settle down at out-of-way joints, inside tall towers. There they teach young apprentices. You'll find low-level wizards inside such towers; moreover, since a high-level wizards 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 his (or her) book of magic. There the wizard scribbles down the exact 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 spell 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 coves.

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 that the wizard conducts in the spare time, which 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 their flock of sheep and tending their problems. A few of them, though, turn into adventurers: they think of themselves as 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, once awake. 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 the god's 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 everything. 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 small thieves usually found in unhealthy places. They can't cast spells and are mediocre fighters.

Rogues 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 are happy to fit in the description.

Rogues are the lowest-considered class, so you shouldn't be surprised if you find them inside low-level joints and places.

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 at length, seeking adventures. They usually get an instruction of sorts in fighting, and are nearly as good in battle as the Fighters proper.

Still, they continue, now and then their studies in magic. 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).

Right now you are thinking "well, I'll get only rangers and maybe paladins for my group, and leave the fighters alone. The former are simply better". Maybe they are,

but 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 beast of a peculiar kind. 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 to 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.

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. Most noteworthy is the fact that the paladin won't get ill no matter what hygienic conditions are brought upon him or her; the paladin is also immune to most poisons.

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

Experience

In our universe, people makes experiences, and by doing so becomes better at what it does.

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

A player character gets more experienced discovering treasures 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 (so, he or she gets much harder to kill). The character also becomes better skilled at combat.

Spell-casters (clerics and wizards) get even more than that. 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. Wise clerics can work better spells, and attain the most powerful of those known to their class.

Wisdom is the least important characteristic for rogues.

Strength

Strength describes the capability to lift weight. 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. And 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 essentials for good aim.

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

<u>Stamina</u>

Stamina measures the character's resistance to stress, fatigue and pain. As such, stamina helps determining 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, so it isn't the least important for anyone.

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

Races
In version 1.0 of the Dream gaming system, all player characters are humans. More races are planned for future releases of the game.

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 is 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, doesn't own enough money to buy the item, you'll be notified that you can't afford the buy.

Stackable 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 stackable. Examples of stackable items include rations, ammunitions for throwing weapons and other small objects which are usually kept together.

The character's info sheet
You can see a character's info sheet double-clicking on his/her icon, and then clicking on the information bar.
To equip the character, you 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 windoid something like "Zirk dons his Full plate armor".
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 that 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 very small window will appear, showing some data: the name and the weight at the very least. If the item can be divided, 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").
In the item's window you'll find three buttons, good for selling, dropping and 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 usually unuseful: as a rule, possessing an object 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...

Donning some equipment
Owning a thing isn't enough, though. 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. A window will open, and show the player status.

To see how your character is equipped, click once on the upper part of the window (above the double line). You'll see the silhouette of your character, and icons for each and every 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 does count as weight! Deposit your gold in a bank often!

Of course, 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 meet 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 usually have to get near to a monster to hit 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 version 1.0 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 succumbing to a monster.

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

A character starts the game with a maximum amount of hit points.

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 Graze or Cure gash, 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.

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 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!

<u>Glossary</u>

<u>Area</u>: Size and shape of the zone which must include the targets.

<u>Cast time</u>: "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.

<u>Duration</u>: Duration of the spell in game rounds (game minutes).

<u>Effect</u>: Result of the spell if it succeeds.

<u>Level</u>: 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. An so on.

<u>Material component</u>: the object through which the spell is cast. It's destroyed as soon as the spell is completed.

<u>PC</u>: Player character, that is, one of the characters in your group.

<u>Range</u>: Maximum allowed distance between caster and target.

<u>S.T.</u>: (saving throw). If there's no saving thrown, the spell succeeds always (unless anti-magic magic is at work). If there is a saving throw, the target has the possibility 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

(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).

Level	Name	Mat. comp.	Effect	Area	S.T.	Range	Duration	Cast time
1	Curse Undead	Holy water	Dmg. 1-8/lvl	One undead	1/2	4	Perm.	F
1	Cure Graze	-	Heal 1-8	One PC	No	1	Perm.	FP
1	Slow Poison	Mushroom	Blocks poison	One PC	No	1	30 min + 20 min/lvl	FP
1	Light	-	Makes light	Caster	No	Sight	3 min + 12 min/lvl	FP
2	Cure Illness	Cure potion	Cures illness	One PC	No	1	Perm.	FP
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	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
3	Cure Poison	Mushroom	Cures poison	One PC	No	1	Perm.	FP
3	Protection From Arrows	Magnet	Halves dmg.	One PC	No	1	2 min + 1min/lvl	FP
3	Poison	Mushroom	Poisons foe	One monster	Yes	1	Perm.	F
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
4	Restore	Cure potion	Restore lost lvl	One PC	No	1	Perm.	P
5	Cure gash	-	Heal 4-40	One PC	No	1	Perm	FP
5	Raise dead	Cure pot.	Resurrect	One PC	Special	1	Perm.	P
6	Cure all wounds	-	Heal all	All PCs	No	All arena	Perm.	FP

damage

Spell descriptions

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 affact all undead enemies.

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

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 illude the monsters 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.

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.

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.

Protection (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.

Wizard spells

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

Level	Name	Mat. comp.	Effect	Area	S.T.	Range	Duration	Cast time
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	Wizard Sword	Magnet	Creates weapon	Caster	No	0	2 min/lvl	FP
2	Galvani's Spark	Magnet	Dmg 1-4/lvl	Bolt length 2	1/2	1	Perm.	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	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	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	Blast Fireball	Bat guano	Dmg. 1-6/lvl	Circle range 3	1/2	6	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	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

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 thown 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").

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".

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

Fireball: A huge, roaring sphere of fire errupts 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").

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

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 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. The wizard points to one of his or her friends, and the object that that person is holding in hand will reveal its true nature.

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

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: Dazzingly white missiles of pure energy erupt from the wizard's eyes, flow though 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 form 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).

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.

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.

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. That is, a Mac with special hardware and system software. As of this writing, the AV Macintoshes comprise the following models: Centris 660AV, Quadra 660AV, Quadra 840AV.

You must also possess 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.

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.

Go [direction]
If the map window if 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 if 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 anybody 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. A fast Macintosh (33 MHz 68030 or better) is strongly suggested.
ScenarioMaker, just like the Dream application, requires System 7 version 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: There is no way to get paladins playing "Spirit of Darkness". There are no

paladins left in the Valley of Dawn. Maybe some other scenario…

Q: I tried playing "Spirit of Darkness" 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.

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.
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 music

Background playing of the Dream soundtrack is permanently disabled in Dream version 1.0. I plan to put it back in version 1.1.

Dream does use 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 (especially LCs and IIsi Macs) 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.

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.