

# WEIRD DREAMS™



**MICROPLAY**  
SOFTWARE

LOOK FOR THESE EXCITING HIT GAMES FROM



**Spider-Man and Captain America in Dr. Doom's Revenge.** Here's the world's first interactive comic book. Dr. Doom has called Marvel Comics' most fearsome Supervillains to help him blow up New York City. Spidey and Cap follow your commands in over 30 battles to stop them. Each character has the same abilities he has in the comics. A limited edition Marvel comic comes with the game to draw you right into the action.

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## PLAYER'S THERAPY GUIDE

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# Introduction

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*Weird Dreams* combines surrealistic imagery, bizarre puzzles and humorous graphics to provide a gaming experience unlike anything else on the market. Whereas most computer games serve as an exercise for the conscious mind, *Weird Dreams* pays tribute to the subconscious, and has carved for itself a niche far removed from anything yet established by the entertainment software industry. The game has been called a computerized ink blot test — a designation that fits *Weird Dreams* well. It will, after all, mean different things to different people.

This is precisely what designer Herman Serrano, had in mind. "I wanted to do something a bit different with *Weird Dreams*," he said. "I wanted the game to have something to do with phobias and nightmares."

Players will appreciate Serrano's attention to detail in many of the game screens, which are filled with mysterious creatures and strange sights. Most of the background art begs for some kind of interpretation. The whimsical game music and unpredictable visual effects enhance the dream-like quality of the game.

And if the artwork is the source of the game's greatest appeal, it is Serrano himself the player must thank. Many of the scenes in *Weird Dreams* were inspired by ideas for paintings that Serrano had formulated over the years. In fact, Serrano conceived the entire *Weird Dreams* game while on summer vacation from Kingston Polytechnic, a college on the outskirts of London where he had been studying graphic design. "I'd had a lot of ideas for paintings, and I decided to put them into a computer game instead of on canvas," he said.

Ironically, the success of *Weird Dreams*, and other of Serrano's game ideas, has led him to pursue computer game design on a full-time basis. And although the artwork came easily for him, Serrano soon learned that there were other aspects of the game for which he would need help. For this, he was able to rely on James Hutchby, the game's programmer. "The puzzle part of the game was difficult for me," Serrano said. "It had to be developed and refined as we went along. James helped a great deal with that."

The result of Serrano and Hutchby's collaboration — not to mention the input received from a dozen other creative people



# Introduction

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involved in the project — has resulted in a game that may take computer gamers a while to get used to. Most computer games expand a player's horizons. *Weird Dreams* turns the player's perspective inward. Instead of trying to conquer reality, players in *Weird Dreams* must instead try to negotiate their way through much more dangerous terrain: the subconscious — where there are no rules, no restrictions, and no safe havens from the enemy.

"Computers, and any kind of animation, allow you to escape reality," Serrano said. "*Weird Dreams* makes escaping all the more fun. In fact, it probably makes you appreciate reality a little more."

"I wanted the game to have something to do with phobias and nightmares."

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The result of Serrano and Hutchby's collaboration — not to mention the input received from a dozen other creative people

# How To Use The Hints

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The hints that follow are provided as an aid to you, but they shouldn't be relied on. Instead, try to use a hint only as an absolute last resort. To help you further with this concept, each hint has a dollar value attached to it. Hints which are more specific, and reveal more important elements of the game, have a higher dollar value. When you've finished *Weird Dreams* and won the game (you'll know when), total up the dollar values for all the hints you used. This is your Psychiatry Bill. To get an idea of how well you did, consult the chart on the next page. (Note: if you read a hint but discover that you already knew the information it provides, don't charge yourself for that hint.)

The hints are arranged according to the game screen to which they apply. All the game screens are shown on the following contents pages, along with a brief descriptive phrase that should make it easy to locate the hint section you need. That same descriptive phrase appears at the top of every page, so that you can be sure you've found the right hints.

The hints are also listed in logical and chronological order. That is, the most basic clue for a certain game screen will be presented first. More detailed hints will follow. To make it very difficult to accidentally read a hint you didn't intend to learn, each page of the hint booklet contains hints for just one game screen. Further, all hints are printed in small type so that it's hard to read a clue unintentionally.

Success in *Weird Dreams* depends on two things: successfully solving the puzzles and challenges of each individual game screen, and figuring out the overall objective of the game. Each of the hints provided for the game screens helps accomplish the former. For help in solving the latter, a special, all-inclusive hint is provided on page 25 of the booklet. *This last hint should only be used when you have done everything you can think of, but still cannot find a way to win the game.*

This hint booklet occasionally refers to a **controller**. This is either the joystick, mouse, or keyboard — depending upon which peripherals your version of *Weird Dreams* supports. The **selector** refers to the

# How To Use The Hints

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joystick button, mouse button, or keyboard "fire" button, which is also dictated by the version you're playing. Information on both the **controller** and **selector** supported by your version of *Weird Dreams* is contained in the technical supplement packaged with your game.

To help you keep track of the length of your therapy, a small clock has been placed in the upper right hand corner of your screen. The clock starts as soon as the first play screen appears. You may find it helpful to watch the time on certain screens — some puzzles have a time limit, and use very interesting methods to let you know when you've exceeded that limit!

Good luck!

## **FREEDOM FIELDS HOSPITAL**

*"Good medicine. . . concerned staff. . . outlandish prices."*

### **Bill For Psychiatric Services Rendered**

#### **Your Total Fee**

\$0 to \$250

\$255 to \$500

\$505 to \$750

\$755 to \$990

\$995 and higher

#### **Evaluation**

Hopelessly well-adjusted. Pity.

More study recommended. Your drooling has us worried.

Definitely a few problems here. We have a couch reserved for you.

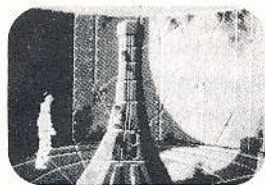
We're talking major psychoses, here. All your nurses are requesting body armor.

Shock treatments mandatory. Could you pay your bill in advance?



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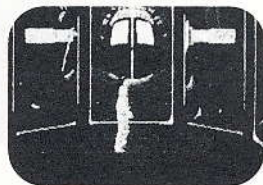
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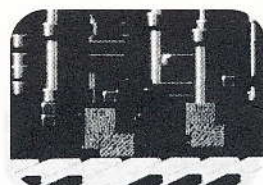
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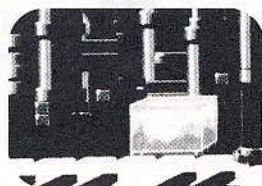
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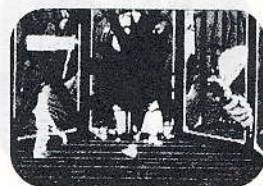
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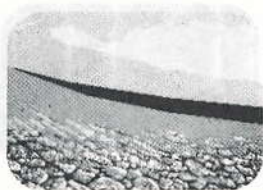
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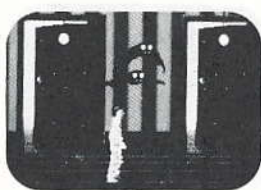
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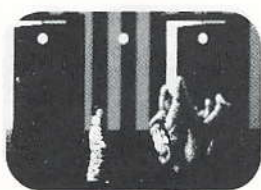
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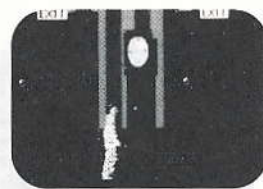
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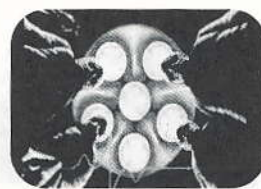
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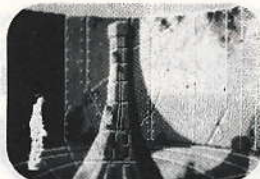
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**The Hint For The Overall *Weird Dreams* game is on Page 25.**

# The Cotton Candy Machine

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Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your Psychiatry Bill at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."



---

## HINT ONE

**\$10 Fee**

Avoid the swirling stick by crouching down as it nears.

## HINT TWO

**\$20 Fee**

You have to leave the cotton candy machine in order to progress in the game.

## HINT THREE

**\$20 Fee**

Exit the cotton candy machine by jumping onto the swirling stick.



# The Fairground

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---

**\$10 Fee**

## HINT ONE

The giant bee will kill you if you don't slow him down.

**\$10 Fee**

## HINT TWO

Bees like cotton candy. Remember where you saw that? Did you notice that it stuck to your body?

**\$20 Fee**

## HINT THREE

You will need at least 4 pieces of cotton candy.

**\$15 Fee**

## HINT FOUR

Drop 1 piece of cotton candy and watch the bee eat it. Then proceed left.

**\$20 Fee**

## HINT FIVE

The bee will be right behind you.  
You will need to buy yourself some time.

**\$25 Fee**

## HINT SIX

Drop the remaining cotton candy near the middle of the screen.  
Look for a weapon.

**\$30 Fee**

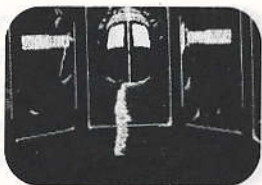
## HINT SEVEN

There's a fly swatter to the left.  
When the bee is busy with the cotton candy, you can swat him back with it.

---

# The Hall of Mirrors

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---

## HINT ONE

\$10 Fee

These mirrors don't just cast a reflection. Remember "Alice in Wonderland."

## HINT TWO

\$10 Fee

There are five mirrors in the hall. You can eventually travel through all of them, though not right away.

## HINT THREE

\$10 Fee

You can always enter the mirrors to the left and right by moving the controller in those directions. The center mirror can also be entered. It will take you back to the Cotton Candy Machine.

## HINT FOUR

\$15 Fee

You can enter the two other mirrors — when you've progressed far enough in the game — by pressing the selector and moving the controller up.

## HINT FIVE

\$10 Fee

If you listen close, you can hear the giant bee trying to beat down the door outside.

## HINT SIX

\$10 Fee

The bee will eventually break into the Hall of Mirrors.

# The Rose Garden

---



Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your Psychiatry Bill at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."

---

**\$10 Fee**

## HINT ONE

Those rosebushes aren't as friendly as they are pretty.

**\$10 Fee**

## HINT TWO

You've got to kill the rosebushes to get past them.

**\$20 Fee**

## HINT THREE

Notice the sticks on the ground nearby.

**\$30 Fee**

## HINT FOUR

Kill the carnivorous rosebushes by stabbing or beating them with one of the sticks on the ground.

**\$20 Fee**

## HINT FIVE

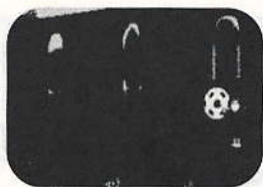
Don't take too long on this screen. Notice how freshly-mowed the lawn looks.



# The Little Girl

---

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---

## HINT ONE

\$10 Fee

This little girl is definitely not all sugar and spice.

## HINT TWO

\$10 Fee

That's not an ordinary soccer ball.

## HINT THREE

\$15 Fee

You'll get two "practice" throws. Use the time to look around.

## HINT FOUR

\$15 Fee

The hedges in the background are important. Most are filled with strange shapes.

## HINT FIVE

\$25 Fee

Position yourself inside the hedge that is empty. Crouch to pick up the ball when it goes past the hedge with a round shape inside it. Timing is crucial.

## HINT SIX

\$30 Fee

If you catch the ball 6 times, the girl will start toward you — and not to plant a kiss on your cheek. Remember: revenge is sweet!

## HINT SEVEN

\$40 Fee

When the girl gets within range of one bounce of the ball, release it. The hedge nearest the right side of the screen points the way out.

# The Giant Piano

---



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---

## No Fee

## HINT ONE

There really is no hint to this screen. You just need good timing to avoid the piano keys as they jump up. Good luck.

# The Ballerina

Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your Psychiatry Bill at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."



## HINT ONE

No Fee

There really is no hint to this screen. You just need good timing to avoid the ballerina's leg as you attempt to pass her. Good luck.

## HINT TWO

\$10 Fee

That's not an ordinary screen ball.

## HINT THREE

\$20 Fee

Remember, it's a ball, so it will bounce off the walls.

You'll get two "bounces" shown. Use the time to look around.

## HINT FOUR

\$15 Fee

The ballerina is in the room. Move on.

Grab the screen and watch the ballerina.

## HINT FIVE

\$25 Fee

Without changing walls, the ballerina is empty. Click to pick up the ballerina. When it goes past the ballerina, with a round shape inside it. Turning is allowed.

## HINT SIX

\$30 Fee

It goes back to the ballerina, the wall will shift forward, and you will pass it. Now the ballerina is shown. The ballerina is shown.

## HINT SEVEN

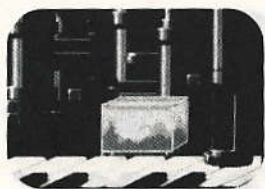
\$40 Fee

When the ballerina is within range of the ballerina, release it. The ballerina is shown. The ballerina is shown.



# The Fish Tank

---



Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your Psychiatry Bill at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."

---

**\$10 Fee**

## HINT ONE

There is an electric eel in the fish tank.

**\$10 Fee**

## HINT TWO

The electric eel flashes when it's dangerous.

**\$20 Fee**

## HINT THREE

Grab the electric eel when it's not flashing.

# The Hall of Mirrors (With the Bee)

---

Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your *Psychiatry Bill* at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."



## HINT ONE

\$10 Fee

This could be an electrifying experience.

## HINT TWO

\$15 Fee

You need to hit the bee several times with the eel.

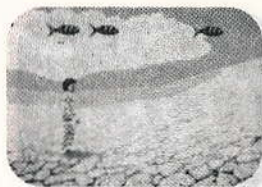
## HINT THREE

\$15 Fee

The only hit that will finally kill the bee is an uppercut.

# The Desert

---



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---

**\$10 Fee**

## HINT ONE

The fish flying above you might serve a purpose.

**\$10 Fee**

## HINT TWO

Jump up and grab one of the fish.

**\$10 Fee**

## HINT THREE

You've got to kill the hopping totem poles to get past them.

**\$15 Fee**

## HINT FOUR

Swat the hopping totem poles with the fish. You'll need to do this for several screens.



# The Cotton Candy **The Big Head**

---

Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your Psychiatry Bill at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."



---

## HINT ONE

**\$10 Fee**

Hitting the Big Head just once with the fish won't do it.

## HINT TWO

**\$15 Fee**

You have to hit the Big Head five consecutive times in order to kill it.

## HINT THREE

**\$15 Fee**

Try swinging the fish up and down rapidly.

# The Statue

---



Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your Psychiatry Bill at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."

---

**\$10 Fee**

## HINT ONE

Look closely at the ground. Think "Quicksand."

**\$10 Fee**

## HINT TWO

You can admire the statue if you like, but it won't help you.

**\$15 Fee**

## HINT THREE

Hit the statue with the fish until it crumbles. Avoid the swirling pit until you're done.

# The Swamp

Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your *Psychiatry Bill* at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."



## HINT ONE

**\$10 Fee**

You cannot walk through the murky terrain.

## HINT TWO

**\$15 Fee**

You need to use something to "eat" a path through the muck.  
What have you encountered so far that likes to eat?

## HINT THREE

**\$20 Fee**

Use the soccer ball to eat a path through the muck.  
Proceed across the screen.



# The Dark Corridor

---



*Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing Weird Dreams. Total your Psychiatry Bill at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."*

---

**\$10 Fee**

## HINT ONE

Bats do not like light.

**\$15 Fee**

## HINT TWO

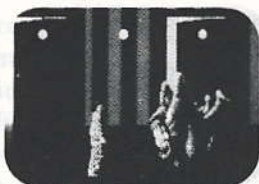
There's a light switch to the left.

The Hint For The Overall Weird Dreams game is on Page 25.

# The Chicken Monster

---

Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your *Psychiatry Bill* at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."



---

## HINT ONE

**\$10 Fee**

You cannot walk or run past the Chicken Monster.

## HINT TWO

**\$10 Fee**

Notice the light fixtures above the Chicken Monster.

## HINT THREE

**\$15 Fee**

Try jumping onto one of the light fixtures.

## HINT FOUR

**\$20 Fee**

You can swing on the light fixtures, too.

## HINT FIVE

**\$20 Fee**

You can swing from one light fixture to another by building up momentum.

## HINT SIX

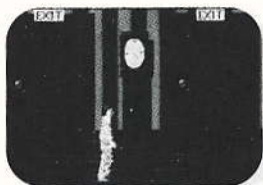
**\$25 Fee**

Momentum is gained by moving the joystick in precise synchronization with the character on the screen. When the swings are fast and long, press the selector button.

---

# The Grandfather Clock

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Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your Psychiatry Bill at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."

---

**\$10 Fee**

## HINT ONE

One of the doors on each side of the clock is lethal.

**\$15 Fee**

## HINT TWO

This grandfather clock does more than just tell time.

**\$25 Fee**

## HINT THREE

Try looking inside the clock.

**\$30 Fee**

## HINT FOUR

The pendulum inside the clock always points to the door that is safe. The door indicated is safe.

**\$40 Fee**

## HINT FIVE

Choose either door. When the pendulum swings to that side, go through. Precise timing is critical.



# The Brain

Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your *Psychiatry Bill* at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."



## HINT ONE

\$10 Fee

If you don't know why you're here, you *might* want to read the all-purpose clue on page 25 (it costs \$150).

## HINT TWO

\$10 Fee

Look on the ground.

## HINT THREE

\$25 Fee

There are three "brain cells" rotating around the brain.  
You have three orbs (hopefully). Hmm . . .

## HINT FOUR

\$30 Fee

Notice that the eye in the center opens and closes.

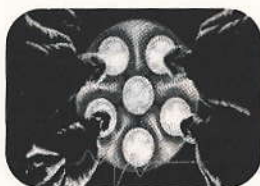
## HINT FIVE

\$50 Fee

Swat the "brain cells" with the fish when the eye is open. The "brain cells" will be replaced with the orbs. When all three have been replaced, your therapy is complete. Congratulations!

# The Operating Table

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Each hint has been assigned a dollar value indicating its level of detail. You should read only one hint at a time and then attempt to continue playing *Weird Dreams*. Total your Psychiatry Bill at the end of the game and refer to the evaluation table on page 4. For more information, see "How To Use The Hints."

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**\$No Fee**

## HINT ONE

Was it all just a dream?

# The Game

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You have been imprisoned inside your subconscious by a hostile demon. More information on this is available in the novella packaged with your game. The demon has divided your brain into three parts and scattered these three parts throughout your subconscious in the form of small, black orbs. You have to recover those orbs and place them back into your brain. The orbs are located in the following screens: The Fairground, The Grandfather Clock and The Statue.

**\$150 Fee**

**Does this text seem a bit unusual? Try using a mirror before advanced retinal fatigue sets in.**



# Credits

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## **Game Design**

Herman Serrano with Tony King

## **Original Programming**

James Hutchby

## **IBM Programming**

John Jones-Steele

## **Atari ST/Amiga Music & Sound**

David Whittaker

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## **Quality Assurance**

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## **Manual/ Technical Supplement/ Package Copy**

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## **Screen Shots**

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## **Cover Photography**

Don Carstens

*A Special Thanks To Herman Serrano For His Invaluable Game  
Hints and Unlimited Cooperation.*

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