

empire
INTERACTIVE
presents



Dream Web

A game to die for!

USER GUIDE

SPECIAL NOTE: PLEASE REFER TO THE OUTSIDE BACK COVER OF THIS MANUAL FOR LOADING INSTRUCTIONS AND SPECIAL THINGS TO REMEMBER.

PLAYING THE GAME FOR THE FIRST TIME.

If you are playing Dreamweb for the first time, or if you have previously played the game without saving your position, you will see the game introduction first. This may be skipped at any time by pressing the ESC key. The introduction is followed by the credits. Again, these may be skipped with ESC.

PLAYING THE GAME FROM A SAVED POSITION

If Dreamweb finds previous saved positions on the hard disk it will give you the option to play from a saved position, start the game from the beginning (including the introduction) or to exit to DOS. Click with the left mouse button when the pointer is over your chosen option.

If you decide to load a saved position you will be presented with a list of saved games. Highlight the one you wish to load and click on LOAD. Your saved game will be restored and you can continue playing Dreamweb from where you left off.

THE MAIN GAME SCREEN AND INVENTORY

The main part of the screen is the map area (1) which shows an overhead view of your character within a room. The zoom box (2) shows a magnified view of what is under the mouse pointer. As you guide the pointer around the screen the status line (3) tells you what will happen if you click the left mouse button. You may do the following:

Walk to and object. You character can only examine objects that he is reasonably close to. If he is too far away click on the object to walk to it. It will then be examinable. You can also walk to exits on the map when a blue arrow appears over the mouse pointer. This allows you to move from room to room or leave a location.

Examine an object on the screen. Clicking on an object will bring up a description of the object. From here you may Open or Use an object or, if it has a picture, click on it to pick it up. If you open the object or, if it has a picture, click on it to pick it up. If you open the object or pick it up you will be taken to the inventory screen.

Talk to a person on the screen. when you talk to someone you will see a description of them followed by a conversation. To repeat it, click on the icon of the person at the top of the talk screen. You may return to the map at any time using the exit icon. Talking to people may provide vital clues or help in solving a puzzle.

Look around the current location. The name of your current location is shown at the top of the screen. Clicking on Ryan's eye (4) brings up a short description of your character's surroundings.

Zoom control. This switches the zoom box (2) on and off.

Disk options. Allows you to save, load or exit to DOS (see below).

Open inventory. Clicking on Ryan's coast (5) takes you to your inventory screen. This shows ten spaces for objects in your inventory at a time. There are three inventory pages, selectable by clicking on the page numbers at the top right of the inventory. If an object has been opened its contents will be shown below Ryan's inventory.

Objects may be moved around in the inventory or placed into open objects by clicking on the object using the left mouse button. The pointer will 'grab' the object. It can then be placed in any free space, swapped with another item, or dropped by placing it over the bin at the top of the screen and clicking.

To examine an object in Ryan's inventory or an open object, click on it with the right mouse button.

To leave the inventory click on the exit icon in the bottom right of the screen.

Note: Large objects will not fit inside smaller ones and some objects will only allow certain objects to be placed inside them. Eg. A CD player can only have CD's placed inside it.

Use with allows one object to act upon another. If you examine an object on the map and use it you may be taken to the inventory screen and asked 'use with...?' Click on any item in Ryan's inventory to use them together. Eg. Examine card reader and use it with the cashcard.

THE TRAVEL SCREEN

When you leave a location (such as walking off the left of the screen outside Eden's flat) you will be taken to the travel screen. Over the cityscape appears an travel picture that shows a place you can travel to, with the name of the place at the top of the screen. By clicking on the two arrows with side of the name you can select different locations. to travel to a place click on its travel picture at the bottom of the screen.

To find out more information about a place before you travel, click on the information icon (the notepaper in the top right of the screen). If you decide you do not want to travel click on the exit icon and you will return to the map.

SAVING AND RESTORING YOUR GAME

Selecting disk options takes you to a screen that allows you to exit DOS, carry out disk operations, or return to the game. If you select disk operations you will be presented with save and load icons.

When saving a game click on a free slot or a file that has been used that you wish to overwrite. Then type the name of your save game. Click on the disk icon to save the game.

When loading a game just click on the file you wish to load and then click on the disk icon.

THE NETWORK MONITOR

Starting the Network

In a few locations you will find a Network screen. The Network is a cranky and ancient

information system still used by most people because it doesn't cost much to use. Using the Network you can read current news and weather reports and examine Network Cartridges using an interface. If a cartridge is placed inside a Network Interface its contents are readable on the Network. Examine and use the monitor itself, not the keyboard or interface, to access the Network.

Network commands

There are a few basic commands to read files on the Network. Each file is broken down into topics and some files may be password protected. These commands are:

LIST. Used on its own this lists all files on the system including files on any cartridge being used. Once you have a list of files you may type LIST plus a file name to bring up a list of all topics in that file.

READ. Having obtained a list of topics this command will display all the text within a topic.

LOGON. Any password protected file requires a key before it is readable. You obtain keys by entering passwords. for example, Ryan's key is RYAN. To read any file protected by this key type LOGON RYAN. You will then be asked for a password. You can logon to any key on any Network machine provided you know the password.

KEYS. This lists all keys that you have successfully logged onto.

HELP. Displays help information.

EXIT. Disconnects the Network and returns you to the game.

When reading text you can stop it from scrolling by hitting the space bar. Hit it again to continue reading. The Network may help you find important information during the game.

DREAMWEB — GETTING STARTED

In order for Dreamweb to run from CD, it must create a directory on your hard disk to store temporary files. This is done automatically by the installation routine on the Dreamweb CD. To run the installation routine insert the Dreamweb CD into your CD drive and follow the instructions below:

1. At the DOS prompt type D: (assuming your CD-ROM drive is labelled D:).
2. Now type INSTALL (followed by RETURN).
3. Follow the on-screen prompts. A directory will be created on your hard disk where you should type DREAMWEB (followed by RETURN).
4. For further help with running the game, please refer to the manual inside.



THINGS TO REMEMBER!

Door Code	5106
Garbage	Wednesday
Edens Birthday	17th February
Netword Password*	Blackdragon

Septimus