

# WEIRD DREAMS™

## Technical Supplement

IBM-PC/Tandy/  
compatibles

### System Requirements

This technical supplement provides detailed information for playing *Weird Dreams* on IBM-PC/Tandy/compatible personal computers. The game requires DOS version 2.0 or higher and 640K of RAM. It supports the CGA, EGA, and VGA/MCGA graphics systems; a color monitor is required. *Weird Dreams* may be played either from the keyboard or a joystick. The game is hard disk-installable.

### Loading Instructions

To load this version of *Weird Dreams*, first boot DOS. Insert the game disk into your computer. Make sure the DOS prompt is addressing the drive containing the game disk, then type `weird`. The game will load automatically. Keep your copy of the *Weird Dreams* novella handy, the program will ask you for a word from the text during the loading process.

If you experience problems loading the game on your personal computer, turn off the computer and all peripherals and attempt to load the game again, using the appropriate procedure outlined above. If you still cannot load the game, try to load it on a similar machine, if possible. If problems persist, you may have a damaged disk. To replace a damaged disk — or to receive any other assistance — call Medalist Customer Service at (301) 771-1151, weekdays 9:00 am to 5:00 pm, Eastern Time. Have a pencil and paper handy when you call.

### Hard Disk Installation

To install the game on your hard drive, follow the procedure below.

1. Make a hard drive directory for *Weird Dreams*.

example:            `c:\`  
                      `md dreams`

2. Insert the game disk in the floppy drive. Switch command to this floppy drive.

example:            `a:`

3. Using the `copy` command, copy all files from the game disk to the new directory on the hard drive.

example:            `copy *.* c:\dreams\*.*`

4. Load by switching command to the game directory on the hard drive before following the loading procedure listed above.

example:            `c: <return>`  
                      `cd c:\dreams`

### Keyboard Controls

The joystick controls are listed on the other side of this technical supplement.

|                       |                        |        |   |
|-----------------------|------------------------|--------|---|
| Up Cursor             | Same as Joystick Up    | P      | Pause On/Off                              |
| Down Cursor           | Same as Joystick Down  | Escape | Quit                                      |
| Left Cursor           | Same as Joystick Left  | F1     | Sound On/Off                              |
| Right Cursor          | Same as Joystick Right | F2     | Mouse/Joystick Toggle                     |
| "+" on numeric keypad | Use item in inventory  | Fire   | SHIFT, ALT, CTRL, INSERT<br>or CLEAR/HOME |

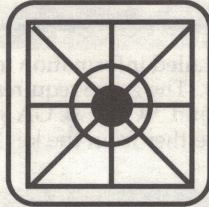


# Joystick Controls

## Without Fire Button Pressed

Jump Up & Grab

Walk Right



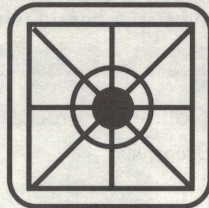
Walk Left

Duck or  
Pick Up Object/  
Put Down Object

## With Fire Button Pressed (Without a Weapon)

Walk Into Screen  
(when possible)

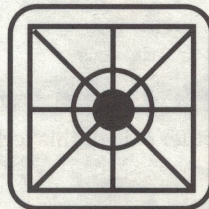
Grab Objects  
(when possible)



Grab Objects  
(when possible)

## With Fire Button Pressed (With a Weapon)

Swing Weapon  
Up & Down



Thrust  
Forward With  
Weapon

Swing Weapon  
Forward  
(not possible  
with all weapons)

Note: To use a weapon,  
your character must be  
facing the right-hand  
side of the screen.