

DREAMSCAPE – THE ULTIMATE GUIDE

Welcome to the world of “Dreamscape”.

This is the latest adventure from Aldorlea Games, a huge and innovative experience you can find on <http://www.aldorlea.com>

This guide will get you through the game so that you do not get lost and are able to achieve the best out of your gaming experience.

You may want to follow the step-by-step walkthrough or just use the summary of important actions at the end of the guide – it is up to you.

YOUR PARTY

There are four main characters in the game. All have their own strengths and weaknesses.



ERIN

Erin can become a solid fighter once you get her proper equipment. She can also "divert" and "stun" enemies using skills that she learns at certain levels. Furthermore, she will be able to acquire a HEAL spell in the Pharaoh's dream.

LV10 DIVERT

Erin has 80% chance of getting each monster to physically attack her. This skill is particularly efficient when she is well equipped, can counter and/or the enemy is able to cast nasty spells.

LV 18 SCREAM

Erin tries to stun all the enemies. Please refer to the end of this guide for enemies that can be numbed.

LV 30 COUNTER

Erin will counter any physical hit taken, unless she is defending and/or the skill is disabled (which is possible by selecting the skill outside of fights)

ATHENA

Athena is the spellcaster of the group. She will acquire most of her spells from icons left in the world but she will also learn a very useful one upon reaching level 12 - Concentration. This spell will allow her to recover more HP and SP from battles!

We recommend you try to find her other 4 types of spells as soon as possible.

The walkthrough gives detail on how to find them but here is the list by location:

Particle Blast - Lostham

Fire Launcher - Spring Woods

White Nuke - El Cairo

Talisman - Pharaoh's Dream

Each spell gets better as Athena's level reaches certain thresholds:

Lv75, 67, 58, 49, 39, 29, 20, 12 and 5.

PEEBOO

Peeboo is a powerful mouse who can deal good physical damage and use from early on an interesting spell called Carrot Transformation, turning enemies into harmless carrots.

He will learn 2 further spells:

LV 15 MIGHT

This spell allows Peeboo to become stronger both in strength and resistance.

LV 26 BAD SMELL

This spell decreases the monsters' ability to fight by inflicting them with an ill status.

CLOCHETTE

Clochette is an old flower who is able to support the party more than any other character. She is not to be overlooked if you want to progress fast in the game.

Here is her list of spells:

LV8 STUN

Attempts to stun all the enemies

LV 18 CHLOROPHYLLIA

Low healing with a low cost, but that can only be performed during fights

LV 23 ENERGY BOOST

General party boost, very efficient if Clochette plays first and the enemy side is tough.

LV 28 DETOX

Cures venom and ill conditions

LV 31 ENCOMPASSING BOOST

Much like Energy Boost, plus protects (but does not cure) from venom

CONTROLS

Dreamscape can be played either with the mouse or the keyboard.

You can access your main menu by pressing ESC or the right button of your mouse.

Actions can be done by pressing ENTER or the left button of your mouse.

If you are new to this kind of game, make sure to launch the Tutorial as suggested at the beginning of the game. It will detail how to play the game.

BASICS

Some essential rules and hints about Dreamscape.

* The purpose is to explore people's dreams in order to solve other dreams (usually) and progress towards Terry – Erin's missing boyfriend.

* You can always leave a place using the Headphones on your own characters. This is particularly useful if you are stuck.

* The Autosave will record your progress every time you win a fight or use the Headphones.

* You can, if you need, fully restore your HP and SP by touching the Pink Crystal in Lostham – however touching it even once will prevent you from getting the biggest reward from the game mode you are playing.

* You cannot store in your inventory the restorative items you find on the ground. You can however store quest items as well as equipment items and gold (coins, dust and bars)!

* It is a good strategy to leave restorative items behind in order to use them later, when really needed.

* When you win a fight, you gain HP and SP (respectively 5 and 1, without the use of bonuses and/or items).

* Items on the floor each have a specific effect. The effect is mentioned when you touch the item for the first time.

Here is a reminder:

Healing (and reviving): bread, apple, meat, fish

Healing SP: Mushroom, Orange, Purple Grape, Blue Grape

Removing Venom and Ill: Cherry

Random Effect: Clover

Boost Attack: Sword

Boost Strength: Fist

Boost Intelligence: Book

Temporarily Cancel a Fight (stationary Glitches only): Hourglass

Negative Effect: Skull, Green Mushroom

+1 HP for Peeboo permanently: Cheese

4 MODES OF DIFFICULTY

Dreamscape can be played in Ataraxia, Utopia, Dream and Nightmare.

Beginners are advised to start in Ataraxia.

All modes are identical except:

- they alter your characters' statistics (stats) as well as the value of the boost items in the game
- they offer different rewards at the end of the game

Ataraxia increases all 4 stats of each character (strength, resistance, spirit, agility) and boosts items to 200%, as well as their HP to 120%.

Utopia increases all 4 stats of each character and boosts items to 150%.

Dream does not alter stats.

Nightmare decreases all 4 stats of each character and boosts items to 70%.

REWARDS

Here is the list of rewards you can get in Dreamscape, from the hardest to the easiest accomplishment.