

Walkthrough for *Off-Season at the Dream Factory*

The below is a basic walkthrough to complete the game (without earning all possible points). It is nothing but spoilers, and it ignores the progression of the story. Be sure to stop and smell the rainbows along the way! A complete list of points that can be earned is at the end of this walkthrough.

Note that ENTER and IN are synonymous, as are EXIT and OUT.

Act I. The first day.

X BED to find your nametag, which you'll automatically wear. You can TAKE CLUB if you want (you can use it in battle later, though it's never necessary). Then go WEST and TALK TO MOTHER. TALK TO MOTHER again ... she speaks in code to solve the forest maze you'll soon encounter. Take the first letters of her sentences to get WSEESWSEENN. Go OUT, then WEST, then follow the directions as she's given them—WEST, SOUTH, EAST, EAST, etc.

At the clearing, WAIT. You'll enter a battle sequence where you can either ATTACK or PARRY. Choose whatever you'd like; your failure is guaranteed. Once you die, WAIT again, then go NORTH. TAKE BROCHURE and X BROCHURE for a map of the Dream you'll soon be visiting. Then go IN.

TALK TO JONATHAN for more gold (enter numbers to make your conversation choices), then go NORTH and TALK TO BOSS, again choosing your conversation lines.

Not much else to do but go home and to bed: OUT, EAST, IN, EAST. Then SLEEP.

You're in your Dream with a simple first-person 3-D perspective. Navigation is FORWARD, LEFT, RIGHT, and TURN AROUND. See the brochure for a map. To start, go FORWARD, RIGHT, and TAKE SEEDS. You can explore the Dream, but everything else will be inaccessible. Once you're done, head out of the tunnel back to the real world. From the seeds, the directions are TURN, LEFT, FORWARD.

Act II. Winning the battles.

Scene 1. Items.

The largest portion of the game involves accumulating items, learning spells, and winning battles. Many tasks can be completed in different orders, but this walkthrough will accumulate all of the necessary items first, then learn all of the spells, then win all of the battles.

The necessity of the items will make more sense if you talk to Uncle Carroll first, but it's not necessary.

There are five key items we'll need to get. From your bedroom upon waking from your Dream, go WEST to the kitchen, X SINK, TAKE SPONGE, TAKE MITTS.

Head to the pond by going OUT, WEST, SOUTH. At the pond, X BRIDGE, TAKE BOTTLE, FILL BOTTLE.

Go NORTH, WEST, NORTH to the farm. PLANT SEEDS, WATER SEEDS, then TAKE CABBAGE, which is the first key item.

Let's get everything else out of the dungeon. Go SOUTH, EAST, NORTH, EAST, and then go IN the pipe.

First, we'll get a card. FORWARD, LEFT, WEAR MITTS, TAKE CARD, REMOVE MITTS. The king of hearts is the second key item.

Then TURN, LEFT, FORWARD, FILL SPONGE, TAKE BOAT. The boat is the third key item.

Then TURN, LEFT, TAKE LIGHTNING, FORWARD, TAKE UMBRELLA. We'll use it later.

That's everything from the dungeon. TURN, LEFT, FORWARD, FORWARD to get out of it.

We need to backtrack to the farm to get the fourth item. From the sewer pipe, go WEST, SOUTH, WEST, NORTH. Then OPEN UMBRELLA to get up the windmill, TAKE SLIPPERS, and go DOWN. The slippers are the fourth item.

We need one more. Go SOUTH, EAST, NORTH, NORTH, and then IN the truck. OPEN BOX to get a jar of ceiling wax, which is the fifth item.

Scene 2. Spells.

It's time to talk to Uncle Carroll if you haven't. Go OUT, SOUTH, and then go IN his house. TALK TO UNCLE to learn some backstory and to have him sing the key song which lists all the items you need. We've already gotten them all, so you can GIVE JAR, GIVE BOAT, GIVE CABBAGE, GIVE SLIPPERS, and GIVE KING. You now have a spell scroll which will help you defeat the adventurers you're about to encounter.

Scene 3. Battles.

All battles take place in the clearing. Each combatant has two attacks, a major and a minor one, and every attack can be countered by a spell. The loop for these battles is to cast the correct spells, wait for the adventurers to knock themselves out, and report your successes to Jonathan in the MEI office. Type SPELL to cast a spell you know. After you cast the two key spells, you can ATTACK or PARRY as you please; your success is guaranteed.

From Uncle Carroll, go OUT, WEST, WEST, SOUTH, then WAIT at the clearing.

The first battle is the warrior. Cast a SPELL. First, cast ROYAL ROBE. On your next turn, cast WAX LIPS. Then ATTACK or PARRY and wait until the warrior defeats herself. You can choose to kill the warrior or let her live. (The game's story suggests you should spare her.) Go NORTH, IN, then TALK TO JONATHAN. Complete the conversation. Then go OUT, SOUTH, and WAIT for the next battle.

Next up are the demons, susceptible to WATER WHIP and CABBAGE CLOUD. Finish the battle, then return to the office and repeat the same steps as before to prepare for the next battle.

The third battle is the mage, who is defeated with WAX LIPS and SLOW WALK.

The fourth battle is the angels, who are defeated with CABBAGE CLOUD and ROYAL ROBE.

The fifth battle is the steampunk gnome, who is defeated with SLOW WALK and WATER WHIP.

Once the fifth battle is over, it's time to go back home from the clearing: EAST, EAST, EAST, IN, EAST. You may wish to SAVE your game.

Act III. The final battle.

The final battle is against the Boss.

SLEEP, but listen to your mother. Again, she gives you directions through your altered Dream: NNWSSW. Follow them to get to the final battle. Then, TAKE CLUB (or WAIT) to cause the Boss to appear. A conversation with her will automatically begin, and then the battle will start.

All five spells are needed against the Boss, but it doesn't matter too much in what order you cast them, as her attacks are randomized. She will often rip the wax from her mouth, so the best strategy to defeat her is to cast the other four spells first, then continually cast WAX LIPS.

Once defeated, you can choose to let her live or to kill her. This choice will lead to two separate endings. The "true" ending is to let her live. Once you do, go WEST, NORTH, WEST, NORTH to finish the game.

If you kill the Boss, you are immediately taken to the other ending.

A table of all possible points that can be earned is on the next page.

Points

Command / action	Location	Points
X MIRROR	Bedroom	1
X BED	Bedroom	1
Complete the clearing maze	Clearing	2
X BROCHURE	MEI office	1
SLEEP for the first time	Bedroom	2
WATER SEEDS	Farm	2
ENTER PIPE	Sewer	1
TAKE CARD	Dungeon	2
TAKE LIGHTNING	Dungeon	2
FILL SPONGE	Dungeon	2
OPEN UMBRELLA	Farm	2
READ BOOK	Uncle Carroll	1
GIVE JAR	Uncle Carroll	4
GIVE CABBAGE	Uncle Carroll	4
GIVE KING	Uncle Carroll	4
GIVE SLIPPERS	Uncle Carroll	4
GIVE BOAT	Uncle Carroll	4
Defeat the warrior	Clearing	10
Defeat the demons	Clearing	10
Defeat the mage	Clearing	10
Defeat the angels	Clearing	10
Defeat the steampunk gnome	Clearing	4
Defeat the Boss and spare her	Dream clearing	14
Defeat the Boss and spare her without killing any of the earlier adventurers	Dream clearing	1
Complete the game with the "true" ending	Winter clearing	1
The last lousy point	?	1
Total		100