LATE AT NIGHT, A TROUBLED YOUNG BOY TOSSES AND TURNS AS HE SLEEPS. ENTER HIS DREAMS AND MAKE YOUR WAY THROUGH THE PROBLEMS WITHIN THEM.

A BIRTHDAY PARTY... AN ANCIENT TOMB... AN AQUARIUM... THE DEEP SEA...

THE GHOST
The “protagonist” of the game, the ghost is able to possess a variety of both living and inanimate objects to overcome the obstacles of each dream. An explorer of dreams, this ghost is an enigma and its motivations remain a mystery throughout the story.

CHARACTER CLASSES

RACE CAR
The race car’s small size allows it to move through passages impassable by other classes.

GOLDFISH
The goldfish is found in water and can move in all directions. It picks up objects by swimming near them and can drop them on switches.

ROWBOAT
Like an actual rowboat, each paddle is controlled separately to move. The rowboat can also fish to pull up objects far below it.

ROBOT
The robot is a versatile platformer. It can jump between platforms and carry objects.

SUBMARINE
Using realistic controls, the submarine can change its elevation in the water. It can also shoot missiles.

CANNON
While the cannon is immobile, it can be carried by other classes. Once it has ammo, it can shoot enemies and switches.

CONTROLS

Movement:
W = Move Forward
A = Move Backward
S = Move Left
D = Move Right

Jump:
Space

Ascend:
F

Pick Up / Drop Object:

Hold:
E

Possess:
1

Unpossess:
2

Fire:
Fireball

Throw Shell:
Throw Shell (Boss Fight Only)

SUBMARINE
Q = Climb
C = Dive

F = Roll Left
R = Roll Right

B = Blow
X = Flood

Rowboat:

D = Pull Left Oar
A = Pull Right Oar

Z = Push Left Oar
X = Push Right Oar

Birthday Party
Objective:
Several presents are missing from this birthday party! Find the presents and bring them to the gift table!

Enemies:
Red enemy robots roam the floor and will destroy the green robot. Use the cannons to temporarily stun them.

Difficulty:
By increasing the difficulty in the pause menu, the number of robots, their speed, and revive rates will also increase.

Ancient Tomb
Objective:
This multi-leveled tomb including a maze, moving platforms, puzzles, and a boss fight. Make your way through the levels to the treasure!

Boss:
The minions will attack, but you might be able to use them to your advantage. The rocks hanging from the ceiling seems pretty dangerous.

Aquarium
Objective:
The new goldfish needs to be trained - use the colored balls and make your way to the red switch in the center of the castle!

Enemies:
Blue enemy fish inhabit the aquarium. They’ll chase you if you come too close.

Hints:
A couple of the switches don’t work. There are 4 balls total - one for each color.

Water World
Objective:
Searching for sunken treasure, the fisherman needs pull up the treasure chest. Use the submarine to clear away the rocks and other debris.

Enemies:
Avoid the mines!

Hints:
The submarine will take extreme damage if it makes contact with the ground.