

STAN, THE DREAMER

A Point-and-click adventure.

by **ThePetsMode** (Jun-2013)
Molins de Rei - Barcelona - Spain

System requirements

- This game is 16ks ROM file.
- Works on MSX1 computer with 8K of RAM or compatible.

Load ROM

- Works with ODO loader on MSX machine.
- Works fine on these emulators: BlueMSX & Meisei.
- You can use any type of Pazos' Mega Flash.

Story

Stan dreams in his room. He dreams of a treasure. He always wanted to be rich.

Join with Stan in this short adventure and make his dream come true. Look for the treasure of his dreams.

Controls

This is a short Point-and-click adventure like SCUMM games from LucasArts or classic King's Quest from Sierra.

All your actions and items are icon based. No text.

Play with mouse, joystick or keyboard.

Move your cursor around the screen.

Press fire 1 or spacebar or left click in mouse to do actions.

Press fire 2 or M key or right click to change action you want to do.

This control is like Sierra adventures.

You have 4 actions: To Walk, Hand, To Talk, Use Item.

To Walk: Click where you want Stan go. Be careful, Stan walks straight to his destination.

Hand: You can pick up objects, touch buttons, to explore holes,... you can choose an item from inventory at bottom of the screen action.

To Talk: Try to talk with people you find. They tell you what they want and maybe something will give you if you bring it to them.

Use Item: When you select with hand an item from inventory this is useful in this action.

One thing more, you must stay close to the object to do actions with it. If you aren't near a loud sound will be played.

Problems with Mouse or Joystick:

Game selects automatically a input mode.

If there is a mouse in joystick port 1, mouse mode will be on.

If there is a joystick or nothing in joystick port 1, keyboard and joystick mode will be on.

Press F1 to change input mode if game is running or you change mouse or joystick in port 1 with game running.

Game Objective

You must guide Stan through his dream to be rich. When you pick up the treasure, you will win this game.

This is a short adventure to enjoy with your children. It's easy, no violence, nice graphics and have logic actions that makes a child think by himself.

Credits

Code & GFX & FX sounds & Rooms design:

JamQue (Rafel Pérez)

Additional GFX:

Aorante (Alberto Orante)

Testing:

Napalm (Arnau Castellvi), Atreyu (Angel Hidalgo)

GFX Creator : nMSXtiles v0.6 by Pentacour (Ramón de las Heras)

FX creator: PSGed 082 by Aorante (Alberto Orante)

Compiled with: asMSX 0.15a

Contact:

www.thepetsmode.com

info@thepetsmode.com

Greetings & Acknowledgements

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MSX-kun, Imanok, Sapphire, Nerlaska, Ramones (we miss you), Jon Cortazar, K0ga, Konamito, alucardX, kabish, xenon, x_manel, ...

Special Thanks to Aorante for his support in graphics. He is our best technical pixel artist. And thanks for your PSGed and SpriteSX. Great tools.

Thank you very much, dude.

Another Special thanks to Pentacour. NMSXtiles is a fantastic tool. This game it can't be possible without it. Thank you very much, and thank you for do a special edition for this game.

And you, for playing this Game.

License

This is a freeware MSX game developed by thepetsmode group.

Special advice

This game is the first point & click adventure that we make. We developed a system to do adventure games. It's very similar to an engine and it can do adventures more complex with few kilobytes. If you like it we want to do is more adventures. We can add more graphics, OST, animations, MSX2,...

We love MSXDEV and we want to participate with this entry. We like the limitations of this contest to show what we can do. It's a challenge ;)

Please feel free to send us feedback.