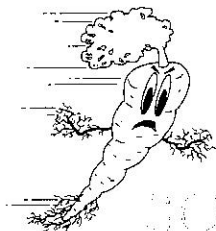
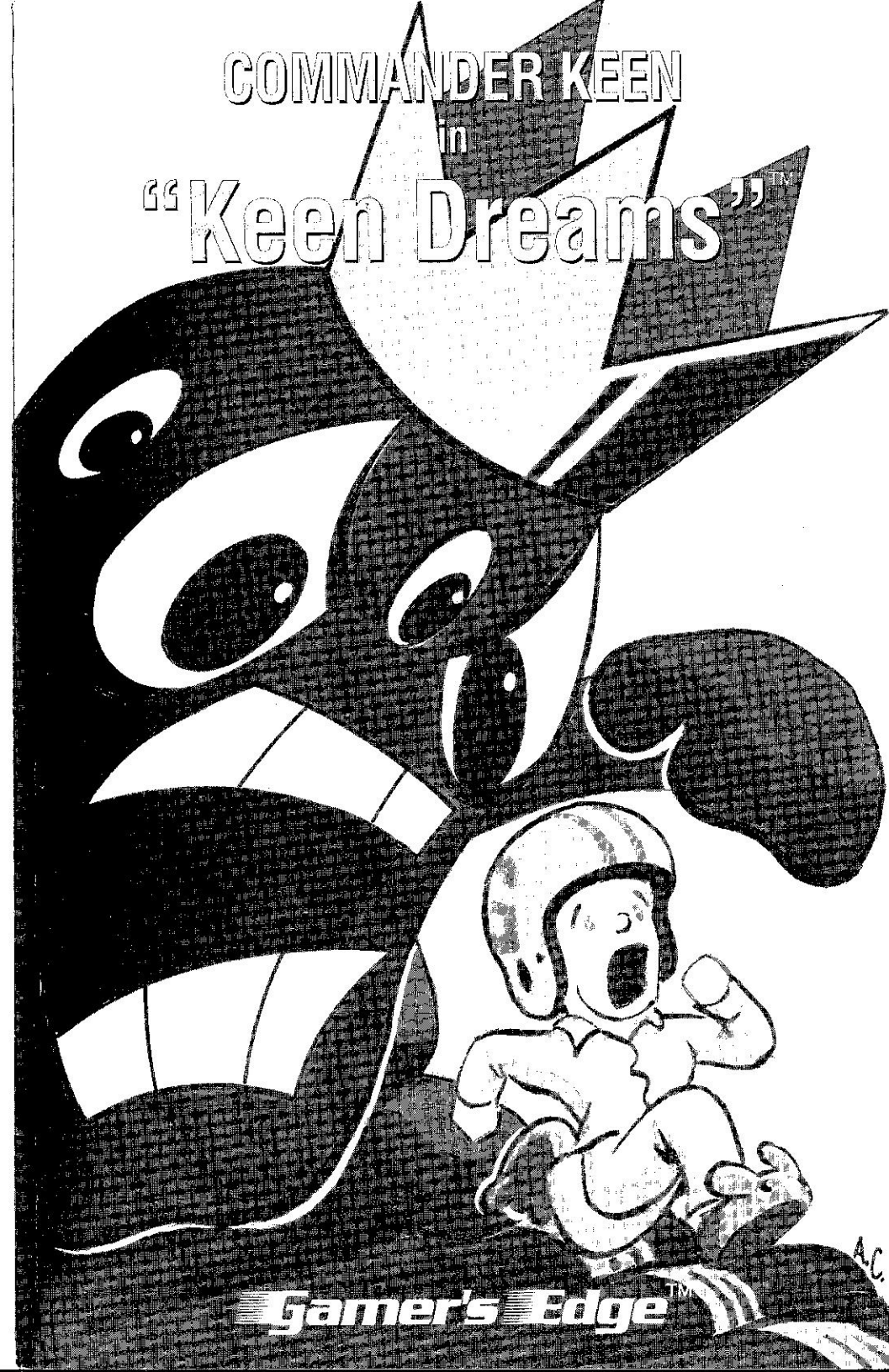


COMMANDER KEEN
in
"Keen Dreams"™



SOFTDISK
PUBLISHING
A Division of
The Software Company

Copyright ©1991 SOFTDISK PUBLISHING. All rights reserved worldwide
P.O.Box 30008 • Shreveport, LA • 71130-0008 • 318-221-8718 • 1-800-831-2694

Gamer's Edge™

Welcome to

Commander Keen's Edge

In this issue of Gamer's Edge, we feature Commander Keen in "Keen Dreams." Join the boy-genius as he finds himself transported to the land of Tuberia, where vegetables enslave children and King Boobus Tuber rules! A charming arcade delight!

Commander Keen in "KEEN DREAMS"

The story so far...

Eight-year-old Billy Blaze, AKA Commander Keen, Defender of Earth, Dispenser of Galactic Justice sulked, "I just saved the Earth, Mom. I don't have to eat vegetables."

"You'll eat your peas or you'll go straight to bed, young man."

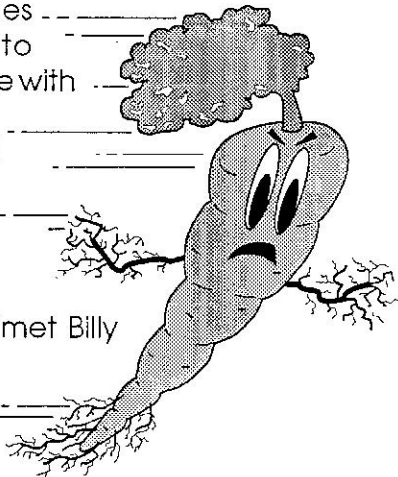
"Aw, Mom!"

Needless to say, Billy went straight to bed. "Stupid vegetables," he grumbled, his eyelids growing heavy...

He awoke to the unmistakable touch of a six-foot potato. "You've been brought to Tuberia by the Dream Machine," said the giant spud. "King Boobus Tuber draws all who shun vegetables to his land and binds them to servitude. Resistance is futile. Come with me."

"Fat chance!" Billy slipped his Vorticon Hyperpistol from under his pillow. "Just one charge left. Better make it count." BZZAP! Instant hash browns!

Slipping on his football helmet Billy made his plans to weed out King Boobus Tuber and destroy the Dream Machine...



HOW TO START KEEN DREAMS

This assumes C: is your hard drive and A: is the drive into which the **Gamer's Edge** disk is inserted. Use the appropriate designations for your system.

To play Keen Dreams, insert **Gamer's Edge** and ENTER the commands:

```
C>A:
A>KDREAMS
```

To copy Keen Dreams to your hard drive ENTER the commands:

```
C>MD KDREAMS
C>COPY A:*. * KDREAMS
```

To play Keen Dreams on your hard drive ENTER the commands:

```
C>CD KDREAMS
C>KDREAMS
```

THE THREE FACES OF KEEN

Your Keen Dreams program consists of three distinct kinds of areas: The Control Panel, the Land of Tuberia, and the Places in Tuberia. As a game player, you will use the control panel to set up Keen Dreams to suit your preferences, to load and save games, and to get help. As Billy, AKA Commander Keen, you will explore the land of Tuberia and its Places.

THE CONTROL PANEL

After you've had your fill of the exciting **Gamer's Edge** title sequence you will reach the Control Panel — six small boxes down the left side of the screen and three larger ones to the right. You can use the arrow keys to move the rocket-shaped cursor from box to box. You select the box you're pointing to by pressing ENTER. Watch the wide box on the bottom. It describes the function of the box the rocket is on — For example: Start the game, Help, Disk (load, save or quit), Controls, Sound, or Music.

START GAME: The icon for this section of the Control Panel is a rocketship zooming away. When you start a new game, you can start in Easy, Normal, or Hard mode by choosing one of the icons in the top wide box. Easy is for the novice. Normal is for an average game player. Hard is for game experts who want a real challenge. Select your mode, select the "GO." button in the center box, and you will be transported to the Land of Tuberia.

If you want to get started playing right away, move the rocket to the top left box; press ENTER to select it; move to the GO function that appears in the large box; and press ENTER to start the game.

HELP: This icon is a big question mark. After you select HELP you can choose from three topics: Story (represented by an open book), Controls (represented by a joystick), and General Help (represented by a guy who hasn't got a clue).

"Story" relates the story of Commander Keen in Tuberia and tells you about enemies and scoring.

"Controls" explains how to use the game controls and gives some tips on how to get around in the game.

"General Help" explains general gaming ideas, gives tips for the beginner, and provides more in-depth details about what you actually have to do to win Keen Dreams.

DISK: The Disk section lets you load and save games in progress or quit Keen Dreams and exit to DOS. When you save your game you can name it whatever you want, like "Joe by Melon Mines" or "Bob at end with 6 Keens." If you choose to "exit" without first saving the game you will throw away everything Commander Keen has done since the last time you saved.

CONTROLS: In this section, you choose whether to play using the keyboard or a joystick. If you don't like the built-in key assignments as shown on the screen you can change them to keys you prefer.

SOUND: "Keen Dreams" supports the PC Speaker, Ad-Lib, Sound Blaster, and Sound Source. The program knows if you have an Ad-Lib or Sound Blaster so you won't be able to select those if you don't have them. You can also turn off sound effects altogether.

MUSIC: If you'd rather not hear the background music you can turn it off. If you like the background music you can play it through your Ad-Lib or Sound Blaster card.

ANY TIME AT ALL: At any time while you're playing Keen Dreams you have direct access to these functions:

F1: Help **F2:** Sound **F3:** Keyboard **F4:** Joystick
F5: Restart **ESC:** Exit to DOS

THE LAND OF TUBERIA

The game starts with Commander Keen on a brown path by his bed. Unless you have changed the controls (via the Control Panel) you can move Keen around with the arrow or number keys.

Walk around until you reach one of the various places in Tuberia. Some places block the trail and you will be unable to pass until you "enter" those places and win your way through them. Other places are off to the side and you have to find their entrances before you may enter them.

If you think you are "at" a place, press Button 2 (or the appropriate key — ALT is the usual one) to enter that place. And get ready for some real action. The inhabitants of Tuberia congregate in these places and they're all out to get YOU!

PLACES IN TUBERIA

Where to go at Tubertown

HORSERADISH HILL—The first place Keen visits.

MELON MINES—Scary depths with scary secrets.

BRIDGE BOTTOMS—A fallen bridge in Kumquat Chasm.

RHUBARB RAPIDS—The west side of Kumquat Chasm.

PARSNIP PASS—East in the Chasm.

SPUD CITY—Out in Potato Point, a great city.

APPLE ACRES—Watch out for Apels in this Fruity Forest location!

GRAPE GROVE—Hidden somewhere in the Fruity Forest.

BRUSSELS SPROUT BAY—On Lettuce Lake.

SQUASH SWAMP—Also on Lettuce Lake, but hard to get to.

CASTLE TUBERIA—Atop Mount Tuberest, the Castle Tuberia looms over all the land. Here you must defeat Boobus Tuber and turn off his insidious Dream Machine!

THE LAND OF TUBERIA

The Land of Tuberia is laid out just like any other land. It extends to the north, south, east, and west. But the places in Tuberia are another story — you can only go left, right, up, or down. And unless there's something for you to climb on, you can't go up any higher than you can jump.

RUNNING IN PLACES

Because the places in Tuberia are not laid out like the Land of Tuberia, it's only natural that the controls would work differently, right? Unless you changed the key controls by using the Control Panel, this is how they work:

CONTROLS

	joystick	keyboard
Run:	left or right	left or right Arrows
Jump:	Button 1	Ctrl
Throw:	Button 2	Alt
Jump down:	down+Button 1	down arrow + Ctrl
Duck:	down	down Arrow
Climb:	up (at pole)	up arrow (at pole)
Dive:	down at angle+ Button 1	down and left or right + Ctrl

VEGETABLE WEAPON

Some items are worth points to Commander Keen:

Peppermint	100 Points
Cookie	200 Points
Candy Cane	500 Points
Candy Bar	1000 Points
Lollipop	2000 Points
Cotton Candy	5000 Points

Other items help Commander Keen:

Flower Power — These turn monsters into dopey flowers for a little while.

Boobus Bombs — These are the only things that can hurt Boobus Tuber.

COMMANDER WILL ROBINSON!

Most any vegetable Commander Keen meets in Tuberia is a minion of Boobus Tuber and, as such, is probably out to get young Billy.

Broccolash	Try to smash you with their heads.
Tomatooth	Watch out for their scary teeth.
Carrot Courier	Run around and can surprise you!
Asparagusto	Make passing an area difficult.
Sour Grape	Watch out below!
Tater Trooper	Dumb but can be dangerous.
Canteloupe Cart	A fast ride through the Mines.
Frenchy	He throws deadly french fries!
Squashers	Jump on you if you aren't careful.
Melon Lips	They spit black seeds!
Apels	They'll climb anything.
Pea Pods	They run a lot and spit Pea Brains.
Pea Brains	They'll follow you most anywhere!
King Boobus Tuber	Ruler of Tuberia, and fearsome opponent. Defeat him and you can turn off the Dream Machine and free all the kids from the vegetables' tyranny forever!

Good luck, Commander Keen!

SUBSCRIBE TO GAMER'S EDGE

You can order a software subscription to **Gamer's Edge** and receive the finest original entertainment software available for your PC. Each month a disk with our latest full-length game will be delivered to you. To order, call toll free **1-800-831-2694** or send your check or money order payable to Softdisk Publishing (U.S. funds only) to the address listed below. Louisiana residents add 4% sales tax.

	USA	Canada/Mexico	Foreign
3 Months	\$29.95	\$34.95	\$37.95
6 Months	\$49.95	\$59.95	\$79.95
12 Months	\$89.95	\$99.95	\$119.95

System Requirements: IBM PC or 100% compatible; 640K and EGA graphic adapter or better.

OTHER SOFTDISK PUBLISHED SOFTWARE AVAILABLE

Softdisk's On Disk Monthly™IBM® PC...monthly					
Diskworld™	Macintosh®	monthly	DTPublisher™	Macintosh	bimonthly
Loadstar™	C-64/128®	monthly	Loadstar 128™	C-128	quarterly
Softdisk™	Apple II®	monthly	Softdisk G-S™	Apple IIgs®	monthly

HAVING PROBLEMS WITH GAMER'S EDGE?

If you need help using **Gamer's Edge**, please call our technical support staff at 318-221-5134. Hours are Monday-Friday 9 am-5 pm.

If your **Gamer's Edge** disk does not run properly (i.e., the message "Abort, Retry, Ignore?" is displayed when you try to access your **Gamer's Edge** disk) call toll free **1-800-831-2694** to receive a replacement disk.

GAMER'S EDGE

Jerry Jones	Computer Art
Mike Maynard	Programmer
Jim Row	Programmer
Keen Dreams Produced by:	
Jason Blochowiak	Programmer
Adrian Carmack	Computer Art
John Carmack	Programmer
Tom Hall	Creative Director
John Romero	Programmer

COPYRIGHT © 1991 SOFTDISK

Softdisk, Softdisk G-S, Softdisk's On Disk Monthly, Gamer's Edge, Loadstar, Loadstar 128, DTPublisher and Diskworld are trademarks of Softdisk Publishing, Inc. All programs, articles, and graphics contained herein are copyrighted by Softdisk, Inc. unless otherwise specified. IBM is a registered trademark of International Business Machines. Macintosh, Apple II and Apple IIgs are registered trademarks of Apple Computer Corp. Commodore is a registered trademark of Commodore Electronics, Ltd.

Commander Keen © 1991 Id Software
"Keen Dreams" is a trademark of Softdisk, Inc.