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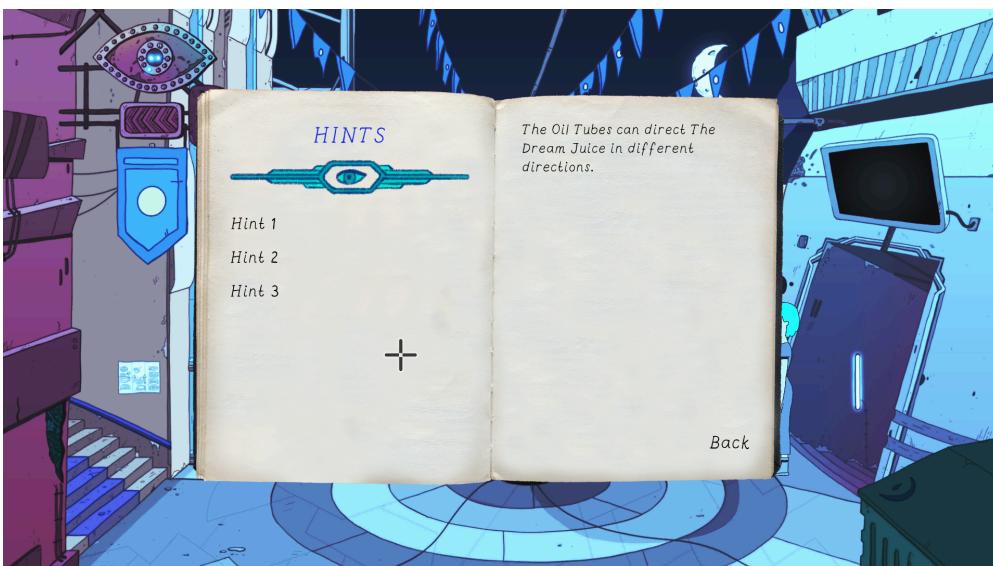
# Preface

Dagdrøm is a challenging adventure game, but fear not, there are resources that can help you progress:



## The Travel Guide

The guide in your inventory offers some hints (act II and III).



## The Hint Book

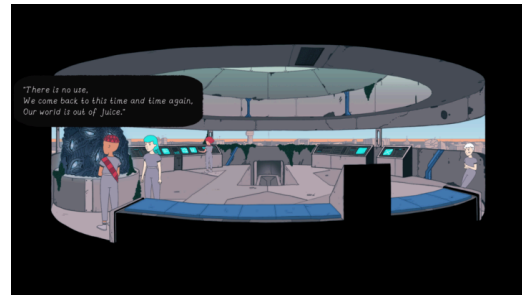
Gives you three hints in every scene (from version 1.2 onwards).

You can also press speakers throughout the world to get cryptic hints on how to advance in the game. If none of these work for you, please read on!

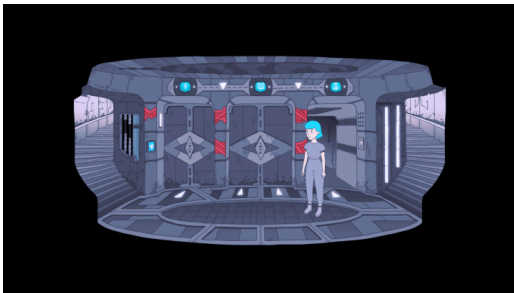
# Act I



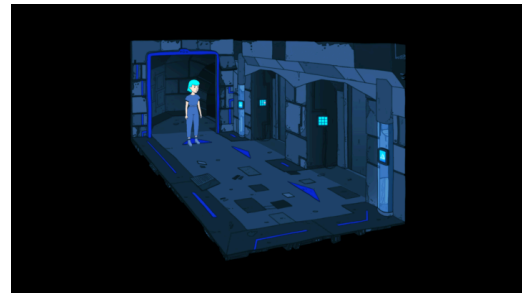
*The Common Area*



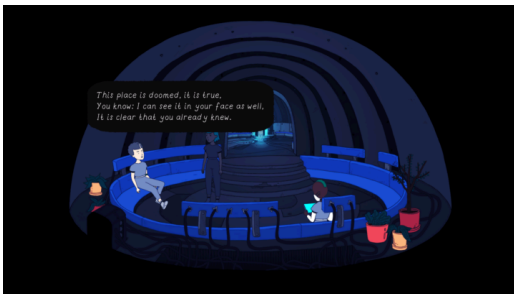
*The Control Centre*



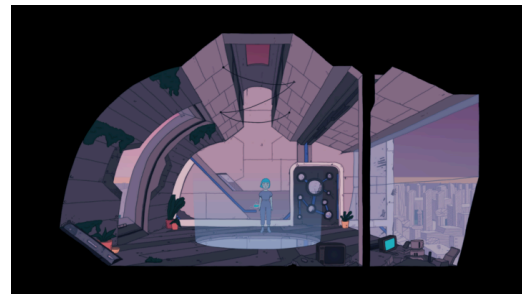
*The Station*



*The Hallway*



*The Eye Bar*



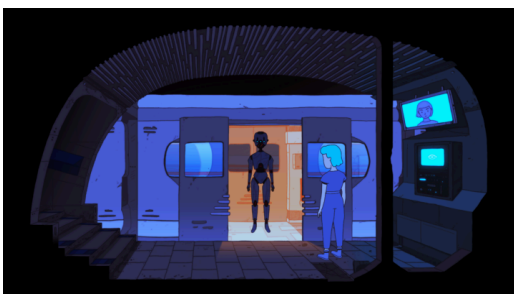
*The Day/Night Atrium*



*The Red Arcade*



*Your apartment*



*The Train Platform*

**Not pictured:**  
*Your neighbors apartment*  
*The Bottomless Library*  
*The Roof Terrace*

## Get *The Dream Tea*



Some NPCs will give you hints about the night time. Accessing the locations during night is key to progress in the first act.

Leave your apartment and go to *The Control Centre* in *The Train Station*. Talk to *The Station Agent* and she will tell you that you will need three things:

- *The Gold Ticket*
- *The Travel Guide*
- A weapon

Go to *The Eye Bar* and talk to *The Bartender* in the first room. She will give you a container and ask you to fill it with *The Dream Juice*. You'll need to direct all the leftovers of the oil to your apartment. To do this you must interact with multiple panels. The oil will start to flow through them when you get it right:

- *The Roof Terrace*: All three displays must point downwards (▽▽▽).
- *The Station*: The display must point upwards (Δ).
- *The Common Area*: Both displays must point upwards (ΔΔ).
- *The Hallway*: Both displays must point upwards (ΔΔ).



You can pick up a map of the tubes in *The Red Arcade*. Talk to *The Game Master* to get free tokens. Use it on *The One Eyed Bandit*, her favorite slot machine, to win the map.

Use the container on the valve in your apartment (behind the larger cupboard). Return to *The Eye Bar* and give the filled up container to *The Bartender*. You now have *The Dream Tea*.

## The Dream Puzzle

Go to your apartment and drink *The Dream Tea* before going to bed. This will enable a dream puzzle. For each of three randomized locations there are two exits: Left and right. Remember what you picked, for instance:

- LEFT, LEFT, RIGHT

Drink *The Dream Tea* again and go to bed. Repeat the same directions, for instance:

- LEFT, LEFT, RIGHT

Once your dream is completed, you wake up during night time. You can now cycle between day and night simply by going to bed.

## Get a weapon

While still night, visit [The Bottomless Library](#) to pick up your advertised book. The different floors of [The Bottomless Library](#) count backwards. The first floor (with the glass dome) is 1. Once you go down one floor you are on the second floor, and so on.

Get [The Book Slip](#) from [The Robot Librarian](#) and use it on the bookshelf with a diamond symbol on the second floor. Go back to your apartment and go to sleep (to get back to daytime).

Go to [The Eye Bar](#) and give [The Book on Altruism](#) to [The Gamer](#), in the second room. She will read it at night, causing her to return to [The Red Arcade](#) and win [The Sharpened Knife](#), which is the main prize. Go to bed and sleep until the next day. Unfortunately she has given her prize away to [The Vendor](#), located on [The Roof Terrace](#). Talk to her to find out about what she wants (horticultural insight). Return to your apartment and go to sleep.

Once nighttime has come, a new book is waiting for you. Go to [The Bottomless Library](#), pick up [The Book Slip](#) and go to the fourth floor. Use the slip on the shelf with a wave symbol. Return to your apartment and sleep until day.

Go to [The Roof Terrace](#) and give [The Book on Gardening](#) to [The Vendor](#). She will give you [The Sharpened Knife](#) in return.

## Get *The Moon Flower*

Acquiring both [The Travel Guide](#) and [The Gold Ticket](#) is connected. Go to [The Roof Terrace](#) and get [The Moon Flower Seeds](#) from [The Vendor](#), if you haven't already. Plant them in the vacant flower pot on the same location.

Go to your apartment and go to sleep. While it is nighttime, go to [The Roof Terrace](#) again. Inspect [The Glowing Moon](#). You will need to "water" the flower pot with the correct amount of [The Dream Juice/The Dream Tea](#).



Both [The Dream Juice](#) and [The Dream Tea](#) can be used to water [The Moon Flower Seeds](#).

Markings are hidden in three locations: [The Common Area](#), [The Red Arcade](#) and [The Roof Terrace](#). These markings shows how many times you need to water the flower pot in any given moon cycle:



Half moon 1: Water once



Half moon 2: Water twice



Full moon: Water three times

Once you have watered the correct amount, return to bed and sleep until day. Return to [The Roof Terrace](#) and pick up [The Moon Flower](#).



Watering of [The Moon Flower Seeds](#) gets reset every morning. If you mess up the amount of watering just sleep to the next night and try again.

## Get [The Gold Ticket](#) and [The Travel Guide](#)

Sleep until night and go to [The Day/Night Atrium](#). Interact with the stones to make it day (at night).

Go to [The Common Area](#). The center door is now open (since you have set the world to day), but [The Honest Guard](#) is not guarding it (since it is still night). You can now access the red and green zones. Pick one.

Once in the parallel zone, go to “your” apartment. Exchange [The Travel Guide](#) with [The Moon Flower](#) in your inventory. Return to the blue zone and to your apartment. Go to sleep.

Once it is day again, go to your neighbors apartment and exchange [The Moon Flower](#) with [The Travel Guide](#) in your inventory. Your neighbor will give you [The Gold Ticket](#). Return to your apartment, go to sleep and make it become day (at night) again. Leave for the zone you haven't visited before. Go to “your” apartment and exchange [The Travel Guide](#) with [The Moon Flower](#). Return to the blue zone and go to sleep.

Once it is day time, go to [The Control Centre](#) and talk to [The Translator](#).

## Travel with [The Trans-Wasteland Express](#)

Leave [The Control Centre](#) and go down to [The Train Station](#). The building will rotate, changing the three exits to new locations:

- [The Common Area](#) becomes [The Bottomless Library](#)
- [The Bottomless Library](#) becomes [The Red Arcade](#)
- [The Red Arcade](#) becomes [The Train Platform](#)

Go to [The Train Platform](#) and insert [The Gold Ticket](#) in the ticket machine. It breaks down and you need to fix it. Leave and go to [The Bottomless Library](#). [The Robot Librarian](#) states that all

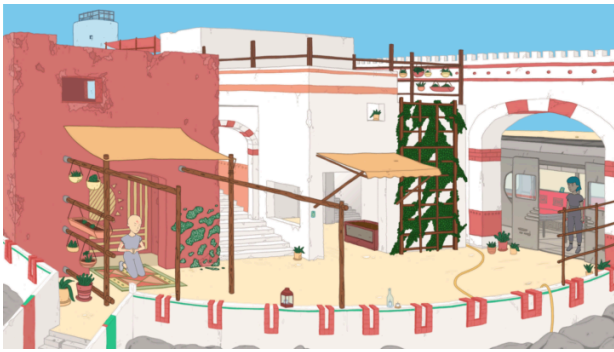
rules are off after the station has rotated and gives you *The Book Slip*. Go to the fifth floor and drink *The Dream Tea*. You are back in *The Bottomless Library* and the symbols on the shelves change. Use *The Book Slip* on the shelf with an eye symbol.

Leave and go to *The Train Platform* again. Use *The Book on Machinery* on the ticket machine. The machine boots and *The Trans-Wasteland Express* arrives. Leave with it.

# Act II



*The Market*



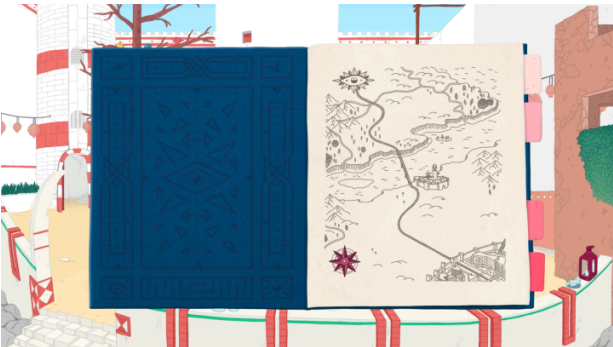
*The Plaza*



*The Waterfront*



*The Butterfly Hut*



*The Travel Guide*

**Not pictured:**  
*The Bottomless Cave*  
*The Stone Golem*  
*The Kitchen*



## The Cave Puzzle

After you have interacted with the golden cup in *The Market*, you will need to solve this puzzle to get out of *The Bottomless Cave*.

You will need to change the directions on the bottom three times:

1.  $\Delta \Delta \nabla \nabla \Delta$  = Get *The Light Node*
2.  $\Delta \Delta \nabla \Delta \Delta$  = Use *The Light Node* on *The Broken Button*
3.  $\Delta \Delta \Delta \Delta \Delta$  = Exit *The Bottomless Cave*

## Accessing The Kitchen

Go to *The Kitchen* and pick up *The Handnet*. Go to *The Plaza* and use *The Handnet* on *The Poison Mushroom* on the wall to the right of *The Believer* to pick up *The Doom Shroom* (you can carry three at any one time).

Return to *The Kitchen* and walk behind the wall behind *The Cook*. Use *The Doom Shroom* on his soup. After he passes out, pick up *The Soup Bowl* (you can carry five at any one time) and *The Salt Crystal*.

## Make Doom Shroom Soup

Go to *The Waterfront* and use *The Sharpened Knife* on the yellow water hose. Drop *The Salt Crystal* in the water to make it salt. Fill a couple of bowls with salt water.

Go to *The Market*. The tree has nine birds divided into three levels of branches. Only one bird can tweet at the time on each horizontal level. A pattern example:

- 3rd level: Tweeting bird – silent bird – silent bird = left (third floor)
- 2nd level: Silent bird – tweeting bird – silent bird = center (second floor)
- 1st level: Silent bird – silent bird – tweeting bird = right (first floor)



Follow this pattern to reach *The Butterfly Hut* on the top of *The Round Tower*. Use *The Handnet* on *The Butterflies* to pick them up (you can carry three at once). Use *The Water Bowl* on the soil and match the amount of water bowls with the open windows to get the correct balance between air and water. Once *The Eternity Vines* grow up, use *The Sharpened Knife* on them to pick them up (you can carry three at once).

Go to *The Kitchen*. Use the following on *The Cooking Pot*:

- *The Water Bowl* x 1
- *The Doom Shroom* x 1
- *The Eternity Vines* x 1

Use an empty bowl to pick up *The Doom Soup*.



*The Eternity Vines* secure a long lasting effect in all soup recipes.

## Access *The Stone Golem*

Drink *The Doom Soup*. Once you wake up, go to *The Waterfront* and pick up *The Night Lily* (you can carry three at any one time). Drink *The Doom Soup* again to return to daytime.

Go to *The Kitchen* and use the following in *The Cooking Pot*:

- Bowl of salt water x1
- *The Butterfly* x 1
- *The Night Lily* x 1
- *The Eternity Vines* x 1

Pick up *The Stealthy Soup*. Go to *The Market* and drink *The Stealthy Soup*. You will become invisible (from *The Night Lily* ingredient) and completely silent (from *The Butterfly* ingredient). Enter the tower of *The Stone Golem*.



Following the recipe for *The Stealthy Soup*, but excluding either *The Butterfly* (for silent footsteps) or *The Night Lily* (for invisibility) will give you two separate soups, with the same combined effect.



To make *The Dream Soup*, mix a bowl of salt water with *The Dream Tea*. Drink it to get a vision of the future (and an achievement!).

## Command *The Stone Golem*

Interact with *The Golem Instrument*:

- Buttons 1-8: Plays notes from a scale
- Button 9 (Play symbol I): Plays the melody required to toggle *The Stone Golems* arm (idle or pointing)

- Button 10 (Play symbol II): Plays the melody required to rotate *The Stone Golem* (left and right)
- Button 11 (X symbol): Deletes your current recorded melody

Correct combinations:

- Rotate *The Stone Golem* left: 1-6-4-2
- Rotate *The Stone Golem* right: 2-4-6-1 (reverse of left)
- Toggle *The Stone Golem* arm: 3-2-5



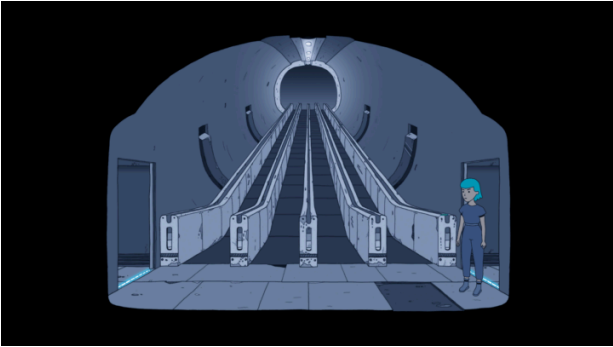
This is an audio puzzle. You can enable visual hints for audio puzzles in the settings menu in the pause menu (hit ESC button).

Toggle the arm to pointing and rotate to *The Petrified Forest* (tree symbol) or *The Red Bridge* (bridge symbol). Leave and talk to *The Golem Guard* until he notices *The Stone Golems* "command".

Drink *The Stealthy Soup* again and go to *The Stone Golem*. Rotate the statue to whichever one you didn't do last time (*The Petrified Forest* or *The Red Bridge*). Leave and talk to *The Golem Guard*.

Go to *The Waterfront* and talk with *The Golem Guard* and *The Enlightened Florist*. Drink *The Doom Soup* twice, until it becomes day. Go to *The Plaza* and leave with *The Trans-Wasteland Express*.

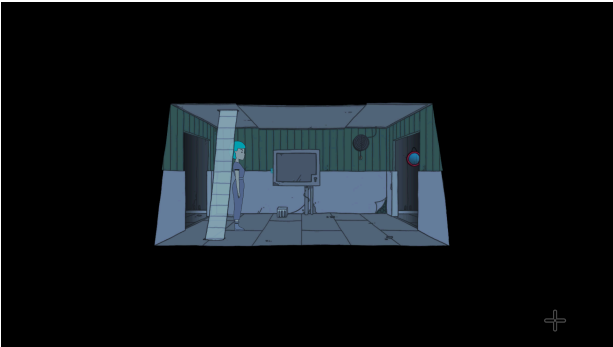
# Act III



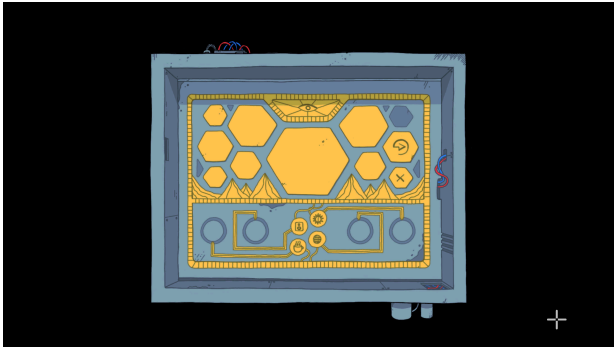
*The Escalator*



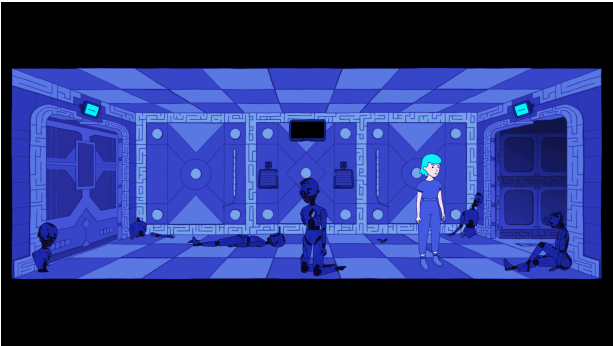
*The Arrival Hall*



*The Power Cabinet*



*The Power Cabinet Instrument*



*The Trial Rooms*

- Not pictured:**
- The Passageway*
- The Laboratory*
- The Office*
- The Turbine*

## Turn on The Power

Use *The Handnet* on the right door opening. Enter the left door opening to access *The Power Room*. Interact with *The Power Cabinet*. In this sound based puzzle you must repeat randomly generated melodies with increased difficulty. The play button generates a new melody. The X button deletes your current recorded melody. Complete the four melodies:

1. Coffee cup symbol (meaningless)
2. Speaker symbol (restores power to the musicians)
3. Globe symbol (meaningless)
4. Moon/sun symbol (restores power to the lamp next to the power cabinet)



This is an audio puzzle. You can enable visual hints for audio puzzles in the settings menu in the pause menu (hit ESC button).

You must sabotage *The Power Cabinet* to make sure *The Security Guard* doesn't turn off the power again. Use *The Moon Flower Seeds* on *The Power Cabinet*. Interact with *The Moon Lamp* until the moon setting turns on. Leave and go to *The Arrival Hall*.

## Get The Band together

Every single band members needs something to be able to play:

- Give *The Travel Guide* to *The Piano Player* (it has sheet music).
- Pick up *The Mirror* from *The Power Room*, and crack it with *The Sharpened Knife*. Give it to *The Bass Player* (suddenly he is capable of seeing a nuanced self-image).
- Use *The Sharpened Knife* on *The Separatist Mask* until it becomes *The Cat Mask*. Give it to *The Steadfast Drummer* (granting him the anonymity he desires).

Once the band has started to play the song, but failed miserably to stay in sync, talk to *The Steadfast Drummer* and get *The Metronome* without batteries. Pick up *The Megaphone* and use *The Sharpened Knife* on it to extract *The Batteries*. Use *The Batteries* on *The Metronome*, and give it to *The Piano Player*. The band starts playing and *The Security Guard* is captivated. Walk through the security control and leave through the door on the right.

## The Trials

Each floor (well, almost) of *The Trial Rooms* has three rooms. The icons on the panels are the key to solving each room. The blue dots on the screen define the amount of blue buttons that must be used on the left panel to progress.













Once a floor is completed you must proceed through a randomized, but linear passageway to the next floor.











Most trial rooms do not have a set solution. They can be solved with multiple combinations, as long as they follow the logic of the iconography. What is presented here is therefore possible solutions.

Floor	Room	Left panel	Right panel	Explanation
1	1			<b>White heart + white heart</b> Match both panels, with only one blue button on the left.
	2			<b>White mountain + black mountain</b> Invert both panels, with only one blue button on the left.
	3			<b>Black mountain + white mountain</b> Use the same panels as in the last room, but switch their positions.
2	1			<b>White snail + black flipped snail</b> Make two blue buttons on the left panel. Invert the right panel colors and flip it horizontally.
	2			<b>White snail + white sun</b> Match the left panel with the left panel from the previous room. Make a random shape on the right panel, but remember the combination.
	3			<b>Black snail + black sun</b> Match, but invert the left panel from the previous rooms on the left panel. Match, but invert the right panel from the previous room on the right panel.

3	1		<p>Go to room 2:</p> <p>Go to room 3:</p>	<p><b>White diamond + black saturn</b></p> <p>Make a random shape on the left panel, but remember the combination. The right panel works as a “room chooser”.</p>
	2			<p><b>White knife + black flipped knife</b></p> <p>Make a random shape on the right panel, but remember the combination.</p>
	3			<p><b>Black diamond + white knife</b></p> <p>Match, but invert the left panel from the first room on the left panel. Match, but invert and flip horizontally the right panel from the second room on the right panel.</p>
4	1-3			<p>All the panels are broken on this floor. Advance and progress to the next.</p>
5	1			<p><b>White triangle + Black triangle</b></p> <p>On this floor you must invert the panels like before, but some buttons are missing. Make three blue buttons (or two, if the hidden randomized button turns out to be blue) on the left panel. Invert on the right panel.</p>
	2			<p><b>White wave + White flipped wave</b></p> <p>In this room you must flip the button combination horizontally on the right panel. Remember that hidden buttons are randomized (can be blue or red).</p>
	3			<p><b>White zigzag + Black zigzag</b></p> <p>In this room you must invert the panels. This is probably the most difficult trial room, since there are three hidden buttons (each might be blue or red). A tip is to first make everything on the left red and everything on the right blue. From there, try different combinations!</p>
6	1			<p><b>White infinity + White infinity</b></p> <p>Make two blue buttons on the left panel, but remember the sound. Find the matching sounds on the right panel and make them blue as well.</p>

	2			<p><b>White squares + Black squares</b></p> <p>Make three blue buttons on the left panel, but remember the sound. Find the matching sounds on the right panel and make them red.</p>
	3			<p><b>White square shape + White square shape</b></p> <p>In this room all buttons are randomized on the left as well. Match four blue buttons (sounds) on the left with the corresponding four buttons (sounds) on the right.</p>
7	1			<p><b>Blue moon + White moon</b></p> <p>Inspect the floor tiles on the right side of the room. Make one blue button in the center of the right panel, and make the rest red. Invert on the left panel.</p>
	2			<p><b>White heart + Black pierced heart</b></p> <p>Study the juice spills on the floor tiles and fill in the buttons correspondingly. On the left panel the oil spills equals blue buttons (three total). On the right panel the oil spills equal red buttons (three total).</p>
	3			<p><b>White square shape + ?</b></p> <p>Make a shape on the left panel and remember the combination. Drink The Dream Tea and notice that the potted plants flips both vertically and horizontally. Fill in the right panel accordingly (invert and flip horizontally and vertically according to the left panel).</p>
8	1			<p><b>White flower + White flower</b></p> <p>Inspect the roof and fill in the panels accordingly with blue buttons (three on each side). Notice the mechanism to the right. You can use this to toggle between the two middle rooms. Set the mechanism to three a clock to enter room 2.1, and to twelve a clock to enter room 2.2.</p>



	2.1			<p>Pick up grey travel guides on the left and everything you can on the right (including The Red Bugs who appear). Use the mixing area in the center to make colored guides:</p> <p>The Solvent Bottle (1) + The Red Bugs = red travel guide</p> <p>The Solvent Bottle (1) + The Yellow Dye + The Blue Dye = green travel guide</p> <p>The Solvent Bottle (1) + The Yellow Dye = yellow travel guide</p>
	2.2			<p>Talk to or give the correct travel guides to The Gardener. Inspect the tree and remember the bird combination. There are nine birds, each corresponding a button on a panel in the next room. Active birds equals blue buttons, inactive equals red.</p>
	3			<p>You must do two things to progress from this room: Match the right panel with the bird combination from the last room. And drop every inventory item you can in the two hatches to the left and right. If you have The Handnet, drop it in the left hatch. All other items must go in the right hatch.</p>
9	1-3			<p>The instructions on this floor are no blue buttons. Make all six panels completely red and interact with the secret exit in the center of the room. Leave The Trial Rooms.</p>

## The End

Click the button (twice) to open the door. Once inside click on [The Moon Flower](#). Leave through the new exit.

Click on all the cupboards to open them. After the transition click on the blue dome. Use [The Sharpened Knife](#) on [The Writer](#). Watch the ending cinematic and credits.

Congratulations on completing *Dagdrøm*!

## Tarot cards

Collecting all 22 tarot cards grants you an achievement. Here is where you can find them.

Act	Location	Description
1	<i>The Day/Night Atrium</i>	This card is located to the left, stuck in the curved window.
	<i>The Control Centre</i>	This card is only viewable at night. It is located where <i>The Blabbering Creature</i> sits in the day time.
	<i>The Bottomless Library</i>	This card is located in (any) bookshelf marked with a heart icon.
	<i>The Neighbors Apartment</i>	This card is only viewable at night. It is located at the bottom of the left cabinet.
	<i>The Common Area</i>	This card is located on the fence slightly to the right.
	<i>The Roof Terrace</i>	This card is located on the empty flower pot slightly to the right.
	<i>The Hallway</i>	This card is located to the right of the door that leads to your apartment.
	<i>"Your" Apartment</i>	This card is located in one of the apartments in a neighboring zone. You can find it on the bed.
2	<i>The Market</i>	This card is located on the front wall close to <i>The Golden Chalice</i> .
	<i>The Plaza (x2)</i>	One card is located inside the train car, the other on the wall between the stairs to <i>The Market</i> and the door to <i>The Kitchen</i> .
	<i>The Stone Golem</i>	This card is located on the ground at the top of the stairs.
	<i>The Bottomless Cave</i>	This card is located on a specific floor in <i>The Bottomless Cave</i> . Look near the top of the buttons in the center to find it.
	<i>The Butterfly Hut</i>	This card is located in the frontmost flower bedding.
	<i>The Waterfront</i>	This card is located on the small aqueduct.
3	<i>The Arrival Hall (x2)</i>	One card is located on the frontmost synthesizer, the other among the gear belonging to <i>The Bassist</i> .
	<i>The Escalator (x2)</i>	One card is located to the right of the location, the other inside <i>The Power Cabinet Room</i> by <i>The Power Cabinet</i> .
	<i>The Trial Room</i>	This card reveals itself after <i>The Righteous Knight</i> is crushed by the lowered roof.
	<i>The Office</i>	This card is located to the left, by the desk.
	<i>The Turbine</i>	This card is located to the left of the blue dome right before the ending of the game.



## Credits

This official walkthrough for *Dagdrøm* is made by SeamanNaranja, © Eight Bit Skyline 2024