

AT THE DREAM END 2

BEYOND GODS



A close-up, high-contrast image of a human eye. The eye is the central focus, glowing with a vibrant green light. The iris and pupil are clearly visible, surrounded by a dark sclera. The eyelashes are long, dark, and appear to be illuminated from within, creating a soft, ethereal glow around the eye. The background is solid black, making the green eye stand out prominently.

ABOUT THE GAME / CREDITS



Is artificially created life worth as much as naturally occurring life? 'At the Dream End 2' is a short sci-fi story-driven adventure game where the player finds themselves in the role of a wolf trying to justify artificial life on his planet.

ABOUT THE GAME:

Gameplay: Story-driven adventure game

Theme: Bio experiments, Sci-fi, Horror, Existential crisis, Cosmic creatures

Languages: English

Developed in: Game Maker

Platform: Windows

Release date: 15/11/2023

FEATURES

Lore-rich world

Multiple Endings

Immersive atmosphere

Dark sci-fi story

GAME CAN BE FOUND AT:

Steam, Itch.io, and GameJolt

CREDITS

GAME MADE IN
PROGRAMMING

LEVEL DESIGN

DIGITAL ART

ADDITIONAL SPRITES

STORY

Game Maker (Game Maker Studio 2)

Marković Martin

Marković Martin, Dišić Djordje

Midjourney (MMM uses Midjourney Standard Plan)

Wolf sprites - Avy's MV Stuff (Avery)

Marković Martin, Dišić Djordje



MUSIC

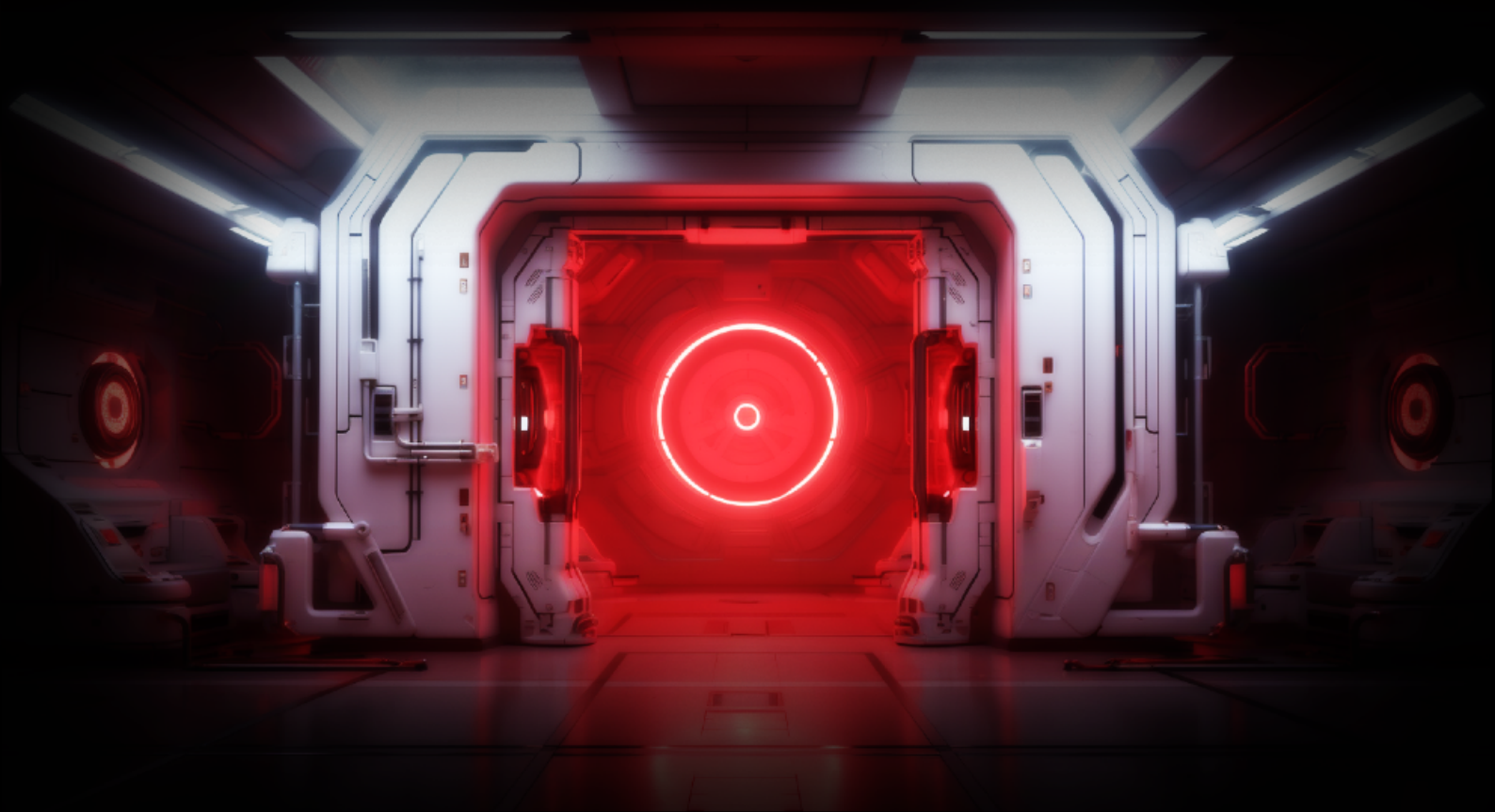
Marković Martin
Music composed in FL Studio 20

Tracks:

1. Beyond God's Dreams
2. Time is relative
3. Angelic call
4. God in the code

CREATION OF AN ARTIFICIAL PLANET

short story



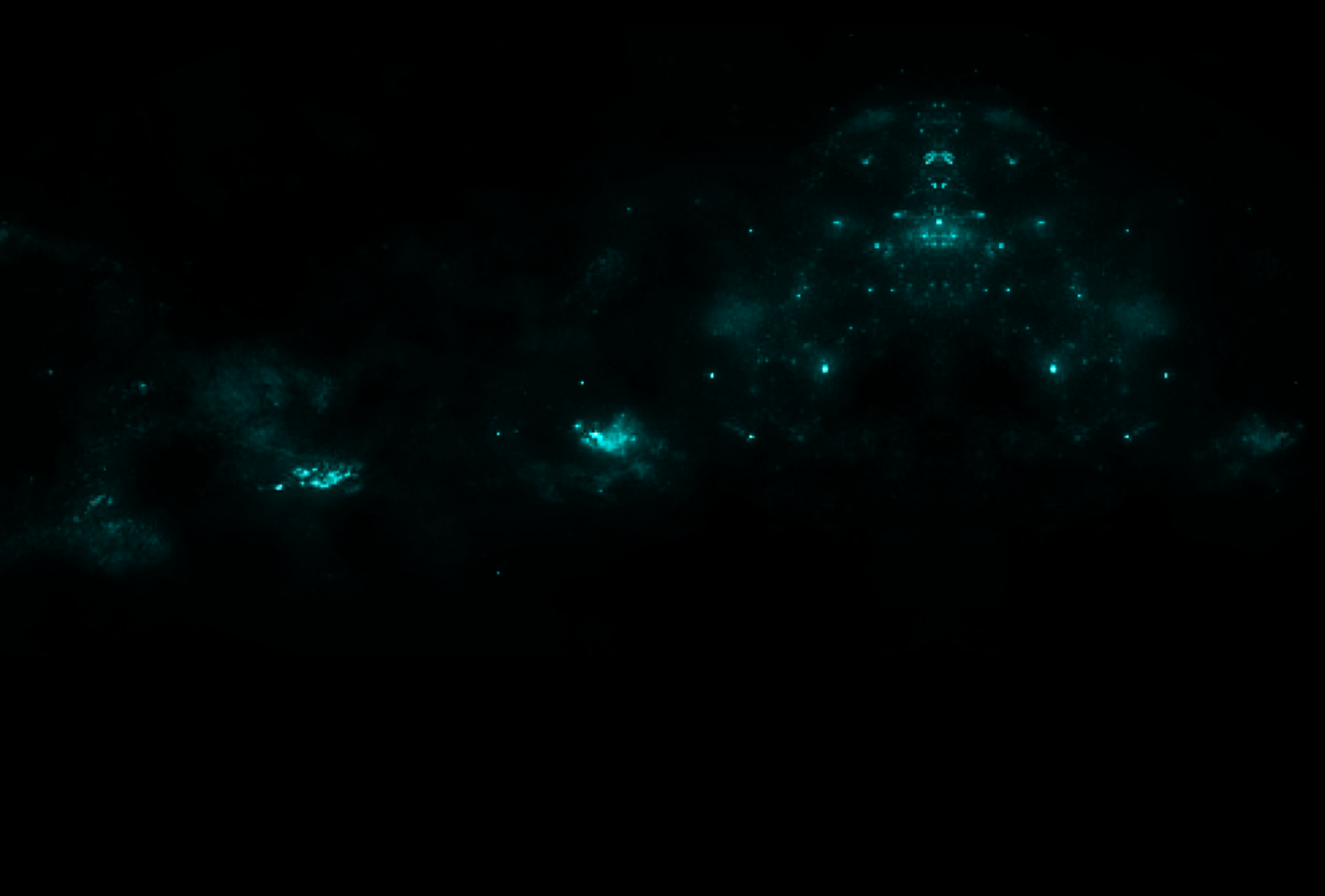
Since the discovery of the life-giving energy humanity on planet Earth, the exploration and experimentation with this energy have been ongoing endeavors. Unfortunately, these pursuits brought the planet to the brink of destruction. However, a glimmer of hope emerged for the salvation of Earth. Scientists had long been monitoring a rift in space from which this energy emanated, and they finally uncovered a means to reach this rift.


Yet, as the first exploratory spacecraft embarked on its journey towards the rift, astronauts gazed through the spacecraft's windows, only to witness a horrifying sight. Before their very eyes, a colossal, ethereal entity wrought havoc upon planet Earth. These beings, known as Dreamwalkers, were already a part of human folklore, though their existence had never been substantiated. People had known them only through encounters in their dreams, which is why they were named Dreamwalkers, with some referring to them as Angels.



Following this harrowing event, scientists (now the last remnants of the human species) were left with one final recourse: to reach the source of this energy. During their voyage to the rift, they developed sizable capsules capable, in theory, of storing this energy and sending it to celestial bodies where, with a stroke of luck, new life might evolve. This theory proved successful, leading to the emergence of life on the planet where the events of the game "At the Dream End 2" take place.

As for the scientists, they sent along with the capsules additional information they believed would aid the new life forms in developing more rapidly and in a more beneficial direction, thereby preventing them from repeating the mistakes made by humanity on Earth. The spacecraft from which they sent the energy was named the "Iron Cradle."



A dark, atmospheric image of a maze. The maze is composed of dark, rectangular walls and openings, creating a complex, winding path. In the center of the maze, there is a single, bright red light source that illuminates the surrounding area, casting a warm glow and creating a focal point. The overall mood is mysterious and suspenseful.

AT THE DREAM END 2

walkthrough

Note: This segment contains spoilers!



Snowy area A-1

Items:

2x Sphere of Light
1x Solidified Life Energy

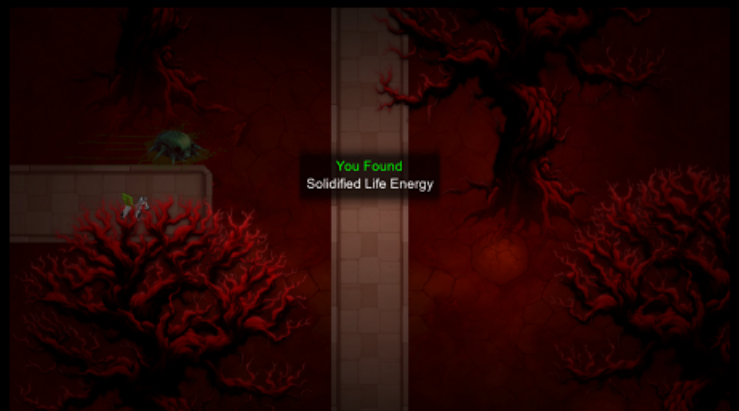
Find 2 **Spheres of Light** and insert them into the owl statue. You will be presented with a puzzle whose solution is the number **729** (an exponential sequence of numbers that increases by multiplying by the same factor at each step [$3*3 = 9$, $9*3 = 27$, $27*3 = 81$...]). Go to the control panel near the door to the lab and enter this number to be granted entry to the lab.

Also, in this location you will find astronaut statues that will give you clues to another number (**312**). Type this number into the control panel next to the lab to get **Solidified Life Energy**.

The underground

Items:

1x Solidified Life Energy



In this area you will find **Solidified Life Energy**. You will also encounter a Dreamwalker. After talking to him, exit the lab.



Snow area A-2

Items:

- 1x Iron Key
- 1x Solidified Life Energy

After the earthquake, go to the place where the 3 astronaut statues used to stand. There you will now find an **iron key**. Also, the place you were at the start of the game will now contain an **Solidified Life Energy**.

Use the iron key to move the cover near the wolf statues and go down to the underground where you will find **Heart of the Wormhole**.

Now you can go to the fallen astronaut statue and use Heart of the Wormhole to activate the teleport.

Snow area B and underground

Items:

- 4x Red artifact
- 1x Special Lens
- 2x Solidified Life Energy



The objective in this location is to find 4 **red artifacts**. Two are located on the surface while two are located underground.

However, to get to the two red artifacts in the underground, you have to find **special lenses** that are on the surface. They will reveal to you the mini teleports in the underground that you must not touch. You will also find **Solidified Life Energy** underground (you can also find Solidified Life Energy on the surface if you have previously found special lenses).

You should now have four red artifacts and five Solidified Life Energy with you. And here you will have a choice between two endings of this story.

If you use four red artifacts on the red monolith you will reach the ending A. But, if you use five Solidified Life Energy items on a green monolith, you will reach the ending B.





Thanks for playing the game to
the end!

MMM Games Team:
Marković Martin
Dišić Djordje

