

the
Impsoder

DREAMS AMMS COM

Your gateway into the
coMmunity-powered
convention made
in Dreams



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A LETTER FROM OUR EDITOR

Welcome to DreamsCom '21, the coMmunity game convention made entirely in Dreams!

Or, at least, the magazine that will be your guide to DreamsCom '21. Available to play in Dreams right now, DreamsCom '21 is an event that celebrates the creative, collaborative spirit that makes Dreams the nicest scene on the, er, scene.

So why make a magazine? It's a question I've asked myself many, many, *many* times before - but DreamsCom feels like a particularly good reason. Conventions can be overwhelming. So many sights! So many sounds! So many smells! (Actually, no smells in this one. Have we perfected the game expo? Quite possibly.) This year's show is even more jam-packed than the last, featuring loads of demos to play, teaser trailers to marvel at, creator interviews to watch and interactive booths to visit on the playable show floor, live in-game right now. It'd be a bit mean of us to have you try to navigate it all on your own.

Within these pages, my fellow Molecules and I have curated just a few suggestions of things for you to see, play and do at this year's DreamsCom. We've got demo reviews, booth recommendations, behind-the-scenes insights into the making of the show, activities to keep you entertained - even a custom-made menu of culinary delights to ensure you're fed and happy as you explore the expo.

A magazine should serve its readers - that's you! - and I hope it will. But it should also serve whatever it writes about. The Dreams community is filled with astonishing creative talent and brilliant, kind, funny, determined people that I believe the world should have the chance to get to know, and to appreciate as much as we do here at Media Molecule.

Why make a magazine? We made it because you deserve it. We hope you enjoy.

21 Things to Do At DreamsCom '21

Our top tips to help you get the most out of the show



2. Switch to first-person view

Sometimes you just want to get your face right up close to stuff. Our fabulous designers at Media Molecule have you covered: simply hit L3 and R3 together to enter first-person mode, allowing you to crane into all the nooks and crannies you can possibly handle.



Thanks to the tireless work of our Molecules and the near-endless energy of our amazing community, there's more than ever to see, play and enjoy at this year's DreamsCom.

(Maybe TOO much? Nah, this is Dreams we're talking about. 'Too much' is its middle name!) Never fear: we've got you covered, with our essential list of activities to make your expo experience a brilliant one.

3. Try out the slide

Location: **Mm Hall**

Escalator versus slide. The Big Decision of the year. Your grand entrance into DreamsCom is of critical importance. Should you descend, regally, on a magical moving stairway? Or should you bum-sled down a wobbly slope- wheeeeeee never mind can't hear you, we're already halfway down the slide.



1. Customise your puppet

Feeling blue? No? Well, good news: this year you're able to customise your usually-blue puppet for the DreamsCom show floor, with options for your skin colour, hairstyle and clothes! Make sure you're feeling like yourself, then go grab those sweet in-game selfies.



4. Play the giant piano

No space is truly complete without its very own walking piano, something we patiently have to remind our neighbours of at least twice a day. You'll find DreamsCom's version in the Mm Hall.

Location: **Mm Hall**





Location: **Mm Hall**

5. Ride the Tren tren- er, train

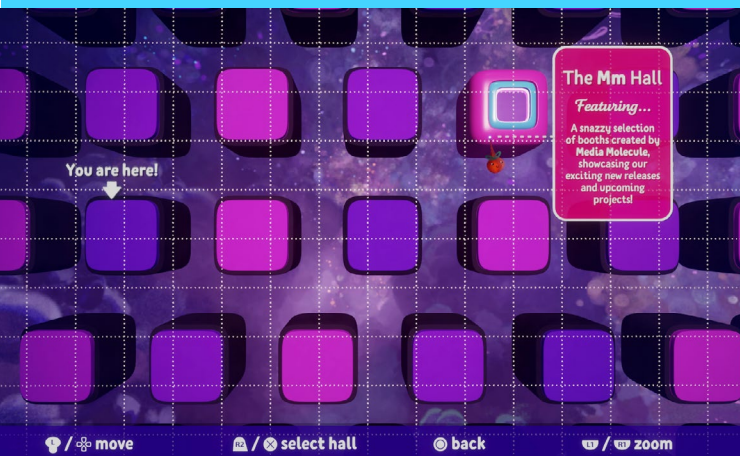
John Beech has pulled out all the stops for the booth for his gorgeous physics-based puzzler Tren, found in the Mm Hall. Along with secrets to unbox, it also features a working train that you can hop aboard to be carried around the tracks. Bonus points if you play Quad City DJ's 'C'Mon 'N Ride It (The Train)' while doing so.

6. Take a picture with Megapenguin

This space-faring business boy may be a big celebrity now, but he's still got time for the fans. Keep an eye on the pebble portal in the Mm Hall, and you might catch him popping by the show - the perfect time to ask for a picture. (An autograph might be harder. We're not sure he can write. It's the flippers.)



Location: **Mm Hall**

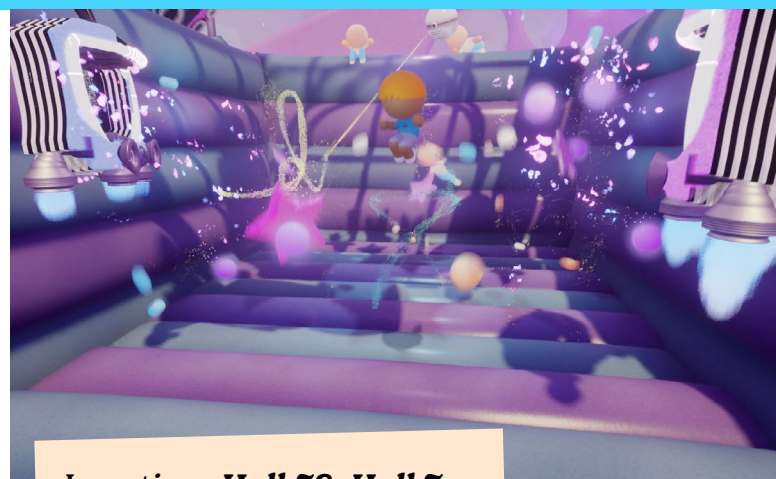


7. Use the map

Conventions would be so much easier if you could simply teleport to where you needed to be - another area in which DreamsCom is innovating. Press the touch pad to bring up a map and view the full list of halls; hover over each hall with your imp to see which creators' booths are in each. Select one to be transported there instantly. Walking's for chumps, anyway.

8. Jump around on bouncy booths

Imagine our delight when we discovered not just one, but TWO bouncy booths at DreamsCom this year. Beed28's uses haptic feedback, with the creator's Mini Capsule Worlds jiggling along on the shelves - while patekkah's ode to Dreams itself is absolute inflatable chaos.



Location: **Hall 38, Hall 7**

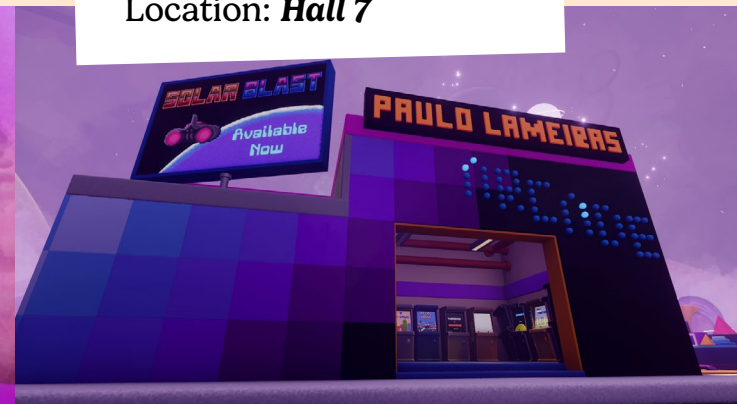
9. Customise your dream car

It wouldn't be a videogame convention without a big sexy car somewhere on the show floor. For some reason. As ever, the Dreams version of this phenomenon is next level: you can visit Wiichcraft's interactive garage to design your very own whip, choosing various body colours, rims, doors and more.

Location: **Hall 44**



Location: **Hall 7**



10. Hit the arcade

Paulo-Lameiras' arcade games are legendary in the Dreamiverse. Happily, for DreamsCom '21, he's made an entire playable arcade featuring hits such as Metal Eagles: UC, Cyber Trigger, and the demo for the recently released Solar Blast.

11. Transform into a pig

If seeing their fellow Dreams creator ReddishBoat dressed up as a giant pineapple to promote Pig Detective and the Beast of Boffington isn't enough to convince you that Team Pig Detective love a bit of friendly humiliation, perhaps their booth photo op will. Play the demo, then pose for a picture next to Pig Detective and your high score... as the clever little piggy-wiggly you are.



Location: **Hall 25**

12. Go on a scavenger hunt

Strange and wonderful sights await you on the DreamsCom show floor, and we've curated some of the very best into an optional challenge, which you can find over on page 33. Tick 'em off, and send us pics of your discoveries via social media!





Location: **Hall 23**

13. Mess with Marla

Stranger Studios' booth is hosted by the helpful but long-suffering Marla, who in addition to promoting the outfit's projects is running DreamsCom's 'lost and found' this year. We're not saying it's right, but running back and forth between the two stands she's manning and watching her try to keep up IS hilarious. (Sorry, Maz.)



Location: **Hall 45, Hall 25, Hall 22**

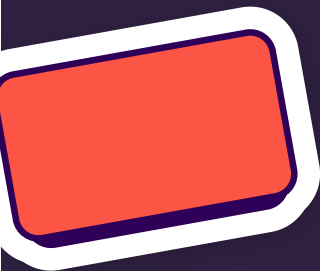


14. Join a cult

Bit of a left-field one, this, but hear us out. Project WhiteBird is a revolutionary concept, led by a total #girlboss who's a recruiting master. Ever since we've joined the initiative, we've been 260% happier, our foot fungus has gone away, and - is she still listening? No, NO PLEASE DON'T WE'RE TELLING THEM-



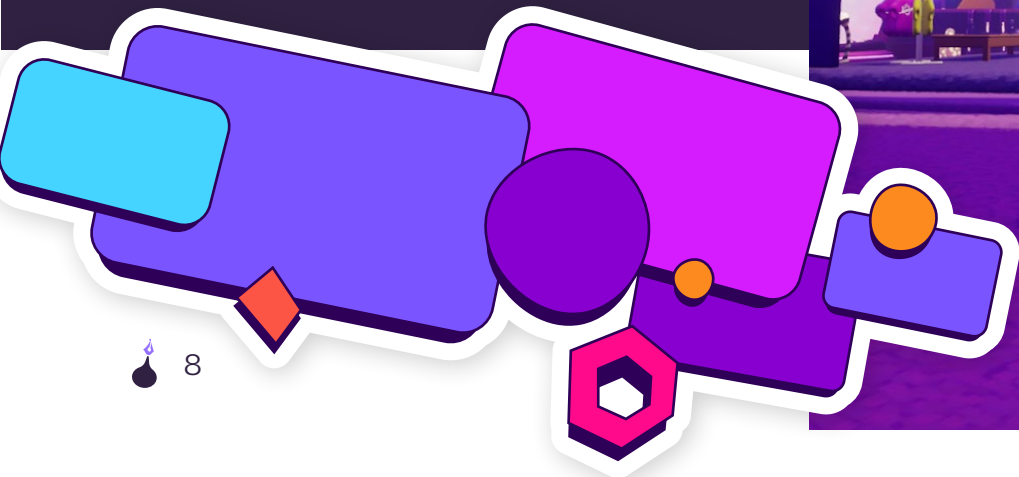
Location: **Hall 23**



15. Be the next guest on the Made In Dreams podcast

If you've been dreaming of being interviewed on Lucid Nebula Studios' fantastic show dedicated to the creators of Dreams, then make sure to swing by their super-professional booth this year: their photo op casts YOU as their next guest!

Location: **Hall 47**



16. Take regular breaks

With so much going on at these shows, it's easy to forget to look after yourself. There are plenty of chill-out booths to visit if you need a break from the loud music and bright lights. We love escaping to

Herzacc's relaxing Japanese garden, PuddyDoke's tavern, and GuardianDragon99's aquarium - but we also encourage you to take time away from the screen IRL, too.



17. Sample DreamsCom's delicacies

We've got the lowdown on the very best of DreamsCom's virtual grub with our 'Eating DreamsCom' feature - but Mm's in-house chefs have also prepared some REAL recipes for treats for you to eat while you're browsing the show floor. Check out our food section, which begins on page 34!



18. Explore a wacky funhouse

Continuing DreamsCom's gradual transformation from convention to full-blown theme park is HASSUK, who's turned their booth into a playable funhouse complete with candy stripes, big rollers, a twirly tube slide - and a large clown head that's only slightly less terrifying than the one found in Rabrit's booth (Hall 5).



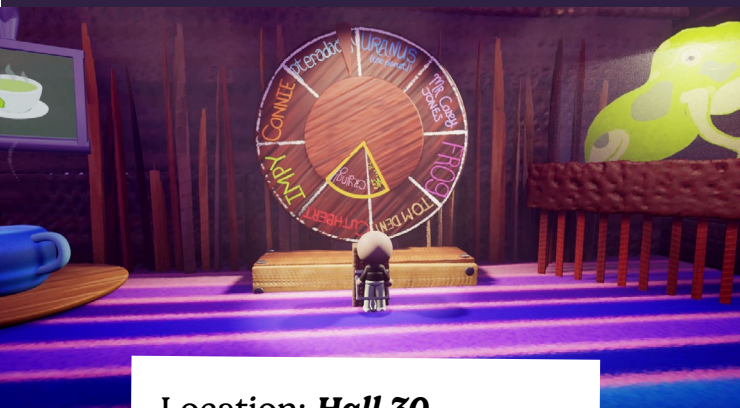
Location: **Hall 11**

19. Test your strength

Are you as muscled as Megapenguin? Are you beefy like Buffbert? (For the uninitiated: Buffbert is the genetically-modified version of Dreams' chief crybaby, Cuthbert. It's best not to question it further.) Find out at N-1-C-0-13ro4One's booth, which features a working strength-test machine.



Location: **Hall 33**



Location: **Hall 30**

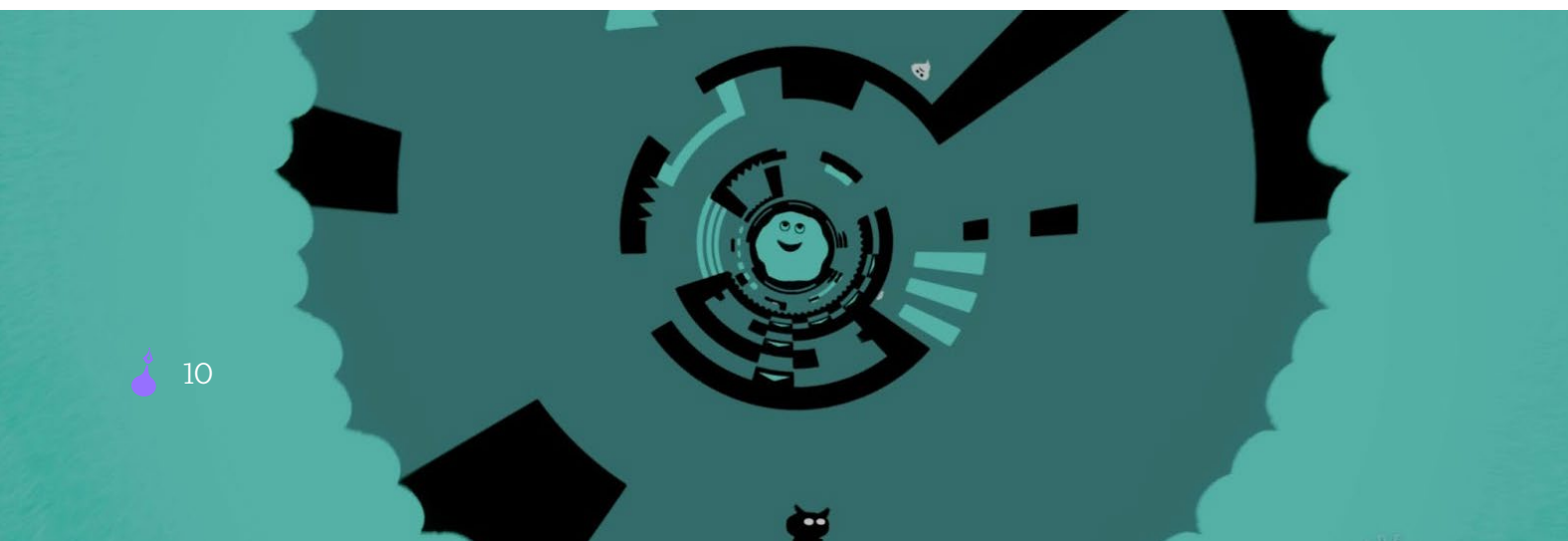
20. Challenge yourself at Phreaky's booth

After seeing all of these amazing creations at the convention, you may well find yourself inspired to hop into Create mode. If you're looking for a prompt, why not drop by Phreaky's booth and spin the challenge wheel for a unique word combo that conjures up a few fresh ideas?

21. Discover even more demos

It's not just the show floor that's filled with stuff to play and do - our excellent curator Molecules have given the front page of DreamSurfing a fabulous DreamsCom makeover. Trying a tonne of the latest demos from our talented dreamers is as

easy as scrolling through the playlists there. And if you're looking for more info on each entry? Don't forget to tune into The Impsider's three-day livestreamed coverage for developer interviews and live demos!



AS SEEN ON STREAM

by Jen, Jacob,
Rhys and Ally

All the creations
featured on
The Impsider's
livestream dev
sessions at
DreamsCom '21

Ancient Dangers: A Bat's Tale

Media Molecule

Trust us when we tell you that you have no idea how much chaos two teenage orcs and a hard-boiled bat can cause. It won't be too long until you find out for yourself. Vanquish marauding skeletons and rack up lightning-powered combos in this challenging combat-focused brawler, in which Zelda-esque bomb puzzles and a God Of War-style Rage mode help you tear through dungeons to reach untold treasure - and legendary foes. You can brave the fight alone, or even bring a friend along on your quest with couch co-op. You can't spell 'twins' without 'win', after all.



Tren

Media Molecule

Longtime Dreams fans will be well acquainted with Media Molecule lead designer John Beech's wooden train game - now officially named Tren. A labour of love that Beech began shortly after the launch of Dreams itself, it was his way of making a project that was "small enough that I could do, that could also be triple-A quality in terms of finish and polish." Indeed, the visual detail is astonishing - but Tren's per-

sonality really shines through the physics-based puzzle design, which sees Beech inventively repurposing track switches, turntables and more to lay out a series of challenging courses to transport cargo safely along. With the support of a team now behind him, Beech is even working on a 'create your own track' mode - the perfect inclusion for a game all about reconnecting with the joy of building and playing.



Megapenguin Rehatched

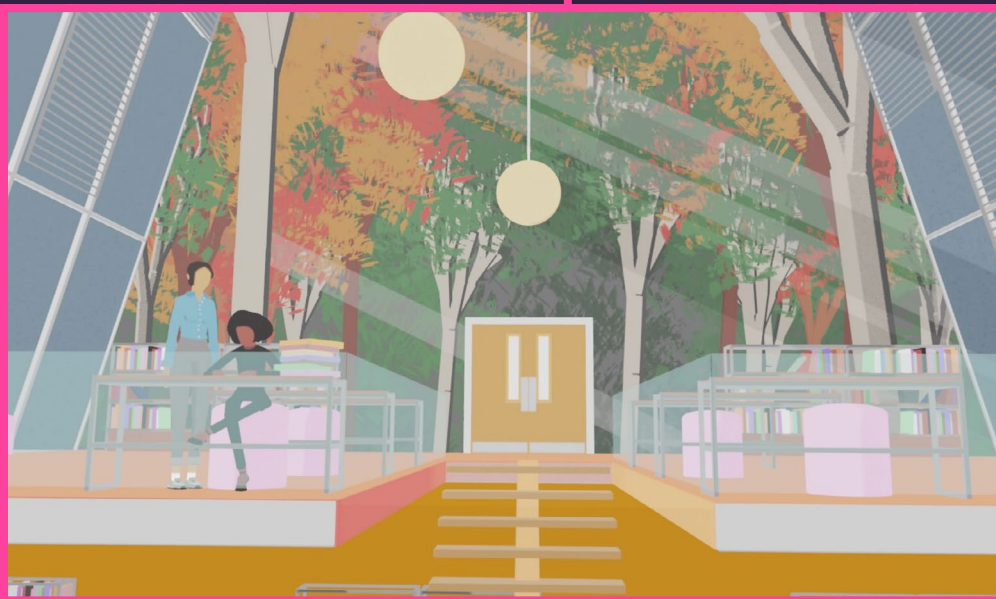
Media Molecule and the Dreams community

Everybody's favourite super-ripped space-faring penguin (what, you know another one? Exactly) has had quite the month. The first three levels of Megapenguin Rehatched - an ongoing collaborative sci-fi adventure between us at Mm and, er, you - launched at the very end of June. Since then, we've seen our intrepid science officer all over social me-

dia, as creators have fun making him bust a move, find love, and even explode. (Easy now - let's get him home to the rest of his fleet in one piece, shall we?) Team Megapenguin have been playing through - and cackling at - the earliest coMmunity-created level submissions, and have some plans of their own for the story going forward. Watch this, er, space.

Afterimage

rocky_with_a_gun



Every so often, a Dreams creation comes along that baffles everyone at Media Molecule. Afterimage is one of them. Through careful sculpts and clever lighting, Oscar Hocking (known in game as rocky_with_a_gun) has achieved a flat-shaded art style that's on a level with Kentucky Route Zero - and that looks like nothing else we've seen in Dreams. This is a surreal narrative experience that plays out among a palette of gentle pastels, as you help protagonist Hunrosa work out why she's seeing the ghost of her best friend - who's still very much alive, by the way - and discover there's more than one way to be haunted.

Noguchi's Bell

CyberSheepFilm

The international team behind the truly astonishing animated samurai series Noguchi's Bell have arrived at DreamsCom - with some brand-new footage to boot. Noguchi's Bell: Episode 1 left our hero in the care of an unlikely mentor: this stunning update shows the two sparring with fluidity, style and no little humour as the shopkeeper trains Noguchi for the dangerous trials that await him on his quest for the truth. We also get a peek at a never-before-seen character, too, who's overlooking a cityscape burning with orange light and buzzing with hovercars - you can expect this epic journey to go to some unexpected places, then.



You know him. You love him. (And if you don't: please head into Dreams and play the full Pig Detective back catalogue so far, or heaven help us we will throw you out of this magazine. Somehow.) Yes, the porcine PI - voiced as always by Mm's very own Ed Hargrave - returns in this spine-chilling, rib-tickling tale of pig versus beast, the demo for which is a must-play this DreamsCom. It's got it all: danger, intrigue, callbacks for the fans, classy UI design, a catchy jingle, and an interactive vending machine full of pineapple pies. A particularly delicious detail is mention of the map you find being merely your "first": the prospect of another multi-hour oink-and-click adventure at this quality level is almost too thrilling for words.

Pig Detective and the Beast of Boffington

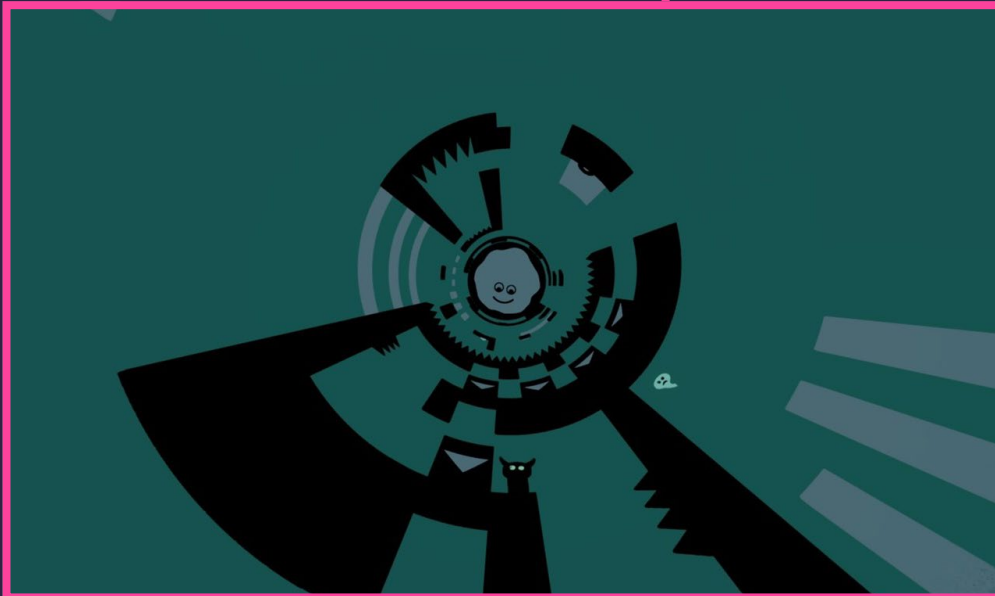
Team Pig Detective



Revolutionary in every sense of the word, surrounded_'s head-spinning platformer Purgatory Panic is a brutally challenging, devilishly clever treat. Their pedigree in sharp 2D art (Ultimate 6-in-1 Retro Game Multicart) is on full display, but that's where the similarities with their past work end. Evolving from their one-button history, Purgatory Panic is a platformer set within perplexing spiral stages that twist and mutate, seeming to move toward you from deep within the screen as you venture through them. The movement and wall-jumping feels as tight and responsive as genre classics such as Celeste or Super Meat Boy. However, this has no intention of playing second fiddle to its influences. The confidence of its singular art style, engrossing gameplay and hypnotic beats from landroid9000 set Purgatory Panic apart from the jump.

Purgatory Panic

surrounded_



Brocery Store 2

RbdJellyfish

DreamsCom's scariest demo will put you off grocery shopping for life. In the much-loved Brocery Store, you - the titular Bro - raze a super-market to the ground using your bare hands. The sequel does something very different. You are no longer the villain of the piece, but an ordinary consumer just trying to buy the essentials. The Bro, in this case, is out to stop you. Low lighting and grey tones make every step through the

store terrifying, our footsteps echoing uncomfortably as we sneak around the aisles in search of certain items - before the Bro spots us. Thanks to best-in-class audio design, the Amnesia-esque chases are sweaty and awful, even before you notice the killer blow RbdJellyfish has landed: making Brocery Store 2 VR-compatible. Good luck, and don't forget to bring your own bag. BODY bag, that is.

Lou Moves In

byvsen

Warm-hearted, mega-talented character animator byvsen introduced the Dreams community to Lou a while back. DreamsCom gives us a few more clues into the dino-roo's short feature film: the trailer, set deep in a forest, reveals the cosy abode that he'll be moving into (in addition to using a visual gag to subtly suggest that he might encounter some bad luck, or perhaps his own clumsiness, along the way). Byvsen's booth will let you get a closer look at Lou's new home, and endear you to this delightful character even further - if you leave without sampling one of the many hot waffles Lou has thoughtfully prepared for hungry show-goers, you've a heart of stone.



Porto

Cubixphere

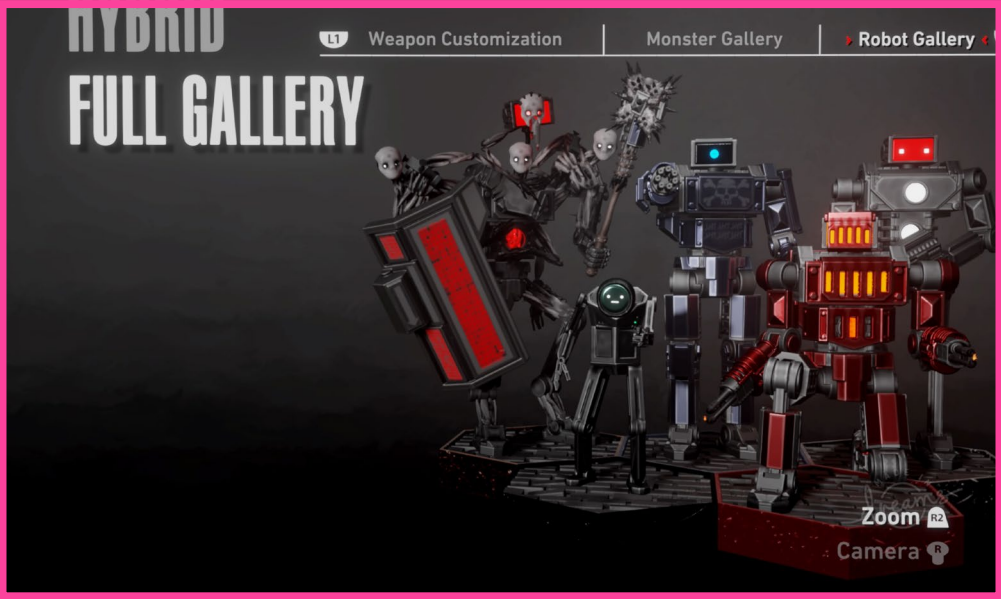
Released way back in Dreams Early Access, Porto pushed all the right buttons - earning its reputation as one of the Dreamiverse's original greats. Two years on, Cubixphere has resurrected the lovable bot complete with an all-new box of tricks. This wonderfully meta standalone demo sends Porto on a brain-busting adventure into the depths of DreamsCom itself. There are new puzzles to tackle, treacherous platforms to cross and a crate's worth of Mm and coM-munity characters hidden backstage. The art direction is familiar but refined, whilst the conundrums are consistently well thought-out. All it takes is the touch of a button, and classic Porto reveals itself to be back - and better than ever.



DEADZONE: ABERRATION

NauticalSquatch, SoundsLikeTreble, VORiUM-, PieceOfCraft, gavinjta007, JTBKnuggetsauce, ghostfruit64, duckenomics, RurouniDan, Typhus667

Our first glimpse at the sequel to the hilarious and terrifying FPS DEADZONE led to several important Mm meetings being disrupted, as we breathlessly explained how the weapons “actually shift into other weapons”, and talked at length about “the enemy who wields a body like a club”. The now-expanded team, spear-headed by NauticalSquatch, is unparalleled in its talent; the asset showcase itself is a pulpy presentation that harkens back to the good old days of DOOM (props to celebrated Dreams monster designer Typhus667, whose work is terrifyingly evident here). It’s a small tease, all told, but an incredibly professional one - what do we have to rip and tear to get our hands on some gameplay?



Dream Chef: World Tour

nonodragon12

The demo for Dream Chef: World Tour nails the visual novel aesthetic, with clean but stylish UI that’s reminiscent of the Persona games, painterly 2D character art, and a delightful lo-fi soundtrack. You’ve haplessly wandered into a restaurant on the brink of closure: when another unexpected guest drops by, it suddenly falls to you (as is so often the case in videogames) to rescue the situation. And

this is where things get - pardon the pun - dicey, as you use your motion-controlled imp and its tethered hand to throw together as much spaghetti bolognese as possible in the time limit, Diner Dash style. The slapstick physics make things chaotic, but there’s a lot to sink your teeth into here: you’ll likely feel compelled to improve your skills and steady your hands enough to cook your way to the top.



DreamsFest

beardofcats88, pinkbell, oLiamS47o, TAPgiles, animeboy0021, RadLaddy, DissObeyGames

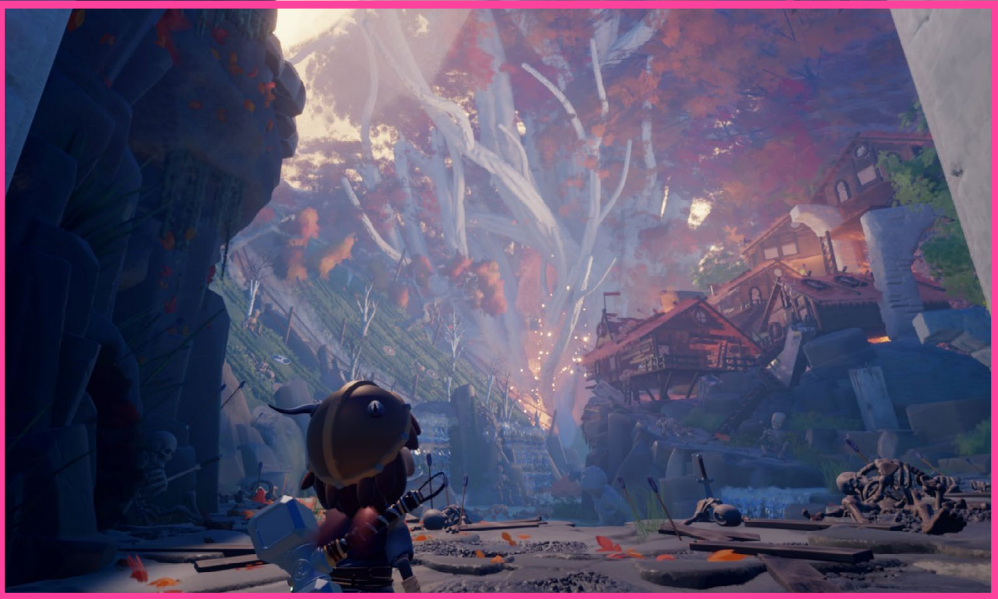
DreamsFest is not your ordinary coMmuni-ty-run event: it’s a full-on virtual music festival taking place all around the globe. Pick anywhere in the world and watch as some of Dreams’ most talented musicians perform “live” on stage. The entire operation is being directed by beardofcats88, who’s had plenty of experience handling large-scale pro-

jects like this one - and it shows. You’ll get your own DreamsFest passport and activities designed to ensure you have the experience of a lifetime (you can even design your own tent to pitch at the festival in-game right now). An incredible PlayStation-powered show from the comfort of our own homes - and ZERO MUD GUARANTEED? Count us in.



MODI: Son Of Thor

ShaneMarshall3D



Crackling with lightning and dripping with atmosphere, MODI: Son Of Thor is an exceptionally well-designed, polished little action-platformer that’s still in development. The brainchild behind this is 3D artist and animator Shane Marshall - and from the first few seconds of the first chapter, it’s clear that this is a game in the hands of a professional. Responsive hammer-swinging combat, challenging platforming and a slick movement system show incredible potential. Sure enough, Marshall has a few updates to share on how the next chapter is coming along - so if your first taste of this pint-size God Of War sends sparks flying, be sure to check out our developer interview on Twitch.



The Crystal Guardian

Adventum Games

It's always special to see large-scale worlds being made in Dreams, but The Crystal Guardian truly looks to be in a league of its own. The original trailer for this puzzle-platformer made quite the impact across social media, and this one is surely set to be even bigger, featuring in-world gameplay. The wide vistas on display have the air of Breath Of The Wild or Genshin Impact about them, with tempting land-

marks in the distance calling you to explore. There are detailed looks at the sunlight-dappled forests and mysterious ruins you'll be exploring alongside your twin-tailed fox friend - and a brief glimpse of what looks to be a grappling ability. The enemies you might be fighting remain shrouded for now, but we'll be asking more questions in our interview about that stone golem teased on Adventum Games' Twitter account.

Deh Plushies

Yah_DeH



Yah_DeH's inviting, cosy virtual toy shop is legendary in the Dreamiverse: there are few creations quite like it. Originally made for the Winter Holidays Jam but since updated to be fit for all seasons, it's a painstakingly well-organised (and well-optimised) display of its creator's brilliant toy designs, which often come from their Twitch stream viewers' suggestions and requests; the punny Foodimals, in particular, feel as though they could be a mainstream hit, including Waffle Cat, Sushi Dragon, Parferret and Avocado Toast among their squishy ranks. Happily, Yah_DeH has created a version of the shop for this year's DreamCom show floor - if you've ever wanted to take a picture with a Pancake Shark, now's your chance.

This is the Dreamiverse's first full gameplay demo for LyzLdy's nearly two-year project, a smart survival game that would make even Bear Grylls shudder. Featuring world design and elements from notable collaborator IansaneArtist, SurvivEscape puts the player in a position of being incapacitated and alone, but hands them a set of realistic tools - including a fully functional clock and compass system - with which they can puzzle their way out of trouble. It poses a gripping challenge, with players fighting to keep themselves not only mentally stable but also physically able. Lyz has been streaming development regularly, and it's been fascinating to watch the project grow - but will YOU thrive similarly while out in these wilds? Only one way to find out.



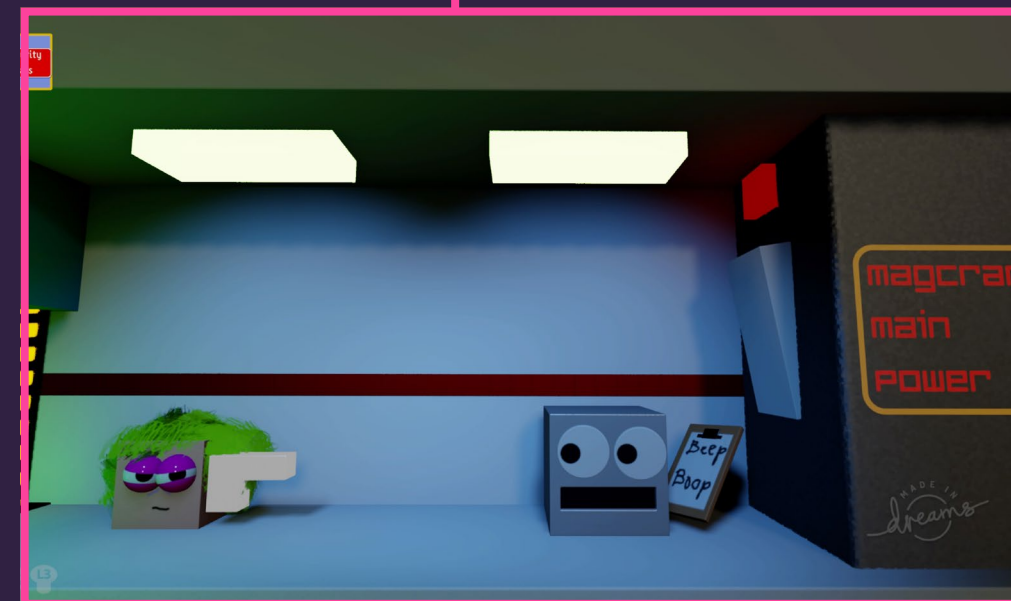
SurvivEscape

LyzLdy

Last year, the Shaz booth made by this TeamPD member blew us all away with its interactivity and wit. We could hardly contain our excitement, then, when we saw a playable demo featuring the much-loved cube from down under on offer at this year's DreamCom. It kicks off with some tasty licks by Prince_Tahra, followed by a cutscene revealing there's a lot more to this world than just the titular mullet-toting Aussie. This bullet-riddled romp involves a daring heist, some gun-powered puzzle-solving, and an extremely silly (but logical) method of locomotion - to reveal much more might spoil a few of the laugh-out-loud surprises in store here. And anyway, DirtyHarolds - yes, you, reading this. Shouldn't you be working on Shaz?

Shaz

DirtyHarolds





**Scrolling the DreamSurfing
playlists looking for even
MORE to play, watch and
explore? We've hunted
down some hidden gems**

by Jen, Jacob and Rhys

DEMO DETECTIVE

NEO WEAVE

SumoNinjaBurger

Anyone who's chucked their fair share of Klumps rightly knows the name SumoNinjaBurger. Creator of the infamous Dreams party game, their new title boldly departs from the absurd Klump aesthetic for darker techno territory. Neo Weave is unforgiving but utterly compelling. Nectar for scoreboard chasers, players control a ship with the triggers dodging a myriad of obstacles in a vertically scrolling gauntlet. Spanning ten cutthroat rounds and set to an acid bass soundtrack, Neo Weave's straightforward design demands laser focus and nothing less than perfection. Those brave enough should absolutely step onboard.

CYBERLIFE VISUAL TEASER

DreamsHorizon

Take a stroll around the Kubo Sky District, where harsh neon lights illuminate the darkest and grubbiest corners of the city, and maze-like tunnels lead you down into VR cafes peddling pre-programmed love. DreamsHorizon's playable visual teaser for life sim CyberLife is a pitch-perfect tonal introduction to a refreshingly mundane vision of the future; this is not a bombastic cyberpunk game in which sentient machine guns are suddenly everywhere, but a tale about scraping by in a world where the natural human desire to love and be loved is sated - and perhaps, it seems, preyed upon - by AI-driven dating.

PARALLEL DREAMIVERSE

Keduko_

Take one look at recent gaming trends and you'll quickly notice a little Roguelike renaissance is underway. Aiming to faithfully adapt its unpredictability, renowned arcade creator Keduko_ has taken a streamlined and stylish approach with Parallel Dreamiverse. For one, the demo promises an array of unorthodox arenas, showcasing a library overrun by sentient books as a single example. There's a snazzy UI complete with magical stat-altering cards, and a dizzyingly expansive list of potential upgrades. As bookcases vomit out their contents and desks propel themselves across the arena, it's hard not to grin at the chaos.

VERSE - MUSIC VIDEOS ALBUM

Tricobalt

The music video scene in Dreams is a glorious thing, combining the talents of musical maestros with visual artists - and often creating something entirely new in the process. Tricobalt is one of the scene's most prolific contributors, as you'll be able to tell by this exquisitely presented showcase. It offers up not just a smorgasbord of Dreamiverse hits, but insight into the narrative thinking behind many of Tricobalt's accompanying visuals, which range all the way from sparkling 2D animated light shows to ultra-detailed 3D characters battling to the beat in deep space.



OLIVER

DuaneTheDOG

What does the Impsider team have in common with vampire hunters? Give us some stakes, and we're happy. Fortunately, this period drama-slash-RPG has them in droves. The titular hero is running from a gang of ne'er-do-wells, whose mysterious motive becomes clearer as this first chapter wears on. You'll be fleeing underneath twinkling streetlights and riding horses to escape the clutches of your pursuers, who inspire disgust thanks to mesmerising character design that recalls the horrors of indie platformer Little Nightmares. Mildly unsettling, mightily atmospheric and full of promise. (No vampires, though: sorry about the misleading pun.)



RED AND THE CURSED ISLES

RedSeikatsu-

We have a soft spot for RedSeikatsu's cheeky cartoon hero. He's graduated from the Phantom Castle of the first game, and has reached the shores of an expansive island (with strong Rareware vibes) in this brief playable teaser. It includes helpful tutorialising of the combat and movement systems, some choice bits of dialogue - "That's the kind of charm that'll get you hit with a wooden sword" - as well an intriguing narrative hook. There are a few rough edges in this early build, but they're more than made up for with heart: this is a personal project that means an awful lot to its creator, and the depth of feeling shines through.



GLADIATOR 3021

Sharfik1995

This solid arena battler pits you against waves of intimidating, axe-wielding foes and challenges you to stay alive. You've access to a drool-worthy arsenal of weaponry - including nippy laser pistols, a bass-boosted soundwave shotgun and a bomb launcher - that you can cycle through on the fly, smashing crates to replenish ammo as you circle enemies and await the next wave. Sharfik1995 is one of the creators behind the recent Ratchet and Clank: Rift Apart fan game, and it's clear they've learned much from the experience: gunfeel this good is hard-won.



A THOUSAND ASSETS

cutaia_net

Don't be fooled by the modest title of this 'Unexciting Asset Jam': cutaia_net has been quietly operating one of the most useful, community-minded series of weekly jams the Dreamiverse has ever seen. The results are thoughtfully displayed in this playable hub (amusingly narrated by the creator's original characters, Vince and Tony). The hub allows players to browse an arcade, a playground, a movie theatre, a diner and many more locations - all populated with low-thermo themed sculpts made by jam participants that are available in the Dreamiverse for anyone to use. Sure, the actual content may be 'unexciting' - if the sight of a swing top bin makes your pulse race, there might be something wrong with you - but the concept and execution of this project is anything but.

EVEN MORE DEMOS WORTH PLAYING...

- xenomorphgirl's relaxing, beautifully rendered pet sim *My Pet Fish*
- *The Battle To Save Doge Kingdom*, the first season of JoeRyanTN's hilarious, heartfelt animated series
- ShadowScraps' *The Dreamiverse Gallery Of Art 2.0*, a walkable museum that plays host to amazing community art
- The combat-heavy, finisher move-stuffed *Super Guy: Chapter 5* by kane-tain2.
- Adorable animated play *The Magical Sprout* - improvisational narrative direction courtesy of a 10-year old
- Raist_92's imaginative puzzle-platformer *Tales of Acorn: The Cross Town's Enigma*
- Morinkimi's interactive conceptual trailer for *The S-Team* (try scrubbing through the timeline!)
- *Versatile Platformer Kit Demo* by Differentiate67, featuring a puppet with a great moveset and some sophisticated rumble options

BOOTH SLEUTH

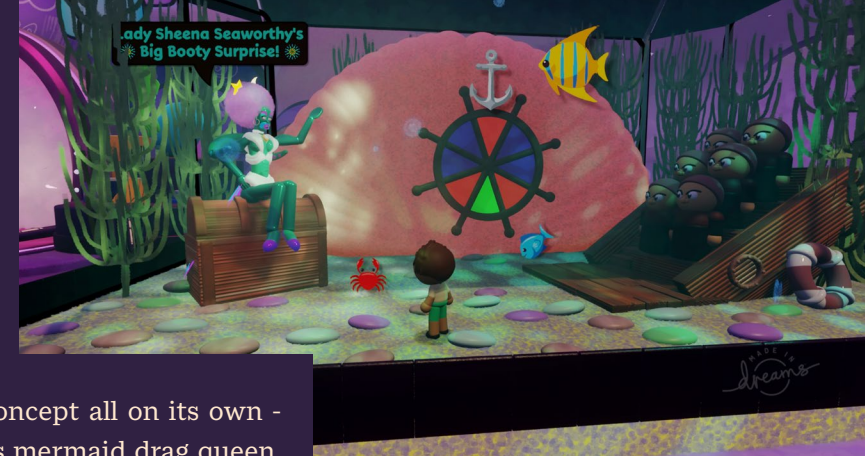
We select just a few highlights from DreamsCom's wildly original coMMunity-created booths

by Jen, Abbie, Rhys and Luke

Hall 27

Starstealer80's Campy Underwater Game Show

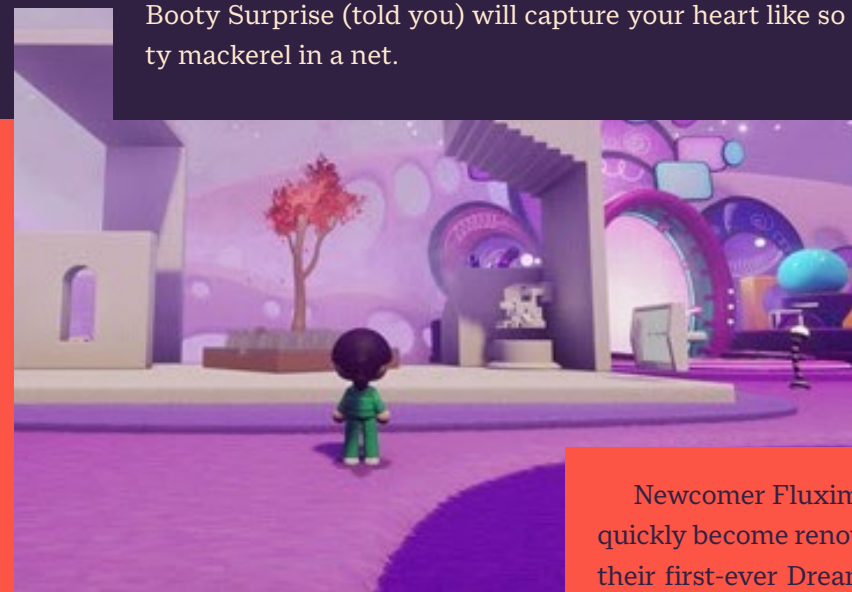
An underwater game show is an enticing concept all on its own - add in the fact that it's being run by a fabulous mermaid drag queen, and has possibly the best title on the entire show floor, and you have yourself an unmissable booth. With its interactive wheel, immersive audio effects and some saucy jokes, Lady Sheena Seaworthy's Big Booty Surprise (told you) will capture your heart like so much naughty mackerel in a net.



Hall 22

fluximux's Gravity-Defying Architecture

Newcomer Fluximux's keen eye for detail and all things adorable has quickly become renowned throughout the Dreamiverse. Unsurprisingly, their first-ever DreamsCom booth is a stunning and thoughtful feat of interactive design: this M.C. Escher-esque piece flickers to life as you move through it, with unlikely staircases, ethereal plants and hidden shapes shifting at every turn. Prepare to nerd out, architecture fans.



Hall 27

ghostfruit64 and donut_mutt's Orion Trail Showcase

Look, we love a good gimmick here at Media Molecule. But while donut_mutt and ghostfruit64's Orion Trail booth is more of a traditional promotional installation than some other form-breaking entries at the expo, the vision here is executed with astonishing amounts of polish and charm. With professional set-dressing, vivid in-character voiceovers and lavishly detailed displays (those posters!), this feels like the virtual version of a million-dollar E3 booth.





Hall 2

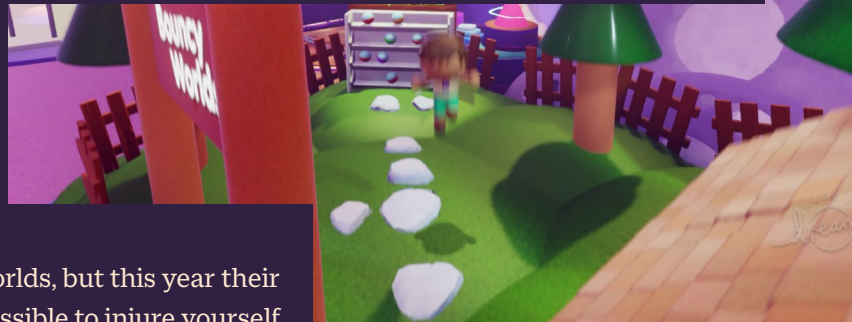
WavesAtNight's Mysterious Monochromatic Structure

A monolith of mystery on this year's show floor, WavesAtNight's romantic, derelict building is unlike anything else you'll see at DreamsCom this year. It's an awe-inspiring tonal shift from the lively and colourful show floor: don't miss the opportunity to stand in its shadow for a brief moment, and to contemplate the passage of time. Then maybe have a nice sandwich or something to take the edge off the existential dread.

Hall 38

Beed28's Bouncy Worlds

Beed28 is renowned for their mini-capsule worlds, but this year their booth brings the bounce. Luckily, it's nearly impossible to injure yourself at DreamsCom, so you can live out your game expo bounce house fantasies (that's a thing, right?) and no one needs to get the lawyers involved.



Hall 17

oooDORIENooo's Deviously Challenging Booth Minigames

We've lost many an hour to this creator's mechanically compulsive games. RNG-based and twitch-platforming evil comes in pint-size form in oooDORIENooo's booth this year, which features fully playable mini versions of Dungeon Roulette, WORD DICE and LOCO.



Hall 47

Elca_Gaming's Glitchy Booth

Did someone submit a blank booth? Wait, no, that's GLITCH-R - and upon even closer inspection, this booth is even more transformative than it initially appears. No surprise there, as Elca_Gaming is a Dreams master - and GLITCH-R is a visual spectacle!



Hall 29

Appolonius' Procedurally Generated Booth

We love a good tech demo in Dreams, and this booth is three in one. Appolonius has some incredibly impressive procedural generation work on show here through the dungeon generator on the back wall and the busy planters at work on the floor and - ooooh! Coffee! If you could just grab us a mug? Uh, a little higher. No, it's over there now. Um... well, maybe we'll just grab some at the next snack booth. Thanks anyway!

Hall 25

PuddyDoke's Tavern For Weary Travellers

Feet aching from walking the floor at DreamsCom 2021? Fancy travelling back in time to the Middle Ages? If you answered yes, make sure to take a trip to PuddyDoke's tavern. Fetch a tankard of your favourite drink, pull up a seat next to the roaring fire, and rest those weary bones while you listen to a medieval bard (who's also a fox?!) serenade you with sweet, sweet music from their lute.



Hall 29

GuardianDragon99's Chilled-Out Aquarium

From pufferfish to angelfish and even yellow tangs, there's a wide variety of tropical fish to gawp at at GuardianDragon99's aquarium booth. Chill out and see how many different varieties of fish you can spot within its three unique viewing windows - each one featuring different scenery, from colourful coral reefs to the dark, deep ocean floor.



EVEN MORE BOOTHS WORTH VISITING...

pea-head's transportive tour through environments - Hall 43

MrCaseyJones' impassioned plea for Impys (top tip: be patient...) - Hall 6

Tributes to the musical Monday Night Crew by Pudazuka and the_Tenia - Hall 8, Hall 2

Artist SootyPinions' stunning and realistic tree sculpture - Hall 14

Our French friends at InfiniDreams - Hall 15

RedSeikatsu's tropical promotional booth for Red and the Cursed Isles - Hall 7

Keenardo's wonderfully personal introduction of their projects - Hall 10

A garden filled with peace and love, from FluffyNSassy - Hall 19

TAPgiles' amazing shifting terrain - Hall 24

The swashbuckling magic of ChevalierBore's A Pirate Story - Hall 20

An action-packed in-booth trailer made by DoublePounce - Hall 24

The mildly creepy lobby of Ice_cream_gamer's Deeds Hotel - Hall 36

StAn.KHaNk's warm booth welcome - Hall 47

Made In Dreams Gear

Shapes
Sweatshirt

Pre-order



Create
T-Shirt

Pre-order



SPOTTED AT DREAMSCOM

We've spotted some highly unusual sights while putting together your DreamsCom show floor this year. Looking at the list below, we're not entirely sure what goes on in our dreamers' (and some of our Molecules') heads - but

it makes for a fabulous treasure hunt. Can you find everything on the list while walking the halls? Don't forget to send us your pictures and videos of these curiosities - and more! - via our social media channels with the hashtag **#SpottedAtDreamsCom**.

- ☐ A capsule machine
- ☐ A glittery skeletal unicorn
- ☐ Singing cat triplets
- ☐ A giant transforming Impy award
- ☐ A concerning amount of free soap
- ☐ The Big Bad Bass
- ☐ A lovely pink tree swing
- ☐ A tiny smiley robot
- ☐ Old man Cuthbert
- ☐ An imp astronaut (impstronaut?)
- ☐ A booth creator sleeping on the job
- ☐ Cutaia's dulcet tones
- ☐ A scale model of a farm
- ☐ A cat playing a keyboard
- ☐ A pea in a tank
- ☐ An actual waterfall
- ☐ Llama tea party!
- ☐ A shelf of books written by dreamers
- ☐ A fez-wearing prisoner
- ☐ A bat just hangin' around
- ☐ A giant pool ball
- ☐ An invisible woman
- ☐ A catchy banjo tune about a booth
- ☐ Two rings of fire
- ☐ A sneaky ghost
- ☐ A floating lyre



Taste-testing the virtual
delicacies served up at
this year's expo

by Eoin

CheekiiBoom's Hot Chocolate

The perfect antidote to the hustle and bustle of the show floor, this delicious beverage is served piping hot and with three handmade marshmallows. The sweetness of the cocoa pairs well with the mild nuttiness of CheekiiBoom's main course: sunflower seeds. (Well, this is a parrot's booth, after all.)



Yah_DeH's Foodimal Plushies

Yah_DeH's Foodimal Plushies are striking in their similarity to the spongy quality of mochi balls - or are they maybe mochi monsters? From the outside one's mind sees cupcakes, strudel waffles, icing, but the real delight comes with the fillings - mango madness, green tea zen, black sesame, red bean and our absolute favourite strawberry cheesecake. What we really want to know is: are they all looking skyward to a fairground grab claw lurking menacingly above? Which tempting morsel will Imp aim for?



Mezzyartiist's Croissants

Mezzyartiist's croissants had you into the baker's shop with the soft glow - is that an open oven door casting that pool of warming light? The croissant is beautifully represented here, one's attention never straying far. I can smell the enticing biscuity aroma from here and imagine the flakes of lightest, crisp pastry tumbling at first bite. This is a true tribute to the artisan baker's feel for their subject.





CoTy-'s Demon-branded Toast

CoTy-'s toast is on one hand an everyday object: safe and comforting, toasted on an old-school toasting fork over a real log fire, imparting a hint of applewood smokiness, just crying out for heaps of butter and raspberry jam. On the other hand, how menacing and sinister to observe the image of the demon taking shape amongst the smoke and flames at Sunday tea time. This juxtaposition confronts us on many levels. "Do I like the toast? And if I do, why do I?" The devil in us all is firmly challenged.

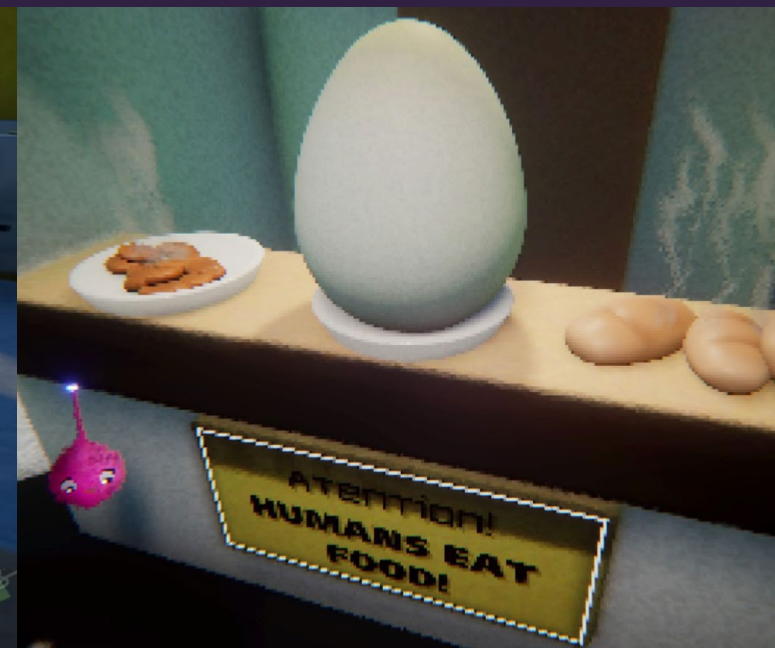
Byvsen's Hot Waffles

Byvsen's waffles just pull you in. Hot crisp batter, soft inside, and pools of melting butter, the grids of the waffles reminiscent of New York roads. Imp & Lou are distracted: could it be a rival? Could it be more maple syrup arriving? Or is it their arch enemy on 102nd & 35th Street?



Sammy_the_Punk's Boring Burgers and Boring Fries

Boring burgers? Never! Burgers with punk - what a delight. And it gets better! They are free. Beautifully careless in their presentation (or are they? I think Sammy is actually very proud of their burgers and rightly so), free or not. This is a truly tasty, juicy burger, hiding under which is the finest burger relish one could wish for - sharp with cornichons, sweet with tomato, and a bonus top note of blanched fine diced red onion. We will be back for more!



PIXELTUNER92's Pixelated Nuggets, Egg and Bread

A giant egg, or a really small bread roll? Only PIXELTUNER92 knows. Eggs and bread, as old a food source as time itself. Just look at the steam rising from the bread - so very fresh from the oven and ready to dunk in the perfectly runny yolk. Chicken nuggets bring the buffet bang up to the 21st century with a timely reminder that humans do indeed eat food. Or is the message more imperative than that, demanding that we partake of its pixelated form?



Lavalanches' Spaghetti and Meatballs

Spag bol, so familiar and comforting to many, often copied but rarely bettered - other than by the introduction of meatballs! Lavalanches' dish brilliantly encapsulates the fine threads of perfectly al dente pasta, nicely offset by the robust red sauce and sturdy compact meatballs. A true innovator in the world of pasta!

yami_no_neko's Box Of Doughnuts

Doughnuts! What more do you want to know? The classic ring complimented with a truly remarkable glaze that yami_no_neko should be proud of - that shine is perfection! Some very interesting and colourful icing, with a rainbow pride doughnut front and centre. Yami_no_neko's box of delights is both traditional and very much contemporary at one and the same time.



Con- -vention -oven

Recipes to fuel your
DreamsCom, made with
love by Mm

by Kath and Eoin



NY DELI SARNIE

SERVES
1

1. Mix the chopped dill into the mayonnaise and season with salt and pepper.
2. Butter one side of each slice of bread.
3. Spread sweet mustard ketchup on one piece of bread and dill mayo on the other.
4. On one piece of bread pile on the fillings: gherkins, pastrami, Emmental, sauerkraut.
5. Top with the second slice and please press down firmly to pull this mouth-watering combination together.
6. Take an enormous bite immediately before it even hits the plate.

Rye bread* 2 large slices
Butter, salted to spread
Pastrami or salt beef, thinly sliced
enough to make a layer 2cm deep
Emmental cheese 4 slices
Gherkins, sliced lengthways 2 large
Sauerkraut, drained about 50g
Sweet mustard ketchup † 2 tbsp or
to taste
Mayonnaise 2 tbsp
Dill, fresh, chopped handful
Sea salt and cracked black pepper

* The darker, nuttier and chewier the bread the better, or switch out for a freshly baked bagel.

† A mix of American hot dog mustard and wholegrain works well here too.

Serve with a side of celeriac remoulade and maybe French fries.

Top tip: double up the cheese and squeeze the entire sarnie into a toastie maker for a delectable hot snack. Be careful not to burn your lip on the scorching hot molten filling!

Veggie alternative: Swap the pastrami for long slow-roasted and peeled slices of bright pink beetroot – almost sticky and definitely sweet from near dehydration.

FOR THE REMOULADE SIDE

Celeriac 1 small
Mayonnaise, top quality
or homemade 100ml or 6 tbsp
Crème fraîche 150ml
Mustard, Dijon 1 tbsp
Mustard, wholegrain 1 tbsp
Lemon, juice 2
Sea salt & black pepper to season

1. Peel and julienne the celeriac. Immediately squeeze the juice of one lemon over the matchsticked vegetable to stop it turning brown. If a julienne attachment is not available, use a large grater or matchstick by hand. Do not be tempted to fine grate – this will just result in a soggy mess!

2. Mix the dressing ingredients in a separate bowl, adjust the mustards, lemon juice and seasoning to taste. Add the lemon juice sparingly to avoid too thin a sauce – aim for it to cling to the celeriac, but not so thick that everything sticks together in one bundle.

3. Fold the celeriac through the dressing until evenly distributed.

NEWSPAPER CONE GOUJONS WITH SEAWEED TARTARE

SERVES

4

Whitefish*, skinless, boneless 600g
Flour, plain 100g
Eggs, beaten 2
Panko breadcrumbs 200g or so
Fennel seeds, toasted 4 tsp
Mayonnaise 200g
Capers, nonpareille 110g
Cornichons, chopped 150g
Shallot, banana, finely chopped 1
Dulse seaweed, chopped into fine ribbons 50g
Lemon, zest & juice 1
Sea salt & cracked black pepper to season

Newspaper cut into 25cm squares, rolled into cones, secure with a little tape. Wooden chip shop forks to eat.

*Choose a species from a sustainable fishery that is in season for your area. We like hake, but pollack, pouting, plaice are good alternatives. Sound advice and guidance can be found in the MSC Good Fish Guide app, which you can read [online here](#).

1. Cut the fish into chunky goujon /fish finger-size strips.
2. Take three shallow wide dishes. In the first spread out the flour, season with salt and pepper. In the second place the beaten eggs. In the third the panko breadcrumbs, mixed through with the toasted fennel seeds and seasoned with salt and pepper.
3. Dip each strip of fish in first the flour, then the egg and finally the breadcrumbs. Lay out on a sheet of parchment paper, in a baking tray, in a single layer – do not stack!
4. Make the seaweed tartare by mixing the capers, cornichons, shallots, seaweed, lemon zest and juice through the mayonnaise. Adjust the seasoning with salt and pepper if needed.
5. Cook the goujons! Either mist the breadcrumbs with a rapeseed oil spray and bake in a 200°C oven for 12-15 minutes until the fish flakes easily apart, or shallow fry in a wide frying pan until crisp, golden and piping hot in the middle.
6. Fill each newspaper cone with goujons, a dollop of seaweed tartare on the top and a wooden fork to eat. Be warned - you will be back for seconds!



THE SMOOTHIE

2

GENEROUS
PORTIONS

Picture this: you skipped breakfast, hit the show floor, queued to meet Megapenguin and suddenly it's 11am and you are ravenous - but only have ten minutes before the live Dreams demo. Only one option - scoot over to the Smoothie Bar for a quick fix.

Oat milk 175ml
Live yogurt or kefir 250ml
Bananas 2 medium
Raspberries, frozen handful
Blackberries, frozen handful
Pear 1, cored, skin left on
Oats handful
Ground flax 2 tsp
Omega oils A splosh

Add to blender in the above order. Blitz, pour and drink.

There are a million-and-one flavour combos out there - this one just happens to be the top seller at the Smoothie Bar. If you fancy a change, consider the classic carrot and ginger or add a nut butter for another dimension.

Top tip: to avoid jamming the blender always add liquid first, then soft ingredients, then solid and lastly rock hard ice if you are using it. In a green smoothie, spinach will always cause havoc by wrapping itself around the blades - so do take a moment to roughly chop it first.



BUDDHA BOWL

SERVES

1

It's Sunday, you've been on the run since last Tuesday, and your body is letting you know it's time for some nourishment. The team at The Living Salad Bar have got you covered. One of their jam-packed full Buddha Bowls will lift and carry you to the DreamsCom finishing line.

Mixed grains*, cooked 150g
Egg, room temperature 1
Edamame beans, shelled 50g
Mangetout / sugar snap / purple sprouting broccoli, sliced 100g
Spinach, baby, raw, washed, sliced into ribbons handful
Spring onions, thin sliced 2 stems
Yogurt, live 30ml
Tahini 1 tbsp
Olive oil, salt & pepper to season
Sesame seeds 1 tbsp
Sesame oil 2 tbsp
Nigella seeds 1 tbsp
Salt flakes sprinkle
Tamari drizzle
Toasted kasha 1 tbsp
Microherbs, fresh cut 3 snips of the scissors
Lime wedges to garnish

1. Place the whole egg in a small pan of boiling water and cook for 7.5 minutes. Drain and place under cold running water to chill as quickly as possible. When it is cool, remove from the water and carefully peel off the shell. When the egg is cut into ready for serving, the yolk should still be runny after this cooking time.

2. Bring another pan of water to the boil and briefly cook the edamame, mangetout, sugar snap and broccoli. Do this one at a time if it is easier to ensure a crisp al dente finish. Plunge into ice cold water after cooking to set the bright green colours. Drain.

3. Mix the yogurt with the tahini and maybe a dash of olive oil to loosen it. Season with salt & pepper.

4. Dry toast the sesame and nigella seeds in a frying pan. Mix through sea salt flakes.

5. Build the buddha bowl - grains, cooked veggies, spinach, spring onions first. Then cut the egg into 4 quarters from top to bottom and place yolk side up on top of the dish. Drizzle over a tiny amount of sesame oil and a splash of tamari. Liberally sprinkle the toasted seed mix and the kasha.

6. Serve with a dollop of tahini yogurt, fresh cut microherbs and lime wedges.

*Our fave mix is red quinoa, brown rice and black Beluga lentils. Batch-cook these and freeze in portions to use as a base for a quick fix at home with whatever veggies and protein you have in the fridge.

BENTO

Homemade paprika pitta chips
Raspberries + blueberries
Balsamic marinated onions
Dried mango + coconut flakes
Goats cheese, quince + crackers
Labneh + dukka

Seed bars
Energy balls
Watermelon slice
Cherry tomatoes, bocconcini, basil
Oat cookies
Mini meringues dipped in dark choc

Pineapple + cheese cubes
Artichokes, olives & feta
Lemon houmous + carrot sticks
Sweet n' salty kale crisps
Soft-boiled egg + garam masala
Herby croutons

Salted marcona almonds
Manchego, salami, chilli jam
Wasabi peas
Mini herb frittatas
Balsamic marinated onions

Figs, halved
Mini rice cakes
Cucumber sticks + grapes
Mix of cranberries, dark chocolate drops, pistachios
Roast chilli chickpeas



Photo credit: Chloe Hardwick



How We Made...

Mm's new junior designer
reveals the design secrets
behind DreamsCom's setting

by Rhys

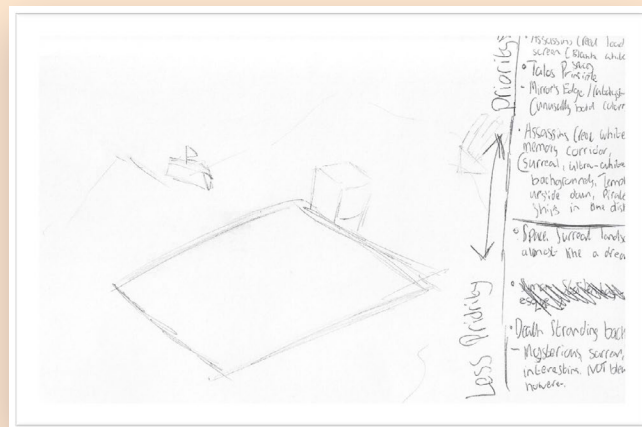
The Mm Hall

Designing the space and flow for the Mm Hall and the halls themselves proved a challenge – just how do you

go about making the space of a virtual conference show feel enticing, interesting and have it all make sense?

Designing and conceptualising DreamsCom was a team effort, and the journey of getting to where it is now is really fascinating!

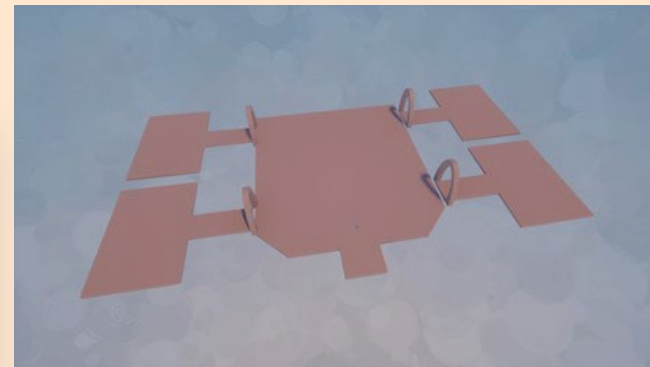
I thought it would be interesting for you to see the design process that I went through, the variations that got nixed, and generally - just how do you go about making a DreamsCom? Have a look for yourself...



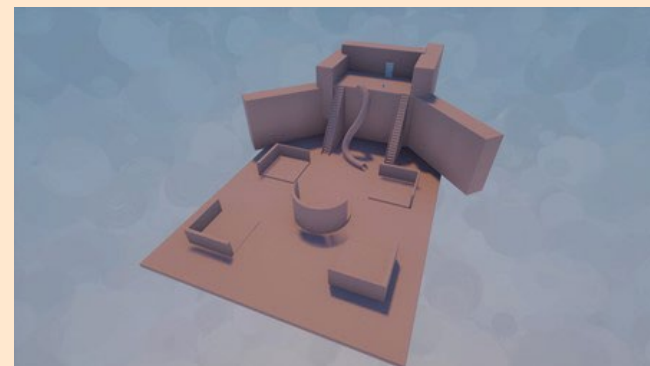
Firstly, what should the space feel like? I reviewed the DreamsCom '20 event, as well as looking elsewhere for inspiration: Mirror's Edge, The Talos Principle and the Assassin's Creed loading screen were great places to start!



Further on in the process, I wanted to experiment with scale for the Mm Hall, and this was the first effort that I blocked out (which means using basic shapes as a kind of rough draft). Yes, there would have been a giant Connie - which after reviewing, made the player feel small and insignificant, which wasn't what I wanted!



Another early draft of the space. In this one, each Mm booth would have their own areas, envisioned as being the warp room in Crash Bandicoot 2! We figured that each one not only felt like a nightmare to navigate, but that they were also cut off from the main area, making them feel isolated and not really a part of the main event.



The next stage of variations ran with the idea of scale but tried to minimise the space. In this case I experimented with

a space that - in direct opposition to the Connie one that would make the player feel small and insignificant - would empower the player as they gazed down at the booths.



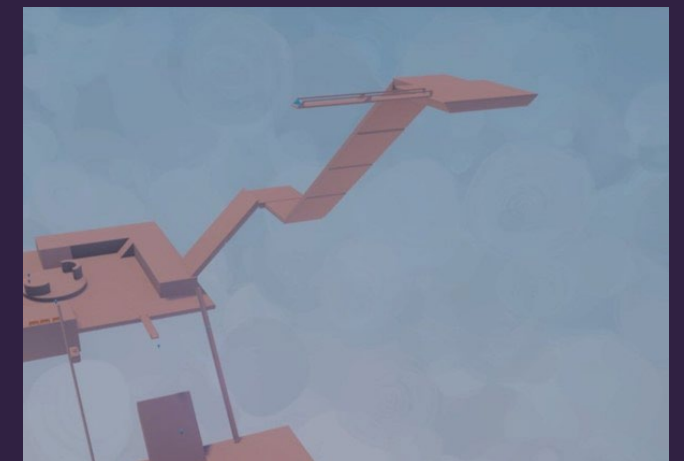
This one above, however, was the one that helped pave the way for the next series of halls. At this point, Jamie Breeze's map system was already in place, but instead of just... going to DreamsCom, I wondered what it would be like to literally jump into it.



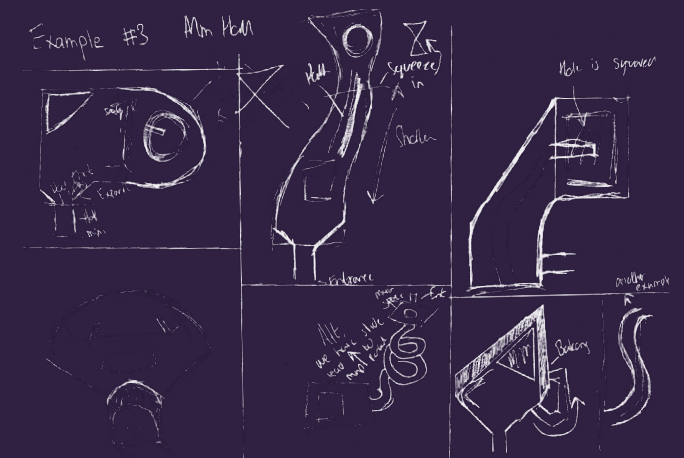
At the top would be the Mm Hall itself, with each raised platform being where the booths would have been, and the middle was The Impsider's stage. The white door here represents where players would start.



There would have been four ways to get down to the giant portal that would take players into DreamsCom: sliding down, a run-and-jump as well as a gondola.



If you were feeling brave enough, however, you could ascend HIGH above the map to a platform (seen above), where you would dive into the hole from a greater height.



We agreed that jumping into a portal and into DreamsCom was a great choice, but the right-angles were not organic - instead, it all felt rigid and stiff. The sketches you've just seen indicate my next stage of design: gradually making your way to the portal, but in a free-flowing area.



After a couple more passes, this is what the Mm Hall ended up being based on. It would be a hall that would lead into a wide, open space, the curved walls feeling welcoming and homely - almost like a big hug!



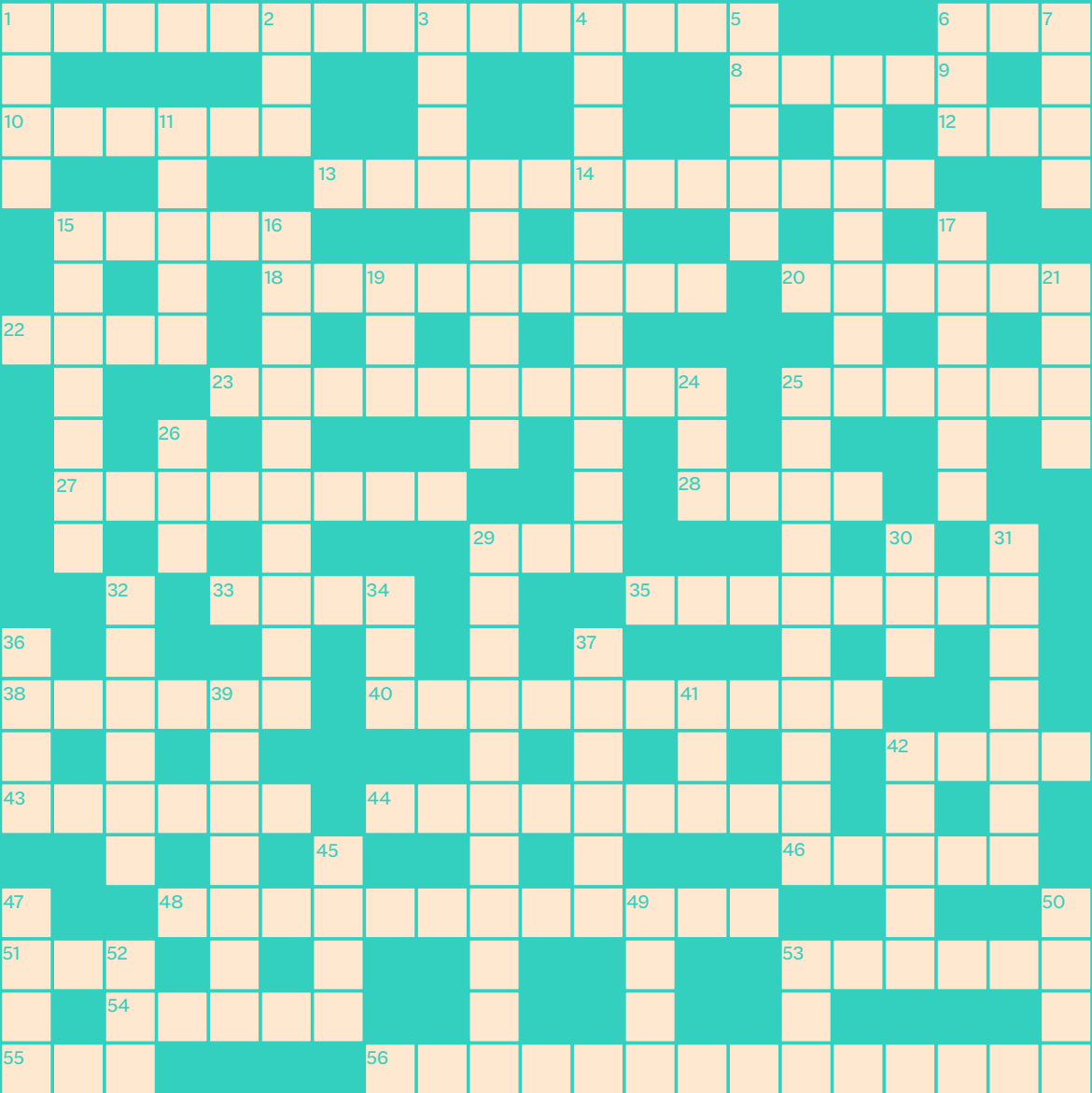
The journey from the beginning to the end was - for me at least - an exciting learning curve. As the newest member of the community design team, I learned so much, including organic spaces versus stiff and rigid ones - and that the design process is pretty fun! Once the initial idea for the space was figured out, we built upon it even further, making it even better than it was originally.

I'll leave you with a fun fact: at one stage, I designed the Mm Hall to be like a series of floating islands, with little blimps taking you to each one.

Explore strange new ideas, as well as traditional ones, and never be afraid to do the unexpected - that's how we came to the final hall that you can see for yourself in-game today!



Set by: Dave



ACROSS

1. *Glowy-sphere controller for Dreams* (11, 4)

6. *A long span of time* (3)

8. *Inventor of IRL Dreams gadgets:*
Tannic_____ (5)

10. *Space cloud?* (6)

12. *Self-confidence* (3)

13. *Mm Studio Director* (7, 5)

15. *Great joy* (5)

18. *Big Bad in Art's Dream* (9)

20. *Message* (6)

22. *Frances and ____* (4)

23. *Fairly* (10)

25. *Leg-irons* (6)

27. *Name of the web-based Dreams browser* (8)

28. *DreamsCom?* (4)

29. *Loud noise* (3)

33. *Hairstyle* (4)

35. *Precious rock* (8)

38. *Haikus* (6)

40. *Emptying* (10)

42. *Creation of the Year in the*
2nd Annual Impy Awards (4)

43. *A way to make art in Dreams?* (5)
44. *The home of Media Molecule* (9)

46. *Circle, square etc* (5)

48. *Porcine sleuth* (3, 9)

51. *-3+4* (3)

53. *A bicycle made for two* (6)

54. *Play, create, _____* (5)

55. *A high mountain* (3)

56. *2021 winner for Freeplay Award*
for Best Student Game (3, 11)
17. *Connected to the Internet* (6)

19. *Implement of boat propulsion* (3)

21. *An ordered set of written items* (4)

24. *Not no* (3)

25. *Some Molecules gather at lunch*
to complete these (6)

26. *To sum* (3)

29. *The connected world of Dreams creations* (11)

30. *Not cold* (3)

31. *A way to deal with rubbish* (7)

32. *Handy* (6)

34. *Poem* (3)

36. *Dreams streamer ____ OnFire* (4)

37. *An expert with a vocal opinion* (6)

39. *What you make with the clone tool* (8)

41. *2x7 - 3x4* (3)

42. *Educate* (5)

45. *Lazy* (4)

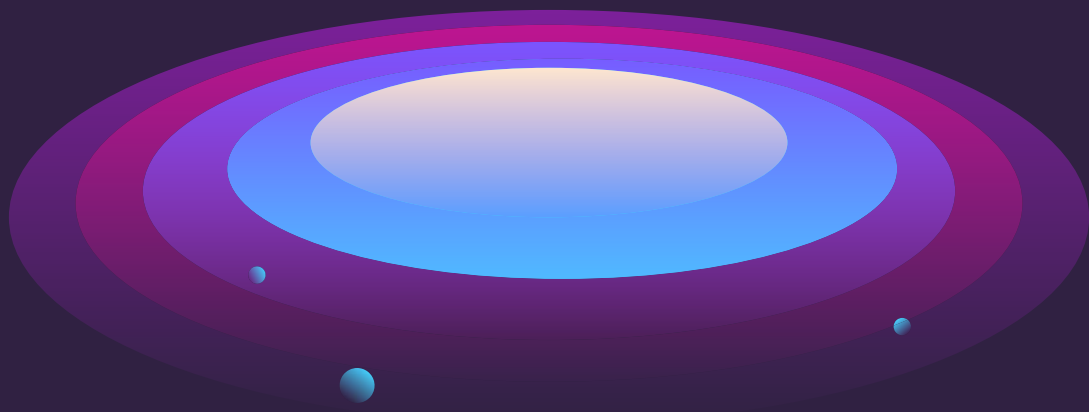
47. *Tearaway protagonist* (4)

49. *No if (anagram)* (4)

50. *Helpful pointers for Dreams* (4)

52. *Sixth sense* (3)

53. *Ate (anagram)* (3)



the
Impsder