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Dream Chronicles 2:
The Eternal Maze
screenshot #1
playfirst.com

[Dream Chronicles 2 Takes You Deeper into the Dream Realm](#)

Over eighty engaging puzzles, all-new challenges, longer game play

Not a week goes by that Mac, iPod and iPhone owners don't get [games](#). Whether Apple is ready to [stick a toe in the water](#) or not remains to be seen, but games are something we can't just overlook (especially now that the week is coming to an end and everyone needs their peace and relaxation). Today, we are here to present you with **Dream Chronicles 2: The Eternal Maze**. PlayFirst has just announced its release and while we can already hook you up with a nice [demo](#) (30-minute free trial, to be precise) Dream Chronicles 2: The Eternal Maze, the sequel to the 2007 casual game, is now available for purchase up on [PlayFirst's](#) official website. It costs only \$19.95. The game continues the story of Faye, who is locked away within the Ancients' Place by Lilith, Fairy Queen of Dreams. Faye seeks to reunite with her beloved husband, Fidget (what kind of name is that for a man anyway...?). Players will have to solve intricate puzzles in dozens of magical landscapes and, of course, ultimately unravel the secrets of Faye family's past in what PlayFirst describes as an "alluring sequel." Dream Chronicles 2 takes players even deeper into the dream realm "with over eighty engaging puzzles offering all-new challenges and longer game play," according to the official website. Main features, as confirmed by PlayFirst themselves: - 50 luscious Art-Nouveau style backgrounds - 25 dazzling chapters of discoveries - 80 challenging puzzles - 15 exquisite new dream jewels Mac OS X v10.4 or later is required to play the game, with a G4/800MHz or faster processor, 800 x 600 display, 40MB RAM and Flash 8 Player or higher. Mac gamers should also check out the latest [interview](#) with Will Wright (renowned video game designer) and Lucy Bradshaw (Executive Producer at EA) for insights to Spore, the highly anticipated God game set for release on Macs this year.