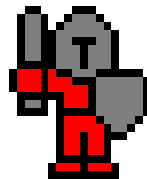


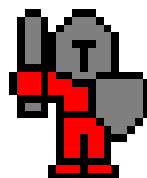
PalmPulus v2.0

28 October 2003



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Game Overview

PalmPulus is a REAL TIME strategy game in which you fight against up to two computer players for control of a land. You must guide your people against the people of the computer players.

Your first task in PalmPulus is to provide your people with free land. Then, order them to settle and they start to build new houses. As your population increases, you will have to ask your people to conquer new territories and strengthen their positions. Finally, unless you suffer from severe defeats, you can lead your people against the other people, wipe them out and win the mission...

All actions in PalmPulus need 'mana'. Your mana will slowly grow all the time. The more and stronger people you have, the more mana you will gain. When you have enough mana you can disturb the doings of the other players with spells like destroying the nourishing grass, planting palm trees, placing stones or raising mountains.

You might recognize in PalmPulus some similarities with the well-known Populous Game which was a very original game when it was released in the early 1990's. The name of PalmPulus itself is a wink to Populous. PalmPulus is not a clone of Populous but it was for sure a good source of inspiration since I had so much fun to play with Populous when I was a teenager.

Contact Information

- ✓ World Wide Web main download Site : <http://www.aldweb.com>
- ✓ Author e-mail : info@aldweb.com



How to install PalmPulus?

✓ **Minimum Palm OS requirement is version 2.0**

✓ **PalmPulus is Palm OS version 5 compliant**

Both black & white (for black & white and grayscaled devices) and color versions of PalmPulus are available. Whether your device is color enabled or not, PalmPulus will automatically detect it and adapt to display all items in black & white or in color.

If you have the trial version of PalmPulus then you will install these files:

PalmPulus_trial.PRC
PalmPulusHelp.PRC

If you have bought the full version of PalmPulus then you should install these files:

PalmPulus_full.PRC
PalmPulusHelp.PRC

PalmPulus is a PRC file that is installed like any other Palm file using HotSync.

So, extract the adequate **PalmPulus_[ext].PRC** from the ZIP archive file.

Double-click on it and the Palm install tool will popup.

PalmPulus_[ext].PRC will be transferred to your Palm device next time you synchronize your Palm with your PC using HotSync.

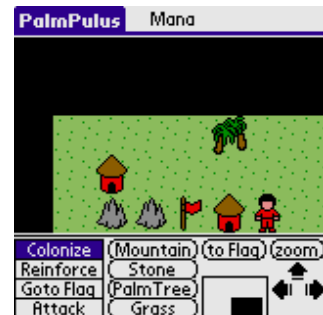


Avoid installing the current version of PalmPulus over a previous one. I do not guarantee that it will work fine doing so. Please, uninstall any previously installed version of PalmPulus before installing this one.

PalmPulus comes with an on board help file (**PalmPulusHelp.PRC**) that you can install the same way you installed PalmPulus. I included this on board help so that you can refer to it whenever you are away with your Palm device.

Screenshots (black & white and color versions)

PalmPulus



PalmPulus Help



Limitations of the trial version of PalmPulus

The limitations of the trial version of PalmPulus are:

- No more than 10 minutes of game play
- You always start with a new game when launching PalmPulus (you do not recover the previous game status)
- Load and Save Game are disabled

All other functionalities are the same ones as in the full version.

How to buy PalmPulus?

To get a full version of PalmPulus, please buy it on one of these three online stores, according to where you downloaded the trial version:

- PALMGEAR
<http://www.palmgear.com/index.cfm?fuseaction=software.showsoftware&prodID=42748>
- HANDANGO
<http://www.handango.com/AdminProductDetailView.jsp?productId=34449>
- PDASSI
http://www.pdassi.com/product.php?prod_id=4637

The cost of PalmPulus is just as little as \$15.

When you register, you receive a full version of PalmPulus that you just need to install on top of this current trial version.

Thanks for purchasing PalmPulus.

Getting started with PalmPulus

It will take you a few games to learn and master PalmPulus. This is the needed effort to fulfil in order to then have the great pleasure of playing long-lasting and lively games full of strategy and fights. You will appreciate to lead your people like a king would do in order to wipe out your enemies.

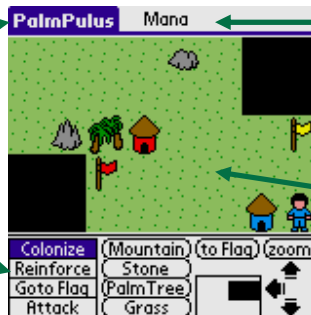
Apart from this current file, which is a complete reference document for PalmPulus, two guides are shipped in the ZIP download file to help you master PalmPulus:

- A step by step tutorial is provided (see the **Tutorial.pdf** file) to help you start a game. It will show you the basics of the PalmPulus playing in order to have you understand the most common features of this game and its logics.
- An on board help file (**PalmPulusHelp.PRC**) is also provided. I included this on board help, which is a summary of this current document that you are reading, so that you can refer to it whenever you are away with your Palm device.

User interface

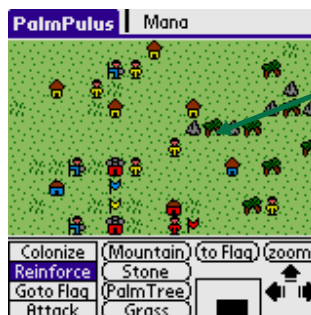
Tick here or on the  button to access to the application's menu.

These are the controls that allow you to give orders to your people, cast spells or navigate on the map.

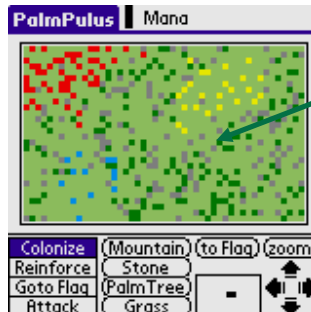


Shows the amount of mana you collected so far and that you will use to cast spells.

This is the main map in its 'detailed map' view.



This is the main map in its 'intermediate map' view.



This is the main map in its 'global map' view.

Menu

The items in the menu are very intuitive and you will understand them easily.

Game		Options		Help	
New Game	/N	Options	/O	Help	/H
Load saved Game	/L	Games Statistics	/G	About	/A
Save Game	/S	Give Up	/U		
Exit	/X				

New Game:



You define here the parameters for a new game: game difficulty, board size, whether undiscovered land should be shown or hidden, the initial number of peasants, and the players (Choose between 2 and 3 players and your people's color. Note that you cannot uncheck the 'Plays' area for the Human player... this is quite obvious, you've got to play!).

Load saved Game / Save Game:

Allows you to save the current game at its current stage, and load it (or the previous saved one) back. This is pretty useful if you are playing a tough game and would like to replay it as from the time you saved it.

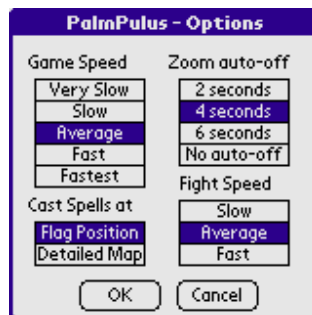
Please note that you do not have to save your current game before exiting from PalmPulus, your current game and settings are automatically saved and reloaded the next time you will enter in PalmPulus.

Exit:

To exit PalmPulus.

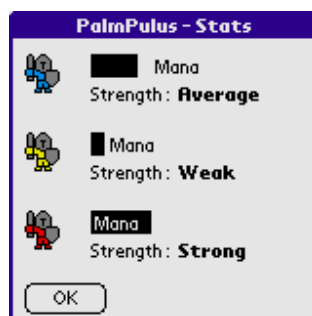
I know that this is not needed in Palm OS and that Palm did not put this feature in its recommendations as you have got a dedicated button on your device to do that. But I like to offer it as a menu option. I find it so uncommon that I use it all the time!

Options:



Define here the global parameters for PalmPulus. Choose Game Speed, where to Cast Spell, Zoom auto-off ('global map' automatically returns to 'detailed map' status after the given time) and Fight Speed (Set speed for fight actions displaying).

Game Statistics:

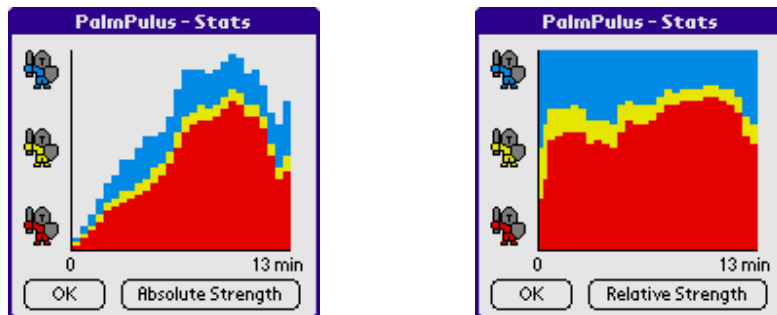


Shows the current mana and relative strength of the different players. This window gives you an overview of how well or how bad you are currently doing.

In the above example:

- the Yellow Player is having a hard time
- the Red Player is doing well and already has enough mana to cast a not to aggressive spell (Grass or PalmTree spell)
- the Blue Player is doing quite well. He can already cast a Grass spell and will soon have enough mana to cast a more annoying spell (PalmTree spell)

Give Up:



If you feel that you are on the bad way to win the game, you can always give up (option for coward players!). Doing so will pop up the above graphs that show you the recorded strengths of the different players during the game play (game lasted 13 minutes in this example before I decided to quit being the poor Yellow player!). You can switch between absolute and relative strengths display to understand what happened during the game.

Help:

This option lets you switch to the PalmPulus onboard Help (if installed). The PalmPulus onboard Help is a copy of this PDF document sized to fit on the device. From time to time, you might want to check it, especially when learning how to play!

About:



This menu option just pops up the very common About window. Do not hesitate to send me e-mails if you have any question or comment about PalmPulus. You can also go to my web site to download my other Palm shareware and freeware programs.

Ground Types



This is land that your people did not discover yet, so you do not know what it is made of and whether it holds one of your enemies' unit or not. As soon as one of your people will come next to it you will know what it is like.



This is grass.

Grass is needed to feed the occupants of your houses. The more grass you have around a house, the faster the house will grow.

But, you cannot control how fast the grass will grow around the house. The only thing sure is that grass can only grow on an empty ground square. So, it might be that the occupants of your houses will first have to free a few ground squares by pulling down palm trees and by removing stones or mountains. Then, they will sow grass seeds whenever they feel like doing it. Grass is very precarious indeed. Any people walking on it will destroy it. So, you should try to avoid your people or your enemies' fighters to come and walk on your houses' grass.

Grass can also be destroyed by the Grass spell.



This is a Palm tree.

Palm trees are great trees and not only because you can find the word 'Palm' in it 😊.

But they also make your people believe that they are in holidays in some wonderful tropical paradise. And, as you know, your people should work hard and fight to lead you to victory!

So, your people will have to pull down these palm trees to build houses or grass on the liberated ground squares, or to ease your people's moves.

Palm trees can be raised by the PalmTree spell.



This is a stone.

Stones are of no use. They are just blocking you in settling houses or raising grass. So, people will try to remove them as much as they can to free some squares.

Stones can be raised by the Stone spell.



This is a mountain.

Mountains are of no use. They are blocking you in settling houses or raising grass. So, people will try to remove them as much as they can to free some squares. But, mountains are especially hard to remove and your people will face a very hard work to do so.

Mountains can be raised by the Mountain spell.

Units



This is a peasant.

Peasants are the weakest of your people. Usually, they will have a hard time when fighting and death is often a close issue for them. When colonizing, peasants build a hut.



This is a soldier.

Soldiers are average fighters. They should easily kill a peasant and hardly succeed in a fight against a knight. Soldiers can be weakened back to peasant level or access to the rank of knight if merging (reinforce) with others of your fighters.

When colonizing, soldiers will build a house.



This is a knight.

Knights are your top fighters and they are very good in making war. Knights can be weakened back to soldier level or even to peasant level if they suffer from severe fights with your enemies. Of course, knights can reinforce by merging with others of your fighters.

When colonizing, they will build a castle.



This is a flag.

Flag is not a real unit. Nobody will attack a flag.

Flags are used in three ways:

- As a marker to remember a place that you want to watch out. Just click on the to Flag button to scroll automatically back to where your flag is.
- - As a target for your people. If you press the Goto Flag button, they will try to reach your flag. This is especially useful when you want to concentrate your troops and fight in a specific area of the map.
- - As the central point for casting a spell. Whatever spells you will choose, it will happen around your flag. So, be very careful not to leave your flag next to your people before casting a spell.

You put your flag on an empty square by ticking on this square with your stylus.

New with version 2.0: units are now animated so you can see where they are going to.



This is a peasant moving South



This is a knight moving North



This is a soldier moving West



This is a knight moving East

People behaviour:

Your people will most of the time follow your orders, even though you will notice that they sometimes have their own idea of what they want to do.

If you ask them to colonize new free land, they will not always go directly to a close place to colonize, they might very well keep fooling around for a while or finish their current task like removing a stone for example. They could as well not take the fastest way to your flag.

Usually, they are fast to answer to your request for reinforcing. They feel much better when they are stronger. This is quite obvious, but it was to be mentioned here anyway. One sure is sure: if they are attacked, your people will defend themselves and fight bravely for their life whatever you ask them to do at that time.

Buildings



This is a hut.

Huts are basic housing. A hut is built when a peasant settles (colonizes). As grass will be grown next to the hut, the hut will slowly grow and become a house if you focus on reinforcing. If you ask your people to colonize, to go to your flag or to fight, your huts will try to release moving peasants. A hut can also be destroyed during a fight.



This is a house.

Houses are average housing. A house is built when a soldier settles (colonizes). As grass will be grown next to the house, the house will slowly grow and become a castle if you focus on reinforcing. If you ask your people to colonize, to go to your flag or to fight, your houses will try to release moving soldiers.

A house can be brought back to hut level if suffering from severe attacks, and even be destroyed.



This is a castle.

Castles are strong defences. A castle is built when a knight settles (colonizes). A castle can also be grown from a house. If you ask your people to colonize, to go to your flag or to fight, your castles will try to release moving knights.

A castle can be brought back to house or even hut level if suffering from severe attacks, and even be destroyed.

Game Board controls

Colonize
Reinforce
Goto Flag
Attack

Orders are your general guideline given to your people. Only one order at once can be given to them.

- Colonize: Ask your people to leave their current houses, discover new land and try to settle new houses. Huts will release peasants, houses will release soldiers and castles will release knights.
- Reinforce: Ask your people to strengthen. Moving people will try to merge as they meet and houses will reinforce their defences.
- Goto Flag: Ask your people to move to your flag that you will have previously put somewhere on the field. Meanwhile, huts, houses and castles will release new people to have a greater task force moving to the flag.
- Attack: Ask your people to fight when they meet enemies. At the same time, houses will release new people to try to compensate for your died soldiers.

Mountain
Stone
PalmTree
Grass

When you have enough mana you can disturb the doings of the other players with spells like destroying the nourishing grass, planting palm trees, placing stones or raising mountains. Spells are activated once in a given parameter around your flag. So, be very careful not to leave your flag next to your territories!

- Grass spell: Destroy grass. Not all of the grass will be destroyed. Houses reinforcement will suffer from less grass in their area. You need your mana counter to be about 10% of its maximum value to cast this spell.
- PalmTree spell: Plant some palm trees. You need your mana counter to be about 25% of its maximum value to cast this spell.
- Stone spell: Place some stones. You need your mana counter to be about 40% of its maximum value to cast this spell.
- Mountain spell: Raise mountains. You need your mana counter to be about 50% of its maximum value to cast this spell.

There are different ways of scrolling in the map. Do not be afraid with the explanations here under, after a few ticking around, you will very fast get familiar to the responses of the PalmPulus program to your ticks.



Zoom button:

There are three main views of the map :



- The so called here 'detailed map' : this is a partial but detailed view of a portion of the map. You then see all people, houses and objects details.
- The so called here 'intermediate map' (*new with version 2.0*), which show a wider view of the 'detailed map' with small tiles.
- The so called here 'global map' : it just shows the different people and houses with a colored point but you get a full view of the whole playground.

You switch between these three views with the Zoom button. You can also tick on any place in the global map. This will bring a zoom (detailed map) to the place you just ticked. The intermediate map and the global map will be shown during the time that was chosen in the Zoom auto-off option, unless you tick on it or tick again on the Zoom button.



To Flag button :

Directly center the map where your flag is. Switch to detailed map if in global map.



Main Map:

Just tick anywhere in the screen. The visible map will automatically be centered around the square that you ticked. If already in the detailed map and the place is free (no people, no objects) your flag will be placed where you ticked.



Move Board:

The black rectangle shows you what portion of the full map is currently visible in the main map. Ticking anywhere in the Move Board will position the black rectangle there and change the visible main map according to this relative position. Switch to detailed map if in global map.



Direction Arrows:

According to the arrow that you tick, the visible map will scroll of one square. Switch to detailed map if in global map.

Tips for playing PalmPulus

Tip #1:

Discover as much of the map as you can by sending spies. Try to know where you enemies are strongly settled and where they are weaker.

Since, you can only place your flag in land that you know, you better be able to place it just about everywhere on the map!

Tip #2:

Do computer players cheat?

The answer is NO.

Your enemies have no advantage over you, meaning that they do not make secret alliances. In this game, everybody fights to be the last and only survivor. Nevertheless, do not underestimate these computers players. Their Artificial Intelligence is quite smart...

Tip #3:

Attacking a castle will require huge losses among your troops. So, when attacking a castle, bring as many people as possible next to it to destroy surrounding grass. Indeed, even when defending, castles (but as well huts and houses) keep reinforcing thanks to the nourishing grass around. This is very similar to Middle Ages strategy where you had to put a castle under siege to weaken its defenders.

Tip #4:

If you have many people moving around, they will very easily destroy the nourishing grass and, as a consequence, reinforcement of houses is slowed down.

BUT

If you have very few moving people, difficulty will be increased in defending your territories and attacking your enemies.

So, just counterbalance the advantages and disadvantages according to your situation and your short and middle term strategies. Do not focus too much on long term strategy in this game...

Tip #5:

I have set up a forum on my Internet web site (<http://www.aldweb.com>) to let you exchange tips and experience with other PalmPulus players. Other players will highly appreciate to read your ideas and discoveries and you might learn from them as well. So, as a last advice, maybe you should give a look to this PalmPulus forum.

Have fun playing PalmPulus on your device ☺