

PalmPulus v3.1

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Game Overview

PalmPulus is a REAL TIME strategy game in which you fight against up to three 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 require '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 turning fertile land into sand, 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.

Screenshots (black & white and color versions)



Contact Information

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



Do not hesitate to send me e-mails if you have any question or comment about PalmPulus. You might also want to go to my web site to download my other Palm shareware and freeware programs.

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.

PalmPulus is a PRC file that is installed like any other Palm file using HotSync. So, extract the adequate **PalmPulus_trial.PRC** (or **PalmPulus_full.PRC**) file from the ZIP archive. Double-click on it and the Palm install tool will popup. PalmPulus 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.

Limitations of the trial version of PalmPulus

The limitations of the trial version of PalmPulus are:

- Limited to 10 uses
- 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 refer to the PalmPulus.txt file that was shipped together with this software or look for PalmPulus on my web site (<http://www.aldweb.com>) and follow instructions.

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.

Please, take the time to read carefully the step by step tutorial at the end of this manual to help you start a very first 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.

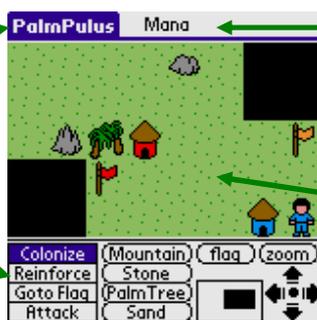
User interface

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.

New with version 3.0: only the buttons for the spells available, according to your mana level, will be shown on the screen (even though they are all shown here to give you a full view of the user interface).

New with version 3.1: one-handed navigation feature was added, so you may now navigate through the controls and play without using the stylus.

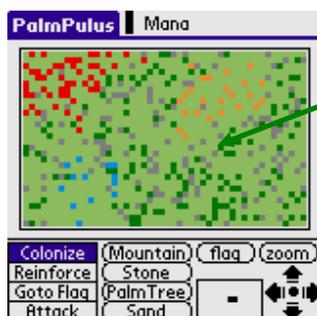


Shows the amount of mana you collected so far and that you will use to cast spells.

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 and Screens

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

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

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 4 players (2 or 3 players only on black & white devices) 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.

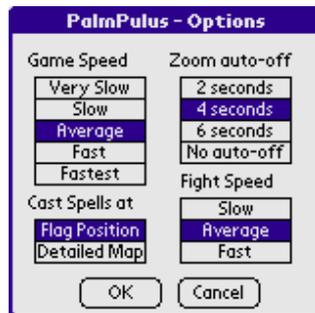
Please note that you do not have to save your current game before exiting from PalmPulus, your current game and settings are automatically saved and reloaded the next time you will enter in PalmPulus.

Exit:

To exit PalmPulus.

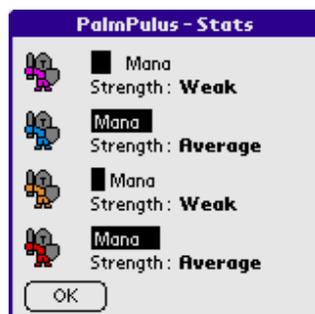
I know that this is not needed in Palm OS and that Palm did not put this feature in its recommendations as you have got a dedicated button on your device to do that. But I like to offer it as a menu option. I find it so uncommon that I use it all the time!

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:

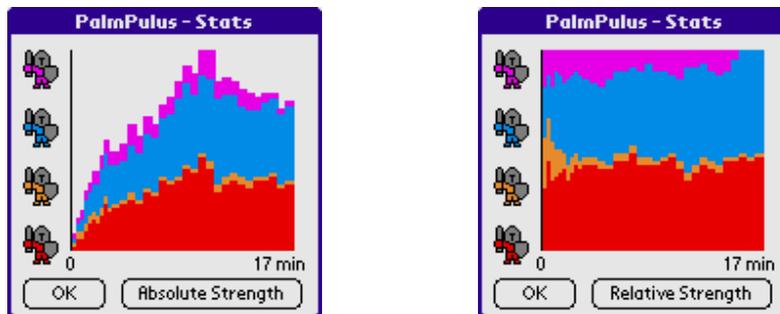


Shows the current mana and relative strength of the different players. This window gives you an overview of how well or how bad you are currently doing.

In the above example:

- the orange and the pink players are having a hard time
- the red and the blue players are doing well and already have enough mana to cast a not to aggressive spell (Sand or 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 17 minutes in this example before I decided to quit being the poor orange player!). You can switch between absolute and relative strengths display to understand what happened during the game.

High Scores:

New with version 3.0: this option shows your high scores.

A high score is only possible if you won the game.

If you just made a high score, it is highlighted in bold.

The screenshot shows a window titled 'PalmPulus - High Scores' containing a table with the following data:

	Date	Dur	Diff	Score
#1	11/2/04	17	🐔	358
#2	11/2/04	14	🐔	186
#3	11/2/04	3	🐔	147
#4	11/2/04	2	🐔	145
#5	11/2/04	17	🐔	141
#6	11/2/04	10	🐔	58

You see the date a high score was made, the duration of the game (in minutes), the overall difficulty of the game (depends of the parameters chosen in the New Game screen at game start, and is chicken ⇒ peasant ⇒ soldier ⇒ knight) and a calculated score (depends of time required to fulfil a given difficulty level).

About:

This menu option just pops up the very common About window.

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 fertile soil. Fertile soil can be turned to grass and then wheat by your huts, houses and castles.



This is grass (upper image) and wheat (lower image).

New with version 3.0: grass is transformed into wheat after some time.

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



But, you cannot control how fast the wheat will grow around the house. The only thing sure is that grass, and then wheat, 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. And grass will slowly grow up to become wheat. Grass and wheat are very precarious indeed. Any people walking on them will destroy them. So, you should try to avoid your people or your enemies' fighters to come and walk on your houses' grass and wheat. Grass and wheat can also be destroyed by the Sand spell.



New with version 3.0: this is sand.

Sand is unfertile land that needs to be turned to fertile soil by your people. Sand can be raised by the Sand 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 wheat 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 wheat 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



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.



When you have enough mana you can disturb the doings of the other players with spells like turning fertile land into sand, 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!

- Sand spell: Replace some fertile land by unfertile sand. Not all of the soil, grass and wheat will be destroyed. Houses reinforcement will suffer from less wheat in their area. You need your mana counter to be about 10% of its maximum value to cast this spell.
New with version 3.0: the previous Grass spell has been changed to this more aggressive Sand 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.

New with version 3.0: only the buttons for the spells available, according to your mana level, will be shown on the screen.

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.



Flag button :

Put the flag in the center of the displayed area of the game board.
In addition, switch to detailed map if in global map.



Main Map:

Just tick anywhere in the screen. The visible map will automatically be centred on 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. If ticking on the center circle, center the map to where your flag is. Switch to detailed map if in global map. If one or two arrows are hidden, it means that you cannot move any further in the given directions, because you reached the border of the 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 and wheat. Indeed, even when defending, castles (but as well huts and houses) keep reinforcing thanks to the nourishing wheat 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 wheat, and, as a consequence, reinforcement of houses is slown 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 ☺

PalmPulus tutorial

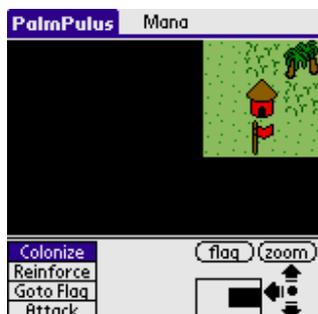
Purpose of this tutorial

This document is a step by step tutorial 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.

Step #0: new game

	<p>Press on the device's menu button .</p> <p>Then, choose Game, New Game. You arrive in the window shown on the left.</p> <p>Select:</p> <ul style="list-style-type: none">- Chicken as Game Difficulty (enemies will not be too hard with you)- Small as Board Size (you will not get lost in the map)- Hide for Undiscovered Land (you only know the land that your people have discovered)- 1 as the Number of initial Peasants (better start to learn with only one to manage!)- Have everybody play except for the Pink Player (all 3 first checkboxes ticked for Plays option)- Choose to be the Red Player (tick Human under the Red Knight) and let your competitors be Orange and Blue. <p><i>Note : these are the default options the first time you enter in this New Game window except for the Pink Player who is also activated.</i></p> <p>Press the [OK] button, the game starts 😊</p>
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Step #1: getting started



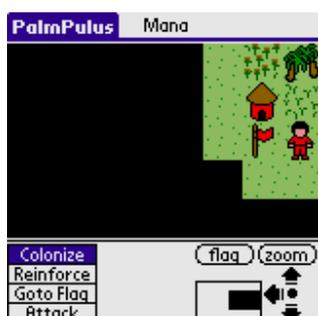
You start the game in the Colonize mode.

Your first Peasant tries to settle very quickly, in order to build a very first hut.

Very soon, some grass will appear in the surrounding cells. Then, some grass will be transformed into wheat. This will help this hut to grow faster.

All the dark cells are areas of the map that you do not know yet. Your people did not discover them. As they move around, they will reveal their content.

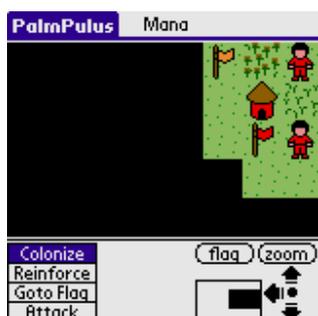
At this stage, just leave it growing, do not take any action.



After a few seconds, a Peasant appears next to the hut. This is the very first unit that the hut released.

As you are in Colonize mode, this Peasant will start to move to try to settle too and build another hut.

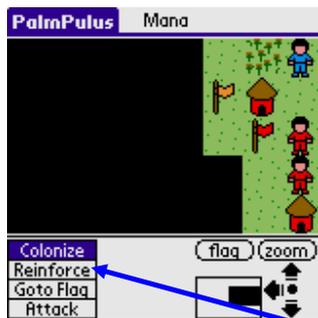
Just leave him doing, do not take any action.



Here we see another Peasant that appeared very quickly. The first peasant, being a little bit lazy, did not move too much yet.

Also appeared next to our place an orange flag. That is an enemy's flag, showing that he found where we are!

Let the game go, do not take any action.



Our first peasant succeeded to build a new hut. The one that was on the top right side went down two cells, thus destroying some grass our hut had planted. As a consequence, our hut will grow more slowly because it will need to plant some grass before some wheat appears. Another peasant just appeared next to our first hut and he is also ready for action.

Oops, a blue peasant is just arriving in our area.

It is getting time to reinforce, to defend our little territory. So, we click on the Reinforce button.

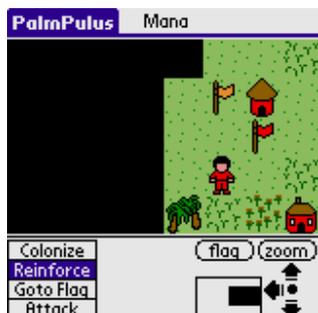
Step #2: things are getting a little bit harder...



So, we just moved to Reinforce mode. Our two peasants gathered (merged) right away because they were next to one other, but they were not strong enough to become a Soldier.

Another blue peasant arrived in our area when the first one moved one cell left, destroying our only wheat field, thus stopping the development of our first hut. Our second hut did not produce any grass field yet, and is therefore not developing either.

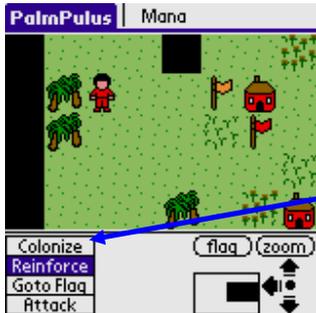
Let's reinforce some more time.



A few seconds later, the two blue peasants decided to move somewhere else. We were lucky this time!

Our peasant discovered some new land. As his orders are to reinforce, he is no more trying to settle, but he is moving around looking for another moving unit. Since there is not, he will just keep moving until we give another type of order. Our first hut opened a new grass field, while our second one did the same a little bit earlier. It even became a house, thus showing us that it grew quite well. In Reinforce mode, this house will keep growing and will not release new people (Soldiers in this case).

Let's keep reinforcing a little bit more.

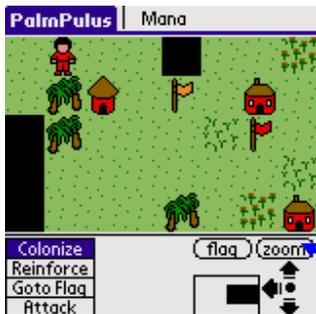


Our first hut became a house too.

Our peasant discovered some new land. It seems to be a good place to settle now.

So, let's ask our people to colonize.

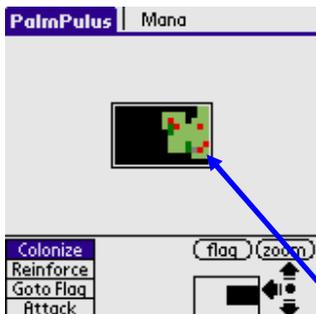
Step #3: our territory is getting wider



Our peasant set up a hut as soon as we told him to Colonize as the area where he was was free. Since it was quite a strong unit (remember that two peasants had merged previously), the hut released very quickly a new peasant next to it.

Maybe, we need to get a first overview of the game.

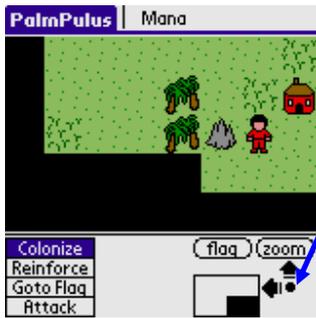
So, let's click TWICE on the zoom button.



We can see that we almost know half of the full territory. All red dots are one of our units, either a house or a moving unit.

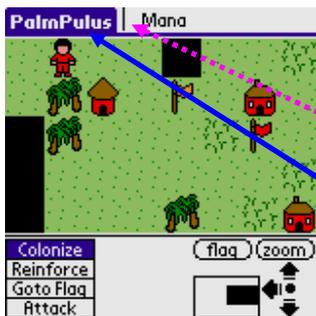
We can easily recognize the position of the units as compared to our previous view. We can even see that there is an extra red dot, thus telling us that we have another unit next to our second house (which is out of the previous view's bounds).

Let's click on this new red dot with the stylus to go to the detailed view in this area of the map.



We find ourselves in the given area. Indeed our house released a Soldier who will start to look for a new place to colonize and to settle as we are in Colonize mode.

Let's click on the center button to go back next to our flag, where our first house was built at the beginning of the game.



Here we are back. Well, things did not move too much in this area!

So, we have a little time to see that our Mana started to climb.

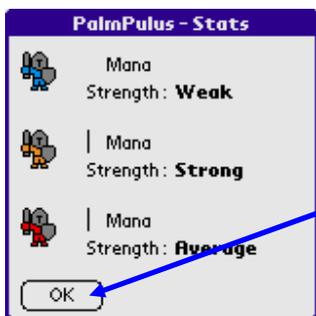
Let's now go and see how we perform against our two competitors (blue and orange automated enemies). So, just click on the PalmPulus text area.

Step #4: a first idea of how we perform



The menu opens.

We go in Options, and click on the Game Statistics line.

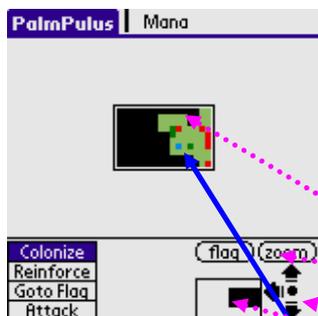


The Statistics window opens.

Well, it clearly appears that we are currently ranking in second position. Our orange enemy started stronger than us.

Click on the OK button.

Step #5: looking for a first battle



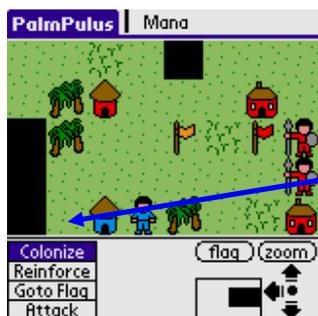
Let's keep our people colonizing until we see a first enemy's housing...

You will usually move from detailed to zoomed view, in different areas of the map, to get an idea of how your people perform in the different areas of the map. You can use the different controls dedicated to these doings:

- direct clicking on the board
- the to Flag and zoom buttons
- the direction arrows
- the move board

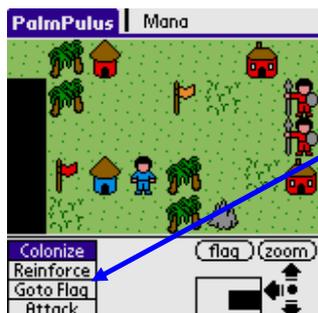
There, we got a blue one!

Let's click on it.



By the time we clicked, the brand new blue hut even had the time to release a first peasant. Hopefully, our own houses released two soldiers.

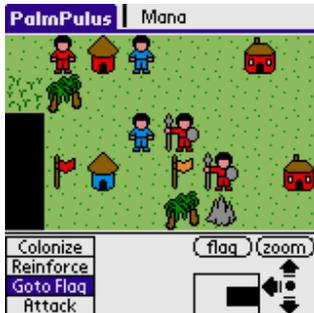
Let's click on the free cell next to the blue hut to move our flag there.



Now we can tell our people to move to our flag in order to surround this little hut.

So, we click on the Goto Flag button.

Step #6: it is time to fight!

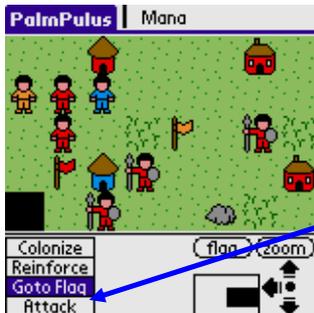


Our people start to move there.

Well, while travelling these soldiers destroyed all the grass surrounding our houses. This will slow down their development.

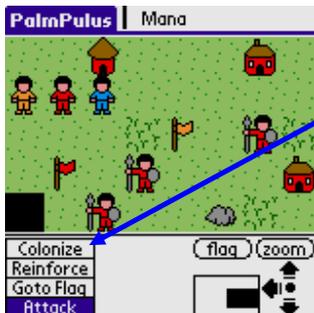
Oops, the orange flag moved down too. Would the orange player look for the same area?

Let's wait that they arrive.



Here they are arrived. Some other people that were released by our different houses are on the move too, some new people just joined.

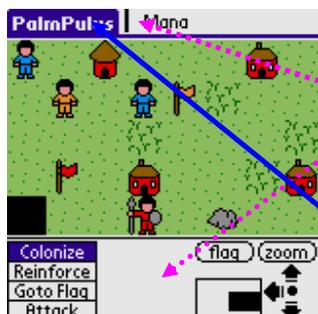
It is time to tell them to attack.



Great! They were quick to destroy this blue hut ☺

Let's tell them to quickly colonize this place now!

Step #7: let's pacify this area that we conquered

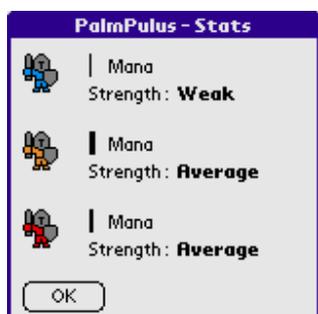


Done. One of our soldiers settled and built a new house.

Our mana kept growing.

Later on, when it will be much higher you will be able to cast spells (but the buttons to cast these spells did not appear yet).

Maybe we could give a look to the Statistics window again!



Well, the blue enemy remained weak, when the orange one came back to average just like us red warriors! But his mana is a little bit bigger than ours... so let's be careful...

Things are getting better for us, but more battles will be needed to win.

Now, it is time for you to play on your own 😊

Have fun playing PalmPulus on your device 😊