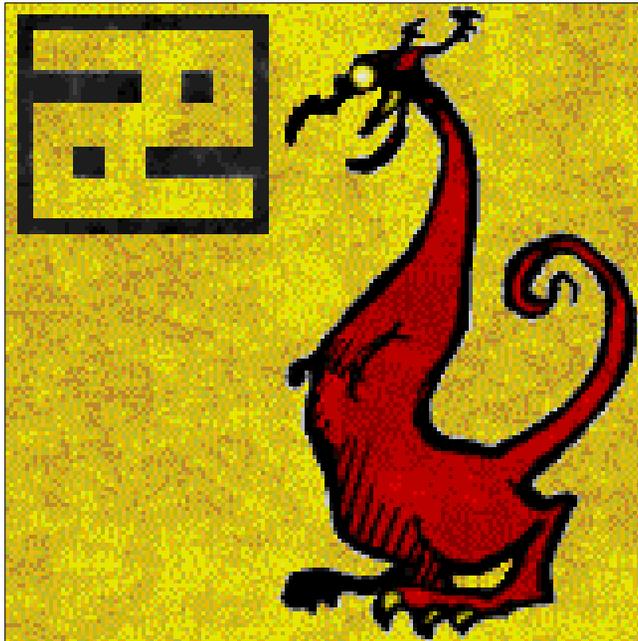


Pocket Dimension 2



User Guide

System Requirements

- PalmOS PDA version 3.5 or higher
- 2 Megabytes memory free
- Memory cards supported

Installation of Pocket Dimension 2

Install only ONE of the following versions:

- PDim2Colour.prc (Colour)
- PDim2gray.prc (Grayscale)
- PDim2OS5 (Hi-Res & Sound)

Also install the three supporting databases:

- SItemsDBPDm2.pdb
- SMapDBPDm2.pdb
- SMonDBPDm2.pdb

HotSync the selected files in the distribution package to your PalmOS PDA.

Getting Started



Once the files have been synchronized onto your device the PDim2 Icon will be in the games category of the launcher. Tap on the icon to begin.

The Acolyte's Primer

Wherein is contained a summary of information needed to proceed to the next level of training.

Welcome, Acolyte, and congratulations on successfully completing your training from the grade of Initiate. Now is the time where you must choose your path, that direction and focus of study that will guide and govern your life from this time forward. Do not choose hastily, for it is not possible to go back and change the past. To assist you, I have assembled a few notes that I hope will explain the process to you, as well as the terms with which you must become familiar.

Character Generation: The process of creating a character, which involves choosing a name, choosing a character class, and generating stats.

Name: Tap on the name field, and then write the name you want for your character on the graffiti area. Names are limited to 19 characters.



Character Class: The type of character available to play. There are four character classes; Guard, Inquisitor, Medicant, and Zealot. Each class has different stat bonuses, different skill costs, and different spell abilities.

Guard: A character class that relies on physical strength and combat abilities. The Guard develops fighting skills easily, but has more difficulty casting spells. The Guard has no qualms about wading into battle and sparring toe to toe with their enemy.

Inquisitor: A character class that relies on mental prowess and spell abilities. The Inquisitor may develop a wide range of spells, or specialize in certain branches of magic. Fighting skills are more difficult for the Inquisitor to develop, so they prefer to end combat when their target is still far away.

Medicant: A character class that relies on mental and physical toughness and healing abilities. The Medicant has reasonable fighting skills, and a few choice spells, but prefers to take a defensive stance with plenty of healing on hand.

Zealot: A character class that relies on speed to dodge blows and stay out of reach of danger. The Zealot fights best from a distance, dispatching their enemies before the enemy is close enough to land a blow. Zealots rely on stealth allowing them to sneak around, rather than confront, any danger.

Stats: Short for statistics, stats represent the character's physical and mental characteristics in numeric form. Stats are randomly generated, or 'rolled' and higher stats give the character bonuses in certain skills and situations.

Vigor: The active strength of the body, and capacity for physical exertion. Vigor affects a character's capacity to cause damage with a hand-held weapon.

Fortitude: The capacity to bear pain with resolute endurance. Fortitude affects a character's hit points, both in how they are gained, and how quickly they are restored.

Agility: The nimbleness and quickness of the body in motion. Agility affects a character's ability to avoid harm when in combat.

Reasoning: The ability to reach conclusions quickly and intelligently. Reasoning affects a character's mana points, both in how they are gained, and how quickly they are restored.

Wisdom: The capacity to use knowledge effectively. Wisdom affects a character's spell casting ability.

Stealth: The whole of an individual's personality and charisma. Stealth affects a character's interaction with monsters.

HP: HP stands for Hit Points, and represent the total amount of damage a character can withstand before being killed.

MP: MP stands for Mana (or magic) Points, and represent the ability of the character to cast spells.

Re-Roll: Tapping this button will generate a new set of character stats, and may be tapped repeatedly, until a satisfactory set of stats has been generated.

Done: Once all stages of character generation have been completed (the character has a name, class, and stats), tapping the "done" button will exit the character generation screen. Remember, once a character is "done," there is no going back!

Advancing Skills

Now that you have been blessed with your first spell, you must choose which skills you will learn. As you become more experienced, you will have opportunities to learn more skills, or to improve the skills you have already learned.



Advance Skills: The process of raising skill levels, to gain bonuses and advantages in various areas of game play.

Skills: Skills are the abilities which you may learn, to improve your chances of survival.

Level: There are four levels of expertise: untrained, novice, acolyte, and master. Untrained means you have no training at all in this skill, and thus have none of the advantages of the skill. Novice means you have limited

training, and have the initial advantages of the skill. Acolyte refers to a median level of training, and master refers to complete mastery of a skill, with no further knowledge available in this skill.

Cost: The number of skill points required to "purchase" the next level in a given skill. Touch the up arrow to spend points to raise a level. Touch the down arrow to cancel a level purchase, and regain the SP spent on this skill for this session.

Combat: This skill teaches the basics of survival in a combat situation. Initial training will teach the novice to block blows aimed by an enemy. Eventually, the combat skill will include the knowledge of where to strike an enemy to inflict the greatest amount of damage.

Two Weapon: This skill teaches the student to strike with more than one weapon at the same time. Students of Two Weapon combat will generally be more adept at striking an enemy effectively, even if they do not happen to use two weapons.

Body Lore: The Body Lore skill is a healing skill which increases the rate and amount of HP recovered.

Aim: This skill teaches the student to hit a target with a weapon from a distance. The weapon can be either a physical item, such as sling stones or arrows, or a spell of power.

Meditation: Similar to Body Lore, but affecting the mind rather than the body. Meditation increases the rate and amount of MP recovered.

Mapping: At the novice level, Mapping provides the student with a directional compass, and minimal memory of the area just explored. Once mastery is achieved, the student will remember every place which had been explored.

Searching: This skill increases the ease of finding hidden doorways, identifying trapped passages, and locating switches.

SP Remaining: The skill points (SP) which remain to be "spent" to "buy" skill levels.

Cancel: Refunds all SP spent this session, resetting the skills to the levels they were at, at the beginning of the session.

OK: Once all SP have been spent, or the remaining SP are insufficient to purchase any more skills, tapping the "OK" button will exit the advance skills screen. Remember, once "OK" is selected, there is no going back!

A '' beside the skill level indicates a spell effect is active on this skill and it can not be modified until the spell effect has worn off.*

How To Play

After creating your character and advancing skills your character will begin in a corridor ready for adventure. Where you start depends on your choice of easy or hard path.



This is the main screen of the game. Most stuff happens here. This screen consists of the dungeon window which takes up two-thirds of the screen, the right menu and the message box at the bottom.

The dungeon window is where you will see monsters, treasures, and more. To fight a monster either tap on the sword, shield or press the appropriate key. (Keys are defined in the preferences screen) *See Combat section for more details.*

Loading and Saving: Saving is done automatically when exiting the program and the game is also loaded when restarted. If your character dies there is also a reload option which takes you back to the last saved game.

NOTE: Whenever the your character changes map levels by going up or down stairs, or through a door which is at the edge of a map the game will autosave. This is required because of memory limitations and can not be turned off.



The bottom text box shows the last three lines of text. Tapping in this box will pop up a window showing the last 10 lines of messages.

The top box on the right shows health (heart), magic points (blue star), experience needed for next level (green X). Tapping on this box brings up the *Stats* screen.

Below the status bars is the spell selector. Tapping on the spell selector brings up a popup window allowing spell selection. The spell selector then changes to the current spell selected. It is important to have a spell readied as combat is real-time. Opening the spell selector pauses combat.

The combat icons are below:

Cast Spell: This will cast the spell which appears in the spell window.

Show Map: This will change to the map screen. The picture will change to an arrow when mapping is Novice or higher. *Pauses Combat.*

Fight: Change to Aggressive Stance and attack. This stance gives a bonus to attacking, but a penalty to defence.

Defend: Change to Defensive Stance and attack. This stance gives a penalty to attacking, and a bonus to defence.

Inventory: Inventory screen.
Pauses Combat.

Advance: Advance Skills screen.
Pauses Combat.



Movement icons: These allow the player to: turn left, move forward, turn right, move left, move backwards, move right respectively. Moving forward into a monster will attack it. Holding down the Forward Key (as defined in preferences) will auto-attack the monster at the fastest speed the weapon allows.

Emergency Use: There are four inventory slots which can hold healing items. These can be used by tapping them, but more importantly they are automatically used if the character is about to die.

Inventory

To use the items you find on the dungeon floor after picking them up you need to go to the Inventory screen. Tap on an item to highlight it, and then tap on the destination to move it, or tap on one of the icons to beam, drop, examine or consume it. By tapping on an item, and then tapping on the head for example, the character

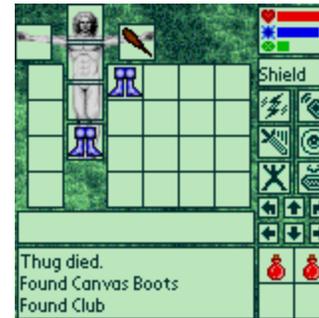
would equip a helmet. To unequip the item the player would do things in the reverse order, or simply replace the item (put a different helmet on).

The Spell list and cast button work the same as on the Main screen but only Identify works in the inventory screen.

Beam: Beams a non-quest item to another player who is also playing PD2 and has a character ready to accept the item. If the receiving person is not running PD2 and has a character ready then the beam will fail and the item will remain with the sender. If the inventory is full the item will appear on the floor.

Drop: Drop the currently selected item.

Examine: Details on the currently selected item.



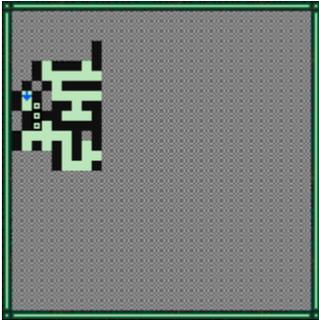
Main: Go back to the Main screen and resume real-time action.

Use: Use any consumable item such as a scroll, potion or magic item.

Combat is automatically paused on the inventory screen, but there is a one turn penalty when returning to the main screen. This is shown by the current attack stance being highlighted on the main screen.

Map

The map screen is one of the most useful screens but takes some skill for your character to use well. Each level of mapping skill allows your character to remember more of his or her surroundings as well as note important things along the way.



With no mapping skill the character is only able to remember a small portion of the map at a time even if the whole

level has been explored before. Each successive level increases the range that the map screen will show. At higher levels things like traps and secrets will be marked down on the map. Finding traps also requires the searching skill to be trained to a higher level.

Praying at an Altar

Hidden throughout the world are altars. Praying at an altar can give new spells to a character and offering gems to gain skill points which can be used to purchase new skills or upgrade skills. To pray at an altar tap on the base of it (between the legs of the altar table).



Legends tell of adventurers being rewarded by leaving valuable items on an altar.

Combat

Combat is done in real time. The icons on the main screen are explained in the section *How To Play* on page six. To attack a creature move forward into it or tap one of the attack icons. Some spells are also combat spells and can be selected and cast with the spell buttons on the right menu.

Each weapon has a speed. When you attack your currently selected stance is highlighted to show it is in use, and will clear when the weapon is ready again.

Spells have no speed penalty but are limited by the amount of mana the character has.

Ranged Combat

To use a ranged weapon you must either tap an attack icon or press the attack key (set from preferences). Ranged weapons do not require ammunition.

Combat Tips

If you stand in front of a creature and trade blows your character will likely die very quickly. A guard with two-weapon combat and hammerhands might be able to use this technique but the other characters need a strategy to survive against hordes of enemies.

The most useful combat technique is the “hit and fade” method coined by our beta-testers. The idea is to run up and hit the creature then fade back one square. The monster will move towards you and by then your weapon will be ready and you can hit it again and move back quickly. By using this method you can kill many creatures and not even be hit.

If you are starting as an Inquisitor be ready with your ranged spell and cast as many as you can before melee combat begins.

Be careful that the crafty creatures do not surround you! Also know where the corridor turns and be ready. Sidestep is helpful to get around corners quickly.

Keep your emergency belt as full of healing as you can!

If you need time to regroup or you are in big trouble going to any other screen pauses combat. It might be time to try one of those mystery potions. Be aware that resuming combat gives the character a one turn penalty, but anything used on the inventory screen occurs instantly.

Treasure

There are many items in Pocket Dimension 2. Normal items can be used right away, but any magical weapons or armour must be identified before use. Magical potions can be used before they are identified but be warned not

all potions have positive effects! Some potions can kill or harm your character. Drinking an unidentified potion will usually identify it for the next time you encounter it.

To identify an item there are many Amulets of Identify scattered throughout the world. Each  amulet is considered rare and very valuable as it can only be used once. Amulets are usually very well hidden.

Armour and weapons must be placed in the proper slot in order to use them. Place items onto the body of your character to use them. Amulets, necklaces and rings must be placed in the four left slots on the Inventory screen. Healing items may be placed in the bottom right four slots for emergency use. Weapons can be placed in either hand but be warned that using two weapons without the skill costs a large penalty!

Doors and Keys

Some doors are locked and require a specific key in order to open them. There will often be a clue scroll located near these doors.

Scrolls are always informational (except the scroll of G'Mot which is a very special scroll and the whole point of the game). It is recommended that players leave the scrolls near the door to aid in remembering which clue goes with which door.

Once the key is found it will also show which door it opens by examining it on the inventory screen (the eye icon will examine items and give extra information). To open the door simply walk through the door with the key in your inventory. The door will be unlocked and the key is removed from the inventory screen.

The Stat screen shows the map name at the bottom which is often a great aid in finding which key fits into which door.

Secrets and Treasures

There are many secret passages and treasures to be found in Pocket Dimension 2. The searching skill is useful in helping to find secret doors but in the beginning your character will likely need to tap on each wall to see if it is a real wall or an illusionary wall. Simply attempt to move into a wall to test for a secret door.

Not all secret passages hold treasures. You might find the burrow of a nasty creature instead!

There are secrets on every level of the game. There is an Amulet of Identify on every level except one (we will let you figure out which one). If you aren't finding many secrets you need to search a little harder!

Death

Sooner or later your character will die (hopefully later). The death screen shows a list of the top four characters and your current character which is highlighted. Tapping on any of the entries will pop up a larger description of the character's statistics.

Your options are to load the last saved position and try again, start a new game, or admit defeat and quit.

The Breviary

There are many spells available in Pocket Dimension 2. Every character class has at least one unique spell, some have more. Each spell is described below.

Blur: A defensive spell, Blur makes the caster more difficult to see clearly, thus protecting the caster from attacks, particularly aimed attacks such as ranged weapons or spells.

Blizzard: An offensive spell, Blizzard surrounds the caster in a vortex of freezing winds and pelting ice, damaging all enemies in the area around the caster with a blast of elemental cold. Note that the caster does not take any damage from this spell.

Chasm: An offensive spell, Chasm causes the ground beneath the feet of the target to open up and swallow that target, burying it permanently.

Choking Cloud: An offensive spell, Choking Cloud surrounds the caster with a fog of noxious vapours, poisoning all enemies in the area around the caster. The fog remains in the area for a period of time. Note that the caster does not take any damage from this spell.

Evil Eye: An offensive spell, Evil Eye weakens the target by reducing its Combat Skill and Health Points.

Firebolt: An offensive spell, Firebolt shoots a bolt of elemental flame at the target. The effectiveness of the Firebolt spell is increased if the caster is trained in the Aim skill.

Fire Dart: An offensive spell, Fire Dart shoots a dart of elemental flame at the target. The effectiveness of the Fire Dart spell is increased if the caster is trained in the Aim skill.

Find Monster: A utility spell, Find Monster causes all monsters to appear on the map screen. Find Monster does not show the relative danger of the monsters to the caster.

Find Treasure: A utility spell, Find Treasure causes all treasures to appear on the map screen. Find Treasure does not show any traps or doors which might stand between the caster and the treasures.

Flame Enchant: An offensive spell, Flame Enchant enchants the caster's weapon, causing it to burst into flame for a limited time. The weapon then does fire damage in addition to its normal damage.

Flamestrike: An offensive spell, Flamestrike calls down pillars of elemental flame upon the targets. The effectiveness of the Flamestrike spell is increased if the caster is trained in the Aim skill.

Flesh to Stone: An offensive spell, Flesh to Stone turns the target into stone, to be hacked apart by the caster at leisure.

Freeze: An offensive spell, Freeze greatly decreases the target's reaction speed, making it much easier to hit, and causing it to attack much less frequently.

Frost Enchant: An offensive spell, Frost Enchant enchants the caster's weapon, causing an icy coating of frost to form over it for a limited time. The weapon then does cold damage in addition to its normal damage.

Hailstorm: An offensive spell, Hailstorm calls down a storm of elemental ice shards upon the targets. The effectiveness of the Hailstorm spell is increased if the caster is trained in the Aim spell.

Hammerhands: An offensive spell, Hammerhands causes the fists of the caster to become hardened, so

that punches in hand to hand combat cause more damage.

Heal: A defensive spell, Heal restores a medium percentage of the caster's lost Health Points.

Icebolt: An offensive spell, Icebolt shoots a bolt of ice at the target. The effectiveness of the Icebolt spell is increased if the caster is trained in the Aim skill.

Ice Dart: An offensive spell, Ice Dart shoots a dart of elemental ice at the target. The effectiveness of the Ice Dart spell is increased if the caster is trained in the Aim skill.

Identify: A utility spell, Identify reveals to the caster the purpose and power of any one target item the caster may possess. Magical weapons and armour must be identified before equipped.

Immolation: An offensive spell, Immolation causes the caster to explode with a force of elemental flame, burning all enemies in the surrounding area. Note that the caster does not take any damage from this spell.

Lifetap: Both an offensive and a defensive spell, Lifetap causes damage to the target, transferring a percentage of that damage to the caster as Health Points. Note that the caster must be close enough to touch the target, in order to cast Lifetap.

Major Heal: A defensive spell, Major Heal restores a large percentage of the caster's lost Health Points.

Major Pain: An offensive spell, Major Pain is the reverse of Major Heal, and damages the target by a large percentage of its Health Points. Note that the caster must be close enough to touch the target, in order to cast Major Pain.

Minor Heal: A defensive spell, Minor Heal restores a small percentage of the caster's lost Health Points.

Minor Pain: An offensive spell, Minor Pain is the reverse of Minor Heal, and damages the target by a small percentage of its Health Points. Note that the caster must be close enough to touch the target, in order to cast Minor Pain.

Pain: An offensive spell, Pain is the reverse of Heal, and damages the target by a medium percentage of its Health Points. Note that the caster must be close enough to touch the target, in order to cast Pain.

Rain of Stones: An offensive spell, Rain of Stones causes all loose stones in the ceiling above the area around the caster to shake free and drop down painfully upon the heads of the caster's enemies.

Regenerate: A defensive spell, Regenerate increases the rate of Health Point recovery.

Reveal: A utility spell, Reveal causes all monsters and treasures to appear on the map screen. Reveal does not show the relative danger of the monsters to the caster, nor does it show any traps or doors which might stand between the caster and the treasures.

Rockslide: An offensive spell, Rockslide causes the ceiling around the caster to drop down upon the heads of any surrounding enemies, doing immense amounts of damage in the process. Note that the caster does not take any damage from this spell.

Shield: A defensive spell, Shield creates a shield of energy which increases the caster's Armour Class.

Slow: An offensive spell, Slow decreases the target's reaction speed, making it easier to hit, and causing it to attack less frequently.

Stoneskin: A defensive spell, Stoneskin causes the caster's own skin to become as hard as stone, increasing the Armour Class of the caster.

Tongues of Flame: A defensive spell, Tongues of Flame shrouds the caster in a cloak of darkly flickering flames which flare up to do damage to any close-quarter attackers.

True Heal: A defensive spell, True Heal restores the caster's lost Health Points.

True Pain: An offensive spell, True Pain is the reverse of True Heal, and damages the target by almost all of its Health Points. Note that the caster must be close enough to touch the target, in order to cast True Pain.

Venom Enchant: An offensive spell, Venom Enchant enchants the caster's weapon, causing it to drip with poison for a period of time. The weapon then does poison damage in addition to its normal damage.

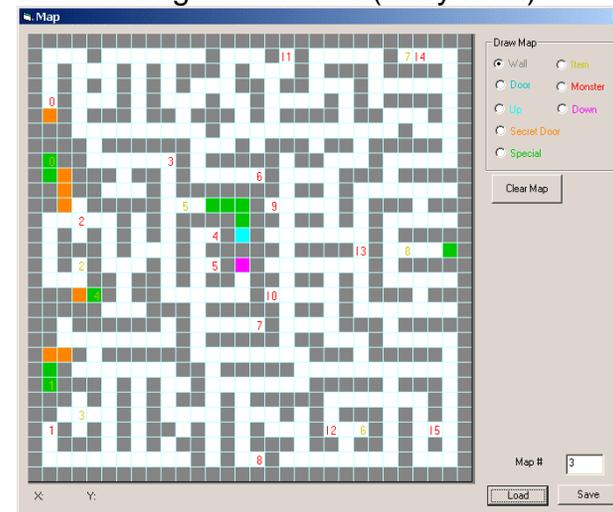
Pocket Dimension 2 Walkthrough A Guide to the First Altar.

This walkthrough is for a player that is stuck or lost on the way to that most important place, the first altar. We start from the Easy entrance and go through nine maps.

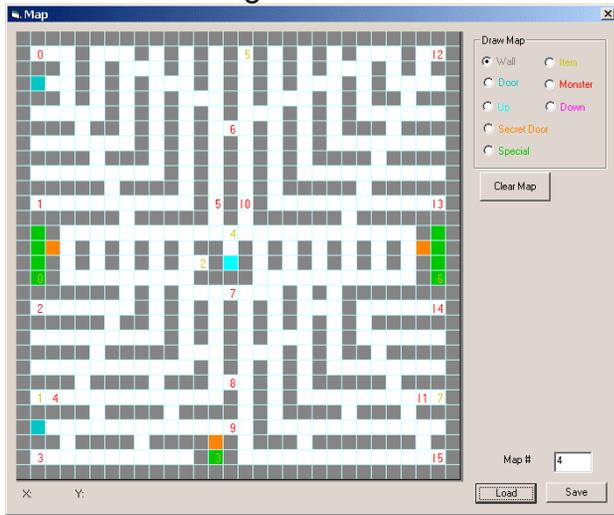
Directions in brief

1. A bold adventurer steps forth into the base of the Brigand's Tower. Starting at the East door the exit is in the centre and leads down the stairs.
2. Once in the East Cellar of the Brigand's Tower the exit is to the West.
3. The West Cellar provides a surprise or two then the player goes down the stairs located near the South-West corner.
4. The adventurer now enters the Eastern Haunted Crypt and needs to stay alert. The exit is only a few steps away and leads West.
5. The Western Haunted Crypt is a little tougher but the stairs up can be found near the South West corner.
6. The Chaplain's Cellar is a nicer place to look at. Some exploring here is worth the trouble. The stairs up are near the North side of the map.
7. The Prison is a tricky place for new adventurers. Search well near the scroll on the East wall and find the secret spiral, but watch out when leaving! Once the prison is open the key can be found in the North East near the entrance, and the exit stairs up can be found on the centre South wall.
8. The Chaplain's Hall is much easier to run through to find the stairs up just North of the map's centre. The stairs down near the Eastern wall are for your return trip.
9. Finally our bold adventurer enters the Top of the Chapel Tower and can find the altar in the centre of the South wall. Beware. All altars are guarded!

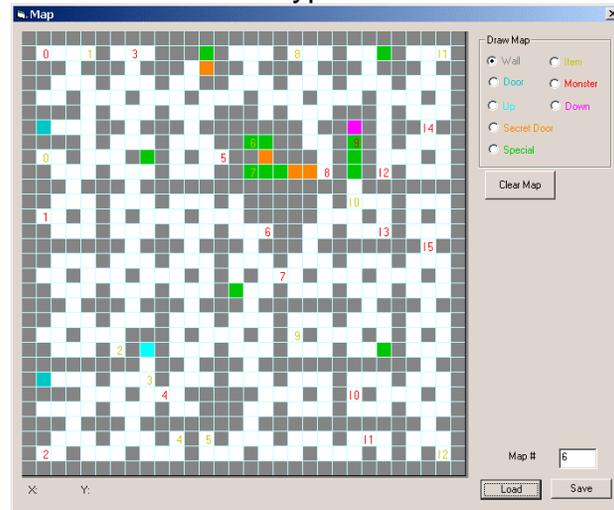
Base of Brigand's Tower (entry level)



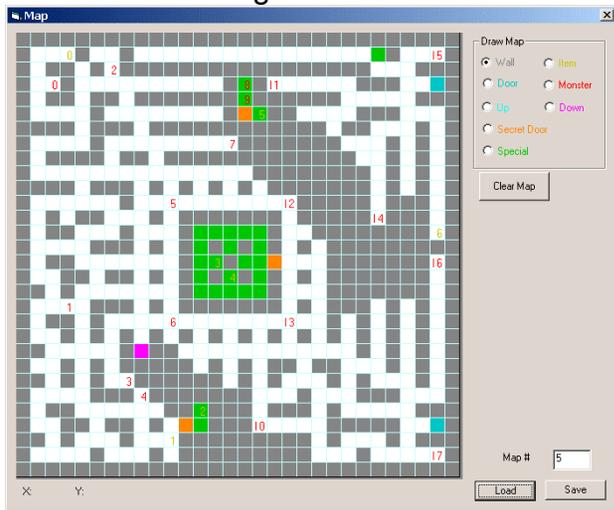
East Cellar of Brigand's Tower



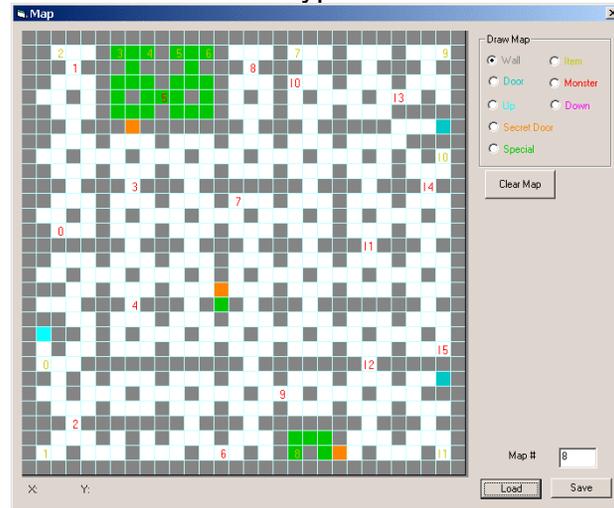
Eastern Haunted Crypt



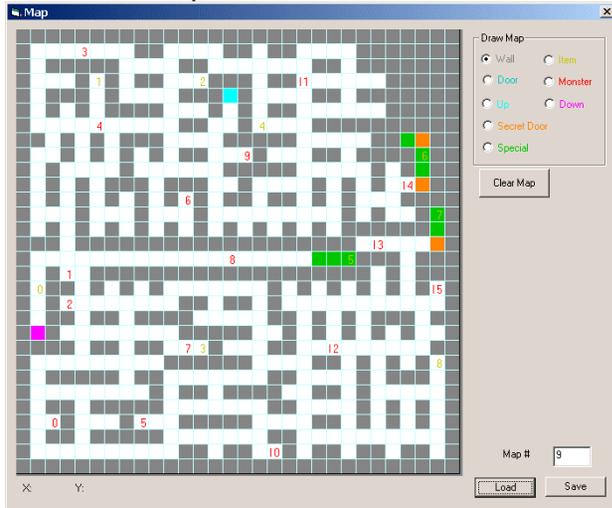
West Cellar of Brigand's Tower



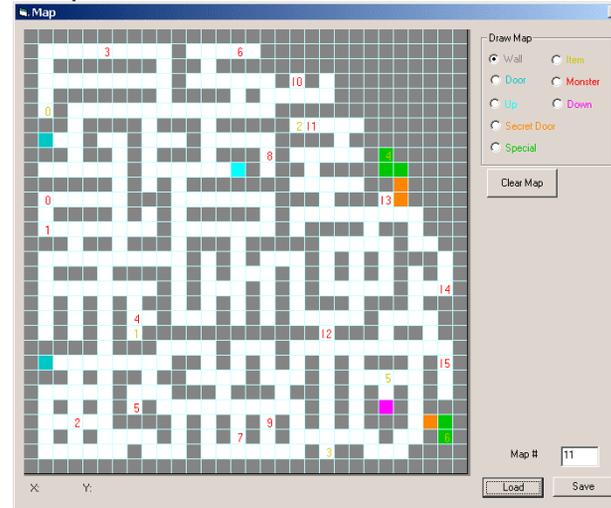
Western Haunted Crypt



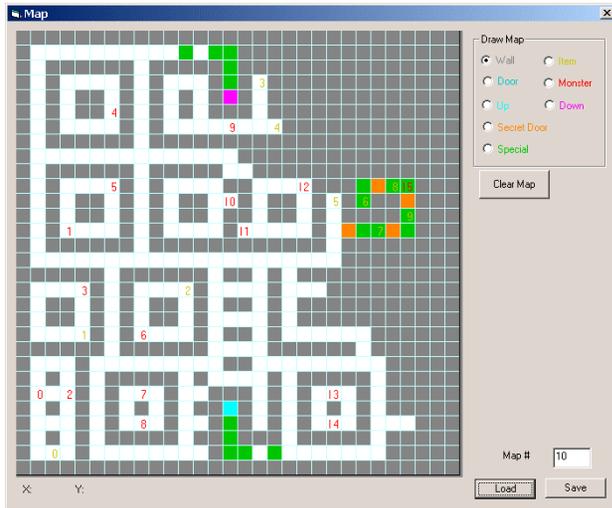
Cellar of Chaplain's Tower



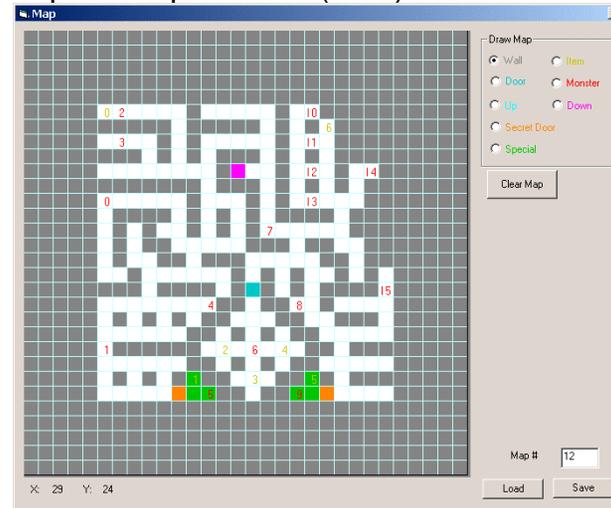
Chapel Hall



The Prison



Top of Chapel Tower (Altar)



Compendium of Creatures



Wolves hunt in the western part of the castle around the cave. Some have been captured and tamed by the humans they encountered there. Warm clothing may be fashioned from their pelts.



Bats roost in the upper reaches of the castle, flying out through the ruined walls at night. Most are fruit eaters with weak bites, but some prefer to feast upon blood and possess razor sharp fangs.



Thieves live throughout most of the castle, acting as spies and scouts for the brigands. The wise adventurer will learn the secret by which thieves recognize each other, and travel without fear of robbery.



Bipedal rats live in the twisting tunnels beneath the castle. Some have made excursions into the castle cellars.

Cunning warriors, most of these rats have learned to employ poisoned weapons.



Brigands occupy the eastern tower of the castle. From this vantage point they ride into the lands around and collect vast treasures. There is a splinter group of rival brigands living further in the castle.



Rats are the ubiquitous inhabitants of the castle, living on almost every level and feeding the wolves. With so many rats living closely together, diseases such as rabies are very common.



The depths of the castle are haunted by vengeful spirits who feed on the souls of the living. They carry with them the chill of the grave, an effective and terrifying weapon.



Born of pure magic, the gargoyle is an animated nightmare of stone. Heavy handed and even more heavily armored, they protect the various altars of the God, as well as guard secular treasure.



A family of bears occupies the cave beneath the westernmost tower of the castle. The brigands sometimes hunt them for sport, and for their warm fur. The bears are swift and strong fighters when cornered.



Mastiffs guard the brigands, recognizing strangers with a merciless attack. Some of these animals have wandered out of their master's control, becoming feral and hungry and even more dangerous.



Renegade magic users, cast out and hunted by the Church, have taken employment with the brigands. Their eldritch fire and control of evil creatures is a constant threat to the pious adventurer.



Not all the bipedal rats use weapons against their foes. The rat thief is a cunning, light-footed and light-fingered member of that race. The rat thief is also adept in the use of poison, but prefers to run.



Some perversion of ancient magic has caused old bones to rise in the lowest parts of the castle. Once the soldiers of the long-dead King who dwelt here, they still guard their crypts from outsiders.



Magic at its worst corrupted the spirits of the dead Queen and her ladies, turning them into foul bird-like beasts. The harpies nest at the top of the far western tower, once known as the Queen's Tower.



Raptors of all sorts nest in the upper levels of the castle. They are fiercely territorial, swiftly driving away intruders with strong wings and cruelly sharpened claws.



Slow moving but immensely strong, the cave slug feeds upon fungus and the debris left by other creatures. Such fetid food poisons the slime excreted by the slugs.



Patience rewards the giant spiders which live in the tunnels below the castle. Hidden behind secret doors, they spring out upon unwary travelers with poisoned fangs and sticky web snares.



Leaders and masters of the insect army, the noble Lightning Bugs serve their own unknown leader. Able to harness the electricity in the air, they attack with stunning force from long distances.

Moving through the tunnels like armored snakes, the various crawlers feed on whatever they can find. Tireless tunnelers, the crawlers are forever carving new passages out of the barren rock.



In the deepest reaches of the passages below the castle, an army of giant insects awaits.

Lowly workers to powerful soldiers, they live strictly regimented lives in the service of some unknown force.

