



User Manual

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In this manual you will find everything you need to understand and interact with the program as a simple way, there is to the specifications you need to work it correctly

System Requirements

CPU: Intel Core i5 or higher. If you use an older computer, it will likely take longer to execute, run slower, or the CPU might not support the program and explode like an Electrode using explosion

GPU: This part is very important. A processor with integrated graphics is sufficient for you to fully appreciate elements like lighting (such as an AMD Radeon Graphics). If you have a dedicated graphics card, it could be even better.





RAM: 4 is the minimum you should have, although it might run as slow as Regigigas with Slow Start or Slaking with Truant. 8 GB is average, and 16 GB is ideal for it to run very well.

System: Windows 10 or Windows 11 (the most ideal, since the program was developed here)



Movement

To move around the Pallet Town stage, you will need the computer keyboard. It is a very simple configuration, just like a video game:

Keys A, W, S, D or the arrow keys →, ←, ↑, ↓, use whichever is most comfortable for you

W o ↑: Moving forward

A o ←: Moving left

S o ↓: Moving backwards

D o →: Moving right

Barra espaciadora: Go Up

C: Go Down



To see the scenario and control the camera, you can control with the mouse or touchpad (in laptop case)

You can also change the time day:

N: Changes the time to **night**; you can press it again to return to day.

M: Changes the time so you can see the **sunset**; you can press it again to return to day.

(The schedules are interchangeable with each other).

To exit just you need press “esc”





Recomendation:

For more comfortable handling, use the **WASD** keys so you can control the camera with the mouse. It's as if you were playing Minecraft in Creative Mode, but in Pallet Town. You could be able to see **Mew** and **Ho-Oh** wandering around the map.

Red is no home because he is waiting for Gold at Mount Silver

Gameplay:

