



Game manual

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1. What the game is all about

The main goal in Puzzle Dimension is to complete all the 100 puzzles to finish the game. Completing a puzzle requires the player to collect the flowers and proceed through the portal.

The collected flowers unlock more clusters with puzzles and also alternative graphical themes to play the game with.

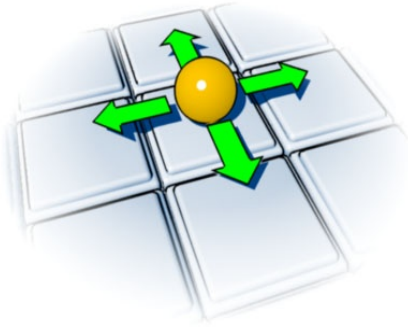
While completing all puzzles is the main objective there's also the possibility to show your skill on leaderboards. There are leaderboards for players with high scores in each cluster and one for the total score.

There are also 25 achievements to collect.

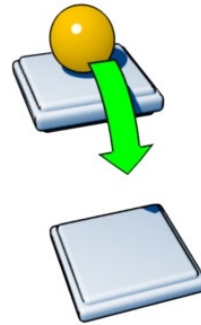
When you've finished all the 100 puzzles you can try to get the achievement "Unpixelat0r" which is the ultimate proof of having beaten the game. To get this achievement you not only have to solve every puzzle but you also need to unpixel every object in the game.

2. Rules of movement

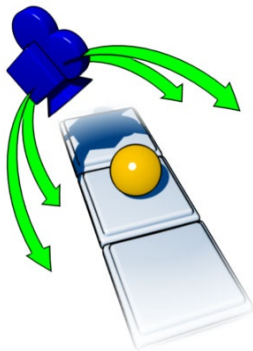
This is a presentation on how to control the ball in Puzzle Dimension. To see what keys to press for these actions, read the next section about input for keyboard, mouse and gamepad.



Roll the ball in four directions. Left and right will roll the ball sideways (also called strafe).



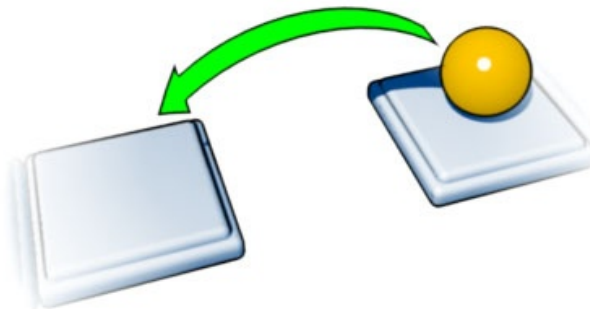
If the ball rolls over an edge it will drop down to the block below, if there is one.



You can turn and tilt the camera to view the puzzle from new angles.



Roll onto sloping surfaces to rotate the puzzle.



Jump over gaps and traps to make your way around the puzzle.

3. Input controls

Puzzle Dimension can be played with a keyboard, keyboard + mouse or a gamepad.

See section 6 for more information about the input settings.

The controls shown here are the default settings of the game. To change them to your liking use the keyboard and gamepad configuration in the settings menu.

Gamepad

If your gamepad supports rumble feedback you can activate it in the settings menu.

Action	Gamepad
Roll	Left analog stick / digital pad
Jump	A
Rotate camera	Right analog stick
Tilt camera up / down	Left / right trigger
Toggle camera mode	B (in game)
Zoom in / out (camera mode)	Left / right shoulder buttons
Accept	A
Back	B (in menus)
Enter menu	Start
Restart level	(Not bound by default)

Keyboard and mouse

Action	Keyboard	Mouse
Roll	Arrow keys	Scrollwheel up / down
Jump	Space bar	Left button
Rotate camera	A / D or shift+left / right	Hold right button and drag left / right
Tilt camera up / down	W / S	
Toggle camera mode	C	Press scrollwheel
Zoom in / out (camera mode)	W / S	Scrollwheel up / down
Accept	Enter	
Back	Escape	
Menu	Escape	
Restart level	(Not bound by default)	

Toggle between fullscreen and window mode by pressing Ctrl + Enter (⌘ + Enter for Mac).

4. Score system

Aside from finishing all the puzzles you can try to set a high score on the leaderboards. Getting high scores in Puzzle Dimension relies heavily on two things: unpixel all blocks and get a high multiplier.

Unpixel

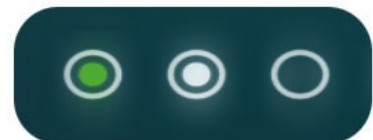
An unpixelated block is worth one point. Destroying broken blocks, collecting flowers and exiting through the portal are also rewarded. If all objects are unpixelated the player is awarded with 10 points. All of these points are multiplied with the current multiplier and added to your score (the left score is your current and the right is your previous best).

Scores	
Unpixeling a block:	1 pt
Unpixel a flower or portal:	2 pts
Collecting a flower:	2 pts
Entering the gate:	2 pts
Destroying a broken block:	1 pt
All objects unpixelated:	10 pts

When all objects have been unpixelated the colour of the multiplier bar turns to green to show that the level has been cleared of pixels.



The green colour is also shown in the puzzle selector as a green dot in the white circle. This indicates that the puzzle has been completely unpixelated. If a level has been finished without being unpixelated a white dot is shown instead.



Multiplier

Each unpixelated object (blocks, flowers and portals) fills the multiplier bar (upper right corner) by a small amount. When the blue bar has been filled all the way up the multiplier doubles.

The multiplier can go up to x32 the normal score - but as time goes by the blue bar depletes. A multiplier never drops down to a lower value, but to get a really high score it's important to unpixel the blocks quickly.

A toggle block that is turned off will not give any points but adds to the multiplier bar.

Leaderboards

There are eleven leaderboards, one for each cluster and one with the total score of all puzzles.

5. Blocks and stuff in the Puzzle Dimension

Blocks

The blocks in Puzzle Dimension all have their special properties and designs. Note that the four themes have different looks but the characteristics of the blocks are still the same.

Normal block

This is the most common block. It is absolutely everywhere and it will never surprise you. It has no special features at all. The normal block is unofficially known as the boring block.



Broken block

These blocks are fragile and will break. But they will not break apart until you leave them. Breaking these will often make it impossible to go back. Breaking a broken block is worth one point.

Ice block

This is a slippery block that won't let you to change direction or stop once you're on it. But you can still jump in the direction you're rolling. Also remember that it is possible to rotate the camera view while sliding. If you fall down onto an ice block you'll slide in the same direction that you had when you rolled off the edge.



Fire block

Might look peaceful – but once you've touched the upside you should look out. Leaving the fire block will result in hot flames that the ball can't handle. The fire starts as soon as you leave the block. However, it's always safe to roll on the other side.

Jump block

These blocks will push you a little farther (one block in distance). The flipside has the same properties as a normal block.

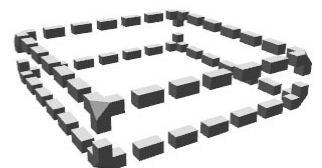


Spike block

Razor sharp spikes protrude on one side of this block when it's active. Toggle a button somewhere and the spikes will retract. If the ball touches the spikes it will be destroyed.

Toggle block

These blocks also react to buttons. Pressing a button will instantly toggle the blocks on and off. If the block is toggled on it is solid but in the off state it will not be there at all. Touch a button to toggle the state.



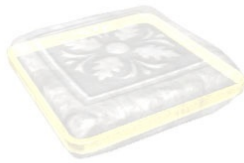


Sand block

These are not hostile in any way – but are still difficult to handle. If the ball lands in sand it will get stuck and can't roll away. To get away the ball has to jump in a direction. This means that the ball can't get to blocks that are right next to.

Hidden block

This is a block that can't be seen from far away - but it becomes visible when you come close. It's crucial to memorize where the hidden blocks are. Remember that the blocks are there even if you can't see them.



Reverse hidden block

The inverted brother of the hidden block. They can only be seen when you're far away from them or when you're in contact with them.

Objects

Apart from the blocks there are some more objects to be aware of.



Button

Touch the button to toggle it on and off. The state of a button affects all other buttons in the entire puzzle – they are always in sync. Toggling a button affects all spike blocks and all toggle blocks. You can stand on a button and jump up and down to toggle it.

Teleporter

A teleporter takes the ball from one place to another and are always bidirectional. The teleporter's backside looks different from a normal block but behaves exactly the same.



Flower

This is what you love and strive for. You can never have enough flowers, right? Collect all the flowers in the puzzle to open up the portal. The amount of flowers you collect unlocks new clusters and graphical themes.

Portal

When all the flowers in a puzzle has been gathered the portal will activate and emit a blue light. Entering the portal will complete the puzzle and take you to the puzzle selection menu. You do not have to roll into the portal – you can also jump or fall through it.



6. Menu descriptions

Play

Starts the game and resumes from the last session.

Select theme

Here you select what graphical theme to display the puzzle with. The locked graphical themes open up as you get further into the game.

Selecting a theme loads the cluster menu.

Select cluster

From the beginning there's only one cluster available. As you collect more flowers the other clusters will get unlocked and become available. As soon as you have unlocked one or more clusters you can play them at any time - you do not have to complete them in order.

Step sideways to see how many flowers you need to unlock the selected cluster. At the top of the screen you can see your current amount of flowers collected.

Selecting a cluster loads the puzzle menu.

Select puzzle

Here you select what puzzle to solve. There are ten puzzles in each cluster and they can be completed in any order. The difficulty increases from left to right – but don't be afraid to try another puzzle if you get stuck!

Selecting a puzzle loads the puzzle and the game begins.

Tutorial

The tutorial is where you learn the controls, movement and what to do in the game. You do not have to play the tutorial to play the game – but it might be a good idea.

Help

A scrollable page with help on how to navigate the ball and control the camera.

Settings

Changes the graphical, sound and input settings of the game. You can only access the video settings from the main menu. They are not available when a puzzle has loaded.

Video settings

Resolution: Set the resolution for your monitor.

Antialias: Level of antialias, higher values means smoother visuals (**None, x1, x2, x3, x4**).

Texture: Set the texture detail (**Low, Medium, High**).

Shadow: Set the shadow detail (**Low, Medium, High, Highest**).

Vertical sync: Set this to yes if you experience screen tearing (**Yes, No**).

Fullscreen: Play the game in fullscreen or windowed mode (**Yes, No**).

Audio volumes

Music: Adjusts the volume of the music.

Sound Fx: Adjusts the volume of the sound effects.

Ambient: Adjusts the volume of background sounds.

Input settings

Configure keyboard: If you don't like the default keyboard settings you can change them here.

The settings should be self explanatory but be aware that buttons can have multiple binds and won't remove old bindings if the key is bound again. This makes it possible to have the same keys used in handling movement and controlling the view in camera mode.

Configure gamepad: Same as above but for your gamepad.

Some settings (*strafe*, *move*, *turn*, *camera tilt* and *camera pan*) use one thumbstick axis to control two directions. So if you want to strafe left and right with the analog stick you press the stick either left or right - the opposite direction will be bound at the same time.

Rumble: Turn the rumble function on or off. Not all gamepads with rumble are supported.

Easy jump: *Yes* is the default setting and holding the jump key waits for a direction before the ball will jump. Release the key without a direction and the ball will jump straight up. With the setting set to *No* the jump and direction key must be pressed simultaneously.

Reset puzzle is not bound to any key by default.

To unbind a key select it again and press backspace.

The mouse can't be reconfigured.

Credits

Look at us – we made Puzzle Dimension!

Quit

Quits the game.

7. Technical support

For help not covered in this manual please visit: www.puzzledimension.com/support.

8. System requirements

PC requirements

OS: Windows® 7/Vista/XP SP3

Processor: 1.7 GHz Processor

Memory: 1 GB

Graphics: DirectX® 9.0c (Shader Model 3) compatible graphics card

DirectX®: DirectX® 9.0c

Hard Drive: 500 MB

Sound: Any supported by the OS

Mac requirements

OS: Mac OS X v10.6

Processor: 1.7GHz Processor

Memory: 1 GB

Graphics: OpenGL 2.0 (Shader Model 3) compatible graphics card

Hard Drive: 500 MB

Sound: Any supported by the OS

9. More information

More information about Puzzle Dimension and Doctor Entertainment can be found at:

www.puzzledimension.com

www.doctorentertainment.com

10. Credits

Anders Pistol

Technical Director
Lead Programming
Engine Programming
Technical Artist
CTO

Jesper Rudberg

Game Director/Producer
Gameplay Programming
Game Design
CEO

Magnus "Masta" Andersson

Art director
Lead 3D Artist
Lead Texture Artist

Hans Litgård

Lead Level Design
QA Manager
Additional Game Design
Manual

Jonas Hellberg

Sound Director
Music
Sound

Robert Sandh

Texture Artist
3D Artist
GUI Art
Marketing Art

Michel Rowinski

Associate Producer
Legal Assistance
Alpha-test Manager

Kajfa Tam

Concept and preproduction art