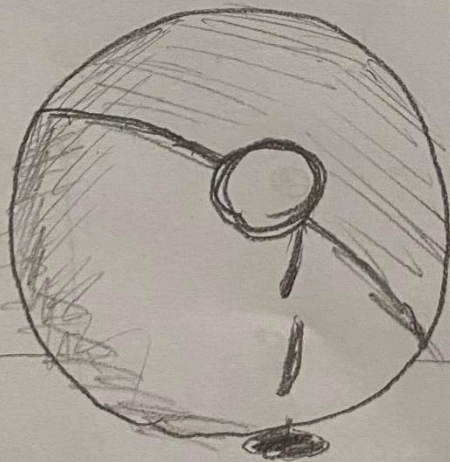
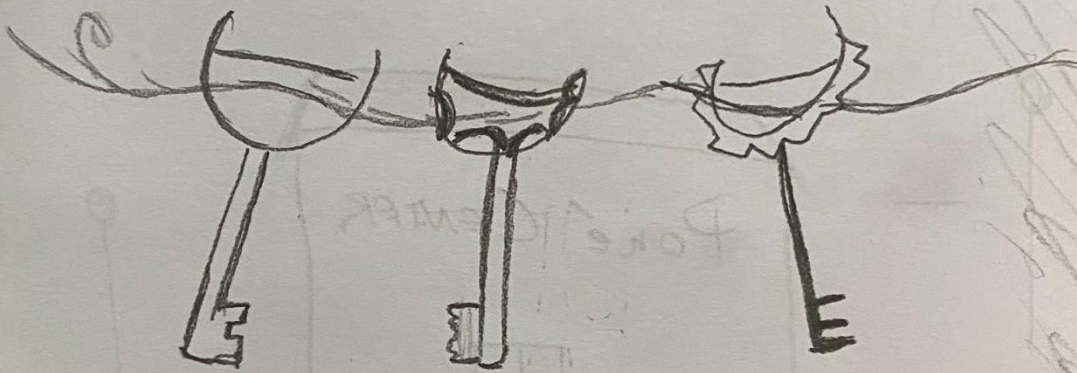
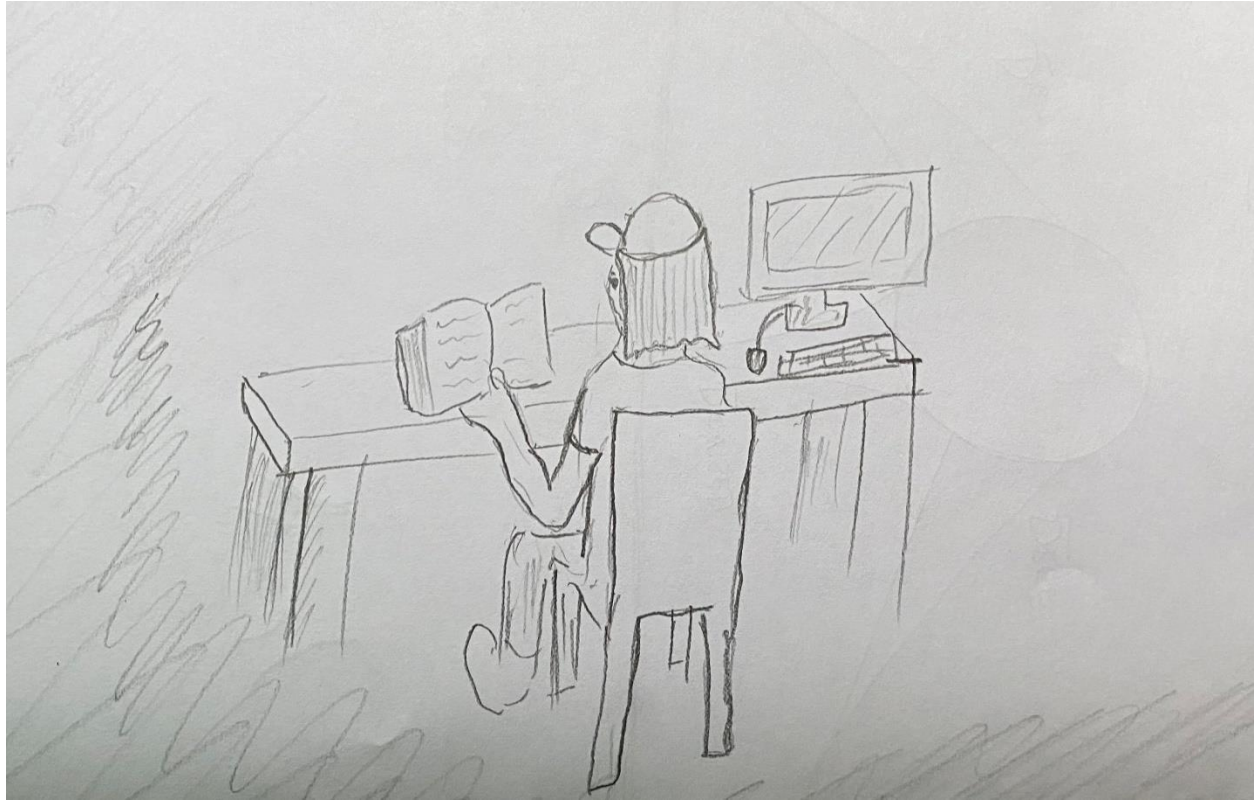


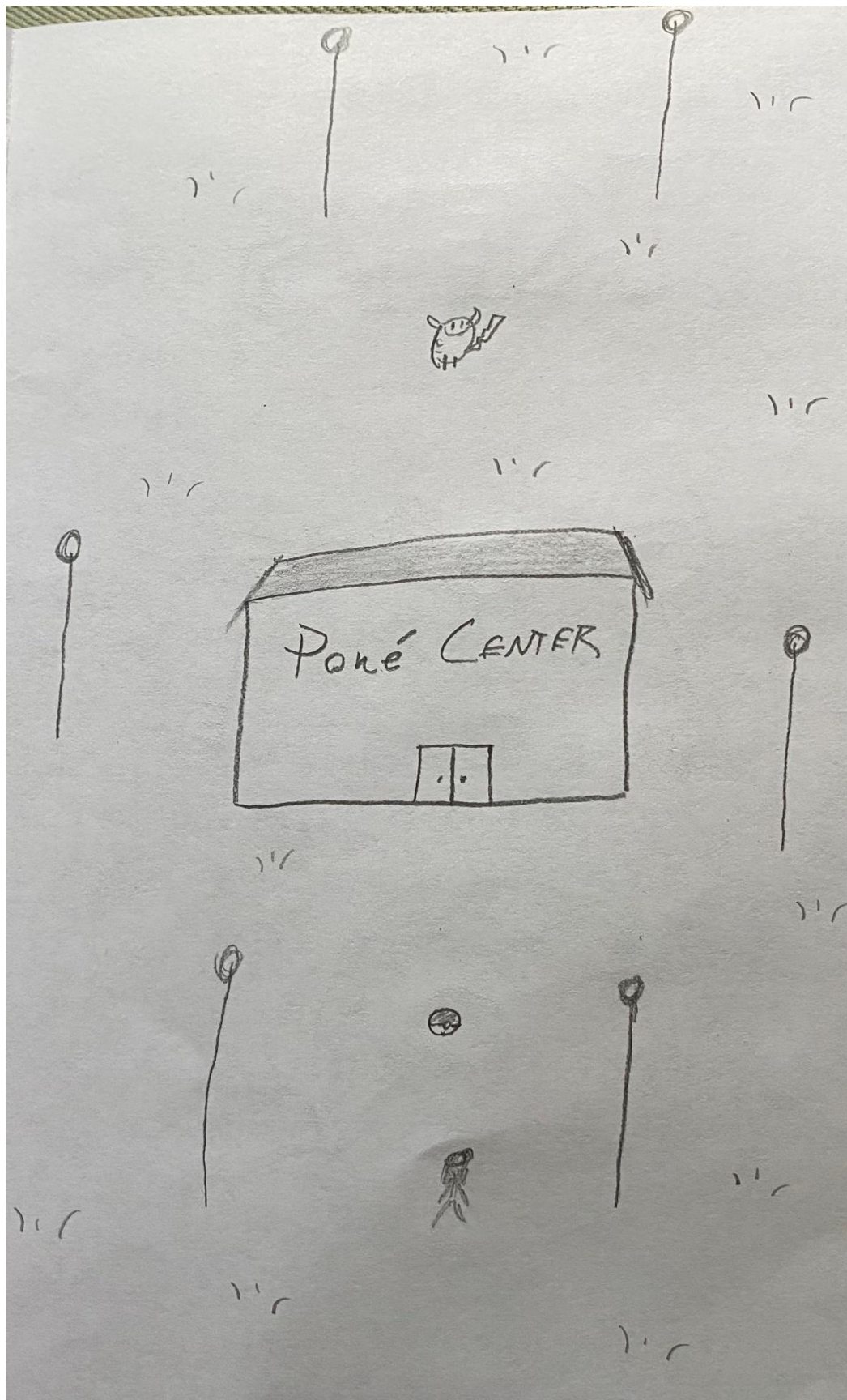
PONÉMON

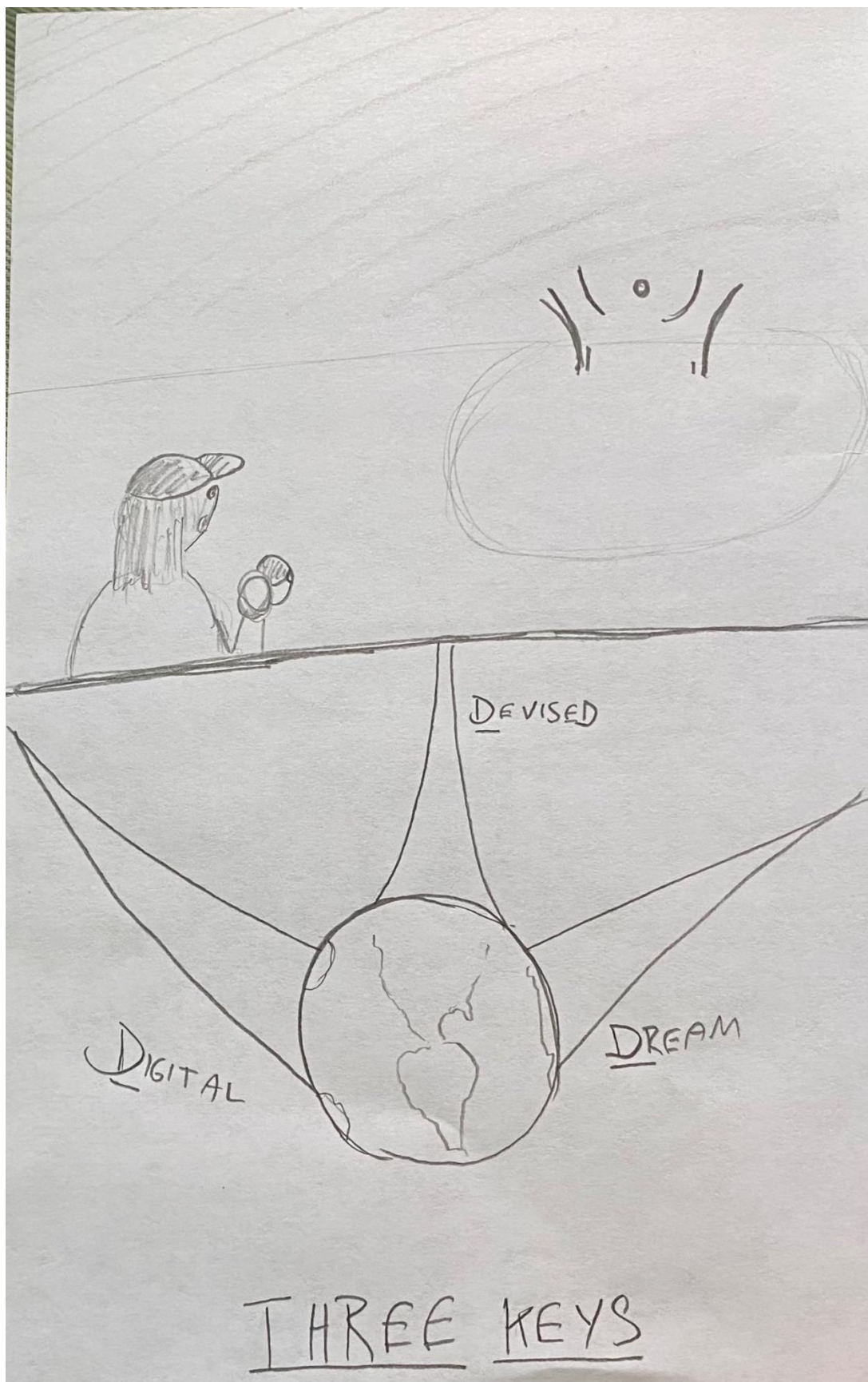
STOP:

KEYS









Instructions

Page 1 – Cover

This is the cover screen.

Page 2 – Mary

The player plays as Mary, who we last saw as the rival/ally in *Pokémon Stop*.

Mary is sitting at her desk, reading a book and surfing the internet simultaneously, when she falls asleep. The three things - the book, the internet, and her half-sleep seem to melt together, and she has a kind of vision.

Go to Page 3.

Page 3 – Outside

Mary finds herself in this strange place. (this is a top-down view). It's a wide-open grassy field and she can't see anything for miles except the Pokémon center in front of her.

Mary is near the bottom of the screen.

In front of Mary is a Pokéball. She can pick it up.

Further in front of Mary is a Pokémon Center. It has no windows. She can't enter the doors until she catches Pikachu; they won't open. Once she catches him, she can enter; the doors go to Page 4.

Behind the Pokémon Center is Pikachu. It just stares at her blankly, expressionless. She can catch it; it offers no resistance.

Around the screen are six tall posts. They're metal. Mary can't seem to leave the circle made by the posts; as she tries, it gets harder and harder to walk until she gives up. She can walk normally within the circle, though, as long as she doesn't try to leave it.

Page 4 (top) – Battle

Hide the bottom of the page at first.

Inside the Pokémon Center, Mary is confronted by a battle with a strange creature. She's never seen it before. It stares at her silently.

If she chooses Pikachu, the two Pokémon don't fight. They just both turn to stare at Mary. And then she sees: (reveal the bottom of page 4)

Page 4 (bottom) – Three Keys

She sees the world, with three realms radiating off of it – three keys: Digital, Dream, and Devised.

And then she wakes up.

THE END.

(To Be Continued).