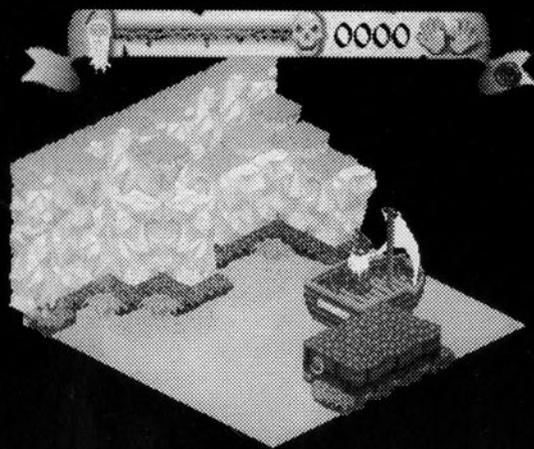


# *Pandora's Box*



*Player's Manual*



# Pandora's Box

Coding by Chris & Stuart Fludger

Graphics by Andrew Jackson

Additional Graphics by Chris Fludger

Title Music by Simon Carless

## How To Load The Game

- 1) Insert Pandora's Box Disc 1 into drive 0.
  - 2) Double click on the Pandora icon through the desktop. The
  - 3) game should load.
- NEW LOADING INSTRUCTIONS**
- 1) Insert disc into drive 0 and double
  - 2) click on "*!NameOfTheGame*".
  - 3) Key, switch the
  - 4) © *The Fourth Dimension* when the Desktop
- 4) Now try loading the game again.

## The Game

Swearing once again to the covenant of the brotherhood, the evil black mages opened the final seal and released the beast from the confines of Pandora's Box. Summoning the powers of the beast, the mages cast terror and fear over the land, gathering together dark forces with which to rule their domain.

From your village, you, the sorcerer Merlin, have seen these troubles arising and pledge to stop their wickedness by closing Pandora's Box. To do this you must gather together the four amulets which bind to form the seal of the box. But take heed, your enemies are strong, and magic alone may not be enough.

## Game Controls

The following keys can be redefined by pressing 'R' while viewing the high score scroll, but the default set are as follows:

A - up left                      " - up right  
Z - down right                / - down left

SPACE BAR - Jump.

**RIGHT ALT** - Activate. This uses the object that is currently held in the inventory hands icon on the information banner. E.g. fire weapon, insert key, drink potion, read parchment or magic book etc..

**LEFT & RIGHT CURSOR KEYS** - Inventory Selection. You may carry up to eight objects at one time. These keys will change the object selected in the inventory hands icon on the information banner.

**UP CURSOR** - Pick up item. To pick up an item, move next to it and press the pick up key. If you are unable to pick an item up, you are either holding eight items already, or you do not need it to complete the adventure.

**DOWN CURSOR** - Drop item.

**The following keys are permanently defined:**

**F1** - Load old position.

**F2** - Save current position. Use a blank formatted disc to save your current position in the game. You may save at any point during the game.

**CTRL+F12** - Return to High Score Scroll, end game, suicide, pop your clogs, kick the bucket, buy the farm, throw a seven, start pushing up the daisies.

## Using Items

Different items may have various uses or none whatsoever. For example:

- 1) Daggers and other weapons can be thrown or fired at people. (Don't try this at home. Stunt doubles are used in this game. Their professionals, you're not.)
- 2) Objects can be inserted or poured into other objects. (For instance a key into a lock). To do this, select the key in the hands icon, then walk against the lock and press **ACTIVATE**.
- 3) Buying items. In order to buy something from a trader, walk up to the counter or stall and press **ACTIVATE** while holding the item you wish to trade in your hands icon. If the trader agrees that it is a fair deal, the purchased item will appear in the hands icon. Otherwise he'll tell you where to stick it.
- 4) Mixing spells. Spells may be mixed in cauldrons that can be found mainly in the forest regions of the land. To mix a spell, you must stand on the cauldron and **DROP** the correct ingredients into it, in the correct order. If you have successfully mixed a spell, the cauldron will disintegrate, as only cauldrons know how, leaving behind a mystical item.
- 5) Levers and switches around the land may be pressed or pulled by walking into them, and others by hitting them with a weapon or spell.
- 6) Merlin's Magic Book for Beginners. This object can be found in Merlin's study and contains useful information. When the book is **ACTIVATED**, the pages may be turned by clicking on the left and right icons using the mouse or by using the left and right cursor keys.

## Energy

As in the real world, or so we're told, Merlin only has one life. Under his huge white beard however, is hidden a 6' 4" body builder, which means he can withstand quite a few stabs in the back or punches in the face. (Please don't go out and punch little white bearded old men in the face to test this theory - if you know what's good for you.)

Anyhow, Merlin's current physical prowess is displayed on the information banner at the top of the screen. As you lose energy, blood runs slowly towards the skull, finally resulting in your timely and painful demise. Energy may be regained slowly with rest and relaxation, or lost quickly through being repeatedly beaten about the head or throwing yourself from high places.

## Specifications

**256 colour, mode 13 graphics.**

**Approximately 789 million frames per year.**

**Over 200 lovingly moulded screens.**

**Panmetric 3D Graphics System.**

**1400 individual sprites, handcrafted in Switzerland,  
totalling 2.2Megabytes.**

**140K of beautifully conceived ARM code  
including intelligent enemy tracking systems.**

**Its better than the real world, honest.**

## *Handy Hints*

- 1) Parchments may hold useful information. On the other hand they may not.
- 2) Don't take it out on your computer if you're frustrated.
- 3) Equally, don't assault any household pets if you're frustrated.
- 4) Feel free to abuse members of your family if the above circumstances apply.
- 5) Making new and more powerful weapons may help you're quest.
- 6) Eat a healthy diet.
- 7) You may be rewarded through performing errands.
- 8) Don't think about the grim sound that scraping your fingernails down a blackboard makes.
- 9) Magical weapons may be recharged.
- 10) Brushing your teeth regularly helps fight gum disease.
- 11) Killing ducks may be profitable, and it's fun.
- 12) Send large envelopes packed with money to :  
C & S Fludger & A Jackson  
Care of The Fourth Dimension