
PlayStation
NTSC U/C
PlayStation
Pandemonium 2
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00578
MIDWAY
CRYSTAL DYNAMICS

CONTENTS

Setting Up 2
Controller 3
Main Menu 4
Start Game 5
The Comet Cometh 6
Fargus 8
Nikki 9
Special Moves 10
Enhanced Weapons 11
Accessories 12
Special Places 13
Sid's Mutterings 13
Real Wizards 14

SETTING UP

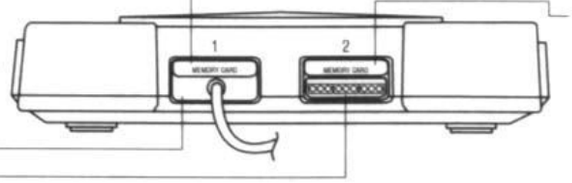
Console

Top View



RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER

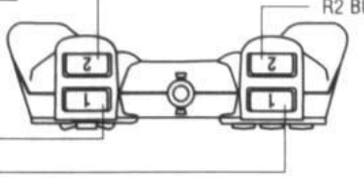
Front View



MEMORY CARD SLOT 1
MEMORY CARD SLOT 2
CONTROLLER PORT 1
CONTROLLER PORT 2

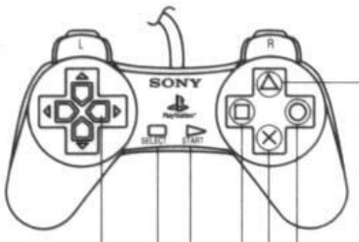
Controller

Front View



L2 BUTTON
R2 BUTTON
L1 BUTTON
R1 BUTTON

Top View



DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON
△ BUTTON
○ BUTTON
× BUTTON
□ BUTTON

1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing the CD.
3. Do not insert or remove peripherals or Memory Cards once the power is turned on.
4. Insert the *PANDEMONIUM 2* CD and close the Disc cover.
5. Insert game controllers and turn on the PlayStation™ game console.
6. Follow on-screen instructions to start a game.

CONTROLLER

MAIN MENU

Directional buttons . . . . Select menu items.
× . . . . . Confirm menu selections.
▲ . . . . . Exit menus.

RIGHTEOUS PATH LEVEL SELECTION

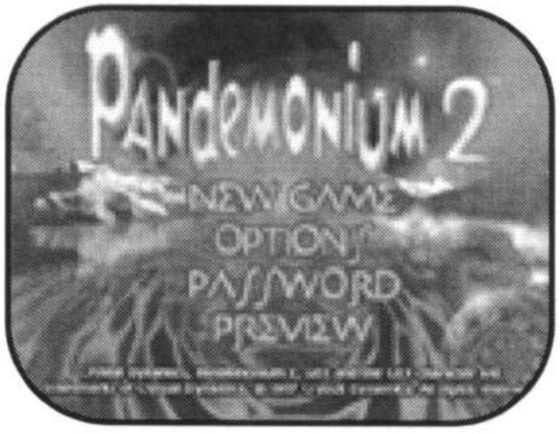
Directional buttons . . . . Move to the next or previous level's portal.
▲ . . . . . Switch characters.
× . . . . . Enter level.

GAMEPLAY

Directional buttons . . . . . Run; fly; swing hand-over-hand on monkey bars.
Directional button UP . . . . . Pull up onto ledge; climb up rope; pull up feet on monkey bars; raise tank gun.
Directional button DOWN . . . . . Duck; slide down ropes; drop off monkey bars; activate mech shield; lower tank gun.
× . . . . . Jump up; jump and grab onto a ledge, rope or monkey bars; jump off rope.
Use **Directional buttons** to guide your jump.
Tap twice for Nikki's double-jump.
Hold down while bouncing on enemies and trampolines for more height.
■ . . . . . Fire weapon; throw Sid. Hold down and press **Directional buttons** to control Sid or Nikki's Super Fireball.
● . . . . . Use Fargus's spin attack.
L1/R1 . . . . . Rotate tank turret; rotate Mech boss missile deflector.
Start . . . . . Pause or resume game.
× . . . . . Go to Righteous Path Road from End of Level screen.

Note – Use the CONTROLS option (pg. 4) to remap the default controls.

MAIN MENU



1. The Main Menu appears at the start of a game.
2. Use the **Directional buttons** to highlight your selection, and press ✕.
3. To return to the Main Menu during a game, press **Start**, then press **Select**, choose **Quit** and press ✕ and then choose **Yes** and press ✕.

SELECTION	USE
NEW GAME	Start a new game at the first level.
OPTIONS	Display a menu of game adjustments. Make changes by pressing the **Directional buttons** UP/DOWN: • **SOUND EFFECTS:** Adjust the sound effects volume. • **CONTROLS:** Remap the Jump, Fire and Special controls. • **MUSIC:** Adjust the music volume.
PASSWORD	Use a password from a previous game to start a new game at a higher level. Use the **Directional buttons** to enter the password (UP/DOWN to change a symbol; LEFT/RIGHT to move the entry point). Press ✕ to confirm. If the password entered is invalid, try again or quit to the Main Menu by pressing ▲. Note – When you complete a level, you'll see its password on the End of Level screen.



START GAME

THE RIGHTEOUS PATH

1. Use the **Directional buttons** to move Fargus and Nikki to the pulsing star on any available portal. (In new games, only the Level 1 portal is available.)
2. Press ▲ to switch between Fargus and Nikki as your character.
3. Press X to begin play.
4. When you finish a level, you'll return to the Righteous Path, where you can go on to the next portal. At any time, you can replay levels you previously finished.

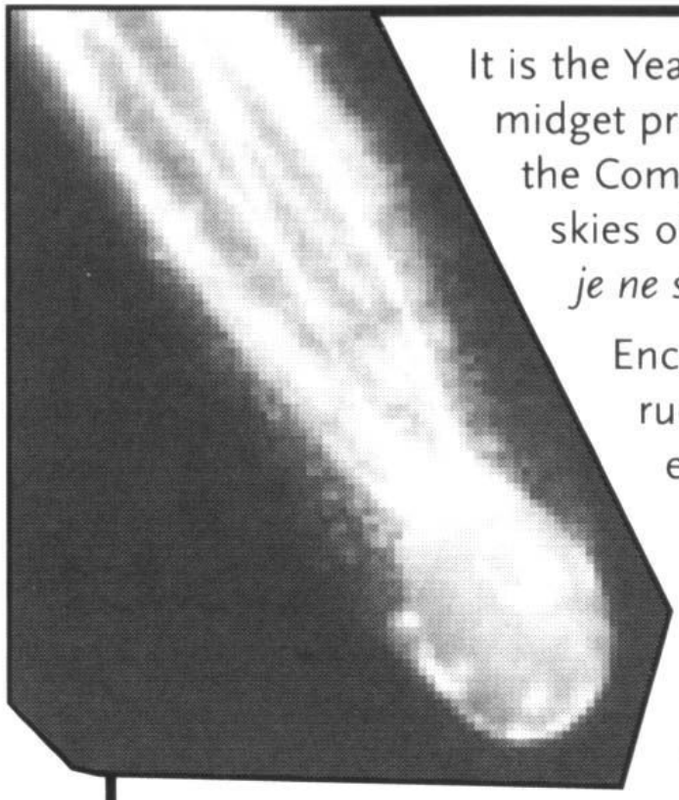
PAUSING

1. Press **Start** during play to pause the game.
2. Press **Start** again to resume play.

QUITTING

1. Press **Start** during a game.
2. Press **Select** to quit back to the Main Menu.
3. Choose **Quit** and press X.
4. Choose **Yes** and press X

THE COMET COMETH



It is the Year of the Cheese. As was foretold by the midget prophet Nosewasinit in the *Book of Condiments*, the Comet of Infinite Possibilities has returned to the skies of Lyr, peppering the air with a titillating . . . *je ne sais quoi*.

Encased within the comet is whispered to be a rudimentary force of nature, a source of magic so elemental, so unlimited, so oozing with creamy nougat, so finger-licking chocolicious, that to possess this magic would be to wield supreme, infinite, everlasting power.

It is this power that the young Sorceress Nikki craves. Nikki is no longer a limpet-eyed young *naif*. She has grown, blossomed, "leafed-out and sapped" as it were. And as she has sprouted, so have her desires . . . and her means to achieve them. Additionally, Nikki is just too darn busy to hang out in some drafty library poring over dry, dusty, worm-riddled tomes of magic. Instead, she decided to cut some corners on her way to becoming the Sorceress Supreme and snatch the comet's legendary power.

Sadly, the years have not been as kind to Nikki's bosom buddy, Fargus. Being a few eggs short of an omelet, Fargus's maturation took a downturn after several laboratory "mishaps" and the infamous Pancake Incident. Fargus got into the habit of spending his days – and nights – riding his hobby-horse Big Ernie and cackling uncomfortably. He also looted a new outfit from the Liberace collection.

As Nikki explains: "Fargus is a freak, but in a good way. He's proud of his violent, maniacal side. He can't even tie his shoes, but he can build a thermonuclear bomb from common household items and set a fortress on fire before you can say Werner von Braun. He may be an *idiot savant*, but he's got great hair."

Fargus's sour sidekick, the armless, legless, buttless Sid, is reportedly the lost sole of an ancient warrior. Whoever's boot he dropped from, he forgot the laces and shoe polish and ended up with the tongue. Sid can cross verbal wits with the best of them. Sid would like to dump Fargus and get closer to Nikki.

Back in Lyr, the Goon Queen Zorrscha with her evil seductive charms has enslaved the entire Goon Empire. She is using this cheap, expendable, non-union labour to construct a fleet of rockets to fly her to the mystic comet in her personal quest for the mythic power.

"That red-haired trollop and her moronic, tastelessly dressed lapdog are only going to find death and torture if they follow me," she was heard to hiss. "Don't get too big for your spandex, Nikki."

The race is on to stop the evil empress from plundering the comet's magic and perverting its power to her twisted desires of bringing freedom and happiness to the land.

It's up to Nikki and Fargus to put an end to the odious, hateful, despicable and hair-color challenged Queen's unwanted benevolence.

Only you can help them keep it together.

Hang on to your goodies!

FARGUS



Enflamed by visions of flying pigs flambé, Fargus is a firebug in an Elvis outfit, a guy who digs watching flames hopping across charcoal briquets, a near-moron with a genius's grasp on one thing in life: fire. With one sweaty fist around Sid, and a weak grip on reality, Fargus may yet achieve a sort of barbecue-flavored greatness.

FARGUS IN A NUTSHELL

Nickname: "Heatseeker."
Idol: The inventor of napalm.
Passions: Taking a bite out of each chocolate; anything toasted, playing dress-up.
Hates: Showering, butter beans, getting gum on his shoe.
Motto: "Throw another gimp on the barbee."
Hobby: Hurling Sid or a fireball into someone's dental work.
Last Book Read: "Uh . . . . . book?"

SPECIAL ABILITIES

SID ATTACK

- Press ■ to throw Sid toward an enemy. Hold down ■ and use **Directional buttons** to guide thrown Sid.
- Sid collects any power-ups he collides with in flight. Coins collected by Sid are worth double value.
- After attacking, Sid boomerangs back to Fargus.

SPIN ATTACK

- Press ● to make Fargus spin, mowing down enemies without taking damage.

NIKKI

This curvaceously dangerous creature is not your garden-variety sassy Sorceress. Nikki is a force of nature. Don't be misled by her bikini-ready chassis. Diss this dish and you might find yourself blasted into oblivion.



NIKKI IN A NUTSHELL

Nickname: "Red Death."
Idol: Tina Turner.
Passions: Spellcasting, aerial acrobatics, juggling gerbils and chainsaws.
Hates: Losing, being ogled by Goons, Queen Zorrscha.
Motto: "Who's next."
Hobby: Joyriding on hot-wired rockets.
Last Books Read: Peace Through Superior Firepower, Annihilating to Win, How to Conquer the Universe.

SPECIAL ABILITIES

AIR DOUBLE-JUMP

- Tap ✕ twice to have Nikki perform a lighter-than-air, gravity defying air somersault.
- Leap to impossibly placed platforms and collect power-ups with this jump.

MAGIC

- After collecting a weapon power-up (see page 11), press ■ to use it.
- Depending on the power-up, Nikki will hurl a Super Fireball, or crucify her target with a blazing Lightning Jab.

SPECIAL MOVES

JUMPING

- Press X to jump.
- Use the **Directional buttons** to spot your landing.
- A direct hit or two usually splats Goons into goo.

GRABBING MORE AIR

- Hold down X while bouncing on Goons and trampolines to increase the height of your jump.

MONKEY BARS

- Jump up to grab "monkey-bars."
- Press the **Directional button** LEFT or RIGHT to swing hand-over-hand.
- Press UP to pull up your feet to avoid "hot foot" and other obstacles.
- Press DOWN to dismount.

ROPE CLIMBING

- Jump toward a dangling rope to grab it.
- Press the **Directional button** UP to climb.
- Press X to jump off the rope.

CLIFF CLIMBING

- Jump toward the edge of a wall to grab it.
- Press the **Directional button** toward the wall edge to climb up and over the top.

FLYING

- While piloting the Giant Mechanical Robot, use the same button controls as for moving around on terra firma.

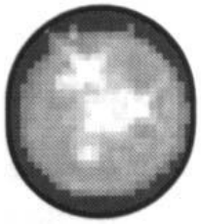
CHECKPOINTS

- After passing a checkpoint, you can't move back to earlier paths of the level.
- The upside is, when you lose a life, you restart the level at the last checkpoint you passed.

SWITCHES

- Throw a switch to stop something, or set something in motion.
- The camera pans to show the effect.
- If you pass a switch without flipping it, you'll never get the big surprise.

ENHANCED WEAPONS



ELDRITCH FIREBALL

As Fargus or Nikki, hurl a sizzling fireball when you press ■. So simple, even Fargus can use it. You lose the fireball the first time you get hit.



FLAMING FARGUS

Fargus bursts into flame and runs amok, torching all Goons he touches. In this state he's tough to control. The flame dies after a certain amount of time.

SUPER FIREBALL

Nikki bowls a fireball, guided with the **Directional buttons**.



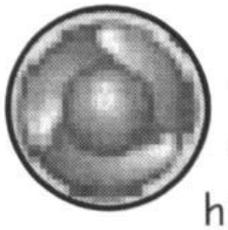
PUMP-A-SID

In Fargus's hands, press ■ once or twice to attach Sid to a Goon and inflate the monster into a bouncy platform of fun. Pump three times to pop the beast. This may answer the question: Why is Sid so bitter?
Warning – Some monsters are not affected by pumping.

LIGHTNING JAB

In Nikki's hands, press ■ once to summon a blazing lightning bolt from the sky. Grills monsters into instant pop-corn. Tap ■ several times for indecent damage.
Warning – Some monsters send back energy pulses. Tap as fast as you can for a reverse tug of war.

ACCESSORIES



HIT POINTS

This bauble holds 4 hit points. You lose one hit point with each hit from a Goon or obstacle.

EXTRA HIT POINTS

Collect Hit Point power-ups to add to the number of hit points in the screen icon (4 per power up, up to 16 maximum).



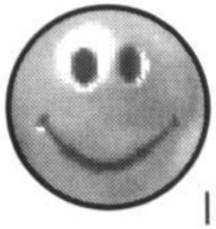
HEART RINGS

Collect Heart Rings to restore lost hit points (1 per power-up).



KEYS

These open locked areas and may remove impassable barriers. After collecting a key, you may have to search for its effect.



HAPPY FACE

You only live thrice. Four hit points equal one Happy Face life. So if you lose all your hit points, you lose a Happy Face and you die. Game's over when all the Happy Faces are gone.

EXTRA HAPPY FACE

Collect Happy Face power-ups and live again with the extra lives.



COINS

Collect 500 Coins to gain an extra Happy Face.

Red = **1**

Green = **5**

Purple = **25**

GIANT MECHANICAL ROBOT

- Plasma-fused, recoiless shells.
- JAW-EL class Shiva furnace (really puts the sizzle on those verminous natives).
- Missile-deflecting shield activates with **Directional button** DOWN. Protects against obstacles. Caution – Does not protect against enemy mechs.

SPECIAL PLACES

BONUS ROUNDS

Collect a high percentage of Coins while playing a level, and you'll play a bonus round when you finish the level. Bonus rounds are loaded with Hearts, Happy Faces and Coins.

END OF LEVEL

You'll see a large gate when you reach the end of each level. Run through it to complete the level, total your Coin score, and see the level password. (Level 1 doesn't have a password.) Press ✕ to exit to the Righteous Path.

SID'S MUTTERINGS

- Throw Sid to collect Coins and other power-ups. Use the **Directional buttons** to guide Sid in flight.
- Bounce off enemies to reach tough-to-attain areas.
- Bounce on airborne enemies to travel to regions unreachable by any other route.
- When destroyed, some enemies leave Heart Rings and Keys and unlock secured areas.
- Throw Sid from safe places to get in sneaky shots without threat of damage.
- Use Nikki's double-jump to rise to hard-to-reach areas or power-ups.
- Collect as many Coins as you can to receive bonus Happy Faces and reveal bonus levels.
- Power-ups affect Nikki and Fargus differently. Try switching characters between levels to take advantage of one or the other's special powers to complete the upcoming level.
- Attempt to jump and hang from platforms that appear too high to reach. Then pull the characters up onto the platform with the **Directional buttons**.
- Use Fargus's Spin Attack to ram into enemies without taking damage.

REAL WIZARDS

Lead Programmer:
Andrew "Let Me Slip into Something" Lacey

Lead Artist:
Leon "Leon" Cannon

Lead Designer:
Zak "Sunshine" Krefting

Programmers:
Lisa "Still Foosin' after All These Years" Ching, Steve "SlagBoy" Timson

Artists:
Maj "This Is Due When?" Cole, Gary "Yo-Hi" Ellington, Rodger "Slippy" Ferris, Laura "FloBoots" Grieve, Freddie "Bronchy" Lee, Dave "Mr. Dinner" Renneker, Stephen "Feed Me Cheese" Trusty, Scott "Disdain for Authority" Werner

Designers:
Rick "I Don't Participate" D'Aloisio, "Corporate" Chris Scholz, Reuben "Kid Flash" Simonson, Tom "The Invisible Man" Teuscher, Caroline Trujillo, Gerald "GeeMoney" Vera

Produced by:
Caroline "I'm My Favorite Subject" Esmurdoc & Sam "Homer" Player

Executive Producer:
Mark Wallace

Virtual Bob 3D Game System Design & Implementation:
Ken Ford, Fred Ford, Paul Reiche III

Marketing Manager:
Jim "Weasel" Curry

Additional Art:
Steve Kongsle, Technicolor Visionary, Suzanne "Susan" Dougherty

Additional Design:
Richard Lemarchand

Stunt Artists:
Terry "Pink Pistolero" Falls, Dave "Spanky" Reyes, Mira "Aphrodite" Soriano

Sound FX & Video Compression:
Mark Steven Miller, Steve "The Beav" Papoutsis

Music:
Burke Trieschmann

Test Manager:
Alex "Overflowing Cup of Human Kind" Ness

Lead Tester
Matt Prescott

Testers:
Jeremy "Average White Man" Bredow, Chris "The Hippie" Bruno, Rolef "Grampa" Conlan, Casey "Kid Duper" Craig, Damian "Wear the Dress" Lacey, Doug "El Guapo" Leslie, Dan "Phone Boy" Miley, Billy "Cooter" Mitchell, Sheatiel "Nickname Censored" Sarao, Jeff "Hey Wilkie" Wilkinson, Matt "Egg Foo" Young

Starring as Fargus & Sid:
Martin Ganapoler

Starring as Nikki:
Deborah Ben-Eliezer

Voice-Over Direction:
Beth Kaufman, Smarttalk

Full-Motion Animation:
Mondo Media & Keyframe Digital Productions

3D Models for Full-Motion Animation:
Zygote Media Group

Manual:
Carol Ann "Wink" Hanshaw

Special Thanks:
Patrick "King Tightwad" Bradley, Jason "The Doggfather" Carr, Rob "El Jefe" Dyer, Steve "Grollio" Groll, Kristen Growney, Karl "Elvis" Hagemann, Rob "Freshy" Johnson, Caryn "Queen of the May" Nadelberg, Brian "Big Country" Silva, Chris "Slack" Stefanetti, Scott Steinberg, Lita "Hall Monitor" Unruh