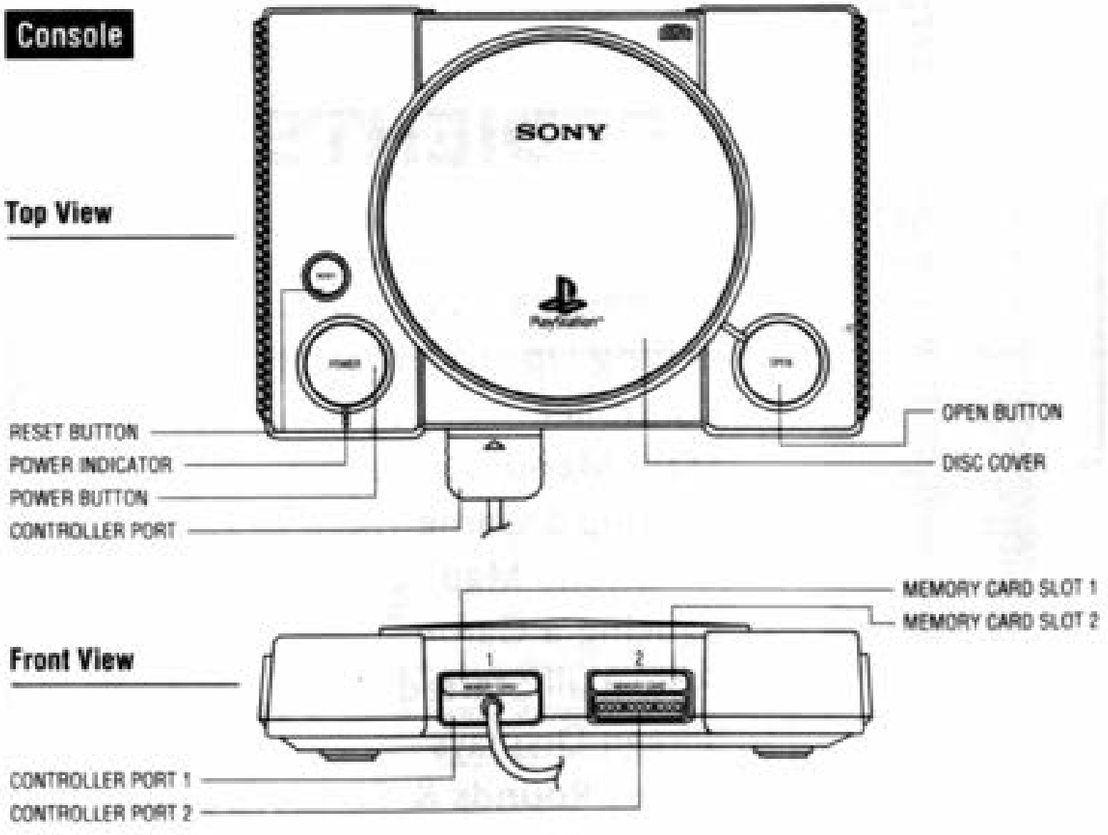

PlayStation
NTSC U/C
PlayStation
Pandemonium!
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00232
71130
CRYSTAL DYNAMICS

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SETTING UP

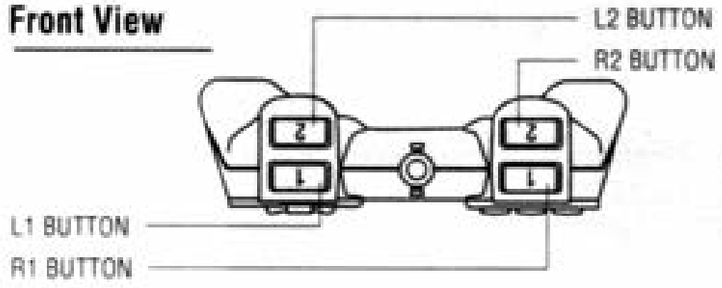


1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing a compact disc.
3. Insert the *PANDEMONIUM* disc and close the disc cover.
4. Insert game controllers and turn on the PlayStation™ game console.
5. Follow on-screen instructions to start a game.

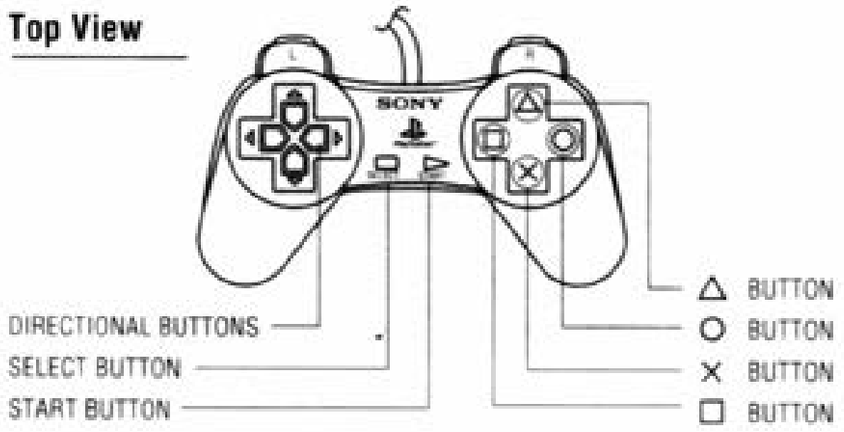
Note: It is advised that you do not insert or remove peripherals once the power is turned on

CONTROLLER

Front View



Top View



DEFAULT CONTROLS

START	Pause/resume game.
SELECT	When on Map, displays current password. When paused, quits game.
Directional buttons	Select menu items.
Directional buttons LEFT/RIGHT	Run to the LEFT/RIGHT.
Directional button UP	Fly as the Dragon.
Directional button DOWN	Duck. Dive as the Dragon. Pull back into shell as the Turtle to avoid damage.
×	Start game from the Map. Jump. (Use with **Directional buttons** to jump LEFT/RIGHT.) Hold while jumping on enemies for more height. Tap twice to double-jump as Nikki.
■	Fire weapon.
●	Special actions. Tumble as Fargus.
▲	Exit from submenus back to menus. Select Fargus or Nikki on the Mystic Map.

MAIN MENU

1. At the Main Menu, highlight your selection and confirm by pressing X.



ITEM	USE
NEW GAME	Start a new game from the first Mystic Map level.
PASSWORD	Use a password earned in a previous game to resume the game at a later level. On the Password screen, use the **Directional buttons** to enter the password (UP/DOWN to change a symbol; LEFT/RIGHT to move the entry point). Confirm by pressing X. If the password you entered is invalid, try again or quit to the Main Menu by pressing ▲.



Note – To see your current password, on the Mystic press **SELECT**. Write down the password and use it to play your game later.



ITEM	USE
OPTIONS	Display the OPTIONS menu to adjust game preferences. Press Up/Down to highlight the desired option.

- **SOUND FX/MUSIC:** Adjust by pressing the **Directional buttons** LEFT/RIGHT.
- **CONTROLS:** Remap the Jump, Fire and Special controls by pressing the **Directional buttons** LEFT/RIGHT.

MYSTIC MAP

You start games from the Mystic Map.

1. Press ▲ to choose Fargus or Nikki as your guide. (You can switch characters before every level.)



2. Move your character to the red spot on the first island (in new games), or to the red spot on any available island (in Password games).
3. Press X to begin.
4. When a level ends, you'll return to the Mystic Map. If you finished the latest level, the next level becomes available. If you didn't complete the latest level, you can try it again or replay an earlier level.

PAUSING A GAME



To Take a Brief Break:

1. During play, press **START** to pause the game.
2. Press **START** again to resume play.

To Quit the Game:

1. On the Mystic Map, press **START** to pause.
2. Press **SELECT** to quit the game.
3. Highlight QUIT and press X to quit game or highlight CONTINUE and press X to return to game.

HOW IT ALL STARTED . . .

Fargus the off-center jester and his demented stick-puppet partner Sid spent their lives hand in glove, though not always of one mind. They had grown up together in a large family of jesters and were living proof that cousins shouldn't marry. Mostly, Fargus and Sid traveled from fair to festival, embarrassing people here, there and everywhere. Their act was getting as stale as the fruit bowl and eggs that bombarded them during every performance. Their show was not so much an act as a bombing pattern. Now on their second swing through Lyr, they were starting to get a little leery of the well-armed crowds itching for target practice. Fargus and Sid needed a boost.

Just then, from down the alley, a town crier came by:

"Come one, come all to W.I.T.S.: the Wizards In Training Seminar! Tonight only at the Lancelot Castle and Bingo Pavilion. Taught by the one and only Tony Vu, the Worldly One, the man who had nothing and now has everything. He'll show you how to become a 10th level Wizard with absolutely NO MONEY DOWN. He'll teach you the wonders of Disappearing, Turning Into Things, Spellcasting 101, Fun With Fire and Pyrotechnics. Free wizard's cap with every admission!"

Fargus and Sid looked at each other, both staring deep into space. A new career, the chance to play with fire, and they could finally ditch their goofy hats! As one, they cut a beeline for Lancelot Castle.

MEANWHILE IN ANOTHER PART OF THE VILLAGE . . .

Nikki, the youngest member of the Flying Fleugel Family, was daydreaming on the highwire. For her, carnival life was dull, dull, dull. Besides, her best friends were Brenda the Alligator Lady and Fritz the World's Smallest Cow! Nikki was nobody's fool. A talented acrobat with hair-trigger reflexes, she felt there had to be more to life than gripping a balance beam. More than anything else, Nikki dreamed of being a wizard. It was this daydreaming that finally got Nikki into trouble. She forgot to feed the lions and almost cost The Great Zeigfreed an arm. "I gotta get out of here," she thought. "I'm tired of performing with geeks and freaks. I'm running away to become a wizard!"

DOWN AT LANCELOT CASTLE & BINGO PAVILION . . .

Nikki, Fargus and Sid weaved their way to the very back of the overflow crowd awaiting The Worldly One himself. Bumping annoyingly into each other, the three decided they might as well exchange greetings. "Hi, I'm Fargus. What's your sign?" Sid coughed out, "Hubba hubba." Nikki returned the compliment: "Nice hats, fellas."



Suddenly The Worldly One made a splashy entrance, appearing through a flume of smoke as a mackerel, a buffalo and a llama, and finally letting off his opening joke in a thick accent. "Excuse me, I've been going through a lot of changes lately."

From there it went downhill fast. Vu droned on and on with a disconnected monologue while Fargus dropped off with a snore, Sid made spitballs and Nikki practiced backflips accidentally kicking several patrons in the back of the head. Finally, Vu waved a mossy-looking volume at the crowd, and hollered: "When we reconvene, I'm gonna tell you about the most important and powerful book in the universe. There's donuts and mead in the lobby." Then he broke for the john.

"C'mon guys, let's follow him," Nikki hissed, eyes alight with mischief. The three hustled down the hallway after Vu. As they drew closer, they noticed that their host had evidently been hitting the mead himself. As the Worldly One tripped over a carpet wrinkle, the ancient book slipped out of his wizard's backpack.

Nikki quickly leaped and grabbed the thick tome before it hit the ground. The book was titled *Ancient Wizards Spellbook* and underneath: *Must be fully trained and licensed to use.* And in very small print at the bottom: *May result in danger and death.*

Just what they hoped for! The three hung a sharp left, rushed up a staircase and stood on a high balcony with power in hand and *PANDEMONIUM* awaiting!

SCREEN DISPLAYS



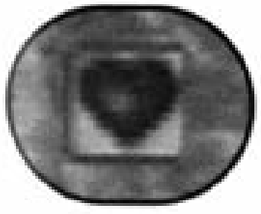
HEARTS

Hearts display your hit tolerance. Each Heart is 1 hit point, and Hearts disappear as you take what the monsters dish out.

Restore hit points by collecting Heart pick-ups. Lose all your Hearts, and you will lose one Life.



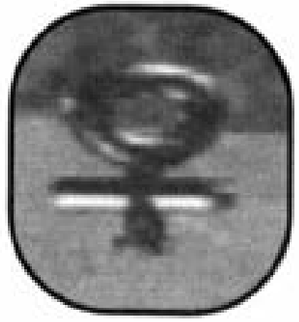
Hearts restore 1 hit point each.



Gold-Rimmed Hearts add Heart positions. You can have up to 8 Hearts (hit points) at the top of the screen.

LIVES (ANKHS)

Lives show the number of chances you have to conquer the level. Lose one Life, and you must replay part or all of the level (depending on whether or not you passed a Checkpoint). Lose all your Lives, and the game is over.



Collect **Ankh** pick-ups to add Lives and increase your chances of winning.

COINS

Collect 300 Coins to gain an extra Life.



Green Coins are valued at 1.
Red Coins add 5 to the number.
Purple Coins are worth 25.

Double Treasure Timer doubles the value of any Coins you collect in the next 10 seconds.



COIN BONUS

Picking up all (or almost all) of the Coins in a level earns you entry into one of the Bonus Rounds!

- Collect 80% of the Coins and find out how fast you are!
- Collect 95% of the Coins and get ready to bounce, flip and tilt!
- Secret Areas - Explore levels to find special doors and hidden chutes that take you to areas packed with hidden surprises!

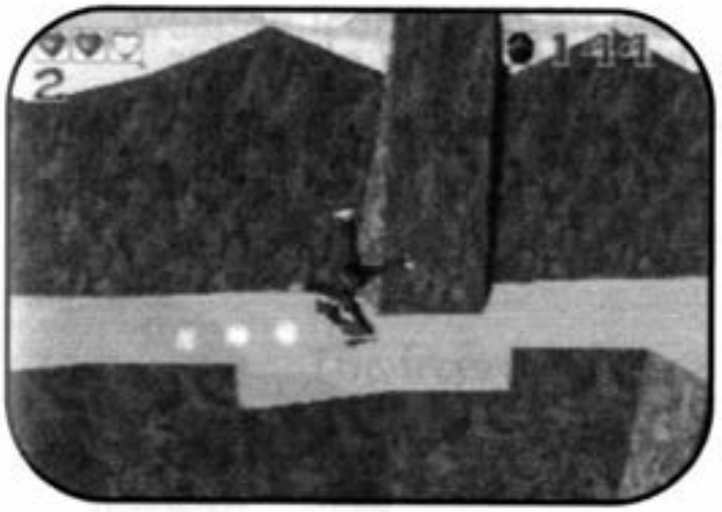
SPECIAL MOVES



BOUNCE

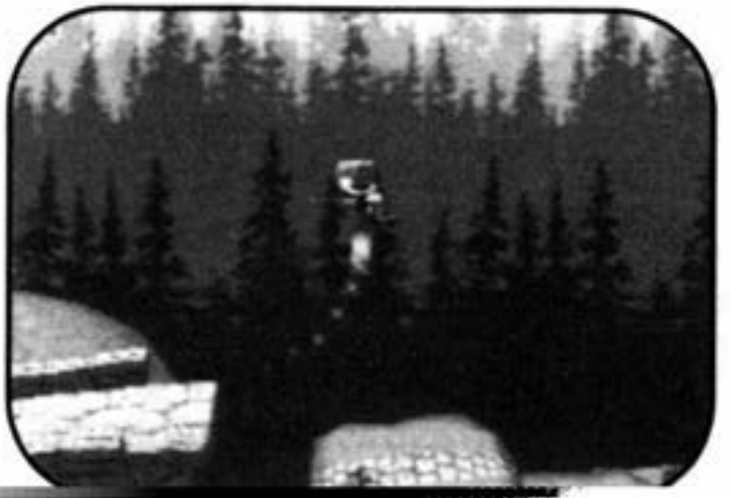
When jumping, use the **Directional buttons** to aim your character's landing. Make a direct hit on enemies and splat them into goo.

Hint: Hold down the X button while bouncing on enemies and trampoline objects to "grab some air" and reach higher areas.



FARGUS' TUMBLE

As Fargus, press ● button to tumble, mowing down enemies without taking damage. Use the **Directional buttons** to tumble to the left and right.



NIKKI'S DOUBLE JUMP

As Nikki, tap the jump button once to jump, then tap the button again when you are at the top of your jump to peform an acrobatic

SHAPECHANGING

Run through special gates and you could find yourself magically changed!



DRAGON!

You're the "air apparent." Press the **Directional button** UP to fly and DOWN to dive. NOTE: Dragon is an expert at breaching fire.



RHINO!

Charge through enemies and obstacles, wreaking wreckage without taking hits. You've gotta be running to avoid damage; a rhino standing still is a sitting duck.



FROG!

Jump super high as an agile amphibian.

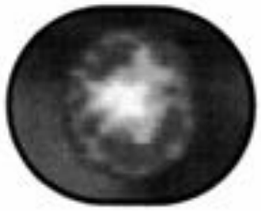


TURTLE!

Press the **Directional button** DOWN and it's "no trespassing" while you're holed up in your shell and invulnerable.

WEAPONS & POWER-UPS

Special pick-ups arm you with firepower, great for destroying monsters before they reach you. Weapons last until you pick up another one or take a hit.



The **fireball** packs a pyrotechnic wallop. The weapon icon disappears once you pick it up.



The **phoenix fireball** regenerates itself. Its effect is the same as the fireball's, but if you lose the power, you can return and collect the weapon icon again an unlimited number of times.

The **shrink ray** temporarily reduces monsters to pipsqueaks so you can squash 'em. Better be fast – they grow back!





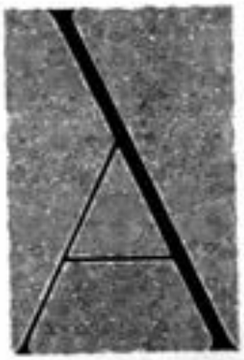
The **freeze ray** paralyzes enemies, turning them into easy targets. When they thaw out, watch out!



Keys open the way to locked or closed-off areas. Sometimes you'll see the effect immediately; other times you'll have to find it.



The **shield** makes you impervious to damage. Your character becomes anodized mercury while the power lasts (10 seconds).



PPRENTICE WIZARDS

Lead Programmer	Ken Ford
Lead Programmer	Fred Ford
Lead Designer	Paul Reiche III
Lead Artist	Steve Kongsle
Producer	Mark Wallace
Designer	Zak Krefting
Assistant Producer	Caroline Esmurdoc
Level Designers	Richard D'Aliosio, Chris Sholtz, Reuben Simonson, Tom Treuscher, Gerald Vera
Artists	Suzanne Dougherty, Arnold Ayala, Fred Ruff, Leon Cannon, Gary Ellington, Maj Cole, Sean Murphy, Scott Werner
Additional Artists	Mira Ross, Laura Grieve, Steve Suhy, Terry Falls, Simon Knights, Tenaya Sims, Andy Mitchell, Tim Wright
Music	Burke Trieschmann
Sound FX	Mark Miller, Burke Trieschmann, Paul Reiche III
Stunt Programmer	Sean Vikoren
Marketing	Katie Bolich, Scott Steinberg, Chip Blundell
Starring as Fargus & Sid	Greg Proops
Starring as Nikki	Helen Keaney
Wishing Engine & Yungo	Martin Ganapoler
Writing:	Paul Jenkins, Ken Daly, Ed Crasnick, Paul Reiche III

Storyline Animation:	Animation Sequence	Windlight Studios
	3D Character Models:	WakiMudi
	Sound Effects:	Poolside Studios
	Voice Recording Technician:	Greg Chapman
	Voice-Overs Directed by:	Gordon Hunt
	Music:	Burke Trieschmann
AV:	Mark Miller, Katy Weathers	
Test Manager:	Alex Ness	
Lead Tester:	Jeremy Bredow	
Assistant Lead Testers:	Michael Brown, Bret Robbins	
Co-Lead Testers:	Ron Allen, Kevin Kwan	
Test:	Dave Benkoski, Sako Bezdjian, Anthony Borba, Attilio Brandi, Chris Bruno, Shun Chang, Casey James Craig, Scott Chrisostomo, Joe Damon, Jim Delgrosso, Mitch Giampaoli, Doug Leslie, Billy King, Richard Krinock, Samson Maciel, Scott Matt, Dan Miley, Billy Mitchell, Eddie Ramirez, Jim Reuter, Sheatiel Sarao, Jason Sinclair, Dean Sitton, Randy Smaha, Samuel Villanueva, Pat Walsh, Jeff Wilkinson, John Yanik, Matthew Young	
Manual:	Carol Ann Hanshaw	
Special Thanks:	Madeline Canepa, Jeff Hall, Richard Lemarchand, Ben Szymkowiak	