



THE  
*Pandora*  
DIRECTIVE

USER'S GUIDE

## AN IMPORTANT NOTE TO USERS!

In response to feedback from people who played *Under a Killing Moon*, we have added many new features to *The Pandora Directive*. First of all, there is **50 percent more gameplay**. Second, there are **two levels of play** (see page 14). Third, there are **three narrative paths** through the story, leading to **seven combined endings** (see page 20). What you get is vastly increased replayability, variety and a lot more fun.

With these additions, at almost **four gigabytes**, *The Pandora Directive* barely fits onto six CDs. We have organized the data on the CDs as efficiently as possible, but disc swapping is inevitable (unless you're lucky enough to have a disc changer). We have included, however, another new feature that will help to ease this inconvenience.

Whenever you click the Travel button and bring up the Travel Maps (see page 10), all the locations stored on the *current* CD will be indicated by a *flashing red diamond*. Visiting any location not marked with a red diamond will require a disc swap.

We encourage players to explore the locations available on the current disc before initiating a disc swap, since, whenever possible, we have tried to keep long sections of gameplay together on the CDs.

Thanks for playing!

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## STEP 1: INSTALLING/STARTING

**IMPORTANT!** This program will run only under Windows 95 or MS-DOS. It *will not run* under any version of OS/2, Windows NT, or versions of Windows *prior to Windows 95*.

### To Install in WINDOWS 95:

1. Insert CD #1 into the CD-ROM drive.
2. If Windows 95 is set up to use the AutoRun feature, instructions will appear onscreen. If instructions do not automatically appear, click the Start button, then Run, then type D:SETUP and press [ENTER] (If D: is the drive letter of your CD-ROM).
3. Follow the instructions.

### To Install in DOS:

1. Insert CD #1 into the CD-ROM drive.
2. Type D:INSTALL and press [ENTER] (If D: is the drive letter of your CD-ROM).
3. Follow the instructions.

### To Start in WINDOWS 95:

1. Verify that one of the Pandora Directive CDs is in the CD-ROM drive.
2. Click the Start button, then click Programs.
3. In the Pandora program group, click The Pandora Directive icon.

### To Start in DOS:

1. Verify that one of the Pandora Directive CDs is in the CD-ROM drive.
2. At the C: prompt, type CD \PANDORA and press [ENTER].
3. Type PANDORA and press [ENTER].

## STEP 2: THE SETUP

### SETTING THE SOUND DEVICES

The first time you start the game after installing, you will be taken to the Set Sound Device screen. There are *two* types of sound used in the program: Digital (sound effects and dialogue) and MIDI (background music). Follow the instructions and the program will automatically detect your sound card(s).

**Note:** You can (and may need to) set the sound device(s) manually. If your sound card is listed, click on it, then enter the correct Base I/O Address, Interrupt, and DMA. The proper settings can be found with your sound card's documentation.

**Important!:** If you have a Sound Blaster- compatible card, and the Sound Test is unsuccessful, try selecting the "No Verify" version of your cards (located at the bottom of the Sound Devices list). The "No Verify" version will often work when the standard drivers do not.

### VIDEO CONFIGURATION

After setting the sound devices, you will be taken to the Video Configuration Screen, where the program will test the speed of your video card. We recommend a video card with a minimum 8000k per second transfer rate.

### SETTING THE GAMMA

Next, adjust the Gamma setting by following the onscreen instructions. This should be done to display the graphics at optimum quality.

**Note:** The first time you start The Pandora Directive after installing the program, you will be taken automatically to a series of "set up" screens (see next page).



These will help you set up your sound card(s), adjust the video settings, etc. Once this process is complete, starting up thereafter will take you directly into the program.

### **SETTING PERSONAL OPTIONS**

There are many personal options you can customize, such as screen size, resolution quality, mouse sensitivity, captioning, etc.

#### **To Customize Personal Options:**

1. After you have started a game, click the Auxiliary Panel button on the main console screen, then click the Config button.
2. On the Configuration screen, click Preferences.
3. For information on personal options, click the Help button at the bottom of the screen.

### **CAPTIONING**

A “captioning” option is included in the program. This feature allows you to have subtitles displayed at the bottom of the screen whenever there is conversation. To turn the captioning on or off, press the X key.

**IMPORTANT!** There is a README file included with this program. It contains details related to installation and setup, and answers to frequently-asked questions. It also provides information about specific video and sound cards and explains how to configure them for optimal performance.

#### **To open the README file in WINDOWS 95:**

1. Click the README icon in the Pandora group.

#### **To open the README file in DOS:**

1. Go to C:\PANDORA and type README.

## **STEP 3: A NEW GAME**

When you have completed the installation and set the sound device and video, you will find yourself at the main console screen with the Auxiliary Panel open. Follow the steps below to start a new game.

#### **To Start a New Game:**

1. In the Auxiliary Panel, click the New Game button.
2. In the next screen (“Ready to Start a New Game”), type your name into the Player Name box, then click OK.
3. The “Play Level Selection” screen appears. Read the description of the two levels (see page 14 for more information).
4. Choose either Entertainment or Game Players, then click OK.

**Note:** You can start any number of new games, either under the same “player name” or under different player names.

### **USING THE TUTORIAL**

STEP 4: STARTING PLAY (next four pages) is a walk-through, which will help you get started playing. There is also a tutorial in the Help System, which provides an audio-visual tour through the interface for the game. Just press F1 or click the ? button at the bottom of the main console screen. We *strongly* recommend that first-time users run this tutorial before playing.

## STEP 4: STARTING PLAY

When you begin a new game, an Introductory Sequence will play. This “movie scene” will introduce you to Tex, Chelsea, Louie, Rook, and Gordon Fitzpatrick, Tex’s mysterious client. When the scene ends, the “Day One” sequence will run, then you’ll find yourself in Tex’s bedroom.

### MOVEMENT MODE

Once the room has loaded, press the spacebar. The text in the box below the Action window will switch from Interactive Mode to Movement Mode. Then...

In Order To:	Do This:
Move forward/back	Move the mouse forward/backward
Turn left/right	Move the mouse L/R
Stop	Click the right mouse button
Stop & switch modes	Press spacebar
Slide left/right	Hold down the left mouse button, slide L/R
Tilt view up/down	Press up/down arrow
Raise/lower height	Press left shift/ctrl
Run (move faster)	Press R while moving

**Note:** The middle mouse button on a properly-configured 3-button mouse will do the same thing as pressing the spacebar.

**Tip:** Do not “rev” the mouse to move faster. To “run,” press the R key while moving.

### INTERACTIVE MODE

In INTERACTIVE MODE, you “interact” with people and objects. You can LOOK, GET, MOVE, OPEN, TALK and turn ON/OFF. Follow the instructions below to become familiar with INTERACTIVE MODE.

1. The game starts in Tex’s bedroom. Once the room loads, you’re in Interactive Mode. Move the mouse cursor onto the door by the zebra (the LOOK function will be highlighted). Click the left mouse button to hear Tex describe where the door leads.
2. Move the cursor back onto the door (the OPEN function will now be highlighted). Click the left mouse button to open the door.
3. Press the spacebar (this will switch you to Movement Mode) and walk to the door.
4. You are now in Tex’s office. Turn toward the left and walk to table behind the desk.
5. Press the up or down arrow to tilt the view down, then press the spacebar.
6. Move the cursor over the red jackknife (to highlight the LOOK function). Click the left mouse button to “look”.
7. Move the cursor back over the jackknife (to highlight the GET function). Click the left mouse button to pick up the jackknife.
8. To examine the jackknife, click the Inventory button (see page 12 for more information).

**Note:** All the functions (Look, Get, Move, Open, Talk, On/Off) work this same way.

**Tip:** If an object has more than one function (i.e. LOOK and GET), click the right mouse button to switch functions.

## TRAVEL MODE

There are two different ways to get around in the game: on foot, or by using “travel mode”.

### To Travel ON FOOT:

1. Press the spacebar (switch to movement mode) and walk around.
2. When you reach a door, open it and walk through it.

### To use TRAVEL MODE:

1. Click the Travel button on the right side of the main console screen.
2. In the top left corner of the Travel screen, there are three buttons. Click the North America button. The only location currently displayed on the *North America* travel map is San Francisco. Click the San Francisco button.
3. On the *San Francisco* travel map, the only location currently displayed is Chandler Avenue (where Tex lives). Click the Chandler Avenue button.
4. This will take you to the *Chandler Avenue* travel map. Click the Ritz hotel button.
5. Three “sub-locations” appear in the box to the left of the map (Tex’s office, bedroom, computer room). Click one of these, then the Travel To button in order to go there.

**Note:** Once you go to or find out about a new location, it will appear on these travel maps.

**Tip:** Locations marked with red diamonds on the Travel screen indicate available locations on the CD *currently being used*. Traveling to locations not marked with red diamonds (this is sometimes necessary) will require a disc swap.

## CONVERSATION MODE

There are many interactive conversations in *The Pandora Directive*. To become familiar with CONVERSATION MODE, follow the steps below.

1. Exit Tex’s office through the door in the vestibule. Once outside, Tex will decide to stop by the newsstand and talk to Chelsee.
2. After Chelsee says: “Hi, Tex,” three *Response Attitudes* will appear in the boxes in the lower right corner of the screen. Click one of these boxes and Tex will respond accordingly.

**Note:** The conversation with Chelsee will start automatically *only* on the Entertainment level. On the Game Players’ level, exit the office and walk down the fire escape to the street. Walk to the newsstand, press the spacebar, move the cursor over Chelsee, click the *right* mouse button (to highlight the TALK function), then the *left* mouse button to start the conversation.

## ASK ABOUTS

Most interactive conversations will lead eventually to the “Ask Abouts”. Instead of selecting *Response Attitudes*, you can ask the character about various people and things.

1. Click the Ask About box in the lower right corner of the screen.
2. The Ask About list will appear in the box in the upper right corner. Click on any *Ask About* topic. The character will respond as if you’d said: “Tell me about \_\_\_\_\_.”



## STEP 5: INVENTORY

The objects you collect throughout the game may be *examined*, *combined* with other objects (i.e. a match and fuse), *used*, or *offered* to someone during a conversation.

### To EXAMINE an Inventory Object:

1. Click the Inventory button.
2. In the Inventory list (upper right corner), click the object you want to examine.
3. Click the Examine button.

### To COMBINE Inventory Objects:

1. Click the Inventory button.
2. Click the Combine button.
3. In the Action Window, left click on one of the Inventory objects, then left click on the other object.

### To USE an Inventory Object:

1. Click the Inventory button.
2. In the Inventory list (upper right corner), click on the object you want to use.
3. Click the Use button.
4. In the Action Window, click on the thing you want to use the object on.

### To OFFER an Inventory Object:

1. When (and if) the Offer from Inventory box appears in the lower right corner during a Conversation, click on it.
2. In the Inventory list (upper right corner), click the object you want to offer.
3. Click the Offer from Inventory box again.

**Tip:** For instructions on assembling “jigsaw”-type puzzles in Inventory, refer to page 19.

## STEP 6: SAVING, RESUMING & EXITING

As always, we recommend that you save your game frequently. This is an easy, painless process, which is packed full of great features.

### To Save a Game:

1. Click the Save button (either in the Auxiliary Panel or on the Travel screen).
2. Click the Increment File and Save button.
3. In the box that appears, type in a brief description of what you have done.
4. When you are finished, click OK.

### To Resume a Saved Game:

1. Click the Resume button (either in the Auxiliary Panel or on the Travel screen).
2. Click your Player Name.
3. Click the saved game you want to resume. (Click and hold down the buttons to the left of the saved games to read any info you entered.)
4. Highlight a saved game, then click Resume.

### To Exit the Program:

1. Click the Exit button (either in the Auxiliary Panel or on the Travel screen).

## HINTS & POINTS

### THE HINT SYSTEM

A complete hint system is available to anyone playing the game on the *Entertainment Level*. This choice is made when starting a New Game (see page 7). The *Entertainment vs. Game Players* section below offers a detailed explanation of the two levels of play.

#### To use the Hint System:

1. Click the Hint button on the main console screen, then follow the instructions on screen.

### ENTERTAINMENT VS. GAME PLAYERS

These two levels of play have been designed to accommodate all types of players.

The *Entertainment* level is as challenging as you want it to be. You don't need to use the hint system, but it's there if you want it. There are many mind-bending puzzles, which you can choose to solve, or skip over and move on in the story.

The *Game Players* level is for players who like a challenge. First of all, hints are not available. Puzzles cannot be skipped. There are alternate (usually more difficult) solutions to some of the puzzles. In exchange for the added difficulty, however, playing on this level offers extra locations, puzzles, and points.

### THE POINT SYSTEM

A point system is included for players who enjoy keeping track of their progress and want to do everything there is to do in the program.

- On the *Entertainment* level, there are 1500 possible points.
- On the *Game Players* level, there are 4000 possible points.

### BONUS POINTS

For those on the *Game Players* level, there are many ways to earn bonus points.

- There are more puzzles (and locations!), not found on the *Entertainment* level.
- There are rewards for finding and doing dozens of things not essential to completing the game.
- Players can earn bonus points for solving certain puzzles within a time limit or set number of moves. A timer or counter will appear onscreen with these puzzles.

**Attention!:** Players who start on the *Game Players* level are allowed (at any time) to switch to the *Entertainment* level. This can be done by asking for a hint, then overriding the warning message that appears. Be aware, however, that this is a one-way street. Once you are on the *Entertainment* level, you cannot switch back to the *Game Players* level.

**Note:** All points earned on the *Game Players* level will carry over if and when you switch to the *Entertainment* level.



## THE STORY

Tex Murphy, P.I. first appeared on the scene in *Mean Streets*, released in 1989. Then came *Martian Memorandum*, and finally, *Under a Killing Moon*. For those who have known Tex all these years, we hope you enjoy this latest, and by far the greatest, adventure.

If *The Pandora Directive* is your first foray into a Tex Murphy adventure, this section will help familiarize you with the setting and characters.

### What is the setting of the story?

*The Pandora Directive* takes place in April 2043, in San Francisco. World War III, which lasted for several hours one generation ago, left much of the city (and most of the planet) in radioactive ruins. It also added two new checkboxes to the census forms: Mutant and Norm.

And now, as a result of the fallout and the eroding ozone layer, the government has enacted the “time reversal,” switching the nine o’clock start of business hours from a.m. to p.m.

### Who is Tex Murphy?

Tex Murphy is an old-school PI, who tries to pattern his life after the classic detectives. He’s divorced, perpetually low on resources (cash), and rapidly approaching the big 4-O. He lives in a run-down “mutant” section of town in a seedy dive ironically named the Ritz Hotel.

### Where am I when I start playing?

When you begin to play, you’ll be in Tex’s bedroom in his apartment/office on the third floor of the Ritz Hotel. There are three connected rooms in the apartment: The bedroom, the office, and a computer room. You may want to spend a few minutes looking around the apartment before venturing outside.

When you are ready to leave, there are two ways to exit the apartment. One is through the vestibule in the office. That door opens onto a fire escape, which leads down to Chandler Avenue. The other exit is in the bedroom and leads to a hallway. You can then go down two flights of stairs and reach the Ritz lobby.

### How should I get started?

If you choose to play on the *Entertainment* level (see page 14), when you leave Tex’s office, you’ll go straight to a conversation with Chelsea. When you finish talking to Chelsea, you’ll cross the street (back to the Ritz) and enter the hotel lobby. Here, you’ll talk to Nilo, the landlord, about your delinquent rent payments. After you’ve settled your debt with Nilo, ask him about the newspaper photo of Malloy.

If you choose the *Game Players* level, start by visiting all the people who work and/or live on Chandler Avenue. Tex already knows most of these people, but there are others he hasn’t met yet. Get acquainted with these people and find out if they know anything related to your case.

## GAMING TIPS

- Pick up everything you can. Even if the object isn't used in a puzzle, it will still be worth points.
- Examine every object you find (see pg. 12). Often, other objects are contained within.
- Many of the puzzles in the game don't have to be accomplished in a set order. There are, however, some "plot branches" that cannot be completed until another puzzle is solved. If you reach a "sticking point," go back to one of the other plot branches.
- If you seem to be out of things to do, return to Tex's office and check the vid-phone and fax machine for messages.
- Save your game often and add comments describing what you've done. This will help you keep track of where you are in the story.
- Whenever new "ask abouts" appear on your Ask About list (see page 11), be sure to run these by all the relevant characters.

**Note:** To minimize the disc swapping this process requires, read the section below.

### DISC SWAPPING

The tips below will help minimize swapping.

When you want to "make the rounds" and run information by all the characters, keep in mind that *Louie*, *Rook* and *Nilo* are on DISC 2. *Clint*, *Mac*, *Crazy Gary*, *Zack*, *Gus Leach* and *Emily* are all on DISC 3.

- Each time you use the vid-phone in Tex's office, you will need to swap discs. *All vid-phone conversations are located on DISC 5.*
- The data stored on the CDs is *not* sequential. The Introduction does not take up all of Disc #1. Later on, you will need to switch back to Disc #1. This storage method was necessary to fit all the data onto the 6 CDs.
- Whenever you click the Travel button (see page 10), all the locations stored on the current CD will be indicated by a red diamond. This means that those locations (and characters) can be traveled to without having to swap discs. Visiting any location not marked with a red diamond will require a disc swap.

### ASSEMBLY ("JIGSAW") PUZZLES

There are several "jigsaw"-type puzzles in the game (i.e. putting together a torn-up note).

#### To ASSEMBLE a "Jigsaw" Puzzle:

1. Click the Inventory button.
2. In the Inventory list (upper right corner), click the object you want to assemble.
3. Click the Examine button.
4. Move the cursor over a piece of the object, press and hold down the left mouse button, then slide the mouse to move the piece.
5. **To rotate a piece:** Move the cursor over the piece, press and hold down the left mouse button, then press the left or right arrow key (on the keyboard).

## 3 PATHS/7 ENDINGS

In *The Pandora Directive*, there are three different “narrative paths” and your decisions will determine what type of character Tex Murphy turns out to be:

### **Mission Street**

If you treat people kindly, make thoughtful choices, and don't compromise your integrity, Tex may end up a hero and find true romance.

### **Boulevard of Broken Dreams**

If you treat people rudely, make selfish choices, and act amorally and apathetically, Tex may become a hard-boiled PI, burning his bridges and committed only to copping the big score.

### **Lombard Street**

You may choose to keep Tex neutral, not a bad guy, but not squeaky clean either. It's totally up to you.

As a result of your decisions, the story may turn out in any of seven different ways. In each, Tex's role in the resolution can be positive, negative, or irrelevant.

## **REPLAYABILITY**

We have spent a great deal of time creating a story and game that would provide many hours of enjoyment. By creating an interactive game with three paths and seven endings, we hope to offer users a level of replayability never before seen in an interactive movie.

## TROUBLESHOOTING

### **PROBLEM 1: The program won't install.**

If the installation instructions on page 4 don't work, there is a backup installation program.

- In **Windows 95**, click Start, then Run, then type D:INSTALL2 (if D: is the drive letter for your CD-ROM), then press [ENTER].
- In **DOS**, type D:INSTALL2, press [ENTER], then follow the instructions.

### **PROBLEM 2: When I walk around, the movement is slow and/or jerky.**

This is usually due to a slow computer and/or video card. You can buy new hardware, or:

- Reduce the size of the Action window (press the 1-9 number keys—1 is smallest size)
- Change the rendering quality (press F2, F3 or F4--F4 is the lowest quality)
- Adjust the mouse speed (press F10, F11 or F12—F10 is the slowest setting)
- Check the TUTORIAL for tips on moving (click the ? button under the Action window)

### **PROBLEM 3: The program says I don't have enough memory. OR The graphics are blocky.**

These problems are both caused by insufficient *available* memory (RAM). The easiest fix for this is to use a boot disk. We have included a utility that makes it simple for you to create a boot disk:

1. Insert a blank, formatted disk into Drive A:.
2. Go to DOS and type CD \PANDORA, press [ENTER], then type AUTOBOOT, press [enter]. The program will walk you through the process.
3. With the finished boot disk in Drive A:, restart the computer. You will end up at the C: prompt.
4. Type CD \PANDORA, press [ENTER], then type PANDORA and press [ENTER] to start the game.
5. When you finish playing the game, remove the boot disk and restart the computer. Doing this will restore your computer's normal setup.



**PROBLEM 4: The game locks up in Windows 95.**

We have done our best to make the program run smoothly under Windows 95. If you're experiencing random lock-ups, try the following:

- Install and run the program from DOS.
- Check the README file (click Start, Programs, Pandora Directive, Readme).

**PROBLEM 5: I can't get the sound to work right.**

- Verify that your speakers are plugged in and turned on with the volume up.
  - Click the Auxiliary Panel button, then the Config button. Click the Sound tab and make sure the Digital and MIDI devices are checked ON.
  - Verify that the sound card is working properly *outside* the program. If it isn't, check the sound card's documentation or call the manufacturer.
  - Autodetect your card (follow the steps below):
1. Click the Auxiliary Panel button, then the Config button, the Sound tab, then Set Sound Devices.
  2. Click on Auto Detect. If it finds a card, go to Step 3. If not, find out which sound card is installed. If the computer locks up, reboot and repeat this step. The program keeps track of the lockups and will try a different test each time.
  3. Once Auto Detect has found a card, click Accept.
  4. Click on Sound Test. If you hear a voice, go to Step 6. If not, click Auto Detect, then Continue Searching. If another card is detected, repeat Steps 3 & 4. If not, go on to Step 5.
  5. If Auto Detect finds a card, but you don't hear a voice, it may mean that the I/O address, Interrupt (IRQ), or DMA channel is not set correctly. Refer to your sound card's documentation and manually enter the settings. If you get stuck here, refer to Technical Support (page 23).
  6. If Step 4 was successful, click Continue until you reach the MIDI Music Device screen, then click Sound Test. If you hear music, click OK. If not, try a different I/O Port setting.

**QUICK REFERENCE****IN MOVEMENT MODE**

do this:	To do this:
Push/pull the mouse	Move forward/back
Move the mouse l/r	Turn left/right
Click right mouse button	Stop
Press spacebar	Stop & switch modes
Press up/down arrow	Tilt view up/down
Press left shift/ctrl	Raise/lower height
Press E	Return to eye level
Press R while moving	Run (move faster)
Hold down left mouse button, slide l/r	Slide left/right

**VIEW KEYS (while in Movement Mode)**

Press & Hold:	To:
A	Look LEFT 30 degrees
S	Look RIGHT 30 degrees
Z	Look BEHIND
Q	Look LEFT 90 degrees
W	Look RIGHT 90 degrees
D	Look DOWN 30 degrees
F	Look UP 30 degrees

- *Double-click the left mouse button* to match the walking direction to the view.

**HOT KEYS**

Press:	For:
F1 or ?	HELP
F2, F3, F4	High-, Med-, Low-Res Graphics
F10, F11, F12	Slow, Med, Fast Walking Speed
Any Key	BYPASS a scene
P	PAUSE a scene
X	Turn Captioning on/off
N	Hint Screen
V	Travel Screen
I	Inventory
=	Combine (in Inventory)
E	Examine (in Inventory)
1-0 Keys	Window Sizing
L, G, M, O, T, F	Look, Get, Move, Open, Talk, On/Off