



THE FOURTH DIMENSION



Demon's Lair



**PLAYER'S
MANUAL**



By Kevin Martin

How To Load "Demon's Lair"

Insert Disc 1 into drive 0. Double click on the *DemonLair* application through the desktop, and insert Disc 2 when prompted. An icon of Bob should appear on the icon bar. Click on this to start the game.

Hard disc users use the install icon and follow the on-screen instructions.

How To Play "Demon's Lair":

In this game, you play the part of Bob, the reluctant hero, who had the misfortune of picking the short straw. The game starts with Bob being transported to the Demon's land, through a magic door. You must seek out the Demon and find a way of destroying him, before returning home.

Movement:

The three main keys are the rotate keys, **Z** and **X** and the run forward key, **Alt**. These will allow you to run around and explore a large part of the game.

Fortunately, Bob is not completely defenceless. He has quite a mean Karate kick, good enough to dispel even the most stubborn ghost. To perform this action, you must jump by pressing **<Return>** and then pressing the **right shift** key immediately afterwards. This may take a bit of practice.

Bob can also climb up and down ladders. When Bob is on a ladder, the rotate keys make him swing round the ladder. To get off the ladder, press either move sideways (**A** or **S**) or step backwards (**left shift**).

Carrying Objects:

Bob can carry two objects. To pick up an object, stand with the



object in front of you, and press **P**. To drop an object, stand with a space in front of you and press **D**.

Press **U** to use the top object that you are carrying. For example using a shoe will cause Bob to wear it and using a scroll will make Bob to read it. To take off something that you are wearing, drop everything and press **U** until you have taken off the appropriate item. Again, practice will help.

Pressing **F** causes the two objects that you are carrying to change places (flip).

Key Summary:

Z	<i>Rotate Left</i>
X	<i>Rotate Right</i>
Alt	<i>Run forward</i>
Return	<i>Jump</i>
Return/Right Shift	<i>Karate kick</i>
'	<i>Climb up ladder/flick switch up</i>
/	<i>Climb down ladder/flick switch down</i>
A	<i>Step left</i>
S	<i>Step right</i>
Left Shift	<i>Step back</i>
P	<i>Pick up object</i>
D	<i>Drop object</i>
F	<i>Flip around the 2 objects being carried</i>
Delete	<i>Pause game (toggle)</i>
Escape	<i>Return to Desktop</i>



Menu Options:

When in the desktop, press the **middle mouse button** on the Bob icon. This will cause the game menu to appear. Moving onto the save arrow, will make the save box to appear. To save your position, type in an appropriate file name and drag the Bob data icon into into a directory window.

When you want to load your game, drag the Bob data icon onto the Bob icon on the icon bar (or double click on the saved icon).

Moving onto the sound arrow will cause the sound box to appear. Click on the arrows to adjust the volume.

Clicking on the Reset option in the menu will reset the game, and you will start back at the beginning of the game.

Clicking on Keys will open the key definition window.

Defining The Keys:

Open the key definition window and click on the key that you want to change. Then press the key that you want to change it to. Your key choices are saved when you save your position. Be careful not to use any keys more than once.

Hints:

From the magic door, head NW, you will reach a house. The key is hidden round the back. Inside is a map which should help you.

Keep an eye on the messages at the top of the screen. They might give you a slight hint.

Avoid moving into/out of rooms at an angle, go straight.

Save your position (to disc or RAM) very frequently.

Watch out for the red-herrings. Oh yes – and 'peekaboo'!!



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