

PAGANITZU

Story, Hints and Cheat Mode!

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IN CASE YOU DIDN'T KNOW

"Paganitzu" is an Aztec expression meaning "temple of the Gods". In *Paganitzu*, you'll guide Alabama Smith (Al) through an ancient Aztec pyramid, avoiding traps, solving puzzles, and collecting treasure. Along the way, Al will unwittingly release a trapped spirit, who's revenge will be to ravish the world. Can Al save the day?

While playing *Paganitzu*, try to explore all possibilities. Each room in the game is designed so that, once you know how to beat it, you can do it over and over again rather effortlessly. *Paganitzu* is not a tough game, but it is designed to be frustrating until you figure out how to solve each new puzzle. Try to solve each room without cheating, and you'll experience real satisfaction. Indiana Jones never had it so tough!

COMMAND LINE OPTIONS

Paganitzu will automatically configure itself for EGA/VGA or CGA mode, depending on your graphics card. It will also automatically start with sound toggled on. You may override these settings by using the following command line options:

- E Force EGA/VGA (16 color) mode
- C Force CGA (4 color) mode
- S Sound on (default)
- Q Sound off, or quiet mode
- K Force keyboard mode
- J Force joystick mode

For example, typing "PAGA1 -C -Q" loads part one of *Paganitzu* in CGA mode, with sound turned off.

WHAT'S THE POINT?

- ★ *Paganitzu - Part One*: Key-10 pts., diamond-50 pts., killing a spider-100 pts., completing a room-1000 pts. plus remaining bonus, completing game-15000 pts.
- ★ *Paganitzu - Part Two*: Key-10 pts., amulet-20 pts., emerald-50 pts., golden mask-extra life, room-1000 pts. plus bonus, game-15000 pts.
- ★ *Paganitzu - Part Three*: Gemstone-30 pts., room-1000 pts. plus bonus, game-15000 pts.
- ★ Secret rooms can be found in all three games, resulting in 500 bonus points each.
- ★ An extra life is awarded at 5000 pts., then every 10000 pts. thereafter.

CAN YOU TAKE A HINT?

Here's a list of general hints that will help you solve all three parts of the *Paganitzu* trilogy.

Paganitzu: Romancing the Rose (part one)

- ★ Collect all the keys in a room to exit through the door.
- ★ Al can dig through piles of dirt, but spiders cannot.
- ★ Sparkling diamonds are common in the pyramid, and can be collected for points.
- ★ Boulders are common in the pyramid, and can be moved around as long as they're not resting against another object, such as another boulder.
- ★ Al doesn't have time to take a swim, don't bother trying. But, Al can push boulders into water to clear a path.
- ★ Gargantuan arachnids patrol the rooms of the pyramid, looking for prey to eat. A spider's pattern is predictable. If a spider is restricted from movement, for example by a boulder, then the spider will suffocate and explode, its entrails becoming diamonds. A spider's explosion will clear away boulders, and horizontal and vertical sections of pipes, but not the elbow pipes.
- ★ Fire-spitting cobras are extremely dangerous. If you step in their line of sight, they will hypnotise you and spit a deadly fireball at you. To move past a snake, Al must go around an object, such as a diamond, or a boulder.
- ★ Spear traps were set up by the ancient Aztecs to stop intruders, but quick feet can help Al move out of the way. Once a spear trap is sprung, it will move until it hits an object, like a boulder. Then the boulder can be moved and the spear will not move any further--it is safe.
- ★ False walls are prevalent, and can lead to secret rooms and treasures. Al can only find a false wall by touching it.
- ★ Magical transporters will take Al to a new spot within the same room. They're usually invisible, and very rare.
- ★ Room 10 -- Use the boulder to block each spear. To reach the exit, cross while the spider is between Al and the snake.
- ★ Room 12 -- To get the four keys on the left, Al must carefully move the left and right boulder up one space, and the middle boulder left one space.
- ★ Room 16 -- Push a boulder into the leftmost slot in the moving wall. The walls will all slide to one side.
- ★ Room 17 -- In this dark room you should move Al through the zig-zag passage downward. A light will be found below.
- ★ Room 19 -- After splitting the red "C", move the top left boulder up 4 spaces, right 1, down 3 and right 1. This will keep the spears from blocking Al's exit route.

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Paganitzu: The Silver Dagger (part two)

- ★ Lava is impassable, but is useful for vaporizing boulders.
- ★ Levers operate complicated machinery behind the walls of the pyramid. Most levers operate torches, but some activate traps. Al just pushes against a lever to operate it.
- ★ Amulets are magical bombs. After Al picks one up, press the spacebar or enter key to use it. When used, an amulet will be dropped where Al is standing, so he must move away quickly! Amulets will explode surrounding boulders, keys, and nearby amulets.
- ★ Flame salamanders, like the spiders of part one, walk along walls in a predictable fashion. A salamander is so big, though, they can get stuck in small passageways. Unlike spiders, they cannot be killed by trapping them.
- ★ Flame wraiths are undead guardians of the pyramid. Wraiths have minimal intelligence, and are able to throw nearby switches. They cannot be sent back to the dead.
- ★ Golden masks are worth an extra life for Al.
- ★ Room 2 -- This room has many false wall with keys.
- ★ Room 3 -- Pick up the two amulets, then set off one in each of the lower corners of the chamber. The other amulets will explode, and the chain reaction will clear away the boulders, allowing Al to escape.
- ★ Room 7 -- Arrange boulders so as to trap the salamanders.
- ★ Room 8 -- You must arrange the boulders so that when you release the wraith, it will walk through the flame and throw the lever for you.
- ★ Room 12 -- All Al can do here is run fast!
- ★ Room 16 -- Al must throw the levers in the correct order.
- ★ Room 19 -- Many hidden keys in false walls in here.

Paganitzu: Jewel of the Yucatan (part three)

- ★ Ugh! Now you see the pyramid for what it really is, a living entity with blood vessels and tissue.
- ★ In this part, Al needs to collect the gemstones in every room before the blue demons let him pass to the next room.
- ★ The purplish ooze in part three is the pyramid's blood.
- ★ Blue demons have many duties in the surreal world of the living pyramid. Many will assist Al, but most carry a colored bauble which signifies the demon's duty.
- ★ Gold bauble demons guard the exit, and will only allow Al passage when he's gathered all the gemstones.
- ★ Green bauble demons always have an arrow on them. Al cannot walk past the demon in the direction opposite the arrow.
- ★ Blue bauble demons will help Al change the direction indicated by a demon holding a green bauble. Al can grab the blue bauble and touch the green bauble, which rotates the indication direction by 90 degrees. Al can carry only one blue bauble at a time.
- ★ Red bauble demons can help Al walk through purple pools

of blood. Al can carry only one red bauble at a time.

- ★ The blocks can be pushed around like boulders, but not into the pyramid's blood pools.
- ★ Salamander skeletons roam the innards of the living pyramid. Keeping the pyramid clean of parasites, they push foreign objects away. Al, of course, is a foreign object!
- ★ Neurons are giant nerve cells that can shoot lightning fast electric bolts at Al, either vertically or horizontally. Al can use many things to block the neurons deadly bolts.
- ★ Room 2 -- Don't let the skeletons push Al into a neuron's line of fire.
- ★ Room 4 -- Some of these blue demons can be pushed around. If one or two are blocking your way, then push another up against it, and they'll disappear!
- ★ Room 5 -- This is a maze of demons holding directional green baubles. Remember, you can't move against an arrow, but you can move through the demon in the other three directions.
- ★ Room 6 -- Collect the three red baubles to forge through the purple blood, but collect only one bauble at a time.
- ★ Room 8 -- There's no way Al can make this room visible.
- ★ Room 19 -- Use the released skeleton as a shield between Al and the neurons.

DO YOU REALLY WANT TO CHEAT?

All three parts of *Paganitzu* use the same cheat codes. To bring up the cheat code entry screen, first go to the game menu from within the game by pressing the F1 key. After the menu has appeared, hold down the [Ctrl] key, the letter "A" and the letter "L", all simultaneously. (You may have noticed that our cheat code is Ctrl-AL, aren't we clever. ☺) Remember, you can only activate the cheat code entry screen from within the internal game menu.

A message will appear, asking for a three digit code. The possible three digit codes are shown below:

- ★ 325 -- Awards Al 99 lives!
- ★ 589 -- Lets you skip to the ending sequence.
- ★ 822 -- Doubles the point value of gems and keys.
- ★ 7xx -- Skips to room xx (use a leading zero for rooms 1 through 9. For example, to go to room 8, type "708".
- ★ For those doing a review of *Paganitzu* for a publication, another special cheat code is available--please call.

Registered players may call Apogee's hints line for questions regarding *Paganitzu*, at (214) 278-5655. Please be at your computer when calling for hints. Thanks for playing!