

WaxWorks

WaxWorks





WARNING – DANGER AHEAD

Still dazed from the strange and terrifying events of the past week, you pause at the cold, forbidding entrance to Uncle Boris' eerie stone mansion. Inside awaits the Waxworks. You really don't want to be here. You want to turn on your heel and flee this vile, revolting place, never to return.

But you can't. You must master your fears and go on. Remember that only you can free your possessed twin Alex from the dreaded curse of Ixona and save the world from the diabolical forces of evil he is preparing to unleash. You must face the horrors that await you in the Waxworks. And you must face them alone.

Lifting the curse of Ixona and saving Alex will not be easy. You'll need extraordinary skill and cunning to avoid the flesh-rending traps and solve the mind-perplexing puzzles that await you. You'll need heroic courage and superhuman strength to face the ruthless fiends that lurk within the bowels of the perilous Waxworks. Take heart. You'll have the benevolent spirit of Uncle Boris to guide you if you falter.

The forbidding doors slowly open with a low mournful wail. Your flesh crawls as the faint smell of the musty old wax museum pervades the air around you. You find yourself staring into the lifeless eyes of a huge, creepy apparition in a butler's suit. He escorts you through the halls leading to the exhibits. The corridors appear harmless but you still feel uneasy. Things are not as they appear.

There are four dangerous, challenging quests to master and survive before you can save Alex. You will journey to the mysterious land of the Pharaohs to explore the Great Pyramid and rescue a beautiful princess. You will have to tread the dark menacing streets of 1888 London to confront the murderous Jack the Ripper and foil his malevolent plot. You will also be required to descend into the treacherous iron mines to battle a huge mutant plant with an insatiable appetite for human flesh. And you must enter an unworldly graveyard to confront and vanquish the evil Necromancer and the rotting, mindless horde of zombies who do his bidding.

The time has come for you to enter the exhibits and face your destiny. Chances are you won't survive. You'll probably be horribly tortured and gruesomely mutilated, before this is over. You may even lose your life. We wish you luck. You will need it.

GETTING STARTED – MOUSE & KEYBOARD OPERATIONS

A mouse is used to examine, select, and manipulate objects while you are playing Waxworks. You can use it to move around the exhibits and make text selections. Although most mice come equipped with two or three buttons, the only button you will use in Waxworks is the left button. You press it when we ask you to "click." When we ask you to "drag" something somewhere, it means we want you to hold the mouse button down while moving something around. You let go of the mouse button when you have completed the action.

Sometimes, during the installation and while playing the game, you will need to use the keyboard. For example, the arrow keys can be used to move around the exhibits. When we ask you to "type" something, such as directory paths or position names, you use the keyboard.

Here are some other keys that cause things to happen in Waxworks.

- S key turns the sound off and on.
- M key turns the music off and on.



JUST THE BASICS

Your ultimate quest is to discover the secret of the Waxworks and lift the curse of Ixona that plagues your family. Try to ignore the gnawing fear in your gut, the feeling of impending disaster that threatens to overwhelm you. The ghastly exhibits inside hold the key to your fate.

You have to explore the intricate passages, alleys, and tunnels that make up the Waxworks. Be warned that once you enter an exhibit, the only way out is to solve the puzzle, win a terrible battle, or die a horrible death. When you complete an exhibit, you will be transported back into your Uncle Boris' wax museum, ready for your next adventure.

HOW DO I MOVE AROUND ?

It's time for you to take action. You can't lift the curse if you're just standing there.



Start by checking the directions you can go with the Direction Arrows. If you prefer to check direction with a compass, position the pointer over the Compass icon in the right corner of your screen and click. The Direction Arrows change to a Compass. Possible directions are highlighted. The top of the Direction Arrow display or the Compass represents the direction you are facing.

Use any of the following methods to move:

- Press the arrow key on your keyboard that corresponds to the direction you want to move;
- or move the pointer to the edge of the Exhibit Window toward the direction you want to move in. When the pointer changes to a direction pointer, click.
- or using the Direction Arrows or Compass, position the pointer on the direction you want to move in and click.

If you want to turn around to see what's coming or where you've been, click on the centre of the Direction Arrows or Compass. This turns you around 180 degrees without affecting your position. As you progress through an exhibit, you may find you can go up or down to other levels. At that point, the up or down arrow will light up.



Caution: It's not a good idea to stay in one place for too long. Beings hungry for your blood can come up from behind, stun and eventually slaughter you if you aren't paying attention. If you see stars, you better make a quick 180 degree turn and see who's beating on your head. Then you can pause and think about what all this means. For details see Interacting with the Inhabitants.

WHAT'S ALL THIS STUFF ?

Each exhibit contains lots of objects you can look at, pick up, and manipulate. Plaques, papers, and other objects may have something for you to read. You can use some objects, like swords and knives, to perform actions. An object may contain other objects.

Some objects have a hidden purpose, so you may have to examine things more than once and spend some time to thoroughly evaluate what they do. Even mutilated bodies may hold some secret, so don't be too squeamish about rifling their pockets.

To look at something, move the pointer over an object. A brief description appears in the Text Box. Click once and the Object Actions appear on the right side of your screen. Object Actions tell you what you can do with the object and allow you to examine objects in greater detail. You can EXAMINE the object by clicking on it again. Extra information is shown in the Display Box (Fig. 3).

Sometimes when you click on something, like a large object, corpse, or injured inhabitant, the Exhibit Screen shows a close-up of the item you clicked. You can tell it's a close-up because a large R appears in the right corner. When you are done examining and performing other actions within the object, position the pointer over the R (return) and click. The Exhibit Screen returns to normal view.

WHAT DO I DO WITH THE STUFF ?

You can take almost anything you can touch with your pointer, except large, heavy objects, things fixed in place, and decomposing corpses. Some of the stuff is useful, some is not. For instance, you might want to grab a weapon at your earliest opportunity, in case something hungry for fresh meat comes your way.

Some objects combine with other objects to form a third, more useful object. Other times, you may try to use one object on another object to see if anything interesting happens. The bottom line: objects are not always as they seem at first glance.

Tip: If you can't find what you need, you may have to combine items.

Before you can do something with an object, you must possess it. There are several ways to do this.

One way:

- Move the pointer over the Hand icon and click. The pointer changes to a hand.
- Move the hand over an object and click. The object is added to your inventory.

Another way:

- Move the pointer over an object and click,
- Move the pointer over the Hand icon and click. The object is added to your inventory.



Yet another way:

- Move the pointer over an object.
- While holding down the left mouse button, drag the object into the Display Box. The object is added to your inventory.

The Display Box shows objects you have taken and added to your inventory (Fig. 3). When you have more stuff than fits in the Display Box, use the arrows that appear on the right side of the Display Box to move the display up and down.

MAIN SCREEN

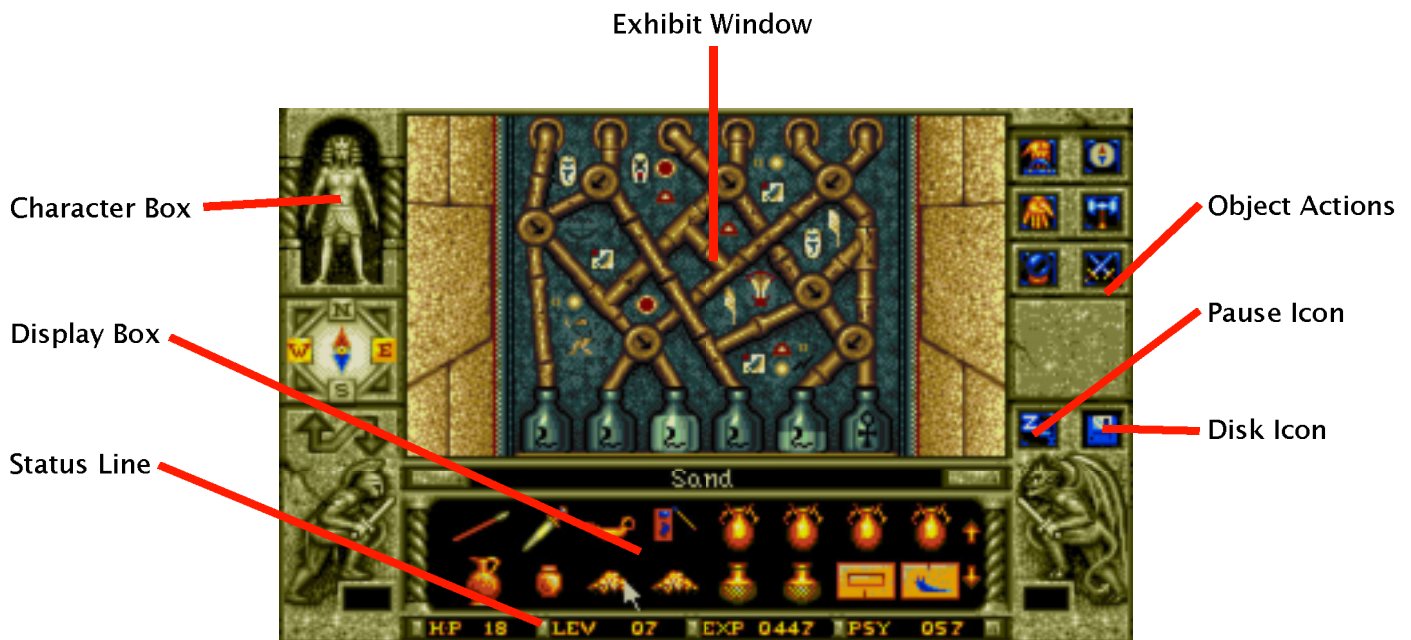


EXHIBIT WINDOW

This is where all the action takes place. Each time you move, the Exhibit Window shows your new location. Use it to watch for creepy inhabitants who might walk right up to you and start hacking away. Use it to find objects you'll need to solve the mysteries that await you. Use it to play Waxworks.

WHO AM I ?

When you step into an exhibit, you become an inhabitant of the exhibit, a character in the time period you have stepped into. The Character Box in the top left corner of your screen shows who you are.

WHERE AM I ?

That's a good question. When you're running around dark alleys and twisting corridors, things can get pretty confusing. You may want to take some extra time and create a map of each exhibit as you go along.



HOW AM I DOING ?

The Status Line across the bottom shows you the state of your current character. It shows the following four very important pieces of information:

HP Hit Points: Goes up with your level. Goes down when you are under attack from some nasty inhabitant. If HP reaches zero, you're dead and it's not a pretty sight. Uncle Boris may be able to help you increase your HP if you are injured, and have the items he needs.

LEV Level: Goes up as you gain experience; other powers increase allowing you to gain more HP and fight fiercer, scarier opponents.

EXP Experience: Goes up as you explore the exhibits, solve puzzles, and kill things. As EXP reaches a certain point, your level goes up.

PSY Psychic Energy: Reflects how much psychic energy you have to contact your Uncle Boris using the Crystal Ball. Decreases when you get hints, information about the game, or healing from Uncle Boris.

DISPLAY BOX

Shows critical information about exhibits, objects, and inhabitants you encounter during your quest (Fig. 3). It allows you to:

- Look at what you've collected
- Find out more about an object
- Receive messages about your progress
- Talk to the inhabitants

TEXT BOX

Displays a brief description of the object on which the pointer is positioned.





ACTIVITY ICONS

Activity icons let you manipulate objects in Waxworks. To animate a particular icon, move the pointer over it and click.

COMPASS ICON

To toggle between the Direction Arrow and Compass Indicator (located on the left side of the screen), move the pointer over the Compass icon and click.

HAND ICON

Picks up and moves objects. The pointer changes to a hand. Position the hand over an object and click. The object is added to your inventory.

CRYSTAL BALL ICON

Contacts Uncle Boris. Uncle Boris guides you on your journey by providing hints, information about your objective in each exhibit, and healing. Using the Crystal Ball will cost you Psychic Energy.

INVENTORY ICON

Returns the inventory display to the Display Box. Use after a message, when searching a large object, or any other activity which causes your inventory to disappear from the Display Box.

AXE ICON

Gets your weapon ready for use. Displays all weapons from your inventory that you can use to fight. See Fighting For Your Life for details.



SWORD ICON

Use the sword icon to engage in a fight. The pointer changes to a sword. See Fighting For Your Life for details.

OBJECT ACTIONS

Object Actions appear on the right side of the screen (Fig. 3). They display what you can do with an object. They appear when you move the pointer over an object and click. Some common Object Actions are EXAMINE, USE, OPEN, CLOSE, LOOK IN, and DROP. Move the pointer over the action you want and click.

Note: EXAMINE is automatically selected to save you time.

I NEED A BREAK (PAUSE)

At any time, you can take a break and think about the latest life-threatening problem you've encountered. Just move the pointer over the ZZZ icon and click. The game pauses. When you are ready to continue, click on CONTINUE or press any key.

You can leave the Waxworks at anytime. To do this, move the pointer over the Disk icon (Fig. 3) and click. Move the pointer over the Quit option and click. If you change your mind, click on any blank area within the Quit box or click on the word NO.

Note: Consider saving your position before you quit. Then, the next time you play Waxworks, you can start from where you left off.

THINGS LOOK GRIM (SAVE AND RESTORE)

Death can come swiftly and painfully in Waxworks. When you face a vicious foe, or have completed some complicated series of actions, you'll probably want to save your position.

- 1 Move the pointer over the Disk icon and click.
- 2 Move the pointer over the Save option and click.
- 3 Enter the name (up to eight characters) for the position you want to save. Pick a name that will later help you remember what the position represents. Press Enter to save the game.

Note: Any previously-saved positions appear on your screen. You can update a previously-saved position with your current position. To do this, move the pointer over the name of the previously saved.

After you have saved your position, you can return to it at any time.

To Restore a Previously Saved Game:

- 1 Move the pointer over the Disk icon and click.
- 2 Move the pointer over the Restore option and click.
- 3 Move the pointer over the position name you want to restore and click.

To return to the game without saving or restoring a position, move the pointer over the word EXIT and click.



Note: If you have more than 26 saved games, Waxworks will create a second page of saved games. To retrieve a game from the second page, position the pointer over the word MORE and click. Then, select the position to restore and click.

INTERACTING WITH THE INHABITANTS

You are going to encounter many strange inhabitants while you are wandering around the exhibits. When you see someone, you can:

- Fight them; the most common form of interaction in Waxworks
- Search them; for interesting objects, if they are dead
- Talk to them; ask questions to obtain useful bits of information

FIGHTING FOR YOUR LIFE

Trying to figure out when to fight and when to talk? If you're confronted by a monster or a guard, chances are your opponent won't want to talk. He may want to chop off your head, or cut out your heart, but it's unlikely he'll have chit-chat in mind. Which means you're going to have to fight – a lot.

Be on the lookout for effective weapons, such as axes, spears, and swords. You may even have to make do with an object like a shovel until you can find or make something better.

After you've picked up a weapon, you need to ready it for fighting. To do this, position the pointer over the Axe icon and click. All available weapons in your inventory appear in the Display Box. Position the pointer over the weapon you want to use and click. Then, move the pointer over the Object Actions labelled USE and click.

As soon as you see an opponent, click on the Sword icon. The Sword icon activates whatever weapon you've selected and prepares you for fighting. If you haven't selected a weapon, you'll be fighting these unruly inhabitants with your bare fists. Not a good idea. You might want to run away and find a weapon. However, some opponents will chase you around, forcing you to fight them eventually.

Tip: Seeing stars? Someone's behind you knocking on your head.

Slash Zones



Thrust Zones



When you are ready to fight, your pointer becomes a sword. Now you can thrust or slash, hacking away at your opponent until one of you dies. Where you position the pointer on the screen determines whether you thrust or slash and the body part you attack. For example, when you position your weapon in the upper left corner of the Exhibit Window and click, the weapon slashes from the top left to the lower right, making a crosscut on your opponent's body. Also, the body part you click on can make a big difference in a fight – a well-placed, quick blow may remove an enemy's arm or some other offending appendage.



Blood gushes from your opponent when you score a hit. Of course, blood gushes from your wounds when he hits you. But spurting blood isn't the only indication of what's going on. The boxes on the left and right bottom of your screen become active when you engage an enemy (Fig. 6). They tell you about the damage per swing. The gruesome monster on the right shows the damage that you take when an enemy strikes you. The heroic character on the left shows the damage you cause when you strike him.

Hit points (HP) go down each time you are hit. This continues until you kill your opponent, run away, or your hit points reach zero and you die. By the way, fighting is to the death.

WHAT TO DO WITH A DEAD BODY

There are going to be lots of dead bodies lying around, some killed by other inhabitants, some of your own making. You can search any corpse you encounter and take whatever is on the body.

When you fight a foe, you share your position with him. When you kill him, he falls at your feet, disappearing from view. To see the body, you have to move away from the position you share with the corpse. Take a step forward, then turn around 180 degrees. Now that you can see the body, you can search it. When you want to search a body, position the pointer over it and click. Select the SEARCH option from the Object Actions and click. You better hope he's really dead.

LET'S TALK

Not all inhabitants are out for your blood. Some may provide you with useful information. Others may follow you around and help instead of bludgeoning you into unconsciousness. However, it's not always going to be real obvious who's who.



If you think one of the inhabitants wants to get chatty, position your pointer on the inhabitant and click. If he's interested in talking, a conversation appears in the Display Box. If not, he'll probably take a swing at you. When you're talking with an inhabitant, you may be given a series of questions or answers to select from. Position the pointer over the question or answer you wish to communicate and click.

HELP ME, UNCLE BORIS, YOU'RE MY ONLY HOPE ...

Dying a horrible death doesn't stop someone like your Uncle Boris. He's around to provide you with advice and assistance just as if he were alive. To call him, just position the pointer over the Crystal Ball and click.

You can ask Uncle Boris for three kinds of help:

- Information; only Uncle Boris knows what he had in mind when he created these exhibits. He is more than willing to communicate this information to you as you need it.
- Hints: if you're having trouble solving some aspect of the Waxworks, Uncle Boris can share his vast knowledge with you. He can help you solve complex puzzles and face challenging situations.
- Healing; your ability to obtain special powers usually depends on you having some object in your possession and having achieved a specific level.

Asking for help costs Psychic Energy. The amount of energy depends on the kind of help you request.

Note: Talking with your Uncle Boris is just like talking with any other inhabitant of the Waxworks.

