## Pandemonium Serial Number



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# **About This Game**

Join two kindred spirits, Fargus the Jester and Nikki the acrobat in a fantastic 3D world of magic and mystery as they bounce, tumble and jump through 18 massive and diverse levels in search of the Wishing Engine!

# **Key Features:**

- Fast-paced 3D platform action in a lush, texture-mapped environment.
- Over 18 levels, hilarious power-ups, tons of secrets, huge bosses and shape-change from a bull-dozing rhino to a fire-blasting dragon.
- A totally immersive experience complete with beautiful soundtrack and cinematics.

Title: Pandemonium

Developer: Crystal Dynamics Publisher:

Square Enix Release Date: 31 Oct, 1996

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English







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The camera jerks around to the point where you start to feel sick, the controls are floaty and make it feel like the characters are careening out of your hands, and you die in two hits.. Waste of money, if you cant get it going from the first start up...you wont. I cant get past the load up black screen.. Doesn't save the game, otherwise works ok. The music cannot be turned down.. Just like I remember, way back in the days of the original PlayStation. I wasted so many hours on this gem, and now I get to do it all again. Having to enter a password to resume the level you were on really takes you back.

This is not a remastered version of the game, and as such it largely plays as it was originally intended back in 1996. Whether that's a good thing or not is up to you. It's also worth noting that the controls are average at best, though they can be remapped to a certain extent.

I cannot explain how happy I am that this game finally made it to Steam. Big thanks to those who made it possible.. My review is likely going to be biased - I was too fond of this game fifteen years ago and really too glad to find it here.

That being said, it would still be a very positive review with quite a positive score even if I were stumbling on Pandemonium for the first time.

I'd like to add that I started playing after being scared by other very negative reviews and, as a consequence, I was positively delighted to discover them to be wrong on more than a few points.

#### Let's start with the PROs:

- The music. It was the original soundtrack and you'd better believe I still was able to recognize and hum along more than a piece. I loved it the first time I heard it and I loved it now replaying it on my PC. I've had levels playing in the background just to listen to the track.
- The colours. Graphics were old and not at all updated but colours and scenery in this game are to die for. I've loved especially the last set of levels, with their airy and bright feeling changing slowly into nightmarish, dark backgrounds.
- The credits level. No, really. It was almost worth it just to play that level it's SO SATISFYING.
- The degree of difficulty. Yes, it's a difficult game. Yes, you'll die a lot of times. So nice having to try hard and do your best.

## The CONs:

- The low resolution. It's a 640x480 and it shows. On the bright side, your PC will be barely able to notice the work going on.
- The sound level. You've to exit the game and lower/raise the sound like this (or to use the ESC button, your choice). That's annoying especially if you're playing in the middle of the night and you've forgotten to regulate the sound before going in Pandemonium mode.
- The clear laziness of the port yeah, sorry. It was clearly simply exported from PS to PC without breaking a sweat.
- The degree of difficulty. Yes, it's a difficult game. You'll want to throw away your keyboard. Don't do it. Keyboards are pricey.

I was able to find 4 on 5 Hearts Container without any help - the fifth one, hidden in one of the first levels, I discovered by searching online, I'll admit. All of my blessing to the players whom were able to find it by their own strenght: you're gods and I'll worship you.

Going back from time to time to recharge your lives by playing the first levels will help with the hardest steps. To pause - that was one of my fears born by reading other reviews - you just have to press ESC. The same goes for changing controls on your keyboard; you can literally personalize everything.

#### 7.5/10

Suggested if you've time, patience and flexibility and if you don't need perfect graphics to have fun.. Likely the same build put out in 1997 for Windows 9x systems,

this game is just barely working enough to for it to be passably playable on modern hardware. It runs at a set resolution of

slightly smaller than this text box, has missing music and incorrect textures.

Now Pandemonium is a game from my childhood, and one that I still adore today. I still don't think I've played another platformer like it likely because it was awkward as hell if you did not know the level layout, with slides launching you at incredible speeds through networks of death traps which could only be dodged by trial and error. That had however made replaying this over and over extremely fun, which cemented this as one of my favourite ps1 games.

This port however is garbage. Don't buy it.

Here's the "100% legal" way to play this game on your computer with no major bugs, correct music, a gamepad and a high resolution:

Go onto ebay and pickup a genuine Playstation copy of Pandemonium! as well as a Playstation of your choice.

Copy the bios of the Playstation and run the CD with an emulator such as EPSXE.

This is all totally necessary to not harm Square Enix or whoever owns the Pandemonium IP now.

This one hundred percent genuine and legal emulation is all you need to run the significantly better Playstation version of this game. GAWHHH SO MUCH MEMORIES!!!! i LOVE this game! valve get more PS1 games on steam please!!!!!!!. Really simple - question 1, did you play this when you were younger? Question 2, Are you playing for pure nostalgia? As long as both of these are yes, then get it (on sale it's about £1, which to be fair is about what it's worth given it's not an updated HD version). This is literally THE SAME game from 1996. If that's what you want, get it, if you're not sure what it is, then don't get it.. Doesn't work. Can hear the audio but no matter how much I mess with the glide configuration all there is visually is a black screen. Tried someone else's advice of replacing the glide config .exe with a newer version than what comes installed, the game displayed a grand total of one time then went back to the black screen right after every other time I've booted it. Bindings with XInput are weird and can't be changed which is par for the course for older PC games but you'd think they'd try fixing that when porting and cleaning the game up etc for modern OSes. Just get the Playstation version instead.

I bought this game hoping that I could relive my childhood. However the steam version is terrible. Many functions don't work and when I try to load the game I get stuck on a horrible black screen and when the game actually loads I can't use any of the controls and the screen turns black when I click ESC. Honestly this game is brilliant on the PlayStation but on steam, I wouldn't waste your money on it.. Old PS1 classic!

Don't like the controls? Get Motioninjoy & plug in a PS3 controller, easy.

10/10 Just as I remembered.

Got to level 8 on first run, died and used a password. Gotta love TILT! mmmm tilt.. Been playing this since the PSX, always loved the graphical style and 2.5D gameplay. May not be for everyone, it has not aged well visually. I am just happy to see more and more of games like these making it to Steam.. I was a huge fan of Pandemonium and Pandemonium 2 as a child, so I jumped at the chance to buy this on Steam. While the original game was fun, and I'd play it again if I had a PS1, the PC port is not. I don't recommend buying this until they fix some issues such as movement, jumping and the ability to have a menu that works on PC.. Terrible port, the double jump is usually delayed or may not even respond at all, leaving you to basically walk or fall into your doom. I used to own this on the Playstation when I was a very young child who played the jester cause he could spin.

It's probably best to play with a controller, but I don't like using controllers so, I went with the keyboard, I didn't notice the delay of the jump until it became crucial, and when I did notice it, it ruined the entire game for me.

I played, tried to get the most enjoyment out of it, but I eventually lost interest.

- . Been playing this since the PSX, always loved the graphical style and 2.5D gameplay. May not be for everyone, it has not aged well visually. I am just happy to see more and more of games like these making it to Steam.. Yes, this was an awesome game back in the day, but this release is a joke.
- Only 640x480 resolution. Not even bad upscaling nothing.
- Frequent issues with the game's speed and unrecognized button pushes.
- No button remapping whatsoever.
- No options or pause menu. ESC only switches to some kind of GUI in your native resolution.

And I only played for around two minutes. Maybe there's more to get annoyed by.. Quite hard to master but not unfair. It's fun to play no matter how many times on dies.

The game might be old but the graphics are still very appealing.

I am amazed about how lively the expressions of the characters are during the cutscenes.. don't buy

it

please, no. Ah, Pandamonium. Before this was gifted to me recently on Steam, I could vaguely remember playing this while on holiday, and staying at my big brother's house. I had stayed up until the small hours of the night to try and finish this, which was not allowed at that young age!

Alas, I never finished it, even though I remember having so much fun, and thinking how radically new it was. 3D graphics? Whoa!

But, after playing it again, it has reinforced why some games just have to remain in your memories. As nostalgic as it was to open it up again, and see what the world was like; it fell way short of how I used to feel about it.

Unfortunately, Pandamonium does not have that classic appeal, such as the likes of Crash Bandicoot or Spyro.

Farewell Pandamonium, and off to my memories you go. Hopefully I forget you the second time around.

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