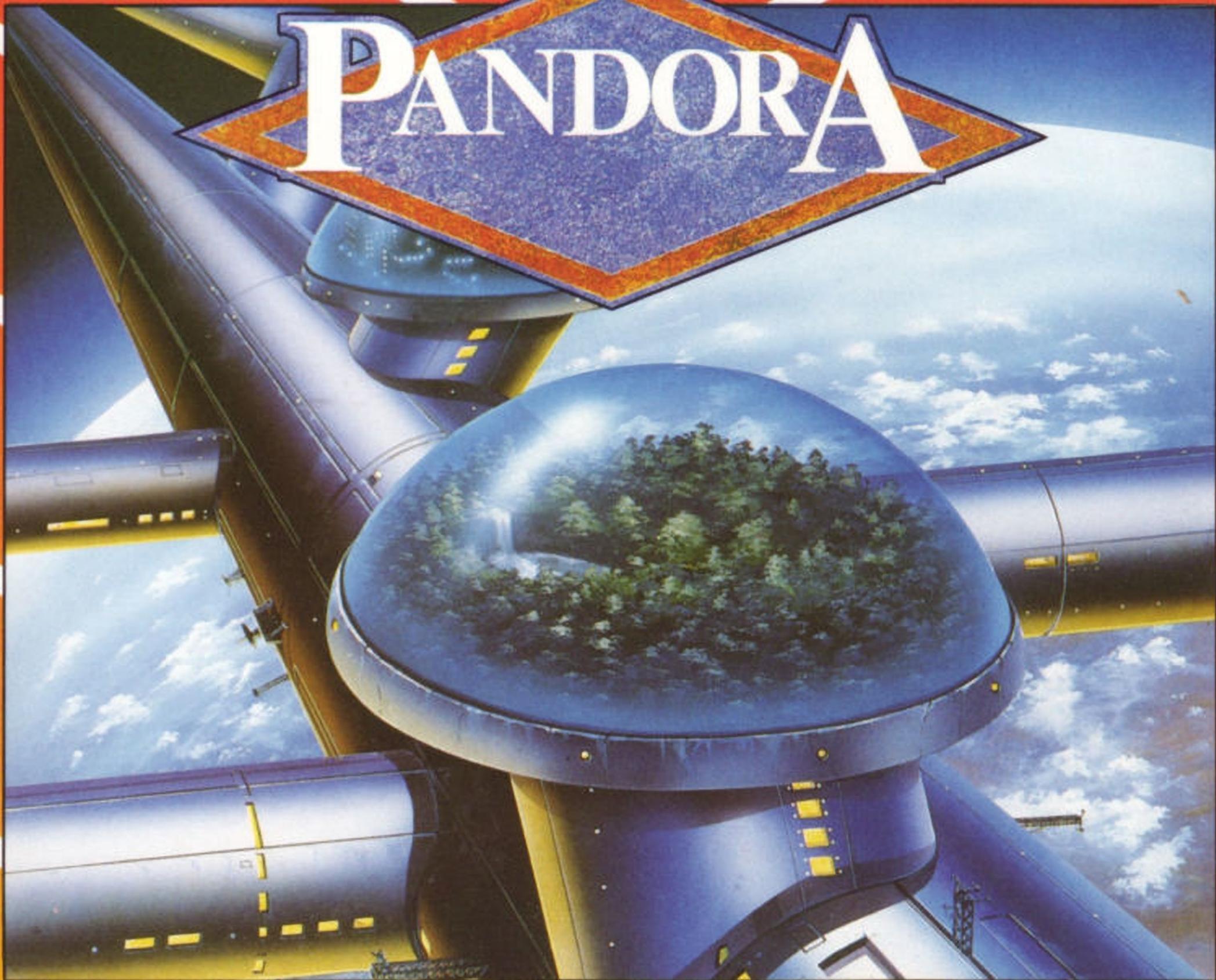


# PANDORA



**FIREBIRD**



A LEGEND IN GAMES SOFTWARE

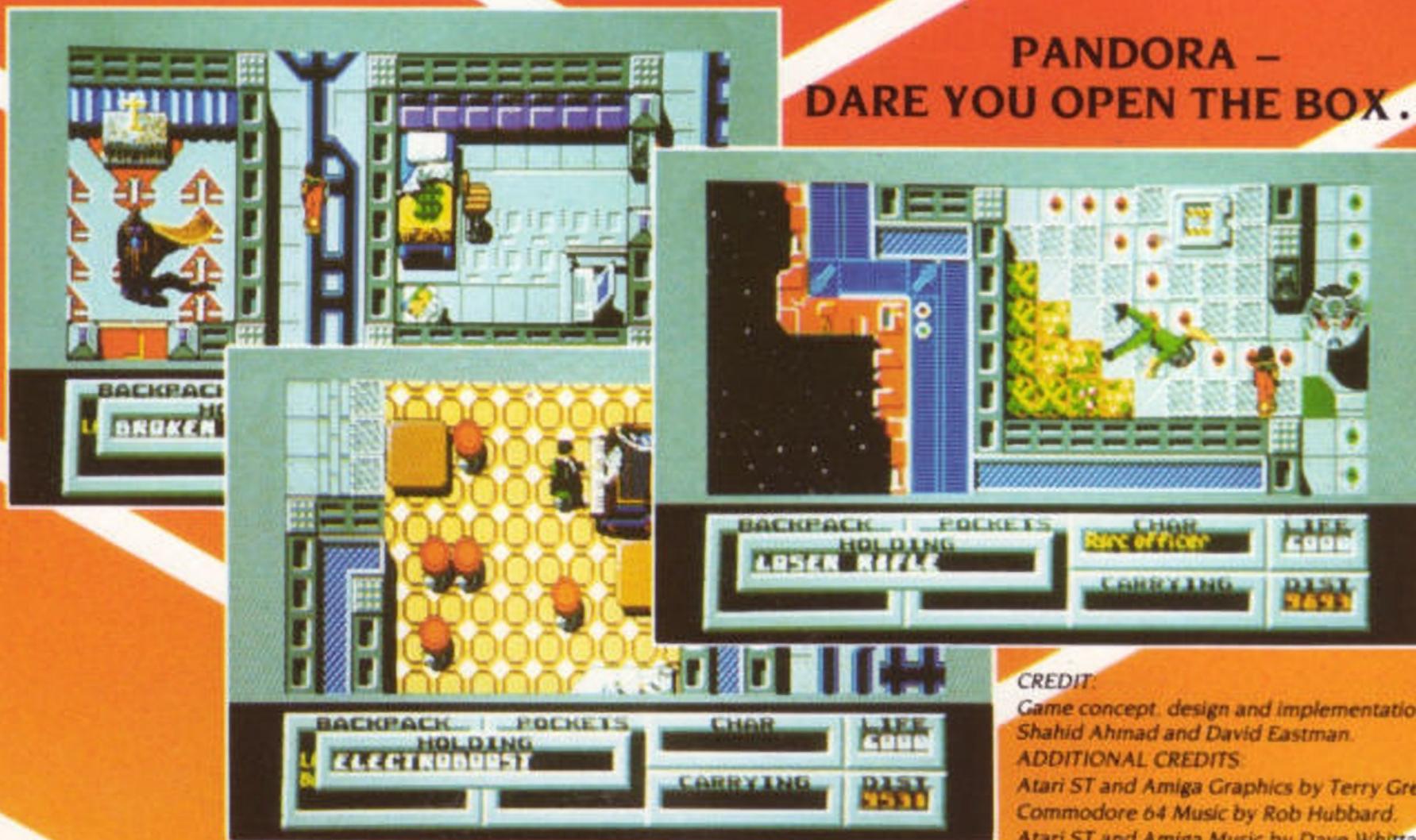
# PANDORA

How would you like to be the proud owner of 23 million tons of Zinanlum, the most adaptable and expensive metal known to humankind. You would if you were an Intergalactic Salvage Operator. Here's your chance. Recover the alien artefacts aboard the spaceship Pandora, and unknown riches could be yours. However, there is one small problem, Pandora is alive and does not want to end up as a set of kitchen utensils in a modern space home.

*Pandora features include:-*

- A host of interactive characters
- A wealth of challenging and mind stretching puzzles
- Obtaining vital clues by Interrogating Pandora's computer terminals
- Hunt the ship for useful weapons and equipment to help you on your mission
- Innovative comic-book style fight sequences

SCREEN SHOTS FROM  
ATARI ST. VERSION



PANDORA –  
DARE YOU OPEN THE BOX...?

**CREDIT:**

Game concept, design and implementation by  
Shahid Ahinad and David Eastman.

**ADDITIONAL CREDITS**

Atari ST and Amiga Graphics by Terry Greer.

Commodore 64 Music by Rob Hubbard.

Atari ST and Amiga Music by Dave Whittaker

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