

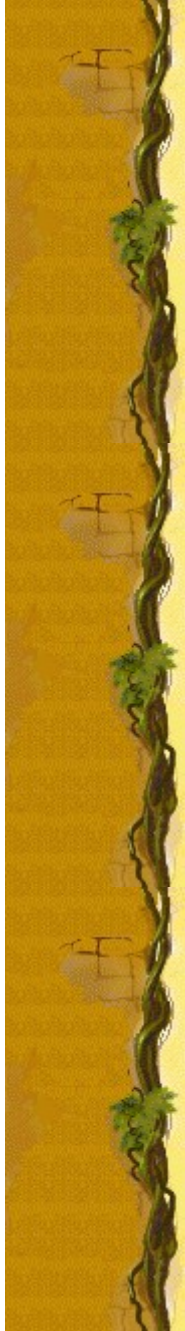


Object of the game

Remove the colored pots by charming the snakes up to the vine using the flute. When a snake reaches the vine, its pot disappears and you earn points. The hearts on the left side of the screen show your nine lives. Beware of falling lids - if a lid hits a pot, you lose a life. If you lose all of your lives, or if a stack of pots reaches the vine, the game is over.

See also

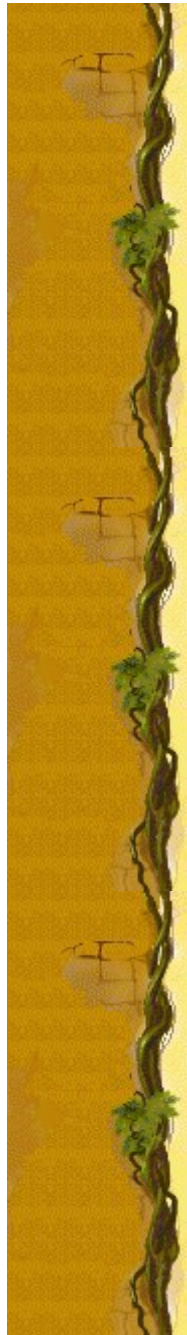
[How to Play](#)





charlier

Click different areas below to see how each part works.





Level

Your current level.

Score

Your current score.

Hearts

Hearts represent how many lives you have. When a lid falls onto a pot, you lose a life.

Flutes

Flutes charm snakes to make them move out of their pots. Different flutes make snakes behave in different ways. Press **SPACEBAR** to change flutes.

Snakes

Snakes hiding in the pots can be charmed to lift lids up to the vine.

Vine

When a snake reaches the vine, its pot disappears from the stack.

Parrot

If a snake reaches the vine while the parrot is flapping his wings, you gain a life.

Mysterious man

When a mysterious man appears in the doorway, the snakes are frightened and remain in their pots.

Lid

When lids fall from the vine, charm the snakes to lift them back up. If a lid reaches a pot, you lose a life, and another pot is added to the stack

Pots

Get rid of pots by charming snakes up to the vine. When all the pots are gone, you move to the next level.



How to play

- Use the **LEFT** and **RIGHT ARROW KEYS** to position a flute under a pot to charm a snake.
- Charm a snake up to the vine to get rid of a pot.
- Use **SPACEBAR** to change to a different flute.
- When a lid falls from the vine, charm a snake to return it to the vine. If a lid hits a pot, you lose a life and another pot appears. If you lose your lives, or if the pots reach the vine, the game is over.

See also

[Object of the Game](#)

[Game Screen](#)

[Tips and Strategies](#)

[Starting a New Game, Pausing, and Exiting](#)



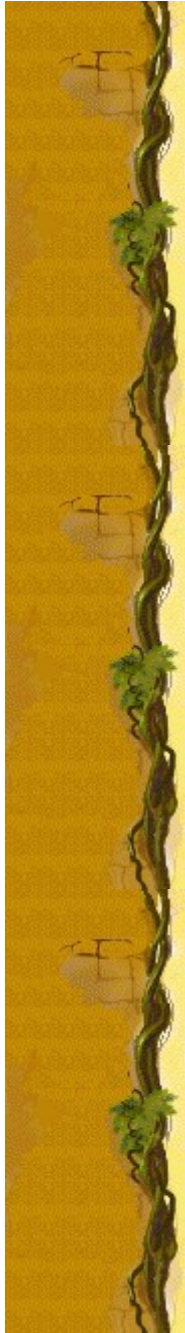




Snakes

Different snakes react differently to each flute. Analyze the reactions to improve your gameplay.





Flutes

Each flute has a unique effect on a snake. Use the flute that gets the response you need from each snake. Change flutes by pressing **SPACEBAR**.



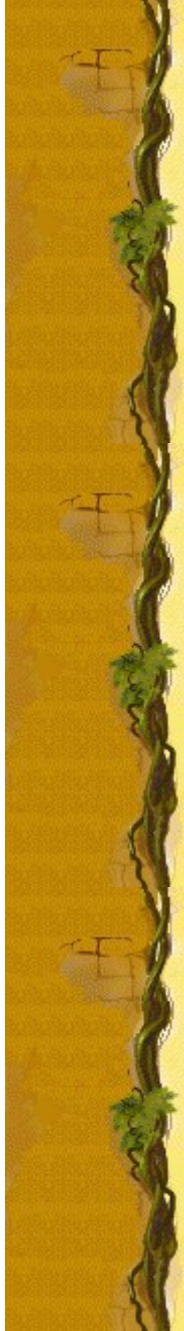


Scoring

This table shows the number of points you earn on each level when you eliminate a pot.

Difficulty	Points per pot
Easy	10
Medium	20
Hard	30





Tips and strategies

- Each type of snake has different behavior. Analyze the differences to enhance your gameplay.
- The flutes affect each snake differently. Change the flute to make a snake move the way you want.
- When you have several lids coming down at the same time, you only need to get a snake high enough to start the lid back toward the vine. Then, you can start charming another snake to lift a different lid. The lid you bumped will go back to the vine on its own. You won't get rid of a pot, but you won't lose a life either!
- If a snake reaches the vine while the parrot on the right side of the game screen is flapping his wings, you gain a life.
- When a mysterious man appears in the doorway, the snakes are frightened and remain in their pots.
- There are 10 levels in Charmer. You can change the start level instead of playing from the beginning. The higher the level, the more stacks, or more pots in each stack.

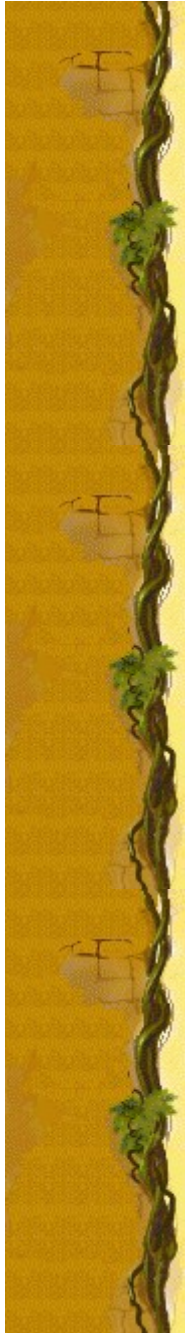
See also

[How to Play](#)

[Game Screen](#)

[Scoring](#)





Starting a new game, pausing, and exiting

To start a new game

- ▶ On the **Game** menu, click **New**, or press **F2**.

To pause a game

- ▶ On the menu bar, click **Pause!**, or press **F3**. Click **Play!** to resume the game.

To exit a game

- ▶ On the **Game** menu, click **Exit**.

See also

[How to Play](#)

[Game Options](#)





Game options

You can customize Charmer by changing the difficulty or level, changing the player name that appears in the **High Score** list, and turning the background music and sound effects on or off. You can also have the game ask for your name each time you earn a high score, reset the high scores, and turn Quick Help and Quick Tips on or off.

Click the option you want:

[Changing the Difficulty](#)

[Changing the Start Level](#)

[Changing the Default Player Name](#)

[Turning the Background Music On or Off](#)

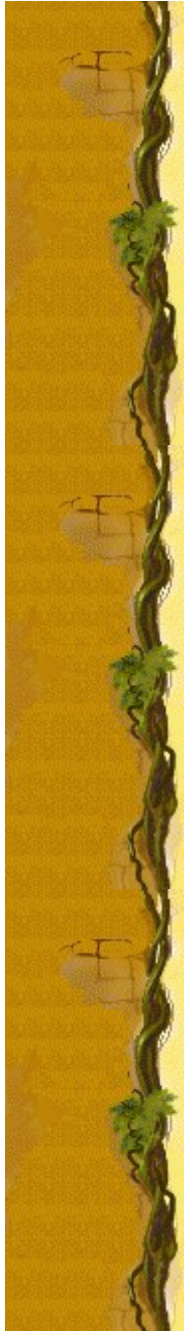
[Turning the Sound Effects On or Off](#)

[Turning Ask for Player's Name On or Off](#)

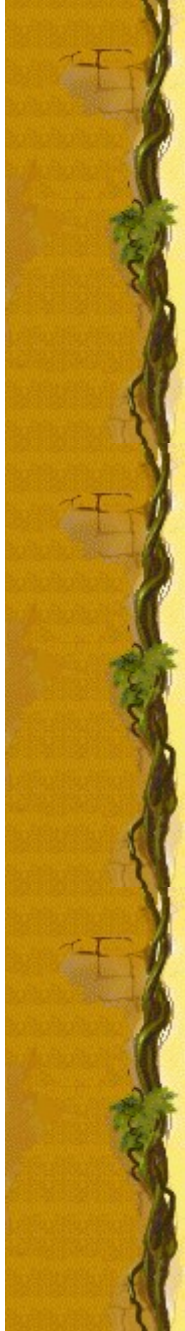
[Resetting the High Scores](#)

[Turning Quick Help On or Off](#)

[Turning Quick Tips On or Off](#)







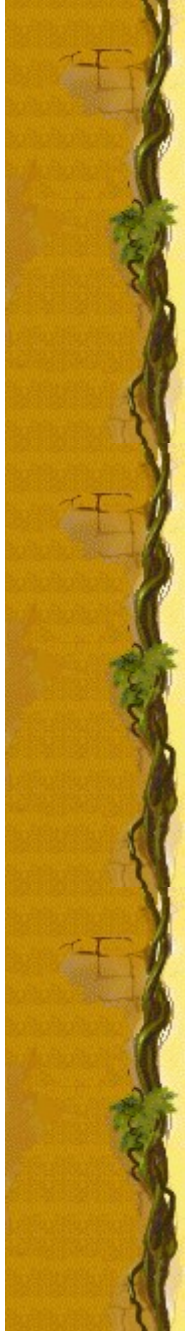
To change the difficulty

- 1 On the **Game** menu, click **Options**.
- 2 In the **Difficulty** section of the **Charmer** dialog box, click **Easy**, **Medium**, or **Hard**.
The higher the difficulty, the more quickly the pot lids fall.

See also

[Game Options](#)





To change the start level

- 1 On the **Game** menu, click **Options**.
- 2 In the **Start Level** section of the **Charmer Options** dialog box, click the up or down arrow to change the start level of the game. The higher the level, the more stacks, or the more pots in each stack.

See also

[Game Options](#)





To change the default player name

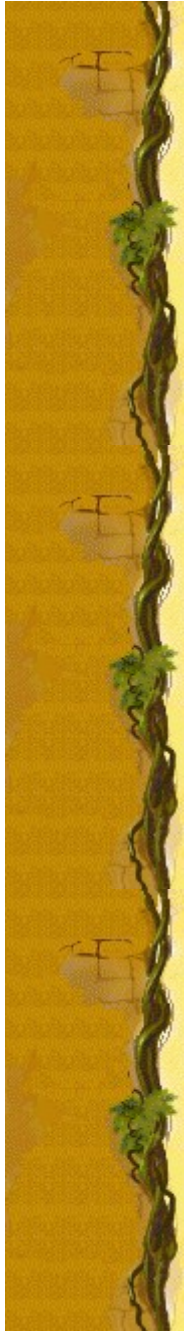
You can change the name that appears by default in the **High Scores** list.

- 1 On the **Game** menu, click **Options**.
- 2 In the **Charmer Options** dialog box, type your name in the **Please enter your name** box. If you want the same name to appear automatically in the **High Scores** list each time you earn a high score, clear the **Ask for player's name** check box. If you want to change the name that appears in the **High Scores** list each time you earn a high score, select the check box.

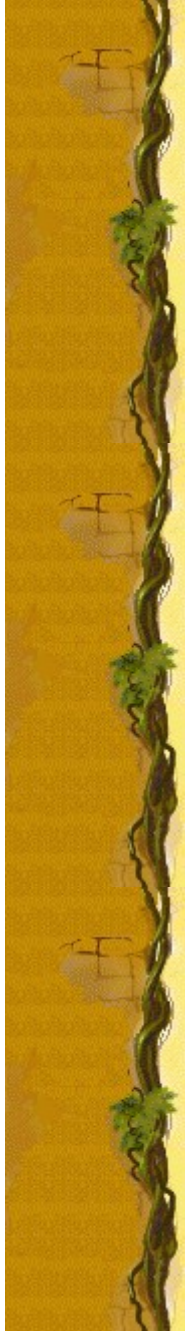
See also

[Game Options](#)

[Ask for Player's Name](#)







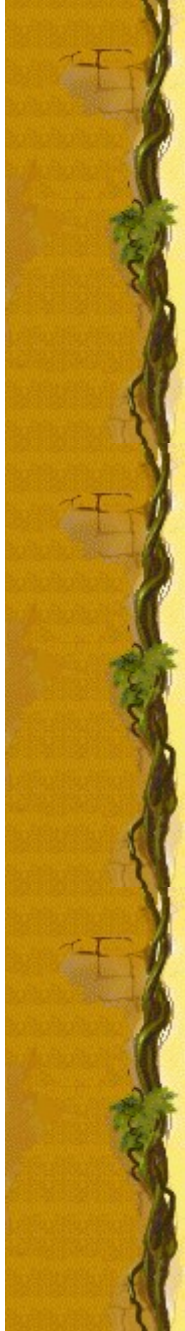
To turn the background music on or off

- 1 On the **Game** menu, click **Options**.
- 2 In the **Charmer Options** dialog box, select or clear the **Background Music** check box.

See also

[Game Options](#)





To turn the sound effects on or off

- 1 On the **Game** menu, click **Options**.
- 2 In the **Charmer Options** dialog box, select or clear the **Sound Effects** check box.

See also

[Game Options](#)





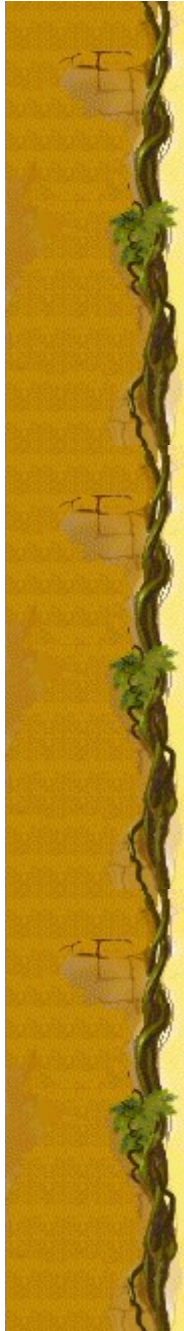
To turn Ask for player's name on or off

You can choose to have your name appear automatically in the **High Scores** list when you earn a high score when you earn a high score, or you can enter your name each time you earn a high score.

- 1 On the **Game** menu, click **Options**.
- 2 In the **Charmer Options** dialog box, select the **Ask for Player's Name** check box if you want to enter a name each time earn a high score. Clear the box if you want the name in the box to appear automatically in the **High Scores** list.

See also

[Game Options](#)







To reset the high scores

When you reset the **High Scores** list, all high scores listed return to zero.

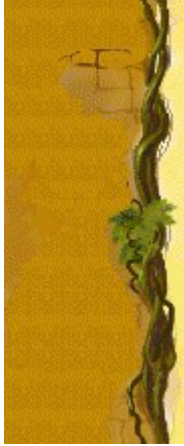
- 1 On the **Game** menu, click **High Scores**.
- 2 In the **High Scores for Charmer** dialog box, click **Reset**.

See also

[Game Options](#)







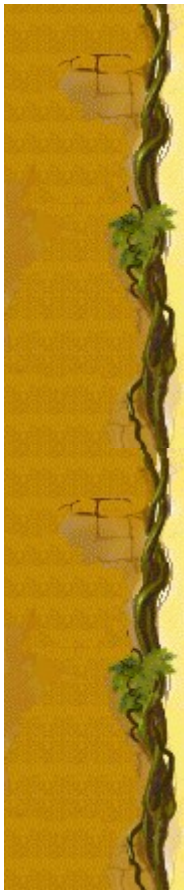
To turn Quick Help on or off

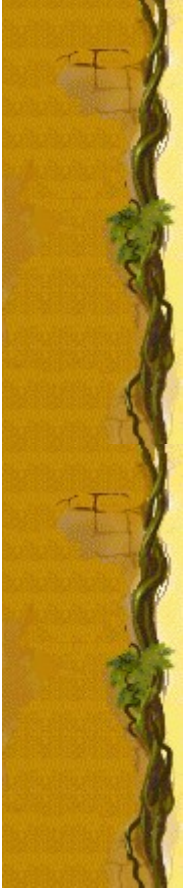
Quick Help provides brief instructions for the game, including the game's Objective and How to Play.

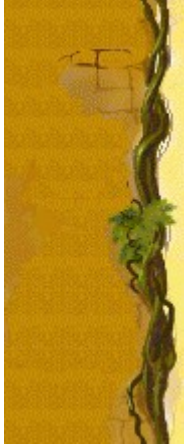
- 1** On the **Help** menu, click **Quick Help**.
- 2** In the **Charmer Quick Help** dialog box, select or clear the **Skip Quick Help at Startup** check box.

See also

[Game Options](#)







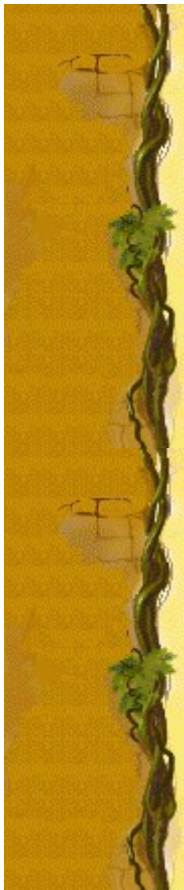
To turn Quick Tips on or off

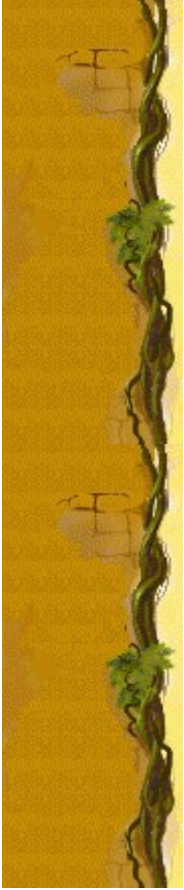
Quick Tips provide quick information on key game features as they appear or levels as they occur.

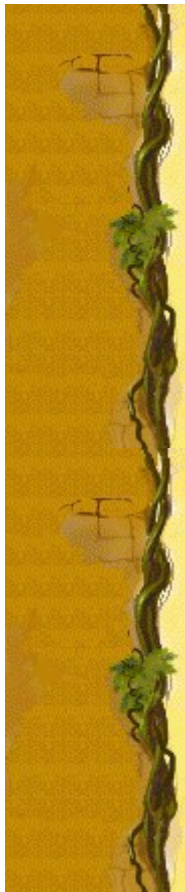
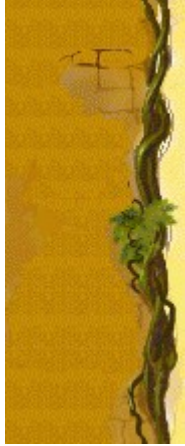
- 1 On the **Help** menu, click **Show Quick Tips**.
- 2 When **Show Quick Tips** is checked, Quick Tips will appear during gameplay. When **Show Quick Tips** is cleared, Quick Tips will not appear.

See also

[Game Options](#)







Credits

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Localization Project Manager: Laurence K. Smith

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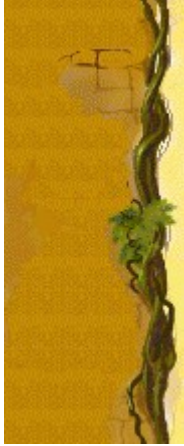
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Jewel Case Artist: Chris Lassen

Icon Artist: Connie Braat

Usability Specialist: Sean Draine

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Technical Support

For product support, contact the manufacturer of your PC. Refer to the documentation that came with your PC for the product support telephone number.

