

GETTING STARTED

To play *Malcolm's Revenge*, some files must first be installed to your hard disk drive (ensure that you have at least 10 Mb free).

INSTALLING MALCOLM'S REVENGE

To install and run correctly, *Malcolm's Revenge* requires a minimum of 560 K free RAM, and a minimum of 4 Mb of free XMS memory. To find out how much free RAM and XMS memory are available, use the DOS command **MEM** (consult the MS-DOS manual provided with your computer for further details). If insufficient memory is free, it's best to make a boot disk - see **MAKING A BOOT DISK** on page 1.

Insert the *Malcolm's Revenge* CD into your CD-ROM drive.

MS-DOS INSTALLATION

At the DOS prompt (C: />), type the letter corresponding to the CD-ROM drive (most are **D**; some are **E**) followed by a colon (:), then press the **Enter** key. With the CD-ROM drive selected, type **INSTALL** then press the **Enter** key. Follow the on-screen instructions to install *Malcolm's Revenge* to your hard disk drive.

WINDOWS INSTALLATION

With Windows active, select **Run** from the **File** menu in Program Manager. Type **D:\INSTALL** at the **Command Line** prompt and press the **Enter** key (or select **OK**). Follow the on-screen instructions to install *Malcolm's Revenge* to your hard disk drive. When installation is complete and the **Malcolm's Revenge** and **Setup** icons appear, restart Windows then select the **Malcolm's Revenge** icon to run *Malcolm's Revenge*.

Remember to leave the *Malcolm's Revenge* CD in the drive during play.

FABLES & FIENDS™

THE LEGEND OF HYRANDI

BOOK THREE



Westwood
STUDIOS

PC CD-ROM

EPILEPSY WARNING!

READ THIS BEFORE PLAYING *THE LEGEND OF KYRANDIA BOOK 3!*

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns of backgrounds on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your doctor prior to playing. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your doctor before resuming play.

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This product is exempt from classification under UK law.
In accordance with The Video Standards Council Code of Practice
it is considered suitable for viewing by the age range(s) indicated.

FABLES & FIENDS



TROUBLE SHOOTING

In the unlikely event that *Malcolm's Revenge* refuses to work, contact our Customer Services Department at Virgin Interactive Entertainment (Europe) Ltd, 338A Ladbroke Grove, London W10 5AH or call (081) 964 8242 between the hours of 10:00 to 13:00 and 14:00 to 17:00 Monday to Friday. We will need to know as much about your equipment configuration as possible. And if you write, don't forget to include your name and address and send in the CD only!

MAKING A BOOT DISK

So you haven't enough free RAM or XMS memory? Insert a blank floppy disk into drive 'A' (ensure that the write-protect tab fills the hole in the corner of the disk) and, at the DOS prompt, type **FORMAT A:/S** and press the **Enter** key. Follow the on-screen instructions to format the disk. When asked for the Volume Label, simply press the **Enter** key.

You now need to copy two files to the disk. At the DOS prompt, type **A:** and press the **Enter** key to access the newly formatted disk. The DOS prompt should read **A:\>**. Type **COPY C:\AUTOEXEC.BAT** and press the **Enter** key. When the operation is complete, enter **COPY C:\CONFIG.SYS**.

To complete your Boot Disk, the **AUTOEXEC.BAT** and **CONFIG.SYS** files must be changed. At the **A:\>** prompt, enter **EDIT AUTOEXEC.BAT**. The **AUTOEXEC.BAT** file should now be on screen. Use the **Delete** key to amend or remove any unnecessary lines. **NOTE!** Do not remove any line containing **PROMPT \$P\$G**, **MOUSE.EXE**, **MSCDEX.EXE** or **SET BLASTER** (or any equivalent sound card settings).

Select **File** then **Save** to save the new **AUTOEXEC.BAT** to the floppy disk. Select **File** then **Open...** and enter **CONFIG.SYS** as the File Name. The **CONFIG.SYS** file should now be on screen. Remove any unnecessary lines and save the file as before. **NOTE!** Do not remove any line containing **MSCD001** (or similar), but do change the **DEVICE** to read **DEVICEHIGH**. Ensure that the only remaining lines read as follows:

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=40
BUFFERS=40,0
```

Select **File** then **Exit** to return to the DOS prompt. Reboot your machine with the Boot Disk in drive 'A'. At the **A:\>** prompt, type **C:**. At the **C:** prompt, type **CD** followed by the name of the directory where *Malcolm's Revenge* is installed. You should now be able to run *Malcolm's Revenge*.

AND AWAY WE GO!

Let's see... The best way to learn how to play *Malcolm's Revenge* is to play. (No surprises there, then.)

Once *Malcolm's Revenge* has loaded, an animated introductory sequence sets the scene. Sit back and watch the story so far unfold...

► Press any key to skip the introductory sequence and call up the Title Screen.

When the Title Screen is presented, so too is a choice of four options: **START A NEW GAME**, **INTRODUCTION**, **LOAD A GAME** and **EXIT THE GAME**.

All options and functions in *Malcolm's Revenge* are selected with the mouse-controlled Pointer. Move the mouse and the Pointer will move with it. Move the Pointer to an option and it will be highlighted.

Seeing as how this is your first game, there won't be any previously saved games to load, so forget that. Instead, select **START A NEW GAME** to begin play.

* Press the left-hand mouse button to select the highlighted option. Note that no other mouse buttons are used to play *Malcolm's Revenge*.

WHAT YOU CAN EXPECT TO SEE IN PLAY

For your convenience, the island of Kyrandia is split into dozens of different locations each occupying a single screen. The first location you will see is the Castle Dump (as stated at the top of the Control Panel) - and there's Malcolm, crawling out from beneath the junk. The adventure has begun...



The Castle Dump

The Pointer will return once Malcolm has dusted himself down and viewed his surroundings. Now that play is underway (ignore Gunther for now), the Pointer acts as Malcolm's eyes and hands. For example, move the Pointer so that its tip touches the squirrel on the right-hand side of the screen. Don't worry if the Pointer goes off the bottom of the screen and the Control Panel is called up - just move the Pointer back up to the location.

- Press the left-hand mouse button to look closely at the squirrel.

MOVING MALCOLM

Malcolm can walk around the current location. Use the mouse and Pointer to select his destination, whether he's standing or walking. Malcolm cannot walk through obstacles, like the heap of junk in the Castle Dump, so select an area of the grass above or below Malcolm and he will walk to it.

LEAVING LOCATIONS

Move the Pointer to the far left-hand side of the screen, but don't select it. Note the Pointer changing to show that an adjacent location is accessible. Before you explore, check out the junk and see what you can find.

PICKING UP OBJECTS

Select the knob on the front of the drawer. The Pointer should change to show that you have found and picked up a bent nail. Note that not all objects can be picked up, but an object in hand can be dropped, stored, used on another object or character, or given to a character.

USING OBJECTS

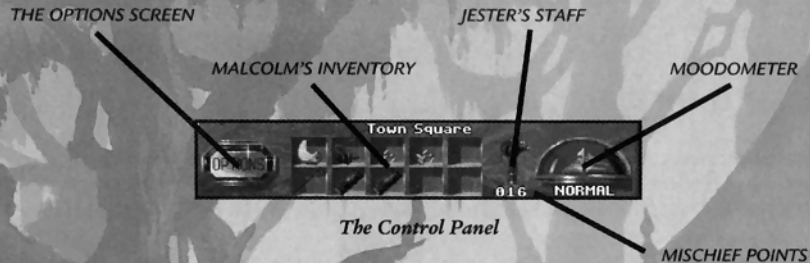
Depending on the object it can be used on the scenery, characters (including Malcolm) or other objects. With the object in hand, select the desired area of scenery, character or object. If the object can be used, it will be.

DROPPING OBJECTS

To drop an object, simply select a suitable area - say, a clear patch of grass. The Pointer will return to its usual state. Bear in mind that sometimes objects will need to be placed with more precision...

STORING OBJECTS

Pick up the nail again and this time move the Pointer to the bottom of the screen to call up the Control Panel.



Select one of the 10 empty slots in Malcolm's inventory to store the object. To retrieve the object, select it again. Note that if you attempt to place an object in hand into a slot that is full, the two objects will be swapped.

SO WHAT ARE MISCHIEF POINTS?

That nail you picked up earlier - hold it then select the squirrel. Ha-ha, watch it run. And have 5 Mischief Points for your trouble. Get the idea?

AND WHAT'S THE MOODOMETER FOR?

Good question. It reflects your choice of Malcolm's personality: Nice, Normal or Lying. Select the desired area of the meter to change Malcolm's disposition and adjust his conversation accordingly.

SO WHAT ABOUT THE JESTER'S STAFF?

It's a useful item capable of causing much merriment. When you find the Jester's Staff in Malcolm's apartment, place it in the slot provided on the Control Panel.

MEANWHILE...

Take Malcolm off the left-hand side of the Castle Dump to appear outside the Castle Gate. Select the gates, the banners, the moat or the castle - or anything else that catches your eye - for a description. There's not much Malcolm can do here at the moment, so when you have finished looking around, select the bottom of the path on the bottom middle of the screen (and be careful not to call up the Control Panel). Malcolm should walk off the screen and reappear in a new location called Bluff.

TALKING TO CHARACTERS

Simply select the character you wish to talk to - but make sure you don't have an object in hand.

INTERRUPTING CONVERSATION

Simply press the left-hand mouse button - but don't be too hasty or you may miss some valuable information.

GIVING OBJECTS TO CHARACTERS

Having poked the squirrel with the nail (you haven't seen the last of him yet), you can see how objects can be used on some characters. When the time is right, the object will not be used on a character - it will be offered to them. If they want it, they will take it.

WHAT NOW?

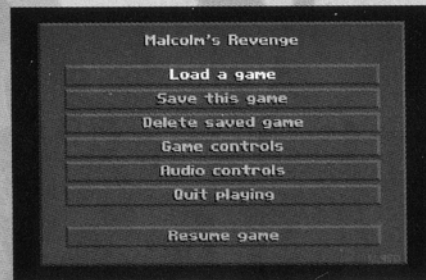
Explore. Experiment. Be inquisitive. See what you can learn about Malcolm. Look out for objects and spells to collect and see if you can find a use for them (there's plenty of junk to discover on the Castle Dump). Talk to everyone (who *is* that oddball with the strange accent?). Above all, soak up the atmosphere and enjoy yourself.

PS

- ▶ You may find it useful to make a map.
- ▶ There's a confusing jungle to cut through on the Isle Of Cats.
- ▶ Assist the Cat revolution to gain enough magic to recruit the Pirates for an attack on Kyrandia.
- ▶ Rent the right equipment to negotiate the waterfall and discover Cave Of Wonder #3 at the Ends Of The Earth.

THE OPTIONS SCREEN

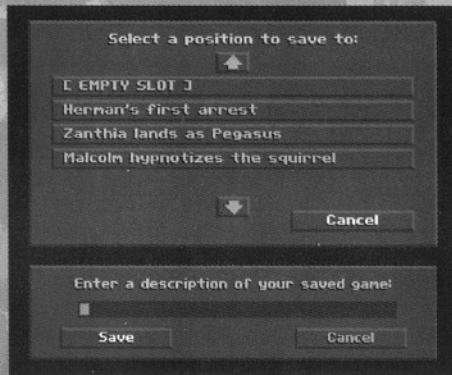
If you need to save your game to the hard disk, load or delete a previously saved game, adjust the game environment or the sound, or even quit (surely not?), the Options Screen is your, erm... 'man'. Select the **OPTIONS** option on the Control Panel to call up the Options Screen.



The Options Screen

SAVING A GAME

Select **SAVE A GAME** to call up the Save Game Screen.



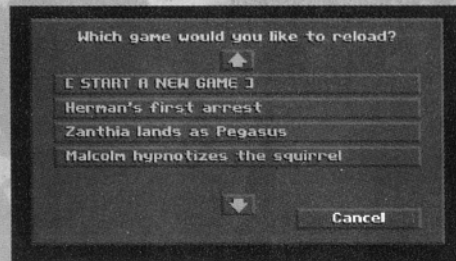
The Save Game Screen

First, select a slot (it can be empty or a previously saved game). Note that you can save dozens of games (hard disk space permitting), but **only five names** are shown at once. Select the arrows to move up and down the list of saved game names.

With a slot selected, use the keyboard to type a name then press the **Enter** key to save the game to your hard disk. It's advisable to save your game regularly - especially if you feel that danger is lurking around the corner.

LOADING A GAME

Select **LOAD A GAME** to call up the Load Game Screen.



The Load Game Screen

Select the name of the game you wish to load.

OTHER OPTIONS

Select **AUDIO CONTROLS** to adjust the volume of the music, sound effects (SFX) and the speech.

Select **GAME CONTROLS** to call up the following options:

WALK SPEED

Determine how fast Malcolm walks around the screen.

HELIUM MODE

Choose **ON** to make all characters sound as though they have been breathing in helium gas.

LANGUAGE

Choose between **ENGLISH**, **FRENCH** and **GERMAN** text.

STUDIO AUDIENCE

Select **ON** to make their presence known.

TALK INTERRUPTIONS

To be able to skip through the conversation during play, select **ON**.

DIALOGUE TEXT

Anyone who'd prefer see the conversation should choose **ON**.

CREDITS

Executive Producer Brett W Sperry **Produced, Written & Directed by** Rick Gush
Programming Michael Legg, Michael Grayford **Additional Production Management** Dave Pokorny **Art** Shelly Johnson, Cary Averett, Ferby Miguel, Chuck Carter, Fei Cheng, Jack Martin, Jerry Moore, Lenny Lee, Ren Olsen, Cindy Chinn, Penina Finger **Introduction Art** Chuck Carter, Rick Parks, Eric Gooch, Frank Mendeola, Lenny Lee **Music & Sound** Paul Mudra, Frank Klepacki, Dwight Okahara **Vocal Editing & Sampling** Patrick Collins, Brad Roberts **Vocal Recording Director** Joe Kucan **Vocal Production Assistant** Wendy Bagger **Technical Direction** Steve Wetherill, Christopher D Yates **Programming Support** Joe Bostic, Bill Randolph, Maria Legg, David Dettmer, Denzil Long **Quality Assurance** Glenn Sperry, Michael Lightner, Kenneth Dunne, Jesse Clemit, Troy Leonard, Chris Rubyor, Jim Fowler, John Sweeny, Paul Villanueva, Pat Pannullo

AND FEATURING THE VOICE TALENTS OF Douglas H Baker, Eric Randall, Bonnie Lynn Toups, Eric Martin, Barbara A Costa, Gary W Hyatt, Julie Stainer, Ian Pugh, Bill Collins, Merri O'Neal Contino, Wendy Bagger, David E Cousin, Ray Favero, Chip Mosher, Robert D Blomgren, Joe Kucan, Brian Strom, Harley Akers, Jason Buchanan, Karen McKenny, Elena Ferrante