

THE LEGEND OF
Kyrandia

BOOK 3: Malcolm's Revenge

WestwoodTM
STUDIOS

MAC CD-ROM



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The History of Malcolm and Kallak

Malcolm and William were cousins. Their mothers were sisters: the Twin Princesses, Thelia and Floreen, daughters of King Gregor, and sisters to Victor, the Wonderful Prince.

The small society of Kyrandia did not provide many social opportunities for the Princesses, and they often mingled with the servants. And so it was no surprise when Princess Thelia married Heinwald, the court Jester. Thelia and Heinwald soon begat Malcolm, who followed his father's trade from a precocious age.

Princess Floreen eventually married Johannes, the imbecile son of the powerful Fanulo family, an act which many Kyrandian historians credit with saving the kingdom from bankruptcy.

Floreen gave birth to William, who many said resembled Bertrando the blacksmith. William grew up straight and handsome, and daily enjoyed the companionship and humor of his cousin Malcolm.

When tragedy struck Kyrandia, and both King Gregor and Prince Victor died during an accident involving an enchanted knife, Kallak Fanulo, Johannes' distant uncle, led the successful movement to have young William declared King of Kyrandia. The ambitious Kallak even arranged to have King William marry his daughter Katherine Fanulo.

Malcolm was unconcerned by his being passed over for the monarchy, and resolved to support his beloved cousin William and protect him from any danger. Malcolm particularly set himself



to offering alternatives to the selfish advice offered so freely by William's father-in-law Kallak. All was well in Kyrandia, or at least manageable, until tragedy struck again, and both King William and Queen Katherine were horribly killed by the same enchanted knife that had slain King Gregor and Victor.

Kallak publicly accused Malcolm of the murders, and promptly assumed control of the Kyrandian government. Before any investigations could take place Kallak magically sealed Malcolm within the Castle and secreted the infant prince Brandon in the far away corner of Kyrandia known as the Timbermist Woods.

With Malcolm safely confined, Kallak ruled unopposed as Regent of Kyrandia for eighteen years. Malcolm, locked in the castle, turned sour during his imprisonment, and spent his lonely hours nursing his hatred for Kallak, and plotting his revenge upon the country which had believed the lies of Kallak and turned its back on the Royal Jester.

How to Play

Getting Started

The first time you run *Malcolm's Revenge*, an introduction will be shown. After that, the game will proceed directly to the main screen, where you may either begin a new game or load a previously saved game.



Game Screen

The *Malcolm's Revenge* game screen is divided into Game Scene and the Jet Pop Inventory Bar.

Game Scene

All of the game playing activities in *Malcolm's Revenge* can be easily controlled by using the mouse. The game's arrow cursor will respond to any movement of the mouse. You control Malcolm's actions depending on where you click. Clicking somewhere in the scene may cause Malcolm to walk there. Clicking over something may result in Malcolm commenting about it. Click on an item to pick it up and put it in the cursor. An item can be dropped in a scene by clicking it on the ground.



As you move the arrow cursor around the scene, especially near the edges, it will become a fat white arrow. Clicking the fat white arrow will cause Malcolm to walk out of the current scene and move to the new location.

Jet Pop Inventory Bar

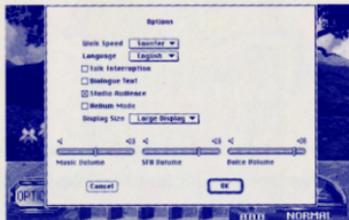
The Bottom section of the screen features the new no-click "Jet Pop" inventory screen that allows *Malcolm's Revenge* to utilize the full screen to display the scenery. Jet Pop is easy to use. To put an item into inventory, move the mouse down to the bottom edge of the screen and the inventory bar will pop up into view. Click the item into one of the ten inventory slots. Moving the mouse back to the game scene will cause the inventory bar to fall back out of view. No mouse click required!

Moodometer

The far right side of the Inventory Bar has an area reserved for display of Malcolm's Moodometer. The Moodometer will adjust Malcolm's conversation to a certain extent. There are three Moodometer settings: Nice, Normal, and Lying. Clicking on a section of the Moodometer will cause the gold indicator arrow to move there, and will cause Malcolm to change his dialog accordingly.

Jester's Staff

A special item in this game is the Jester's Staff. Malcolm won't have this item at the beginning of the game, but he can find it in his Apartment. It can be both amusing and useful. Once Malcolm has the Staff, it can be kept in the Staff receptacle slot on the Inventory Bar, between the inventory slots and the Moodometer.



Options

Clicking on the green OPTIONS gem in the inventory bar will display the game options panel. From this panel, you can control game features. These same options are also available under Options on the window's menu bar.

Walk Speed allows you to choose either a regular or quick walking pace for Malcolm.

Language allows you to choose English, German or French dialog text. (Malcolm always speaks in English, however.)

Talk Interruption lets you turn conversation interrupt on and off. When it is on, you can use the mouse button to interrupt a conversation and proceed quickly along.

Dialog Text allows you to turn the display of printed text on and off.

Display Size allows you to choose between a regular or small game window size.

Studio Audience allows you to turn the laugh track on or off.

Helium Mode enables and disables altered states vocals.

Volume Controls allow you to adjust the volume of the game's music, sound effects and speech loudness. Sliding a control all the way to the left will turn it off.



Getting Sleepy

Malcolm's Revenge is a game that will probably take you more than one day to finish. Being able to save and restore your game comes in handy at supper and bed time.



Saving a Game

From the File Menu, choosing Save Game allows you to store the current progress of your game. It is usually a good idea to save often, in case the power goes out, or Malcolm gets gnawed to death by a squirrel. After choosing Save Game, use the keyboard to type in a save game name that will help you remember your location. Click on Save to complete the operation. From the save game panel, you can also select a new volume and/or folder in which to save your game.

When saving a game, if you see a message saying you don't have enough hard disk space, you can either delete some files from the hard drive through Finder, or save games to a floppy disk.





Opening a Game

From the File Menu, choosing Open Game allows you to continue the game from the same point where you saved. After navigating to the folder where the save game file is located, double-click on the save game that you would like to continue. After a few moments, the game is restored and you can continue playing.

Balloon Help is available for the pull-down menus and Options dialog box.



At the beginning of the game, Malcolm is *persona non grata* in Kyrandia and has to figure out a way to get off the island. He may have to combine items (clicking a Bent Nail item on the Nut on a String item will yield a Nail on a String item, which can then be used for fishing and other mischief), and wear disguises to avoid capture and imprisonment.

On the Isle of Cats, Malcolm will have to cut his way through a confusing jungle. He will have to assist in the Cat Revolution in order to acquire enough magic to recruit the Pirates for his attack on Kyrandia.

At the Ends of the Earth, Malcolm will have to rent the correct equipment in order to be able to negotiate the waterfall and find the Caves of Wonder.

In Limbo and the Underworld, Malcolm will have to outwit the Fish Queen before he can.....that's enough!

Clue books are available for *The Legend of Kyrandia, Book 3: Malcolm's Revenge*, and can be found at many software stores or ordered from our direct order line at (800) 874-4607, or dial direct at (619) 693-1200, or by FAX at (619) 530-2225.

We also have two automated hint lines, available 24 hours a day in the U.S.A. and Canada. You must have a touch-tone phone, and be at least 18 years old or have parental or guardian permission before calling. In the U.S.A., call (900) 288-4744. For Canadian customers, the number is (900) 451-4422. The cost is 75 cents per minute. In Canada, the cost is \$1.25 (Canadian dollars) per minute.

If you experience any problems or trouble with either hint line, please call (800) 548-4468. If no one is available to take your call, please leave a voice mail description of the problem, and a technical service representative will return your call promptly. Hints for some Virgin Interactive Entertainment games and titles may not be available on the hint line.

Star Key

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It Won't Run...

Check the Product Requirements sticker on the *Malcolm's Revenge* game box. The game checks for enough hard drive space, but you will want to verify RAM availability. To check for enough RAM, go to the Application Menu and select Finder. From the Apple menu, select About This Macintosh. The Largest Unused Block must be larger than the minimum shown on the Product Requirements Sticker on the game box.

Look in the Late Notes file for any relevant trouble-shooting information that may help you easily remedy any difficulties you might be encountering. If all else fails, call Technical Support.



Technical Support

Virgin Interactive Entertainment receives many calls every day, so in order to serve you more efficiently, please have the following information available before you call:

1. The name of the game.
2. The configuration of computer you are running the game on.
3. The version number of your operating system (i.e., System 7.5)
4. The exact problem you are experiencing, including any error message.

To call, fax or write our Technical Support group, please use the following information:

Virgin Interactive Entertainment

Attn: Technical Support

18061 Fitch Avenue

Irvine, CA 92714

TEL: 714-833-1999

FAX: 714-833-2001

Automated Support: 714-833-1999

Live technical support hours are 8:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday, holidays excluded. Automated technical support is available all the time and includes automated FAXback of many technical support documents, updates and utilities.

When you call, have a pen and paper handy and be near your computer if possible. When writing or faxing, please include your telephone number so that we may call you if necessary.



On-line Support Services

Westwood Studios provides upcoming news, latest versions, updates, product demos, reviews, technical support, counseling, and more on the following on-line services.

Internet: World Wide Web

To find Westwood's home page on the World Wide Web, you will need a browser. Our address is <http://www.westwood.com>.

Internet: FTP

If you're looking for our latest support files for any of our products, you may get them from our ftp site at <ftp.westwood.com>.

Westwood Studios BBS

Westwood's BBS is available 24 hours a day, 7 days a week at 702-368-2319, with settings of 8,N,1 and supports up to 14,400 bps.

America Online

Select the GO TO menu at the top of the screen and highlight "Keyword." Enter Westwood Studios and then click on "GO." You can write public mail in any of the conference areas, or write private mail to Westwood by addressing it "WESTWOOD S".

CompuServe

Sign on normally, then select click on the traffic light icon at the top of your screen. When the prompt appears, enter "GAMBPLIB" for Game Publishers forum B. Messages and files pertaining to Westwood Studios products are located in the Westwood Studios section. Westwood's e-mail address for CompuServe is 71333,2405.



PRODIGY

After the main menu appears, press Control-J (for Jumping) and then type "WESTWOOD SUPPORT". You can leave mail, download files, or read through the Westwood bulletin boards all from the main menu.

GEnie

Use the Keyword "Scorpia", then select message area 33 from the menu. You can leave mail about any of our games, or download our support files from the library.

Interactive Entertainment BBS

Virgin's BBS supports up to 8 lines with settings of 8, N, 1 and supports up to 14,400 bps.

Virgin Interactive Entertainment Web Site

Virgin's Web Page address is <http://www.vie.com>.

Additional Support Services

Westwood Studios publishes Westwood Studios News & Notes about semi-annually, providing the same information in a slightly less exciting format. To make sure you receive your copy of News & Notes, be sure to fill out the registration card and send it in!



Defective Disc Replacements

If you have a defective CD-ROM disc, we will replace it without charge within 90 days of purchase. Please write a letter describing the problem you encountered, your system configuration, and your address. Mail the letter, your defective CD-ROM disc, and a copy of your receipt to Virgin Interactive Entertainment.

If you do not have the receipt or if 90 days have passed, please enclose a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Sorry, we do not accept cash or credit cards. Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy that particular store has.

Please return the disc to:

Virgin Interactive Entertainment
Attn: Customer Service Department
18061 Fitch Ave.
Irvine, CA 92714

Manual Replacements

To obtain replacement manuals, send proof of purchase (a copy of your receipt, a copy of the back of the box, or the UPC code) with a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Please mail these items to the address shown in the Defective Disc section.



Credits

Malcolm's Revenge

Based on the original IBM PC game by Rick Gush.

Mac Adaptation provided by The Dreamers Guild.

Westwood Studios

Executive Producer

Louis Castle

Producer

David Pokorny

Technical Direction

Steve Wetherill

QA Lead

Glenn Sperry

Quality Assurance

Jesse Clemit, Kenny Dunne, Bill Foster, Tim Fritz, Troy Leonard, Richard Rasmussen

Translations

Tom Schmidt (German), Stephane Radoux (French)

Dreamers Guild

Producer

Robert Wiggins

Technical Direction

Joe Pearce

Programming

Tim Lowery, Dave Howell

QA Lead

Walt Hochbrueckner

Quality Assurance

Kristy MacDonald, William Kim, Geoffrey Greenberg, Michael Williams

Virgin Interactive Entertainment

Project Liaison

Ken Love

QA Lead

Chris Nelsen

Quality Assurance

Nick Camerota, Robert Dearborn, Mitch Feldman, Mick Love,
Gordon Maddison, Stacey Mendoza, Victor Rodriguez, Paul Schoener, Bijan Shaheer

Manual Layout

David Pokorny, Lisa Marcinko

Vocals Director

Joe Kucan





Voice Actors

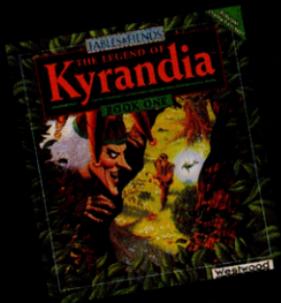
Narrator	Douglas H. Baker
Malcolm	Eric Randall
Gunther	Eric Randall
Zanthea	Bonnie Lynn Toups
Darm	Eric Martin
Brandywine	Barbara A. Costa
Herman	Gary W. Hyatt
Katherine	Julie Stainer
Circus Guard	Ian Pugh
Fish Cream Jerk	Bill Collins
Rowena	Merri O'Neal Contino
Child	Wendy Bagger
Sculpture	David E. Cousin
Lifeguard	Ray Favero
Foreman	Chip Mosher
Convict	Douglas H. Baker
Galley Master	Robert D. Blomgren
King Brandon	Joe Kucan
Ghost	Brian Strom
Kallak	Harley Akers
Fort Guard Dog	Ray Favero
Fluffy	Eric Martin

Jean Claude
Louie
Dubert
Hubert
Cart Cat
Cart Dog
Fish Queen
Merman
King
Teacher
Bat
Ed
Line Member
Clerk
Attendant
Funster 1
Funster Bill
Funster Laurie
William
Stewart
Vacuum Salesman
Malcolm Jr.

Eric Martin
Gary W. Hyatt
Jason Buchanan
Brian Strom
Karen McKenny
Douglas H. Baker
Elena Ferrante
Chip Mosher
Robert D. Blomgren
Ray Favero
Douglas H. Baker
Bill Collins
Jason Buchanan
Wendy Bagger
Jane Gallagher
Cliff Lawrence
Eric Martin
Bonnie Lynn Touns
Kenneth Kucan
Eric Randall
Ian Pugh
Anthony Castle



NOTES



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The Legend of Kyrandia: Book One

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Quick Start

The Legend of Kyrandia, Book 3: Malcolm's Revenge uses 12Mb of space on your hard drive.

Insert the CD into your CD-ROM drive. Once the drive icon appears on the desktop, double-click on it to open the window. Double-click again on the Install *Malcolm's Revenge* icon to install the game. Follow the on-screen instructions.

During the installation, *Malcolm's Revenge* will automatically upgrade your machine to Sound Manager 3.0 and determine the best display size for the game's movies.

Double-click on the *Malcolm's Revenge* icon to play the game.

You will see the installation run several graphics tests of a jester's hat shaking.

These tests are a normal part of the installation process to determine the best size for showing the *Malcolm's Revenge* introduction and game movies.



Internet: <http://www.westwood.com>