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XBOX

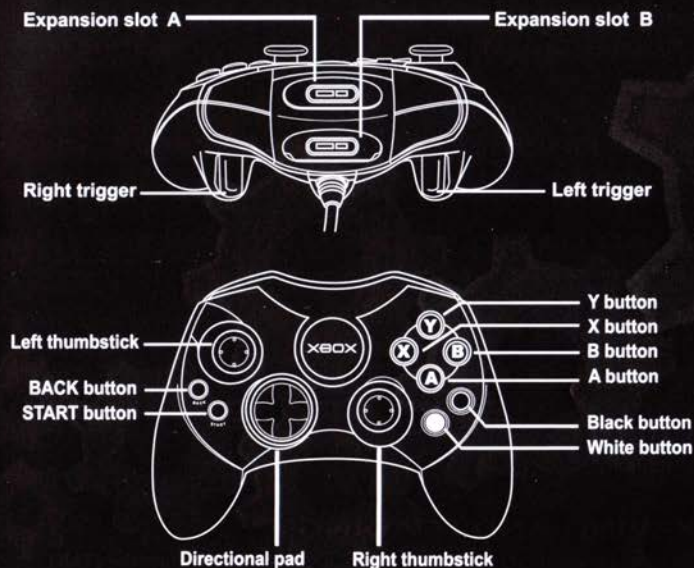
MALICE™



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GAME CONTROLS



L eft thumbstick	Directional walk/run
R ight thumbstick	Rotate camera
R ight thumbstick button	Toggle 1st/3rd person view
A button	Jump / Double Jump (press twice)
X button	Swipe attack
Y button	Action / Use
B button	Quake attack
O button	Open Pocket Watch to see Journal
← → ↑ ↓	Navigate Journal
R ight trigger + A , X , Y , B	Use Magics
L eft trigger	Pull camera in behind you
BACK button	Back
START button	Pause / Restart

GETTING STARTED

Having inserted your **Malice™** disc successfully, you will be presented with the Main Menu screen. From here you will be able to choose from the following options:

NEW GAME

Start a new game.

LOAD GAME

Load a previously saved game.

OPTIONS

Adjust the volumes and select vibration on or off. Adjust screen settings.

CREDITS

Display the game credits.

SAVING AND LOADING

To save a game, first access the Save Game Menu by pressing the **START** button on your controller. Then choose to save your game.

To Load a previously saved game, select Load Game from the Main Menu. A list of saved files will appear. Select the saved game you wish to return to and press the **A** button.

OUR STORY

A headless girl stands before Death on the Beach of Souls in the midst of a pack of zombies. Soul Eaters all around ravage the poor deceased. It is clear, Death wants no part of this strange girl...too much work! She is Malice, a Temporal-Deity-Paradox who starts our game having just failed to save the world from disaster! Just how did things come to such an end?

To find out, you'll need to travel through an odd universe using the portal of an automated Solar System, built at the heart of a defunct clockwork-ElementOmeter!

As you power up the great machinery, thereby gaining access to more of this strange universe, you'll have to recover some 'Key' items in order to improve your weapons — the Mace of Clubs, the Clockwork Hammer, and the Quantum Tuning Fork — each with their own distinctive powers and attributes.

A word of warning: You may find yourself changed into a kid or a ghost as you unveil more of this universe, and your part to play in all this mayhem. Above all — **KEEP YOUR HEAD!**

Along the way, you'll gain some magical powers that will help with your Quests and become powerful enough to take on the nuclear wrath of the evil mind behind all this — the Fuhrer of Fire, the Dog God! You will fulfill the prophecy and become the Goddess...**MALICE!**



THE METAL GUARDIAN

He is the Keeper of the Universe, and your friend and guide in this messed up world. He'll help you and will also send you out on a series of Quests that are essential in order to prevent the Dog God from getting his awful way. The Metal Guardian lives in The Orrery – hub of the Universe.



THE POCKET WATCH & JOURNAL

The Pocket Watch is a unique device. When it's in your possession, try not to lose it.



It will also inform you of your state of health – the number of hearts you have determines how much damage you can take from your enemies, or from falling, etc. This can be replenished by collecting HEARTS wherever you find them. The maximum number of hearts that you can hold can be increased by collecting CRYSTAL HEART POTS. For every 10 of

these that you collect you will increase your maximum hearts by one. You should always try to collect these whenever possible.

The Pocket Watch will also show your Mana bar – this blue bar is the amount of Mana you have stored for performing Magic.

The Journal can be accessed by pressing the **O** button. With it you will be able to check on your Quests and on some of the items essential to help you progress.

ENEMIES

These come in various forms. The Dog God's minions will be found throughout the universe, including some much bigger and meaner allies of Dog God who must be defeated to help your friend, the Metal Guardian. Each has special powers that you must watch out for. Their state of health will also be shown when you fight them. Sometimes Magic can help....

MIGHTY WEAPONRY



The Mace of Clubs

Given to Malice by the Metal Guardian in the Orrery, this is Malice's first weapon and proves a most useful start.

Club Slash Press the **X** button for cutting swipe
Club Quake Press the **B** button for a thumping thwack

The Clockwork Hammer

A collaboration of computational cogs fire-tuned with Metal. A disproportionately huge device of tremendous power.



Hammer Slash Press the **X** button for spinning swipe
Hammer Quake Press the **B** button for a crunching rumble

The Quantum Tuning Fork

The pinnacle of weaponry, fine-tuned with pure quantum physical energy, for apocalyptic battle.



Quantum Slash Press the **X** button for a deadly swipe
Quantum Quake Press the **B** button for an electrifying storm

MAGIC

A useful weapon in Malice's armoury is Magic, which can be learned, entrusted, acquired, and used when a plain old kick in the butt won't help.

Each Magic is gained through Malice's achievements:

Magic requires a combo of buttons — Press and Hold the **Light trigger** and press the following:

Glide Magic **A** button

Useful for reaching the parts others cannot reach

Bullet Shield Magic **Y** button

Protects you against projectile attacks

Speed Magic **X** button

Run circles around your enemies at double speed

Weapon Boost Magic **B** button

Increased power on swipe and quake (all weapons)

Health Magic **A** button (twice)

Recover to full Heart's health

Damage Shield Magic **Y** button (twice)

Protects you against ALL attacks

Slow Magic **X** button (twice)

Your enemies slow to half speed

Nuke Magic **B** button (twice)

Blast every enemy near you

You must collect Mana crystals in order to use Magic — When cast, Magic uses up Mana. Watch the blue Magic Bar on your Pocket Watch. The greater Magics use more Mana.

CREDITS

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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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