

MALICE™



a ZeniMax Media brand

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

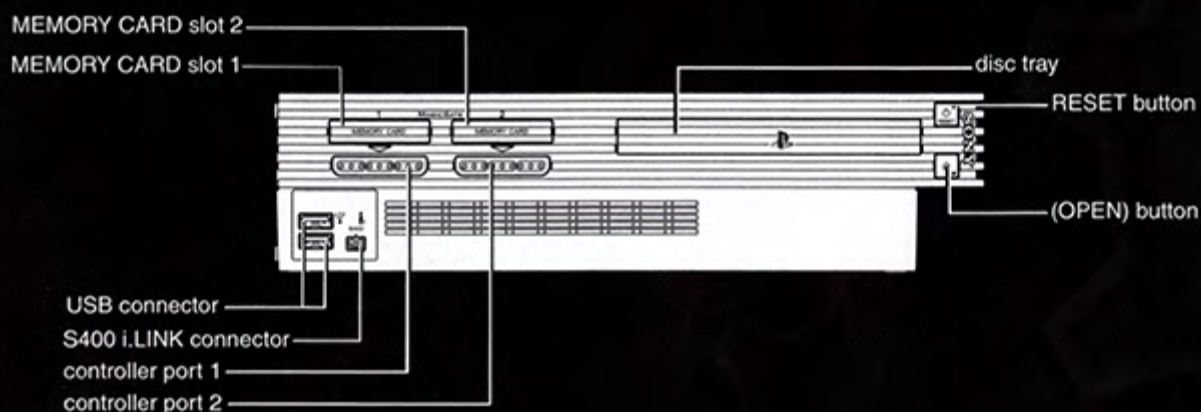
MALICE

TABLE OF CONTENTS

| | |
|---------------------------------|----|
| GETTING STARTED | 2 |
| STARTING UP | 3 |
| TAKE CONTROL | 3 |
| OUR STORY | 4 |
| THE GAME | 5 |
| THE METAL GUARDIAN | 6 |
| THE POCKETWATCH & JOURNAL | 6 |
| ENEMIES | 7 |
| WEAPONS | 7 |
| MAGIC | 8 |
| CREDITS | 10 |

MALICE

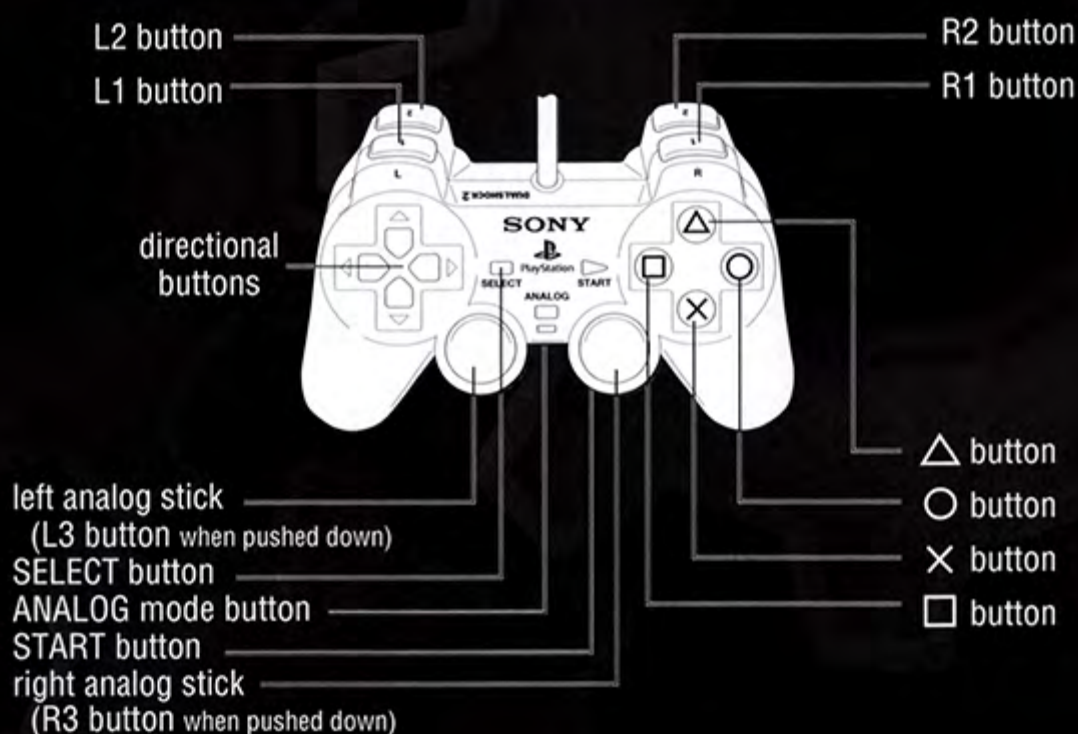
GETTING STARTED



Set up your **PlayStation®2 computer entertainment system** according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the **Malice™** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



TAKE CONTROL

| | |
|---------------------|----------------------------------|
| Left analog stick | Directional walk/run |
| Right analog stick | Rotate camera |
| R3 button | Toggle 1st/3rd person view |
| × | Jump / Double Jump (press twice) |
| □ | Swipe attack |
| Δ | Action / Use |
| ○ | Quake attack |
| R1 button | Open Pocket Watch to see Journal |
| ← → ↑ ↓ | Navigate around the Journal |
| R2 button + ×/□/Δ/○ | Use Magics |
| L2 button | Pull camera in behind you |
| START button | Pause / Restart |

MALICE

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 GAME

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 from a **MEMORY CARD (8MB) (for PlayStation®2)**.

OPTIONS

Adjust the volumes and select vibration on or off. Adjust screen settings and positions. Load and Save configurations from/to a **MEMORY CARD (8MB) (for PlayStation®2)**.

BONUS ITEMS

Try some extra challenges – but only if you can find the means of unlocking them....

SAVING AND LOADING

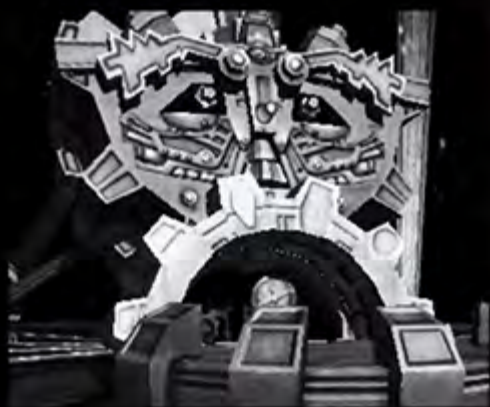
To save a game, first access the Save Game Menu by pressing the **START** button on your **DUALSHOCK®2 analog controller** DURING PLAY. Then choose to save your game to a **MEMORY CARD (8MB) (for PlayStation®2)**.

NOTE: The **MEMORY CARD (8MB) (for PlayStation®2)** must be inserted into **MEMORY CARD slot 1** and contain at least **110KB** of free space in order to save the game.

To Load a previously saved game, select Load Game from the Main Menu. Select the **MEMORY CARD (8MB) (for PlayStation®2)** where you saved your game. A list of saved files will appear. Select the saved game you wish to return to and press the **×** button.

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 R1 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 button for cutting swipe

Club Quake Press the 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 button for spinning swipe

Hammer Quake Press the 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 button for a deadly swipe

Quantum Quake Press the button for an electrifying storm

MAGIC

A useful weapon in Malice's armory 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 R2 button and press the following:

Glide Magic X button
Useful for reaching the parts others cannot reach...

Weapon Boost Magic O button
Increased power on swipe and quake for all weapons

Speed Magic □ button
Run circles around your enemies at double speed

Bullet Shield Magic △ button
Protects you against projectiles

Health Magic X button (twice)
Recover to full Heart's health

Damage Shield Magic △ button (twice)
Protects you against all attacks

Slow Magic □ button (twice)
Deal with your enemies as they slow to half speed

Nuke Magic O button (twice)
Blast every enemy near to 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.

MALICE



MALICE

CREDITS

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