THE LOST CITY OF

Malathedra



Ethereal Darkness Interactive

Game Development

Story

I am Rebecca Wolfe. I am 26 years old and hold a doctorate in History. My father, Jonathan Wolfe, is a historian and one of few who knew of and studied the legend of 'Malathedra'. He was a loving father and instilled in me a passion for history. As his interest and knowledge grew, his passion became an obsession, and he was soon recognized as one the world's foremost experts on Malathedra and it was not long after I left for college that he set off to find the lost city.

I went on with my life and all was well until I received a letter. It was from Culuco Island in the Caribbean, and it was from my father:

Dear Rebecca,

I'm on the brink of a vital clue, the pieces of the puzzle are about to fall into place, and I would like you to be here with me when I discover it. Please come. I am staying at the Bread and Board Inn in Port Placid.

Love,
Jonathan Wolf

At first I was unsure what to do, but eventually I grew to relish the idea of joining my father, so I set off to Culuco island and arrived two weeks after receiving the letter.

Installation

If you're installing from the CD then insert the CD into your CD/DVD/Blu-Ray drive, if you're installing from the download version, double click the installer icon and follow the on screen instructions.

Game Menu

To begin the game, double click Malathedra's desktop icon or navigate to the folder from your start menu and then click its icon. The game menu (shown below) will appear. Click on the various icons to navigate the menu and perform the various functions:



New: Begins a new game. Presents the option to play or skip the prologue

Save/Load: Brings up the save and load sub menu. From the main menu you may load a previously saved game. From within

the game you may save.

Options: Presents you with various options regarding sound and music volume and screen resolution.

Help: Displays the readme file and provides a link to our forums.

Quit: Quits the game and returns to windows.

Playing the Game:

Click the “New” icon at which point you'll be presented with a choice to skip or play the prologue. The prologue contains the same content as the free demo and provides an interactive background story to the main game. If you have not played the demo, we recommend playing the prologue for the complete experience. If you have already played the demo, there is no need to repeat it, and you should select the “Skip Prologue” icon to begin the main game immediately.

The game screen looks as follows:



NOTE: You may use the menu icon in the bottom right corner at any time to access game functions (see above).

Use your mouse cursor to point the cursor at various objects on the screen (including your character). Hover over an item and click the left mouse button to instruct your character to walk towards the object. Once character arrives at the item, click and hold the left mouse button to bring up the following context menu:



Look Icon: Use this icon to look at objects within the game. Often this will reveal valuable clues to aid you in your quest.

Action Icon: Use this icon to interact with the environment. Taking objects, using items, pressing buttons, etc... is done using this icon.

Talk Icon: Use this icon to talk to people.

Inventory

When you take an item using the action icon, it will be placed in your inventory (shown below). You access your inventory using the right mouse button. From the inventory screen, move your mouse cursor over an item and click the left button. Then move the mouse outside the inventory box to close the screen



Once you're outside of the inventory screen, your cursor will have the item attached to it. Click the left mouse button to use the item with other objects in the environment. Click the right mouse button to dismiss the item and return the cursor to normal operation.

Using Items:



Support

If after reading this manual you're still having difficulty with the game, consult the readme file by clicking the help button from the main menu. It contains a detailed walkthough of the first few minutes of the game in addition to version specific information.

For technical support, game tips, bug reports and general feedback, please use the following resources:

Website: http://www.malathedra.com
Forums: http://edigames.freeforums.org
E-mail: support@edigames.com

Thank you for playing and be sure to check out our first title Morning's Wrath (http://www.morningswrath.com).

Credits:

Original Story
Raymond Jacobs
Brian Linton

Programming
Raymond Jacobs
Brian Linton

Artwork
Raymond Jacobs

Original Score
Joe Francis

Beta Testing
Shawn Frison
Martin Snyder
David McGraw
Donald Beals
Nicolas Neil

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