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SURVIVING MALARIA

Malaria is a dark and dangerous place, filled with failed inventions and evil scientists bent on one thing: winning the Evil Science Fair with an invention that can threaten the world.

Igor is at the bottom rung of the social ladder. Like every other Igor, he is the slave of an evil scientist and as disposable as a tissue. But one day Igor's master, Dr. Glickenstein, accidentally killed himself while testing an evil invention, and left Igor free to pursue his own hopes and dreams. Now Igor has one chance to create Malaria's greatest evil invention yet and prove that Igor's can be great inventors, or else get tossed down the recycling chute!

STARTING THE GAME

When the game loads up, you will see the profiles screen. You can select an empty profile to start a new game, or select an existing profile to continue from your last save point or play through a level you have already completed.

BASIC CONTROLS

Igor can be played either with the keyboard or gamepad supported by DirectX.

GAME FUNCTIONS UP, DOWN, LEFT, RIGHT (W, A, S, D OR ARROW KEYS):
Moves your currently selected character.

ACTION (LEFT MOUSE BUTTON, SHIFT OR CTRL):

Used to attack, open doors, or talk to characters you meet. Each character has a different style of attack. Use the C button with Eva or Scamper to easily do their charge attacks.

JUMP (RIGHT MOUSE BUTTON OR SPACE BAR):

Used to jump. Each character has a different jump height.

SWAP (MIDDLE MOUSE BUTTON OR TAB):

Used to swap characters, or to join into the game.

EXIT (ESC OR PAUSE):

Used to leave a game in progress, and used to save and exit to the main screen.

OUR HEROES



IGOR

A potentially gifted and brilliant inventor, Igor was born with a hunch on his back which left him only one choice, to become a servant to an evil scientist. Forced to serve a cruel tyrant named Dr. Glickenstein, Igor must invent in secret, always afraid of being discovered. Fate, however, finally steps in and gives Igor the chance to build his greatest invention – an evil monster that will win the Annual Evil Science Fair and bring Igor the respect he has always wanted. Something goes horribly wrong though. His evil invention does not want to be evil! Now he has to figure out a way to get her to compete in the Annual Evil Science Fair and battle Malaria's other evil inventions, or it's down the Igor recycling chute with him!

Jump:

Medium. Igor can get up onto most surfaces. Igor's medium size allows him to leap up onto many ledges.

Attack:

Expanding gears combo. Quickly mash the attack button to have Igor do a combo with his zapper that affects a larger area with each strike. This makes him particularly good at fighting large groups, though he does very little damage compared to the other players. Igor's air attack is a two hit combo that, when done correctly, culminates in a large area of effect attack.

Special:

Igor can repair gearboxes by hitting them with his zapper's gears. Repairing gearboxes can reveal hidden objects or power non-functioning machinery.



SCAMPER

One of Igor's first experiments, Scamper is a "road kill" rabbit that he brought back to life. Igor gave him super-intelligence and immortality, but Scamper doesn't see the point in living. He's always trying to end his "meaningless existence" but can't... he just keeps coming back to life again and again. However, by the end of the story, Scamper discovers that life with his friends is truly worth living.

Jump:

Very high! Scamper's long feet and massive leg muscles, combined with his aerodynamically thin body, allow him to leap high into the air. The fact that his skullcap acts as an airfoil helps him steer in midair.

Attack:

Scamper can charge up electricity in his skullcap by holding the attack button. The longer he charges up, the more powerful the bolt he unleashes. His maximum charged up attack is excellent for attacking groups surrounding him. If Scamper is hit during his charge up, he loses his charge. Scamper's jump attack allows him to stay in the air and out of harm's way if he hits with it.

Special:

Scamper can start up turbines by striking them with his electrical attack. Starting turbines can create massive amounts of energy to power large machinery. Scamper also regenerates very quickly when knocked out because of the immortality formula Igor used on him.

**BRAIN**

Brain is another one of Igor's inventions... a very early prototype! This "brain-in-a-jar" is anything but! Let's just say that this jar is more than half empty. He is always trying to prove that he is very intelligent and can help, but sometimes unwittingly ends up making life even tougher for Igor.

Jump:

Small. Brain's tiny wheels are not useful for jumping. He has a hard time leaping over anything but the shortest rails.

Attack:

Brain can fire rockets from his claw and has a very fast four hit combo that he can perform by rapidly pressing the attack button. Brain's air attack is a spinning claw move.

Special:

Brain's explosive rocket is the only thing that can press the special red buttons scattered throughout Malaria, which will turn on whatever machinery they are attached to.

**EVA**

Igor's latest creation is Eva, his "tour de force." She's a giant monster built for one purpose – to be the best evil invention and conquer all at the Annual Evil Science Fair. Just one hitch... she doesn't have an Evil bone in her body.

Jump:

Small. Eva's dainty feet are designed for dancing and smashing, not for leaping.

Attack:

Eva's attacks are very powerful. By standing in one place and rapidly hitting the attack button, she performs a powerful four hit combo. While moving, she uses a quick two hit combo. If the attack button is held down, however, she can do a powerful dashing attack, knocking small foes aside as she plows through them. Her air attack is a heavy drop kick.

Special:

Eva can easily destroy large barriers that would be impossible for other characters to destroy. She is also more resistant to damage and to being knocked down than the other characters.

**DR. GLICKENSTEIN**

Igor's master, Dr. Glickenstein, is a cruel Evil Scientist that treats Igor like dirt. Every year Dr. Glickenstein manages to lose the Annual Evil Science Fair and takes it out on poor Igor. While he is evil and never was much of a scientist, he may still be worth listening to every once in a while. He still gets the occasional good idea.

THE HEADS UP DISPLAY

The Heads Up Display helps you know what is going on in the game. Each character has a portrait at the bottom of the screen with a gear showing how much health the character has left. The gears behind the portraits match the color of the rings under each player character to make it easy to see which one you are playing. Any characters under computer control will have their portrait and gear grayed out.

The top of the screen shows inventory that the players have picked up. On the top right is the amount of salvage the players have picked up. Picking up salvage heals players and increases the overall score at the end of the level. Salvage can be found by defeating enemies and many other ways. In the middle of the top of the screen is a display of what keys, temporal transducers or other items you've collected. On the left is the quantity of Secret Skulls you've picked up. There are 105 Secret Skulls in the game, can you find them all?



OBJECTS

In order to save Malaria there are many objects you will need to interact with to solve puzzles and traverse the laboratories of evil scientists. When you are next to an object you can interact with, a green exclamation mark appears above your head. If you need to switch characters or fix something before you can interact with it, a red question mark will appear instead.

SWITCHES

Pull the switch! Pull the switch! Seriously, that's all Igor ever hear. But Igor, will be doing your fair share of switch-pulling just to get around. If the lights on a switch are red, striking the switch with any attack will flip it and turn the switch's lights green. This SHOULD activate something, but sometimes you need to hit more than just one switch. If the lights are dark, it means there is no power getting to the switch. You better find some power for it!

TEMPORAL TRANSDUCERS AND SOCKETS

These devices are power sources. You can collect temporal transducers and take them to sockets to power other things, such as switches. If you see a socket, it is time to start looking for a temporal transducer!

BUTTONS, TURBINES, AND GEARBOXES

These devices are various parts of machines. Brain can turn on buttons with his rockets, Scamper can power up turbines with his electricity, and Igor is the only one who can fix gearboxes with his gears.

OPPONENTS

You will encounter many enemies in Malaria. Learn about them here before you make the fatal mistake of underestimating them.



CYBER CHIX

Far off in Malaria, Dr. Groaner's Cyber Chix factory has gone completely wild. Giant smokestacks spew thousands of the little menaces high into the air, where they rain down on all of Malaria like little metal raindrops of evil. Even Dr. Groaner is powerless to shut his factory down!



BLIND WOMAN (FRAU VORHÄNGE)

She takes pride in the handiwork of her orphans, though she cannot see it, she knows it is beautiful. She drives a hard bargain.

**BLIND ROBOT ORPHANS**

What kind of evil scientist created these robots? Why are they blind? And who would ever adopt a robot? These are questions you must answer for yourself as you make your way through the Home for Blind Orphans.

**FLY-HEADED CLERK (JEFF)**

Jeff isn't the sharpest coin in the bunch. He let a couple of persona non gratis into the Brainwash and now he's been sentenced by his boss to stand in one place and block your way! Igor is great at fixing machines, but terrible at fixing up hurt feelings. Maybe if you apologize to him somehow, he might vamoose.

MAN-HEADED FLY (JEFF'S BOSS)

This pesky fly guy won't let you through. He's a little tsetse, but maybe if you wait awhile, he won't be in your way. After all, flies only have a lifespan of a few weeks.

**BRAIN CRABS**

Once these were the "brains" behind the Brainwash, but now they have been relegated to menial tasks by one fly guy. They're the most clever robot crabs you'll encounter, so use your wits to outwit them!

**DR. KINDERMANN AND DR. HERZSCHLAG**

Just what are these two evil scientists up to? And why have they teamed up? Luckily for you, you won't have to fight them both at once, but don't expect them not to call for backup.

**KILLER SPORES**

These tiny spores should be no threat to you... if you were normal sized! Unfortunately, that may not be the case when you meet them. Don't touch these explosive plants, rather strike at a distance if you want to stay on your feet (or wheels).

**PLANT MONSTER**

You shouldn't fear the Plant Monster, unless you are two inches tall... then they are strong and sturdy foes. Use your team wisely to engage them one at a time, or you will surely be overwhelmed!

**BUNTRONS**

Glickenstein claims to have created these machines, even going so far as to call them his "robot henchlings." Their true origin, however, is shrouded in mystery! Many have long suspected that the highly advanced and emotional BunTron race was far too sophisticated a creation for the incompetent Glickenstein, but where could they have come from?

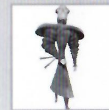
BunTrons come in two types. The grey ones are constructed of the strongest substance on the planet: envyanium; and the gold ones are constructed out of the highly volatile jealousyonium.

**KING ROBIT**

(King RoBit's ballad of the BunTron Race) You've only underestimated his amazingly vicious entourage. Before everyone enters near, RoBit is crowned king! RoBit's only lonely love? Endless division.

**JACLYN**

Jaclyn is nothing if not versatile. But she has the plans that you need to escape, so defeat her a few times and you may just be home free.

**DR. SCHADENFREUDE**

Having won all of the Annual Evil Science Fairs with stolen inventions, he has plenty of stolen technology to fight you with... even if he doesn't have to fight you himself.

SCHADENFREUDE'S IGOR

He's learned his slapping technique from Dr. Schadenfreude himself. Prepare to defend yourself from his onslaught!

**DR. BLITZKRIEG**

Dr. Blitzkrieg's plans for Malaria may shock you. Put some energy into defeating him and your victory will be electrifying.

IGOR RECYCLING MACHINE

This horrid invention of Dr. Blitzkrieg is ready to turn you into a nice end table. With a hunch. Begin dismantling it with the pincers. That should start a chain reaction.



ROYAL GUARDS

These spindly foes are dangerous. Knock them down quickly and punish them before they can get up again.



DR. HOLZWURM

She's finally ready to battle you now that her potion has been created. A nasty cloud shields her, so knock her down from a distance to take her out.

THE EVIL INVENTIONS

When you reach the Killiseum, you'll have to defeat the remaining Evil Inventions if you want to tell all of Malaria about Malbert's lies!



KING MALBERT

He's the king – he must be strong! No? Well at least he has... GUARDS!

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