

MALAYALAM - Island of Mysteries



INSTRUCTION MANUAL

Version 081110

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Foreword

Thank you for playing Malayalam – Island of Mysteries.

Malayalam – Island of Mysteries is a puzzle adventure video game developed by MJK Games in 2007-2008, and released as freeware for PC/Windows in November 10, 2008. The game is a vague crossover between a Robinson Crusoe themed survival game and a mysterious adventure similar to the TV series Lost, presented in a cartoonesque style with hand-drawn graphics and animation.

This manual introduces the basic game elements and offers some tips & tricks for playing. More information and tips are available at the Malayalam web site at www.mjkgames.com. Hopefully you will enjoy playing the game.

MALAYALAM - Island of Mysteries

Concept

The player controls a character named Thomas Paine, a 34-year old fisherman, who has shipwrecked somewhere in the Eastern Indian Ocean. He drifts onto an unknown desert island named Malayalam, where the adventure takes place. The initial goal for the player is to stay alive and secure sufficient living conditions to enable further progress in the game. This involves finding food, hunting, constructing tools, building *shelters*, sleeping, and other everyday activities on the island.

The second goal is about solving *quests*, which are often some sort of puzzle or riddle presented to the player in form of parchments and bottle posts. In these, the player needs to seek solutions using objects or information he has discovered on the island. The ultimate goal is to solve all missions on the island, and find a way off.

The game awards *Malayalam Points* for each day survived and for each quest solved. Players can compete with each other in an online highscore table, which ranks every contender by the number of Malayalam Points earned. Other than that, Malayalam - Island of Mysteries is purely a single-player game.



Gameplay

Most of the gameplay is about exploration of unknown areas. In order to either survive or solve quests, the player needs to wander around the island and explore different *regions*. The scale of exploration is dependent on how the player decides to play the game; if he concentrates on survival and everyday living, a smaller playing area and less exploration is required. But when the goal is to solve as many quests as possible and reach the ultimate goal of finding a way off the island, dozens of different regions need to be investigated.

The player moves around the island by walking from one region to another, or teleporting over multiple regions at once by using a *teleport*. Quests are read by walking over a parchment or a bottle post. It's up to the player to decide which quests to accept and when, so the gameplay is relatively dynamic in this regard. Three quests can be accepted and worked on simultaneously. When quests are completed, Malayalam Points and sometimes additional reward objects are given to the player.

The main view contains a lot of information for the player. The upper left hand corner, where the Malayalam logo is displayed, has the current score in form of Malayalam Points, a progress bar which fills up according to the number of quests solved, time of day measured in game's own time system, health percentage, and nutrition percentage. These are always visible for the player, as long as the info tabs are enabled in the settings.

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Main view with five information tabs.

The *Conditions* tab in the bottom of the screen contains the same information but with more details. Day number and temperature on the left side, health (red bar / skull, empty in the screenshot), toxicity (purple bar / nutrition (blue bar) and water (light blue bar) on the middle, and score on the right side.

- Day = Each day lasts for some 15 minutes in real time, nights go by faster. It is recommended to sleep at nights, to skip the dark time and to remain in health. The sun sets at around 21:00 and rises 04:00. Sleeping is possible after 20:00.
- Temperature = Can be even 50 degrees at highest and 0 degrees at lowest by night. High temperatures increase food and water consumption, and it is especially consuming to carry heavy items around for long distances during hot days. Cold nights can be unhealthy unless spent in a shelter.
- Health = Decreases when harmful animals bite or attack, or when the toxicity level is above certain point. Health can be restored in a shelter or by using health pack objects.
- Toxicity = Increases from snake or scorpion bites, raw food consumption, poisonous food items such as certain mushrooms, and teleportation. Toxicity affects health in a long run.
- Nutrition = Food, such as animals, must be eaten for every now and then to remain alive. Temperature, inventory weight and walking/running speed have an impact to nutrition level.
- Water = Water can be received by finding water bottles from the terrain. Not all regions have water, so it might be useful to carry around. If it rains, water bottles appear more frequently nearby. Wells also give water when shaken. Water bottles are vanishable objects and can't be stored for a long time.

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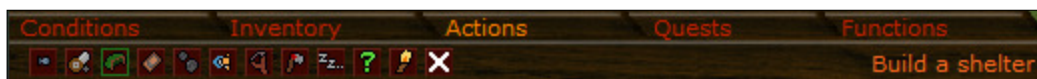
The *Inventory tab* lists all the objects that you have picked up with you by dragging them with the mouse over the bottom left hand corner of the screen. Objects can be released from the inventory by dragging them back to the terrain from the Inventory tab. The inventory weight of over 10 kg can increase food consumption significantly. Thus, it's useful to monitor the weight level.

Also visible on the Inventory tab is the region number and title. The numbers inside the brackets are global coordinates, which tell the player his exact location on the island.

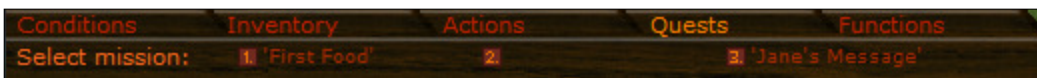


The *Actions tab* contains all the actions that can be performed by the player, once the corresponding abilities have been achieved. For example, fishing is available when the player possesses a rod, which, in turn, can be produced by combining other objects. All actions are as follows:

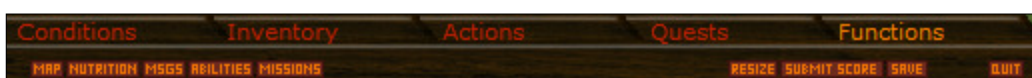
- Fish
- Use cannon
- Build shelter
- Use mousetrap
- Throw stone
- Swim
- Use slingshot
- Chop trees
- Sleep
- Help
- Use torch
- No action



The *Quests tab* lists all the quests and missions currently in progress. Once a quest is accepted by the player by selecting a slot (1-3), its title will appear here. Already used slots can be overwritten with new quests. Also by clicking on the quest slot button during gameplay, the player can receive the full quest briefing to remind himself about the requirements of accomplishing the quest.



Finally, the *Functions tab* includes links to important information screens, such as map and nutritional requirements screen. They can be accessed by pressing the buttons.



Controls

The game is controlled either by using the mouse only, or by using a combination of both the mouse and the keyboard. The Tutorial introduces these controls in practice, below is a brief list of all the main controls.

Move mouse pointer = walk around, turn. If mouse pointer is close to the character, he will stop. The longer the distance between the mouse and the character, the faster he walks.

Right mouse button = stop/start mouse movement, cancel some actions like shelter building and slingshot shooting (double right click)

Left mouse button = pick up or move objects (hold down and drag), fish (when available), shake trees or other objects, enter cabins and UWRT's, use cannon/slingshot/mousetrap or throw a stone (when available), access actions and functions on the info tabs, swim (hold down in deep water), chop trees (when available).

Arrow keys = walk around, turn

Enter = shake trees or other objects

Shift = swim, chop trees (when available), use cannon/mousetrap (when available)

Space = run

Ctrl+C = redefine keys (arrow keys, enter, shift, space, ctrl)

CTRL+S = quick save

M = map

N = nutritional requirements

Backspace = hide/show info tabs

Tab = change info tab

System Requirements

Malayalam runs fine on any up-to-date PC system with Windows Vista/XP/2000.

Recommended is 1.6 Ghz, 256 Mb RAM or more.

On some older systems, the game might slow down significantly causing jerky movements and other unexpected behaviour.

The game does not work properly on Windows NT/2003/Me/98/95.

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The island

The island of Malayalam is roughly 3 km square in real size and 50,000 x 50,000 pixels on the PC screen, and is comprised of roughly 120 unique regions. There are basically five main types of terrain on the island: jungle, forest, desert, savannah and "mud". Each has its own set of notes, pergaments, bottle posts, buildings, objects and animals. The player can freely explore any of them at any given time, but it's more effective to start from the middle of the island and proceed outward later on.

The game begins at the center of the island in a region called Kozhencherry. This region features four quests; 'First Meal', 'Shelter', 'Jane's Message' and 'The Menhir Whispers'. Kozhencherry also has the first two buildings in the game: Hatch #1 in a small southwestern island, and Cabin #2 in the North. Together with several of its neighbouring regions, Kozhencherry provides the player with sufficient objects to construct some essential tools and assets for himself, including a rod, an axe, a shelter, a cannon and a slingshot.



The island of Malayalam consists of 121 regions. The game begins in Kozhencherry in the middle.

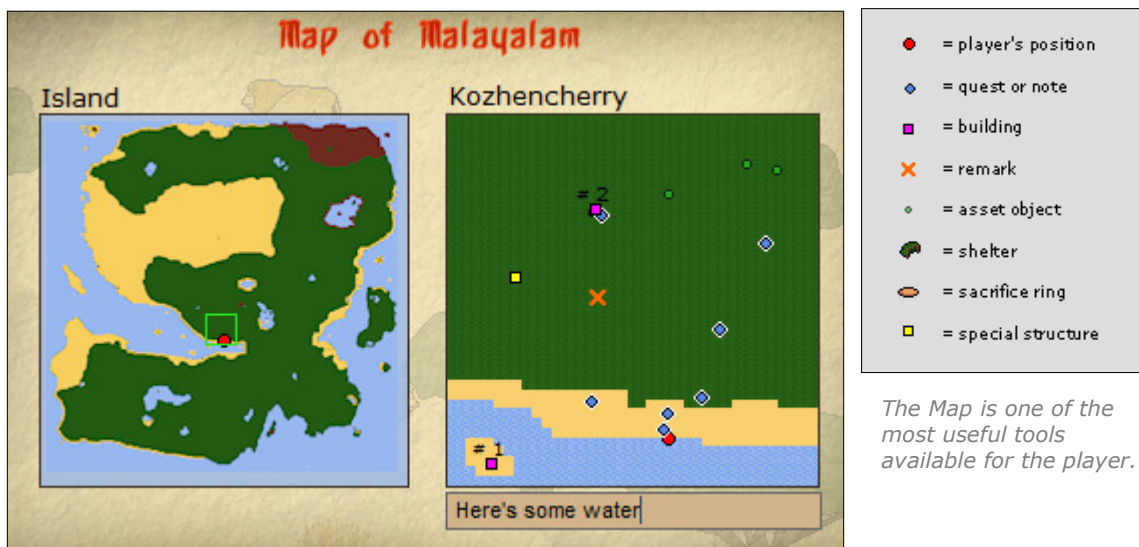
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Some of the regions are more important than the others. Scorewise, most of the central island regions can provide over 1000 Malayalam Points from their quests, while some others only 1/10 of this. Also, 10 regions have teleports, and 10 other regions Sacrifice Rings. Most, but not all, regions have either Cabins, Hatches or UWRT's, that might need to be visited many times during the game. From a survival point of view, there are varying amounts and types of food available in different regions. These all make some regions "central points" in the game, while the others remain subtler.



Part of the flora on the island; a savannah tree, palm trees, an oak, an orange tree among others.

The player can utilize an interactive map system to navigate and make remarks. The map is available on the "Functions" tab and displays the whole island and each region in detail. Region information include the player's position, quests' and notes' locations, remarks, assets, shelters, buildings (Cabins, Hatches and UWRT's), Sacrifice Rings and special structures (minigames and teleports). Leaving remarks on the map is often necessary to deal with large amount of information. For example, some especially good fishing locations or places with high water supply can be useful to make a remark about for future use. Similarly, some quests might require the player to remember certain locations, which can be impossible without making notes.



The Map is one of the most useful tools available for the player.

Quests & Notes

The game contains almost 200 quests and missions spread over the island. Each region has 1-4 quests, which can be either *normal* or *time-limited*. In time-limited quests, the player needs to solve the task inside the given time, measured in game's own time system and not in real time. Three missions can be worked on simultaneously but only one of these can be a time-limited mission. Quests can be roughly divided in the following groups:

- Find certain objects based on clues
- Find certain locations based on clues
- Solve a riddle or a task by entering the correct answer in a building
- Decrypt a secret code
- Sacrifice an animal
- Perform an activity using tools
- Collect, combine and utilize information
- Other



Note, parchment and bottle post.

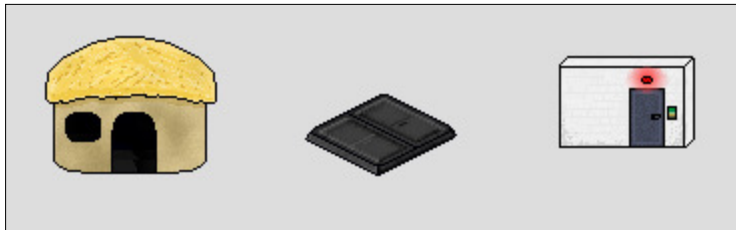
The difficulty level of the quests varies greatly. The first quest, 'First Meal', is representative of the easiest tasks on the island, in which the player just needs to kill a crab, one of game's harmless animals, and eat it. By contrast, some of the harder missions are multiphased problem solving puzzles, where the player needs to spend a lot of time and effort. Each quest has a score weight of 1-10, meaning that the basic score for solving a task (100 Malayalam Points) will be multiplied by this weight. Usually, the easier quests reward the player with only 100 or 200 MP's whereas the harder ones award 500 MP's or more.

Most of the missions can be undertaken again after a failure, but certain time-limited missions vanish immediately upon being read for the first time, regardless of whether they were accepted or declined. These missions are marked with a red frame in the pergaments and bottle posts.

Not all the missions are readily visible to the player. Instead, the game has many chains of missions, where accomplishing one task will reveal new ones in the same or different regions. Moreover, some missions are visible, but locked at first. In order to unlock such a mission, the player must first complete a certain number of other missions.

Buildings

The island has three types of buildings: Cabins, Hatches and UWRT's. Buildings serve an important purpose in solving the quests, because in many cases either answers are entered or further information is provided inside them. In each building, there is a typewriter and a piece of paper. The player can type with the *typewriter* to enter codes and answers, or the "island" can give messages to the player using the typewriter.



Cabin, Hatch and UWRT (top left), Hatch interior (bottom left) and access code panel for UWRT (right).

Cabins are the only buildings with unlimited access. The player can enter Cabins by approaching them and clicking on the door with the mouse. Hatches are locked underground structures and can be opened only with a pry bar object. UWRT's are electronically protected and accessible only with a secret numerical code specific to each UWRT. There are several pry bars available on the island, and multiple ways to find or solve the access codes for the UWRT's.

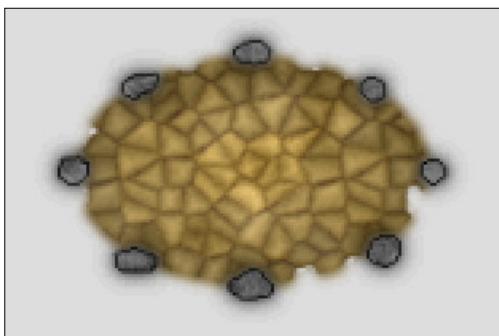
In addition to these three buildings, the player can find other structures on the island. These include *stone statues*, *electricity poles*, *the Obelisk of Light*, *small pyramids*, *the Tregod of Malayalam*, *teleports*, *the Giant Bible*, *ruins of old gates* and numerous others. These are used in various quests or other activities, and the player can often gain some kind of benefit from finding or using these structures. Teleports are especially important throughout the game, because they enable the player to travel long distances light speed fast. Teleports can be accessed with a special *ability objects*, magnetic cards.

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These special structures are a part of several quests on the island. Some of them are even essential for achieving the ultimate goal of the game; getting off the island...

Sacrifice Rings are structures used in sacrifice quests. In sacrifice quests it is always required to sacrifice a certain type of an animal for the gods and spirits of the island. Each of the then Sacrifice Rings have ID's, and usually sacrifice quests specify which Sacrifice Ring is to be used. When a sacrifice quest is on, and the suitable animal, animals or plants are placed onto the Sacrifice Ring, the sacrificing ceremony begins, and the gods take their gifts. The nearest Sacrifice Rings to the starting location are the SR #1 in the Jalandhar region and the SR # 11 in the Chapra Bay.



Sacrifice Ring.



Prepare for unexpected...you can always bump into something weird when exploring this unique desert island!



The island of Malayalam has an unknown history, but as the player will learn on through his journey, some very weird things have happened there in the past decades and centuries. Teleports have been a part of a project called '*Philadelphia Experiment*', and they provide an alternative transportation method that is light speed fast. Walking on a large island can take too long and consume too much energy; thus teleports are invaluable assets in the long run. There are in total of 10 teleports on the island, of which one is located in a secret island outside of all known regions. Teleports' access system utilized magnetic cards, which are ability objects that the player can win from completing certain quests. By clicking the teleport

with the mouse, the player can change the "lights" from 1 to 5 and partly affect the destination. Apparently the ancient experiment with the teleports was not completed successfully, since using the system can result in unexpected outcomes every now and then. One uncertainty is the destination location; teleports have always some randomness in their function, and the other one is that using them increases the toxicity level of blood. In other words, it is unhealthy to teleport oneself for many times inside a short period of time.

Objects

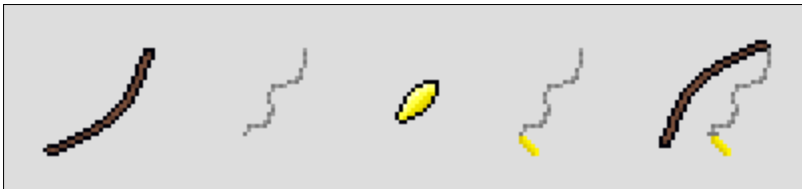
The game has dozens of objects that the player can interact with. Each of them can be picked up, added to the inventory and carried around. Some can be combined with other objects, and food items, naturally, are edible.

Here are two examples of how important objects form a chain of activities in the game:

Log + axe head = axe -> chop more logs + match = fireplace + food = roasted food



Branch + line = rod + lure = more efficient rod = bigger fish



Shelter is one of the most important assets in the game. It can be constructed from logs and palm leaves anywhere on land where there are no obstacles in the way.



Shelters can be constructed from five logs and four palm leaves. They are places for healing, sleeping and storing food, among other benefits.

Shelter has multiple advantages: sleeping is faster and the player doesn't catch a flu, unlike sleeping outside. Especially on cold nights, it can be very crucial to have a shelter in which to spend the night (unless there are lots of health pack objects in use that make it possible to take risks with health). Shelter provides safety from many predators and harmful animals like lions, scorpions and snakes. Every food item gives double nutritional values when it's eaten inside the shelter. Food items can also be stored for future use, and they won't vanish, as they do outside the shelter, if placed inside the shelter area. One of shelter's biggest benefits is its healing effect; by spending time in a shelter, the player will regain his health without having to consume health packs. Finally, shelter allows some specific actions to be taken, such as reading a newspaper, which can provide important new knowledge about the island.

Food & Nutrition System

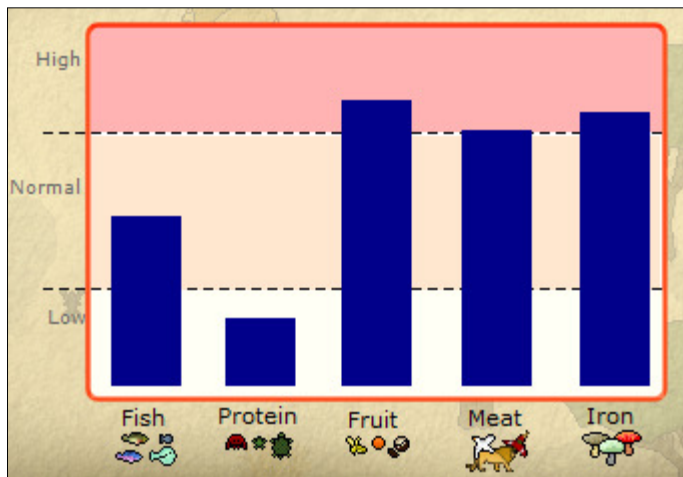
There are 42 food items available in total, which are divided into five nutrition groups: *fish*, *protein*, *fruit*, *meat* and *iron*. Fish is the largest group consisting of 20 different fish species, like sardines (small, under 1 kg in weight), salmon (medium, 3-8 kg in weight) and giant gourami (from 25 to even over 100 kg in weight). The player can improve his fishing skills by finding ability objects.

Protein, as the second nutrition group, is gained from eating smaller animals like crabs and turtles. Fruits on the island include bananas, coconuts and oranges. The first two can be shaken from some palm trees, and the latter from some orange trees. Meat is obtained mainly from birds, but also from bigger predators like lions. Iron, the fifth group, includes 11 different mushroom species, of which some eight are edible. Mushrooms are easy to get from the regions where they're available, but many regions, such as the Great Desert, don't have any mushrooms.



Coconuts and bananas can be peeled. As unpeeled, they are slightly poisonous.

The player always has certain *nutritional requirements*. These can be viewed via the "Functions" tab's "Nutrition" button. Nutritional requirements are specific for each nutritional group. For example, if the player has a high requirement for fish, then it's beneficial to start fishing and eat some fish to satisfy the hunger. Of course, the player may eat food items from some other nutrition groups as well, but it can take more time and effort to satisfy the same hunger than with fish. But when the player eats many fish in a row, their nutritional requirement will lower accordingly.



Nutritional requirements for all five nutrition groups. In this example, eating fruits, meat and mushroom would give the highest nutritional values for food items, as the requirements are on a high level.

This, in turn, will make other food items relatively more appetizing. In order to survive efficiently, so that time will be left for other activities such as quest solving, it is necessary for the player to monitor nutritional requirements and utilize multiple sources of food throughout the game. Moreover, if many of the nutritional requirements will stay on a high level, this will increase food consumption, so in some cases, even though your nutrition is at maximum, it might be beneficial to still eat to lower the requirements.



In addition to the food items in the five nutritional groups, the island has a handful of special edible objects. These are mainly health packs and magic potions. The large health pack gives the player +40 health points, which means it's extremely valuable object allowing to regain lost health fast and independently of location, unlike the shelter, where healing takes much longer time and is possible only inside the shelter area. The small health packs are the same, but give only +20 health points. Both health packs are lightweight and can thus be carried around constantly without increasing food and water consumption at all.

The green magic potion increases walking speed for a limited time. This might come handy when exploring some regions occupied by lions or even the Boogiemann himself. The pink magic potion is a very special one, as under its influence the player can hear the ghost speaking. It is recommended to drink this only when ghosts appear close to midnight. Finally, the third magic potion, the purple one, turns the player invisible for a limited time. This makes it impossible for all predators to attack the player.

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Animals, Humans & Other Creatures

The game has various animals that wander around the island. Some of them are harmful, such as scorpions and snakes, some are even dangerous like lions and sharks, but most animals are harmless creatures that the player can ignore or use as food items.



Set of harmless animals (top line), dangerous animals (bottom line) and obscure creatures (on the right).

Besides normal animals, the player may run into more obscure creatures when exploring the island. Two of these are *ghosts* and *the Boogiemán*. Ghosts can be seen in some regions at night. Under the influence of a ghost drink (pink magic potion), the player can hear the ghosts speaking. They can reveal some important knowledge of the island. The Boogiemán, on the other hand, is a great danger. He's the king of the island, a pitiless ruler who will kill anything he doesn't like to see in his realm. Thus, it's usually desirable to avoid this raging creature, but at some very special stage of the game, the player needs to confront the Boogiemán more than anything.

There is also one other human being on the island besides the player himself. Her name is Elaine and she will meet the player multiple times during the game. There are some quests that feature Elaine in different contexts. She will play an essential role in player's endeavour to find a way off the island. The player will spend his very last moments with Elaine before leaving Malayalam in one special way.



The Boogeyman after the player in the stormy Sonipat region.



Elaine is the only other human being that can be seen on the island... the others have mysteriously disappeared. Elaine is the key to find out why.

Actions & Abilities

The player can have a maximum of eight abilities in 27 different skill levels. Abilities can be gained by finding or creating an *ability object* in the game. An example of an ability object is an axe, which provides the ability to chop logs from trees. Abilities and their related objects include the following:

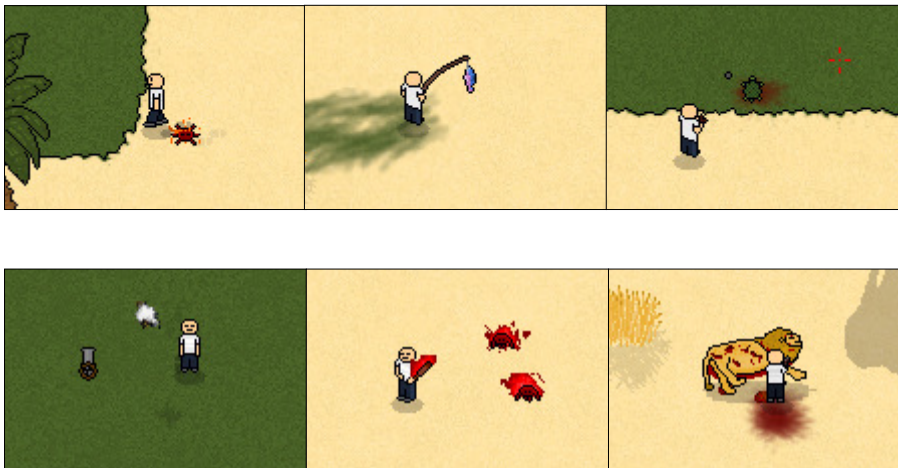
Fishing (rods made from different branches, lines and lures)
Hunting (slingshot, cannon, bag of stones, mousetrap, torch)
Walking (different styles of shoes)
Swimming (flippers, snorkel)
Chopping (axe)
Shaking (none)
Sleeping (none)
Teleporting (magnetic cards with different access rights)



Flippers and snorkel (top left) are ability objects that improve swimming speed.

Of these eight abilities, shaking, sleeping and level 1 of walking are readily available to the player at the start of game. The regions nearest the starting location can provide objects necessary to obtain fishing, hunting and chopping abilities, but for the rest and to upgrade existing abilities, the player needs to travel to more distant regions and solve quests.

Hunting and fishing are the most essential abilities for survival. There are over 10 unique ways of getting food, of which the simplest one is stomping crabs and turtles. This doesn't require any specific tools and can be done right from the beginning of a game. Fishing and using a slingshot or a torch are relatively easy to get access to and use. Using a cannon to shoot down birds or even lions is an example of more advanced hunting methods.



The player has hit a bird with a cannon (left), is burning crabs with a torch (middle) and is chopping meat pieces from a dead lion after killing it with a cannon.

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Tutorial

Malayalam – Island of Mysteries features a 17-step *Tutorial* for the player to familiarize himself with the controls, central game concepts and terminology. The steps and instructions on how to solve them are listed below.

Step 1: Movement. Stop the character with the right mouse button. Use the arrow keys on your keyboard as an alternative method of movement.

Step 2: Movement. Hold down the space bar while walking makes you run. Go to deep water and keep pressing the left mouse button to swim.

Step 3: Inventory. Drag the axe head object into your inventory (lower left hand corner of the screen).

Step 4: Combining. Combine the axe head with a log to produce an axe.

Step 5: Chopping. Chop five logs from trees.

Step 6: Shaking. Get four palm leaves by shaking palms.

Step 7: Shelter. Arrange the palm leaves and the logs close to each other and use the "build a shelter" action.

Step 8: Hunting. Crush a crab by walking over it. Eat it by dragging the dead crab over your character with the mouse.

Step 9: Fishing. Find a branch and a line and combine them into a rod.

Step 10: Fishing. Use the "fish" action to catch some fish.

Step 11: Fireplace. Pile up two logs and double click on them to make a fireplace. Then use a match (in a wooden trunk, shakeable with the Enter key) to set it on fire.

Step 12: Roasting. Roast a fish and a crab in the fireplace.

Step 13: Torch. Make a torch by throwing a log into a flaming fireplace. Set the torch on fire by using the fireplace. For a match, shake the wooden trunk.

Step 14: Torch. Use the burning torch to set a tree on fire.

Step 15: Quests. Read a note in the center of the island and follow its instructions.

Step 16: Quests. Enter the correct answer with a typewriter inside the cabin. Go next to the cabin and click on the door.

Step 17: Hatches. Find a pry bar and a Hatch on an islet located in the southwest of the island. Open the Hatch by dragging the pry bar over it. Visit the opened Hatch.



The Tutorial does not introduce several hunting methods such as stones, slingshot, cannon and mousetrap, nor some other skills such as combining a lure with a line and rod, using teleports, as well as dozens of food items like birds, turtles, frogs and mushrooms. It does, however, lower the learning curve for the player in the actual game

Minigames

The game has *minigames* that are played on the island, inside the "regular" gameplay. These are *Crab Arena*, *Bird Hunt* and *Fishing Tournaments*. Both in Crab Arena and Bird Hunt, the player steps into an Arena filled with animals (crabs and seagulls). The goal in these cruel, but cosily presented games is to destroy as many animals as possible within one minute. The game calculates a score based on the number of animals destroyed, and this score can then be submitted to the online high score board specific to each minigame.

In Crab Arena, combos are also possible, and these increase the score. Combos happen when the player manages to stomp multiple crabs within very short time. Bird Hunt requires more skills and accuracy when shooting birds down from the sky with a cannon.



There are in total of nine Crab Arenas and six Bird Hunts on the island. The ones nearest the player in the beginning are the arenas in Kozhencherry, Jalandhar, Chapra, Rameshwaram and Ballarpur.

The third minigame, Fishing Tournament activities, differs from Crab Arena and Bird Hunt in that it is not tied to any physical location (i.e. Arenas) on the island. Instead, the player can participate in this minigame just by fishing at any location on the island. This minigame is more about competing with other players, as it's completely based on high scores of fishing results. In the *Biggest Fish Caught* list, the players compete on who is able to get the heaviest fish of all time. In the Fishing Tournament list, the idea is the same, but limited to just one specific fish species and for a given time interval (in real time).

All minigame high scores, as well as the high scores for the actual game in the form of Malayalam Points, can be seen from the High Scores section of the menu, or from www.mjkgames.com. Minigames can also raise the player's MP's, as a handful of quests on the island are related to these minigames. Good results in them may increase one's points in the main game as well.

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Solving The Game

It is possible to beat the game and get off the island. This is the ultimate goal for the player, but it depends on a very complex set of actions and dozens of hours of gameplay. The player first needs to solve the most, but not all, of the quests on the island to activate certain equipment. This equipment must be used to free the island of its "tyrant of centuries". Once the island is free, the last chain of tasks is accessible. A quest called "*Last Question*" appears. Once it is answered correctly, someone will want to meet the player's character. When in the correct place, something will appear after a moment of waiting, and that something enables the player to get off the island.

Malayalam - Island of Mysteries is an extremely difficult game, if the player wants to reach this ultimate goal. But beside that, as the game has a very dynamic gameplay, the player may, and will, build dozens of sub-goals during the game, related to surviving, exploration and solving individual quests. Since no specific actions are required to be completed in a certain time, the player will create a game that matches his gaming skills.



There is only one very special way to get off the island. No one knows what it is, and what will happen when the "Last Chain" has been accomplished... can you find out?

Tips & Tricks

Malayalam – Island of Mysteries is a complex game as a whole. The best place to find out new tricks and gather information on the environment is the *Malayalam Forum* at www.mjkgames.com. Please visit and sign up for the forum for free.

- Start the game by getting a rod (line object is available in Kozhencherry and branch in Kulbarga) and an axe (log in Kozhencherry and axe head in Kanauj) – this enables you to fish and build shelters and fireplaces.
- After that it's more "safe" to start solving some of the quests, like Jane's Message and the ones in Chapra, for instance.
- Remember that fruits are a good source of nutrition; shake palms to see if they drop any fruits.
- Shaking is faster to do by pressing Enter, rather than clicking the mouse button.
- Try to sleep in a shelter – that's the healthiest way especially on cold nights.
- Eating inside the shelter area grants double nutritional values.
- Use shortcut keys to access important information screens: N for nutritional requirements and M for the map.
- Make remarks on the map about facts you get to know on your journey. They can be valuable later on. For example, write access codes to UWRTs as remarks when you get them.
- Keep pressing the mouse button to turn the cannon. In this way, you can shoot horizontally.
- Lions can be killed with a cannon or with fire first by setting a tree on fire and then lead lion to it. Once killed, meat can be chopped with an axe.
- Ghosts can "speak". Use the ghost magic potion to be able to hear them.
- The Resource Island in the East has dozens and dozens of useful objects.
- Newspapers can also contain some useful information. Read a newspaper in a shelter.
- Hide the info tabs by pressing backspace.
- Monitor your inventory weight: carrying heavy items increase food consumption.
- Hot days increase food consumption. Especially together with heavy inventory and low health, the risk of death increases as well.
- There are various ways to get rid of the Boogiemán when it appears; use running, go to the water, change region, turn invisible with a purple magic potion, or kill it using the biggest weapon available on the island.

MALAYALAM ~ Island of Mysteries

Credits

Malayalam – Island of Mysteries is developed in 2007-2008 and published in 2008 by MJK Games.
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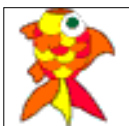


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