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Part of the rather improbable history of Legends (As reported by Fingus the Minor, famous local sage)

Several decades ago, several events occurred which altered forever the lives of the inhabitants of Edonland, located here on this planet of Legends.

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The first could be classified as a natural disaster of incredibly large proportions. The island suffered a series of massive earthquakes. The tremors created massive fissures across the length of the island. Be-cause of an unfortunate choice of scenic but earthquake prone loca-tions by architects, most of the shops, mansions, hovels and churches
fell into these gigantic caverns. Shortly after everything was swal-lowed up by the ground, more earthquakes occured which caused the earth to shift and the fissures to close. This left a rather barren is-land with a whole bunch of building underneath. Wise men of the time noted that this would be bad for business. More practical types s~mply shrugged and took residence in their newly relocated homes, or sought to rebuild on the surface. And life went on as always, at least for a while.

Years passed with relative harmony and little stress (other then an unusually muddy front yard for some). The rich became richer (the shovel business boomed), and the peasants toiled in their fields and shops whistling quaint peasant tunes as they went about their labors.

In time, however, travellers returning from the outlands began to report strange sightings of many improbable and vicious monsters. Others reported that groups of huge, metal clad warriors would stop them on their journeys and demand gold and tribute. Needless to say, the more cautious thought perhaps some people had been drinking a

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bit too much. That is until the sightings became closer and closer to
the cities and the numbers increased -dramatically. One after another the advcnturcrs and would-be advcnturers looked
at each other and the silent question spread through the room as if
by telepathy, "Who will stop him and save our land?". Some turned
away and blanched in fear, this is indeed the hardest question of all...

By that time, wise men, noting that this was indeed bad for business,
lobbied the king to do something about it. An elite group of Legends
knights were dispatched to find out what was going on. Unfortunately, they were never seen again. To make things worse, the monsters and metal warriors (now called the Dark Knights) were roaming the coun-tryside openly and doing pretty much what they pleased, even in the capital of Wizards Rock.

Brave members of the populace fought and many perished before even the most stubborn admitted defeat and bowed to the rule of the Dark

Knights and the continuing fear of the monsters that wandered the countryside.

Still, in the quiet of the night in the back rooms of taverns some still gathered and pondered the questions" Who rules the Dark Knights and who has summoned the monsters that harm us all?".

Very recently, these questions were being argued over in the Tall Tales Pub (a local haven for adventurers and other such types), when a very old, wizened cleric staggered in, bloodied and battered, and looked over the crowd with a weary eye. The room fell silent as one after another noted the arrival of this world-worn stranger. Finally, a patron called out, "Do you know the answer to these things that we discuss, sir?" - and the cleric drew himself to his full height, took a deep breath, and said quietly as in thought "It is Ashtar Creel who you seek. It is he who stole the Magic Book of Spells and the Azure Amulet. Ashtar Creel opened the western portal to the Land of the Dead and loosed it's monsters to our verdant island. He created the

Dark Knights from the dread thoughts of his evil soul and his dark magic." Spent, he collapsed on the closest bench, and said in a whis-per that could still be heard plainly through the dead-silent room "The question has been answered."

Legends - Program Description

Legends is a four player fantasy role playing game. It was designed to create a complex world within the confines of your TI-99/4A or Myarc Geneve,and within the far less limited world of your imagination.

As you progress in Legends the characters you create can also grow in strength and power. Their combat skills will improve and they will learn new spells to aid them in their quest. They can accumulate wealth in the form of potions, weapons and armor, gold and knowl-edge. Eventually, you will find the objects necessary to complete your quest and restore peace and harmony to a land which can surely use both.

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Unlike any other type of game, adventures are designed to be played over a long period of time, and not at one sitting, Legends is no dif-ferent. In fact, the world of Legends will most likely take dozens of sessions to explore just the island and dozens more for the six large, multi-level dungeons scattered around.

Legends is programmed in Extended BASIC with support from a large grou p of very powerful assembly language programs for such things as high-speed disk access and graphics. Without the months spent on perfecting and honing these routines, written especially for Legends, this program would be impossible.

Legends has four major segments: The Guild, the Island, and the two segments that control the six dungeons. Virtually all the remain-ing disk space is used to store graphics and monster data which,is called by the program as needed. The program uses over 700 sectors on 2 SS/SD disks, or around I80K of code - by most standards a large program.

Disk #1: The Guild and the Island and graphics data.
Disk #2: The six Dungeons and graphics data.

Acknowledgements
From Donn Granros

Programmers, computers and people do not exist in a vacuum. They all require input and every once in a while w~ all benefit from a little help from our fr~ends. So with this in mind, on behalf of Ed Johnson and myself, we would like to thank the following people who con-tributed to Legends:

From the MSP99 Users Group: Dick Dunbar, he remembered what

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we never knew. Rick Rosario, for play testing and his insight.s. Cknn Davis, for his highly efficient key routine, and to all the other mem-bers who supported our effort. And to several others: Jack Sughrue and his sone Matthew for their time and suggestions. Chris Bobbitt for his assistance and support both for Legends and the TI Home Computer and it's users. Barry Boone who wrote the remarkable SYSTEX loader used in Legends, and John Clulow who wrote the excellent DSRLNK routine.

Startup Procedure

IMPORTANT

Do Not Remove remove the program disk from the disk drive when playing Legends.

Legends is furnished unprotected so you can make backup copies for personal use only. It is recommended that you make a copy of the disk set and store the originals as the program permanently alters the Dungeon disk during your explorations.

Customizing Legends to your system
Legends is supplied on two SS/SD diskettes. If your system is capable of using double sided and/or double density disks, you can copy all the files on both disks to a single disk. The program will then bypass prompts to change the disks automatically.

Using Legends with a RAM-disk
If your system has at least I80K of RAM-disk storage, you will prob-ably find it very desirable to copy all of the Legends files to your RAM-disk. This will greatly speed up the game (at least the disk op-erations of the game). Be sure to set your RAM-disk to emulate disk drive one and to copy the files back to the game disks when finished playing so as to save your game for the next session.

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Loading the Legends program
Insert the "Island" disk in Drive # 1 and select Extended BASIC from the menu. The program will automatically load and run. If you are already in Extended BASIC type: RUN "DSK1.LOAD".

Wizards Rock and the Ad venturers Guild

Wizards Rock

All Legends games start and end at Wizards Rock.

Playing Legends isn't so 'much one big quest but more like a sequence of smaller quests, each beginning and ending at Wizards Rock. Wiz-ards Rock is both an outfitter and a rest stop away from the mayhem of the game. Here your party can rest, catch a drink at the pu b, buy some potions from the local alchemist, or pay for training in the arts of combat and spells. When you first begin the game you come here to
create a-party of hardy adventurers, or later on to replace characters
killed in battle.

A party has already been created for your use and will be automati-cally loaded the first time you run Legends. You can change any or all of the members of the party, or just their names if you desire. Refer to the ADVENTURERS GUILD section for more detailed information

about your party and creating a new one.

Leaving Town
After you are finished at Wizards Rock, you can press the fourth op-tion on the Wizards Rock main menu LEAVE WIZARDS ROCK to

leave town. Legends will ask you if you really want to do this and to press either Y or N. If you choose to leave you will be asked if you want to deposit some of your gold in a local bank (to protect it from monsters in case something were to happen), and then to select the difficulty level of your quest. 1 is the easiest level and 6 is the most difficult (pretty much suicidal to be truthful). You can reset the difficulty whenever you leave town, and you may want to re-adjust it upwards as the level of your characters increases.

WIZARDS ROCK MAIN MENU

Moving On
If you are one of those that dislikes reading instructions you may want to jump ahead to the section on The Island and the Dungeons. Those desiring detailed information may want to read the whole manual before beginning.

Press -1- Enter the Adventurers Guild: Legends will go to the
Adventurers Guild section described below.

Press -2- Stay at the Legends Inn: Your party will enter the
Legends Inn where you can l)REST FOR A WHILE, 2)VISIT THE
TALL TALES PUB, or 3)LEAVE THE INN. If you choose 1) your
party can get a good nights sleep. Characters will awaken feeling much better and with health and magic points fullyd

you want to be.
Press-3- Review Party: This option is used to look at. tit(' as-
sets of the party in gcneral. Such things as gold and potions arc held
in common by all party members. Press any key when done.

MAIN MENU ADVENTURERS GUILD Press-4- Train: A character may wish to train for higher for higher
levels as his or her experience increases. The chart below indicates
the amount of experience needed by each profession to train for higher
levels. The cost to train a character is higher with each level he or
she wishes to advance to. Training cost is greatly affected also by the
characters charisma. A character can advance through 16 levels. All
new characters start at level one.

Press -1- Create a new Character: It is IMPORTANT that you do not use this option unless 'you intend to create a new character. It will alter all the attributes of the character currently in memory. This only affects the character you select (you can have one of each profession in your party), and not all the party members.

To create a new character you will first need to select the profession of the character you are creating. After deciding this, the program will them display the following:

Table of Experience Required for Training by Profession

STR DEX INT CON CRA HIT MAG

FIGHTERS Levell to Level 2: 700 pts + 1200 pts for each level.
RANGERS Levell to Level 2: 800 pts + 1300 pts for each level.
WIZARDS Levell to Level 2: 900 pts + 1400 pts for each level.
CLERICS level 1 to Level 2: 900 pts + 1400 pts for each level.

Values will be displayed under each. The higher the value, the bet-ter. See the section called AN OVERVIEW OF CHARACTERS AND

PARTIES for more information about these things. If you don't like the randomly generated statistics, you can have the program generate
a different set, over and over until you find the one you like.

If you choose to train a character you will be asked: TRAIN WHOM? 1-;4. Select the number of the character you wish to train. If the char-acter does not have enough experience to train you will be informed how many experience points are needed before training can be done

to for the next level. After selecting a set of attributes, enter the name of the character (which is limited to 6 characters or less). The complete profile of the
character will be displayed and you will be given the option of creat-
ing another character or of returning to the guild menu.

Assuming you have enough experience points, the training cost will
be calculated. The amount of gold required to train the character will
be displayed and you must decide whether your party can afford it or
not. If you choose to proceed and you have enough gold, training will
commence.

Press -2- Review Player: On selecting this option you will be
allowed to view the statistics about each player individually. Press 5.
to return to the guild menu after viewing the characters you want to
VICW. Press -5- Utilities: Several miscellaneous, but important utilities are provided in this area for saving your party to another disk, taking
a party from another disk, saving your game, changing the names of

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your characters, etc.

BACKING UP YOUR PARTY: Only one party can be saved to a
backup disk. Legends parties all use common file names and you would overwrite a party stored on a disk unless the party is saved to another.

LOADING AN OLD PARTY: This utility is used to load a party
from another disk into the game.' Unless the party is then saved to the. game disk you are using, the party on that disk will remain the
same.

SA VE: Will save the current status of your party to your disk. Use this option at the end of a mini-quest so that you can start the game where you left off the next time you run it. If you are using a RAM-disk make sure you copy all the files on the RAM-disk back to a physical one before turning off your computer or you will lose your saved game.

PRESSING "5" ON THE UTILITIES MENU RETURNS TO THE
ADVENTURERS GUILD MENU

** PRESSING "6" WILL EXIT THE LEGENDS PROGRAM **

An overview of Characters and Parties

All parties in Legends are composed of four characters. Each of which
represents a specific class or profession. Your adventuring party is
made up of a Fighter, Ranger, Wizard and a Cleric. Each of these character classes represented has specific skills and abilities which,
used properly, will prove important in completing your quest. While
those familiar with adventure games in general will recognize the dif-ferences between these professions, and overview is provided below.

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Character Classes:

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Fighter: The fighter is a someone whose profession depends on his or
her strength, cunning, skill with weapons, and detailed knowledge of
monsters and opponents. The fighter makes up for an inability to cast
spells with an uncanny ability to evaluate his or her foes, and brute strength and power. The fighter is essential in any quest to protect the weaker characters with more specialized skills.
Ranger: The ranger is one with nature. Like the fighter, he or she is skilled in the arts of combats, and like a cleric he or she is capable of casting spells. A ranger has a complete knowledge of the environ-ment, and is much like the famed woodsmen of ancient lore. A ranger is useful in a quest as an aid to both the fighter and the cleric. Wizard: The wizard is an adept of the arts of magic. Magic is his or her ally and foe. The wizard studies magic and is familiar with all it's forms, and in it's use. While in the beginning a wizard is quite weak, more experienced wizards can cast spells powerful enough to strike down the strongest opponents in a single blow, and shake the
very earth. As part of a team, the wizard can make the difference
, between death and success.
Cleric: The cleric is a person with most profound religious beliefs.
Through studying his or her god, he or she becomes familiar with the arts of healing, and of those of combat. The cleric gains this knowl-edge through an intimate association with the rites and ceremonies
of his or her religion. The cleric's fighting and healing abilities are essential to the success of any venture.

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Character Attributes:

Although you cannot alter the basic composition of your party (one
of each class), you can create the individual members that make up the party. The skill and care which you employ when creating char-acters has a major effect on your success. The following is a list of

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the attributes which apply to the charact.crs YOIJfrcatc:

STR (strength): Refers to physical strength, important in com-
bat. Fighters need great strength to wield more powerful weapons.
DEX (dexterity): Refers to agility. This is important to all classes
as it effects such things as skill with weapons, disarming traps, and casting spells. In combat, dexterity is a major factor in how well you are able to parry against the attacks of monsters.
INT (intelligence): This is important primarily for spell-casting.
It effects the maximum amount of magic points (see below) that a character can acquire. It also important for disarming traps.
CON (constitution): This attribute refers to how much a charac-
ter is able to stand the rigors of travel and combat. The greater the constitution, the more hit points a character has (see below).
CHA (charisma): A characters charisma refers more to personal
magnetism then how the character looks. A charming person may have more charisma then someone who could win a beauty contest. Characters with low charisma will pay a lot more for training and the total charisma of the party is considered when you are buying potions.
HIT (hit points): This number represents the maximum amount
of damage that a character can receive before being killed. When a
monster attacks a character, the damage sustained is reflected in this
number decreasing. The number of hit points can be restored to it's original level after resting at an inn or through potions. This base
amount of hit points can be increased through training. CDN repre-
sents the current amount you have and lIlT represents the maximum you can have at one time.
MAG (magic points): This is the maximum amount of magical
power a character has at his or her disposal. Every time a spell is cast, this number decreases, but can be restored to it's original level by resting at an inn or through potions.

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Character Bonuses due to Professional Class:

Characters of one profession naturally have an advantage over other
characters and opponents in their profession's specialty. For example,
a fighter would be expected to fight better then other characters in combat because he or she has had more training in that specialty. These bonuses are detailed below:

Fighters: Have a +3 chance on attacks and +2 in defending against
attacks from monsters.

Rangers: Have an automatic +1 on attacks, +2 on defense, and +12
to successfully disarm traps.
Wizards: A +5 on casting spells successfully and a +5 on resisting
magic at tacks.
Clerics: Has a +4 in defending against monster attacks.

These bonuses can be increased if the charader has a very high num-ber for his or her "prime requisite" - or primary skill of his or her profession (strength for fighters, etc.). Very strong fighters gain a bonus in their attacks and in defense, while highly intelligent wizards cast spells better then a wizard of average intelligence, and so on.

Additional Skills:

In addition to the skills mentioned above, there are other skills which are necessary for day-to-day survival and are effected directly by the basic attributes. These are such things as the Attack, Protect, Cast Spell, Resist Magical Attack, and Disarm Traps skills. Characters progress in these skills solely through additional training. The skills learned are added to the bonuses a character may already have by virtue of class or high attribute scores in some areas.

The Island and the Dungeons

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After leaving Wizards Rock and the Adventurers Guild, your most im-mediate destination is the Island of Lcgends. Because of Ashtar Creel, conditions aren't all that healthy for adventurers right now. Quite a few wandering monsters have been seen wandering about, and some of them are quite bloodthirsty. Rumor has it that the portal entrance to the monsters home is in the south, and hence the closer you get to the entrance the nastier and more deadly the beasties encountered. The worst are the Dark Knights found everywhere.

Fortunately, Dark Knights, for all their fighting ability, are pretty lousy at hiding their presence -in other words you can see them com-ing a mile away. An astute party will avoid them at all costs at least until it's characters are to a level where they can handle these metal behemoths better.

As your explorations of the island continue, you will come across teleporters and entrances to the dungeons. Most teleporters, if you know the codes, will take you to Wizards Rock (though it isn't certain where they will go, unfortunately). The dungeons are portals to the world beneath where greater challenges and treasures beacon.

Finally, no matter where your party is, it is recommended that you keep your party ready for combat at all times. After a battle make sure your characters are healed and their magic points restored if necessary. This can be done by staying at one of the inns scattered about, or by using potions purchased ahead of time. This takes us to the next section, Combat...

Combat

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As your party travels and explores there is one sure guarantee, you will fight many battles. Virtually any type of monster can cause dif-ficulty for a beginning party and many are capable of defeating even a powerful party if you aren't careful.

When you encounter a monster in Legends you automatically shift into the combat mode. The number and type of monsters you are facing is shown on the upper right side of the screen. Immediately above is a small window which shows your current location, either on the island or in the dungeons. You may be surprised, and if so the
monsters attack first, otherwise your party has the option to. Other
relevant information is also displayed and described below.

When you first enter the mode your party is presented a number of options:

l)FIGHT2)GREET 3)RUN 4)THREATEN
5)SURRENDER 6)ATT FORM

FIGHT: Switches Legends into individual combat mode.
GREET: This is essentially saying "hello" to the monsters. The
monsters may want to avoid a confrontation and greet you and leave,
or attack you despite your attempt to be friendly.
RUN: Select this if you want to attempt to flee from combat.
THREATEN: Sometimes, if you intimidate the monsters enough,
they will give you gold to leave them alone.
SURRENDER: If you have enough gold, you can bribe the mon-sters into letting you pass.
ATT FORM: If you want to change the order in which your char-
acters fight, you can use this option, ATTack FORM to do so.

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When you entcr individual combat modI', more options are available to the user:

l)HIT 2)LUNGE 3)PARRY 4)CAST

HIT: This mcans taking a normal swing at your opponent.
LUNGE: This is a lcss controlled, wilder attack. While the amount of damage that can be inflicted is higher, your characters chance to hit is less.
PARRY: If you want a character (particularly one that is hurt badly), to assume a defensive stance during the monsters turn to attack, this option should be selected.
CAST: Refer to the manual on MAGIC SPELLS for more informa-tion on the type of spells that can be ca."t by the individual characters.

Legends will constantly display the results of your attacks on mon-sters and the monsters attacks on your party as the battle progresses.

A few thoughts on Monsters

The only good monster is a dead one? Maybe... However, in all se-riousness, it is important for your party's survival that you know as much about monsters as possible.

There are approximently 45 species of monsters who are known to inhabit the island of Legends. All of them dislike adventurers, except when roasted over a low flame. Monsters have varied skills. Some are

only so-so at attacking and defending skills, while others have great skills in those areas, and lots of hits points to boot.

Some monsters can cast spells of various kinds. Certain high level

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monsters can even cast the devastating Firestorm spell as effectively
a'3 any wizard. A seemingly we1.k monster can destroy an entire party
if given time to cast it's spells.

Finally, remember that it is often better to use words before resorting to combat. Also, some will give you quite a bit of gold if you let them get on with terrorizing peasants and such.

Magic

Rangers, Wizards and Clerics can cast spells in Legends. While the description of exactly what they can cast is given over the the MAGIC SPELLS manual, it is worth mentioning some things here first.

Rangers generally are the weakest magic users. There spells are usu-ally defensive in nature. On the other end of the spectrum, Wizards have the most powerful spells. However, this is not to say that each
class doesn't have advantages in spell-casting. Ranger spells often
, need less magic points to be cast, and often provide much-needed backup to the Clerics essential array of spells. Clerics have very pow-erful spells in the form of Turn Undead and Weakness, in addition to their collection of protection and healing spells. Wizards, finally, have very powerful spells like Rot Armor, Fircstorm3 and Strength.
Furthermore, Wizards get the important Dispel Magic much earlier
then do Clerics. Wizards need their spells more because they have lit-tle talent for combat - and do the least damage when they hit anyway.

Finally, it is important to note that spells are absolutely essential to your success or failure. Ashtar Creel created all this havoc with magic, and the only way it can be cleared up is with more magic. Let's just hope your characters have enough...

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Events, Objects and other thiugs of Interest

Scattered around the island and the dungeons are numerous things of
interest. In the following description the notations "I" and "D" indi-
cate whether something is located on the island or in the dungeons.

INNS (I): Inns are found throughout the island from the coasts to the mountains. The cost to stay at an inn is 250 gold pieces - 10 to the innkeeper and the rest to the Dark Knights for property taxes.

ICONS (I,D): These can be found both on the island and in the
dungeon ruins. Some can provide clues, while others provide more information about the area you are exploring.

TELEPORTERS (I): You will find teleporters scattered over the island. A code number is required to activate them, but unfortunately we forgot the numbers, sorry. All teleporters will transport the party from where they are to Wizards Rock, maybe. The teleporters, for some odd reason, will disappear after five attempts to guess the right code. They will reappear if they see you leave and you come back later.

ITEMS (D): These can be weapons, armor or shields. The power
of an item is rated by Damage Value or Protection Value. Taking an item requires that the character drop the weapon, armor or shield he or she is currently carrying. Depending on a characters class or strength, you mayor may not be able to use an item. If the item is a weapon of some type and the character is not qualified to use it, Leg-ends will check all characters present and if no one is qualified to use it, it will respond: "NONE OF YOU CAN USE THIS". Otherwise, you can try to have another party member take it. You may wish to note that items not taken by the party are lost irretrievably (they usually leave in a huff -you know how touchy they can be). Wizards are also restricted in what they can use.

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THAPS (D): Some dungeons have been protected with traps of vi%fioustypes. You can avoid a trap by choosing not to disarm it. But traps sometimes will block your path, or are guarding a valuable item or chest, and hence must be disarmed. Assuming that you wish to disarm the trap, Legends will display the Disarm Traps screen, and ask you who will disarm it. If a character fails to disarm a trap any number of things could occur - the trap may be designed to injure only one character or the whole party. Weak characters could die. Intelligence and Dexterity are major factors in trap-disarming abil-ity. Rangers automatically have an advantage because of their special skills, but could actually be worse at this then other party members if he or she is particularly clumsy or stupid. No experience is gained in disarming traps.

TREASURES (D): These are located in chests scattered through-out the dungeons. Contents can include gold, potions, items, or the occasional deadly trap.

COFFINS (D): Coffins and crypts are also found in some dun-geons. They contain gold or potions, and sometimes something that will slither out.

SECRET PASSAGES (D): Passages are located in almost all
dungeons. Traps or monsters could be lurking in them just wait-
ing to explode or stomp your party into oblivion.

SECRET DOORS (D): Doors are located in most dungeons which
connect one part of the dungeon to another. Most dungeons have several parts which must be explored to solve your quest (we never said this was going to be easy!). If you choose to go through a secret door, you will be asked if you want to "SAVE TIllS SCREEN? Y OR N". If you type "Y" the section of the dungeon you are leaving will be saved exactly as you left it, meaning the traps you have disarmed will stay disarmed, dead monsters stay dead, de. Funny things these magic doors.

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EVENTS (D): In Legends there are quite a few nOll-combat en-counters with the local denizens of the dungeons. These can involve either your party and a person or an object of some type.

QUEST OBJECTS (D): These ultimate reasons for your quest are located in the dungeons. Two are needed to cast the spell which will close off the monster's portal to this land. These objects might require the name of a certain spell to be effective. Another quest ob-ject may assist in some other fashion. Unfortunately, no one we've talked to seems to know the details about it.

HEAL-O-MATIC (D): These vending machines have been installed in some areas. An enterprising gnome noticed the large numbers of traps in some areas were killing off inhabitants left and right. So, he opened up a franchise in which a miniature cleric would sit in a vending machine. When you drop in 300 gold pieces the cleric wakes up and will heal a party member. A really neat concept.

WIZARDS ROCK TEMPLE (I): This temple was locked up years ago by the Dark Knights. It was formerly a place of great power and the High Clerics in it were renowned for their goodness and decency (no wonder the temple was closed).

POTIONS (I,D): There are six different potions available in Leg-
ends. Actually, there are two types and they come in three different strengths. Potions are entirely beneficial -some will heal wounds and others will restore magic points. The following is a list of their effects: HEALING 1 restores 1 to 9 hit points, HEALING2 restores 1 to 20 hit points, HEALING3 restores 1 to 40 hit points, MAGICI restores 6 to 18 magic points, MAGIC2 restores 7 to 25 magic points, and
MAGIC3 restores 8 to 30 magic points. Potions can be purchased
from either the alchemist of Wizards Rock or found in the dungeons.

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Terms and Abbreviations

AC,ARM... Armor class, the higher the better armor you have.
ATTK... Attack skill.

CAST... Spell Casting skill.
CDN... Condition, or number of hit points remaining before death.
DEFY... The Resist Magic Spells ability.
EXP... Number of Experience points.
HIT... Number of Hit points the player can have.
PRO... Protection bonus.
PROTECT LEVEL... The AC or armor class of an item.
STA.. Character status - this area will turn blue if a character is
dead or otherwise will display the characters class.

Suggestions for Playing

(1) Find a way to enter the Wizards Rock Temple. It will help you throughout your quest.
(2) Find the correct numbers to activate the teleporters. A fast es-cape from some areas can be an excellent decision.
(3) If you find information of value, write it down. In some areas you will need VERYspecific information.
(4) Passive magic spells can sometimes be more effective then Active' . magic spells depending on the monsters you are facing.
(5) Always rest at the Legends Inn after training a character so he or she is up to his or her new maximum hit and magic points.
(6) Remember that all dungeons have multiple levels (as many as four). Sometimes the doors are hard to find, but they are there.

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Spell Magic Pts.
Class No. Spell Name Level Type Req'd

WIZARD 1 FIRESTORM1 1 A 2
2 DISPEL MAGIC 2 A 3
3 STRENGTH 3 P 3
4 FIRESTORM2 4 A 4
5 ROT ARMOR 5 A 5
6 LIFESTEAL 6 A 6
7 FIRESTORM3 7 A 6
8 RESIST MAGIC 8 P 7
9 EXIT CAST PHASE

CLERIC 1 HEALING1 1 P 2
2 PROTECTION2 2 P 3
3 HEALING2 3 P 4
4 DISPEL MAGIC 4 A 4
5 TURN UNDEAD 5 A 5
6 WEAKNESS 6 A 6
7 HEALING3 7 P 6
8 FIRESTORN2 8 A 5
9 EXIT CAST PHASE

RANGER 1 HEALING1 1 A 2
2 .pRO'fECTI-ONl <J,.w 2AA 2
3 FIRESTORM1 3 A 3
4 HEALING2 4 P 4
5 FIRESTORM2 5 A 5
6 PROTECTION2 6 P 5
7 EXIT CAST PHASE

FIGHTER PRESSING CAST WILL "EVALUATE"THE MONSTER
WHICH DISPLAYS INFORMATIONON MONSTER ARMOR
CLASS, STRENGTH AND DAMAGE CAPACITY.

I

3 I MagicSpells

MAGIC USE IN LEGENDS

Magic spells playa very important part in Legends. Using spells properly and with good judgement can determine the success or failure of even the strongest party. Magic spells fall into two basic catagories: Active and Passive spells.

Passive and Active Magic

Passive magic spells always work. These include healing spells and other spells to protect the members of the party in combat. Active magic spells are more difficult to cast successfully. These spells take into consideration the cast spell skill of the caster versus the resist magic ability of the adversary the spell is being cast upon. This type of spell is offensive in nature and is intended to cause damage to an opponent.

Each spell requires a certain amount of energy to cast. These are called Magic Points. A cha.racter can restore depleted Magic Points by drinking Magic potions or by staying at the local inns to rest.

Types of Spells

Firestorm(1-3): This fires a blast of pure energy at the opponent the spellcaster is facing in combat. Depending on the spell level and the skill of the caster the spell will do the following damage:

FIRESTORMI - 1 to 10 damage
FIRESTORM2 - 1 to 40 damage
FIRESTORM3 - 1 to 99 damage

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Dispel Magic: Neutralizes any monsters spells currently in effect.
Lifesteal: Does no immediate dama.ge but robs all monsters you are
fighting of some of their hit points.
'Rot Armor: Destroys all or part of a monsters armor - making them
more vulnerable to attack.
Resist Magic: Renders the party less vulnerable to spells cast by
attacking monsters.
Weakness: Lessens the amount of damage a monster can do if he strikes a character.
Turn Dlldead: Will immediately destroy anyone undead creature.
Works only on undead creatures.
Healillg(1-3): Allows the spell caster to heal some or all of the
injuries of any character, including the caster. Depending on the level of the spell and the skill of the caster it will restore hit points as noted:

HEALING 1 - 1 to 10 hit points
HEALING2 - 1 to 20 hit points
HEALING3 - 1 to 32:hit points

Casting Spells

Magic spells can only be used in combat. To cast a spell, press "4" on the individual combat spell options list. Legends will prompt "Cast Which Spell?". At this point press the number of the spell you wish
to cast. You will not be able to cast the spell if you haven't learned
it yet (IE aren't high enough level) or if you don't have enough magic points. If either is the case, press the number for "Exit Cast Phase" or choose another spell.

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