

# Wilderlands

Thud the Barbarian and his five companions had been through the ringer. It had taken several months of trial and tribulation, but even the slowest of heroes can make a breakthrough. As they sat in the positions that had become so natural after countless encounters, fighters protecting the more vulnerable of the party, out came the patter of long time companions. "That Dragon sure had a tough hide. Glad I thought of (a-hem) stealing that loose tooth", observed Ferret the thief, who had a habit of blowing her own horn.

Morgan the Smith couldn't let that lay. "Maybe, but without my skill, the weapon that distracted the beast might never have been forged. Next time, you might not be so lucky."

"Enough of this", grunted Thud, who was weary and very nearly famished. "Now that we've got the thing, what do we do with it?" Being more practical minded, he at least hadn't forgotten about the (now toothless) Dragon that might be turning up at any minute.

Joseph (former Shaman turned Healer) brought up the point, "Friends, we are not in very good shape. To confront anything more vicious than an angry gopher might prove disastrous. Our descent of the hidden tower has left us weakened. Perhaps a retreat to the Barracks might afford us some rest ... and refreshment, and make us all the more stout-hearted for our next adventure."

Flitz the Wizard stared down the corridor and spoke up. "A commendable sentiment but with two flaws. The first is that we have used our last homing wand when we encountered the Demon on the floor above. The second is that our friend the Dragon has found us and looks mightily displeased. RUN!"

It was a suddenly revitalized band of adventurers which turned tail and headed for the far end of the corridor. They slowed as they approached the dead end, but much to their surprise, it slid to one side, affording them entrance into another dark interior. Inward they plunged, only to backpedal suddenly when confronted with a gaunt, black robed figure before them, clothed in black robes and gesturing wildly. Motes and clouds trailed from his glowing fingertips; all about him appeared Demons of every shape and size. Thud realized that though the flood of demons was bad enough, his first priority had to be to plug the source.

Wielding his great Sword of Heroes, he prepared to cleave the necromancer from crown to crotch. He caught the first whiffs of demons breath, but swung the ancient sword downward with a mighty stroke. The Dark Sorcerer of Malokor fell to the east and the west (at the same time). Without a moment to savor his triumph, Thud joined in battle with the Demons. By the time they were finished, only Thud and Joseph remained alive and standing. Joseph wanted to breathe life back into his fallen comrades, but his manna was spent. Then he noticed the bright glow in the corridor behind the fallen Sorcerer...

## At last, the Staff of Life has been found!

Brave adventurers, you have overcome many trials, solved the traps and riddles of Cirinik and finally defeated a Dark Sorcerer of Malokor.

Now rumors have come to your ears. The Staff of Law and perhaps another fragment of the Great Staff are reputed to have been cached in the great wilderland that separates Taras Cirinik from the port city of Lahrsoth.

Part of this ancient poem (saved as a part of an ancient ballad) has long been known to you:

*An ancient jewel  
A tork of bone  
To make a dart to find the way  
Where vision blur and senses reel  
And law and reason have no sway!*

You must solve this ancient puzzle. You will meet many creatures on the trail. Some will help you and some will try to end your quest. Some will make impossible demands upon you, while others will offer their help freely.

In addition to the riddle, other tales come from the wilderness. One is that of a city of (yecch!) Trolls which is somewhere in the hills in the northwest. They are ruled and protected by a fearsome King.

A Prince of Avalon (so-called King of the Faeries) lives in the forest. Most faeries dwell in a magic circle, and his, the grandest of all. He knows many things and will sometimes bargain with Mortals.

Somewhere is hidden the tower of Old Erak the Wizard. Erak was the friend and confidant of Cirinik. He was charged with protecting one of the fragments of the great staff. It may be in the lost Tower... but beware! Wizards are a jealous lot, and even if you enter the tower, you may not be able to leave.

Many are the tales of this old forest. Songs and stories abound telling of a ghostly lady who appears near a sacred stream. In awe, woods folk tell of an ancient temple, surrounded by an enchanted pool! More softly is whispered the tales of the Wells of Chaos and the thousands of souls lost within!

First and foremost, you must find the old witch. She can help, but such help doesn't come free!

## About the Wilderlands

The Wilderland comes on two 800K disks. To take full advantage of the wilderland, there are replacement files for some of the originals provided with the game. Place these in the specified folders. The upgrade instructions are in the **UPGRADING LEGENDS of the LOST REALM** section near the end of the manual.

If you have a hard disk, copy the folders Wilderland 2 and Wilderland 2.1 into the same folder and replace the **Legends** application with the update provided on the disk. **We recommend you work with copies of the original disk in case there is some error. If you mess up the originals, we charge \$12 for replacements!**

## Babes in the Woods!...

The **Wilderland** is a more primitive setting than the castle of Taras-Cirinik. There is no convenient General Store or Armorer. There is a trading post which has some useful goods. He will also buy furs from you (if they are worth it). Click on the rug when you have some furs to trade.

Instead of a barracks, there is an old cabin in the forest. Once you find it, your storage chest and roster will be available. Be prepared to spend lots of time away from the cabin. It's easier and less expensive than using the homing sticks all the time. The distances are much greater, so you will not be returning to the cabin as much. Instead, you will have to camp in the wilderness and make do. Barbarians are very good at this sort of stuff!

There is no Magic Shoppe, but the Old Witch has some spells and potions, and can help you with magical preparations. You **will** need her help. If you find yourself in possession of unusual materials (berries, herbs, animal parts) some can be used,

some can be eaten, and some can be traded to the witch for unusual potions. Try **using** the materials while in the witches hut.

Game mechanics are the same as in the original adventure. It is every bit as easy to play, but the pictures are neater and a few enhancements have been added.

There are lots of people and creatures wandering about you can get useful information by speaking to them. We have added a new **SPEAK** button to the Combat screen to make this a little easier.

To determine what items a character is carrying, you can now click on that character's name in the Combat screen

Another new option is the **SHARE** command, which is entered, in non-combat situations, like any other spell or skill. This command allows one character to "share" his or her spell points with another. Of course, there is some penalty.

Also, the new version of the program will automatically save maps, so you can keep records of your journeys more easily. There are some other improvements, but you will find out about these as you explore.

If you get hard up for cash, or need to pay off some debt, go back to **TARAS-CIRINIK**. Unlike a lot of games, in **Legends** you can go backward to the first scenario. As new modules are added, you will find that the world just gets bigger with more places to go, but if you lose something valuable, you can go back and replace it!

## To Keep the game in Perspective...

What are you doing here? There are three distinct goals in this module. The first is to enhance your characters and improve them. The second is to retrieve the Staff of Law and look for evidence of a second staff. Last (but by no means least), the purpose is to have a good time and be entertained.

Some of the trails you must follow are convoluted. For instance, at one point you must find a (mumble) and take it to the (cough, cough). The (aachooooo) will then give you a (crash, tinkle...) which will allow you into the (RRRIIINNNGGG!!!).

OR at another point your path is blocked by a large (haaaack). You must hunt down a (smack, thud...) and take its (screeeech) to the Old Witch. She will give you a (oops!) which will remove the (AAAAAGH!) and allow you to continue on your way.

## Upgrading Legends of the Lost Realm

*Before doing anything, make backups of your original WILDERLANDS disk and store the originals in a safe place.*

On Wilderlands Disk 2 there is a folder titled **UPGRADES**. **UPGRADES** contains the twelve files needed to run Wilderlands.

The first file is **LEGENDS.SEA**. It has been compressed and will need to be expanded before it can be installed. To accomplish this, place the **LEGENDS.SEA** file (or Self Extracting Archive) on a diskette or a hard disk. There must be 400k of free space after copying the file in order to have adequate room to extract the application.

Double click on **LEGENDS.SEA** and it will automatically extract the new **LEGENDS** application. The new **LEGENDS** application is placed in the original **LEGENDS** folder or diskette and will replace the old application of the same name.

The **MAPS1**, **MAPS2**, and **FILE5** documents are placed in the **LoLRM** folder.

The **PICT152**, **BACKGR100**, **PICT151**, **PICT140**, **PICT100**, **PICT130**, **PICT110**, **PICT120**, and **sfile** documents are placed in the **LoLR1** folder.

After completing this operation, you're ready to begin the adventure.

If you have not finished the first adventure and cannot beat the mighty warrior who blocks your way, there is another way. In the folder called 15th Level, are folders for a party of six 15th level characters. To use these follow the steps below:

1. Make a duplicate of your (now updated) LOLRM folder.
2. Place the duplicate in a safe place (as you will eventually want your old characters back)
3. Replace the documents FILE3, FILE4, FILE6, and FILE7 with those found in the 15th Level folder.
4. Start the game as usual.

These folks do not have any of the special gear you have found during the Gathering of Heroes, but they will allow you to cheat your way into the next adventure. But we all know, REAL adventurers don't need the help...

## Keep In Mind...

A *Gathering of Heroes* was just a training ground. The **Wilderlands** is the first step in the quest to defeat Malokor and re-assemble the fragments of the great staff of Cirinik. The puzzles are more intricate, monsters are fewer in number but more deadly than before. Even the most insignificant item may be very important; explore them all thoroughly.

An adventure of this size and detail will not be solved quickly. In this case, patience has its own rewards!

## Credits

Game Design: *David Cooke and Chuck Collins*; Program: *David Cooke*; Rulebook: *John Huff*; Production Coordinator: *Phyllis Opolko*; Art Dept. Coordinator: *Jean Baer*; Prep. Dept. Coordinator: *Lou Velenovsky*; Playtesters: *David Cooke, John Huff, and a cast of thousands*; Printing: **Monarch Services.**

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