

# Legend Of ESHAN

## The Story

The story takes place in Avinell, a rich and beautiful land, bordered on all sides by the impassable mountains of Faras. Avinell is populated by many races, to the north are the lands of Barquin the Witchking who, with his Warlords and Dragoons, command the hordes of Orc warriors. Giants are also to be found in northern parts. In the mountains to the southwest are Dwarf fortresses. Elves dwell in the southern forests and Barbarians and warrior Huntresses live in the wild lands of the southeast. In the central regions are the homes of the Noble lords, their Militia, Archers and Peasants. Outlaws can be found throughout the south.

Avinell is an ancient land with many ruins and mystical relics. The presence of the Spirit world is powerful at these sites and may help or hinder travellers. A number of magical rings may be found which will endow the wearer with special powers. There are also weapons of valour, proven in battle, and weapons of legend which enhance fighting capabilities.

The story starts at a time of unrest with Barquin the Witchking massing a great army of Orcs in the north. Barquin's evil influence is most powerful in his own realm but it extends beyond the plains of Krette and of Anga. If he can seize control of the Palace of Avorell in the far south his control will be complete and the freedom of Avinell will be doomed forever.

Eshan has received word from Barton the Marshal that Avorell the Noble has been taken captive while on a hunting trip on the plains of Anga. Without the wise council of Avorell the armies of the south squabble amongst themselves knowing this is the signal that the invasion of Barquin's legions of evil is about to begin.

Eshan and Barton must unite and mobilise the warriors in the defence of freedom, to repel the attack and deny Barquin the supremacy that would come with the fall of the Palace of Avorell.

To succeed and create a legend, Barquin must be slain or Avorell the Noble rescued and returned to his Palace. The game will end in defeat if Eshan is killed or the Palace of Avorell falls to the Legions of Evil.

## Instructions

To LOAD - Insert Game Disc in Drive 1 and press F9.

The game is operated by moving a pointer (the green arrow) around the screen to point at icons, objects or menus. The pointer is moved using a mouse, cursor keys or joy-stick and 'clicking' using the left mouse button, SPACE or fire to select.

At the right of the screen are a number of icon buttons. The functions attached to the icons are described later.

The name of the character currently being controlled appears in the ribbon at the top of the screen. The sun indicates how much of the day has passed and below is the view seen by the current character.

Characters and creatures directly ahead appear at the front of the scene. Up to 7 characters can be seen but there may be more. Armies in the distance can be seen by their banners.

To approach another character to join the cause for freedom, point at the character and click. If more than one character is displayed, an approach is not possible. If the approach is unsuccessful your character will be attacked, otherwise the new character will be selected.

Weapons at the current location appear at the bottom of the scene. To pick up, point at the weapon and click. Any weapon already held will be dropped. To drop a weapon point to an empty space in the weapon area (bottom of the scene) and click

The direction panel shows which way the character is looking, to choose another direction, point and click. Point to MOVE and click to move forward. The direction can also be selected using the Function keys as a compass with F8 - North, F2 - South etc.

The Scroll at the bottom of the screen shows

various information text. If "more" appears at the bottom of the Scroll, repeated clicking on the appropriate icon will page more information. A picture of the current character appears to the right of the Scroll.

## Menu Icons

<b>BOOT</b> Start New Game	<b>NIGHT/DAY</b> Start Night Activities
<b>DISC</b> Load/Save Game	<b>FOOTSTEPS</b> Select Character To Follow
<b>?</b> Where Are You	Lay off / Recruit Warriors - +
<b>Zzz</b> Sleep	<b>CROSSED SPEARS</b> Attack Character(s) or Garrison Ahead
<b>HEART</b> Personality Info	<b>STICK MEN</b> Select A Character
<b>FLAG</b> Battle/Army/Weapon Info	<b>EYE</b> Information On Location

When you have completed all your moves, click on NIGHT/DAY, all other character's moves and battles take place at night.

A pop up menu appears if the Boot or Night/Day icons are selected to confirm the request.

A menu appears if the Disc icon is selected. Options are Load, Save or Return to Game. (See below for more details)

To select a character click Characters icon. Point to name and click. The scroll information will be updated. Click on up/down arrow buttons to turn pages. Click on the OK button to select the character.

To Follow or Goto a character, click Footsteps icon then select character to be followed as for normal select process above. To cancel the follow instruction, select own self. A Move or Approach or Attack selection will also cancel a follow instruction.

You can only Lay off or Recruit warriors at a suitable garrison.

## Loading and Saving Games

**IMPORTANT:** Do not use the Game Disc to save games. Use a separate disc formatted with a standard 80 file directory. The Directory is displayed. TAB will switch pages if there are more than 40 files on the disc. Type in filename and press RETURN. Press

ESC to return to the game if you change your mind.

## Guidance Notes

Characters instructed to follow will act independently and may chase, attack or recruit other characters on their travels. Characters may own and garrison their forces in any habitable dwelling. Friendly and unfortified dwellings offer shelter and protection in battle. Each character has his/her own personality which may be used to advantage in the game. Despair and exhaustion will reduce a warrior's performance.

Different races cannot be mixed when recruiting or laying off warriors, but within the ranks of menfolk and the legions of evil, status may be important. Any character may approach another of a different race but many factors will determine whether they will join the cause for freedom. Failure will result in an attack. It is not possible to approach more than one character at the same time.

**Moving** to a location occupied by hostile **beasts** means they must be slain. Dragons are more difficult to slay than vipers.

Hunting and feasting on creatures of the countryside replenishes energy and confidence, but takes time. A visit to a Lake may be refreshing provided you are alone.

Travelling on horseback is faster than on foot but not all characters will ride. Moving in the mountains is slow and tiring.

Ancient relics may help or hinder travellers. Henges provide useful information. Ruins and Stones may be the resting place of valuable weapons. Entering a Ruin can be dangerous for those with personality deficiencies. Any weapon will help in battle but weapons of legend are more powerful.

Persuasion may be better than battle and a Ring of Persuasion your most powerful weapon. For you will need a large army to defeat the Legions of Evil.

The wearer of a Ring of Concealment will be invisible to all and cannot command an army, but can become mixed up in a battle. The Ring of Protection will protect only the wearer and it is not infallible.

At night characters can do nothing except look around.

*The End*

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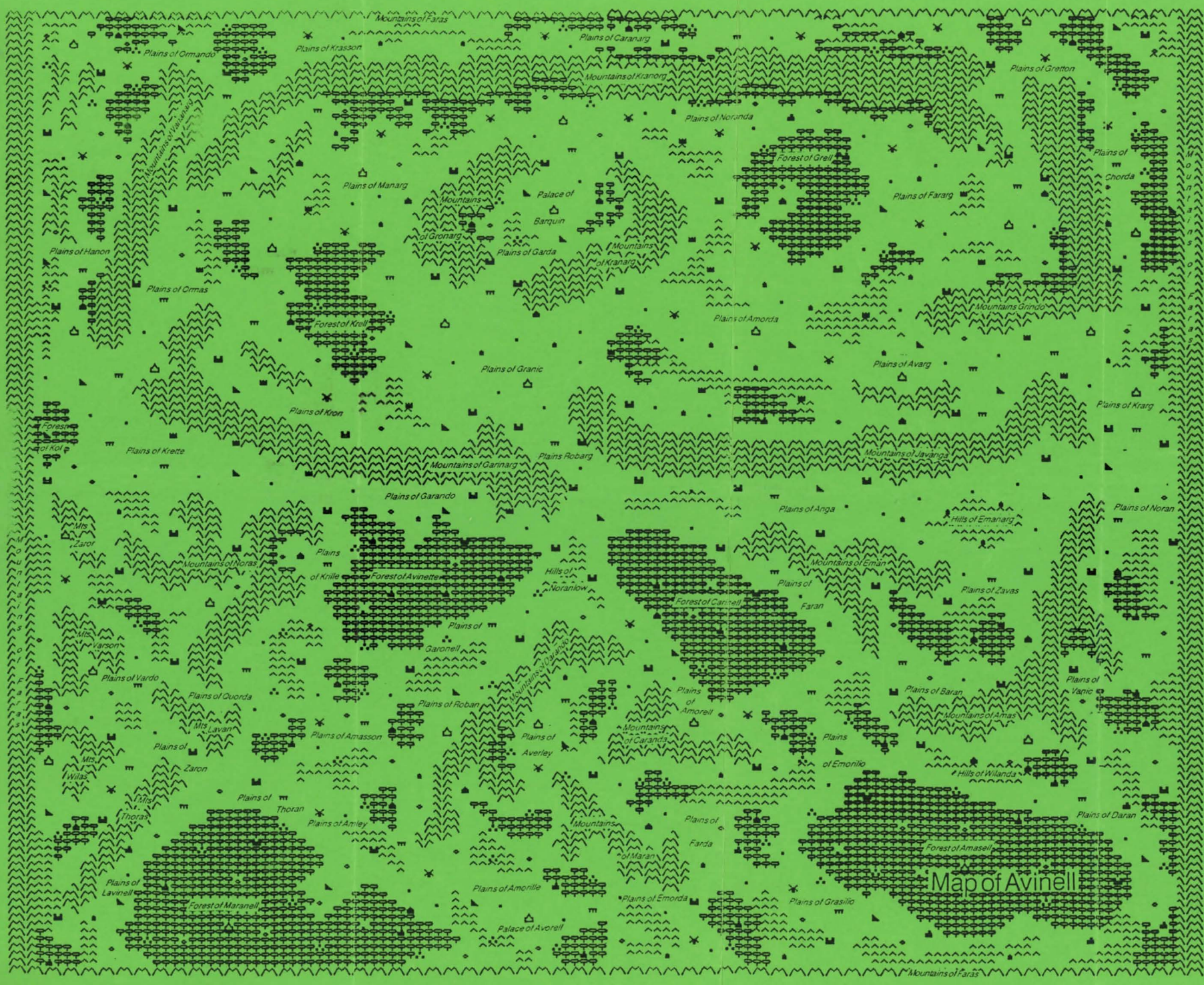
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## Key To Map:-

- |               |             |
|---------------|-------------|
| 🌲 - Forest    | 🏰 - Keep    |
| 🏔️ - Hills    | 🏛️ - Hall   |
| ⚓ - Mountains | 🏰 - Bastion |
| 🌊 - Lake      | 🏰 - Palace  |
| 🏘️ - Village  | 🏰 - Ruin    |
| 🏠 - Inn       | 🏰 - Henge   |
| ✳️ - Windmill | 🔴 - Stones  |
| 🏠 - Hut       |             |



Map designed by John Eyre