KNIGHTS™ OF LEGEND

by Todd Mitchell Porter

Welcome to *Knights of Legend!* A full explanation of how to play this game can be found in the Player's Handbook, but this reference card will get you started. It also provides information specific to the kind of computer you're using.

Before You Begin

1) Using your Apple Utility Disk, format a Prodos disk with the volume name /CHARS. This will be used to save your character(s) during the game. Character disks can be 5 1/4" or 3.5".

2) Before you can use your /CHARS disk, you must transfer several key files to it from one of the disks supplied with *Knights of Legend*. An explanation appears in section 4 of "Starting the Game" below. For now, put the character disk aside.

3) At this point, you may want to make back-up copies of each *Knights of Legend* disk. Any copy utility will do the job. Follow the directions provided with the copy program of your choice.

The *Knights of Legend* Disks

At various points in the game, the computer will prompt you to insert a disk by displaying a picture of a disk and the abbreviated name of the disk, or disk side, it requires ("MA," for Master A, "CHR" for your character disk, "A4," etc.). If, for example, it needs disk "A5" to proceed, you will see a picture of a disk with "A5" printed on it. Insert disk side A5 to continue.

Knights of Legend can be played on a single drive system, but two drives will eliminate some disk swapping. To speed things along, you will want to keep disk Master A (abbreviated "MA") or Master B (abbreviated "MB") in one of your drives at all times.

Selecting Options

Options in the *Knights of Legend* game are presented as menu items or icons.

Menus

The most basic options ("Create Character," "Play the Game," and so on) are presented as menu items. The first menu appears on a screen that looks like a book's table of contents. From this menu you can select the options you want with either the keyboard or a mouse.

- To use the keyboard, highlight options with the up and down arrow keys. Press <return> to select a highlighted option.

- On the table of contents screen, options are numbered; press the number key that matches the option you want.

- To use a mouse, click on an option once to highlight it. Click again to select.

- Some menus contain too many items to fit on a single screen. Scroll through the items on each menu by clicking on the up or down arrow alongside the menu.

- The <esc> key will allow you to go back one step and rethink your selection. You can also do this by clicking the mouse button with the pointer positioned to the left of the book.

Icons

Once you begin playing the game, options are displayed as icons — small pictures arranged along the the bottom of the screen. Selecting an icon tells your character or party to do something — listen to someone in a village, engage a foe in combat, buy food, rest at an inn, travel down a road, etc. Icons can be selected using the keyboard or a mouse.

- To select an icon with the keyboard, use the less than ("<") and greater than (">") keys to move from one icon to another until the one you want to select has a white border; then press <return> to select that icon.

- With a mouse, select icons by positioning the pointer arrow over the icon you want and clicking the mouse button. Clicking once highlights an option; clicking a second time selects it.

In some cases, selecting an icon (or series of icons) causes an action — your character readies a weapon or moves away from a foe, for example. In other cases, selecting an icon takes you to a new screen, where other icons allow you to examine your character(s) more closely or interact with other game characters.

On pages 6-8, you'll find a list of the icons and a brief explanation of what each one does when selected. For more information, consult the *KOL* Player's Handbook.

Starting the Game

1) Put Master Disk side MA into your boot-up drive and turn on your computer. If you press the spacebar immediately, you can bypass the title sequence and begin play.

2) If you want to watch the animated introduction, make sure disk A6 is in one of your drives. You can exit the title sequence by pressing any key. When you do this, you will see the *Knights of Legend* book, the starting point of the game.

3) Press any key to open the book to the table of contents page. The table of contents lists the options available to you. Click the mouse pointer on the option you want, or press the number key corresponding to the option.

4) Detailed explanations of all options can be found in the Player's Handbook. For now, select option 4 — "Install New Region." Insert disk A1 in a drive and follow the directions you are given. Since you don't have disks S1, B1, etc., press <esc>. You will then be asked to insert the /CHARS disk you created earlier and disk A4, alternately. Files necessary for playing *Knights of Legend* will be copied from A4 and put on your character disk.

5) New /CHARS disks can be made by using the Install New Region option. As an alternative, however, you can use any copy utility to duplicate a complete /CHARS disk — one that already has the files from disk A4.

6) Now, you can begin creating characters by inserting your completed /CHARS disk in a drive and selecting option 5 — "Character Options."

Creating a Character

1) Before you can play *Knights of Legend*, you will need to create at least one character (2-4 are recommended for first-time players.). Selecting "Character Options" from the table of contents will take you to the character creation menu.

2) From this menu, select "Create Character" to begin creating a new character. The various character races and types are described in the Player's Handbook. For now, select any character type that sounds interesting to you.

3) Type in a name for your character and press <return>. Using the keyboard or the mouse, choose his or her race, sex, and class. At any point, you can press <esc> to go back to an earlier option.

4) Once you have outlined the type of character you want, a menu will appear on the right-hand side of the screen. From this menu you can reroll your character's statistics until you are satisfied with them; then you can accept those stats.

5) When you choose "Accept Stats" you will be offered a variety of figures which can represent your character during the game. Scan through these, using the arrow keys, until you find the one you want. Then press <return> to save your character. When your character has been saved you will be taken back to the Character Options menu. If you decide that you do not want to save this character press <esc> several times *before* accepting a figure and you will be taken back to the Character Options menu. The character will be discarded.

Multiple Characters

Playing with just one character is risky — combat in *Knights of Legend* can be deadly, and even a well-trained, armored adventurer needs stalwart companions to survive. You would be well advised to create several characters early in your adventuring career. As many as six characters can be taken adventuring at one time and up to 16 characters can be saved on one character disk.

Editing Your Figure and Shield

No two characters are alike: Their stats are different; their race, class, and sex set them apart; and so on. In *Knights of Legend*, differences between characters even extend to the picture used to represent them during play. Using a simple image editor included with the game, you can modify existing character portraits or create your own.

To do this, go to the Character Options menu from the table of contents page. There, select "Edit Picture," if you want to change your character figure, or "Edit Shield," if you want to modify a great shield (also called a knight's shield) acquired during a quest. A new menu will appear listing all the characters on your disk. Select the one you want to modify.

This will take you to a new screen. On the left, is an enlarged version of your character figure. On the right, you will see the actual character image and, below that, a selection of patterns and colors available to you. The color/pattern you select will be shown in a rectangle in the upper right-hand corner of the screen.

General Commands

- Pressing the <esc> key undoes the last change you made or the last command given. Pressing <CTRL-E> (or selecting black) allows you to erase parts of the image.

- Pressing the **B** key changes the size of your "brush." Ordinarily, you draw a single dot at a time. Pressing the **B** key repeatedly increases this to four dots or more.

- Press the <CTRL-F> key to toggle between mouse and keyboard control. For convenience, all keyboard commands remain active in mouse-mode, but the reverse is not true. If you don't have a mouse, you must press <CTRL-F> to activate the keyboard.

- To change the grid pattern on the enlarged character figure, press <CTRL-G>. There are four different grids available. The default grid is the most useful, but use whichever one you feel most comfortable with.

Moving Around the Screen

With a mouse: Simply move the arrow pointer where you want it. This applies when you're moving the pointer, when you're drawing, or when you're selecting colors and patterns.

With the keyboard: The **I**, **J**, **K**, and **M** keys form a diamond shape on the keyboard. This diamond reflects the direction each key moves the cursor: The **I** key moves the cursor up; the **J** key moves it left; the **K** key moves it right; the **M** key moves it down.

In addition, the **A**, **S**, **Z**, and **X** keys move the cursor diagonally: The **A** key moves the cursor from lower right to upper left; the **S** key moves it from lower left to upper right; the **Z** key moves it from upper right to lower left; the **X** key moves it from upper left to lower right.

Finally, these last four keys, when combined with the control key, scroll the enlarged image itself: <CTRL-A> scrolls the image up; <CTRL-X> scrolls it down; <CTRL-S> scrolls it right; <CTRL-Z> scrolls it left. If the colors change when you move the image left or right, move it one space further and the colors will revert to normal.

Drawing

With a mouse: Click the mouse button on the color/pattern you want to use. Notice that the color in the small rectangle at the upper right changes to match your selection.

Move the pointer over to the portion of the enlarged character figure you want to change. Once you're there, hold the mouse button down and move the mouse to begin drawing. This will change the color in that area to the color you just selected.

With the keyboard: In keyboard mode, <CTRL-P> shifts you from the enlarged image on the left to the pattern/color portion of the screen. Use this command when you want to change from one color or pattern to another. Use the **I, J, K,** and **M** keys to highlight the color/pattern you want and press **<return>** to select it.

Press <CTRL-P> again to shift back to the enlarged image. There, you will see a flashing square cursor. Move this to the spot you want to change (using the movement keys described on page 3). To begin drawing, press **D.** Now, when you move the cursor, you will replace the existing color(s) with the new color/pattern you've selected.

To stop drawing, press the **U** key. This allows you to move without changing the image.

General Color Notes: Notice that there are two blacks and two whites in the color/pattern area. If you try one black (or white) and don't get the results you expect, try the other one — you may have better luck.

The number keys provide a short cut for selecting the primary colors:

0 = Black	3 = White	6 = Blue
1 = Green	4 = Black 2	7 = White 2
2 = Purple	5 = Orange	

When You're Done

If you make a mistake, the **<CTRL-R>** command reverts to the original figure, as it was when you first entered the figure editor.

Once you're satisfied with the way your new/revised figure looks, use the **<CTRL-Q>** command to quit the figure editor. You'll be asked if you want to save the changes you've made. Press **Y** (Yes) to save; press **N** (No) to return to the Character Options menu without saving any changes.

To Begin Play

Once you have at least one adventurer saved on your character disk, select Option 6, "Play the Game." Select one of your characters to be the party leader by moving the highlight bar and pressing **<return>** or clicking the mouse button on that character's name. You will be able to add other characters to your party during play.

Follow the instructions that appear on your screen regarding disk insertions and your adventure will be underway. Your character will begin at one of the realm's inns.

Getting Around in *Knights of Legend*

In Town: To leave an inn (or any other building), select the DOOR icon. Once outside, your party will be represented by a knight's helm. To enter a building, move to the end of the path leading to it and select the DOOR icon.

In town, use the up, down, right, and left arrow keys on your keyboard to move the knight's helm in the direction you want to go. You can also move diagonally by using the A, S, Z, and X keys.

If you have a mouse, you can move by positioning the arrow pointer ahead of the helm in the direction you want to go. When you click the mouse button, the helm will "follow" the pointer. Note that the mouse pointer changes the direction it is pointing as it is moved to various positions around the helm.

In the Wilderness: If you travel to the edge of town, a wilderness scene will appear. Select the DOOR icon here and you will shift to the wilderness map. Here, your party is represented by a small, flashing dot. On this map, your party can travel from town to town, covering great distances with ease.

To use the keyboard in the wilderness, press the up, down, left, and right arrow keys, or the A, S, X and Z keys, to move your dot in the direction you want to go.

To use a mouse, position the pointer ahead of the dot in the direction you want to go and click the mouse button. The dot will follow the pointer.

You can also select the ROAD icon repeatedly to move along the road. The SIGNPOST icon reverses the direction of movement. You can only use these icons when on the roads.

Dealing With Townsfolk

As you move about in town, you can enter buildings and interact with the people inside. You can (and should) buy weapons, armor, and other goods and services. The EXAMINE icon will show you what a shopkeeper has to offer. Select the item you want. The cost will automatically be deducted from your savings.

The townsfolk may also be able to tell you something of what's going on in town and in the world. Use the EAR icon to ask them about any rumors they may have heard. Pay close attention to what they have to say. Words beginning with capital letters may be particularly important. Use the MOUTH icon to ask them for more information about people, places, and things. Talk to everyone you can.

There are many things to do in town — you can train with a weaponsmaster, get medical attention at an abbey, satisfy your hunger, and more. Consult the list of town icons on this card or the Player's Handbook for more information.

Combat

Towns are safe, but the wilderness areas of Ashtalarea are dangerous — you will probably run into bandits, hostile creatures, or worse during your journeys. When this happens you can flee or fight. A complete description of the *Knights of Legend* combat system can be found in the Player's Handbook, but here are the basics:

On the combat screen, your party members are represented by numbered figures; your foes are larger, white figures. If you have a ranged weapon ready (a bow or crossbow), you can attack enemies at a distance; if you have no such weapon, you must be next to a foe in order to attack.

To make a ranged **weapon attack**, select the FIRE icon. Specify a target by using the arrow keys or the mouse to move the round, flashing cursor over one of your opponents and select the YES icon. The U-TURN icon will allow you to select a different target.

To **move** next to a foe, select the MOVE icon followed by a specific movement icon (WALK, RUN, SPRINT, FLY, FLY FASTER, or ZOOM).

To **attack**, select the ATTACK icon, if you have a weapon, or the FIST icon if you're unarmed. Then select an attack style (NONE, BERSERK, HACK, THRUST, or SLASH if you're armed; KICK, BASH, HEAD BUTT, or PUNCH if you're unarmed). Aim your shot (HIGH, BODY, or LOW) and pick a defense (NONE, PANIC, STAND, BACK UP, DUCK, DODGE, or JUMP). Finally, select the YES icon to enter the sequence of commands (or the U-TURN icon to rethink your selections). Repeat for each member of your party.

Once you've entered the options for the current round, you'll be given a final chance to flee. If you're losing badly, select the PANIC icon. Your characters will probably drop any readied weapons, but they'll live to fight another day.

Assuming you don't take the opportunity to flee, combat will begin and you will see the results of your tactical decisions (and the decisions of your foes). Combat can last several rounds — until you've defeated your foes or been defeated by them.

Saving Your Characters

As your characters become more powerful and accumulate wealth and weapons, you'll want to save them to disk often. To do this, you must spend a night at an inn.

Enter the inn of your choice and select the REST icon. If you have enough gold to pay for a night's stay, the innkeeper will ask which of your party members will be staying. You can select any or all of them. If you select all, you will be asked if you want to quit the game. If you answer YES, your characters will be saved and you will be returned to the table of contents page where you can turn the computer off. If you answer NO, your characters will be saved and you can continue playing, but your characters' possessions, skill levels, and overall condition will be preserved.

To restart a game, select a saved character as your party leader and fill out the party with other characters you saved the last time you played *Knights of Legend*

GENERAL PURPOSE ICONS

Swap Disks: Insert the indicated disk in any drive. Remember that the *KOL* disks are two-sided, so you may have to flip a disk and insert it label side down.

Spacebar: Press the spacebar to go to the next text screen.

Door: Enter or exit a building, a wilderness area, or a town.

Yes: Confirm that you want to accept an NPC offer or execute a command.

No: Turn down an NPC offer or negate a command.

U-Turn: Go back to a previous screen or change a command.

TOWN ICONS

Mouth: Ask an NPC a question (by typing in your question) or eat a meal.

Listen: Ask an NPC if he/she has heard any rumors. Pay close attention to words that begin with a capital letter.

Rest/Save: Heal a character (in abbey) or save a character (in an inn).

Companion/View Party: See all party members on the screen at once or (at an inn) add characters to your party.

Examine: Get detailed information on an item in your possession.

TOWN ICONS (Continued)

Anvil: Forge an ingot into a personalized weapon or, at the armorer's, fit armor.

Sell: Sell items to a shopkeeper.

Train: Improve a combat skill by training with a weaponsmaster

Magic: Ask a wizard for magical training.

Give: Give an item possessed by one of your characters to another member of your party.

Armor Up: Put on and view a character's armor, weapons, and other equipment.

Mirror: Look at your character's status.

Scroll: List the names of a character's magic spells.

Medal: Display all medals won by your character for completion of quests.

Pack: Put an item in your pack.

Drop: Drop a weapon or item (permanently).

TRAVEL ICONS

Road: Move along a road.

Signpost: Change directions while moving on a road.

COMBAT ICONS

Miscellaneous

Drop: Drop a weapon or item. (In combat you *can* pick up a dropped weapon or item.)

Pick Up: Recover a weapon or item dropped in combat or left by defeated foes. Also used to pick up an item you need to complete a quest.

Ready: Draw a weapon from a sheath so you're ready for combat.

Sheath: Put a weapon in a sheath worn on your character's belt. Bows can't be sheathed.

Switch: Exchange a readied weapon for one in a sheath.

Movement

Move: Prepare a character for movement on the ground or in the air.

Land: Bring a flying character back to the ground.

Walk: Move slowly on the ground

Run: Move more quickly on the ground.

COMBAT ICONS (Continued)

Sprint: Move as quickly as possible on the ground.

Fly: Move slowly through the air.
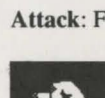
Fly Faster: Move quickly through the air.

Zoom: Move as quickly as possible through the air.

Attack (General)

Magic: Cast a spell.

Attack: Fight with a weapon.

Fist: Fight unarmed.

Attack (Missile)

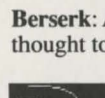**Load:** Prepare a crossbow by putting a bolt in it.

Fire: Attack with a bow or a loaded crossbow.

Attack (Weapon)

None: Devote all of your energy to defense.

Berserk: Attack wildly, without thought to defense.

Hack: Swing a weapon downward.

Attack (Weapon)

Thrust: Stab straight ahead with a weapon.

Slash: Swing a weapon in a side-to-side arc.

Attack (Hand-to-Hand)

Kick: Attack with the feet.

Bash: Attack with both fists or a shield.

Head Butt: Attack with the head.

Punch: Attack with one fist.

Attack (Aiming)

High Shot: Aim at the head.

Body Shot: Aim at the body.

Low Shot: Aim at the legs.

Defense

Panic: Devote all of your energy to defense with no thought to attack

Stand: Take minimal defensive precautions.

Back Up: Back away from an attacker without disengaging.

Duck: Drop below an attack.

Dodge: Shift your body to one side to avoid an attack.

Jump: Leap above an attack.