

LEGEND OF THE SWORD

PLAYGUIDE

LEGEND OF THE SWORD

Welcome to the world of Azeroth, a magical land full of wonders and adventures. In this land, there are many different races and creatures, each with their own unique abilities and strengths.

The legend of the sword is a story of a powerful weapon that has been passed down through generations. It is a story of heroism, sacrifice, and the power of the sword.

LEGEND OF THE SWORD

PLAYGUIDE

The major elements of the sword are as follows:

- | | |
|------------------------------|------------------------------------|
| 1. The sword | 2. The sword's history |
| 3. The sword's powers | 4. The sword's weaknesses |
| 5. The sword's uses | 6. The sword's significance |
| 7. The sword's legacy | 8. The sword's future |
| 9. The sword's impact | 10. The sword's role in the world |
| 11. The sword's symbolism | 12. The sword's meaning |
| 13. The sword's importance | 14. The sword's value |
| 15. The sword's significance | 16. The sword's role in the world |
| 17. The sword's impact | 18. The sword's future |
| 19. The sword's legacy | 20. The sword's significance |
| 21. The sword's history | 22. The sword's powers |
| 23. The sword's weaknesses | 24. The sword's uses |
| 25. The sword's significance | 26. The sword's future |
| 27. The sword's impact | 28. The sword's role in the world |
| 29. The sword's symbolism | 30. The sword's meaning |
| 31. The sword's importance | 32. The sword's value |
| 33. The sword's significance | 34. The sword's role in the world |
| 35. The sword's impact | 36. The sword's future |
| 37. The sword's legacy | 38. The sword's significance |
| 39. The sword's history | 40. The sword's powers |
| 41. The sword's weaknesses | 42. The sword's uses |
| 43. The sword's significance | 44. The sword's future |
| 45. The sword's impact | 46. The sword's role in the world |
| 47. The sword's symbolism | 48. The sword's meaning |
| 49. The sword's importance | 50. The sword's value |
| 51. The sword's significance | 52. The sword's role in the world |
| 53. The sword's impact | 54. The sword's future |
| 55. The sword's legacy | 56. The sword's significance |
| 57. The sword's history | 58. The sword's powers |
| 59. The sword's weaknesses | 60. The sword's uses |
| 61. The sword's significance | 62. The sword's future |
| 63. The sword's impact | 64. The sword's role in the world |
| 65. The sword's symbolism | 66. The sword's meaning |
| 67. The sword's importance | 68. The sword's value |
| 69. The sword's significance | 70. The sword's role in the world |
| 71. The sword's impact | 72. The sword's future |
| 73. The sword's legacy | 74. The sword's significance |
| 75. The sword's history | 76. The sword's powers |
| 77. The sword's weaknesses | 78. The sword's uses |
| 79. The sword's significance | 80. The sword's future |
| 81. The sword's impact | 82. The sword's role in the world |
| 83. The sword's symbolism | 84. The sword's meaning |
| 85. The sword's importance | 86. The sword's value |
| 87. The sword's significance | 88. The sword's role in the world |
| 89. The sword's impact | 90. The sword's future |
| 91. The sword's legacy | 92. The sword's significance |
| 93. The sword's history | 94. The sword's powers |
| 95. The sword's weaknesses | 96. The sword's uses |
| 97. The sword's significance | 98. The sword's future |
| 99. The sword's impact | 100. The sword's role in the world |

The sword is a powerful weapon.

Credits

Game design, concept and cameo drawings by Karl Buckingham
Programming by Colin Mongardi
Mapscaping by Eugene Messina

Guarantee

If you have problems loading the game, please return the disk(s) to Rainbird, without the packaging, to the following address:

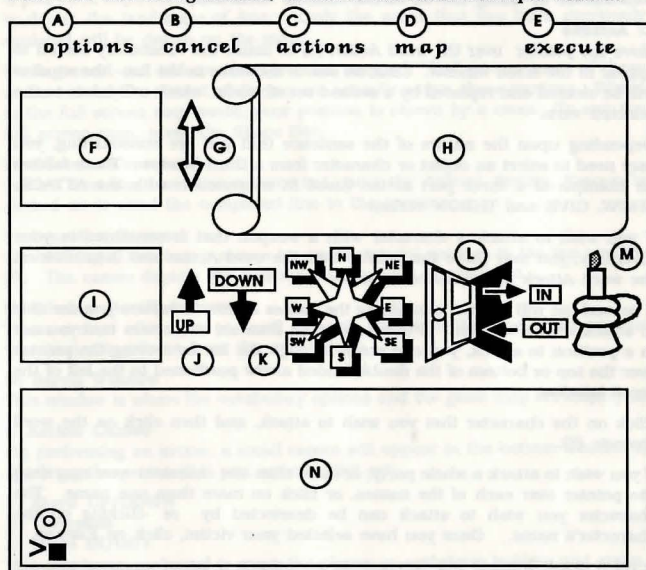
Rainbird Software Returns Department
Wellington House
Upper St Martin's Lane
London WC2H 9DL

Please include a short note telling us exactly what the problem is, and what computer system you are using.

LEGEND OF THE SWORD

Welcome to the world of Anar, a magical land full of mystery and adventure. A land that many have heard of, a land nobody wants to visit.

On loading the game, you will be greeted with the playscreen. Legend of the Sword utilises a unique screen display format incorporating a number of innovative time-saving features, as well as the usual text input window.



The major sections of the screen are as follows:

- | | |
|---------------------------------------------|---------------------------------------|
| A User options | B Cancel operation |
| C Actions | D Select Map mode |
| E Execute command issued via scrolls | F Location cameo window |
| G Item selector | H Map/Vocabulary window scroll |
| I Action cameo window | J Move UP/DOWN |
| K Compass | L Move IN/OUT |
| M Candle shows strength of party | N Main text window |
| O Prompt and input cursor | |

A: User Options

Move the pointer over the word *Option* (A) to display a list of user options in the scroll window. Each option is accessed by clicking on the desired word. Machine specific options are explained in the keyguide included with the packaging.

B: Cancel

Clicking on *Cancel* will abort an incomplete command which has been constructed by using the on-screen Actions vocabulary.

C: Actions

Move the pointer over the word *Action* (C) to cause the vocabulary screen to appear in the scroll window. Click on one of the verbs in the list - the window will be cleared and replaced by a second set of words, which will relate to the selected verb.

Depending upon the nature of the sentence that you are constructing, you may need to select an object or character from a third window. There follows an example of a three part action (used in conjunction with the ATTACK, SHOW, GIVE and THROW verbs):

If you wish to attack a character with a weapon that is contained in your inventory, you may move the pointer over the word *Action* and then click on the word *Attack* in the action window.

A second list will appear, containing the names of the characters you are able to attack with a weapon. If there are more than six characters that you are in a position to attack, you can scroll through the list by moving the pointer over the top or bottom of the double-ended arrow positioned to the left of the scroll window.

Click on the character that you wish to attack, and then click on the word *Execute* (E).

If you wish to attack a whole party, or more than one character you may drag the pointer over each of the names, or click on more than one name. The character you wish to attack can be deselected by re-clicking on the character's name. Once you have selected your victim, click on *Execute*.

A third scroll window will now appear containing a list of weapons you are carrying, your bare hands. Click on the weapon that you want to attack the character with - if there is more than one weapon to choose from, you must click on the word *Execute* (E).

If you wish to attack a character using more than one weapon from your inventory, you will have to drag the pointer over the weapon names or select each weapon individually, and then click on *Execute* (E).

If at any point you wish to cancel any command you are executing via the scroll window, click on *Cancel* (B).

Note:- It is not possible to access all of the objects within a location via the pointer driven scroll mechanism, and thus it is not possible to complete Legend of the Sword without resorting to using the keyboard.

D: Map Mode

Moving the pointer over the *Map* option will cause the scroll window to be put into Map Mode. Initially, the map will only show your ship and the surrounding coastline, but as you explore the land of Anar, the map will build up as more of the landscape is revealed. The scroll window itself only shows a small area of the map, centred on your current location, but as you move around using the compass facility, the map will scroll with you.

If you click anywhere within the map window, the whole screen will expand to depict the landscape of Anar. Only the areas that you have previously explored will be drawn on the map.

Underground and indoor areas are also mapped. Full screen maps of these areas can only be viewed while you are actually within these sections. Whilst in the full screen map mode, your position is shown by a cross. To exit the full screen map, press the Space Bar.

E: Execute Command

Once a sentence has been constructed using the *Actions* facility, *Execute* is clicked on to send the completed line to the parser.

F: Location Cameo

On entering a location a cameo (or small picture) appears in the top window (F). The cameo depicts the location that you are currently at.

G: Window Scroll Arrows

These arrows allow you to scroll through options within the scroll window when selecting items from the vocabulary.

H: Scroll Window

This window is where the vocabulary options and the game map are displayed.

I: Action Cameo

On performing an action, a small cameo will appear in the bottom window (I) depicting the action that you are carrying out.

J: Move UP/DOWN

K: Compass

L: Move IN/OUT

These features are used to move the player up and down ladders and stairs, in and out of rooms, and in any of the eight compass directions. If any direction is accessible, it will highlight, giving visual confirmation of available exits from your location to adjacent locations. To move in an available direction, simply click on the word itself, e.g. **SW**.

It should be noted that hidden exits will not be shown on the icons until they have been discovered.

On using either the scroll or the movement icons to input commands, visual confirmation of the input will appear on the text input line (O)

The movement icons will not function if a command entered via the scroll window has not been executed.

M: Candle

The candle is an animated visual representation of your strength and life force. It will increase as you forage for and consume food and drink, and it will also decrease as you expend energy wandering through the Kingdom of Anar. On your travels, you may come across certain magical foods and items which will restore your energy to full strength. It is vital that the candle is not allowed to burn away to nothing.

N: Main Text Window

It is in this window that textual descriptions of locations, objects, characters and actions are displayed, as well as commands that you have entered via the keyboard or the Action feature.

O: Prompt and Input Cursor

The prompt > is displayed at the beginning of your text input line, and the input cursor shows the end of your current input line.

MOVING AROUND THE LAND

To travel around the Island of Anar, use the following movement commands:-

NORTH, EAST, SOUTH, WEST, NORTHEAST, SOUTHEAST, SOUTHWEST, NORTHWEST, as well as UP, DOWN, IN and OUT. These can be abbreviated to N, E, S, W, NE, SE, SW, NW, U AND D. There are no abbreviations for IN and OUT.

If you do not wish to enter the directional command using the keyboard, the above commands can be given using the movement icons as explained earlier in the manual.

The EXITS command lists all accessible exits from your current location.

Legend of the Sword also provides a set of high level commands enabling the player to get to and from previously visited locations and objects very quickly, and without the drudgery of continually having to type directional commands. These commands are as follows:

| | |
|---------------------------------|------------------------------------------------|
| GO TO <location, object> | The program will find the shortest route |
| FIND <location, object> | between your current position and the location |
| | of the object that you wish to return to. |

When using a **GO TO** or **FIND** command, you may notice something of interest along the way that you might not really want to rush past. If this is the case, press the ESC key to stop the journey. Also on your travels, you may meet some creatures whom the program may give you the chance to interact with. If this happens, follow the on-screen prompts.

GAME COMMANDS - ACTIONS

Many actions or commands can be carried out by means of the scroll window. However, as was mentioned earlier, it is not possible to complete Legend of the Sword without resorting to use of the keyboard. The game understands a large number of words which you can use to 'talk' directly to the game, and interact with characters that you meet.

On the most basic level, a verb and noun can be linked together to form a command:

```
>get Sword
>eat apple
>throw apple
```

Similarly, more complex commands can be performed by combining a verb with more than one noun, e.g.

```
>get sword , knife, and spear
>eat apple, cheese, banana
```

If the sword, knife and spear were all the objects within a location, you could use the words ALL, EVERYTHING, or WEAPONS to replace them collectively. Legend of the Sword also understands FOOD and MEN as collective nouns. Exceptions are also understood by the Legend of the Sword parser. For example, you may be carrying a sword, a knife, a spear, a tinderbox, some rope, a coin and an apple. You might wish to give all the items except the sword to Pagan. In this case, rather than typing:

```
>give the knife, spear, tinderbox, rope, coin and apple to Pagan
```

you may wish to type:

```
>give all except the sword to Pagan
```

Occasionally you may find more than one of the same type of object within a location and therefore it may become necessary to differentiate between them. This is achieved by the use of an adjective.

For example, you may find yourself in a location containing five keys each of a different colour: Red, Green, Blue, Yellow and Brown. If you were to type;

```
>get key
```

the computer would reply with a prompt of:

Which one? the red key, the green key, the blue key, the yellow key or the brown key

If you wish you pick up the yellow key, your reply would be:

```
>yellow or
>the yellow key or
>yellow key
```

In Legend of the Sword it is possible to refer to objects and characters as HIM, HER and IT, for example:

```
>get the heavy sword, examine it, throw it at Pagan and examine him
```


TALKING TO CHARACTERS

Your party are not a very talkative bunch of warriors, and prefer fighting to talking. However, if you are lonely and feel like a chat, or you feel that one of your party is more proficient at carrying out a task than you might be, you can talk to your band of men in the following manner:

>ask <character> for <object>

>ask <character> to <action>

>talk to <character>

During your travels, certain characters will ask you very simple questions. To answer, simply say YES or NO.

Similarly, you may come across some magical words which you may wish to say. To do this, type:

>say <magical word>

If you wish, you may shout the word, by typing:

>shout <magical word>

SPECIAL COMMANDS

RECAP

This command gives a brief synopsis of the description of the location that the party is currently at. **R** can be used as an abbreviation of this command.

LOOK

The command **LOOK** or the letter **L** will draw the players attention to anything of importance in the location. **LOOK** can also be followed by **UP** or **DOWN**.

INVENTORY

This gives the player a list of objects that he is carrying or wearing.

WAIT

This command allows the player to rest for one move. It can be abbreviated to **Z**.

RAM SAVE

This command will save the party's current position and status to the computer's memory. This position will be lost when the player turns off his computer or loads another game into the computer's memory.

RAM LOAD

This command loads a previously **RAM SAVE**'d position from memory.

OOPS

This command will effectively take back the last command that you made and returns you to your position before your last command had been executed.

SCORE

This command displays the percentage of the game that you have completed.

QUIT

This allows you to either quit the game completely, or restart a new game, depending upon how you react to the prompts.

Please see your machine specific Keyguide for further instructions and commands.



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