

LEGACY of the ANCIENTS



Legacy of the Ancients

IBM/Tandy

Remarks from the Caretaker

Although I've worked and studied in the Tarmalon Galactic Museum for many years, I've never actually seen an Ancient. It is said that they began constructing museums like this one over 50,000 generations ago, and that now such museums dot the civilized portions of the universe. I know there is one on my home planet of Thagan. It is possible that the Ancients are still building museums somewhere in the far reaches of space.

The museums were built to provide both education and entertainment for their creators — to act as windows revealing the history, legends, and cultures of each host planet. The Ancients viewed this system of museums as their legacy to the building of civilizations in the universe.

Although employees occasionally venture forth into the host worlds to engage in research or collect specimens, they are not permitted to directly interfere in planetary events. Likewise, the museum is generally off-limits to planet natives. Only holders of the Access Disk are permitted to enter. The principle of non-interference is intended to preserve the unique culture and customs of each host planet. I have been tempted many times to use the museum's power to benefit Tarmalon, but I dare not risk the wrath of the Ancients.

So I am forced to leave you with this warning: Once you leave the museum's confines, you will be on your own in the primitive and dangerous world of Tarmalon.

Letter to the Caretaker

I pray this message reaches you. As you know, one of the museum's most precious artifacts was stolen ten years ago. Reputed by Tarmalon lore to be magical, the ancient leather scroll was thought by museum personnel to be nothing more than a beautiful relic of primitive superstition. Nevertheless, because of its cultural value, I was assigned to retrieve it.

I spent many months tracking the scroll throughout Tarmalon. Over the years it has passed from person to person, frequently by sale, more often by theft. After a time I noticed a strange pattern developing. Murder and strife seemed to accompany the scroll wherever it went.

I have learned that the scroll was once known as the Wizard's Compendium. Legend holds that many lifespans ago, 12 powerful Tarmalon wizards gathered in the Kelfor Forest to trade knowledge. They compiled their spells into one scroll, little suspecting that the resulting magic would be more than the sum of its parts. According to legend, the wizards fought a terrible battle among themselves to control the Compendium. Many died, and the scroll disappeared.

Yesterday, I finally caught up with the Compendium, now owned by the Baron of Kent. I offered to buy it, but the Baron just laughed and threw me out after removing my little finger as punishment for my "insolence." Later that night I broke into the castle and managed to steal the scroll, but as I made my escape a guard sent an arrow through my shoulder. Now I face a long journey back to the museum. I fear I won't live to complete it. My shoulder throbs and swells with each beat of my heart, and a fever is growing.

I am convinced the scroll is a force of terrible evil. I can feel it reaching into my mind, trying to twist and distort my thoughts. It is an immensely powerful thing, seeking an equally powerful master. It must be destroyed. I have tried; fire will not burn it, and my blade cannot cut it. The answer must lie outside the realm of science. I fear that unless we find the answer, the museum and all of Tarmalon will be consumed.

Getting Started

To play Legacy of the Ancients, you will need a computer with at least one floppy drive and 384K of free memory. Your system must be running with a DOS that is 2.1 or greater and have a graphics adapter — either CGA, EGA, MCGA or VGA. Note: If the game doesn't look right on your EGA or VGA card, put your card into CGA mode.

Legacy of the Ancients has an unusually large number of files, all of which had to be compressed to fit onto the floppies included in the package. As a result, **YOU CAN'T PLAY THE GAME FROM THE ORIGINAL LEGACY OF THE ANCIENTS DISK(S)**. Instead, an installation program on your original Legacy of the Ancients disk(s) creates a copy of the game from which you'll play.

In the following installation instructions, only one 3.5 inch disk is included with the program. When the instructions refer to Disk #1, use the original 3.5 inch disk (if you are a 3.5 inch disk user).

Installing Legacy Of The Ancients On A Hard Disk

To copy all the files from the original Legacy of the Ancients disks to your hard disk, do the following:

1. Turn on your computer and wait for the DOS prompt.
2. Insert the original Legacy of the Ancients Disk #1 into any drive.
3. Type the letter of the disk drive in which you inserted the original Legacy of the Ancients Disk #1 followed by a colon (such as A: or B:, etc.) and press <Enter>.
4. Type INSTALL and press <Enter>.
5. You'll be asked what kind of disks you want to install the game on. Use the up/

down arrow keys to move the highlighted bar to "Hard or Ram Disk." Press <Enter> to install the game on your hard disk.

6. Your computer will want to know on which hard drive you wish to install Legacy of the Ancients. The default drive is C. Press <Enter> to install the game on drive C, or type the letter of the drive you want to install it on, and press <Enter>.
7. Finally, you'll need to name the subdirectory under which the game will be stored. LEGACY is the default name. Press <Enter> to name the directory LEGACY, or type a different name (such as GAMES\LEGACY), and press <Enter>.
8. The install program will tell you when to take out or insert disks. When the installation is complete, put away the original disk(s) for safekeeping.

To start Legacy of the Ancients from your hard drive:

1. Turn on the computer.
2. Type the letter of the drive you have installed Legacy of the Ancients on (for example, if you chose the default drive, you'd type C:) and then press <Enter>.
3. Type CD\ and the name of the subdirectory under which the game is stored; for example, if you chose the default name LEGACY, you'd type CD\LEGACY. Then press <Enter>.
4. At the DOS prompt, type LEGACY and press <Enter>.

Installing Legacy Of The Ancients On A Floppy Disk

YOU CAN'T PLAY FROM THE ORIGINAL LEGACY OF THE ANCIENTS DISKS, so you'll have to install the game onto floppy disks from which you can play. Please format one of the following configurations of disks before you do anything else:

- | | |
|----|------------------------------|
| A) | One 5.25" 1.2MB floppy disk |
| B) | One 3.5" 1.44MB floppy disk |
| C) | Two 3.5" 720K floppy disks |
| D) | Four 5.25" 360K floppy disks |

See your DOS manual if you don't know how to format disks.

To install the game onto your newly formatted blank disks, do the following:

1. Boot your system with a DOS that is greater than 2.10.
2. Insert the original Legacy of the Ancients Disk #1 into any drive. Note that you may not install TO the same drive you are installing FROM unless you have a single drive system.
3. Type the letter of the drive in which you inserted the original Legacy of the

- Ancients Disk #1 followed by a colon (such as A: or B:, etc.) and press <Enter>.
4. Type INSTALL and press <Enter>.
 5. Use the up/down arrow keys to move the highlighted bar to the kind of disk(s) you want to install the game on (whatever kind you formatted earlier). Press <Enter> to choose the disk configuration.
 6. The machine will ask if you have the disks ready at this time. Press <Enter> if you have the disks ready. If not, return to DOS by typing NO and pressing <Enter>.
 7. Follow the onscreen instructions. You'll have to swap disks from time to time. Note: When installing the game on a two drive system, drive B will be the default drive. We recommend that you use drive A for Disk #1.
 8. Put the original Legacy of the Ancients disks away for safekeeping.

To start Legacy of the Ancients from a floppy disk:

1. Make sure your computer is on and that your system is booted with DOS. Note: If you receive the command "Insert Command.Com disk in drive A and strike any key when ready," put the DOS disk into Drive A and press any key.
2. Insert the *copy* of the Legacy of the Ancients Disk #1 you made with the install program in drive A or B. Type A: or B: (whichever drive contains the *copy* of Disk #1), and then press <Enter>.
3. Type LEGACY and then press <Enter>.

Reconfiguration

If you change your system after installing Legacy of the Ancients on floppy disks (for example, if you expand your system from one to two floppy drives) you may want to reconfigure the game. Reconfiguration means changing the number of drives you are using, usually from one disk drive to two disk drives.

Note that you can only reconfigure if you installed Legacy of the Ancients on four 5.25 inch 360K floppy disks or two 3.5 inch 720K floppy disks. However, it is possible to restore your character status after re-installing. To transfer your character status to your newly installed disks, use the following directions. (These directions assume that your 1.2MB or 1.44MB drive is A:, your 360K or 720K drive is B: and your hard drive is C. If your system differs from this, substitute the proper letters in place of A:, B:, or C:.)

FOR TRANSFERRING CHARACTERS FROM 1.2MB OR 1.44MB TO 360K OR 720K:

1. Re-install according to the normal procedures.
2. Insert your *copy* of the 1.2MB or 1.44MB Legacy of the Ancients Disk #1 into the A drive.

3. Insert your *copy* of the 360K or 720K Legacy of the Ancients Character Disk into the B drive.
4. Type:
`COPY A:CHAR.DAT B:CHAR.DAT <ENTER>`

You may now follow normal procedures for loading Legacy of the Ancients. The game will now run from your new disk configuration with your old character status.

FOR TRANSFERRING CHARACTERS FROM HARD DRIVE TO 360K OR 720K:

1. Re-install according to the normal procedures.
2. Type:
`C: <ENTER>`
`CD C:\LEGACY <Enter>` (If you chose something other than LEGACY for the name of your game subdirectory, type that name instead.)
3. Insert your *copy* of the 360K or 720K Legacy of the Ancients Character Disk into the B drive. Type:
`COPY CHAR.DAT B:CHAR.DAT <Enter>`

Now follow normal procedure for loading Legacy of the Ancients. Your game will now run from your new disk configuration with your old character status.

RECONFIGURATION FOR FOUR 5.25 INCH 360K FLOPPY DISKS:

Insert your *copy* of Legacy of the Ancients Disk #1 into the current drive, type **CONFIGUR** and press **<Enter>**. You will be asked "Would you like Legacy of the Ancients to utilize two 5.25 inch drives to reduce disk swaps (Y/N)?" If you answer "No" you will be prompted to type the letter of the single drive you want to use. If you answer "Yes" you will be asked "Please enter the letter of the drive you wish to use for Disk 1 (A-Z)?" Press the appropriate letter at this time, then press **<Enter>**, and then you will be asked "Please enter the letter of the drive you wish to use for Disk 2 (A-Z)?" Press the appropriate letter and then press **<Enter>**. You will then be shown how you have configured the game, and you will be asked "Would you like to save this configuration (Y/N)?" Answering "Yes" saves the new configuration; answering "NO" will return you to DOS.

RECONFIGURATION FOR TWO 3.5 INCH 720K FLOPPY DISKS:

Insert your *copy* of the Legacy of the Ancients Disk #1 into the current drive, type **CONFIGUR** and press **<Enter>**. You will then be asked "Would you like Legacy of the Ancients to utilize two 3.5 inch drives to reduce the number of disk swaps? (Y/N)?" If you answer "No" you will be prompted to press the letter of the single drive you want to use. If you answer "Yes" and you will be asked "Please enter the letter of the drive you wish to

use for Disk 1 (A-Z)?" Press the appropriate letter, press <Enter>, and then you will be asked to "Please enter the letter of the drive you wish to use for Disk 2 (A-Z)?" Press the appropriate letter and then press <Enter>. You will then be shown how you have configured the game, and you will be asked "Would you like to save this configuration (Y/N)?" Answering "Yes" saves the new configuration; answering "No" returns you to DOS.

Beginning Play

When the title screen appears, press any key to continue. The opening menu offers four options:

1. Play a game
2. Simple Instructions
3. Game Credits
4. Sound is currently on

Select the option you want by pressing its number. (Pressing 4 toggles the sound on and off.) When you are ready to play, press 1 and the following menu will appear:

1. Return to first menu
2. Start a new game
3. Restart a game
4. Erase a character

Note: Pressing <ESC> in the opening menu will return you to DOS.

Press 2 to start a new game. You will be asked to choose a name for your character, and then the game will begin. Up to eight characters at a time can exist on one disk; you won't be able to start a new game if you have already created and saved eight characters. To restart a game or erase a character, press the appropriate number and follow the onscreen prompts.

Keyboard Play

All movement is controlled by the arrow keys.

To activate a command, press the first letter of the command (e.g. C for Climb). Use this same principle for menu items.

The following function keys are also active:

- <F2> Toggles the sound on and off.
- <F4> Toggles pause game. When the game is paused, you will see the words "Press to Cont" at the bottom of the screen.

<F6> Toggles between slow text scrolling and fast text scrolling.

Characteristics, Hit Points & Level

Your character has five basic characteristics which define physical and mental prowess. Each characteristic starts at 15 and can be increased in training schools, by treasures, and through special tests encountered while adventuring. The characteristics are:

Strength: A character with high Strength does more damage in combat.

Endurance: A character with high Endurance suffers less damage when hit.

Dexterity: A character with high Dexterity hits opponents and dodges blows more easily.

Intelligence: A character with a high Intelligence is more successful at using magic.

Charm: A character with high Charm is more successful when dealing with merchants.

Hit Points measure the amount of damage you can take before you are killed. As your character goes up in level, so will the character's maximum number of Hit Points. Every character begins with 200 Hit Points.

Level is determined by your power, fame and how much of the quest you have completed; the more you have accomplished, the higher your level will be. The museum caretaker will increase your level as warranted by your exploits. Every character begins at level 1.

The Menus

Here are descriptions of the various menu commands. To use a command, press that command's first letter.

Armor: Put on, remove or change armor. A list will appear, giving you the available armor options based on the kinds of armor you are carrying, if any; press the number corresponding to your choice or highlight your choice using the up/down arrow keys. If you are carrying more than one suit of armor, each suit will have its own number.

Climb: Climb up or down holes in dungeons.

Disembark: Get out of a boat. You will need to use the arrow keys to indicate in which direction you wish to Disembark.

End: Stops the game with the option to save it. When you use the End option the following message will appear; "DO YOU WANT TO SAVE THE GAME IN PROGRESS? YES NO". Press Y or N or use the arrow keys to highlight your choice, then press <ENTER>. If you then want to discontinue the game, press <ESC>; to continue playing, press any other key. This option is available *only* in dungeons or the wilderness.

Fight: Attack a target with your readied weapon.

Gamespeed: Increase or decrease the length of time that messages remain on the screen. There are five different Gamespeeds you can choose from, 1 being the fastest and 5 the slowest.

Hold: Access the list of items in your inventory; indicate which one you want to have ready to use (other than weapons or armor which are readied by their own separate commands) by pressing the number appearing beside it.

Inventory: Shows the lists of your characteristics, armor, weapons, magic, other possessions, and the duration of your adventure. The weapon, armor, and items you have ready to use appear in bold type.

Leave: Leave town immediately without having to walk out. If you attack or rob someone in town and are caught, or you are facing a confrontation with the town guards for any other reason, you have to leave the hard way — on foot.

Magic: Cast one of the spells you have purchased. The list of spells that you have will appear when you use this command; press the number appearing beside a spell to use it. Spells are used up when they are cast. Some spells can be used only in certain places.

Open: Open closed objects you are standing next to.

Pass: Take no action for one turn.

Rob: Try to steal money or equipment from the person standing next to you.

Speak: Greet the person standing next to you. This is how you interact with merchants in towns and with friendly creatures in the wilderness.

Take: Take items that are within reach.

Use: Use the item you are holding.

Weapon: Ready one of your weapons for battle. When the list of weapons you are carrying appears, press the number appearing beside a weapon to ready it.

Xamine: Gives you additional information about your immediate surroundings. In the wilderness, **Xamine** tells you what type of terrain you're in, your rate of food use and your travel speed. In the dungeon, **Xamine** helps you avoid hidden traps. In the castle, **Xamine** provides detailed information about the things you see.

Note: Press <ENTER> to repeat the last command you entered from this menu. Pressing <ENTER> will not repeat movement commands given with the arrow keys.

Combat

Choose the **Fight** command to attack an adjacent opponent. If you have a ranged weapon ready (such as a bow) you'll attack the first target along your line of fire. In towns or the castle you must specify the direction of attack by using the arrow keys. You may also try to run from combat in the wilderness by using the arrow keys to move away.

Hint: Guards can be formidable opponents, so try to use blocking terrain to force them to attack you one at a time — and make sure you have a short escape route.

Magic

Six different spells are available in Magic Shops. These spells include:

Magic Flame: A ranged magical attack useful for taking out weaker monsters and guards. It affects one target at a time. This spell can be used anywhere.

Firebolt: A more powerful ranged magical attack that affects one target. This spell can be used anywhere.

Befuddle: Confuses and disables a target. Usable only in dungeons.

Psycho Strength: Gives you superhuman strength for 25-30 turns. Usable only in dungeons.

Kill Flash: The ultimate killing spell. Eliminates anyone you're fighting and many of the monsters nearby. Usable only in dungeons.

Seek Spell: Transports you to the front doors of the Museum. Usable only in the wilderness.

Gold

Gold is the currency of exchange on Tarmalon; you'll need a lot of it to complete the game. The four most common ways to acquire gold are gambling, killing monsters, robbing merchants and raiding castles and dungeons. Gambling is the safest way. Smart play can tip the blackjack odds in your favor, and Flip Flop can be a gold mine for a player with a sharp eye. Killing wilderness creatures lets you collect the gold in their hoards. Robbing merchants requires proper planning: Attack merchants who are alone so that no one can raise the alarm, and be prepared to leave town fast. Only the powerful should attempt to rob a bank or mint. The deeper you go into a dungeon or castle, the more gold you'll find; stock up on magic spells, hit points and healing herbs before you enter a castle or dungeon, and make maps as you go.

The Galactic Museum

The Galactic Museum is the center of your quest. The museum exhibits provide clues, information, useful items, gold, and transportation to different locations within the game. Since the museum is large and complex, you will find it useful to map as you explore. It is possible to exit through certain doors — and through certain exhibits. To view a museum display you must have the proper bejeweled coin; you start the game with two jade coins, but you'll need more. Therefore, collecting these coins is a crucial part of your quest. Sometimes a merchant or wandering monster will offer to sell you a coin. As the game progresses and your abilities increase, new coins, exhibits, and challenges become available to you.

Hint: Don't hoard your coins. Use them to view exhibits whenever possible.

The Access Code Wheel

When you attempt to enter the museum from the fields of Tarmalon, a screen prompt will give you a planet name, a gem name, and a ring number. Line these up on your code wheel, type in the number you see in the box above the ring number, and you'll be permitted into the museum.

Towns

There are twelve towns on Tarmalon. Each has its own flavor, services, and prices. Note that some towns don't offer every kind of service. The services available include:

The Bank: You may deposit your gold in any branch and withdraw it at any other. Depositing your gold is a prudent safeguard against misfortune.

The Lending Association: You may take out one loan at a time and make payments at any branch. The higher your level, the bigger the loan you can get. This is an especially helpful resource when you're down on your luck or need a gambling stake.

The Foodstore: These storekeepers may also offer you jobs that can help you earn some extra gold.

The Weapons Shop: These shops buy and sell weapons for fixed amounts. More powerful weapons are more expensive. Increasingly powerful weapons become available as you rise in level.

The Armor Shop: These shops buy and sell armor for fixed amounts. More effective armor is generally more expensive. Increasingly effective armor becomes available as you rise in level.

Buy-Back Shops: These shops will purchase used armor and weapons. A skillful bargainer can get a better deal here than at armor or weapons shops.

The General Store: They sell rafts and climbing gear here.

Blackjack and Flip Flop Tables: These are places to make money the easy way. The guards will come after you if you win too much at these lucrative gambling tables.

Training Schools: These provide an opportunity to increase your Dexterity or Endurance.

The House of Healing: The healers here sell cures and healing herbs which can restore your hit points in the field.

Magic Shops: You can buy spells here.

Fortune Teller: Rumors, tips, and clues are available from these mystics.

To interact with town characters, stand next to them (or their counters) and select **Speak** from the menu.

Hint: You may purchase healing herbs only after you have accomplished a special task in the museum.

Monsters

There are 32 different kinds of creatures you can encounter in the wilderness and 12 kinds in the dungeons. Sometimes traveling creatures, such as Farmers, Bandits, Pixies, Striders, Eaton Warriors, and Huggyns will talk if approached politely. Other times they may attack. Each of the 24 kinds of non-traveling monsters live only in one kind of terrain and have individual traits and abilities. Some can destroy equipment, drain characteristics points, or suppress magic spells. Specific weapons are sometimes most effective against specific creatures, so carry several different weapons when you can. (The Fortune Tellers can give you clues concerning this.) Many creatures can also be used for food. The following monsters are very dangerous and should be avoided in the beginning of the game: Ocean Sprayfish, Sea Swallows, Desert Scrabblers, and Mountain Rock Beetles.

Dungeons and Castles

Much of the action in Legacy of the Ancients takes place in 24 dungeon levels and in the castles. As you venture deeper and deeper into these strongholds, the tougher the challenges you face will be and the greater the rewards in gold, clues and items important to your quest. Stock up on magic spells, healing herbs and hit points before you enter dungeons or castles, and make maps as you explore them.

Hint: The pirate's lair dungeon measures 15 by 15. There is a sapphire coin at the bottom.
Hint: Revisit castles and dungeons to pick up more gold and gain access to new areas.
Hint: You have mastered the first part of the castle when you have collected two keys, magic seeds, magic ice and have seen "The Temptress".
Hint: Use Magic ice and magic seeds to reach the castle's second level.
Hint: If you have trouble with the gas trap look for a hidden way through.
Hint: If the spiral disappears when you walk on it, try again while watching your step carefully.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone (044) 753 46465

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