

# The Legend of BLACKSILVER™

Squeezers, Quasit Hounds, Lypnopods. Brain Spates, Bone Worms, Bowel Roots. They want to find you, squeeze you, make you tingle. Pesky creatures, they'll jangle your nerves, crawl over your bones, and generally work their way under your skin. They won't stop until you're munched, crunched, or crumpled — until they've crept up and stenchd you, pinched you, thrashed you, and gulped you.

But if you are one of the lucky ones, you can rescue the King of Thalen and escape! For John and Charles Dougherty, inventors of *The Legend of Blacksilver*, relief is not so easy. Between them, the brothers from Lansing, Michigan have spent ten years in the company of dragons and dungeons, developing their own special genre of richly imaginative medieval fantasy games.

"Sometimes our worst nightmares give us ideas. Sometimes it's asking questions, like: If there were a hideous monster standing in front of me, what would he like to eat? How would he kill things?" says Charles. Experienced dungeon-masters, John and Charles began developing the scenarios, creatures, and plots for *The Legend of Blacksilver* about a year and a half ago from bits and pieces of ideas and fantasies.

"We've always been into fantasy. Growing up, our heroes were the astronauts landing on the moon, people like John Glenn and Neil Armstrong. Our 'dungeon' was actually the 'space capsule' in our closet, complete with controls, sound effects, a primitive viewscreen, and two old kitchen chairs," John recalls. Along with the gift of resourcefulness, the Dougherty brothers have an even rarer asset for developing their powers of imagination — they are twins who think alike and even talk alike.

Yet the Doughertys bring very different skills and backgrounds to their current full-time efforts to develop fantasy games. Charles, who holds a B.S. in psychology, is concerned with a player's reactions and feelings when playing a game. John, who completed his M.S. in computer science, is interested in the technical aspects of game design and pays close attention to animation and sound effects. When Charles brought John a game that needed code conversion, John fell into the same schedule as his brother: 30 hours of work on games in addition to a 40-hour work week. Four years ago John and Charles began to design and program games full-time.

To develop *The Legend of Blacksilver*, "we'd get together with friends in creative groups, fantasy-game style," John says. Over the next year and a half, the informal sessions generated 2,000 ideas, which were eventually honed into over 60 locations of game activity. Towns, temples, citadels, castles, dungeons, archives, and wilderness scenarios took shape, along with three gambling games, four arcade-style games, and the inevitable legions of unspeakably horrid creatures.

For John and Charles, keeping track of each part of their creation became an adventure in itself. Individual story lines were meticulously chronicled and cross-related. Plots were concocted, tested, and tossed out if they led to dead ends or confusing inconsistencies. "Our game is so diverse — with so many different viewpoints, characters, and games within games — at times we felt we should make it easier and limit the scope like many other games on the market," Charles reflects. "Then we'd think, 'Naw — let's go for it!'" says John.

John and Charles share other concerns about game design. Both brothers believe that a good game should be complex while giving the player a fair chance to reason out a solution. "I've seen so many games that are so arbitrary," says Charles. "You get to a room with two doors. Pick the right door and you get a prize. Pick the wrong door and you're dead. It's easy to create a game that's unfairly hard, or that forces the player into decisions that don't make sense. It's not so easy to be challenging but fair," he continues.

In *The Legend of Blacksilver*, the twins also attempt to provide the maximum number of choices in all circumstances, and many different ways to solve the game. "We don't want to take away people's free will at any point in the game. You even have the opportunity to join with the bad guy and take over the world. But then, you may have to deal with results that may not fit your expectations," Charles hints.

"Really, I suppose when you play *The Legend of Blacksilver* you are given the opportunity to have more power. In normal life, the average person doesn't have all that much power — he has to get up in the morning, go to classes, or get work done. In *The Legend of Blacksilver*, you enter a world where you have the ability to choose your destiny — and to make decisions of life and death. Through hard work, dedication, and intelligence, the player can think, 'Hey, I can become a hero and people will look up to me.' In fact, we recognize this feeling at the end of the game when we have a celebration for the hero," Charles comments.

The twins hope that people who play *The Legend of Blacksilver* will form their own creativity groups and develop ideas for new games. "Fantasy games lead people into greater creativity. People don't just play them, they get involved," says Charles.

If you want to get involved and find your own solution to *The Legend of Blacksilver*, read on, and quickly. Because there's a Spine Quiver in yonder swamp and he's got you in his sights. So if your hit points are low and your Glow Tips on the wane, study the following hints carefully. Spine Quivers aren't known for their patience . . .

## General Hints

This section is intended to guide you without telling you exactly what to do. If you're stuck, look over this section first. It may help you come up with your own ideas about how to proceed.

## Beginning the Game

1. Explore the lands. Use the labels in your *Legend of Blacksilver* package to mark the locations of towns, castles, and dungeons on your map of The Lands of Thalen and Maelbane.
2. Initially, refrain from using brute force to get what you want — save that for later. Meanwhile, learn your way around towns. Get to know who has the best prices, how to negotiate with the Arms Broker (start high), and how to talk to prisoners. Make a list of the shops in each town — that way you'll know who has the talismans and spells you may need later on.
3. Find the temples. Inside them, talk to everyone you can. Learn how to raise your hit points. Save some money and play the training games. The higher your attributes, the better you'll fight.
4. Find the castle. It's OK to open chests before you get the Prince's permission. Remember, the castle is not a hostile place.

## Staying Alive on Bantross

Physically and financially, you're not very strong when you begin your adventure. Therefore, it's wise to learn which experiences you can and can't survive. As you fight monsters, learn which ones to avoid. But don't run away from every battle, because you need to fight to collect gold. Some hints follow:

1. Try not to fight unless you have a weapon. If you're too poor to buy one, fight only until you have enough gold for a simple weapon. Or take out a loan to make your first purchase.
2. Armor is valuable. Try to get some, then remember to wear it.
3. If you're low on hit points, stay on terrains such as grass or forest, where the monsters aren't tough. (Be sure to return to mountainous terrain when you're properly equipped.) If you're extremely low on hit points, flee from all encounters.



4. Find out which creatures are friendly, and don't waste time fighting them. Instead, use Wait or Approach commands to encourage a friendly encounter and perhaps strike a useful deal.
5. When you're strong enough to fight, get in the first blow. If the monster doesn't see you coming, the effect of your first blow is doubled. Use the Charge command for maximum effect on the first attack, then switch to the Battle command.
6. Eat monsters after killing them, but stop eating the ones that routinely make you sick. Avoid traveling across difficult terrains — they make you use up food at a faster rate.
7. As you accumulate money, put it in the bank. If you die, your cash will be resurrected with you.
8. The temple archives are vital to your success. Remember to use your archive gems to open cabinets in the archives. An unused gem is a wasted opportunity.
9. Learn how to gamble. A skilled traveler can win money playing the three games of chance. Some tips for each:

**Blackjack** Watch the dealer's upturned card. It gives you a better idea of whether to hit or stay.

**Helgh-Loagh** You lose more often than you win, but since each win triples your bet, the odds are in your favor. In the long run, cautious gambling pays off. Play the odds: if the last card was lower than eight, guess high on the next one. If the last card was higher than eight, guess low.

**Dragon Wheel** This game is a little like the weather: you have to expect dry spells. If you bet small amounts, you can hit some healthy wins.

10. Write down the information and advice you pick up. Information that seems trivial at first glance might be important later on.

## Unraveling Mysteries

If you don't know what to do or where to go, stop a moment to think about things you could be doing. Is there any place you've only partially raided or explored? Do you have extra archive gems? Are you carrying any other items but not using them?

Go to the castle to visit the Wizard Seravol periodically for advice on what to do next and for an opportunity to raise your character's level. The Prince is also a useful source of information.

# Geographic Guidelines

Major locations in the game are listed below, along with tips for exploring.

## Castle

1. Find the throne room. If you have trouble getting in, speak to a guard.
2. Open all the chests you can, particularly in Orc-infested areas.
3. Find a way to clear the landslide and rescue Seravol. There's a special item in the archives that will help you. Once you've rescued Seravol, come back for news once in a while.
4. Armor Enchant and Glow Tip spells help you fight the Orc Guards. While fighting, position yourself carefully, battling only one Orc at a time.
5. Make sure to see the Apprentice.
6. Keep in touch with the Prince.

## Temples

Thalen has three temples. At first, you might only find two of them. Some things to do in the temples are:

1. Use the special ring (located in a dungeon) to gain access to the Empath.
2. Visit the Seeker and keep his quest in mind.

## Archive Exhibits

Within the temples, archive exhibits provide a rich source of information about the lands of Thalen and Maelbane, as well as an opportunity to pick up magical objects, weapons, and gold. Try to see every exhibit! The Open command helps you keep track of which exhibits you have used. Some tips are:

1. At both the Owl and Hawk Temples, after you speak to the Cleric, a stairway leading down to the archives opens. Stand on the stairs and choose Climb to enter the archives.
2. Drink the magic etherium and the Trainer will help improve your magical talents. An archive exhibit might help you find the etherium.

## Playing Games

Playing Trapshoot, Hard-Rock Melee and Trist increases your character's attributes of dexterity, endurance, and intelligence. Use these strategies:

### Trapshoot

1. Practice leading the traps. Traps near the top of the screen move more slowly than those near the bottom.
2. Once you've had some practice, don't wait for your current shot to hit or miss before moving the archer to his new position.
3. Try aiming the crossbow about 30 degrees above the horizon. Then fire twice quickly. The first shot pulls the traps. The second shot often hits a target.

### Hard-Rock Melee

1. You gain points for staying alive as well as for collecting gold. Since staying alive scores bonus points in every round, play more cautiously in the early rounds.
2. Don't drop your gold into the wrong basket!

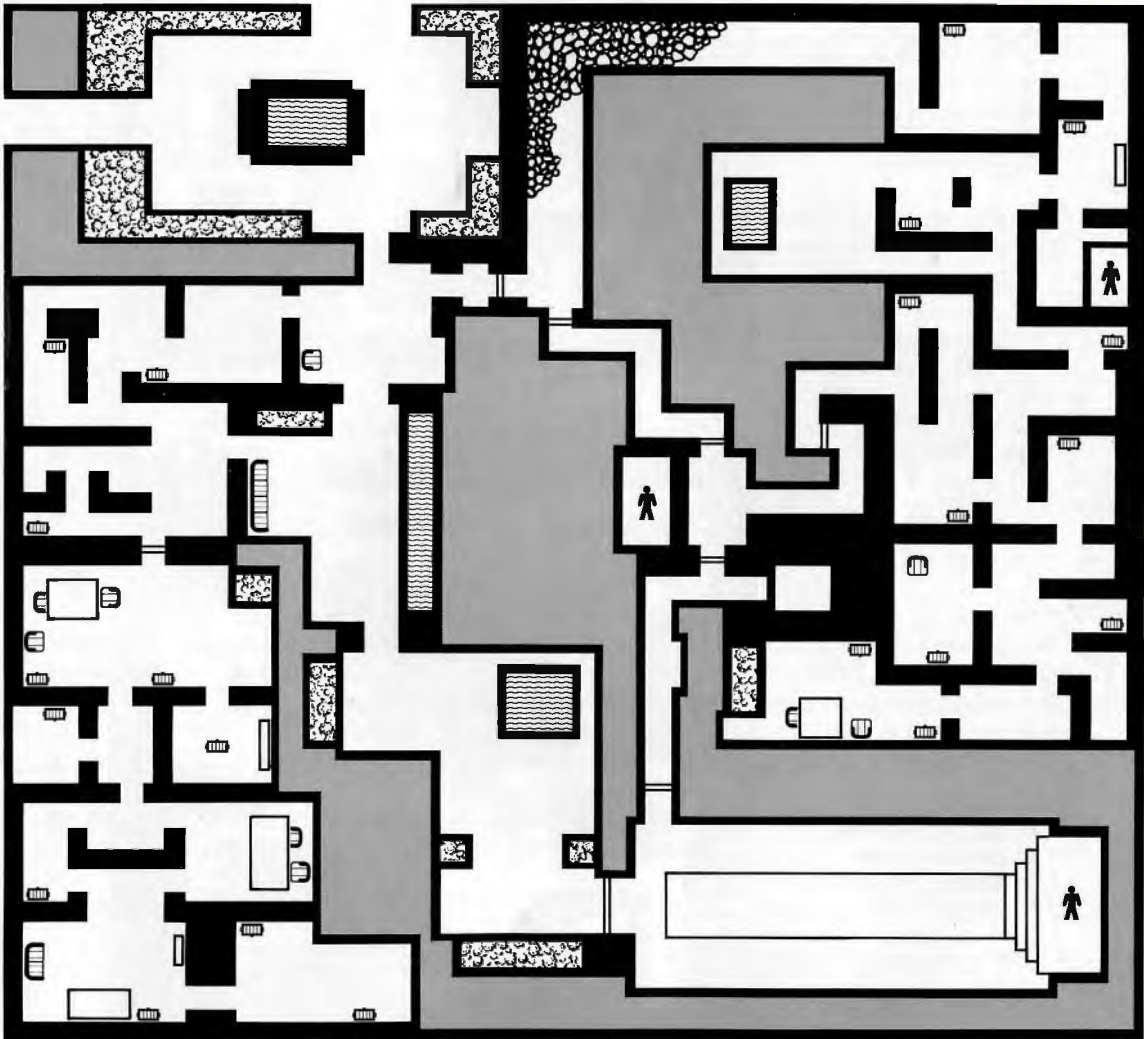
### Trist

1. Whenever your opponent has a pit with one or two stones, see if you have any moves which would end at that pit, letting you score.
2. Use one turn to set up another. For example, use one turn to leave one or two stones in one of your opponent's pits. Cash in on your next move.
3. As you become more proficient at Trist, the quality of your opponent's play improves. You'll need to start playing more defensively. Try not to leave any stones in your pits, especially if your opponent has a move that could end on that pit.

## Castle



 Chest



This illustration is taken from the Commodore 64/128 version of the game. Furniture placement and room dimensions may be slightly different in other versions of *The Legend of Blacksilver*.

For your convenience in using these maps, Epyx, Inc. permits you to copy pages 7 and 8.

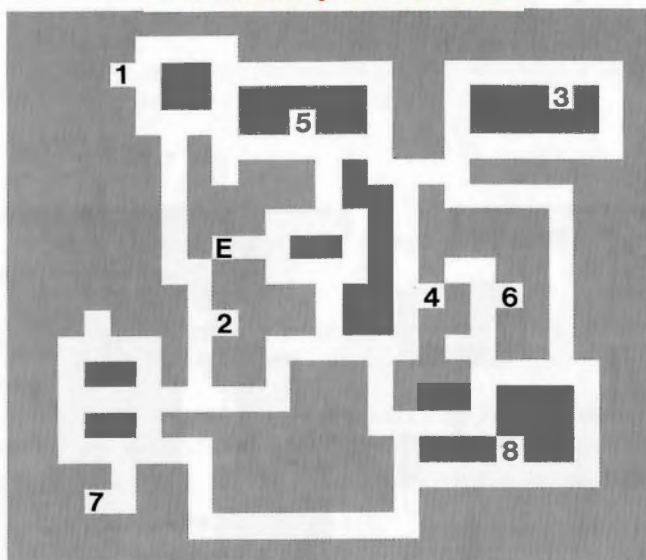


## Hawk Temple Archives

Exhibits:

- ✓ 1 A Morning Star
- ✓ 2 Marthbane Tunnels
- ✓ 3 The Dark Wand
- ✓ 4 An Underwater City
- ✓ 5 The Blacksmith
- ✓ 6 Flaxton Incense
- 7 Kloryk's Cage
- ✓ 8 Crystal Tears

E Exit

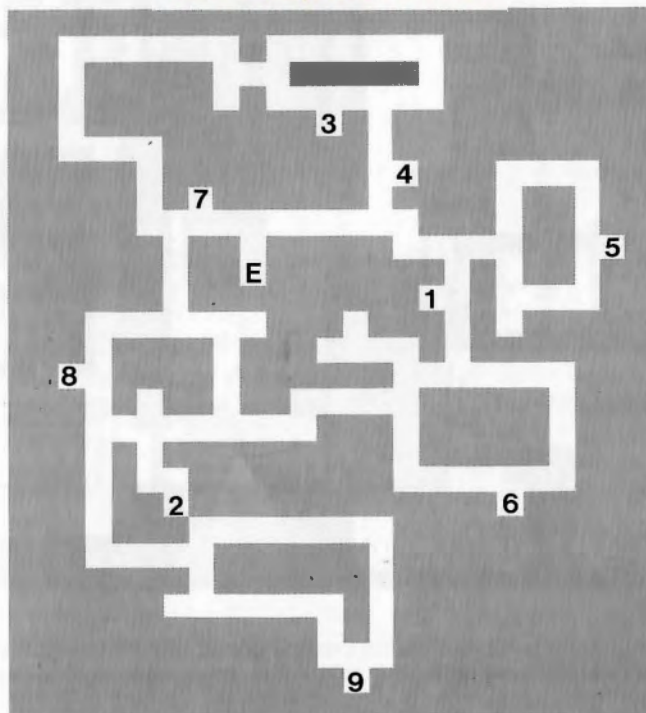


## Owl Temple Archives

Exhibits:

- ✓ 1 Singing Crystal
- ✓ 2 An Island Retreat
- ✓ 3 Metalwork
- ✓ 4 Game of Honor
- ✓ 5 Storming Gear
- ✓ 6 For the Wealthy
- ✓ 7 The Mountains
- ✓ 8 Magic Etherium
- ✓ 9 Vase of Souls

E Exit





## Dungeons

If you map the dungeons yourself, it's best to use graph paper and let each square represent one step. Or use the following maps. Within the dungeons, try these hints:

1. Buy a Light spell before you enter a dungeon. Bring as much magic as you can afford. Glow Tips and Armor Enchants make fighting much easier.
2. Some monsters have special abilities that render them particularly dangerous. Identify these creatures and use magic to defeat them.
3. Don't open urns if your hit points are near maximum. Once opened, the urn won't be around later when you need it.
4. Until you learn your way around a dungeon, leave a few chests, urns, or cases untouched so they can serve as landmarks. Opening a chest, case, or urn makes it vanish.
5. As you progress in the game, dungeon layouts become trickier. For example, sometimes when you're headed downward, you have to climb up a level and then climb down through a different hole.
6. Walk off blindness by moving forward or backward through the corridors. Bumping into a wall or pivoting in place won't clear your vision.

## The Citadel

Visitors are not welcome in Lord Mantrek's palace, so you need special storming gear to enter. Once inside, the guards will probably leave you alone while you explore. Use this to good advantage: get to know the palace layout before you open any chests.

1. Start out by opening chests near the exit, where your chance of escaping is better.
2. Find the special keys and learn how to unlock the remoter portions of the citadel. All the keys to citadel doors are stored within the citadel.
3. Visit the Mage. Make sure to take an elixir after seeing him!
4. See and help the Jester and attend to his quest. You'll find the object of his desires far from the citadel. Without the Jester's special words, you can't get to the second level of the citadel.
5. Watch where you step when crossing the square flash room. If the floor becomes all one color, you didn't make it across.

6. Once you reach the second level, open all chests and talk to the Elf, Lomar the Loon, and the Baron. You gain something special from each encounter.

## The Labyrinth

This magical fortress is on a faraway land across the seas. It is an enchanted place: the guards are not human, but magical apparitions. Some hints to help you explore the labyrinth are:

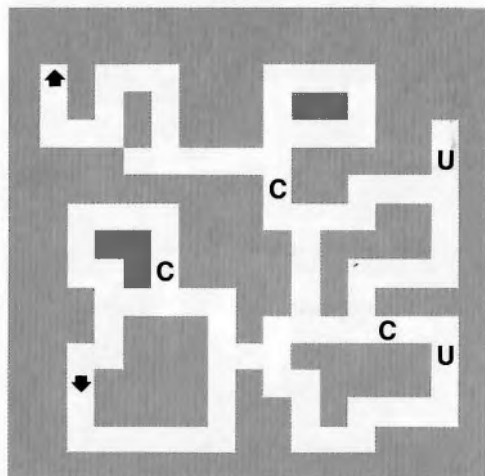
1. The labyrinth has two levels, with numerous teleports for transport from chamber to chamber throughout the levels. Teleports transport you to chambers with floors that match the color of the teleport.
2. On your labyrinth map, number each teleport and jot down the spot where each teleport transports you. Using the teleports, you can see every chamber in the labyrinth and find the magical object that is crucial to your quest.
3. Special lines of magical power either alert guards or conceal you from their attention, so be careful where you step! Another magical force field alerts the guards only if you've plundered, undoing the prior protection of a benevolent line of power you may have crossed. Exploration is safer if you wait to open chests.
4. There are many people to meet, and most are vital to the fulfillment of your adventure. Look for Rofar the Ravaged, the Giant, Ludicrous the Leper, the Contortionist, Maximillian the Midget, and Vorn the Illusionist. Rofar the Ravaged will ask you to come back after accomplishing something. Be sure you do. Also remember: a happy midget is a useful midget.
5. Most labyrinth door keys are hidden in the labyrinth. One labyrinth key is in the Pits of Blackmire.

# Island Caverns

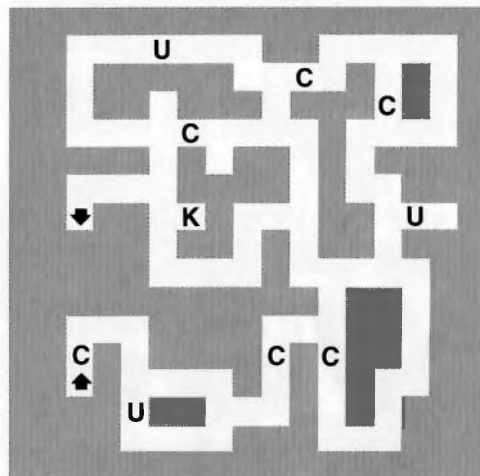
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- C Chest
- K Case
- U Urn



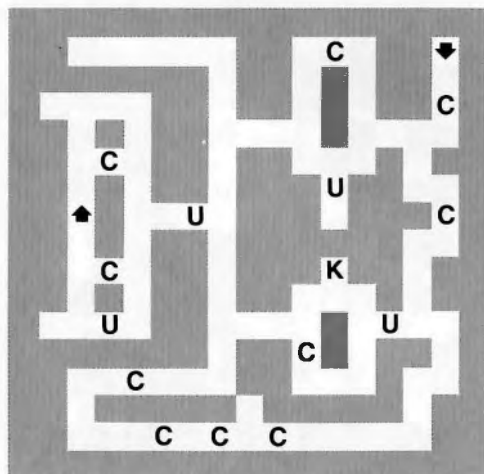
Level 1



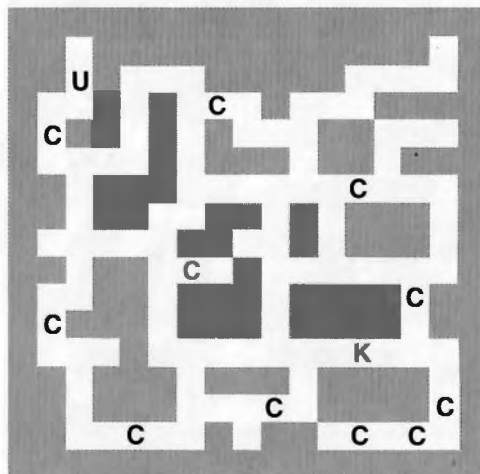
Level 2



Level 3



Level 4



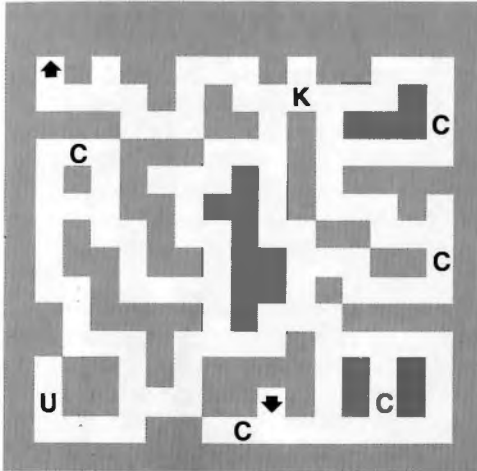


# Taragas Mines

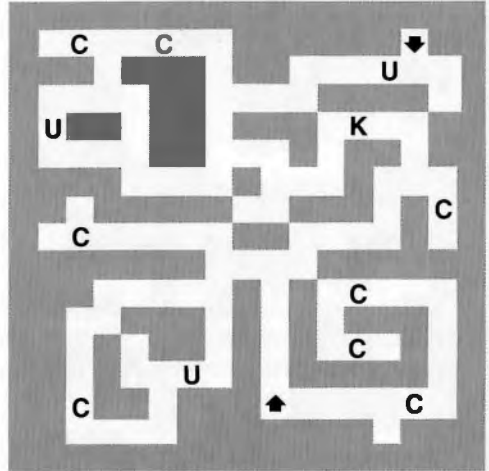
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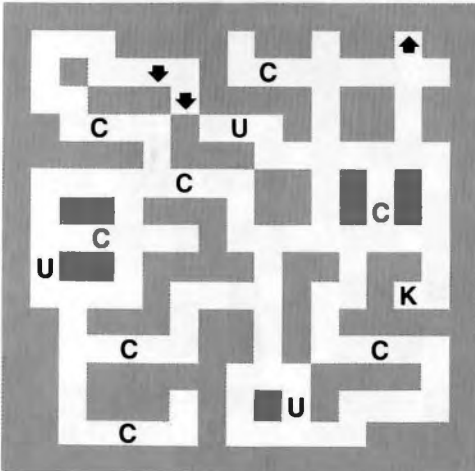
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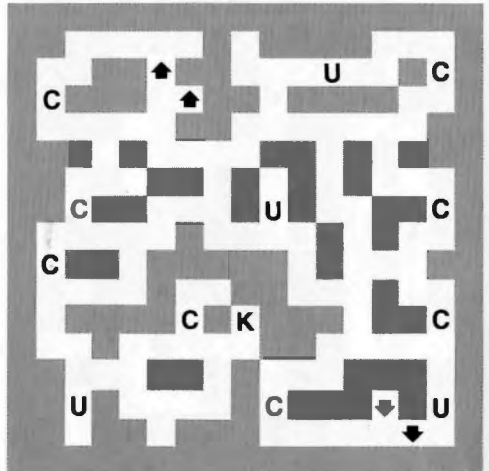
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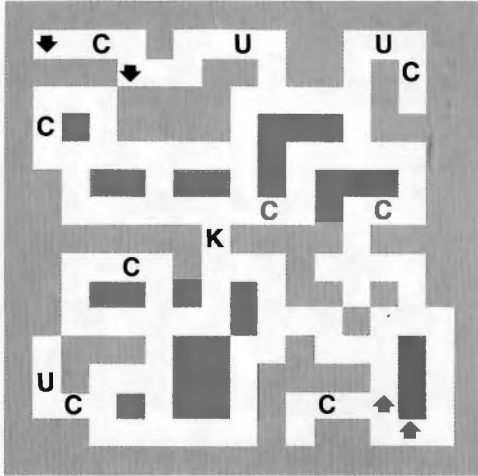


## Taragas Mines

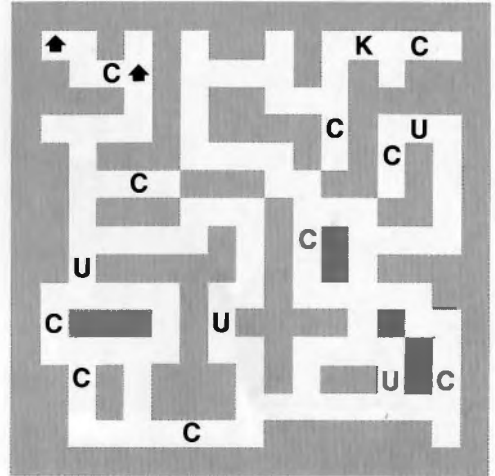
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Level 5

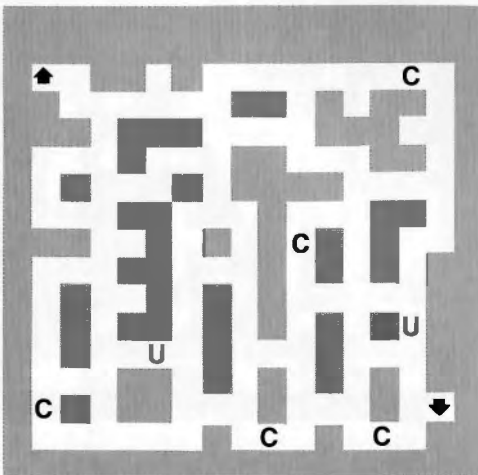


Level 6

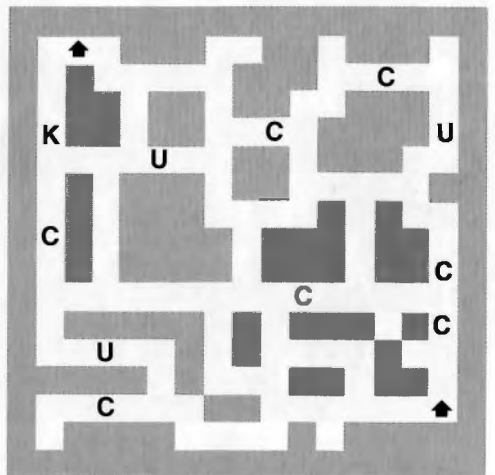


## Marthbane Tunnels

Level 1



Level 2

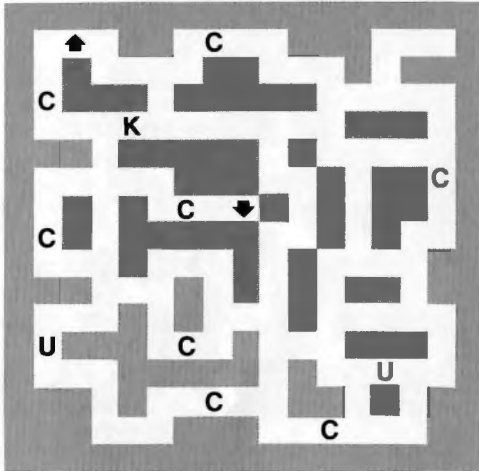


## Marthbane Tunnels

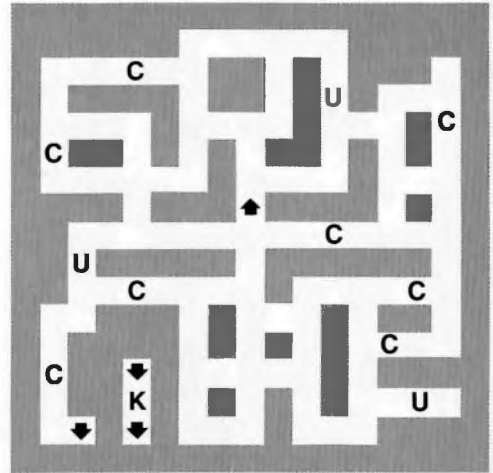
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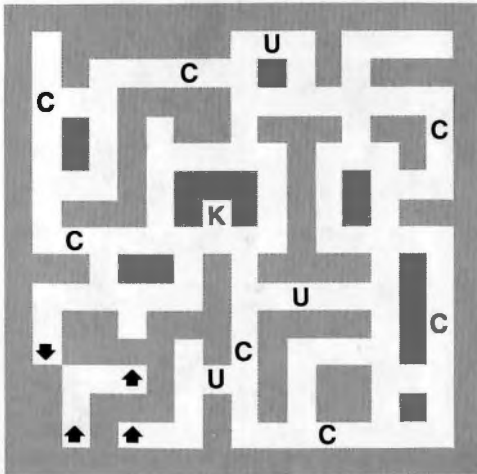
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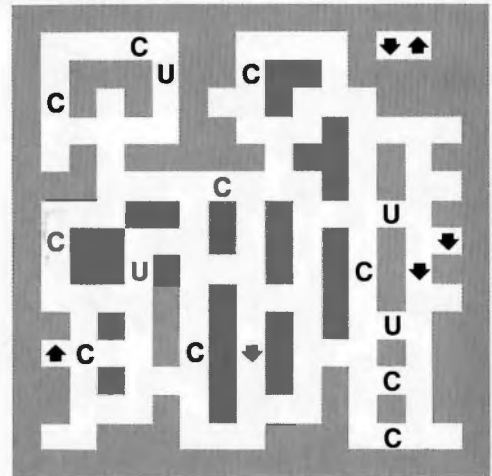
Level 4



Level 5



Level 6



Marthbane, level 4: Climb down to level 5, then go through a different passageway back to level 4. Then use yet another passageway back to level 5.

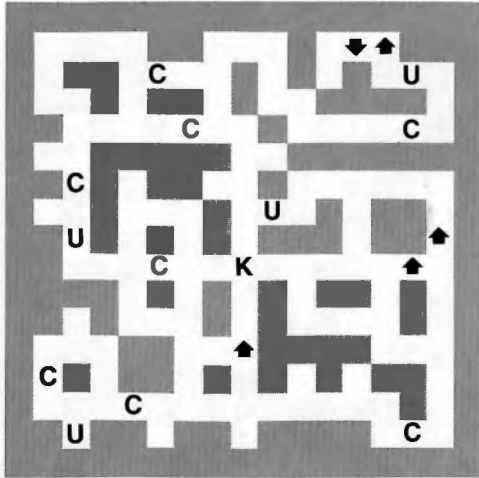


## Marthbane Tunnels

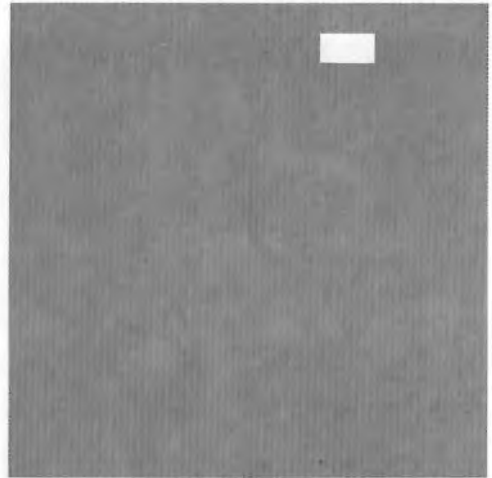
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Level 7

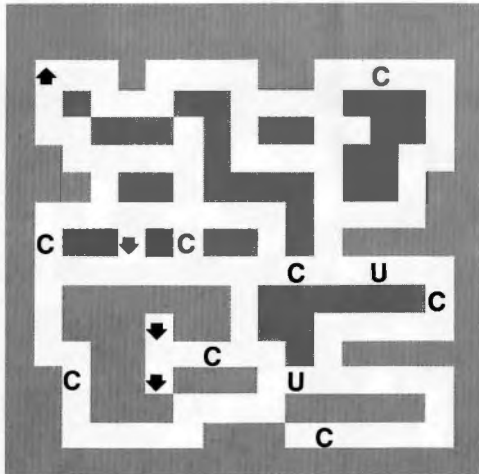


Level 8

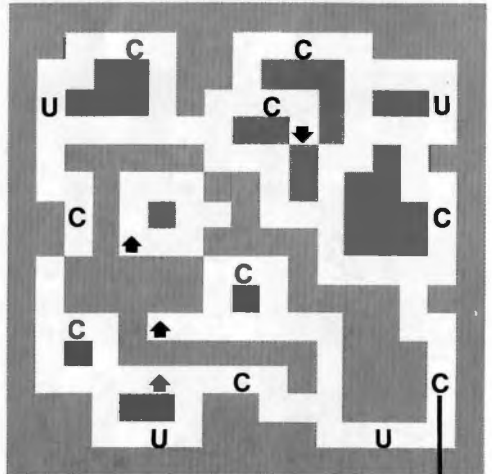


## Pits of Blackmire

Level 1



Level 2



Look under this chest for a passageway to levels 4 through 6.

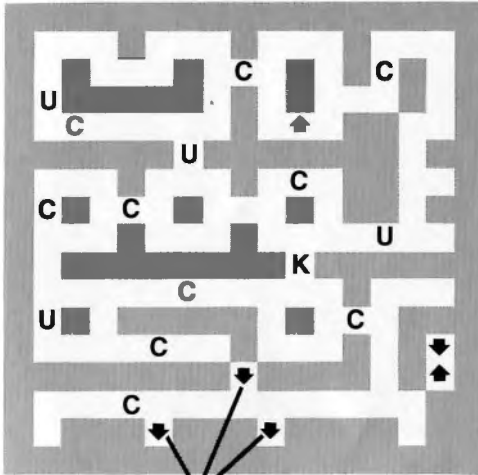
The Pits of Blackmire have three sections. The top section is on levels 1 through 3; the middle section is on levels 4 through 6; the bottom section is on levels 7 through 10. You can get to the middle or bottom sections only by going through the top section. In section 2, don't neglect a journey down to level 6. You need to find a talisman that will be very useful to you beyond the Pits of Blackmire.

## Pits of Blackmire

- ▲ Ceiling Hole
- ▼ Floor Hole
- C Chest
- K Case
- U Urn

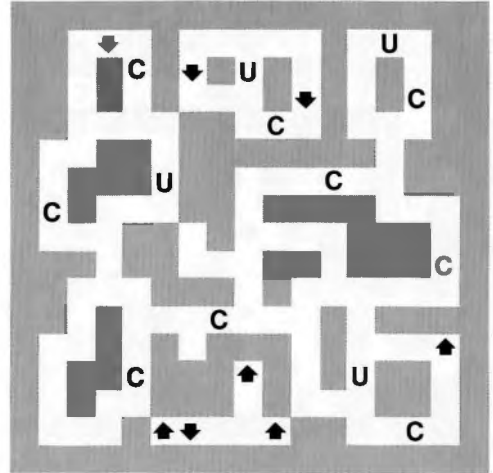


Level 3

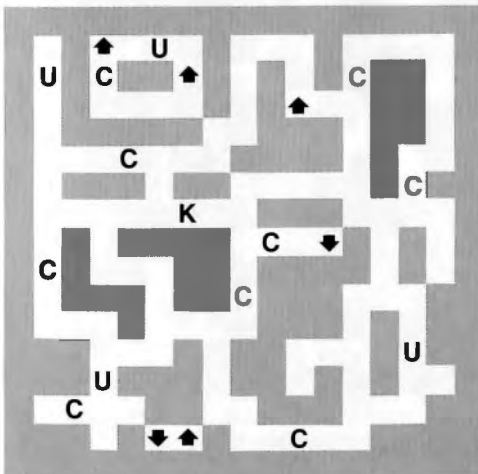


These three passageways lead to levels 7 through 10.

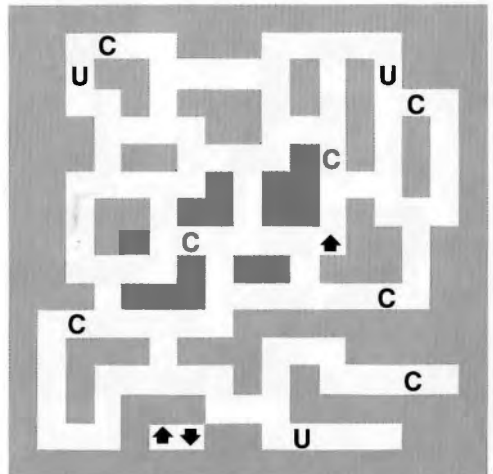
Level 4



Level 5



Level 6



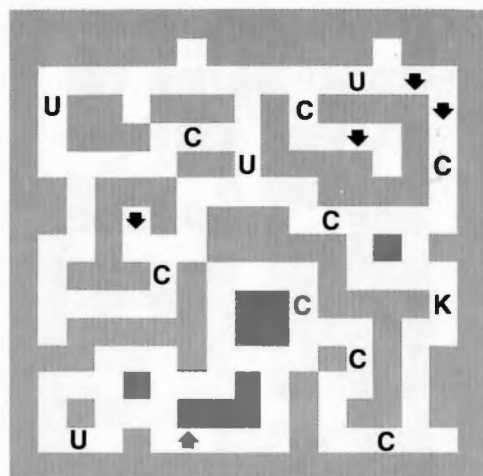
Find a passageway on level 4 leading to level 5. Then find another passageway to return to level 4. Finally, use yet another passageway to go back to level 5. You must seek help in the labyrinth to journey deeper than level 6.

# Pits of Blackmire

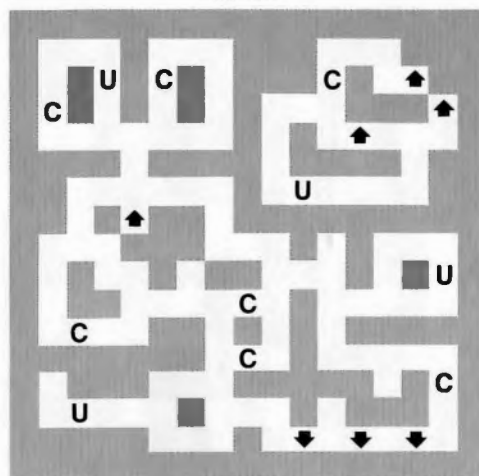
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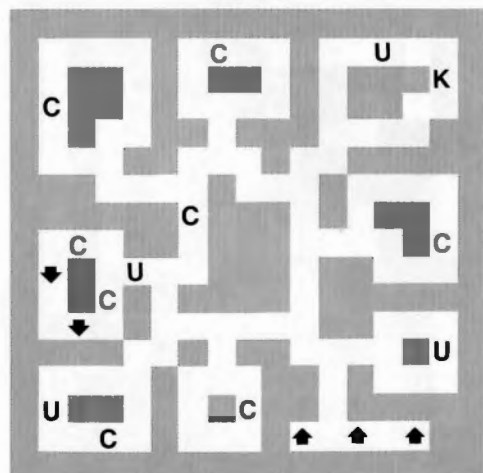
Level 7



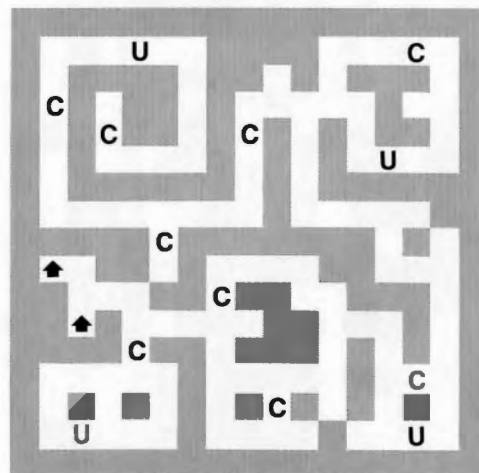
Level 8



Level 9



Level 10



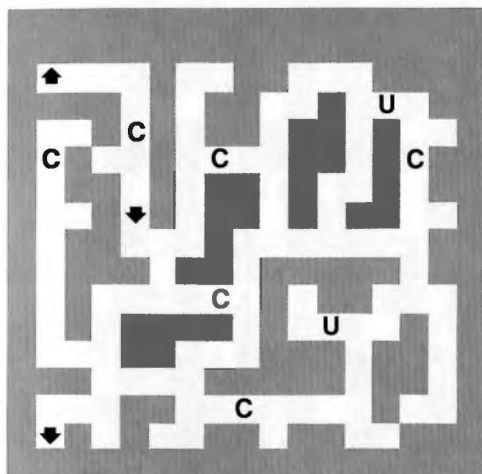


## Deathspire Chasms

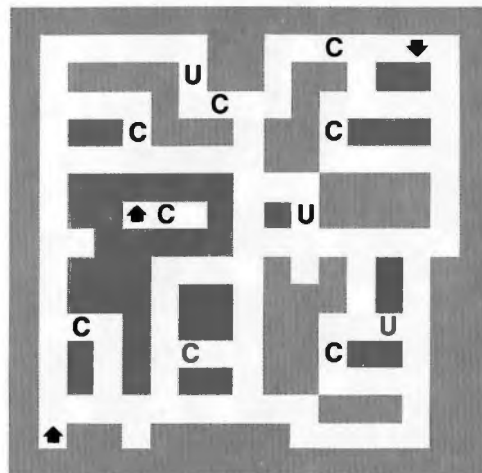
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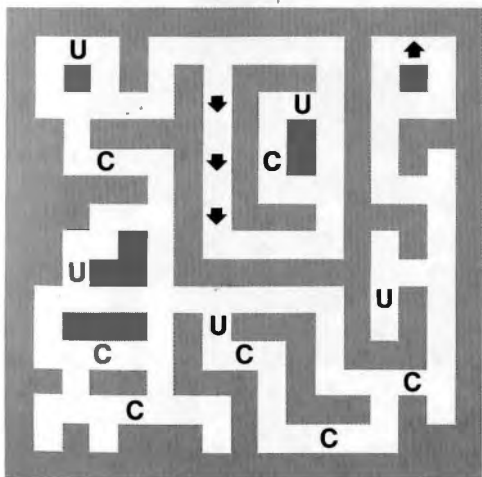
Level 1



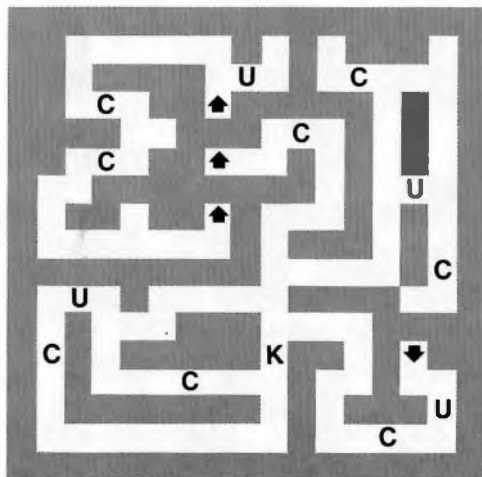
Level 2



Level 3



Level 4



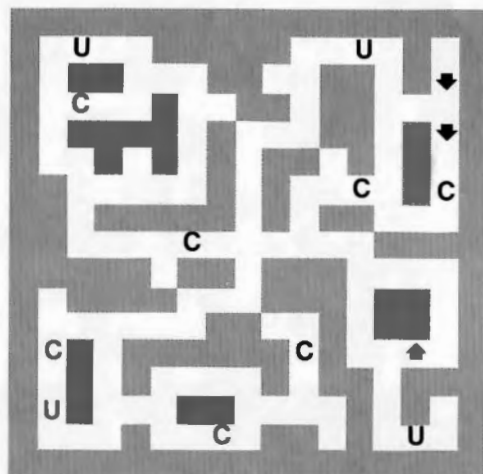
On level 3, only one of the three floor holes leads to the main corridor of level 4.

## Deathspire Chasms

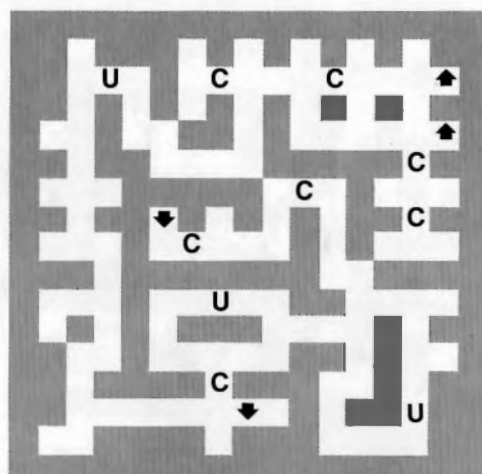
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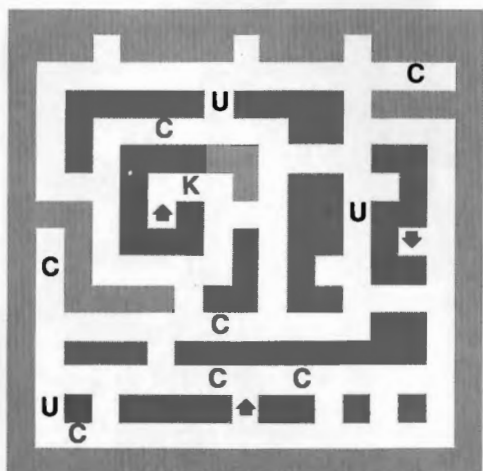
Level 5



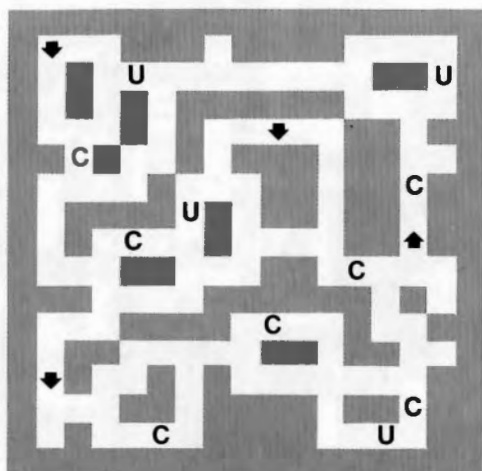
Level 6



Level 7



Level 8



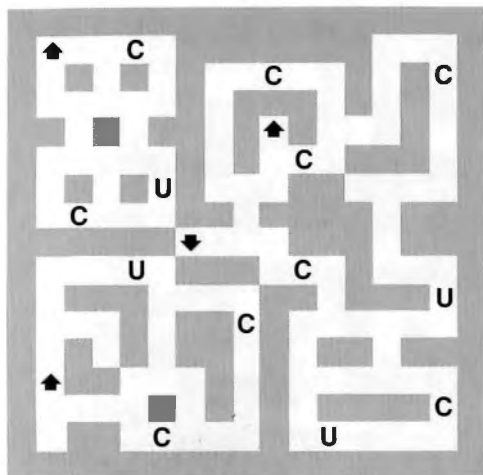
On level 8, only one of the three floor holes leads to the main corridor of level 9.

# Deathspire Chasms

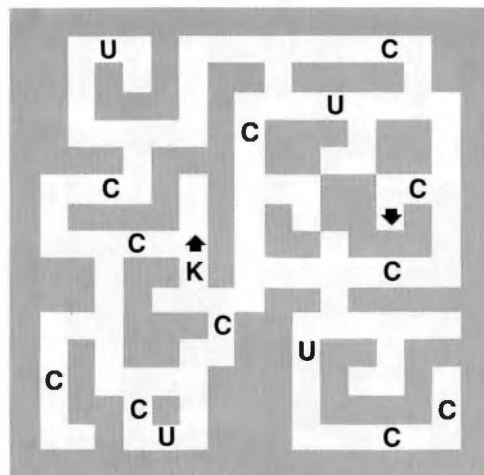
- ▲ Ceiling Hole
- ▼ Floor Hole
- C Chest
- K Case
- U Urn



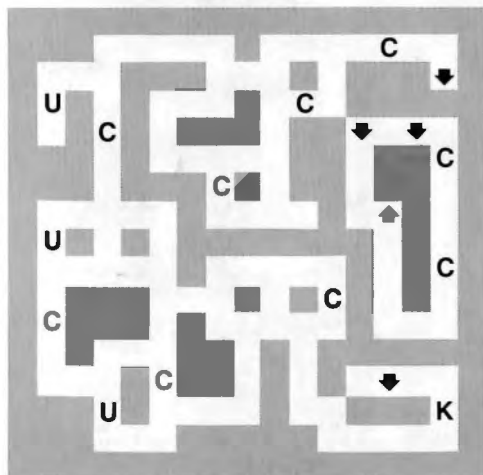
Level 9



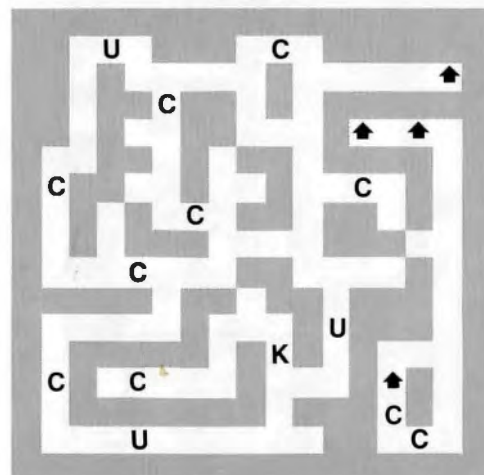
Level 10



Level 11



Level 12



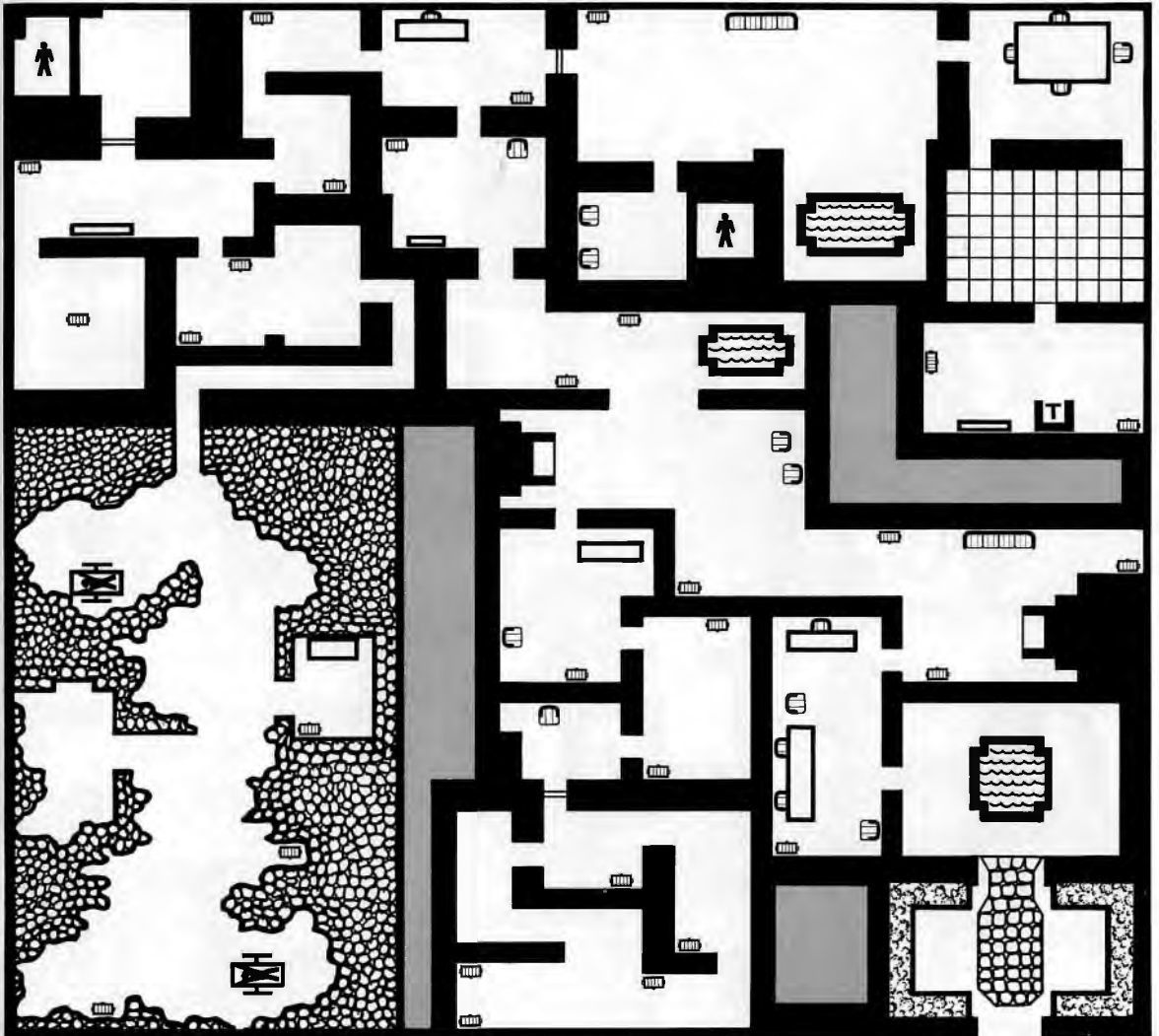
Find a passageway on level 11 leading to level 12. Then find another passageway to return to level 11. Finally, use yet another passageway to go back to level 12.



## Citadel



## Level 1



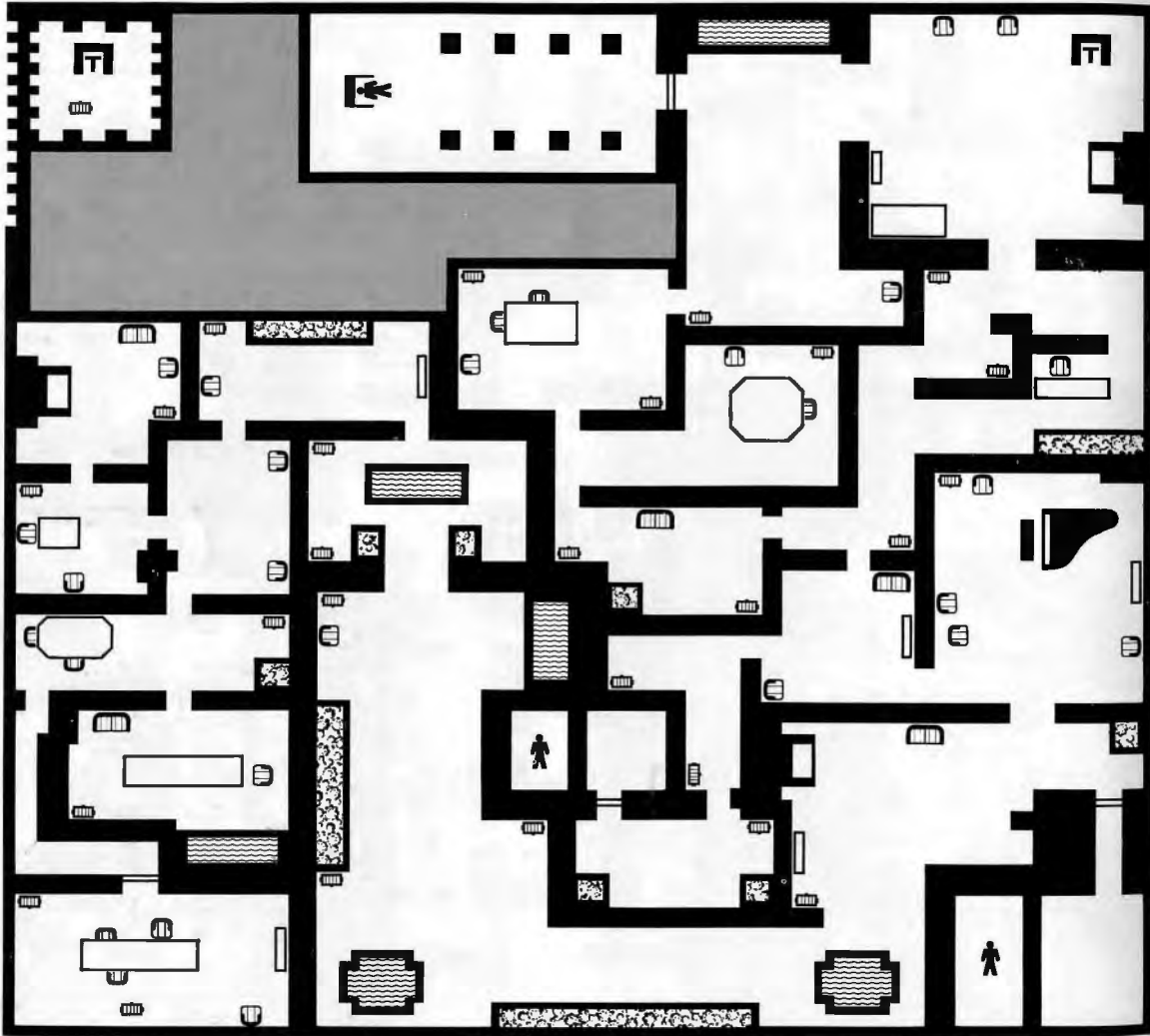
This illustration is taken from the Commodore 64/128 version of the game. Furniture placement and room dimensions may be slightly different in other versions of *The Legend of Blacksilver*.

# Citadel



 Chest  
 Teleport

## Level 2



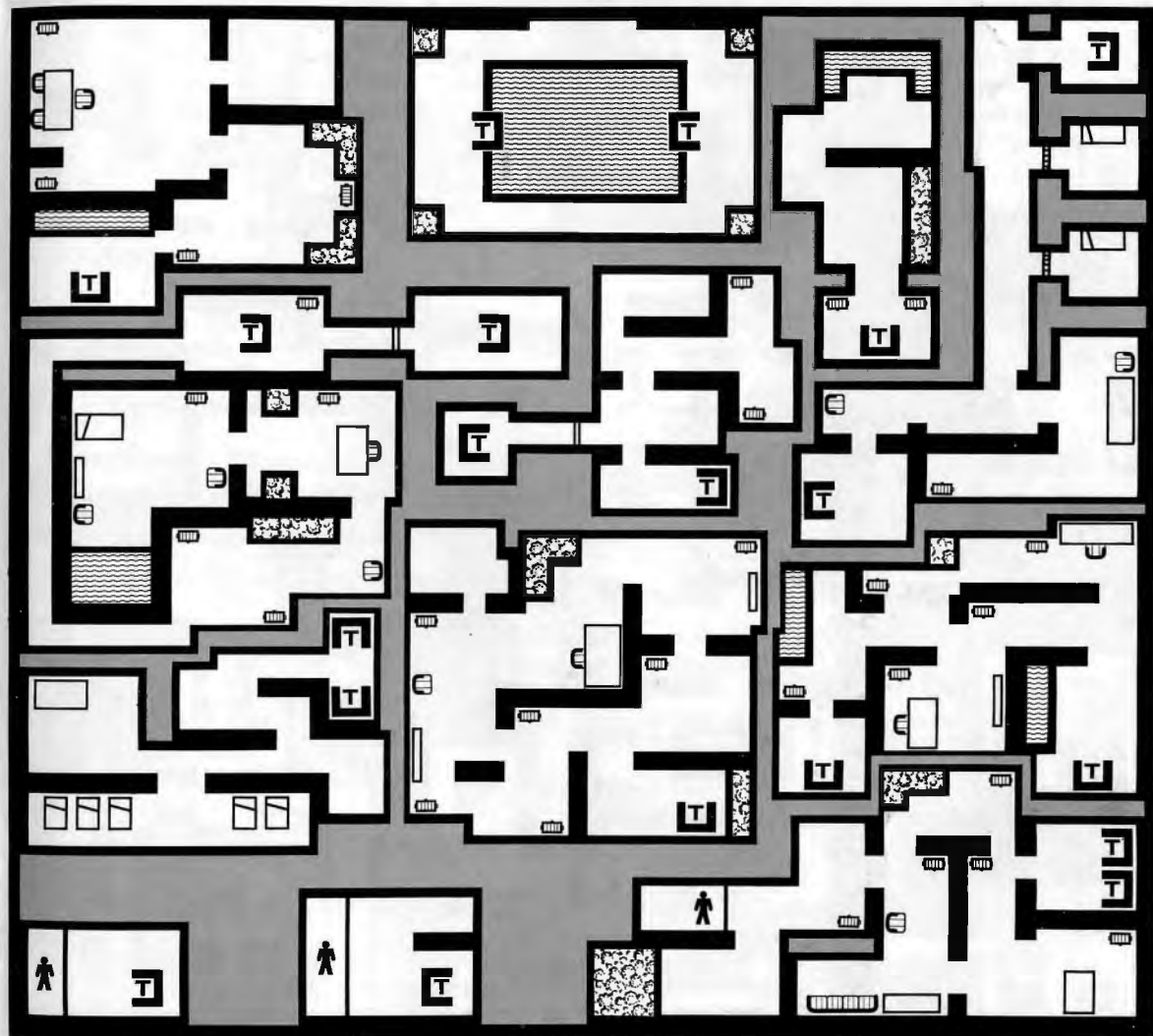
This illustration is taken from the Commodore 64/128 version of the game. Furniture placement and room dimensions may be slightly different in other versions of *The Legend of Blacksilver*.

# Labyrinth

 Chest  
 Teleport



Level 1



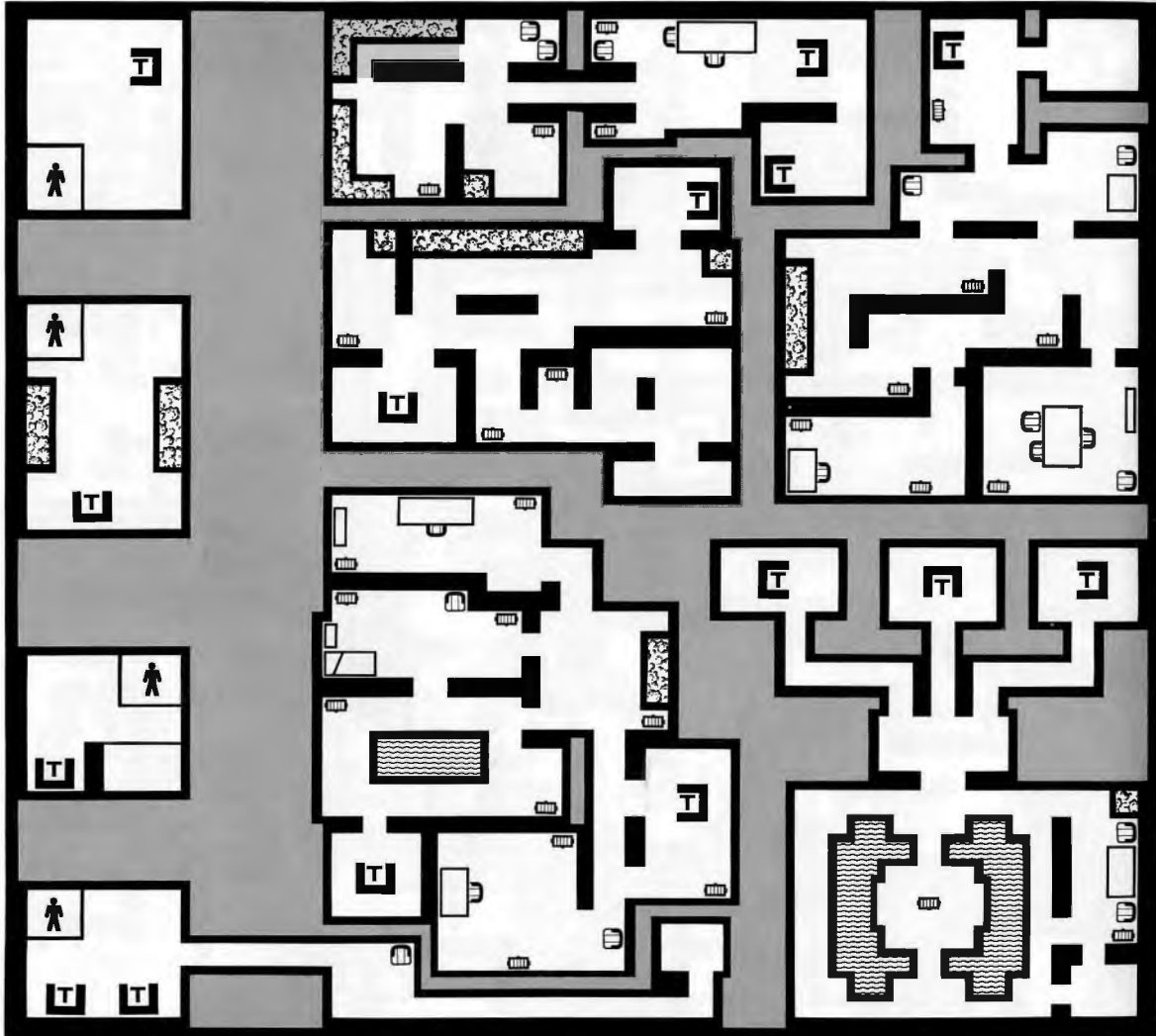
This illustration is taken from the Commodore 64/128 version of the game. Furniture placement and room dimensions may be slightly different in other versions of *The Legend of Blacksilver*.

# Labyrinth



 Chest  
 Teleport

## Level 2



This illustration is taken from the Commodore 64/128 version of the game. Furniture placement and room dimensions may be slightly different in other versions of *The Legend of Blacksilver*.



# Using Magic

The following hints are very powerful. Don't spoil your fun by reading through them before you're well acquainted with *The Legend of Blacksilver*! With that in mind . . .

## Tools, Talismans, and Gemstones

This list shows magical objects and tools in the order you're likely to encounter and use them, according to the level of your character. In the list, names of objects are in code and instructions for locating the object are given backwards. Use the alphabet key at the end of this section to decipher the object names and write out each hint, starting with the last word first.

### Serf

- ✓ **Zufwih Zyunbyl** Chosen specially is it carries who one the that Prince the notifies and, castle the in room throne the unlocks it. Princess the by given is.
- ✓ **Mguff Eys** Castle the of sections new two up opens it. Arovyn Prince by kept is.
- ✓ **Mchacha Wlsmnuf** Display archive an from it get. Castle the in used be also might it. rock remove to miners by used is.
- ✓ **Qlixyh Eys** Chambers infested-Orc the in chest treasure castle a in it find. Chambers Seravol's Wizard the to access provides.
- ✓ **Wlsmnuf Lcha** Caverns Island the of bottom the at it find. Empath the of vault the to access providing, wearer the of thoughts the shields.
- ✓ **Iqf Aluef** Caverns Island the in it find. Temple Owl of Seeker the by desired item special the is.

### Apprentice

- ✓ **Aifx Eys** Seravol from it get. Keys wooden and small replaces.
- ✓ **Llly uhx Joffys** Fortresses and castles certain enter to needed are they. Exhibit Gear Storming archives' the in shown are.
- ✓ **Fuaaulx Pujilm** Enough is visit per use one. Labyrinth the and citadel the in guards slowing for useful most they're, Seravol by given occasionally.
- ✓ **Vfuwe Eys** Citadel the in chest treasure a in it find. Doors citadel crucial two opens.

- ✓ **Afumm Ilv** Citadel the inside someone from it purchase. Seravol to helpful.
- ✓ **Cllh Eys** Chest treasure citadel remote a in it find. Citadel the of sections special to access gives.
- ✓ **Fony** It find to Mines Taragas the to go. Jester the to meaningful.
- ✓ **Yuafy Mnunoyunny** It find to squares flashing of room the past, citadel the to go. Temple Eagle of Seeker the to special.

## Adventurer

- ✓ **Wfcgvcha Ayul** Exhibit archive an inside it find. Mountains over journey successful a for.
- ✓ **Koulnt Eys** Chest treasure citadel a in it find. Citadel the of level second the on rooms unlocks.
- ✓ **Mcfpyl Wichm** Chests treasure various in them find. Temples the in training magic purchasing in useful.
- ✓ **Mcahyn Lcha** It need you'll. Citadel the in Elf the Avone by sold.
- ✓ **Mnuzz** Mantrek Lord by citadel the in held be might it. Durek King from stolen.
- ✓ **Buqe Nunnli** Citadel in one get. Temple Hawk the of Seeker the to special.

## Warrior

- ✓ **Vfuwe Guhx** Blackmire of Pits the in deep is location rumored its. Archives the from stolen was relic ancient, powerful a.

## Squire

- ✓ **Fulay Eys** Labyrinth the in door crucial a opens.
- ✓ **Ugvyl Eys** Labyrinth the in it find. Labyrinth the in door locked a opens.
- ✓ **Flxymnihy** Dungeon a to entrance the over one including, boulders heavy move to power the has it. Labyrinth the in Ravaged the Rofar by given.
- ✓ **Lomns Eys** Dungeon that of level second the on chest special a opens it. Blackmire of Pits the in level third the on chest treasure a in located.

## Knight

✓ **Meyfynih Eys** Blackmire of Pits the in buried it find. Labyrinth the of section difficult most the opens.

✓ **Mnyyf Buggy** There Blacksmith the find you'll. Crag Lost for Maelbane of shore North the near look. Rise will Maelbane. Displays archive the of one at it find. Maelbane on Blacksmith the to useful.

✓ **Vfuwemcfpyl** Blade the forge to has still somebody, found once, course of. Blackmire of Pits the in buried some be might there. Taragas defeat to blade unbreakable an forge to necessary.

## Baron

✓ **Xluaih'm Nyulm** Archives the in tears dragon's find. Happen may things strange, statue dragon a of eyes the in put are tears if.

## Archive Gems

You need special gems to open all of the archive exhibits. The list below shows where you might find these gems. Use the alphabet key to decipher the names and locations of the gemstones.

✓ **Vfoy Aygm** Wumnfy wiggihm, fimn mywncih iz wumnfy, Cmfuhx Wupylhm.

✓ **Lyx Aulhynm** Nblloablon nby wcnuxyf.

✓ **Ugynbsmnm** Wcnuxyf, Nuluaum Gchym.

✓ **Ygylufxm** Cz zul yhloab uflha ch nby augy, whywe qcnb Jlchwy Ulipsh.

✓ **Syfflq Xcuglhx** Gulnbvuhy Nohhyfm, u fuvslnb lymcxyhn.

**Qbcny Xcuglhx** Jcnm iz Vfuwegcly.

✓ **Vfuwe Ijuf** Ihfs nby Echa wiofx bupy mowb u ayg.

### Alphabet Key

U	V	W	X	Y	Z	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z

**Example:** Nby Fyayhx iz Vfuwemcfpyl = *The Legend of Blacksilver*