

KNIGHTS OF LEGEND

A combat-intensive challenge designed by Todd Mitchell Porter, *Knights of Legend* requires you to complete 23 mini-quests before going on to rescue the great knight Segallion from Pildar, the Dark Lord. In each quest you must defeat the monsters guarding a particular artifact, then return the item to the person who sent you on that quest.

Assorted and colorful icons govern every action. Many of these icons are devoted to the intricate combat system, in which your party members are represented by numbered figures on a battlefield. By clicking on icons to choose options such as hack, slash, and thrust, you select your character's type of attack, defensive posture, or movement.

Every spell in the magic system consists of five or six syllables drawn from an Elven language. This gives it an authentic feel, but also means you've either got to become fluent in the language, or keep the 153-page manual handy.

Character classes are worked into the action as well as into the story: When casting a spell, you must state your target's race, which may modify a spell's effects. Graphics are magnificent, and you can even create custom character icons. Set in the land of Ashtalarea, this quest features non-player characters with more substance than those in most fantasy lands. When one of your characters is talking with someone, the NPC even knows his or her sex and uses the appropriate pronouns. With its wide array of weapons and armor, this game is recommended for all combat and magic fans — except those with a C-64, for the constant disk access takes too long on that machine.



The Solution

General Tips

To trade gold, have the character with the gold buy an item, then trade it to the character who needs gold — he can now sell it for the same amount. To get lots of gold, trade all items to two or three characters (one won't have enough pockets to hold everything). Then enter the same Inn where the entire party was last saved. Inside, save only the characters with the items. Have those without

Type:
Fantasy Roleplaying

Difficulty:
Advanced

Systems:
MS-DOS (256K, Hercules/CGA/EGA/VGA/MCGA/Tandy 16-color); Apple II and IIGS (64K required; mouse optional; enhanced version for IIGS); C-64

Company:
ORIGIN

items exit the Inn, then quit the game. When you restart, the traded items will have been duplicated. One of your first quests should be to return the Crown to Biblik the Sage in Htron. Follow the Tegal River to find the encounter. Biblik will give you a coat that enables a character to fly like a Kelder.

Magic

You need at least one magic user in your party. Buy all the spells you want to (up to the maximum of sixteen) before you join one of the magical orders. Make sure you have long-range and close-range body spells affecting each creature class. Only then should you join an Order and have the Order modify your spells.

This list of Mages tells who can induct a party member into an Order:

Slaine the Younger

Location: Tegal Hamlet, southwest of Htron (Avalonians)

Order: The Order of the Blue Gem

Cost to join: 450 g.c.

Spell types: Spells affecting Kelden and Dwarves

Astimiah Echart

Location: Brettle

Order: The Order of the White Pearl

Cost to join: 500 g.c.

Spell types: Spells affecting Elves and Humans

Torellen Mystanguan

Location: Shellemoon

Order: The Order of Black Onyx

Cost to join: 470 g.c.

Spell types: Spells affecting Legendary Creatures

Joolie Jimathy

Location: Olanthen

Order: The Order of the Dark Stone

Cost to join: 300 g.c.

Spell types: Spells affecting Undead

Vassred the Powerful

Location: Poitle's Lock

Order: The Order of the Secret Storm

Cost to join: 610 g.c.

Spell types: Spells affecting Giant-kind

Zobin Al Zored

Location: Thimblewald

Order: The Order of the Red Mist

Cost to join: 550 g.c.

Spell types: Spells affecting Elementals

Training

Training is essential, so increase your characters' battle skills as much and as quickly as possible. This list of weapons tells who will train you in their use:

Bastard Sword

Trainer: Zachary

Location: Htron

Cost: 280

Maximum skill level: 42

Battle Axe

Trainer: Hvrad Myth

Location: Brettle

Cost: 240

Maximum skill level: 26

Broad Axe

Trainer: Fistan

Location: Tower

Cost: 240

Maximum skill level: 41

Broadsword

Trainer: Hvrad Myth

Location: Brettle

Cost: 240

Maximum skill level: 26

Club

Trainer: Nigel Gulliam

Location: Days Ride

Cost: 210

Maximum skill level: 44

Dagger

Trainer: Tyrolliar

Location: Klvar Tree

Cost: 400

Maximum skill level: 55

Elfbow

Trainer: Tyrolliar

Location: Klvar Tree

Cost: 400

Maximum skill level: 65

Minimum beginning skill level: 15

Flail

Trainer: Morwin

Location: Avalonian

Cost: 300

Maximum skill level: 44

Great Axe

Trainer: Fistan

Location: Tower

Cost: 240

Maximum skill level: 42

Great Hammer

Trainer: Nigel Gulliam
Location: Days Ride
Cost: 210
Maximum skill level: 43

Great Sword

Trainer: Zachary
Location: Htron
Cost: 280
Maximum skill level: 25

Halberd

Trainer: Nigel Gulliam + Morwin
Location: Days Ride + Tegal Hamlet
Cost: 210
Maximum skill level: 42

Hand Axe

Trainer: Fistan
Location: Tower
Cost: 240
Maximum skill level: 44

Heavy Crossbow

Trainer: Fistan
Location: Tower
Cost: 240
Maximum skill level: 40

Heavy Maul

Trainer: Kelmor
Location: Shellermoon
Cost: 204
Maximum skill level: 44

Long Spear

Trainer: Kelmor
Location: Shellermoon
Cost: 204
Maximum skill level: 24

Longbow

Trainer: Tyrolliar
Location: Klvar Tree
Cost: 400
Maximum skill level: 30
Minimum beginning skill level: 7

Longsword

Trainer: Hvrad Myth
Location: Brettle
Cost: 240
Maximum skill level: 25

Light Crossbow

Trainer: Mornag
Location: Htron
Cost: 260
Maximum skill level: 52

Mace

Trainer: Mornag
Location: Htron
Cost: 260
Maximum skill level: 56

Morningstar

Trainer: Kelmor
Location: Shellermoon
Cost: 204
Maximum skill level: 53

Quarterstaff

Trainer: Nigel Gulliam
Location: Days Ride
Cost: 210
Maximum skill level: 44

Scimitar

Trainer: Mornag
Location: Htron
Cost: 260
Maximum skill level: 45

Selfbow

Trainer: Tyrolliar
Location: Klvar Tree
Cost: 400
Maximum skill level: 43

Short Spear

Trainer: Hvrad Myth
Location: Brettle
Cost: 240
Maximum skill level: 25

Short Sword

Trainer: Zachary
Location: Htron
Cost: 280
Maximum skill level: 52

War Maul

Trainer: Kelmor
Location: Shellermoon
Cost: 204
Maximum skill level: 23

Warhammer

Trainer: Mornag
Location: Htron
Cost: 260
Maximum skill level: 46
Minimum beginning skill level: 7

The Quests

Only after completing the 23 mini-quests can you free Seggallion. The object of each mini-quest is an item, revealed by the NPC who sends you on the quest. A quest is completed when the monsters defending the item have been defeated. Note, however, that all quest items use the same screen graphic — a sword. To avoid confusion, the quest item is always the first item in the booty list.

Once you've acquired a quest item, take it back to the NPC who gave you the quest. He or she will give you a medal to indicate completion of the quest. You will also receive a reward (either information leading to another quest or an item).

The quest list below is organized as follows: first is the **Quest #**. This is internal to the program — the quests can be undertaken in any order (with the exception of Quest 5, which can only be done when all of the others have been completed). The **NPC Name** tells who the player must talk to in order to be sent on a particular quest. The **NPC Location** tells where that NPC can be found. The **Clue Word** tells what the player must ask the NPC about in order to be sent on the quest. The **Quest Item** is the item the player acquires upon successful completion of the quest. The **Reward** is what the player receives when he returns the quest item. The numbers on the map match the quest numbers in this list.

Quest #1

NPC Name: Stephanie
NPC Location: Brettle
Clue Word: Gavel
Quest Item: Oak Gavel
Reward: Information (Clue word "Kydar")

Quest #2

NPC Name: Stephen
NPC Location: Brettle
Clue Word: Standard
Quest Item: Standard
Reward: Information (Clue word "Aklom")

Quest #3

NPC Name: Hegissa
NPC Location: Brettle
Clue Word: Knight
Quest Item: Quill
Reward: Information (Clue word "Mydar")

Quest #4

NPC Name: Mayor Figley
NPC Location: Brettle

Clue Word: KAM (First letter of reward words from first 3 quests)

Quest Item: Truth Sword

Reward: Truth Sword (A magical Great Sword)

Quest #5

NPC Name: Dundle

NPC Location: Dwarf Hamlet

Clue Word: Seggallion

Quest Item: Shackles

Reward: Magic Ingot (Can be forged into a magical Great Axe)

This quest can only be undertaken after all other quests have been completed. Complete it, and you free Seggallion, winning the game.

Quest #6

NPC Name: Biblik

NPC Location: Htron

Clue Word: Sadness

Quest Item: Kelder Crown

Reward: Flying Cloak (Wear it and you can fly like a Kelder)

Quest #7

NPC Name: Pegleg

NPC Location: Pirate Hamlet

Clue Word: Nobjor

Quest Item: Ship's Wheel

Reward: Information (Ask Scotty about the map)

Quest #8

NPC Name: Sedfrey

NPC Location: Poitle's Lock

Clue Word: Brettle

Quest Item: Coat of Arms

Reward: Courage Coat (Maximum Balance — player never scared)

Quest #9

NPC Name: Milyana

NPC Location: Thimblewald

Clue Word: Spy

Quest Item: Oil of Changing

Reward: Information (Delmore is the spy)

Quest #10

NPC Name: Trimrose

NPC Location: Thimblewald

Clue Word: Delmore

Quest Item: Silk Cloak

Reward: Information (Ask the guard about his folly)

Quest #11

NPC Name: Keldimar

NPC Location: Thimblewald

Clue Word: Vial

Quest Item: Blue Vial

Reward: Information (Go to the mighty one and say "Scalfeth")

Quest #12

NPC Name: Ballistar

NPC Location: Krag Keep

Clue Word: Scalfeth

Quest Item: Stone Mallet

Reward: Death Blade (A magical Halberd)

Quest #13

NPC Name: Orofin

NPC Location: Poitle's Lock

Clue Word: Serpent

Quest Item: Serpent Wand

Reward: Information (Ask Sedfrey about his gold)

Quest #14

NPC Name: Dunnigan

NPC Location: Tegal Hamlet

Clue Word: Rhording

Quest Item: Chalice

Reward: Information (Speak the word Inthos in the Hobe)

Quest #15

NPC Name: Scotty

NPC Location: Pirate Hamlet

Clue Word: Map

Quest Item: Pirate's Hat

Reward: Information (Ask TD about the map)

Quest #16

NPC Name: Lord Bonner

NPC Location: The Hobe

Clue Word: Inthos

Quest Item: Hidden Staff

Reward: Speed Boots (Doubles the wearer's ground speed)

Quest #17

NPC Name: Sam

NPC Location: Htron

Clue Word: Stod

Quest Item: Parth Oil

Reward: Information (Ask the pirates about Nobjar's treasure)

Quest #18

NPC Name: Belinda

NPC Location: Olanthan

Clue Word: Alchemy

Quest Item: Ruby Choker

Reward: Magic Ingot (Can be forged into a Halberd)

Quest #19

NPC Name: Tulliana

NPC Location: Htron

Clue Word: Map

Quest Item: Iron Chest

Reward: Red Ring (Can be sold for 1000 gold pieces)

Quest #20

NPC Name: Densworth

NPC Location: Olanthan

Clue Word: Norgan

Quest Item: Statuette

Reward: Great Shield (A powerful Magic Shield)

Quest #21

NPC Name: Rodriguard

NPC Location: Steller Bridge

Clue Word: Bryor

Quest Item: Gold Brazier

Reward: Information (Tell Aurin the sky is grey)

Quest #22

NPC Name: Aurin

NPC Location: Steller Bridge

Clue Word: Grey

Quest Item: Teddy Bear

Reward: Information (Tell the guard that Aurin sent you)

Quest #23

NPC Name: Sheller Elite

NPC Location: Shellernoon

Clue Word: Aurin

Quest Item: Shade Ring

Reward: Information (Ask Norgan about the silver knot)

Quest #24

NPC Name: Norgan

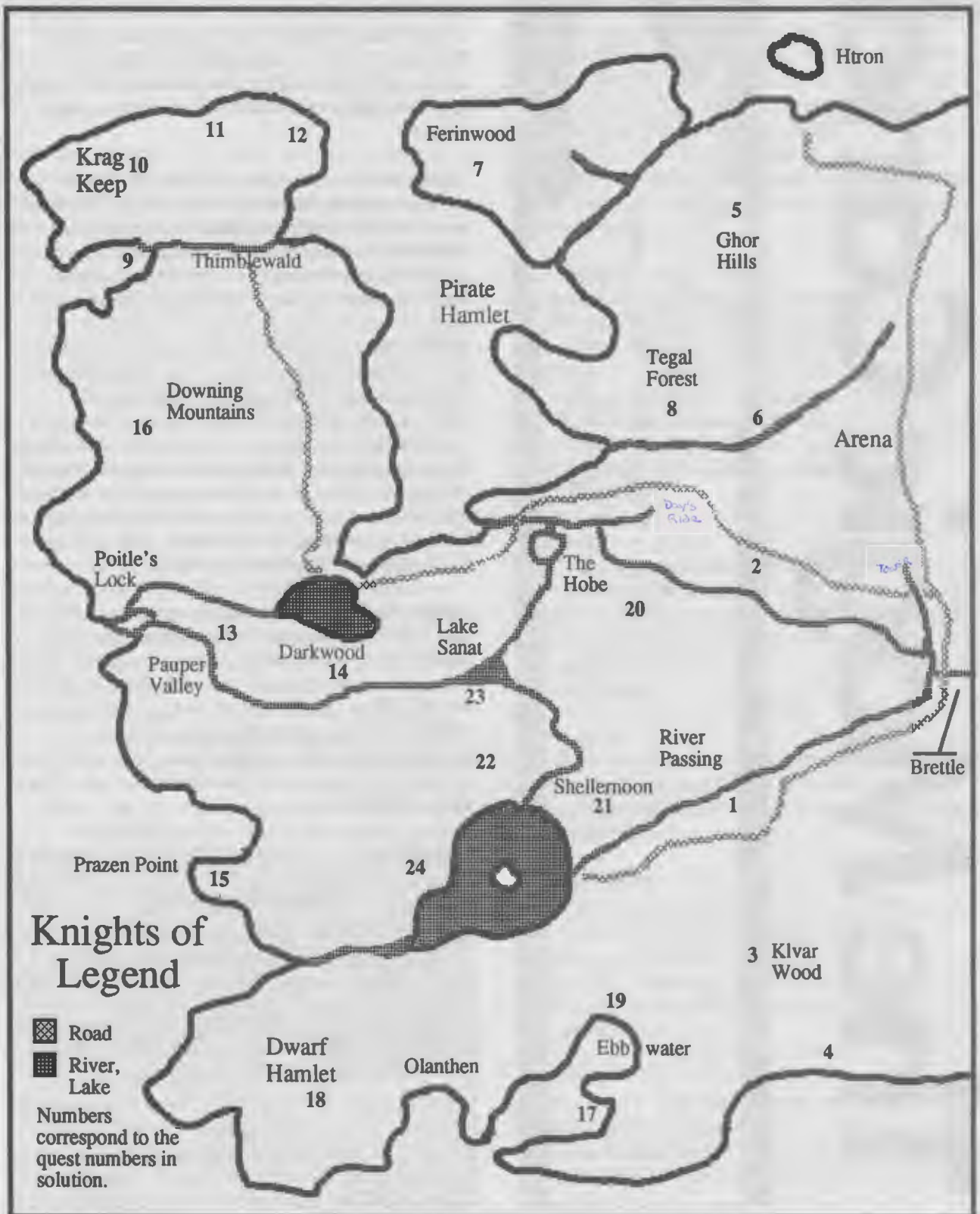
NPC Location: Shellernoon

Clue Word: Silver

Quest Item: Sheller Ward

Reward: Shade Ring (The wearer becomes invisible and monsters must roll vs. Intelligence every turn to find him)

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The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)