

Legends of the Lost Realm

Rules of Play



microcomputer games DIVISION
The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

Loading Instructions

MACINTOSH CONFIGURATION

LEGENDS OF THE LOST REALM is designed to run on a MAC Plus with at least 1 meg of memory (or an equivalent system). On a one meg machine the program requires the use of a small system. We have supplied the game with a minimal system version 6.0.3 with all of the fonts and desk accessories needed to run the program. If you find your system experiencing some problems, try an older system (such as 4.0.2) to give the program some more head room.

If you are running a one meg system with a hard disk, you might experience a similar program with a full size system. If such is the case, boot the game from the game disk so you can run under the minimal system provided.

LOADING THE GAME

If you are playing the game from floppies, be aware of the following facts:

1. The GAME disk must not be write protected, or the game will not run.
2. We suggest that you make working copies of both disks, and put the master disks in a safe place.

Single Disk Systems:

Place the game disk in the internal drive and turn on the machine (or reset if the machine is already on). Double-Click on the LEGENDS icon. Next you will be prompted to enter a spell code.

In order to provide you (the player) with the ability to back-up this software, and we (the manufacturer) with sufficient protection from Unauthorized Duplication, we have made loading the game a little more interesting than just click on the ICON and go.

After the game loads, a request will appear on the screen. In the window, the prompt refers to one of the SPELL/SKILL cards provided with the game. The proper card can be selected from the list below:

- | | |
|------------------------|----------------------|
| 1 = Shaman Spells | 4 = Enchanter Spells |
| 2 = Healer Spells | 5 = Witch Spells |
| 3 = Magician Spells | 6 = Wizard Spells |
| 7 = Non-Magical Skills | |

Once you have the correct card in front of you, go to the spell or skill which corresponds to the number requested. Type in the four or five letter code printed in green (omit the colon). You will then be allowed to continue.

After the title is displayed, the program will ask: *Where is the scenario disk?* At this point click on the INTERNAL DRIVE button. The computer will then ask you to put the scenario disk (GATHERING in this case) in the drive. Follow the prompts until the game begins. From time to time (such as whenever you change levels) you will be asked to switch disks.

Two Drive Systems:

Place the Game disk in the internal drive and the scenario disk (A GATHERING OF HEROES) in the external (or second drive). Turn on or reset the computer. Follow the instructions above for a single drive system, but when asked: *Where is the scenario disk?*, click on the EXTERNAL DRIVE button. The game will load.

Hard Disk Systems:

If you intend to run the program from your hard disk, place the contents of both disks in the same folder. Use the instructions in the section on using a single disk system for loading, but when the program asks *Where is the scenario disk?*, click on the HARD DISK button.

When you see the main screen with the view of the BARRACKS, you are ready to begin. Good luck and good adventuring!

Forward

For two thousand years the High Kings ruled over the land of Tagor-Dal. Mighty they were and wise and just: their knowledge of arcane ways unrivaled. The land was prosperous and the people lived in happiness. Even so there was always a shadow across the land, a shadow cast by the dark isle that lay to the east. For in that direction was the land of the Black Sorcerers: the kingdom of Malokor.

Ever wary of its threat, the great King Celebrant divined a method of protecting his kingdom. He summoned the greatest sorcerers from the corners of his realm, men and women of legendary repute, and charged them the responsibility. They must journey to the end of the world where they would find the seven Trees of Being, the foundation on which all powers of the world are built: the very center of this reality. From these would be made seven cuttings, and from these cuttings would come seven staves.

It was a journey which took three full years and the lives of all but King Celebrant's greatest sorcerer, Cirinik. Upon Cirinik's return Celebrant summoned the wise to his palace. And Lo! as they examined the staves it was seen that each staff had chosen a master for itself. Then Cirinik spoke, "This we must do. Each of us must return to his own land, and we must begin with the making of a great magic!". And it was so done for Cirinik himself was seen to be the master of a staff. Thus was a great enchantment woven, which spread across the kingdom. The power of this magic drove away evil, cured disease, banished pestilence, and brought comfort to the hearts of the people. The world was at peace for fifteen hundred years.

Yet finally the days of joy and prosperity took their toll. Complacency became a silent enemy which spread through the people of Tagor-Dal and so did they become lax in their ways. The mighty became less so, none learning the ways of their forbearers: The Masters of the Staves passed their powers on to their students, but the full power was not taken up. And all the while did the might of Malokor grow.

The evil which had festered there since the beginning had strengthened mightily. The wicked sorcerers of that land, having made unholy pacts with nameless beings of unsurpassed evil, had mastered the secrets of darkness, the Black Sorcery. Thus in the days of the waning of the powers of Tagor-Dal did the forces of evil strike from the sea. And so were they successful. The kingdom and the king lay dead, and the staves were presumed taken, destroyed, or lost. Darkness settled across the land.

For three hundred years the people endured lives without any hope. Then, in the recent past, the rumors began: The line of High Kings was not ended, they said. Not all the staves were destroyed. Somewhere, said the whispers, the true ruler of the land was gathering his forces. Somewhere an army of heroes was being raised. A strange messenger was seen in this region and that, summoning those with the courage to face the legions of evil. Somewhere the last chance for salvation was being taken.

Of course, you know of this messenger. It is he who has brought you to this hidden sanctuary to be trained in the ways of war, both marshall and arcane. Here because it was once the training grounds for the elite forces of the High Kings. Here because somewhere deep within its walls and mazes, amid its perilous traps, lies hidden the only staff which was retained through these dark years. This as you see is your first task: learn well these ways of war, become strong and mighty heroes. For only then may you have a chance to find the first staff. And if you succeed, and if all courage has not fled your heart, you will be sent to save the world.

Introduction

We feel that LEGENDS OF THE LOST REALM is the most complete and accurate fantasy role-playing game ever written. And while we agree that is a rather subjective statement, we do know that you'll agree that LEGENDS OF THE LOST REALM is a multi-part adventure game quite unlike any other. Here are just a few of its features:

***Elements:** To be a magic-user in LEGENDS OF THE LOST REALM is to control the elements. And not just the elements of the earth, but elements both man-made and of man himself.

***Enemy Abilities:** While many enemies will simply attack, some will instead choose to steal a prized possession or two from you. Others will cast deadly spells, while still others will leave you feeling quite ill (or worse). Some will change shape in the middle of a battle, and some will be quite immune to many of your charms (and weapons). Some will develop a split personality if attacked the wrong way, and still others can only be vanquished with a specific weapon.

***Pursuit Types:** In LEGENDS OF THE LOST REALM you won't have to go looking for the enemy—just wait around and they'll come to you. Some will track you by the amount of noise you make, others will literally sniff you out, and still others have the patience to simply hide and wait. Of course, only a few are above attacking from behind.

***Multiple Attacks:** Characters and enemies are able to make more than one attack in a combat round, level and character class permitting.

***Martial Arts:** Certain characters can be taught different martial arts techniques which will enable them to become especially effective fighters. Among these skills is the ability to summon "ki".

***Thieving Skills:** In addition to being able to pick locks and dismantle traps, thieves can climb over walls, steal from the enemy, and attack from behind.

***Weapon Making:** The unique blade master character lives up to his name by being able to identify, sharpen, and even improve the quality of bladed weapons. A samurai can make arrows out of sticks and feathers and, if he has it, give them all a mithril tip.

***Enchanting Items:** The enchanter, another unique character, can not only cast spells, but also place them *into* an item.

***Bribes:** It's never against the law to offer the enemy a bribe. Not only might it save your life, but sometimes it's the only way to obtain special items and information.

***Real Time Effects:** Time passes—things change: Characters grow tired, thirsty, and hungry; new traps are set; doors and walls may appear or disappear; and the enemy gets stronger...and closer.

***Spell and Item Usage:** Forget about "combat-only spells". In LEGENDS OF THE LOST REALM the only limiting factor in using spells and items is your imagination. If you think using a certain spell or item might help you out of a situation—try it! The results could be quite interesting.



For those to whom Patience is not a Virtue

Being the impatient sort, you've already booted up and are now looking at the Citadel's Barracks.

1) Move the mouse pointer to the Roster hanging on the wall and "click" it. You will see a roster of available characters which, except for Pete, is empty.

2) Click Create. You will now see four sets of characters.

3) Click New Character.

4) Move the pointer to the character you want to create and click. Repeated clicking will change the character's attributes.

5) When you have the attributes you like, type in the character's name, hit the return, and click Save.

6) Continue this process until you have created all the characters you want, then click Quit.

7) Move the pointer to a desired character and, using the mouse button, drag it into the empty window to the right. Continue this until you have filled your party (6 characters maximum). Click Done.

8) Click on a character. The window in the right center of the screen will show you what items he or she is carrying. In order for a character to use an item it must be made Ready. Highlight the item to be wielded/worn by pointing to it and clicking, then click Ready. Repeat this process for every item, for every character, and you're ready.

9) Above the "items" window there are 5 arrow shaped buttons. They are (from left to right) Up and Down, Left, Straight, and Right. To enter the Citadel, click the Straight button.

10) Wander around aimlessly until you get your party killed (which will return you to the Barracks).

11) Read the rest of this manual. (It will tell you how to get your party back.)



Beginning Your Quest

Before you begin it is suggested that you make working copies of both disks, and put the master disks in a safe place. After this is done, boot up following the instructions appropriate to your machine's configuration. (See your Macintosh manual if you need help.)

After the initial introduction screen you will find yourself in the Citadel's Barracks. Move the mouse pointer to the Roster which is hanging on the wall and click it. The view of the Barracks will be replaced by a character roster which, except for a guy named Pete (whom we threw in to help you get started), is empty.

The roster shows the names of each of the characters, as well as their level and class. It will hold up to 30 different characters, but only ten can be displayed at a time. To view each additional roster page click the Roster button. (Of course, knowing this now won't help because you only have one character, but later this will be a handy thing to know.)

An adventuring party can hold up to six different characters, so it is advisable that you create at least five (if you want to use Pete) or six (if you don't) of your own. But before you do we suggest you take the time to read about the abilities, attributes, and eventual options each of the different base character classes possesses.

The Base Characters

Every new character must begin as one of the following base characters. The choice of a character's base class is important because it determines which, if any, specialization class or classes will be made available. (Note: Each of the following characters can be either male or female. Unfortunately there is no word in the English language that means he/she. When we refer to a character as "he", it's not because we're chauvinists, just lazy.)



FIGHTER: As is traditional, fighters can wear any armor and use any weapon. They gain a greater number of hit points and are better in physical combat than any other base class.



THIEF: While the thief gains fewer hit points and is not as good in combat as the fighter, he does possess other special abilities. He is able to steal from enemies, pick locks, climb walls, and detect and disarm some traps. Additionally, a thief is sometimes able to attack opponents from behind. At higher levels, thieves become very alert, making it hard for the enemy to attack them from behind.



SHAMAN: Mostly a defensive spell user, the Shaman is able to cast spells which protect, heal, and improve the abilities of other characters. He is fairly good in combat, especially with some types of bows, and he does possess a few attack spells.



MAGICIAN: While the magician is the poorest physical fighter and possesses the fewest hit points, he can be the party's most powerful and valuable asset. Not only can he learn spells that will help the party move through mazes, he can dispel traps, lower the enemy's attacking ability, and cause them some severe pain.

Speciality Classes

While there are only four basic classes, each has from one to three specialization classes. Once a character reaches a certain level you may choose to change his class to one of the following specialty classes. This is why it's important to choose your starting party wisely.



FIGHTERS

BARBARIAN: The most powerful of all fighters, the barbarian gains the greatest number of hit points and attains the highest strength level of all of the characters. Additionally, the barbarian practices a unique fighting style of total abandonment called "berserking". This increases his reaction time and ability to hit, and allows him to consistently do more damage than any other character. Unfortunately, when a barbarian goes berserk he has a tendency to become a little less concerned about defending himself and is thus easier to hit. He has the ability to detect the presence of enemies, is somewhat resistant to the cold and, at high levels, is immune to possessions.



SAMURAI: The samurai, while not as physically powerful as the barbarian, practices techniques which make him a truly formidable fighter. First is his ability to summon ki, the energy of the inner-self. When using ki a samurai increases the damage he does to his enemy. Second (and most deadly) is his ability to ascertain and attack the opponent's weakest spot. When this occurs he will inflict from two to five times the usual damage. A samurai may also use two swords. This will give

him more attacks per round. But to do this he must possess both a katana and a wakizashi, have one of them readied, and not be using a shield. High level samurai cannot be turned to stone or paralyzed. At higher levels samurai also acquire some of the same skills the monk possesses.



BLADE MASTER: Along with the monk, the blade master is the quickest of all the classes and, at the higher levels, gains the most attacks per round. But the blade master's forte is his ability to use any bladed weapon to its best possible advantage. Outside of combat, he can identify weapons, and sharpen and even remake blades into higher quality ones. At higher levels he also gains the ability to parry attacks made with bladed weapons.



THIEVES

MONK: Traditionally trained in the martial arts, a monk's quickness and his prowess in self-defense make him an invaluable fighter. Indeed, at higher levels a monk actually does his best damage without the aid of armor or weapons. Like the samurai, a monk can summon ki to improve the damage he inflicts on an opponent. He retains most of his thieving abilities which continue to improve as he advances. At higher levels a monk gains a special ability to attack which takes longer to execute but does greater damage. Too, a higher level monk cannot be turned to stone, is immune to poison, and is able to deflect missile weapons.



NINJA: The ultimate assassin. If a ninja lands a blow, it will most likely be a deadly one. And the higher his level the more likely he is to connect. Like the monk, the ninja retains most of his thieving abilities which will continue to improve. Also like the monk, a higher level ninja has little use for armor. But, though he is an excellent bare-handed fighter, he does prefer to use certain special weapons. At higher levels a ninja is immune to poison and paralysis, and is too alert to be attacked from behind. He may also acquire some of the same skills the monk possesses.



SHAMANS

HEALER: The only specialization class for the shaman, the healer is not a good fighter and does not gain high hit points. What he does is heal. In addition to having healing spells far more potent than the shaman's, the healer can cure paralysis, poisoning, and possession. A high level healer also becomes immune to poison.



MAGICIANS

ENCHANTER: The enchanter casts spells which affect the mind of an opponent. He is also able to summon demons to help the party and cast spells to defend against demon attackers. Additionally, he is able to place spells on certain items and recall them at a later time.



WITCH: Possessor of the most powerful array of attack spells, the witch is also able to summon several types of beings, including the undead, to help the party and learns spells which do great damage to undead attackers.



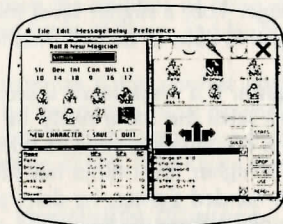
WIZARD: The wizard is the master of the elements and uses them to damage his opponents. He can also summon some elemental beings to help the party.

Now that you understand the strengths and weaknesses of each character class and you know exactly which characters you want to develop, let's build a party. (If, on the other hand, you were impatient and went ahead and built a party that doesn't look like it's going to develop into what you want or need—fear not! Provisions have been made and we'll get to them a little later.

Creating a Character

Finally huh? Ok, move the pointer to the Create button and click and you'll see the Character Creation display. The icons shown will be the ones that represent your characters. They are (top row from left to right) SHAMAN (male), SHAMAN (female) and FIGHTER (male), FIGHTER (female). On the bottom row from left to right it's: THIEF (male), THIEF (female) and MAGICIAN (male), MAGICIAN (female).

Click the New Character button, then move the pointer to the desired character icon and click it. You will notice that both the Character Name box and the character's icon are now inversed and that numbers have replaced the zeros under the character attributes (Str, Dex, etc.). These character attributes are important in determining how well your character performs, and certain attributes are more important to some characters than others.



Creating a Character

CHARACTER TO WHICH IT IS MOST IMPORTANT				
ATTRIBUTE	SHAMAN	FIGHTER	THIEF	MAGICIAN
STRENGTH		*		
DEXTERITY			*	
INTELLIGENCE				*
CONSTITUTION		*		
WISDOM	*			
LUCK			*	

Repeated clicking will cause the numbers under the attributes to change, and the best that you can get in any one category is 18.

Once you have the attributes you like, type in the character's name, hit the Return key, and click Save. You'll notice that when you clicked Save, your character was assigned hit points (HPs) and spell points (SPs). More on these and other important attributes a little later. Repeat this process until you've created all the characters you want and click Quit. Don't worry, we'll wait.

Now you're back to the roster. Move the pointer to a character and, using the mouse button, drag it into the blank window to the right. When you do this the icon which represents that particular character will appear. Repeat this process until you have the adventuring party you want, click Done, and, technically, you're ready

to go. But first, and we know you hate these delays, you really should know a few more things. (If you're going to read this next section move the pointer to the word Preferences in the bar at the top of the screen, drag/pull down its menu and click Wait Game. If not well at least make sure you Ready your party's weapons and armor or they'll surely get killed.)

Additional Attributes

When you returned to the roster, a character was highlighted and a list appeared in the window in the right center of the screen. Currently, this list shows you the character's possessions. By double clicking the character's name, or his icon, you can see alternately what the character is carrying and the character's attributes (clicking the List/Stats buttons will also do this). An understanding of these attributes is important if you want your characters to survive.



Using the above as an example, you can see what character attributes are, that this first level magician has no experience points (necessary to increase in level). INITiative, ATTack, and DAMage are combat modifiers. The character with the highest initiative number will strike first, and sometimes more frequently, in combat. The higher the attack number the easier it will be for him to hit the enemy, and the damage number is the bonus which is added onto any damage you do in combat. Combat modifiers can be affected by many different things.

Below that are the character's condition modifiers. F(ood), W(ater), and S(leep) indicate whether your character is hungry, thirsty, or sleepy. A change in these modifiers will affect a change in the combat modifiers. If they are allowed to drop, your character will become weak, and will eventually die. (If you didn't click the Wait Game button like we told you, you'll notice that these stats have already changed.) In the following line, which is currently blank, you will see the character's comfort condition. If he gets too cold, well...

Finally is a listing of the amount of gold he's carrying (remember there's no escape from the tax man), and the amount of his debt (just like having a credit card, eh?).

The Screen, Buttons, Icons and Arrows

Since your party is still in the Wait Game stage (if they're not, well stick 'em back on wait for just a second more), let's explain the remainder of what you see on your screen. Sure we know you can figure it all out, but we also figure we should give you your money's worth.

At the very top of your screen is a Macintosh menu bar. Since you already know about Wait Game, we'll skip the rest and explain it elsewhere.

At the top of the screen there are five icons. These will change to indicate, in order, if a protection spell is in effect, if a detection spell is in effect, if a light spell

is in effect or if a torch or lamp is being used, the direction the party is facing if a compass spell is in effect, and the presence of an additional member of your party.

As you know, the next window down contains your characters' icons. The order your characters will march in (this is important during combat) is listed in the window on the bottom left of the screen. This roster list window also tells you both current and maximum hit points each character has (if he runs out of these he dies), his current and maximum spell points (run out of these and spells fizzle), and his armor class (the lower it is the harder he is to hurt). Since marching order will determine, to an extent, the attacking order, it's best to have your fighters in the front (top row of the icon window) and the thieves and magic users in the back (bottom row of the icon window). To move them, simply click the icon and move it to where you want it to be.

Below the icon window is a message box which will periodically contain important information. Click it to see previous messages.

Below that are five arrow buttons. Clicking these buttons will move your party up and down, left, straight, and right respectively.

To the left of the arrows are a bunch of buttons.

Click Cast to cast a spell. To name the spell, simple type in its name (which will automatically be entered in the blank button to the right of Cast). (Of course, there'll be more on this later.)

Buy is clicked to buy an item.

Stats, as discussed, brings up the highlighted character's statistic.

Clicking Gold pools/divides all of the gold.

Take is clicked to pick up an item.

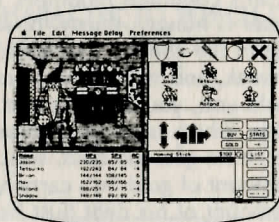
List brings up the list of what the highlighted character is carrying.

Drop drops the highlighted item.

Give is used to give a highlighted item to another character.

Use is clicked to use a highlighted item. This not only pertains to magical items, but also to food and drink.

And finally, Ready is used to ready armor, weapons, and other items.



Main Screen

Ready Your Weapons

Unless you want your characters fighting bare-handed and in their underwear (a possibly erotic, yet truly suicidal move), it's necessary to make their weapons and armor "ready". To do this click on the character (or the List button) until you get his "items" list, click on the item you want him to wield/wear, and click the Ready button. Right now, the choice is obviously fairly simple, but you'll soon find items that you may or may not choose to use. An "R" will signify when an item is

PLACE
FIRST CLASS
POSTAGE
HERE

microcomputer games DIVISION
The Avalon Hill Game Company



4517 Harford Road
Baltimore, Maryland 21214

REG CARD

Legends of the Lost Realm®

NAME: _____ AGE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

What type of computer do you have?

Computer type/Model _____

Disk Drive/Model _____

The Game Is:

☐ Excellent ☐ Very Good ☐ Good ☐ Fair ☐ Poor

Comments: _____

Would you purchase additional "expansion" disks if available? _____

Where did you hear about the game?

☐ AH literature ☐ Magazine ad ☐ Newspaper ad

☐ Friend ☐ Gift ☐ Other _____

Where did you purchase the game?

Store Name _____

Is it: ☐ Computer store ☐ Department store

☐ Hobby store ☐ Mail order service ☐ Direct

☐ Other _____

What other products would you like to see from AH?

☐ Historical ☐ Fantasy/Adventure ☐ Science Fiction

☐ Sports ☐ Arcade ☐ Other _____

What computer magazines do you read?

C-2780
1/89
#805-3

DO A FRIEND A FAVOR...

If you know someone who has the basic brain power to comprehend AH games, fill in their name and address and send it in. In turn you'll be doing yourself a favor ... you might pick up a new opponent in your neighborhood.

IF YOU WOULD LIKE A COLORFUL BROCHURE DESCRIBING THE WONDERFUL WORLD OF GAMES, BY THE AVALON HILL GAME COMPANY, ENCLOSE THIS CARD IN AN ENVELOPE WITH \$1.00 FOR EACH CATALOG ORDERED.

NAME OF BRIGHT FRIEND _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

TEAR HERE

Legends of the Lost Realm®

I would like a BACKUP copy of:

I am returning this form (photocopies not accepted) and \$10.00, plus postage & handling (10% U.S., 20% Canada, 30% Foreign).

MY NAME IS _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

SPECIFY: ☐ 3½" DISK ☐ 5¼" DISK

COMPUTER TYPE/MODEL _____ DISK DRIVE/MODEL _____

☐ CHECK ENCLOSED ☐ MONEY ORDER ☐ CHARGE
☐ AMERICAN EXPRESS ☐ VISA ☐ MASTERCARD

ACCOUNT # _____ EXP. DATE _____

SIGNATURE _____

PLEASE ALLOW 3 WEEKS FOR DELIVERY

PLACE
FIRST CLASS
POSTAGE
HERE



microcomputer games DIVISION
The Avalon Hill Game Company

4517 Harford Road
Baltimore, Maryland 21214

readied. Since this must be done for each item, with each character, and since we thought that you might think it's a rather tedious thing to do, we've provided a non-mouse keyboard shortcut for doing this (and a whole lot more). These shortcuts are, you guessed it, listed elsewhere.

So you're ready. Click the *Straight* button and you'll enter the Citadel. Have fun and we'll see you in a second.

Combat

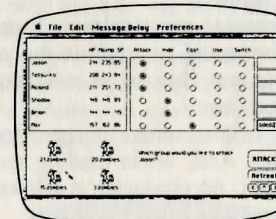
Welcome back. Attacked by that ole tax man, eh? Lucky for you he's rather harmless (at least at this point). Well, now that you're here let's explain combat and the combat window.

While you will meet some friendly folks in your quest for the staff, most of them will want to do you serious harm. Whenever a group of these fiends is encountered the view is shifted to the combat screen.

The top left corner of the screen shows a list with each character, his current and maximum hit points and his spell points. To the right of the character list is the combat control panel. There are six rows of five buttons, and, on the far right, six text boxes. To control a character's actions during combat, simply click the corresponding box.

Below the character list are the icons which represent the attacking group. The bottom row is considered to be the front line, the second row the back.

To the right of the attacking group's icons is a message area, and to the right of that are five buttons: attack, retreat, slow down (<), automatic attacking (*), and speed up (>).



Combat Screen

Your top three characters are automatically considered on the front line of combat. They will attack unless you change their actions in the control panel. The remaining three characters are considered to be in the back row and hiding. They can be made to *Attack*, but unless they are armed with bows and arrows, or pole arms such as a lance or pike, they will be unable to reach their opponent.

Hiding, though, does not necessarily mean they are out of the action. As mentioned, thieves and ninjas do some of their best (and most dangerous) work from this position.

If you choose to have a character *Cast* a spell, you will be asked to enter in the text box the code word for the spell you wish to cast (these are listed and explained elsewhere). *Cast* is also used to initiate special physical commands like *ki* and special martial arts attacks (yeah, these are listed elsewhere too).

When *Use* is clicked, the text box will be activated. You must enter the number of the item to be used. Using the number 0 indicates that the character will fight unarmed. Any other number will cause the character to use the item he is carrying

which corresponds to that number. By using the number that corresponds to a weapon, he will invoke any spell already in that weapon, or that weapon will become his readied weapon. If you do not know the number, clicking the box will provide a numbered list of his possessions and ask that you chose one.

Switching is what you do to have characters change places. To switch two characters, click the switch button for the character higher on the list. This causes that character and the next one down to be selected for switching. If that's not what you had in mind, click the proper action for the second character and Switch will move to the next character down. If you reach the bottom, *Switch* will automatically wrap to the top. Continue this until you have marked the two characters you want switched. When all your choices are made, click *Attack* or hit Return.

When each character begins his attack depends mostly upon his dexterity. But as each of your characters begins his attack, you will be given the option (via the message area) of whom (or what) you want that character to attack. To choose the recipient of your ire simply click its icon. During the attack you can have one of your characters *Retreat*, forcing them to forego any attacks for the remainder of the round. If you choose *Retreat* at the beginning of the round, all of the characters will be returned to the normal screen, enabling you a chance to escape. Of course, not all of your attackers will allow you to retreat.

Bribing is done by selecting *Cast* for the first character and entering a \$ plus the amount of the bribe. It doesn't matter how much gold that particular character has, only how much the party has. Bribing may also be the only way your party can receive certain messages that some apparent enemies may be willing to deliver. In many instances speaking to them may work just as well, and could save you some money, but if it doesn't, try a bribe.

The amount of time the messages are displayed is controlled by the < and > buttons. At the beginning of the round or anytime the prompt is displayed, clicking < will shorten the display time and clicking > will increase it. The adjusted rate will be displayed in the message box.

Automatic Attacking, the * button, when engaged forces your combatants to attack the first group of enemies. And, while healing spells and spells that affect all groups of enemies are unaffected, no character is allowed the option of retreating from that round of battle.

After you have won the battle, the message box will tell you the number of experience points and the amount of gold to be divided among your characters. How the shares are divided will be affected by a number of different things.

On the other hand, if you lose, you'll be returned to the Barracks. There is a way to get your characters back (they'll still be dead, but at least you'll have them) and we're getting to it.

So now, if you're still facing the tax man—click *Attack* (there is no retreat). He'll see that all your characters are poor souls and let you pass. Click either *Attack* or *Retreat* and you'll be returned to the normal screen.

The Citadel

While the Citadel is currently home to a host of friends and fiends, you must also remember that it was initially the training grounds for the elite forces of the high kings. As such, almost everything you need to survive your quest (you remember your quest don't you? That is, after all why you're here.) can be either bought in one of the many shops that line the streets, or taken from the bodies of

your slain enemies. Slaying the enemies has already been discussed, so let's take a look at the Citadel and its special locations.

***THE BARRACKS:** This is where the game will start and end—one way or another. In addition to the roster, there is a storage chest. Clicking on the chest will bring up a list of its contents. Of course it's empty now, but later on after you acquire things which you might not want to carry around, you can store them in this chest. To do so simply click the item to be stored, and click Drop. The last thing in the Barracks is a pair of bunk beds. Clicking this returns your party to the roster and gives them food, drink, and sleep.

***THE SUPPLY SHOP:** Clicking on the items in the shop will generate a price list. To have a character buy an item, simply click him, the item, and then Buy. Two items which aren't for sale, but are nevertheless important are the Easy Credit sign (which tells you each character's financial status), and the wheelbarrow. Clicking the wheelbarrow sends the shop-owner's son out looking for all the dead characters you've left behind. He will find them and return them to the Barracks for you in exactly the same shape you left them. Of course, this costs a bit of cash. And by the way, make sure you don't forget to buy food and water.

***THE ARMORY:** Things work just about the same here as they do in the Supply store with the exception of the Identify Weapon sign. When this is clicked the blacksmith will describe the merits of a character's selected (and readied) weapon. Of course it goes without saying that you should select your purchases carefully here. Some characters do better with some weapons and armor than others. Some items that you will find on your quest will prove to be more useful than any you can buy. But some found items, which are intended for use by more advanced characters, will not work as well for a lower level character. Clicking an item while holding down the Command key will display which character can best use it. This works for all of the "for sale" weapons as well.

***THE BANK:** Unlike real life, the best way to avoid taxes is to put your money in the bank. Too, the bank is where you need to go to pay off your debts (because if they get too high...Well, let's just say that the bill collectors around here aren't too friendly).



Magic Shop

***THE MAGIC SHOP:** The magic shop works about the same as the Supply store. Again, the scrolls and wands here may work best for certain types of characters than others. Too, neither the scrolls nor the wands have any spells in them—yet—and are of particular use to enchanters.

This is also the place to purchase Homing Sticks. There are two different types available for purchase. The expensive ones can be set (by being Used for the first time) to the party's current location. When Used again they will return the party to

that place. The cheaper "To: Barracks" sticks will, when Used, return the party to the Barracks.

Clicking the flask in the magician's hand allows a character to drink deeply from the flask. And while this does nothing to quench a character's thirst it does restore his spell points.

Finally a word of caution: Do not click the doorway to the left of the magician! You had a hard enough time surviving the journey here and are certainly not prepared for what lies beyond that door.

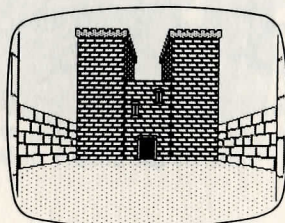
***TEMPLES:** Scattered through the Citadel are several Temples. Praying here is good for the body and the soul.

***THE REVIEW BOARD:** This is where worthy characters are advanced in level and where they may change classes.

CHANGING TO ANOTHER CLASS means that the character will learn the skills and gain the advantages of another class and still retain whatever skills he learned in his original class. When a character changes to another class he becomes a first level character in that new class and must learn all of the new skills available to him. His abilities in his original class, while retained, will not improve, he may never again go back to that class, and, once a second class has been chosen, may never choose a specialization class.

BECOMING MULTI-CLASSED means that he will earn the skills of whatever base classes are chosen, but will do so at a much slower rate. He may, at any time, add any additional base classes he wishes, but may never choose a specialization class. Multi-class may be selected at any level, and may be selected by a character who possesses more than one base class.

BECOMING SPECIALTY-CLASSED means that the character takes the skills and attributes he has learned in his base class and adds to them characteristics that make him unique. A non-magic user may choose a specialty class when he has reached the eighth level. Magic users are allowed to switch from one specialty class to another in the same fashion used by a character who switches base classes. Yet, while they can take a new specialty class, they cannot regain their old one. Finally, since the Review Board demands that all who appear before it are unarmed, it will be necessary to re-Ready all armor and weapons afterward. At this point it's good to remember that a successful visit to the Review Board may render useless the character's favored piece of equipment. Too, the Review Board frowns on debtors and refuses to even see them.



Tower

***THE TOWERS:** In addition to four minor towers at its corners, the Citadel is centered by a massive Keep. Each of these are well-guarded and require a key of sorts to enter. Scattered in the four minor towers by none other than Cirinik himself

are the pieces to a map. Sixteen in all, when sectioned together these will provide the solution to one truly amazing problem.

While moving through the Citadel can be accomplished by clicking the arrow buttons, you might prefer to move the mouse pointer to the view window and then clicking the appropriate direction.

Spells

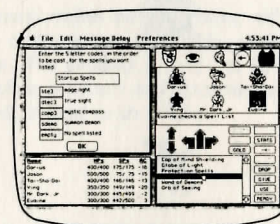
The spells available, though powerful, are not cheaply obtained. While first level magic-users are given the skills to wield the most basic of spells, the Review Board demands that a magic-user prove himself before they allow him to advance. Thus a magic-user must be a fourth level character before he is allowed the knowledge that allows him to wield level 2 spells. To learn more powerful spells requires even greater deeds.

Casting a level 1 spell requires 1 spell point, but as the spell level increases so does the power (or spell points) it takes to cast it.

Some of the spells listed on the spell card are more than just one shot spells. Certain ones, like the detection spells (not to be confused with locate spells), summoning spells, and spells which affect character attributes will last a bit longer and the higher the level of one of these spells the longer it will last. The duration of spells is not cumulative, meaning that the amounts of time that they last cannot be added together. Too, spells cast during combat are less likely to endure as long as those cast when the magic-user has full command of the situation.

During combat some spells can be modified. Adding an X after the spell name will increase the effects of the spell by about 50%. Unfortunately it costs the caster twice the normal amount of spell points PLUS 1/4 of the caster's maximum spell point. In other words, it's very costly and should only be used in extreme emergencies.

Another modifier is created by adding the letter D to the end of a spell. This will cause the caster to wait until the end of the combat round to cast his spell. This is especially useful when casting healing spells for it causes the caster to wait until all damage inflicted in the round is done.



Using a Spell List

Magic-users may choose to create a "Spell List", an item which may contain up to five spells. To create a spell list, make sure that the character has an empty slot in the Item list and type SLIST. Type in the spells to be used and, when finished, click OK. To use the spell list, highlight it and click Use; to edit it, highlight it and click Ready. Using a spell list, unlike scrolls, costs the caster the same amount of Spell Points as it would to simply cast the spell, the spell list just makes casting frequently used spells more convenient.

To re-cast a spell in non-combat situations, simply hit the Return key.

On the cards provided are all of the spells, the codes needed to Cast them, and the effect of each. (Remember, some spells will have little or no effect on certain beings, and they may be cast at any time.)



Special Skills/Commands

Some characters are able to use special, non-magical skills and these are treated in the same manner as magic spells. Many of these skills are available to characters regardless of their level, but as their level increases so too will their proficiency in using them. These are listed and described on the provided cards.



Finally

That's it! While we didn't tell you everything—we did tell you everything you need to know to get you started on your quest. Remember, this is a game which demands innovation on your part. If you think something might work—try it. It probably will. Good luck. (You're gonna need it!)



YOU NAME IT, WE GAVE IT . . .

The Avalon Hill Game Company is the world's largest publisher of a great variety of strategy board games of skill. We manufacture over 150 games; including wargames, sports, strategy and statistical replay games, games of power politics, adventure and role-playing games, as well as fantasy and science fiction games. For complete information with pretty pictures, write the factory and ask for a *Complete Game Catalog*. Consult parts list for current price (\$2.00).

The Avalon Hill Game Company

Consumer Relations, 4517 Harford Road, Baltimore, MD 21214

QUESTIONS OF PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory only if they are phrased in a format that can be answered by a yes, no, or short phrase, and if it comes with a self-addressed stamped envelope. We regret that the volume of mail we get precludes answering questions on programming or design philosophy.

If the program cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

MICROCOMPUTER GAMES DIVISION

The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

4517 Harford Road

Baltimore, Maryland 21214

Defective software will be replaced. Please allow at least 4 weeks turnaround time.

WARRANTY NOTICE

To the original purchaser only, The Avalon Hill Game Company warrants the media to be free from defects in material for 30 days. If during that period a defect should occur, the software may be returned to us and we will replace it at no charge. If after that period, your media becomes defective, return it to us and we will replace each disk for an \$11 service charge. To ensure identification as the original purchaser, please complete and mail the enclosed Registration card.

The Avalon Hill Game Company makes no warranties, either express or implied, with respect to the software program or the game, its quality, performance, merchantability or fitness for any particular purpose. The product is sold "as is."

This software package, including program and documentation, is copyrighted. This program may not be copied or duplicated, in part or in whole.



microcomputer games DIVISION

The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY

The Wilderlands

The second episode in the Legends of the Lost Realm is a tale of adventure in the hinterlands of **Tagor-Dal**. It encompasses the lands from the sacred groves of the **Faerie** to the domain of the Hill Trolls.

Populated with many creatures and people (both kind and cruel), it helps to finely hone the skills learned in **Taras Cirinik** (The Sorcerers Stronghold). Survival skills are at a premium, and those who are lax can perish from thirst, hunger, heat or cold just as easily as in battle.

But not all creatures seek your blood and not all people are your enemies. Listen closely and you will find the clues to the edifice once known as the **Grey Tower**. Within its walls could be the clue that leads to the second Great Staff.

Occupying the center of Tagor-Dal, **The Wilderlands** offers the jumping off place for future adventures. All roads lead from here to such places as **THE NECROPOLIS**, **THE OCEAN OF DREAMS**, to the gates of **MALAKOR** and the surprising final battle with the **BLACK SORCERERS**!

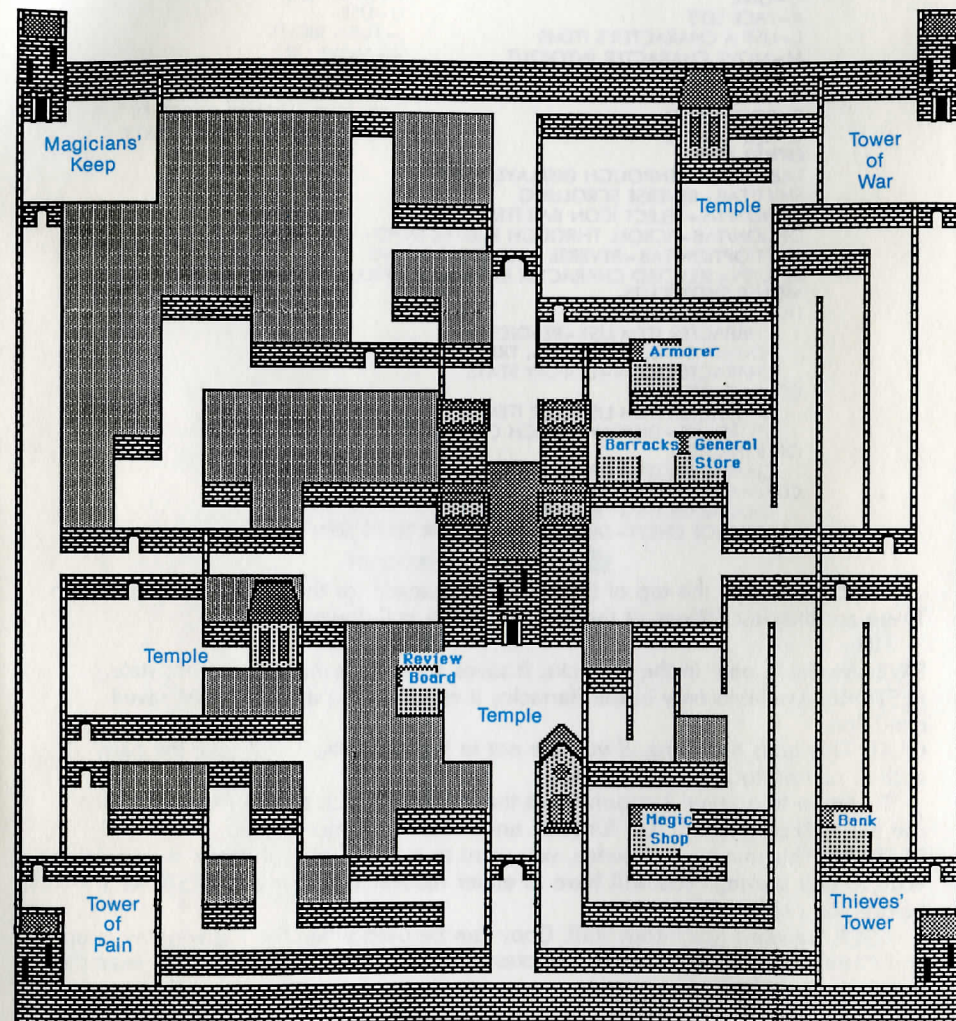
Available soon from Avalon Hill. Please call 1-800-999-3222 for the release date and price.



Credits

Program Design: David Cooke and Charles Collins
 Rules Editing: Gregeory N. Krolczyk
 Art Direction: John Huff, Jean Baer
 Playtesting: John Huff, David Cooke & Charles Collins
 Production Coordinator: Phyllis Opolko
 Prep. Dept. Coordinator: Lou Velenovsky
 Typesetting: Colonial Composition
 Printing: Monarch Services

The King's Stronghold



Mouse and Non-Mouse Short Cuts

By pressing the Command Key and the appropriate letter you can do the following:

B - BUY	R - READY
D - DROP	S - DISPLAY CHARACTER'S STATS
G - GIVE	T - TAKE ITEM
K - FACE LEFT	U - USE
L - LIST A CHARACTER'S ITEMS	: - TURN RIGHT
M - MOVE CHARACTER INTO/OUT OF ROSTER	+ - MOVE UP
O - MOVE FORWARD	- - MOVE DOWN
P - POOL GOLD	1-6 - SELECT CHARACTER (OR LIST STATS IF ALREADY SELECTED)
Q - QUIT GAME	0 - SAVE/LOAD PREFERRED PARTY

OTHER KEYS

TAB - SCROLL THROUGH DISPLAYED LIST

SHIFT/TAB - REVERSE SCROLLING

OPTION/1-5 - SELECT ICON BAR ITEM

OPTION/TAB - SCROLL THROUGH ROSTER (WHEN DISPLAYED)

SHIFT/OPTION/TAB - REVERSE ROSTER SCROLLING

RETURN - SELECTED CHARACTER CASTS LAST SPELL ENTERED

MOUSE SHORTCUTS

DOUBLE CLICKING:

CHARACTER ITEM LIST - READIES ITEM

FOUND ITEMS, STORE LISTS, TREASURE CHEST - TAKE ITEM

CHARACTER ICON - DISPLAY STATS

COMMAND/CLICK:

CHARACTER ITEM LIST - USE ITEM

STORE LIST - DISPLAYS WHICH CHARACTER CLASSES CAN USE THEM

OPTION/CLICK:

CHARACTER ITEM LIST - GIVE ITEM

COMMAND/OPTION/CLICK:

CHARACTER ITEM LIST - DROP ITEM

STORAGE CHEST - DISPOSE ITEM (NEVER TO BE SEEN AGAIN)

Macintosh Features

The bar menu at the top of the screen is changed for the benefit of the program. These are the descriptions of the features in the pull-down menus:

FILE:

SAVE: Available only in the Barracks, it saves a roster character's present state.

RESTORE: Available only in the Barracks; it restores the party to its last saved condition.

QUIT: This quits the game. If you are not in the Barracks, it will save the party at their current location if requested.

To return to a saved location (from the barracks), click on the roster and then use the PREFERRED GROUP function under the Preferences Menu.

RESTART: This means, in essence, you want to quit the current game, but you don't want to quit playing. You will have to either recover your party or RESTORE it before you can go on.

EDIT: Standard Macintosh stuff. Copy can be used when the log window is up, and Paste can be used to put maps/notes into the scrapbook/notepad. For example, to use the scrapbook after casting a mapping spell, click anywhere on the screen to clear away the map, then click the *Apple*, pull down its menu and click *Scrapbook*. Then click *Edit*, pull down its menu and click *Paste*. The map is now saved.

TIME: Chooses the time delay between messages in the Message Box.

PREFERENCES:

PREFERRED GROUP: Once defined this is a shortcut to loading your party.

REST GROUP: This rests the party for a two hour period. Be careful when and where you use this feature. Also keep an eye on the character standing watch.

WAIT GAME: This toggles the pause on and off.

The last five choices set the size of the cursor change box when you use the cursor in the viewing window.