

Commodore 64/128 Player Reference Card

KNIGHTS OF LEGEND™

by Todd Mitchell Porter

Welcome to *Knights of Legend*! A full explanation of how to play this game can be found in the Player's Handbook, but this reference card will get you started. It also provides information specific to the kind of computer you're using.

The *Knights of Legend* Disks

Before you begin, make back-up copies of each *Knights of Legend* disk. Any copy utility will do the job. Follow the directions provided with the copy program of your choice.

At various points in the game, the computer will prompt you to insert a disk by displaying a picture of a disk and the abbreviated name of the disk it requires ("MA," for Master A, "CHR" for your character disk, "A4," etc.). If, for example, it needs disk "A5" to proceed, you will see a picture of a disk with "A5" printed on it. Insert disk side A5 to continue.

SELECTING OPTIONS

Options in the *Knights of Legend* game are presented as menu items or icons.

MENUS

The most basic options ("Create Character," "Play the Game," and so on) are presented as menu items. The first menu appears on a screen that looks like a book's table of contents.

- On the table of contents screen, options are numbered; press the number key that matches the option you want.
- On other menus, highlight the option you want with the **I** and **M** keys. Press **<return>** to select a highlighted option.
- Some menus contain too many items to fit on a single screen. The **I** and **M** keys are also used to scroll through the items on these menus.
- The **<Run-Stop>** key will allow you to go back one step and rethink your selection.

ICONS

Once you begin playing the game, options are displayed as icons — small pictures arranged along the bottom of the screen. Selecting an icon tells your character or party to do something — listen to someone in a village, engage a foe in combat, buy food, rest at an inn, travel down a road, etc.

- To select an icon, use the less than ("**<**") and greater than ("**>**") keys to move from one icon to another until the one you want to select has a white border; then press **<return>** to select that icon.

In some cases, selecting an icon (or series of icons) causes an action — your character readies a weapon or moves away from a foe, for example. In other cases, selecting an icon takes you to a new screen, where other icons allow you to examine your character(s) more closely or interact with other game characters.

On pages 6-8, you'll find a list of the icons and a brief explanation of what each one does when selected. For more information, consult the *KOL* Player's Handbook.

STARTING THE GAME

- 1) Turn your computer and drive on. Then insert disk side MA into your drive and type **Load "Boot",8** and press **<Return>**. Then type **"Run"** and press **<Return>** again. If you press the spacebar immediately, you can bypass the title sequence and begin play.
- 2) If you want to watch the animated introduction, make sure disk A6 is in your drive. You can exit the title sequence by pressing any key. When you do this, you will see the *Knights of Legend* book, the starting point of the game.
- 3) Press any key to open the book to the table of contents page. The table of contents lists the options available to you. Press the number key corresponding to the option you want.
- 4) Detailed explanations of all options can be found in the Player's Handbook. For now, select option 4 — "Install New Region" — to create a character disk. This disk will be used to store characters from the region of Ashtalarea.
First, make sure you have a blank disk ready. Then insert disk A1 in a drive and follow the directions you are given. Since you don't have disks S1, B1, etc., press **<Run-Stop>**. You will be prompted to insert your blank disk and disk A4 alternately. This procedure will automatically copy files from disk A4 to your character disk.
New character disks can be made by using the Install New Region option. As an alternative, however, you can use any copy utility to duplicate a complete character disk — one that already has the files from disk A4.
- 5) Now, you can begin creating characters by inserting your completed character disk in a drive and selecting option 5 — "Character Options."

CREATING A CHARACTER

Before you can play *Knights of Legend*, you will need to create at least one character (2-4 are recommended for first-time players).

- 1) Selecting "Character Options" from the table of contents will take you to the character creation menu.
- 2) From this menu, select "Create Character" to begin creating a new character. The various character races and types are described in the Player's Handbook. For now, select any character type that sounds interesting to you.
- 3) Type in a name for your character and press **<return>**. Next, choose his or her race, sex, and class. At any point, you can press **<Run-Stop>** to go back to an earlier option.
- 4) Once you have outlined the type of character you want, a menu will appear on the right-hand side of the screen. From this menu you can reroll your character's statistics until you are satisfied with them; then you can accept those stats.
- 5) When you choose "Accept Stats" you will be offered a variety of figures which can represent your character during the game. Scan through these, using the **I** and **M** keys, until you find the one you want. Then press **<return>** to save your character. When your character has been saved you will be taken back to the Character Options menu.
- 6) If you decide that you do not want to save this character press **<Run-Stop>** several times *before* accepting a figure and you will be taken back to the Character Options menu. The character will be discarded.

MULTIPLE CHARACTERS

Playing with just one character is risky — combat in *Knights of Legend* can be deadly, and even a well-trained, armored adventurer needs stalwart companions to survive. You would be well advised to create several characters early in your adventuring career. As many as six characters can be taken adventuring at one time and up to 16 characters can be saved on one character disk.

EDITING YOUR FIGURE AND SHIELD

No two characters are alike: Their stats are different; their race, class, and sex set them apart; and so on. In *Knights of Legend*, differences between characters even extend to the picture used to represent them during play. Using a simple image editor included with the game, you can modify existing character portraits or create your own.

To do this, go to the Character Options menu from the table of contents page. There, select "Edit Picture," if you want to change your character figure, or "Edit Greatshield," if you want to modify a great shield (also called a knight's shield) acquired during a quest. A new menu will appear listing all the characters on your disk. Select the one you want to modify.

This will take you to a new screen. On the left, is an enlarged version of your character figure. Below this is a rectangle with the word "Normal" in it. This will change to "Draw" when you begin modifying the figure. On the right, you will see the actual character image and the three current colors. The selected color is in a flashing white box. A list of available commands appears below the colors.

GENERAL COMMENTS

- Pressing the **B** key changes the size of your "brush." Ordinarily, you draw a single dot at a time. Pressing the **B** key repeatedly toggles between one and four dots.
- Modifying your figure is sometimes easier when a grid pattern is superimposed over it. To add such a grid pattern, press **G**. Press **G** again to turn the grid off.

MOVING AROUND THE SCREEN

The **I**, **J**, **K**, and **M** keys form a diamond shape on the keyboard. In Normal mode, this diamond reflects the direction each key moves the cursor: The **I** key moves the cursor up; the **J** key moves it left; the **K** key moves it right; the **M** key moves it down.

To move the entire enlarged image, use the **U** (Up), **D** (Down), **L** (Left) and **R** (Right) keys.

DRAWING

When you first enter the figure editor, you will see three colors in the upper right-hand corner of the screen. These are the active colors for that figure — the ones you can draw with. Each color has a number above it. To use one of these active colors, press the number above the color you want to draw with; a white box will appear around the selected color.

On the enlarged character figure on the left-hand side of the screen you will see a flashing square cursor. Use the movement keys described above to move the cursor to the spot where you want to draw or the part of the figure you want to change.

To draw, follow the steps outlined below:

- 1) To begin drawing, press **P**. (Pressing the **P** key again will return you to Normal movement mode.) In Draw mode, use the movement keys described above to move the cursor wherever you want to drop the selected color. If there is another color in that location, you will replace it with the new color you've selected.
- 2) To erase something you've drawn, press the **spacebar**. Use the movement keys to move the cursor wherever you want to remove a color. Pressing the spacebar erases that color from the cursor location.
- 3) To change one of the active colors, select the color you want to change (by pressing the number key corresponding to it). Then press the plus **<+>** and minus **<->** keys to scroll through the complete palette of colors until the color you want is selected.

Note that changing one of the three active colors in the image will change *all* dots of that color to the new color.

WHEN YOU'RE DONE

If you make a mistake or do something really horrible to your character figure, the <Run - Stop> key reverts to your original shape, but any color changes you made will remain.

Once you're satisfied with the way your new/revised figure looks, press the **Q** key to quit the figure editor. You'll be asked "Are You Sure?". Press **Y** (Yes) to quit; press **N** (No) to return to the figure editor. You'll be in the same mode as when you pressed **Q**. If you do decide to quit, you'll be asked if you want to "Save Changes?" Yes will save your modified figure; No won't. In either event, you'll be returned to the Character Options menu.

TO BEGIN PLAY

Once you have at least one adventurer saved on your character disk, select Option 6, "Play the Game." Select one of your characters to be the party leader by moving the highlight bar and pressing <return>. You will be able to add other characters to your party during play.

Follow the instructions that appear on your screen regarding disk insertions and your adventure will be underway. Your character will begin at one of the realm's inns.

GETTING AROUND IN KNIGHTS OF LEGENDS

IN TOWN : To leave an inn (or any other building), select the DOOR icon. Once outside, your party will be represented by a knight's helm. To enter a building, move to the end of the path leading to it and select the DOOR icon.

To move around in town, use the **I, J, K,** and **M** keys on your keyboard to move the knight's helm in the direction you want to go. You can also move diagonally by using the **A, S, Z,** and **X** keys.

IN THE WILDERNESS If you travel to the edge of town, a wilderness scene will appear. Select the DOOR icon here and you will shift to the wilderness map. Here, your party is represented by a small, flashing dot. On this map, your party can travel from town to town, covering great distances with ease.

Press the **I, J, K,** and **M** keys to move your dot in the direction you want to go. As in town, you can also move diagonally by using the **A, S, Z,** and **X** keys. You can also select the ROAD icon repeatedly to move along the road. The SIGNPOST icon reverses the direction of movement. You can only use these icons when on the roads.

DEALING WITH TOWNFOLK

As you move about in town, you can enter buildings and interact with the people inside. You can (and should) buy weapons, armor, and other goods and services. The EXAMINE icon will show you what a shopkeeper has to offer. Select the item you want. The cost will automatically be deducted from your savings.

The townsfolk may also be able to tell you something of what's going on in town and in the world. Use the LISTEN icon to ask them about any rumors they may have heard. Pay close attention to what they have to say. Words beginning with capital letters may be particularly important. Use the MOUTH icon to ask them for more information about people, places, and things. Talk to everyone you can.

There are many things to do in town — you can train with a weaponsmaster, get medical attention at an abbey, satisfy your hunger, and more. Consult the list of town icons on this card or the Player's Handbook for more information.

COMBAT

Towns are safe, but the wilderness areas of Ashtalarea are dangerous — you will probably run into bandits and hostile creatures during your journeys. When this happens you can flee or fight. A complete description of the *Knights of Legend* combat system can be found in the Player's Handbook, but here are the basics:

On the combat screen, your party members are represented by numbered figures; your foes are larger, white figures. If you have a ranged weapon ready (a bow or crossbow) or you have long range magic, you can attack enemies at a distance; if you have no such weapon, you must be next to a foe in order to attack.

To make a ranged **weapon attack**, select the FIRE icon. Specify a target by using the I, J, K and M keys to move the round, flashing cursor over one of your opponents and select the YES icon. The U-TURN icon will allow you to select a different target.

To **move** next to a foe, select the MOVE icon and the direction you want to move. Then pick a specific movement icon (WALK, RUN, SPRINT, FLY, FLY FASTER, or ZOOM).

To **attack**, select the ATTACK icon, if you have a weapon, or the FIST icon if you're unarmed. Then select an attack style (NONE, BERSERK, HACK, THRUST, or SLASH if you're armed; NONE, KICK, BASH, HEAD BUTT, or PUNCH if you're unarmed). Aim your shot (HIGH, BODY, or LOW) and pick a defense (NONE, PANIC, STAND, BACK UP, DUCK, DODGE, or JUMP). Finally, select the YES icon to enter the sequence of commands (or the U-TURN icon to rethink your selections). Repeat for each member of your party.

Once you've entered the options for the current round, you'll be given a final chance to flee. If you're losing badly, select the PANIC icon. Your characters will probably drop any readied weapons, but they'll live to fight another day.

Assuming you don't take the opportunity to flee, combat will begin and you will see the results of your tactical decisions (and the decisions of your foes). Combat can last several rounds — until you've defeated your foes or been defeated by them.

SAVING YOUR CHARACTERS

As your characters become more powerful and accumulate wealth and weapons, you'll want to save them to disk often. To do this, you must spend a night at an inn.

Enter the inn of your choice and select the REST icon. If you have enough gold to pay for a night's stay, the innkeeper will ask which of your party members will be staying. You can select any or all of them. If you select all, you will be asked if you want to quit the game. If you answer YES, your characters will be saved and you will be returned to the table of contents page where you can turn the computer off. If you answer NO, your characters will be saved and you can turn the computer off or continue playing. Your characters' possessions, skill levels, and overall condition will be preserved.

To restart a game, select a saved character as your party leader and fill out the party with other characters you saved the last time you played *Knights of Legend*

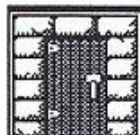
GENERAL PURPOSE ICONS



Swap Disks: Insert the indicated disk in any drive. Remember that the *KOL* disks are two-sided, so you may have to flip a disk and insert it label side down.



Spacebar: Press the spacebar to go to the next text screen.



Door: Enter or exit a building, a wilderness area, or a town.



Yes: Confirm that you want to accept an NPC offer or execute a command.



No: Turn down an NPC offer or negate a command.

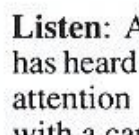


U-Turn: Go back to a previous screen or change a command.

TOWN ICONS



Mouth: Ask an NPC a question (by typing in your question) or eat a meal.



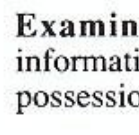
Listen: Ask an NPC if he/she has heard any rumors. Pay close attention to words that begin with a capital letter.



Rest/Save: Heal a character (in abbey) or save a character (in an inn).



Companion/View Party: See all party members on the screen at once or (at an inn) add characters to your party.



Examine: Get detailed information on an item in your possession.



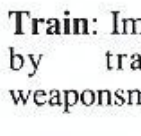
TOWN ICONS



Anvil: Forge an ingot into a personalized weapon or, at the armorer's, fit armor.



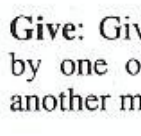
Sell: Sell items to a shopkeeper.



Train: Improve a combat skill by training with a weaponsmaster



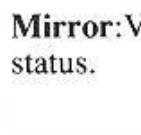
Magic: Ask a wizard for magical training.



Give: Give an item possessed by one of your characters to another member of your party.



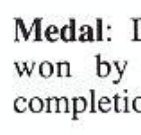
Armor Up: Put on and view a character's armor, weapons, and other equipment.



Mirror: View your character's status.



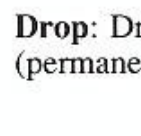
Scroll: List the names of a character's magic spells.



Medal: Display all medals won by your character for completion of quests.



Pack: Put an item in your pack.



Drop: Drop a weapon or item (permanently).



TRAVEL ICONS



Road: Move along a road.

Signpost: Change directions while moving on a road.



COMBAT ICONS

Miscellaneous



Drop: Drop a weapon or item. (In combat you *can* pick up a dropped weapon or item.)

Pick Up: Recover a weapon or item dropped in combat or left by defeated foes. Also used to pick up an item you need to complete a quest.



Ready: Draw a weapon from a sheath so you're ready for combat.



Sheath: Put a weapon in a sheath worn on your character's belt. Bows can't be sheathed.

Switch: Exchange a readied weapon for one in a sheath.



Movement



Move: Prepare a character for movement on the ground or in the air.

Land: Bring a flying character back to the ground.



Walk: Move slowly on the ground

Run: Move more quickly on the ground.



COMBAT ICONS (Continued)



Sprint: Move as quickly as possible on the ground.

Fly: Move slowly through the air.



Fly Faster: Move quickly through the air.



Zoom: Move as quickly as possible through the air.

Attack (General)



Magic: Cast a spell.

Attack: Fight with a weapon.



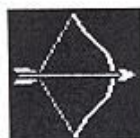
Fist: Fight unarmed.

Attack (Missile)



Load: Prepare a crossbow by putting a bolt in it.

Fire: Attack with a bow or a loaded crossbow.



Attack (Weapon)



None: Devote all of your energy to defense.

Berserk: Attack wildly, without thought to defense.



Hack: Swing a weapon downward.

Attack (Weapon)



Thrust: Stab straight ahead with a weapon.



Slash: Swing a weapon in a side-to-side arc.

Attack (Hand-to-Hand)



Kick: Attack with the feet.



Bash: Attack with both fists or a shield.



Head Butt: Attack with the head.



Punch: Attack with one fist.

Attack (Aiming)



High Shot: Aim at the head.



Body Shot: Aim at the body.



Low Shot: Aim at the legs.

Defense

Panic: Devote all of your energy to defense with no thought to attack



Stand: Take minimal defensive precautions.

Back Up: Back away from an attacker without disengaging.



Duck: Drop below an attack.

Dodge: Shift your body to one side to avoid an attack.



Jump: Leap above an attack.



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