Legends II:
The Sequel

By Donn Granros

Boredom settles on Legends...

After fighting dark knights and evil monsters, vanquishing Ashtar Kreel and closing the Western Portal, going back to a life of trading lies in the Tall Tales Pub seemed very hard. Sure, you could have rested on your laurels and driven your future grandchildren crazy repeating the stories of your exploits over and over, but you felt too young to let moss grow over you yet.

Hearing of recent sightings by fisherman of a new land over the Eastern ocean, you and your comrades gathered arms and armor and charted a ship to sail you to the land over the horizon. After an arduous voyage (which you mainly spent guarding the railing against seamonster attacks, or so you told the laughing sailors), land was finally sighted.

As luck would have it, though, a storm began brewing as your vessel approached the shore. High winds whipped enough cold ocean-spray to drench you to your bones as the dark waters churned and the sky became as dark as night. Afraid of the one monster you can never best, the sea in all its fury, you and your friends retired to the ship's cabin. After minutes of rocking and buffeting, the ship began to creak and groan. Then, you heard a massive crunch - the ship was going down! You grabbed your weapons and as many of your possessions as you could and scrambled up the stairway as water began to flood your cabin.

Your ship was foundered on the shoals at the entrance to a bay, which the pilot, for good or ill, attempted to enter to weather out the storm. As the ship began to list to the side and massive waves crashed on the deck, you and your party hurriedly stripped off your armor and abandoned most of your weapons and gold. Heavy armor and weapons, despite their uses, are not an asset when trying to do the backstroke.

Sighting one of the few remaining lifeboats you jumped aboard as the huge ship sank from view.

At this point you were reconsidering the wisdom of not becoming a farmer, like your father.

With the longboats lashed together, the sailors started to row away from the forbidding rocks that guarded the entrance to the safe harbor ahead - rocks that your ship, unfortunately, didn't avoid as well. Suddenly, a sailor to your left gave out a cry, and pointed inside the harbor. Lights! Everyone saw them and let out a cheer... civilization and, perhaps, safety ahead!

Hours later, after the storm died, your boat pulled to the beach about a mile or two away from a town on the shore of the bay. Resisting the temptation to kiss the ground, you and your party headed towards the town wearing nothing but rather damp underwear. You hoped that this style of dress was not considered too unusual in this part of the world.

Upon entering town, the arrival of your party in its current state of attire, was preceded by hoots, howls and guffaws by some of the village louts. Several more compassionate citizens supplied your band with poor but serviceable clothing after hearing of your plight.

Now, dressed and feeling just a bit less conspicuous you ventured farther into town to explore and get your bearings. During your wanderings you ran into the ship captain and his crew. After exchanging greetings and wishing each other luck, the captain headed off in search of another ship. Your party ventured off towards the nearest tavern - which as any experienced adventurer knows, is the best place to ask for information (besides, you could use a few drinks right now).

An hour later, you've learned quite a few things. One, you don't have nearly enough money to pay for passage home (after all, most of your gold is now sitting at the bottom of the ocean with the fishes). Two, you overhear many interesting tales, one of which concerns a hidden treasure trove. Maybe, just maybe, there is an adventure here for you............

What Is Legends II: The Sequel?

As the title indicates, *Legends II:The Sequel'* , is a sequel to the enormously popular *Legends'* fantasy role-playing graphics adventure, also by Donn Granros. This program is a continuation of the previous game. This manual assumes that you have read the manual for *Legends'* and you are familiar with the terms and concepts in it.

If not, please re-read pages 8-13 of the *Legends'* manual for information about characters, parties, the various classes, and so on. You may also wish to refer to the sections "Combat". "Monsters" and "Events, Objects and Other Things of Interest". There are many differences in these areas from the first game, which will be noted in this manual, but many similarities as well. It is assumed that you are familiar with *Legends'*.

Legends' is not required to play *Legends II:The Sequel'*, but it is highly recommended. If you use the stock players that come with the game it will prove very difficult to solve. Your characters have a distinct advantage depending on how far they progressed in the original game - what levels they achieved, the number of quest objects they found, and the amount of gold and weapons they garnered in the first game.

Startup Procedure

Legends II:The Sequel' is distributed on three disks - appropriately labeled "Disk 1", "Disk 2" and "Disk 3". This game is undoubtably the largest ever written for the TI-99/4A (who else would be stupid enough to spend over a year writing such a game for a "dead" computer?).

The game is a combination of assembly language and Extended BASIC, and requires the Extended BASIC module, 32K and a single disk drive, or a Geneve 9640. A color monitor is recommended to fully appreciate the graphics.

Before doing anything with the game, load a disk manager and back-up copies of the game disks onto new disks. If you have Double-Sided/Double-Density disk capability, you can place all of the disks onto one disk. Store your original disks in a safe place. Don't give away copies of either to your friends - we didn't put copy-protection on this software for your convenience, and because we trust the TI community will purchase our software and keep us in business - not because we don't know how.

If you currently own a copy of *Legends*, you can transfer your party into *Legends II* if you wish. Refer to the section entitled "TRANSFERING YOUR *Legends* PARTY INTO Legends II". If you have not played *Legends* a pre-made party has been furnished for your use.

Loading Legends II

IMPORTANT: DO NOT REMOVE THE PROGRAM DISK FROM THE DRIVE WHEN PLAYING *Legends II*.

1)If you do not wish to transfer your party from *Legends* into Legends II then turn on the computer, insert "DISK 1" in drive #1 and select Extended Basic from the menu. *Legends II* will automatically load and run.

2)If you want to transfer your *Legends* party into *Legends II* please refer now to the following section.

Transferring your Legends party into Legends II

1)Insert "DISK 3" into drive #1 and select Extended Basic from the menu. The conversion program will automatically load and run.

2)When loaded the conversion program will prompt you to: "INSERT YOUR Legends DISK INTO DRIVE (1)". NOTE: This can also be any disk which contains your Legends 1.1 party file.

3)After you have inserted "DISK 1" then press any key to proceed with the conversion process.

After your party file has been loaded, characters will be converted automatically. As each character enters *Legends II* his name will be displayed on the right side of the screen.

When all characters have been converted *Legends II* will display: "YOUR PARTY HAS ARRIVED".

4)You will now be asked to Insert "DISK 3" into drive #1. When ready, press any key and a copy of your party will be made on "DISK 3".

5)When this process is finished, you will be asked to Insert "DISK 1" into drive #1. Your party will then be saved to "DISK 1".

6)After saving your party to "DISK 1", you will be asked if you wish to begin *Legends II*. Press Y if you wish to start or N if you wish to exit the program.

NOTES ON THE CONVERSION PROCESS: Everyone enters *Legends II* as a third level character regardless of the level achieved in *Legends*. However, higher level characters from *Legends* will arrive in *Legends II* with significant advantages over lesser characters. They will start *Legends II* with better skills, more hit points, and larger starting amounts of gold and potions.

Grumble Village

This is the only town in this area of *Legends*. Geographically it is located somewhat to the east of the town of Wizards Rock which was the central town in *Legends*. Points of interest in Grumble are detailed below:

THE GRUMBLE VILLAGE MAIN SCREEN

GOTO:

1)INN
2)POTIONS
3)TEMPLE
4)TRAINING

VIEW:

5)PARTY ASSETS
6)MEMBERS
7)UTILITY
8)LEAVE

Press the number next to the name to visit that area.

THE INN:..........

1)*REST YOUR PARTY*, this is a great place to rest   after a hard day of adventuring. Characters will have all hit and magic points fully restored after resting. However, this will not help dead characters.

2)*HEAD FOR THE TAVERN*, this is the primary social area of Grumble. Your party should pay careful attention to the conversations that you overhear. Some may be true and others might be total nonsense, you will have to find out for yourself.

3)*EXIT*, returns to the main screen

POTIONS:..........

As you enter this shop you will be greeted by a very old creature. He asks if you wish to see his wares. If you do press Y or N if you wish to leave. If you wish to buy a potion, The list of available items will be displayed along with the price and the amount of gold your party has available.

You can continue to buy potions, providing you have enough gold, or can leave at any time. If you try to buy a potion which costs more than the gold you carry you will be politely evicted by the proprietor.

TEMPLE:..........

Nevis Fred is the Mercenary Temples only priest. His concerns rest solely with reviving the dead. Unless one of your party is dead he will show little interest in talking with you as he is generally kept quite busy in this game.

He charges 500 Gold per resurrection cash only. BLUE CROSS, PHP, GROUP HEALTH and credit cards not accepted.

TRAINING:.........

Big Arnie runs the Grumble Adventurer Training Center. He acquired considerable experience in this area by starring in a series of mostly forgettable but violent films.

Upon entering the training center, you must select the character who wishes to train. Select character 1 to 4 or press 5 if you decide to leave.

Whether or not a character can be trained is dependent upon experience gained. If a player has not gained enough experience, you will be informed as to how much more will be required to advance in level.

Assuming that your character has the required amount of experience, the training cost will be determined by Big Arnie. You can decide at this point if you wish to proceed.

VIEW PARTY ASSETS:..........

Displays your parties current holdings. You will be shown how much gold you possess, how many potions and what items you have found, if any.

VIEW PARTY MEMBERS:.........

Displays "VIEW WHOM 1-4, 5 EXITS". Press the number of the character you wish to examine or 5 to exit. Shows your characters current status.

UTILITIES:..........

1)*SAVE GAME*. Saves your party file to game disk (1)
2)*BACKUP PARTY*. Saves you party file to another disk.
3)*LOAD OLD PARTY*. Use only if you wish to replace your current party file with another Legends II party.
4)*RENAME PLAYER*. Allows you to rename any of your characters in your party. At the prompt "ENTER A NEW NAME" type in the new character name (no longer than 6 characters) and then press enter. The program will the display "GIVE TO WHOM? 1-4, 5 EXITS". At this enter the number of the character whose name you wish to change or press 5 to abort.
5)*EXIT UTILITIES*. Returns to main menu.
6)*EXIT LEGENDS II*. Does what it says.

LEAVE:...............

This command allows you to leave Grumble and venture into the world outside. You will be asked to confirm your choice, "REALLY WANT TO LEAVE? YN". Select "Y" to proceed or "N" to remain in Grumble.

DIFFICULTY LEVEL:..........

Assuming that you really are leaving you will be asked to "SELECT DIFFICULTY LEVEL 1-8". Level 1 is the least difficult and level 8 should not be attempted by any but the strongest, most experienced parties.

Difficulty level directly alters the strength, number, attack skills, and damage capacity of the monsters you will face. As your party advances you may wish to alter the difficulty level up as you also gain more experience and gold at the higher levels.

After confirmation of your choice of level you will be on your way out of town.

Legends II, The World Outside and the World Underground

The world outside Grumble is a hostile and dangerous place. But then you and your party have chosen a the adventurers path and as such must accept danger and adversity in your quest for knowledge, fame and fortune. More than a few obstacles will block your way and your enemies are many. But, during your quest you may also find some friends.

On and Around Femble Island

GEOGRAPHIC FEATURES. As you travel you will find yourselves traveling over plains and fields, into primeval forests, through dark swamps, and into the ruins of old fortresses and over old pathways.

ISLAND INHABITANTS. There are quite a few species of monsters known to reside in the area. The safest areas to travel over are the plains and fields which comprise the bulk of the territory. Lower level parties may wish to confine most of their initial explorations to these areas. Dragon sightings have been reported in the flower fields, some dragons are known to have a great love of flowers, and titans live in the swamps. Orc patrols have been seen in the forests and evil sorcerers travel the pathways.

Little is known about the ruins other than there seems to be a large amount of activity in their vicinity. Reports also indicate that unusual numbers of trolls have been sighted, mainly in the area of Troll bridge and nearby areas.

OTHER THINGS. Aside from monsters, your party may want to carefully look over the area. There are things of interest that may be quite hard to detect. Rumors hint of some secret passages located in the ruins. You may also find other useful information by listening carefully at the *GORFIL INN* located in beautiful downtown Grumble.

SAFE HAVENS. Rangers have special talents in the wilderness. Assuming that the parties ranger is alive he may be able to find safe areas where the party can rest for a time and heal wounds and restore spent magic points. If your ranger discovers such an area the program will display... "RANGER FINDS A SAFE HAVEN." At this point you may wish to press the "Q" key to enter camp. You may then select "REST" from the CAMP menu.

If you choose to rest, your will be prompted "REST HOW MANY HOURS?". The longest the party can rest at one time is 24 hours. Enter the time you wish to rest as 01-24 and press ENTER. Up to 24 hit points and 24 magic points will be restored as you rest.

After 24 hours there is a great probability that the area will no longer be safe to rest in. Assassins may attack your party in their sleep and you will find yourselves in battle unprepared. As such you will enter combat at a negative 6 to the parties armor class.

Once your ranger finds a "Safe Haven" you may wish to notes its Location for future use. To assist in relocating this or other things you may find, press the "A" key. When pressed the "A" key will show information regarding the parties current location. IE, WHICH SCREEN YOU ARE NOW ON, AND CURRENT ROW, AND COLUMN POSITIONS.

Legends II, In the Dungeons

As you explore you will encounter entrances to various areas located below ground. Some of these areas are monster-ridden and some are not. All hold great dangers. Some also contain great treasures. Here too, may lie the secret of your quest.

Explore these areas with great care. The dungeons do not suffer fools lightly. Every step may be your last.

(*Editors note*: "Gee whiz, is it necessary to be so dramatic, I thought you told me this game was supposed to be like WHEEL OF FORTUNE. Who will want to play a game where you have to think and might croak at any time. Good grief. what have you done?")

Any how, excuse the interruption but any one who thinks they will find Vanna White in a dungeon should consider another game. Besides that guys last great idea for a program was "Checkbook Parcheesi". Anyhow, maybe we can now move along without having to endure further nonsense from this guy.

OF MONSTERS AND DUNGEONS. Your valiant band of heroes will indeed have to survive many encounters with the local, and colorful, monster population. There are approximately twenty types that you may encounter during your explorations. Some monsters possess special capabilities, all are lethal to the careless or unprepared party. After winning a battle, you will not be in immediate danger of further confrontations until you start moving again. This would be a good time to use your store of potions to renew lost magic points and to heal wounds that your party may have suffered in combat.

At some points you will encounter guardian monsters who will demand that give them a specific password before allowing your party to proceed. The guardians are immensely powerful and are not terribly patient. They can destroy almost any party with little effort. Unless your goal is having your party totally destroyed, do not engage them in combat. They will not accept bribes to let you pass, and you cannot run away. If you don't know the passwords, you have missed finding the book that contains them and you may wish to consider going back to find it.

A FEW HINTS:

1) Do not confront undead type monsters until your cleric has advanced to fifth level and has learned the "TURN UNDEAD" spell.
2) Be aware that each monster has a different level of magic resistance. Note which monsters are difficult to cast spells upon so you will not waste valuable magic points. As your magic users gain experience and greater levels, their ability to successfully cast spells also improves.

3) Keep enough gold in reserve so your party can surrender if it appears that you will be defeated. Most monsters will take bribes and will then leave. Generally it is useless to try to bribe guards. They tend to be very offended at this and will attack.

4) Explore the dungeons slowly. If you are nearly out of potions and your party is badly injured, consider leaving and resuming at another time.

5) All dungeons have four levels. Stairs going down can be located at any place on a dungeon level.

Legends II, Still in the Dungeons

TRAPS AND TREASURES. Useful items and gold can be found scattered around almost anywhere in the dungeons. Dungeons which are inhabited by monsters will seldom have any items of value lying around, other than bags of gold and you may stumble upon a potion or two. These items will be added to your inventory as you find them.

In the areas that do not contain monsters you may find chests which hold various types of treasure. As is often the case with great treasures, at least in this game, a trap may have been installed to deter adventurers, such as yourselves, from opening it.

If you come upon a chest, You will be presented with several options: The program will display "A CHEST IS FOUND, OPEN IT? YN". If you choose to open the chest, press "Y" to proceed or "N" to leave the chest without opening it. (You can leave a chest and return to it later if you wish.)

If you choose to open it, your party has the following options available:

1) OPEN THE CHEST 2) CHECK FOR TRAPS 3) LEAVE

1) This means opening the chest without checking for traps. If you wish to this, Legends II will respond "WHO WILL OPEN IT? (1-4)". At this point select the member of your party who you will open it. If the chest holds a trap this member will sustain some injury.

2) If you choose this option, you can have a member of your party check in advance to see if the chest is armed with a trap. If a trap is found, the program will display "A TRAP IS FOUND" , "ATTEMPT TO DISARM IT? YN".(Note that the character discovering the trap also will be responsible for the attempt to disarm it.) You may at this point choose to leave the chest alone or proceed with disarming it. If you fail to disarm the trap, the party member who tried to disarm it will be injured. Rangers generally have the best disarm trap skills.

3) The chest will be left alone and your party can continue on its way.

Traps aside, chests may contain many valuable items. A chest may hold up to five different items. Usually these items will be made up of gold, armor, shields, weapons and possibly a potion.

Gold and potions will be automatically added to your parties inventory as they are found. If you find a weapon, type of armor, or a shield, a description of the item will be shown along with its point value. This indicates the effectiveness of an item, either in terms of protection, as in the case of armor or shields. or its damage value, should you find a weapon. Items with higher point values are more effective. If you choose to keep an item, you will be prompted "GIVE TO WHOM? 1-4, 5 EXITS". Enter the number of the character you wish to receive it, 1-4, or press 5 to drop the item and examine other things which the chest may hold.

When all the contents of the chest have been examined, *Legends II* will display "THE CHEST IS EMPTY, YOUR EXPLORATIONS CONTINUE". Press any key to resume your journey.

Legends II, Movement and Options

WAITING...

At certain times, Legends II will pause so you can read information displayed on screen. This state is indicated by a small flickering block usually located to the right of the text. To proceed, press any key.

MOVEMENT...

Move your party using the E,S,D,X keys.

OPTIONS (ISLAND)...

While traveling over the island, pressing the "A" key will give you information regarding the screen your party is now on, and also your current row and column position.

Pressing the "Q" key will bring up the "CAMP" menu. When in camp you can use potions, and examine the current status of your party and its individual members. You can also receive information on the amount of experience your party has gained during this outing.

While in camp on the island, two other options are available, REST and SAVE GAME.

REST...

Allows your party to sleep for a time and will assist in healing injured characters and will restore some used magic points. Most areas of the island are not safe places to rest and you may find yourselves attacked in your sleep. Please refer to the section describing "SAFE HAVENS" before using this option.

SAVE GAME...

You can save your game on the island that you are not in combat. Please note that using this option will exit Legends II. When you restart the game you will begin again in Grumble Village.

OPTIONS (DUNGEONS)...

Same as above, except you cannot rest or save your game while in the dungeons. Any rest in the dungeons tends to be of a rather permanent nature. The "A" key is not active.

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