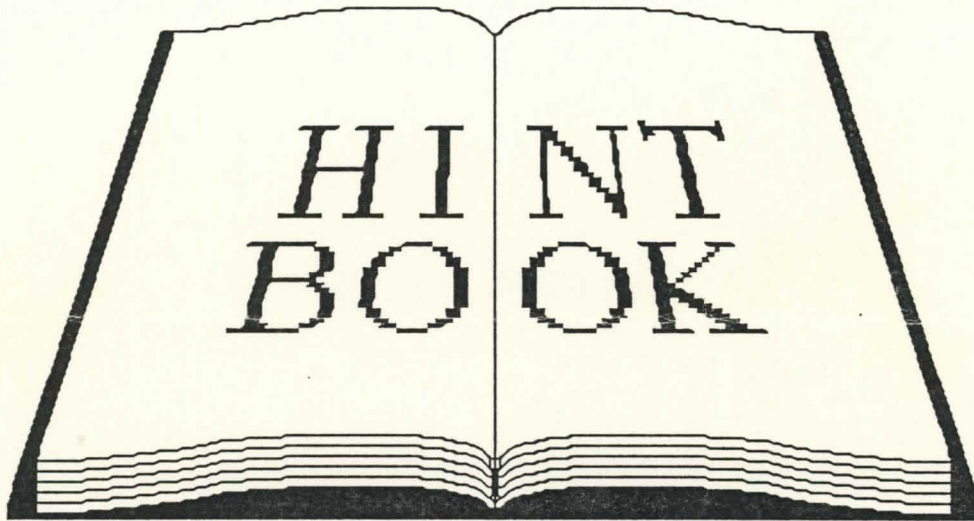


Legacy of the Ancients

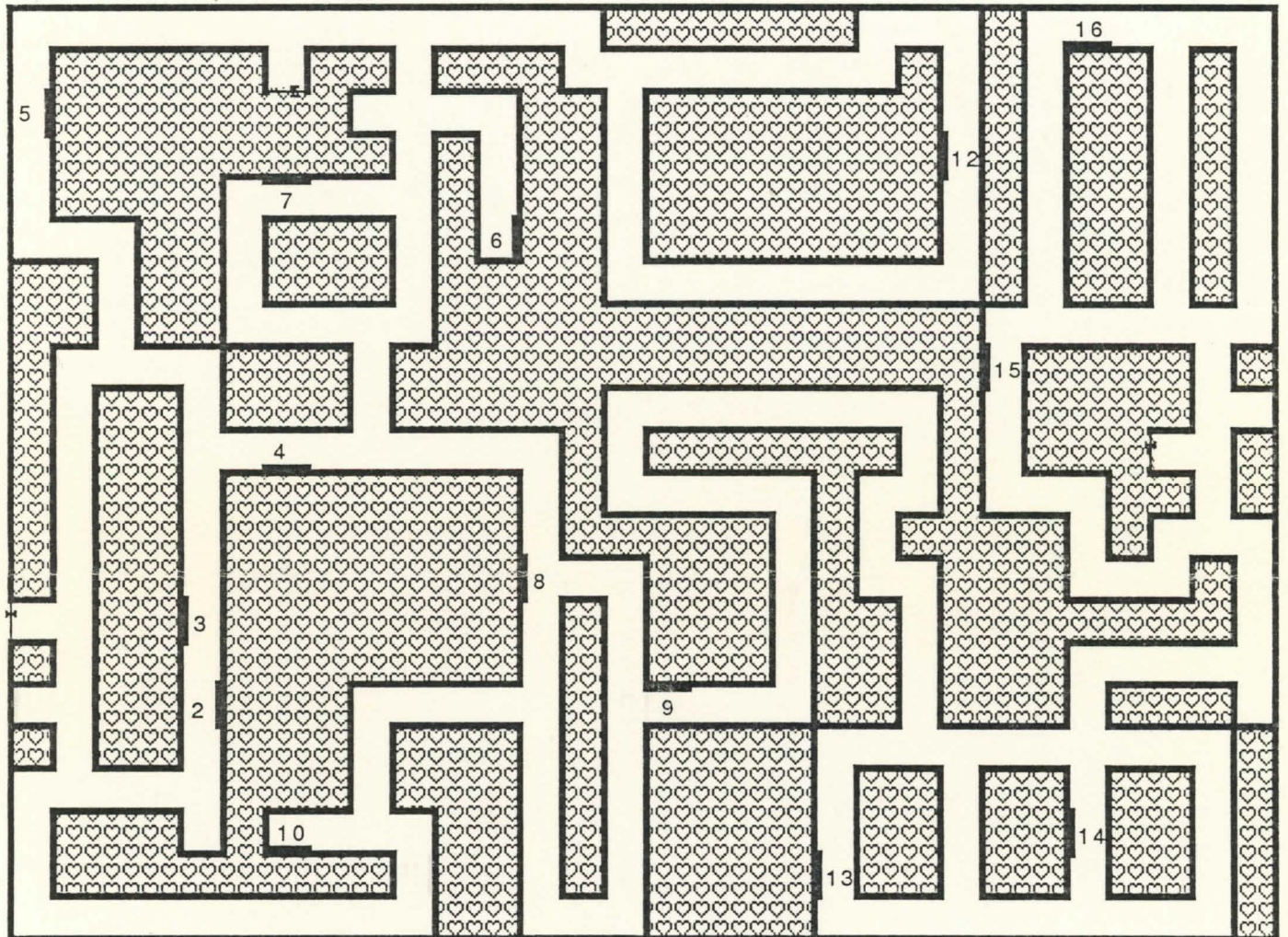


Created by A.E. Gosselin
and Mark Klooster



Gosselin
Computer Consultants

The Museum

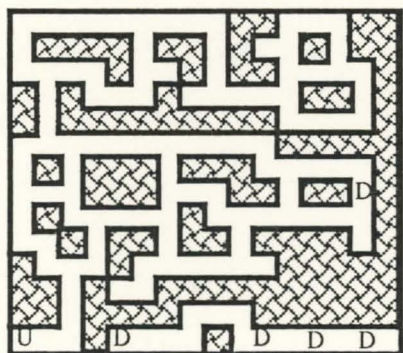


MUSEUM LOCATIONS

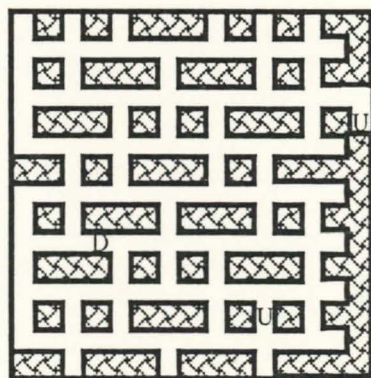
- 1 - Caretaker
- 2 - Stones of Wisdom (Amethyst Coin required)
- 3 - Ancient Artifact
- 4 - Thornberry (Jade Coin required)
- 5 - Herb of Life (Topaz Coin required)
- 6 - Tapestry (Amethyst Coin required)
- 7 - Flower Fountain (Jade Coin required)
- 8 - Weaponry (Jade Coin required)
- 9 - Lost Display (Sapphire Coin required)
- 10 - Pirate Treasure (Topaz Coin required, get Sapphire Coin)
- 11 - Welcome
- 12 - Native Currency (Topaz Coin required)
- 13 - The Test (Sapphire Coin required)
- 14 - Pegasus (Diamond Coin required)
- 15 - The Guardian (Turquoise Coin required)
- 16 - Four Jewels (Ruby Coin required)

The Test-Catacombs of Armak

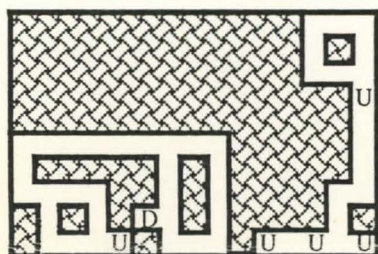
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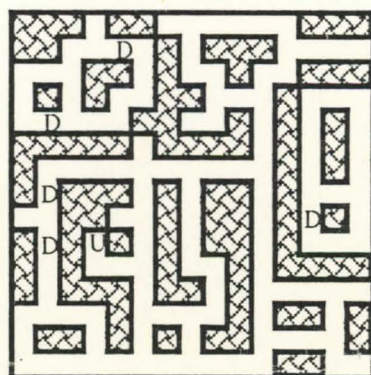
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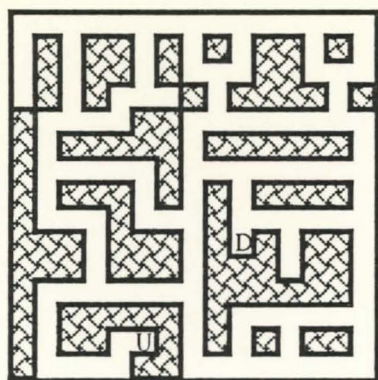
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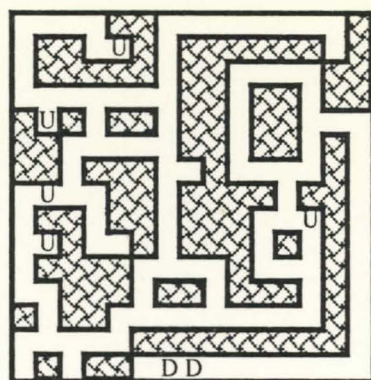
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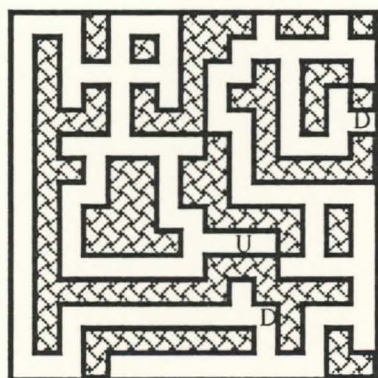
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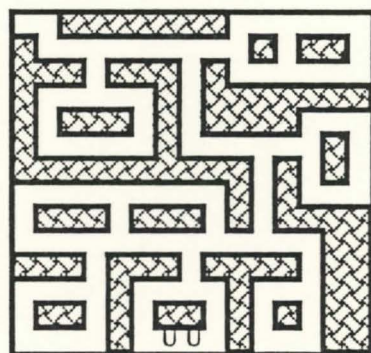
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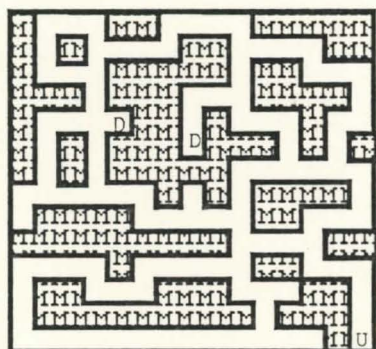


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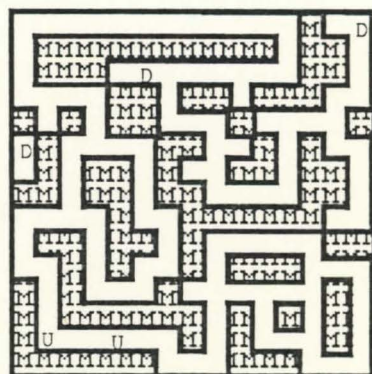


The Pirate's Treasure

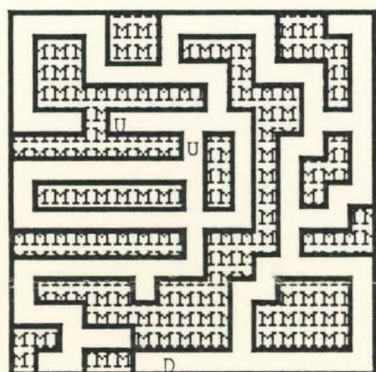
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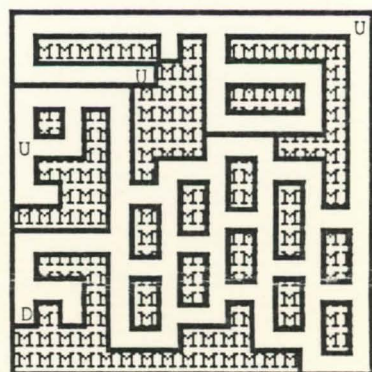
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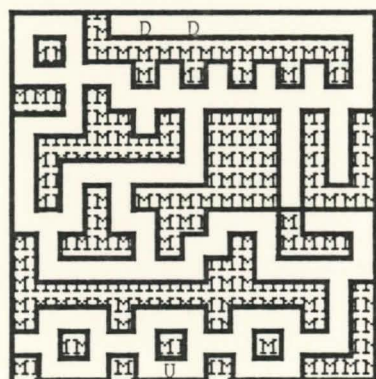
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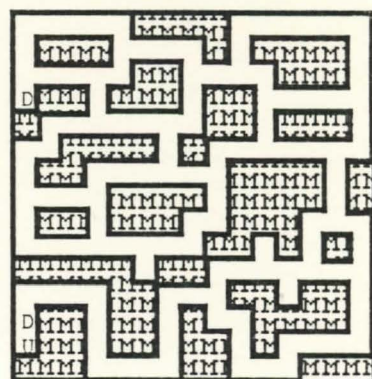
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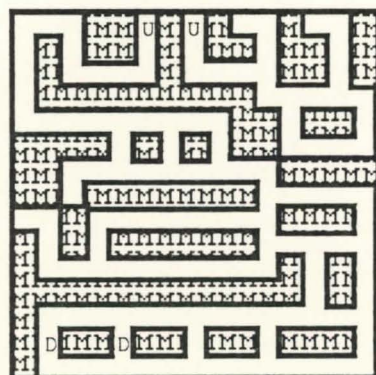
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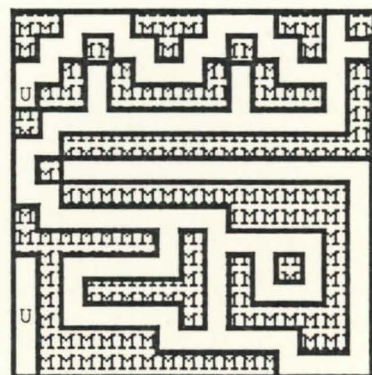
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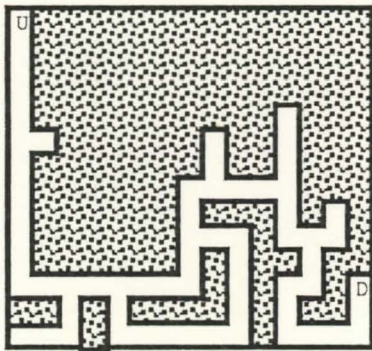


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The Four Jewels

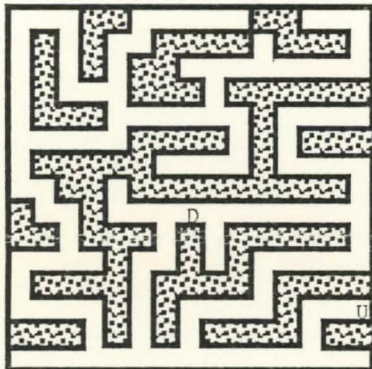
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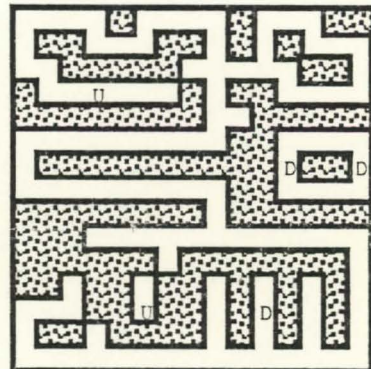
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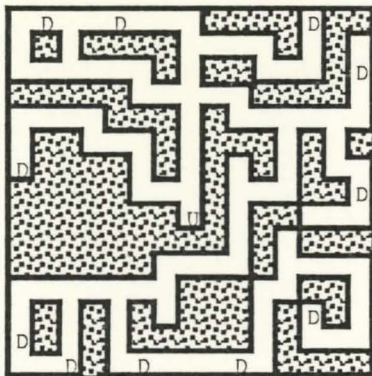
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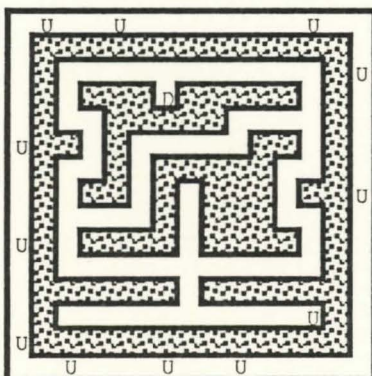
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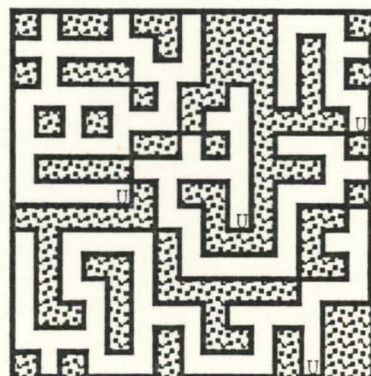
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LEGACY OF THE ANCIENTS SEQUENCE GUIDE

To solve LEGACY OF THE ANCIENTS in the quickest amount of time, follow this schedule of events:

1. Use JADE coin to get knife at WEAPONRY exhibit.
2. Use JADE coin to go to THORNBERRY.
3. Visit all towns in order to play flip-flop and make lots of money and build ENDURANCE and DEXTERITY in training shops.
4. Buy at least 100 firebolts and whatever other objects you can until you have a TOPAZ coin.
5. Use SEEK spell to go to museum. Use TOPAZ coin at HERB OF LIFE exhibit.
6. Twist Armband at door to go outside. Go to Mazelton and buy as many Healing Herbs as you can. They get more costly later.
7. In the center of the island is Alanville. Go there and buy a boat. Sail North to the tiny island. Enter the Castle. Blast away guards with your Firebolts and use healing herbs if your hit points get low. Open every treasure chest. Take the Magic Seeds and Tulip. Speak to the Temptress and ask for Charm.
8. Explore towns until you have 2 Topaz coins and 2 Jade coins. Go back to museum.
9. Use JADE coin at FOUNTAIN exhibit to return tulip for Charm. Use JADE coin at WEAPONRY exhibit to get bladed staff. Use TOPAZ coin at NATIVE CURRENCY to get more gold. Use TOPAZ coin at PIRATE'S LAIR.
10. Go to Eagle Hollow and buy a boat and the best armor and weapons you can. Stock up on Kill Flashes and Psycho Strength spells. Get in boat and sail. Due West is the Pirate's Lair. Fight your way through the 8 level dungeon and get the Crown, SAPPHIRE coin and AMETHYST coin. Sail back to main island and go back to Museum.
11. Use AMETHYST coin at STONES OF WISDOM exhibit and play until your intelligence maxes out at 60. Use SAPPHIRE coin at LOST DISPLAYS exhibit.
12. Go back outside from door and get another AMETHYST coin and SAPPHIRE coin. Stock up on supplies for battle.
13. Return to museum. Use AMETHYST coin at TAPESTRY exhibit. Use SAPPHIRE coin at THE TEST exhibit and fight your way out.

14. The Caretaker will now give you Magic Ice. Go to Kelfor's Castle, North of Alanville. Throw Magic Ice on Water. Walk on ice to other side. Slay every guard, get the four keys, and the TURQUOISE coin. Use hidden path to avoid gas trap. Go back to museum.
15. Use TURQUOISE coin at THE GUARDIAN exhibit to learn password.
16. Go back to castle and do not fight anybody. Use Magic Seeds for invisibility. SPEAK password at the door you couldn't open earlier. Imprisoned Healer will now give you Magic mark.
17. Go to Eagle Hollow in pirate's lair and speak to healer to get RUBY coin. Stock up for war and go back to museum.
18. Use RUBY coin at FOUR JEWELS exhibit. Fight your way down. Get the 4 jewels. Get out alive.
19. Go to Cobbleton and sell everything you have. Get a DIAMOND coin and as many healing herbs as possible!!!
20. Use DIAMOND coin at PEGASUS exhibit and go into the Fortress.

FORTRESS HINTS

21. The gas chamber is inevitable whichever of the two paths you choose. You will lose all your armor and weapons.
22. Trouble with prison life? SPEAK to guard and give him his just desserts.
23. Check every room in castle. You might find some armor. Specifically, OPEN then TAKE at the stand will make you feel less vulnerable.
24. Kill the guards blocking your path. Use Healing Herbs as necessary.
25. There is no way to avoid the SONIC trap when you see the warlord. Use Healing Herbs to cure paralysis. Take Hidden path out and continue fighting guards.
26. After you throw Magic Ice again, the Compendium will attack you. Walk to stand and Use GUARD JEWELS to stop attack. Use Healing Herbs. Take Compendium. Walk to Warlord. Beat the #"\$# out of the Warlord and watch your hitpoints. Take exit behind dead Warlord.
27. Fight your way out of Fortress and hurry!
28. Go back to museum. Visit Caretaker. Visit Ancient Artifact exhibit. Visit Caretaker again and enjoy finish.

