

LEGACY of the ANCIENTS™



-MYMACKEN-

COMMODORE 64 & 128*
64K; Blank disk required
1541 & 1571 disk drive
*in C64 emulation mode

BY QUEST SOFTWARE, INC.



ELECTRONIC ARTS



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U.S.A. and Canada.



About the Artists: In spite of the fact that they are twin brothers, Chuck and John Dougherty bring very different experiences to the field of computer gaming. They attended the same Michigan university, but Chuck studied psychology and pursued a career in that field, while John got a master's degree in computer science and went to work for Bell Labs. It wasn't until years later that they discovered their mutual love for adventure games and decided to build their own. Chuck's love of game theory and John's passion for computers proved to be a sure-fire combination. When not building computer games, Chuck flies airplanes and plays his piano—while John plays and sings in a small musical group and indulges his interests in golf, bicycling and frisbee. Both brothers live in Michigan.

The life of a Tarmalon shepherd is a simple one. In truth, you've never been even as far as Holy Point, a small city ten days march to the north. Like everyone in the realm, you've heard tales of great wizards and powerful magic. You've even listened to stories of ancient travelers from the lights in the sky. But nothing unusual has ever happened to you—or anyone you know.

Suddenly, you notice that the wildlife is strangely quiet. You glance up from your thoughts to see a crumpled figure by the side of the road. Nervously, you kneel down to check the body. It's a dead man. His corpse is still warm. There's a look of panic on his face, a gold bracelet around his wrist, and a leather scroll clutched tightly to his chest.

Your common sense tells you to run. Whatever killed this man is probably still nearby. Yet something compels you to linger. You find yourself tucking the scroll into your tunic. The bracelet is trickier, but you manage to unfasten it and snap it around your own wrist. Rummaging through his cloak, you find some papers and an odd black disk.

Looking around with care, you hasten on your way. But before you've gone more than a few steps, your senses begin to waver and shift. As you shake your head to clear your vision, you see standing before you a magnificent structure, where nothing but weeds and swamp had been before. Stone walls shine in the sun. Giant columns reach toward the sky. A shimmering archway beckons. You walk slowly through it, as if in a daze.

Your adventures have just begun.

About Our Company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send \$1 and a stamped, self-addressed envelope to: Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404.

Dungeon Slime Never Looked So Good.



Rich Graphics

Full-color, scrolling 3-D mazes. The flickering shadows of torchlight on moldy walls. The blood dripping from a monster's teeth. The richest graphics you've ever seen in a role-playing game.

Incredible Sound Effects

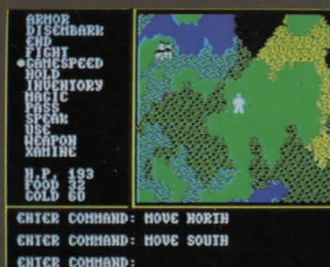
The squish of swamp muck between your toes. Buzzing electric force fields. The echoing roar of your Kill Flash spell. You'll be amazed at the sounds your computer can make.

Enormous Variety

You want a lot to do? Lots of choices? You've got it. A dangerous quest. A fast pace. Continents, oceans, wilderness, towns, dungeons, a castle and a fortress to explore. Puzzles. Gambling. Fighting. Magic. Everything you love about fantasy games—and lots of things you've never seen before.



You'll find 24 dungeon levels, each with a different look and challenge. Monsters, magic items and logic puzzles abound.



Trek through vast wilderness areas. Talk to the locals. Some will want to help. Some are good to eat.



When you're strong enough, head for the castle. Trouble with the guards? Whip out your Firebolt spell.



Each display in the Time-Space Museum is a doorway to a new world. You have the key to step through.



Twelve different towns. Pick up some magic spells. Stock up on weapons and armor. Rob the bank on your way out.



Five action games are part of the adventure. Visit casinos for extra gold—or build up your character points in the combat-training centers.



ELECTRONIC ARTS™

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