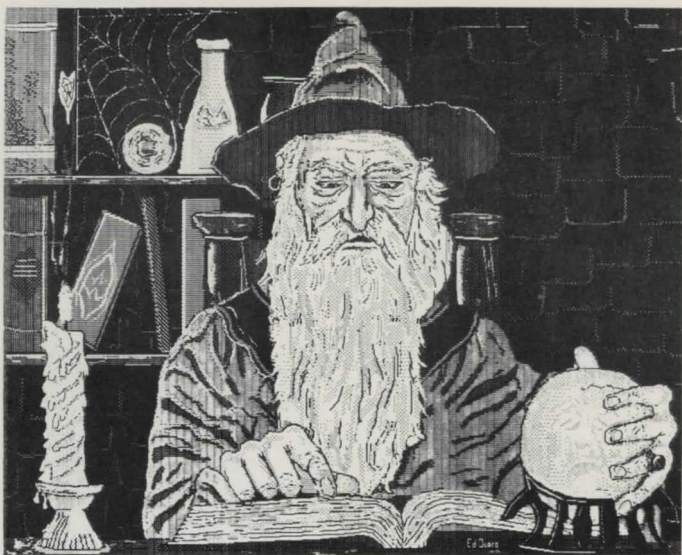


Legacy Player's Guide



CHALLENGER SOFTWARE

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Legacy

Player's Guide

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About This Manual

Welcome to Legacy! Legacy brings a world of fantasy and adventure to your Apple Macintosh™ computer. In Legacy, you pose as Dagon Bathraal, a young magician in search of mystical orb.

This manual describes how to play Legacy and what you must do to successfully complete your quest. Chapter one, "Playing Legacy," gets you started, while chapter two, "Dagon's Mysterious Quest," provides some background information on Dagon Bathraal and describes your role in Legacy.

This manual assumes that you have read **Macintosh**, the Macintosh owners manual. Before you play Legacy, you should understand basic Macintosh concepts, such as moving the mouse, scrolling, choosing commands, and entering text.

Chapter One: Playing Legacy

You are about to enter an imaginative world where you are to begin a great adventure. By typing English sentences, such as "take the shovel," "dig a hole," or "walk to the west" into your Macintosh, you will be able to control what happens in Legacy. If you make the wrong decisions, the consequences may include the death of Dagon Bathraal. If you are cunning and resourceful, you will be able to complete Dagon's quest.

Loading Legacy

Legacy comes on two disks, "Legacy Part One," and "Legacy Part Two." To begin playing Legacy, turn the Macintosh on and insert the disk "Legacy Part One" into the Macintosh disk drive. If you have two disk drives, insert the disk "Legacy Part Two" into the external drive. The title picture, depicting a magical scene on a moonlit mountainside, will appear on the screen. After a short pause, your quest will begin and you will be placed on the edge of the Frimlock Forest.

(If you should happen to accidentally insert the disk "Legacy Part Two" first, don't worry. A dialog box informing you of your mistake will appear, and clicking the OK button will eject the disk.)

The Screen

As you begin your quest, you will see a screen composed of three main elements: the menu bar, the graphics window, and the text window.

The menu bar contains six pull-down menus. These menus and their functions will be explained as you read this chapter. Also, all six menus are explained in the last section of this chapter, "Legacy's Menu."

The graphics window (the center portion of the screen) is where illustrations of your surroundings shall appear. Resourceful magicians never forget to look for clues in the illustrations.

The text window (the bottom portion of the screen) is where Legacy provides a description of your location, its scenery, and any ongoing action. Whenever a prompt (>) appears, you are to provide a command that describes what you want to do next. In the text window title bar, there is a short name for your location.

On the right-hand side of the text window, you will notice a scroll bar. If you wish to review any previous descriptions, you may use the scroll bar by positioning the pointer over the scroll arrow and pressing the mouse button.

Talking To Legacy

You may control Dagon's actions through the English commands that you type into your Macintosh whenever there is a prompt (>). These commands usually start with a verb and may include nouns, adjectives, and prepositional phrases. After pressing the Return key, Legacy interprets the command and tells you the result of your action. Some sample commands are:

Examine the ancient book on the table.

Climb down the ladder.

Move the table.

Take the box.

Drop the box.

You may also use a command that performs two actions. For example:

Drop the rock then go west.

Take the large rock and the lamp.

If you enter a command that Legacy doesn't understand, try using different words to describe the same action. If Legacy still doesn't understand, or replies that the action is impossible, you might conclude that what you were trying to do may not be necessary to complete the quest.

Movement In Legacy

There are a number of ways to travel around the forest. One way is to type in commands—either full sentences or abbreviations:

Go to the north.
Go west.
Walk to the south.
East
South.
N.
W.

Other directions may include:

Go up.
Go down
Walk down.
Up.
Down
D.

A second way to travel in Legacy involves using the Direction menu. By choosing one of the six items from the Direction menu, you will travel once in that direction. For example, to travel north, choose North from the Direction menu by positioning the pointer over Direction. Press the mouse button, move the pointer down, and release over North. If the item in menu is dimmed, travel in that direction is not possible.

The last type of movement in Legacy involves traveling in and out of places. When confronted with an opening such as a door, an archway, or the mouth of a cave, you must type in special commands to pass into the area beyond. Examples are:

Enter the cave.	Exit.
Walk in the house.	Leave.
Go in the cabin.	Go out.

Saving A Game Position

If you want to stop playing, but would like to continue at a later time from the position you are at, you may save your position. To do this, choose Save from the File menu and click the Save button in the dialog box. Note that each time you save a game position, you delete the position that is currently saved. In other words, you may have only one game position stored.

Resuming A Game Position

To return to a saved game position, load Legacy and then choose Resume from the File menu. Clicking the Resume button in the dialog box will magically transport you through time and space to the last position you saved.

Quitting Legacy

To stop playing Legacy, choose Quit from the File menu. A dialog box will appear asking if you wish to quit Legacy. Clicking the Quit button will eject the disk, while clicking the Cancel button will return you to the game. One question you should always ask yourself before clicking the Quit button is "Have I saved my game position?"

Beginning A New Game Quickly

If you wish to begin your quest again, you may choose New from the File menu. You will return to your starting position without having to restart the computer.

Legacy's Menus

Legacy has six pull-down menus which perform many useful functions.

The Apple menu

Choosing **About Legacy...** will display information about Legacy and its creators.

Choosing **Note Pad** will allow you to jot down notes or reminders.

Choosing **Alarm Clock** will display the time and allows you to set the alarm—an invaluable feature for those players who tend to lose track of time while they're exploring another world.

The File menu

The File menu contains the **New**, **Save**, **Resume**, and **Quit** commands which are explained on page 9.

The Inventory menu

This menu informs you of what items are currently in your possession. Note that choosing an item from this menu has no effect.

The Direction menu

By choosing one of the directions listed in this menu, you will travel once in that direction. This and other methods of travel are explained on page 8.

The Options Menu

Turn * * More * * Off

Sometimes the description for a location is too long to be contained within the six lines of the text window. When this occurs, you will see “* * More * *” appear where the location titles are normally. “* * More * *” indicates that there is more text to be read, and hitting the space bar or the Return key will display the remaining text.

Once you become familiar with the descriptions in Legacy, you may find it a nuisance to be confronted with “* * More * *” indicators. Choosing the Turn * * More * * Off option will allow Legacy to automatically scroll past the “* * More * *” indicators and bring you to the awaiting prompt (>).

Hide Picture

Choosing this item will remove the graphics window and extend the text window to cover a larger portion of the screen. Removing the graphics window speeds up the flow of the game significantly.

The Score Menu

This menu informs you of your current score out of a possible 200 points.

Chapter Two: Dagon's Mysterious Quest

Dagon Bathraal had spent most of the evening under the stars on his Meeralath Circle. He had been unsuccessfully trying to summon Myrr, a Good Spirit of the Night. The mystic white circle, which lay atop a great precipitous crag high in the Brandsmoor Mountains, seemed to glow with an unnatural light beneath Dagon's feet. Dagon stood at the circle's center, peering about the moonlit mountainside, wondering if he should attempt the complex conjuration one last time. With eyes lifted towards the heavens, he suddenly had the terrible feeling that his powers were tiny and unseen in the vast ocean of the universe.

But Dagon put this troubling thought aside with an impulsive conviction that seemed to come more from somewhere in the night than from within his heart. Taking a quick, deep breath of the cool and misty night air, Dagon once again concentrated on his great spell of summoning.

He peered at the white circle on the rocky ground beneath him, making sure his footing thereon was correct and didn't obstruct any of the lines that controlled the intensely powerful flow of preternatural forces necessary to conjure one of the ethereal entities of the night. He then raised his arms and head towards the moon and the stars in the beginning gesture.

If everything went correctly, he would direct an intense beacon of mystic energy out into the night that would summon Myrr. With that energy, Myrr would be able to transcend his ethereal barriers and slide down to the Meeralath Circle upon a silky moonbeam. This moonbeam, being quite invisible to the naked eye, would then be filtered through a pointed, upjutting rock next to the circle that is pierced with a small oval eyelet. The moonbeam, passing through this eyelet, would be magically enhanced so as to make it a visi-

ble beam of light. This blue beam would then land upon a receptive circle where a small image of Myrr would dance to life and speak with Dagon.

Dagon began chanting in a low and even tone that seemed to blend in perfectly with his surroundings. His words became one with the night, intermingling with its mists and vapors and harmonizing sympathetically with its serene calmness. His arms then began tracing odd patterns in the air as the magical web was spun and the spell started gaining momentum. A great wind arose behind Dagon and it raked through the leaves of the low shrubbery that clung to the rock of the mountainside and howled off the stony crag where Dagon stood. The pitch of Dagon's chant began to rise and fall and the wind gusted violently in accord with these fluctuations. Rapidly, the spell became more and more intense as it drew in the great amount of mystic energy it needed to be successful.

And then, with the final word, "Myrr," and a great sweeping gesture, the arcane signal was cast out into the vast night sky with hopes of contacting a single entity in an obscure realm.

Dagon stood expectantly for several moments, his breathing loud in the uneasy silence that lay in the aftermath of the conjuration. The air stood motionless, charged with a tense hopefulness that was rooted around Dagon's soul. It seemed as if the whole world was holding its breath in great anticipation, awaiting the moment that the rock's eyelet would emit its blue beam: the harbinger of success.

Silence.

He knew it had already been too long, but Dagon could not remove his transfixed gaze from the oval eyelet. To do that would have been abandoning all hope of success...

More Silence.

Then, once again an impulsive conviction took Dagon over and he looked away, dejectedly shaking his head. He turned slowly and began climbing the great flight of stairs to his lofty dwelling above with excessive disappointment.

"A dramatic release of positive energy," Dagon began muttering, "but apparently not enough to reach Myrr... unless, perhaps, the problem lies not within the amount of magic energy but within..."

Dagon could not utter one more word for what he saw made his heart soar: a blue light illuminated the area around him. He whirled around to see a beam of light flickering between the oval eyelet and the receptive circle. It flashed with a bright radiance that sent light dancing about the entire mountainside.

Finally, the glowing beam reached constancy, and Dagon saw a strange figure take form: a wisened old man, clad in the robes of a wizard. This certainly was not Myrr, one of the countless Spirits of the Night—no, this being had an air of immeasurable power; power far beyond the likes of Myrr and his ethereal kin.

The image then spoke with a voice much deeper and louder than would have been expected from a figure no more than three spans in height: "Ah my dear Dagon, step down here where we can discuss some very pressing matters of great importance."

Dagon who had been frozen with excitement, stumbled awkwardly down the stairs to his Meeralath Circle and knelt before the aged wizard whose flowing garb was completely gray.

The wizard then continued in his immense voice that was quite unearthly: "I am Arkimar, the eldest of the Wizards of the Universe, and you have been a subject of great interest to me for quite some time now.

"I have finally decided that you are the One; yes, the Chosen One who will embark upon my mysterious quest. Listen closely so that you do not forget my words.

"You, Dagon Bathraal, must journey far into the northern lands, west of the Brandsmoor Mountains. There lies the grand Frimlock Forest with its wise old oaks, many of which are thirty generations old. From there you must continue northward into the dark and evil Secryll Forest until you come upon the northern sea and the fabled Drab Castle—a castle so twisted and malign its evil stills the air. You must enter this castle and procure a mystic orb which you must then place in my hand. To complete this quest it will only be necessary for you to bring the most prized of your many spellbooks, Lahmed Nimphinatu.

"And one thing I never want you to forget, Dagon, is the power of the Good that flows so easily through your body. Never underestimate its potency and never, for even one moment, believe it has a limit, for that will be the day that it ceases to work for you." And with those words and a wave of his hands, Arkimar vanished as quickly and as unexpectedly as he had arrived.

Dagon stood for many minutes staring at the now empty receptive circle in a stupor. His mind was racing. He thought, "What if I refuse this quest?" But he wouldn't do that — he couldn't. Somehow he knew he had no choice...

How he had climbed the stairs and entered the door of his house was a mystery to Dagon, but now he sat at his candlelit reading table excitedly absorbing information about the Wizards of the Universe:

...The Wizards of the Universe is a unique sect in that its members hold totally neutral views and believe that the universe can survive only through a balance of good and evil. Being the most powerful organization of mystics ever to exist in the history of the cosmos, the Wizards of the Universe seem to have locked upon the true nature of existence. Through their procrustean missions, they have obtained an unusual sense of balance and well-being through out every corner of the universe. On most worlds, however, the Great Sect is only material for fables and myths, for it has been thousands of years since the Wizards have had any need to campaign upon these worlds...

Such was the case with Dagon's world. Dagon could vividly remember, as a very young child, hearing the only tale he had ever heard of the Wizards of the Universe told by a wise old seer who had traveled from a distant corner of the earth to visit his village. He could remember how he had listened with wide-eyed wonder at the story of the great deeds and magic of the Wizards. For some reason he could never forget that story...

Dagon fell into bed, exhausted, and lost himself to sleep while reliving his moonlit encounter with the gray-robed Arkimar for the thirteenth time.

The next day broke bright and clear and Dagon packed whatever magical trinkets he had, plus his beloved spellbook Lahmed Nimphinatu and then promptly departed on his long journey.

It was on the thirteenth night of travel that Dagon found the edge of the Frimlock Forest. Lying by a warm, comforting fire and staring up at the bejeweled night sky, Dagon wondered what mysteries would be unveiled on the following day...

Glossary

Arkimar - One of the thirteen "Wizards of the Universe." He has assigned you the task of recovering a mystic orb from the Drab Castle.

Dagon Bathraal - You. You assume the role of Dagon and complete his quest.

Drab Castle - An evil castle located deep within the Sechryll Forest. It contains the mystic orb.

Great Sect - Another name for the Wizards of the Universe.

Frimlock Forest - The forest of great oaks that borders the edge of the Sechryll Forest.

Lahmed Nimphinatu - Your beloved spellbook.

Misty River - The magical river that flows northward through the Frimlock Forest and into the Sechryll Forest.

Sechryll Forest - The evil forest of tangled trees in which the Drab Castle is located.

The Wizards of the Universe - The most powerful organization of mystics to ever exist in the history of the cosmos.

