

COMBAT REFERENCE SHEET

- 1) FIGHT
- 2) GREET
- 3) RUN
- 4) THREATEN
- 5) THREATEN
- 6) ATT FORM

FIGHT: Switches *Legends* into individual combat mode.

GREET: This is essentially saying "hello" to the monsters. The monsters may want to avoid a confrontation and greet you and leave, or attack you despite your friendly overture.

RUN: Select this if you want to attempt to flee from combat.

THREATEN: Sometimes, if you intimidate the monsters enough, they will give you gold to leave them alone.

SURRENDER: If you have enough gold, you can bribe the monsters into letting you pass.

ATT FORM: If you want to change the order in which your characters fight, use this option, *ATTack FORM* to do it.

Choosing *FIGHT* brings up the following menu:

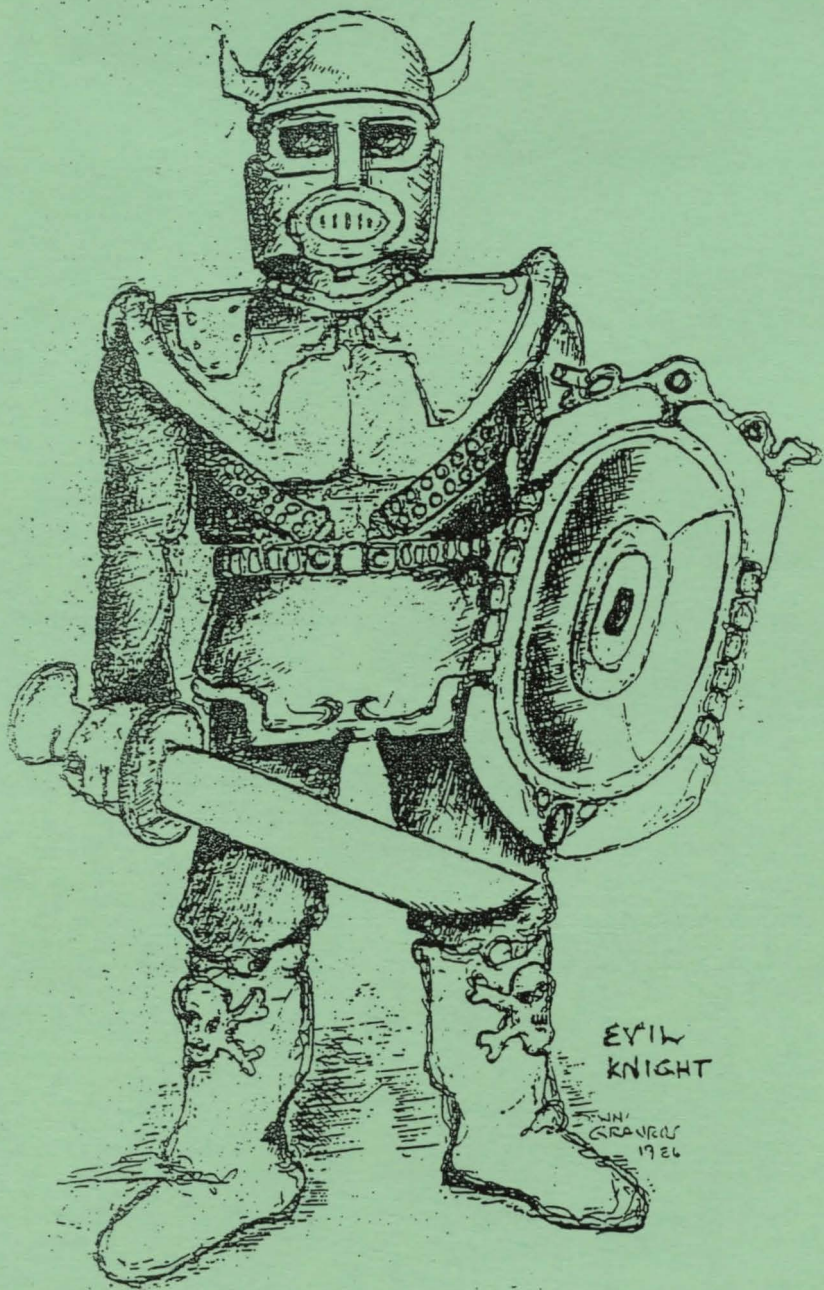
- 1) HIT
- 2) LUNGE
- 3) PARRY
- 4) CAST

HIT: Take a normal swing at your opponent.

LUNGE: A less controlled, wilder, but potentially more devastating swing.

PARRY: Used for placing a character in a defensive stance during the monsters turn to attack.

CAST: Used to cast magic spells or evaluate monsters.



EVIL
KNIGHT

WIN
GRAYSON
1986