

LEGENDS II, COMBAT MODE

You will spend a good deal of your time in *Legends II* battling hostile monsters. Many times you will be given the option of attempting to run away before a battle begins, this may or may not work. Your party may also be ambushed by monsters during your travels.

If monsters ambush your party, they gain the advantage of attacking first, otherwise your party always attacks first in combat.

YOUR PARTIES OPTIONS...

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|---------|--------------|-------|
| 1)FIGHT | 4)INTIMIDATE | |
| 2)GREET | 5)SURRENDER | |
| 3)FLEE | 6)ORDER | 7)SPD |

FIGHT, You choose to attack the monsters.

GREET, You try to exchange pleasantries rather than blows.

FLEE, You try to run away from the scene of battle.

INTIMIDATE, You attempt to threaten the monsters. If successful they will surrender, otherwise they will attack immediately.

SURRENDER, The monsters will let you leave in exchange for a specific amount of gold. If you can meet their demand, they will take your gold and leave, otherwise they will attack.

ORDER, This alters the sequence that your characters attack in. The normal combat order is 1)fighter 2)ranger 3)wizard 4)cleric. **EXAMPLE**, by entering "4321" at the prompt, the attack sequence would now become: 4)cleric 3)wizard 2)ranger 1)fighter.

SPD(SPEED), affects the time that messages remain on screen during combat. The default setting is 50. To speed up action, enter a number less than this or enter a larger number to slow things down.

INDIVIDUAL COMBAT OPTIONS.

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

HIT, means taking a normal swing at a monster.

LUNGE, this is a more reckless attack, if successful, you can do more damage to your opponent. However, you are less likely to score a hit.

PARRY, puts your character in a defensive stance, he cannot attack, but monsters will not be as likely to score a hit.

CAST, allows characters, other than fighters, to cast spells. Refer to the Magic Spell booklet for more information on available spells, magic points, etc.

As much as possible, try to keep your options open. Carry enough gold in reserve to allow you to surrender as a last resort. Make sure your spellcasters have enough magic points to cast spells. Use potions to heal injured characters after combat, you never know when you will find yourselves again in battle.

