

THE
LEGACY
REALM OF TERROR™



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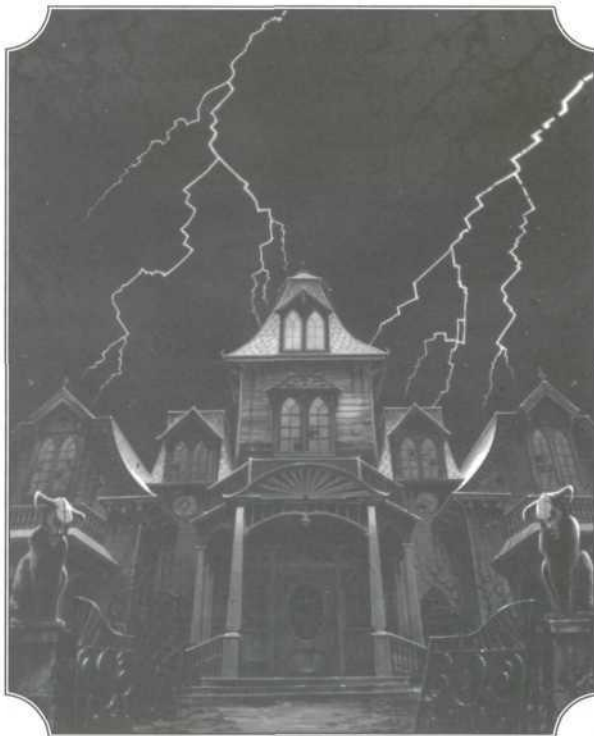
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THE
LEGACY
REALM OF TERROR™



**SOMEBODY'S LEFT
YOU A NIGHTMARE**

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PREFACE

SOMEBODY'S LEFT YOU A NIGHTMARE...

It's like a dream come true. You have inherited a vast mansion in New England from long-lost relatives you did not know you had. Trembling with excitement, you walk into the house - your Legacy. Ominously, the door slams shut behind you.

Your dream has now become a nightmare!

The Legacy is an Adventure Role-Playing Game set firmly in modern times and includes a host of malignant zombies, ghouls and terrifying entities. You must explore hundreds of rooms using the 'point-and-click' windowing interface, and solve numerous esoteric puzzles to reveal the secrets of Winthrop House. The House is filled with hidden places, mysterious teleports and unnatural devices.

What evil lurks behind the first closed door? Come inside and you'll understand what makes a dream become a nightmare!

This manual provides you with all the information you will need to get the best out of The Legacy. You don't have to read it all the way through. You don't have to read it at all if you don't feel like it! You can jump straight in and walk around the house unprepared... it's your funeral. Eventually, you'll consult the manual. You might want to find out what those funny shapes in the spell book mean, how to aim and fire that pistol at the zombies, how to work the video recorder or how to rev up the chainsaw!

To help those of you who want some instant information we've provided some answers in the first section to typical questions asked by our game testers (they're not given any help either!).

Then we've put in the reference stuff: everything from left-hand mouse button to casting spells. Key words and phrases are featured in a Glossary at the back of the manual. In addition, you'll find part of the Winthrop Family Tree, plans and elevations of the Mansion and an extract from a learned journal in case you want to soak up some more atmosphere.

YOUR QUESTIONS ANSWERED

How do I install The Legacy?

Consult the Technical Supplement in your *Legacy* package. This will give you specific loading/installation information for your type of computer.

What is an Adventure Role-Playing Game?

A computer game in which you control a defined character and have to explore a given world, solving the problems that are thrown at you.

Why do I have to answer a question about a word in the manual?

This is the device that we've chosen to 'protect' the game from organized and casual software piracy. If you can't answer the question about the manual, then you're locked out of Winthrop Mansion!

Where and at what date is the game set?

The *Legacy* is set in the present day in New England. It's not just another sword, cloak and potion adventure and you're likely to come across everyday objects such as video recorders, chainsaws, and shotguns.

Can I create my own characters?

From an initial choice of eight very different types of character, you can customize your own adventurer with his/her own specific levels of skills.

What is 'a windowing interface'?

A system that many computer users are familiar with. It uses Windows, Icons, pop-up Menus and a Pointer (WIMPs).

Windows are individual areas of the screen that can be moved around, re-sized, opened and closed. They allow you to customize the screen to a layout you feel comfortable with.

Icons are small pictures that can be clicked-on with the Pointer to perform certain tasks.

Pop-up menus are lists of options that appear when an 'action' area of the screen is



clicked-on. The selected option has to be highlighted.

The Pointer is an arrow shape that can be moved around the screen using a Mouse (or equivalent).

Can I play *The Legacy* without a mouse?

Yes. There are keyboard equivalents for emulating a mouse.

How much of the documentation do I have to read before getting on with the game?

You must read the Technical Supplement to help you install/load the game but *The Legacy* has been designed to be played with minimal use of the manual. Once the game is installed/loaded, jump in and walk around the house. See what happens.

How can I customize the character's abilities?

Choose 'Create a Character' from the Main Menu then choose the 'Re-Design' option. Consult the relevant section in the manual.

How do I move the character around the house?

Simply place the Pointer on a red arrow in the Direction Window and click the left mouse button (LMB).

What do I do when I see my first monster?

Run and hide.

How do I talk to other characters in the game?

If you see anyone you want to talk to just move close to them and a dialogue window will appear. Select the 'Talk' option and then click on appropriate responses.

What's the best way to organize the 'windows'?

Choose the layout you feel most comfortable with but you'll have to 'manage' the windows throughout the game.

How do I save a game?

Place the Pointer over the blue background screen (avoiding any windows) and click

the right mouse button (RMB). A pop-up menu will appear to give you the option to load/save a game at that point. Highlight 'Save' and type in a file name and the drive you want to save to.

When should I save the game?

As often as possible. You never know what's around the next corner.

How do I load a pre-saved game?

From the Main Menu or within the game (see 'How do I save a game?' above).

Unlike most games of this type, I can't seem to carry too many things, are there any tips for carrying things?

Find something large to put things in and carry that around.

How many levels are there in The Legacy?

The Legacy is a multi-level game. The rest you'll have to find out for yourself.

How do I pick up objects?

Position the Pointer over the object, click the left mouse button (LMB), keep it pressed and drag the object to the hand of your character then release the LMB. Alternatively, position the Pointer over the object, click the right mouse button (RMB) on the object and highlight 'Get' on the pop-up menu.

What's the best way to fight off a creature?

Use whatever you've got to hand (see the section on Combat) or a magic spell (see the section on Spellcasting). If all else fails give up and run. Don't get yourself trapped.

How do I cast spells?

You must have a spell book in your hand and it should have a number of spell Icons lit up. Place the Pointer over a spell Icon and click the left mouse button (LMB). You can also pick up spell books, learn spells from them and prepare the spells for future use. See the section on Magic for more details.

What do the colored bars above and below the portrait of my character mean?

The red bar is the Health level.

The gold bar is the Magic level.

The blue bar is the Combat Accuracy level.

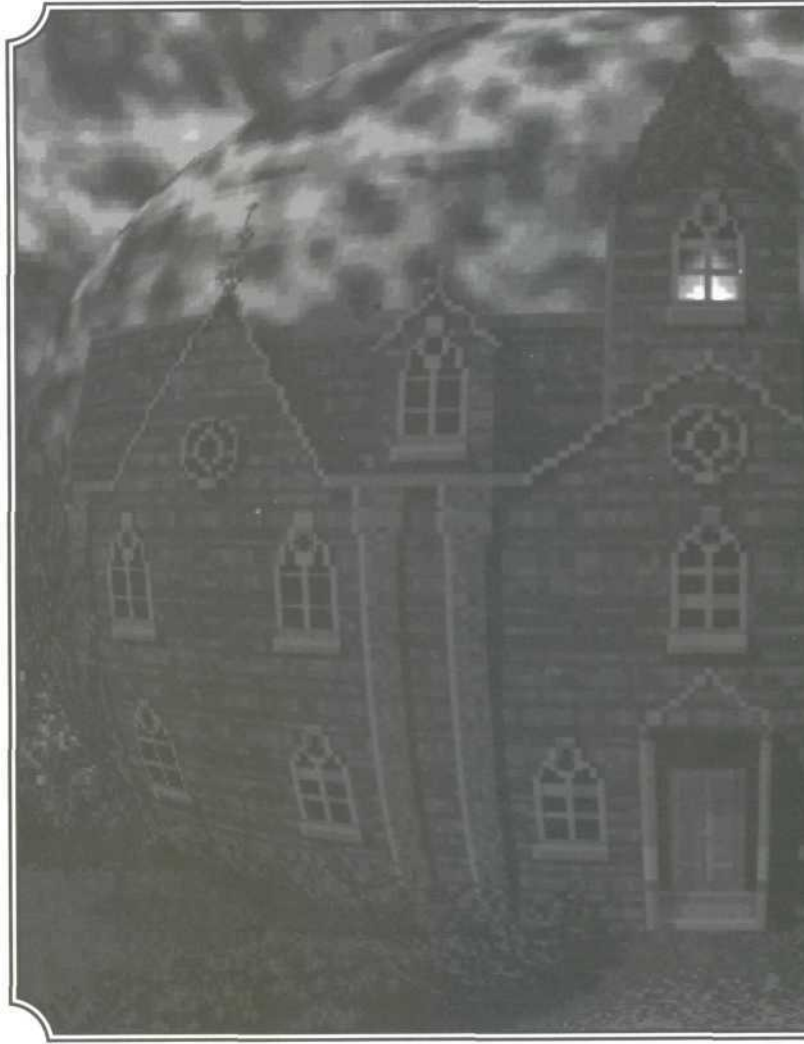
Can my character die?

Very easily, if you're not careful. When this happens your adventure is over. Use whatever information you have gleaned in playing *The Legacy* to begin the game again and this time succeed!



1

G A M E P L A Y





IN THIS SECTION

Gameplay

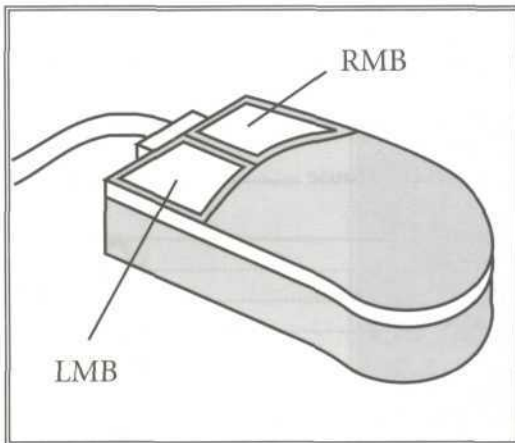
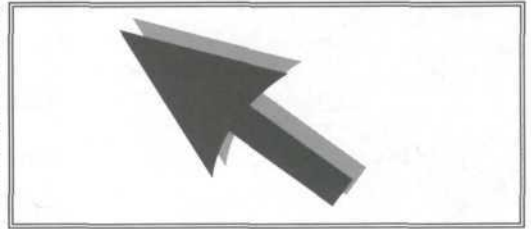
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GAME CONTROLS

Pointer

The Pointer is an arrow shaped device that can be positioned over objects before selecting a series of options. It can be moved around the screen using either one of two methods: a mouse or keyboard.



Mouse

The Legacy was designed to be used with a mouse. This is the recommended mode of control and this manual will refer to the Left Mouse Button (LMB) or Right Mouse Button (RMB).

The LMB

In general the LMB is the quickest method of control:

To click on an icon, position the Pointer over an action area and press the LMB.

You can also pick up objects and drag them to pockets, hands or other containers by positioning the Pointer over an object and holding down the LMB while you drag the object.

The RMB

If you press the RMB when the Pointer is over an object, a pop-up menu of options will appear. To select an option, hold down the RMB and move the Pointer to highlight your choice, then release the button.

Keyboard Mouse Emulation

If you do not have a mouse fitted to your computer, the keyboard provides full mouse emulation control.

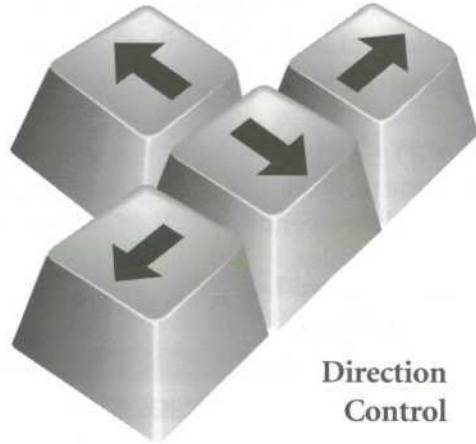
Remember that this manual will refer to LMB or RMB only; if you have no mouse installed on your computer, refer to the mouse emulation keys (Right and below).

The Cursor Keys (left/right/up/down) will move the Pointer all around the screen.

The Home Key is the equivalent of the left mouse button (LMB).

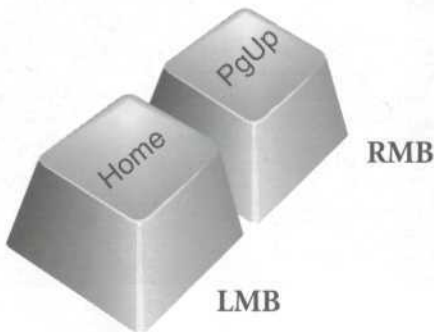
The PgUp Key is the equivalent of the right mouse button (RMB).

Mouse emulation keys Cursor Keys (left/right/up/down)



Direction
Control

Mouse emulation keys



GETTING STARTED

• **Install and Load the Game**

Details of installation and loading the game are included in the Technical Supplement in *The Legacy* package for your type of computer. This manual is appropriate for all makes of computer.

• **Copy Protection**

At some point during the game you will be asked a manual-related question and if you can't answer it... the door will not open, you won't even get into the Winthrop Mansion lobby.

• **Main Menu**

After the animated introduction, you will see the Main Menu. If this is the first time you have played *The Legacy*, select 'Create a Character'.

• **Choose a Character**

Click on Previous/Next buttons to view the eight newspaper stories and choose a character. Select 'View Character'.

• **Accept Character**

Examine your character's details, then select 'Accept Character'.

• **Enter the Game**

You will now enter Winthrop House. You will be standing in the lobby area looking at a staircase.

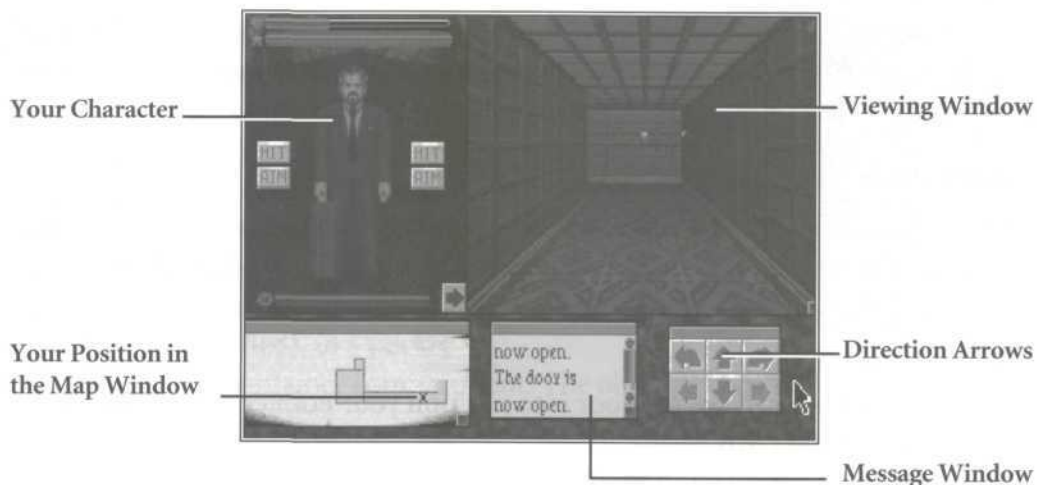
• **Begin the Adventure**

You can now begin to explore Winthrop House. Good luck, you'll need it!

The Winthrop House Lobby



EXPLORING WINTHROP HOUSE



Moving Around

Direction Arrows

The Movement Window contains six direction arrows: forward, back, left, right, rotate left, rotate right.


If a direction is available, it will be highlighted in red. If a direction is not available it will be greyed-out.

You can move around the house by positioning the Pointer over the arrow indicating the desired direction and clicking the left-hand mouse button.

The Map

The Legacy provides you with a ready-made mapping facility. This is featured on the parchment-like window.

When you are in the lobby, you will see a grey box with an 'x' in it. The grey box shows a top-down plan view of the lobby. The 'x' marks your position. When you move in a particular direction, the 'x' will also move. If you open a door and enter



another room, another grey box will appear representing the new room. In this fashion you can explore and 'auto-map' most levels in *The Legacy*.

At some point during the game you will lose the auto-mapping facility. Be prepared for such an event! *After all, the one thing you can guarantee in Winthrop House is that the unexpected will happen.*

Opening Doors

Winthrop House has a myriad of doors for you to open. Some are locked and need some form of key, others will open quite easily. Opening a door will probably be one of your first tasks.

Point and Click

One of the easiest ways to open a door is to position your Pointer on any part of the door and click on the LMB.

Pop-Up Menu

The alternative method is to position the Pointer over the door, press the RMB, to reveal the pop-up menu, then highlight the 'Open' option.

Keys

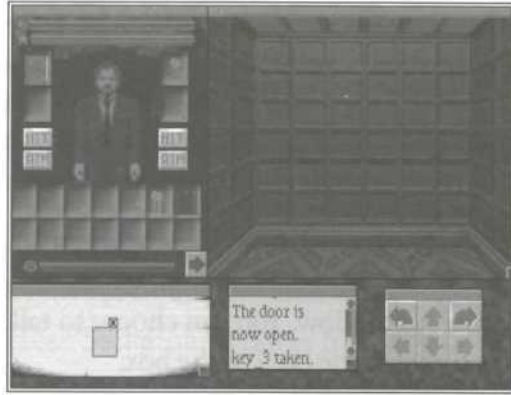
Some doors are locked and require a key to open them. You will find keys in various locations. When you find a key you can carry it in your character's Inventory hand, pocket or other container - see below) for later use. If you think you have the correct key, select it (point and click LMB) from your Inventory and place the key over the lock. If it is the correct key, the door will open.

Finding a Keyring will help you when you have a number of keys in your possession. Doors can also be closed by clicking on them with the LMB.

Objects

Picking Up Objects

Objects found in the house can be picked up by placing the Pointer over them, clicking and holding down the LMB. The object can then be lifted and carried towards the character by moving the mouse (the 'click and drag' method). Place the object over either hand (if nothing is being carried), in a pocket compartment or a container compartment. The object is then said to be in the character's Inventory.



You can also use the RMB with the pop-up menu option 'Get' to collect an object.

Inventory

A character can carry an object in each hand and four small objects in his/her pockets. If the object is too big it will have to be held in the hand or suitable container. By double-clicking with the LMB (twice in rapid succession) on the character, you will be able to see what is held inside his/her pockets.

You can also see the Inventory by placing the Pointer on the character, holding down the RMB to reveal a pop-up menu, then highlighting 'Inventory' from the options.

Objects found in *The Legacy* are scaled according to their real size. To carry an adequate number of objects you will need to find a suitable container and carry that around with you. By double-clicking (twice in rapid succession) on the container with the LMB, you will be able to see what is inside the container.

Using Objects

Each object can be moved using the LMB (point-click-drag) or by using the RMB pop-up menu. Objects can also be re-positioned from, for example, hands to pockets or they can be dropped or thrown.

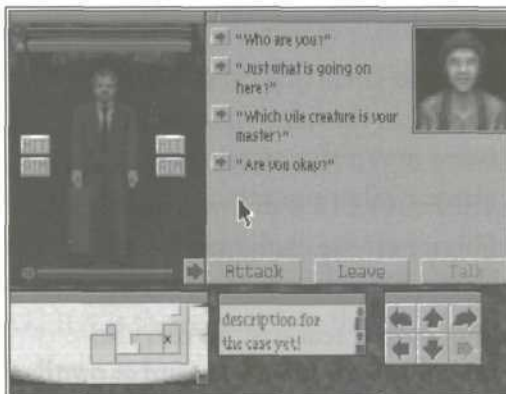
Meeting Other Beings

During your exploration of Winthrop House you will meet many weird and wonderful creatures. Some will appear in human form, others will be grotesque mutations or monsters. Most 'human' characters can be engaged in conversation. Monsters, ghouls and zombies will have other things on their demented minds.

Talking To Human Characters

When you approach a human character a dialogue window will open over the Viewing Window. You can choose to talk to them by selecting the 'Talk' option from the menu at the base of the box.

Study the character's appearance. Point and click your LMB on the 'Talk' button. You will be given a list of responses. Select a response by clicking the LMB in an appropriate square.



GUIDELINES FOR PLAYERS NEW TO RPGs

If you're new to role-playing games, the following list will help you through the adventure.

- **Save Current Game Position**

Save your game position if you think you are undertaking something dangerous. If your course of action is not successful, you can then load that position and try again.

Save by clicking the RMB on the blue game screen background (away from the windows) and highlighting 'Save'. Type in a file name (maximum eight characters) and a drive to save to.

- **Dodge or run away from monsters**

'He who dodges and runs away, lives to run away another day.' Don't feel you have to face every danger head-on, if you can avoid combat by hiding, do so. *Only undertake combat if the odds are on your side.*

- **Examine Each Room Very Carefully**

Some of the objects in *The Legacy* will be obvious and clearly in view, but others will be hidden. Remember to examine everything you come across. Don't just rush through rooms and corridors. Use all the available views, try turning around and looking behind you. Look for secret panels.

- **Talk to Other Characters**

Get as much information as possible from other characters you meet. They may provide very useful information about the house, but remember not to trust *everyone* you meet.

- **Re-think the problem**

If you get stuck on a particular problem, you might try saving the game, doing something else then returning to the problem with a fresh mind.

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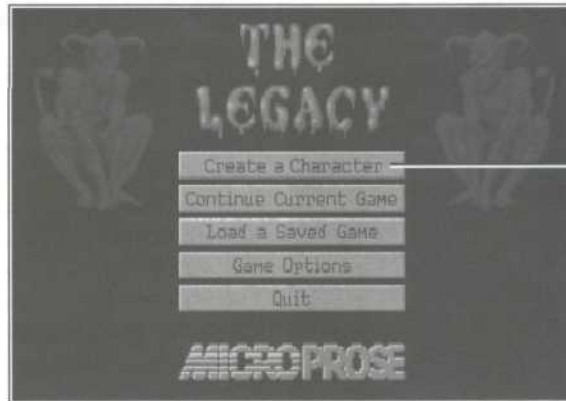


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THE MAIN MENU



Select this option to view details of all 8 characters

The Main Menu Options

After the animated introduction, *The Legacy* will take you to the Main Menu. This will give you a number of options.

Main Menu Summary

Create a Character

Choose the character you want to guide through the adventure, examine his/her various attributes and re-design them if necessary.

Continue a Current Game

Choose this option if you wish to return to the current game in progress. The last saved game will be loaded and you will be taken directly into the game.

Load a Saved Game

Choose this option if you wish to return to a pre-saved game. You will be shown a File Name, the Drive and the Directory.

Game Options

Select this option to turn Sound and Music on/off.

Quit

Quit to your computer's Operating System.

Create a Character

When you select this option with the LMB, you'll see the front page of a newspaper showing the story of a character: the Winthrop House heir. You can choose another character by selecting the **Previous/Next** buttons.

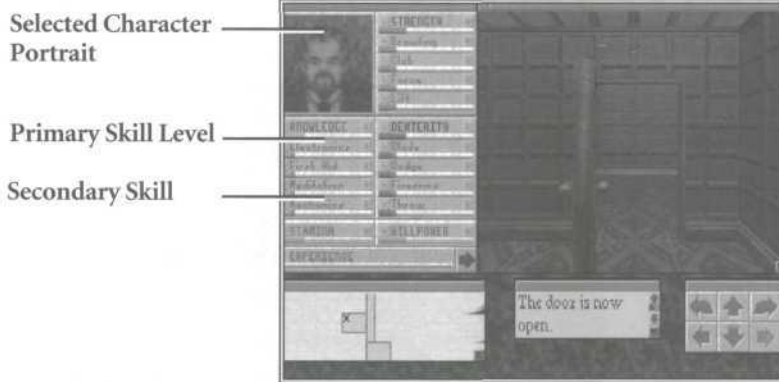
Read the reports carefully and, when you have decided on the character you want to control, select **View Character**.

View Character

The Legacy is a role-playing game in which you control a character on his/her adventures. How the character behaves and reacts in certain situations is governed by his/her rating in seven general areas: Knowledge, Strength, Dexterity, Stamina, Willpower, Health and Magic ability.

Each selectable character has already had his/her skill levels set. You can either use a pre-set character or create a new one. If you are unfamiliar with role-playing games, you should play *The Legacy* with one of the characters provided. If you have experience of this type of game, you will probably want to 'create' your own character.





Attribute Points

Each character has a number of 'Attribute Points' which can be assigned to develop his/her skills. Initially, this bar will be empty because all your character's attribute points have already been assigned. If you wish to Re-design the character, select the Re-design option. This Attribute Points bar will fill with a bright red line.

The left window shows you five specific Primary Skills for your chosen character. Each Primary Skill has a number of Secondary Skills associated with them.

Primary Skills

Primary skills are your character's five basic attributes. These are: Strength, Knowledge, Dexterity, Stamina and Willpower. They show the chance of the character performing any action in the game successfully. They also determine the character's combat ability, resistance to poisons and other game-related functions.

Secondary Skills

Each Primary skill has four related Secondary skills. These are used to increase a character's chance of performing a specialized skill-related action successfully.

Primary Skill: Knowledge

The Knowledge skill (the blue line) determines your character's ability to perform various operations requiring special training.



Secondary Skills: Knowledge

Electronics - Ability to deal with electronic objects, open electronic locks.

First Aid - Ability to restore combat potential and health using first aid kits.

Meditation - Ability to restore Magic points through the use of Power Crystals

Mechanics - Ability to fix/break mechanical objects and open mechanical locks.

Primary Skill: Strength

The Strength skill (the bright red line) determines combat ability and affects the amount of damage the character does with hand held weapons.

Secondary Skills: Strength

Brawling - Ability to use fists in attack/defence.

Club - Ability to use club-type weapons in attack/defence.

Force - Ability to force open doors.

Lift - Ability to pick up heavy objects

Primary Skill: Dexterity

Dexterity (purple line) is a value for basic agility.

Secondary Skills: Dexterity

Blade - Use of any bladed weapon for attack/defence.

Dodge - Ability to avoid any ranged weapon attack, for instance a rifle.

Firearms - Use of firearms.

Throw - Ability to throw objects or weapons.

Stamina

An orange-colored bar indicating a value for the character's Stamina. A high value in Stamina maintains health and helps to resist poisons.

Assigning Attributes

The red Attribute Points bar chart will be set at 100%. This means you can assign these attributes to give your character a varying level of Knowledge, Strength, Dexterity, Stamina and Willpower by clicking on the plus/minus symbols. If a plus/minus sign is 'greyed-out' it cannot be changed.

For example, click and hold down your LMB on the Strength Plus (+) icon. The red Strength bar line will increase in length. The four Strength Secondary Skills (Brawling, Club, Force, Lift) will increase equally in value as the Attribute Points decrease.

If you have not assigned sufficient Attribute Points to, for example, Strength and wish to increase the secondary skill of Brawling the points can be deducted from the Skill and Spell Points bar (see below). These will appear on the Brawling bar chart in a gold colour.

Selecting Knowledge (blue line) and Dexterity (purple line) Primary skills will have a similar effect to that described above for Strength.

Adding Attribute points to Stamina will increase Health (dark red) and Magic (gold) values equally.

Adding Attribute points to Willpower (green line) will increase the Magic points value and possibly affect the character's ability to cast Spells.

Improving established skills is harder than developing poor ones. You'll find it easier to develop a range of skills to a basic level than to excel in one particular skill.

Assigning Skill and Spell Points

The gold-colored Skill and Spell points bar is located at the top right of the screen. You can assign points to the individual secondary skills by clicking on the plus (+) icon when it is highlighted in red. The points will be added to the individual secondary skills bar but in a gold color.

If your character has the ability to cast a particular spell, as shown in the Spell Window on the right of the screen, you may add to his/her power of casting by assigning Spell points to his/her individual bar chart by clicking your LMB on the plus (+) icon.

Select highlighted plus (+) symbol to increase value of skill. Attribute points level will reduce.



Spell Icon
Spell Name

Select highlighted plus (+) symbol to increase ability to cast this particular Spell. Spell points level will reduce.

Assigning Attribute, Skill and Spell points

In general, if there are points available to the player, the plus (+) icons will be highlighted to indicate where the points can be assigned. If there are no points available, only minus icons will be highlighted.

If you have not assigned all the skill points available when you exit Character Re-Design you will be warned and be given the option to return.

When you have completed allocation of points you can either Accept the Character, Cancel and re-allocate the same character, or choose one of the other Legacy characters using the Previous/Next buttons.

Improving Skills

Skills can be improved as the character progresses in the game. Experience counts for a lot, so always try things out. Even if you are not successful the first time, you might improve, or hone, your skill at performing a particular action.

THE WINDOWS INTERFACE



The five basic Windows

If you've never come across this term, here's a brief guide to the Windows Interface. When the game begins, you'll be in the lobby of Winthrop Mansion. You'll see a picture of the lobby on the right of your computer screen, a picture of your selected character on the left and various other boxes below.

The Pointer

The arrow shaped Pointer can be moved across the screen windows using a mouse or keyboard cursor keys. This is what you use to control the game world objects, cast spells, undertake combat etc.



Re-positioning the Windows

Move your Pointer around the screen by using your mouse (or keyboard cursor keys). Get the feel of the movement. Now, move the Pointer to the bottom right of the screen. There's a box here with red arrows indicating various directions.

Place the cursor on the grey drag bar at the top of the box then hold down the left-hand mouse button (LMB). Keeping the LMB pressed, move the Pointer slightly. The whole window will move. This is known as 'click and drag'. Release the LMB and the window will re-position where you moved it. You can use the 'click and drag' feature to re-arrange the positions of all the windows.



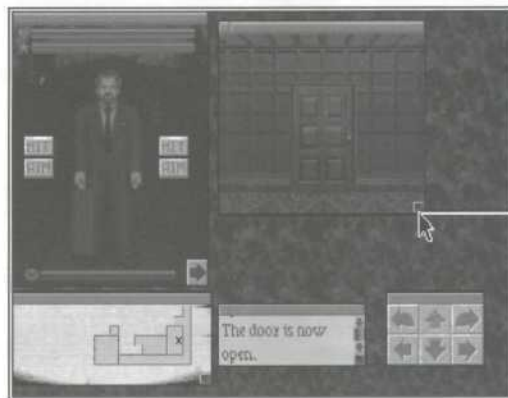
Look at all the other windows. Each one has a narrow grey drag bar at the top. Each one of these windows can be picked-up and moved around. Try moving one on top of another.

Now, click on any part of the grey bar above a partially covered window and see what happens! It should move in front of the one which was covering it.

A Windowing Interface allows you to customize the game screen to suit your needs. There is no right or wrong way to set up the Windows in *The Legacy* and at different times during the game, you will want to re-arrange the windows to give you a better view of what is important at that time.

Re-sizing the Viewing Window

Position your Pointer on the small grey square on the bottom right of the view window (the Re-sizing Gadget). Hold down your LMB and move the mouse diagonally to the bottom right corner of the screen. The View Window will get bigger! If you continue to hold down your LMB and move the mouse in again the Viewing Window will adjust accordingly.

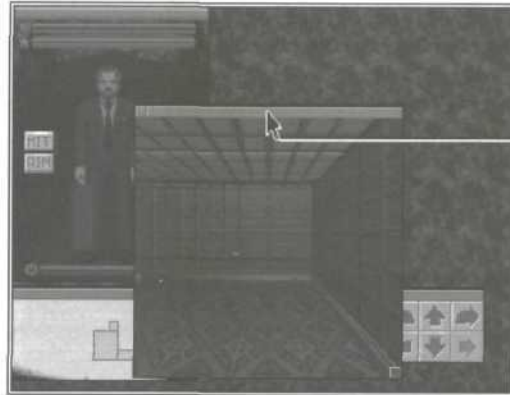


The Re-sizing
Gadget

Re-sizing Other Windows

There are two other Windows that can be re-sized: the Mapping Window and the Message Window. Each has a small grey Re-sizing Gadget on its extreme lower right point. By clicking on this gadget and holding down the LMB you can drag the lower right hand corner in and out. You will need to re-size these windows regularly during the game to make them easier to read. The function of the Mapping Window is explained in the Movement section (see page 15).

The Message Window has a Scroll Bar on its right-hand side which allows you to scroll vertically through the contents of the window. You can click on the up/down arrows to move up/down one line, or click and drag the moving bar up/down to move faster through the message. In addition, the position of the bar reflects the position of the currently visible portion of the contents.



The effect of 'clicking and dragging' the Viewing Window over other Windows

Obscuring Other Windows

Remember that you can place one window over another and you may find that you have lost one of the smaller windows. Don't despair! Pick up the visible window by the grey drag bar and move it away.

If the lower window is still partially obscured, click on any part of its top grey drag bar and it will jump in front of the obscuring window.

The Character Window

Health Bar

Magic Bar

Hit/Aim Boxes

Accuracy Bar



Selected Character

Click to view next page

This shows a picture of your chosen character with a Health Bar (Heart Icon), a Magic Bar (Star Icon), 2 sets of Hit/Aim Boxes (left /right hands) and an Accuracy Bar (for Combat).

Clicking on the arrow at the lower right-hand corner of the Character Window will show details of Primary/Secondary Skills and Experience. Clicking on the arrow again will show Spell book pages and Spells available to your character. You can scroll through the spells by clicking on the red left/right scroll arrows.

Windows Control Summary

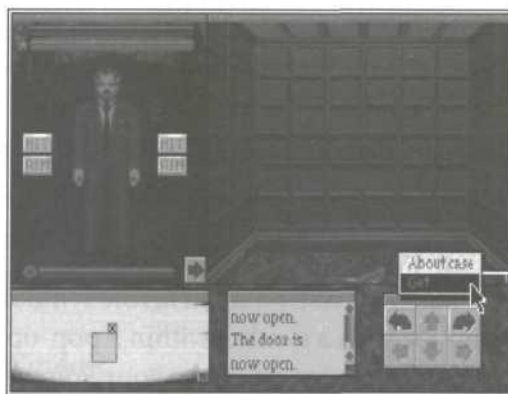
- Click and drag all of them around the screen by their upper border.
- Grow and shrink Viewing Window, Message Window and the Mapping Window by using the Re-sizing Gadget.
- Scroll the contents of the Message Window by using scroll bars/arrows.



Pop-Up Menus

Accessing Pop-Up Menus

There are a large number of pop-up menus in *The Legacy*. They are accessed by positioning your Pointer over an object and holding down the RMB. As long as you keep the RMB held down the pop-up menu will remain in view. Keeping your RMB pressed, you can then move your mouse up or down to highlight various options.



Click on the object with RMB to reveal a Pop-Up Menu with a choice of options

For example, if you see a letter on the floor you can point to it then click on it with your RMB. A pop-up menu will show a number of options: things you can do with the letter- such as Examine it, Take it, Read it. By highlighting one of these objects and releasing your RMB, your choice of action will be carried out.

The Game Options Pop-Up Menu

By clicking the RMB on the blue background game screen (take care to avoid all windows), you will see one of the Game Options pop-up menus. It will give you the option to:

Refresh

Refresh the game screen.

Save

Save the game at that point to any drive under an eight character file name.

Load

Load a previously saved game.

Quit


Quit to your computer's operating system.

Examining Objects

It's always worth examining any rooms/objects you come across in *The Legacy* very carefully. Move the Pointer over objects and hold down the RMB. Often, you will be given information about the object in the Message Window.

If you do not wish to select an option, move the Pointer away from the menu and release the RMB. Nothing will happen unless you highlight an action and release.

Pop-Up Menus within Pop-Up Menus (Hierarchical)

Hierarchical menus are distinguished by a small arrow symbol  to the right of them. If you see such a symbol within a pop-up menu (for example, the Spell Window), keep the RMB pressed, move your Pointer towards the arrow and another menu will pop-up. Highlight your chosen action by moving your mouse up and down and release in the same manner as above.

COMBAT

It won't be long before a creature, or monster who aims to do you harm, crosses your character's path. You will have to know how to deal with it.

Dodging and Running Away

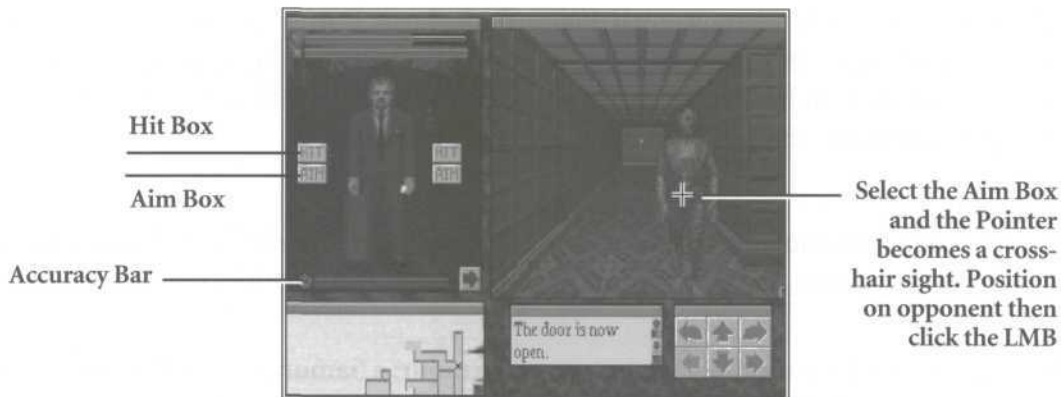
If you are new to the game you are advised to run or dodge away from monsters when you first see them. Find somewhere to hide until they have passed by. Your character will not be prepared to fight them properly until he/she has studied the layout of the house and acquired the correct weapons, armour and spells.

Fighting Back

In *The Legacy* combat can vary from fighting with fists to using shotguns, but the basic procedure for fighting remains the same.

To use a weapon, you must first put it in your hand. If the weapon is being carried in a pocket or in a container, move the Pointer over it, hold down the LMB and drag it to an empty hand.

Look at the Character Window.



The Hit Boxes

The two Hit boxes represent left and right arm attacks against the enemy.

Position the Pointer over a Hit box and click with the LMB. You will strike out at the nearest monster with whatever weapon (if any) is in your hand. If you have no weapon in your hand, you will strike out with your fist.

The Aim Boxes

Click on the Aim box. Your Pointer will change to a cross-hair sight when it is moved to the Viewing Window.

With the Aim function you can choose a target to hit (this is useful if there are two or more monsters attacking you). The left/right Aim boxes work in the same way as the Hit boxes. If you are carrying a gun in your left hand, you can aim it at a specific target, then click with LMB to fire.

The Accuracy Bar

The blue bar at the base of the character picture is the Accuracy bar. This will reduce in value as an attack is made. The Accuracy bar value will then recover over a period of time. The greater the length of the bar when an attack is made, the greater the chance of scoring a successful hit.

Health Bar and Damage

The red bar above the character, marked with the heart icon, is the Health bar. When the bar falls to zero, the character is dead. Hits taken by your character show up as splashes of blood on his/her body and reduce the value of the Health bar. The bigger the splash of blood, the greater the damage to your character.

Armour

If you find any armour, make sure you take it. You'll find it useful in prolonging your health and restricting damage. Armour must be worn and any shield must be held to be effective.

Be aware of the limitation of certain types of armour: a Samurai suit will protect against swords but you'll need Kevlar armour to stop bullets! A character can wear a

combination of armour types.

Reloading Firearms

All firearms need to be loaded with the correct type of ammunition and, once that ammo is used up, must be reloaded. Ammunition appears in the form of clips (for automatic weapons and revolver-type guns) or double rounds (for shotguns).

To reload a firearm, you must open the Inventory (double-click LMB or click RMB on the character portrait), pick up a clip or round and place it over the weapon. You can use LMB (point-click-drag) or RMB (pop-up menu options) to pick up and use ammo which appears in the Viewing Window.

Firearm Malfunctions

Firearms do not always work perfectly. Each time a shot is fired there is a chance that the weapon will jam. It may be fixed by the player using mechanical skill and a tool kit.

Weapons are also capable of breaking and becoming totally useless.

First Aid

First Aid can be used to restore your character's health and ability. The character must have a First Aid Kit in his/her possession. The Kit has a limited number of items for use. Apply First Aid by using the RMB. A pop-up menu will give you the 'Heal' option. Your First Aid skill governs the likelihood of success in healing yourself.



CASTING SPELLS AND MAGIC

You will not get very far in *The Legacy* without using spells and magic. You must have a spell book in your possession and spells itemized in its pages that can be cast. Spells can be found in the house and any that you pick up must be 'learnt' before they can be cast. Successful casting of spells will depend on a the character's knowledge and skill with regard to that spell. Try to get to know all the spells so that you can use them quickly and effectively. They are listed in the next section in this manual.

Spells

The Spell book

If your character doesn't have a Spell book with him/her you are advised to find one as soon as possible. In general, spellcasting is not always successful. A character has to gain sufficient skill in a spell to guarantee a successful cast. The character *must have a spell book in hand*, otherwise the Spell Window will not open. In addition, he must have a Spell Book Page with a Spell Icon in it and enough magic points to cast it.



The Spell Icon

Each Spell has its own distinctive icon (small picture). As you get deeper into *The Legacy* and use magic more and more, you will begin to recognize the Spells by their icons without having to look up their effects in the Spell pages.

A greyed-out icon in the Spell book means that the character does not possess enough magic points to power the spell. Icons will 're-illuminate' when the character has gained the required number of magic points to cast a particular spell

Magic Bar


The Magic Bar shows your remaining magic points, as a gold bar situated beneath the Health Bar and marked with a star icon. As the bar decreases in length, the ability to cast certain spells will disappear and the unavailable spells will 'grey-out'. You will be able to gain additional magic points within the game by picking up certain objects with magic properties.

Casting Spells

There are two ways to cast a spell:

- Click on the Spell icon with the LMB. The spell will be cast immediately (if available to you).
- Click on the Spell icon with the RMB to open the pop-up menu which will show options to Cast, View or Prepare the spell.

The Cast Option


The Cast option also has a sub-menu. By moving the highlight to the  arrow sign, you are given a further choice: Strength of Cast. Remember, the stronger you make the Spell, the more magic points are used up and the harder it is to cast.

Highlight the Cast option and the spell will be implemented.

View Option

The spell view option shows the full spell page with icon, name, a spellcasting skill bar, a description of the spell and the number of magic points that will be expended on casting the spell.

Prepare Option

You may also prepare a spell before you wish to cast it. This is useful if you think you might need a particular spell to hand for immediate casting. The Prepare option also has a sub-menu, accessed by highlighting the arrow sign,  to choose strength of cast.

Preparing a spell will use up magic points at the time of preparation. Only one spell can be prepared at any one time. You must remember which spell you have prepared.

Learning New Spells

New spells can be picked up in the game. They are usually found in books or scrolls. You must learn the spell in order to add it to your spell window.

To learn a spell, you must choose the Learn option from the spell icon pop-up menu (click on icon with RMB). The option to Learn is only available when you have sufficient magic points to learn the spell. If successful, you will receive a message that you have learnt a particular spell and the icon will be added to your spell book window. If unsuccessful, you may try again (if you have enough magic points).

