

**LEGEND OF THE  
SWORD**

**PLAYGUIDE**

# LEGEND OF THE SWORD

Welcome to the world of Legend of the Sword, a unique blend of strategy and action. This is a world that's yours to explore, a world where every choice matters.

The Legend of the Sword game, you will be greeted with the pleasures. Legend of the Sword offers a unique game play, a unique experience, a unique world of adventure, a unique world of strategy, as well as the most fun and most exciting.

## LEGEND OF THE SWORD

### PLAYGUIDE



The major symbols of the sword are as follows:

- |                   |                   |
|-------------------|-------------------|
| 1. User interface | 2. Sword symbol   |
| 3. Sword          | 4. Sword symbol   |
| 5. Sword symbol   | 6. Sword symbol   |
| 7. Sword symbol   | 8. Sword symbol   |
| 9. Sword symbol   | 10. Sword symbol  |
| 11. Sword symbol  | 12. Sword symbol  |
| 13. Sword symbol  | 14. Sword symbol  |
| 15. Sword symbol  | 16. Sword symbol  |
| 17. Sword symbol  | 18. Sword symbol  |
| 19. Sword symbol  | 20. Sword symbol  |
| 21. Sword symbol  | 22. Sword symbol  |
| 23. Sword symbol  | 24. Sword symbol  |
| 25. Sword symbol  | 26. Sword symbol  |
| 27. Sword symbol  | 28. Sword symbol  |
| 29. Sword symbol  | 30. Sword symbol  |
| 31. Sword symbol  | 32. Sword symbol  |
| 33. Sword symbol  | 34. Sword symbol  |
| 35. Sword symbol  | 36. Sword symbol  |
| 37. Sword symbol  | 38. Sword symbol  |
| 39. Sword symbol  | 40. Sword symbol  |
| 41. Sword symbol  | 42. Sword symbol  |
| 43. Sword symbol  | 44. Sword symbol  |
| 45. Sword symbol  | 46. Sword symbol  |
| 47. Sword symbol  | 48. Sword symbol  |
| 49. Sword symbol  | 50. Sword symbol  |
| 51. Sword symbol  | 52. Sword symbol  |
| 53. Sword symbol  | 54. Sword symbol  |
| 55. Sword symbol  | 56. Sword symbol  |
| 57. Sword symbol  | 58. Sword symbol  |
| 59. Sword symbol  | 60. Sword symbol  |
| 61. Sword symbol  | 62. Sword symbol  |
| 63. Sword symbol  | 64. Sword symbol  |
| 65. Sword symbol  | 66. Sword symbol  |
| 67. Sword symbol  | 68. Sword symbol  |
| 69. Sword symbol  | 70. Sword symbol  |
| 71. Sword symbol  | 72. Sword symbol  |
| 73. Sword symbol  | 74. Sword symbol  |
| 75. Sword symbol  | 76. Sword symbol  |
| 77. Sword symbol  | 78. Sword symbol  |
| 79. Sword symbol  | 80. Sword symbol  |
| 81. Sword symbol  | 82. Sword symbol  |
| 83. Sword symbol  | 84. Sword symbol  |
| 85. Sword symbol  | 86. Sword symbol  |
| 87. Sword symbol  | 88. Sword symbol  |
| 89. Sword symbol  | 90. Sword symbol  |
| 91. Sword symbol  | 92. Sword symbol  |
| 93. Sword symbol  | 94. Sword symbol  |
| 95. Sword symbol  | 96. Sword symbol  |
| 97. Sword symbol  | 98. Sword symbol  |
| 99. Sword symbol  | 100. Sword symbol |

© 2000 Legend of the Sword

### Credits

Game design, concept and cameo drawings by Karl Buckingham  
Programming by Colin Mongardi  
Mapscaping by Eugene Messina

### Guarantee

If you have problems loading the game, please return the disk(s) to Rainbird, without the packaging, to the following address:

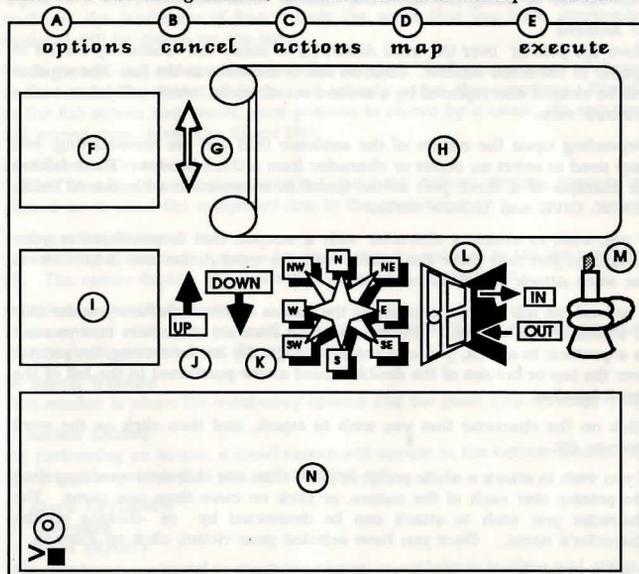
Rainbird Software Returns Department  
Wellington House  
Upper St Martin's Lane  
London WC2H 9DL

Please include a short note telling us exactly what the problem is, and what computer system you are using.

## LEGEND OF THE SWORD

Welcome to the world of Anar, a magical land full of mystery and adventure. A land that many have heard of, a land nobody wants to visit.

On loading the game, you will be greeted with the playscreen. Legend of the Sword utilises a unique screen display format incorporating a number of innovative time-saving features, as well as the usual text input window.



The major sections of the screen are as follows:

- |   |                                       |
|---|---------------------------------------|
| <b>A</b> User options                       | <b>B</b> Cancel operation             |
| <b>C</b> Actions                            | <b>D</b> Select Map mode              |
| <b>E</b> Execute command issued via scrolls | <b>F</b> Location cameo window        |
| <b>G</b> Item selector                      | <b>H</b> Map/Vocabulary window scroll |
| <b>I</b> Action cameo window                | <b>J</b> Move UP/DOWN                 |
| <b>K</b> Compass                            | <b>L</b> Move IN/OUT                  |
| <b>M</b> Candle shows strength of party     | <b>N</b> Main text window             |
| <b>O</b> Prompt and input cursor            |                                       |

**A: User Options**

Move the pointer over the the word *Option* (A) to display a list of user options in the scroll window. Each option is accessed by clicking on the desired word. Machine specific options are explained in the keyguide included with the packaging.

**B: Cancel**

Clicking on *Cancel* will abort an incomplete command which has been constructed by using the on-screen Actions vocabulary.

**C: Actions**

Move the pointer over the word *Action* (C) to cause the vocabulary screen to appear in the scroll window. Click on one of the verbs in the list - the window will be cleared and replaced by a second set of words, which will relate to the selected verb.

Depending upon the nature of the sentence that you are constructing, you may need to select an object or character from a third window. There follows an example of a three part action (used in conjunction with the ATTACK, SHOW, GIVE and THROW verbs):

If you wish to attack a character with a weapon that is contained in your inventory, you may move the pointer over the word *Action* and then click on the word *Attack* in the action window.

A second list will appear, containing the names of the characters you are able to attack with a weapon. If there are more than six characters that you are in a position to attack, you can scroll through the list by moving the pointer over the top or bottom of the double-ended arrow positioned to the left of the scroll window.

Click on the character that you wish to attack, and then click on the word *Execute* (E).

If you wish to attack a whole party, or more than one character you may drag the pointer over each of the names, or click on more than one name. The character you wish to attack can be deselected by re-clicking on the character's name. Once you have selected your victim, click on *Execute*.

A third scroll window will now appear containing a list of weapons you are carrying, your bare hands. Click on the weapon that you want to attack the character with - if there is more than one weapon to choose from, you must click on the word *Execute* (E).

If you wish to attack a character using more than one weapon from your inventory, you will have to drag the pointer over the weapon names or select each weapon individually, and then click on *Execute* (E).

If at any point you wish to cancel any command you are executing via the scroll window, click on *Cancel* (B).

*Note:- It is not possible to access all of the objects within a location via the pointer driven scroll mechanism, and thus it is not possible to complete Legend of the Sword without resorting to using the keyboard.*

**D: Map Mode**

Moving the pointer over the *Map* option will cause the scroll window to be put into Map Mode. Initially, the map will only show your ship and the surrounding coastline, but as you explore the land of Anar, the map will build up as more of the landscape is revealed. The scroll window itself only shows a small area of the map, centred on your current location, but as you move around using the compass facility, the map will scroll with you.

If you click anywhere within the map window, the whole screen will expand to depict the landscape of Anar. Only the areas that you have previously explored will be drawn on the map.

Underground and indoor areas are also mapped. Full screen maps of these areas can only be viewed while you are actually within these sections. Whilst in the full screen map mode, your position is shown by a cross. To exit the full screen map, press the Space Bar.

**E: Execute Command**

Once a sentence has been constructed using the *Actions* facility, *Execute* is clicked on to send the completed line to the parser.

**F: Location Cameo**

On entering a location a cameo (or small picture) appears in the top window (F). The cameo depicts the location that you are currently at.

**G: Window Scroll Arrows**

These arrows allow you to scroll through options within the scroll window when selecting items from the vocabulary.

**H: Scroll Window**

This window is where the vocabulary options and the game map are displayed.

**I: Action Cameo**

On performing an action, a small cameo will appear in the bottom window (I) depicting the action that you are carrying out.

**J: Move UP/DOWN****K: Compass****L: Move IN/OUT**

These features are used to move the player up and down ladders and stairs, in and out of rooms, and in any of the eight compass directions. If any direction is accessible, it will highlight, giving visual confirmation of available exits from your location to adjacent locations. To move in an available direction, simply click on the word itself, e.g. **SW**.

It should be noted that hidden exits will not be shown on the icons until they have been discovered.

On using either the scroll or the movement icons to input commands, visual confirmation of the input will appear on the text input line (O)

The movement icons will not function if a command entered via the scroll window has not been executed.



## TALKING TO CHARACTERS

Your party are not a very talkative bunch of warriors, and prefer fighting to talking. However, if you are lonely and feel like a chat, or you feel that one of your party is more proficient at carrying out a task than you might be, you can talk to your band of men in the following manner:

>ask <character> for <object>

>ask <character> to <action>

>talk to <character>

During your travels, certain characters will ask you very simple questions. To answer, simply say YES or NO.

Similarly, you may come across some magical words which you may wish to say. To do this, type:

>say <magical word>

If you wish, you may shout the word, by typing:

>shout <magical word>

## SPECIAL COMMANDS

### **RECAP**

This command gives a brief synopsis of the description of the location that the party is currently at. **R** can be used as an abbreviation of this command.

### **LOOK**

The command **LOOK** or the letter **L** will draw the players attention to anything of importance in the location. **LOOK** can also be followed by **UP** or **DOWN**.

### **INVENTORY**

This gives the player a list of objects that he is carrying or wearing.

### **WAIT**

This command allows the player to rest for one move. It can be abbreviated to **Z**.

### **RAM SAVE**

This command will save the party's current position and status to the computer's memory. This position will be lost when the player turns off his computer or loads another game into the computer's memory.

### **RAM LOAD**

This command loads a previously **RAM SAVE**'d position from memory.

### **OOPS**

This command will effectively take back the last command that you made and returns you to your position before your last command had been executed.

### **SCORE**

This command displays the percentage of the game that you have completed.

### **QUIT**

This allows you to either quit the game completely, or restart a new game, depending upon how you react to the prompts.

Please see your machine specific Keyguide for further instructions and commands.



**RAINBIRD SOFTWARE**  
**74 NEW OXFORD ST. LONDON WC1A 1PS, ENGLAND**

Rainbird and the Rainbird logo are trademarks of British Telecommunications plc.

G10515