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LEGACY
REALM OF TERROR™



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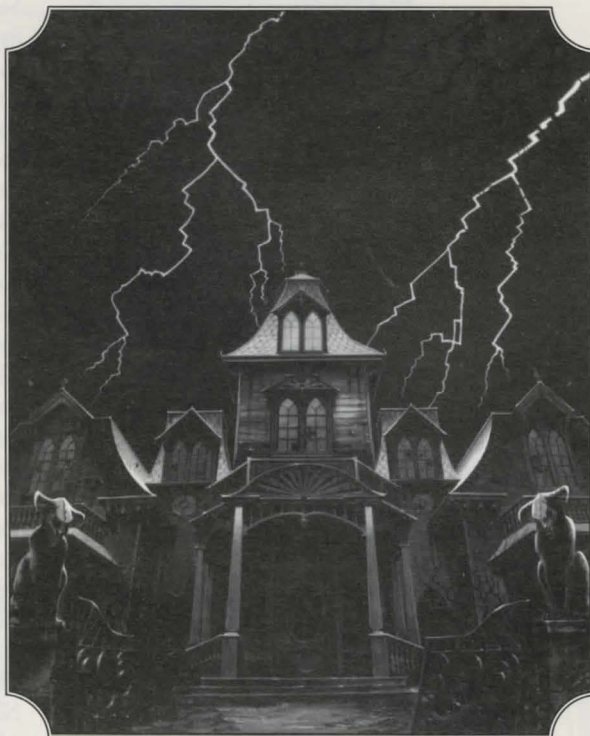
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**SOMEBODY'S LEFT
YOU A NIGHTMARE**

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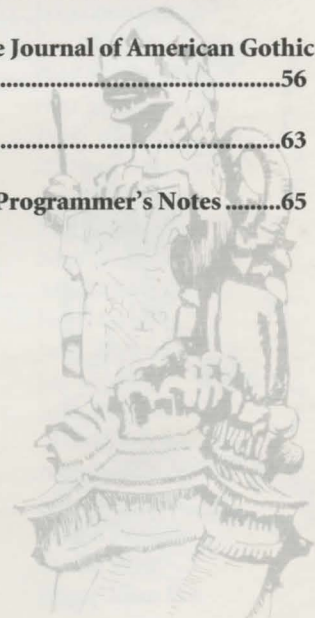
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PREFACE

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!





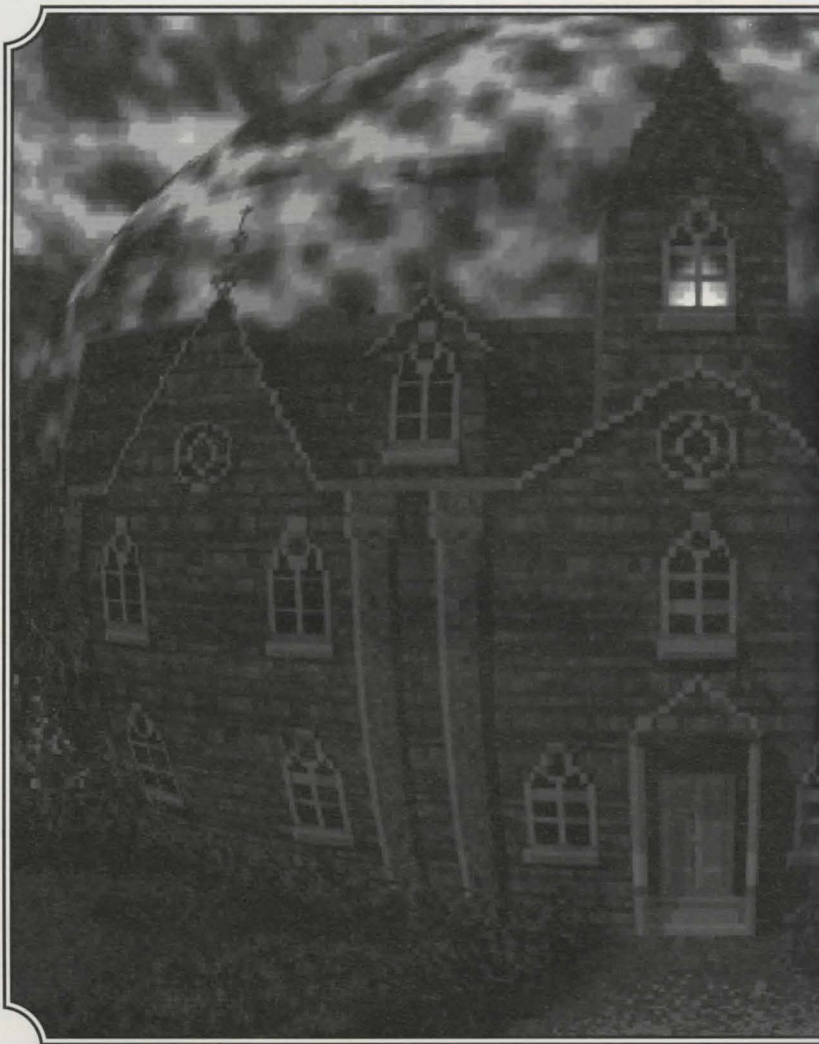
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What if the darkness had a mind of its own? What if the shadows were not just empty space, but a living, breathing entity? What if the darkness was the only thing that was real?

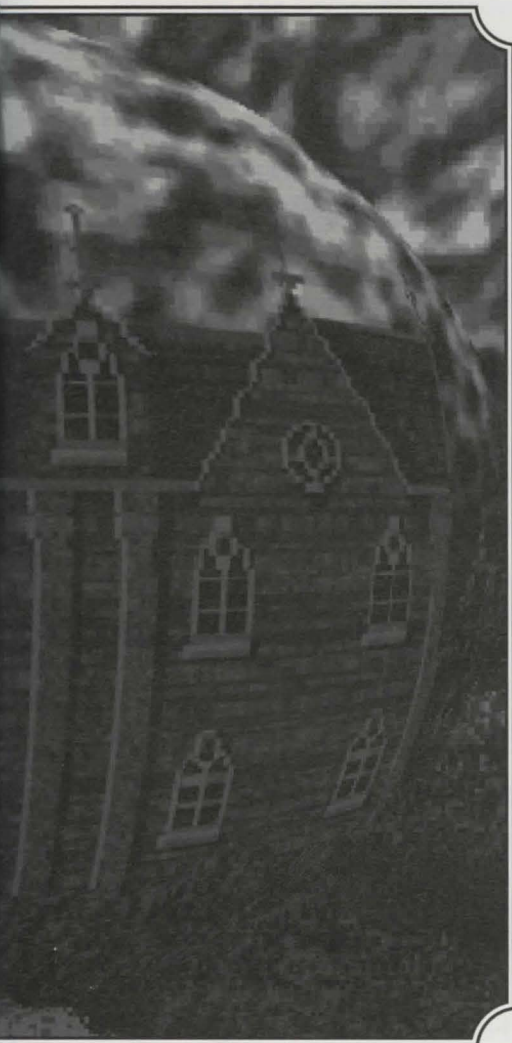


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G A M E P L A Y



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Gameplay

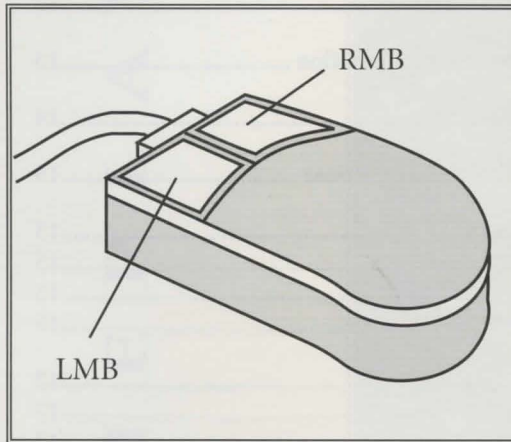
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GAME CONTROLS

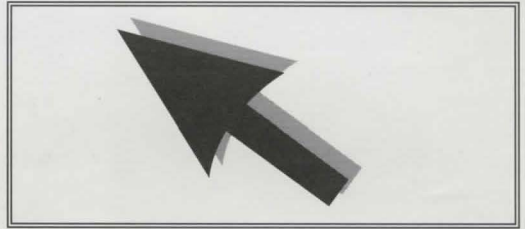
Pointer

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).

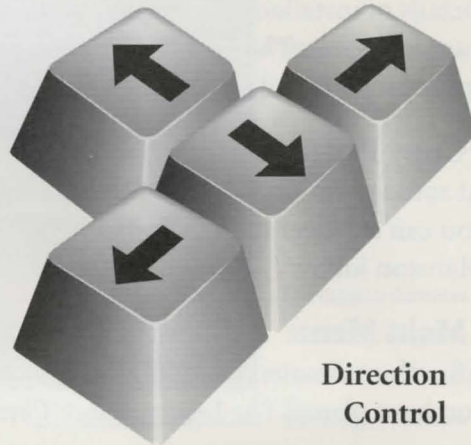
The Cursor Keys (left/right/up/down) will move the Pointer all around the screen.

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

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

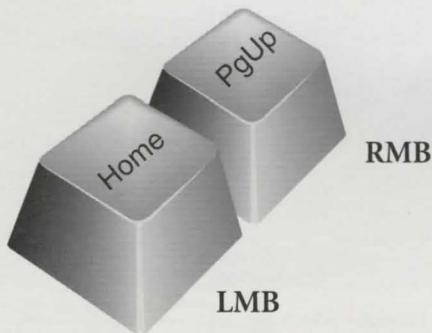
Mouse emulation keys

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.

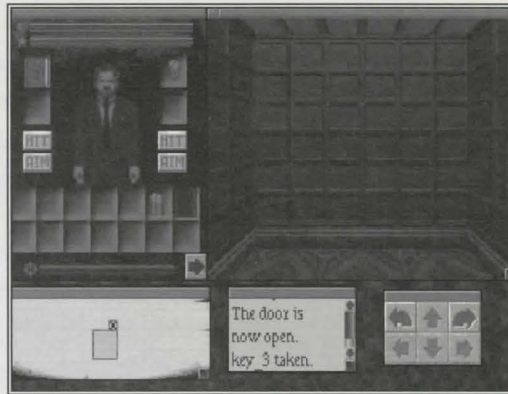
Finding a Keyring will help you when you have a number of keys in your possession.

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.

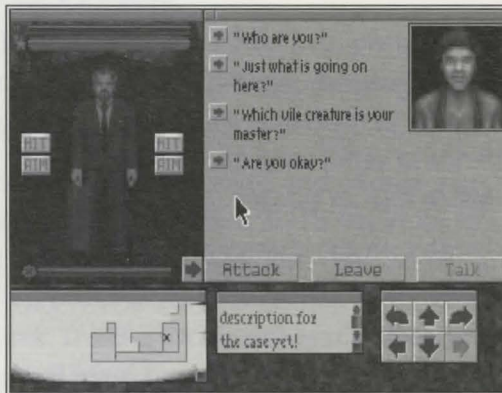
Meeting Other Beings

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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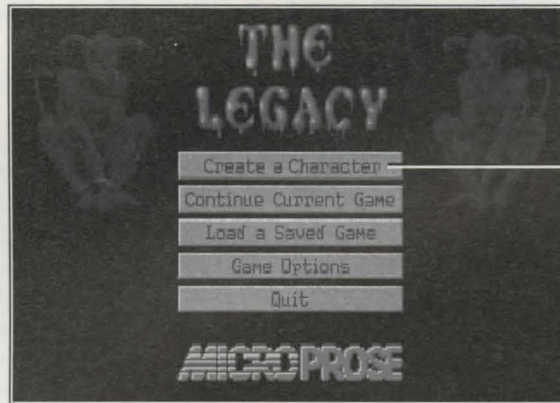


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THE MAIN MENU



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.

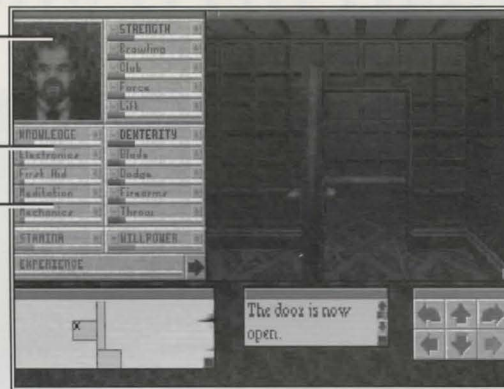
Each selectable character has already had his/her skill levels set. You can either use a pre-set character or create a new one. If you are unfamiliar with role-playing games, you should play *The Legacy* with one of the characters provided. If you have experience of this type of game, you will probably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



Selected Character
Portrait

Primary Skill Level

Secondary Skill



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.

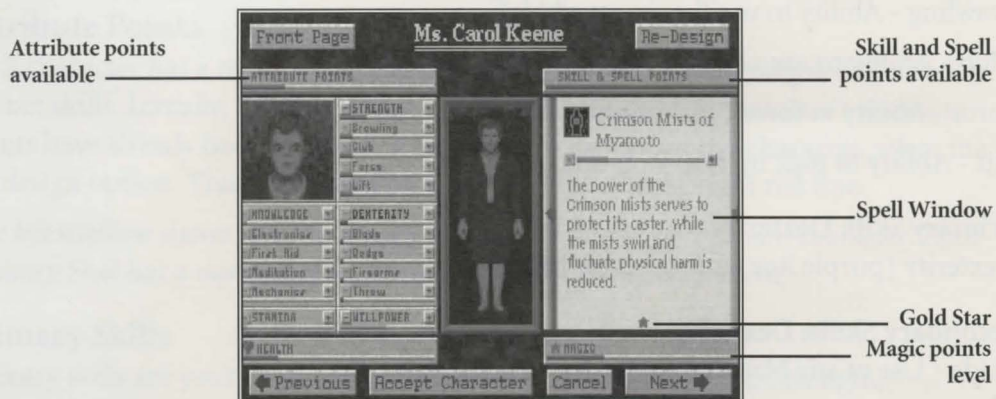
Willpower

A green-colored bar indicating a value for the character's Willpower. By increasing Willpower you will also increase a character's Magic ability. A high value also helps to resist magical attacks.

Health

A dark red-colored bar appears at the bottom-left of the screen along with a heart icon. This shows the state of your character's health. Health is affected by Stamina and Strength.

On the right-half of the character screen you will see the following information:




Skill and Spell Points

Initially this bar will be empty because all your character's Skill and Spell points have already been assigned. If you select to Re-design the character, this bar will fill with a gold line representing Skill and Spell points to be allocated.

Spell Window

The Spell Window shows the following information:



Spell Icon and Name

Each spell in *The Legacy* has its own distinctive name and icon.

Spell Bar

The higher the value on the bar, the better the character's knowledge of that particular spell. The Spell bar is governed by the value of the character's Willpower.

Spell Description

An explanation of the effects of that particular spell.

Spell Casting Requirements

One, two or three golden stars to show approximately how much Magic power is needed to successfully cast that particular spell.

If arrows are highlighted on the left/right scroll bars, you can click on the left/right arrows to view similar details of other spells.

Magic

A gold Magic bar appears at the lower left of the screen. The more Magic points (see below) held by your character, the more Spells he can cast and the more effective the spell.

If you want to compare the eight pre-set characters' attributes and skills, select the Previous/Next buttons to cycle through them.

If you are happy with one of *The Legacy* pre-defined characters, select **Accept Character**. If not, then click on **Re-Design** with LMB.

Re-Design Character

After choosing this option you will be asked to enter a Player Name. If you do not want to accept the pre-set character name, delete it using the Backspace key and type in your choice of character name.

When you have selected OK, your choice of player name will appear at the top of the screen.

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.

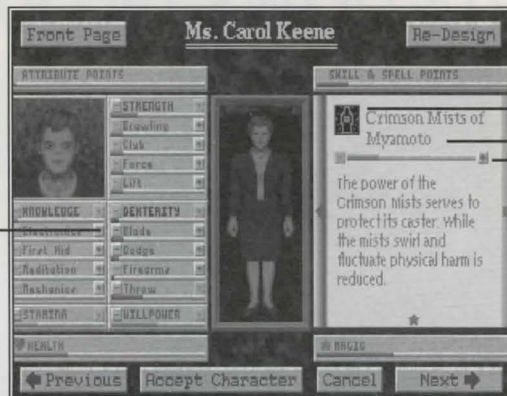
Improving established skills is harder than developing poor ones. You'll find it easier to develop a range of skills to a basic level than to excel in one particular skill.

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

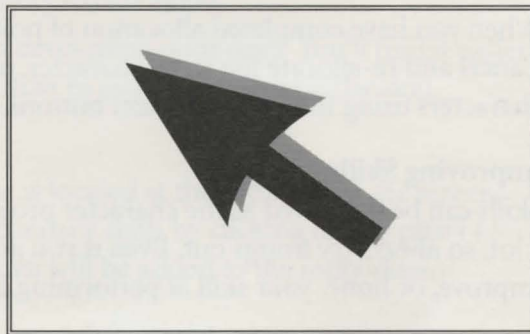


The five basic Windows

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

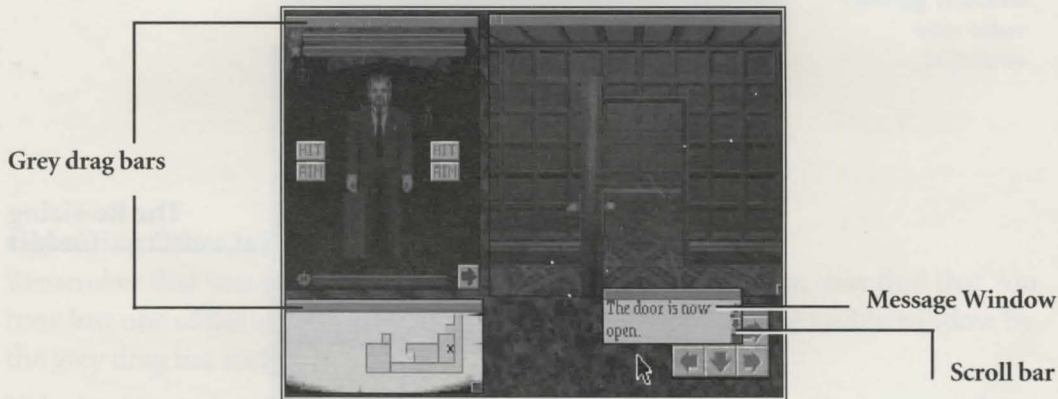
The arrow shaped Pointer can be moved across the screen windows using a mouse or keyboard cursor keys. This is what you use to control the game world objects, cast spells, undertake combat etc.



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.



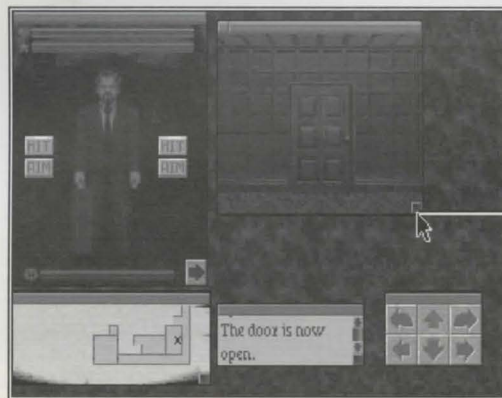
Look at all the other windows. Each one has a narrow grey drag bar at the top. Each one of these windows can be picked-up and moved around. Try moving one on top of another.

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.

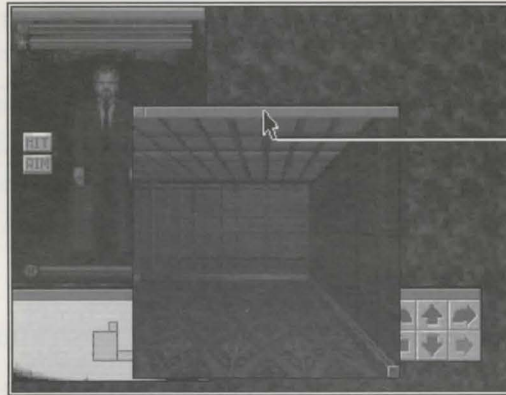


The Re-sizing Gadget

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



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

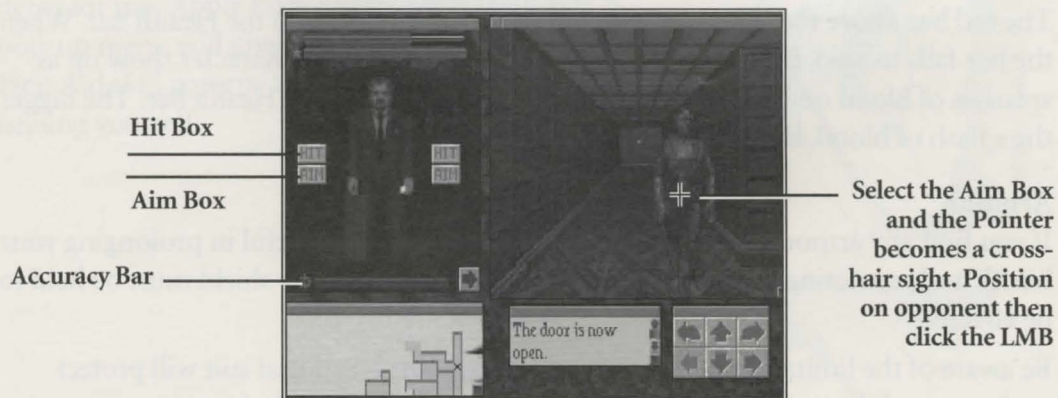
If you are new to the game you are advised to run or dodge away from monsters when you first see them. Find somewhere to hide until they have passed by. Your character will not be prepared to fight them properly until he/she has studied the layout of the house and acquired the correct weapons, armour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



THE SPELLS

The Destructors



Belgor's Mental Violation

This hex unleashes dark forces that assail the mind of whosoever the caster desires. Its powers are great and all will learn to fear the wrath of Belgor.



Flames of Desolation

The flames fryeth the hairs from the nostrils and leave the air heavy with the stench of brimstone, but causeth calamitous injury to those over which it passeth.



Obsidian Shards of Annihilation

Dark is the power.
Dark is the night.
Dark are the daemons which provide its might.



Malevolent Compression

This ancient Arabic spell was used to place efreeti into bottles. It will also considerably reduce other foes.



Maelstrom of the Mind

This hex doth befuddle the eyes and confuseth the senses. It causeth lurid visions of madness and lunacy which some find pleasurable to behold.



Winds Of Destruction

The wind rips with explosive force. Lesser mortals quake in terror at the mention of its name. Leaves a vile stench in the nostrils.

The Protectors



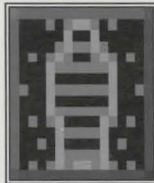
Arcane Tower of Reason

The ivory tower sustaineth the mind from the sight of fiends and devills.



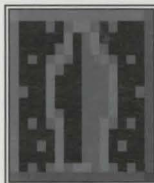
Crimson Mists of Myamoto

The power of the Crimson Mists serves to protect its caster. While the mists swirl and fluctuate physical harm is reduced.



Aura of Mystic Defence

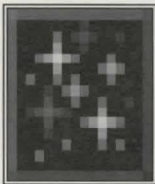
Though dark magiks be hurled against you, the aura guards the mortal frame from myriad hurts and abuses.



Shroud of the Dark Walker

Wrapped within the Shroud of the Dark Walker the body is shielded by the shadows from physical harm. This hex doth befuddle the eyes and confuseth the senses. It causeth lurid visions of madness and lunacy which some find pleasurable to behold.

The Enhancers



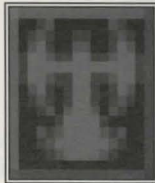
Guiding Eye of Xython

Evolved by ancient Xython, this cantrip was used to improve accuracy with thrown weapons, but has also proved equally effective with firearms.



Mantle of Endurance

When made tangible through devious conjuration the Mantle provides vigour, fortifies the body, and improves the health.



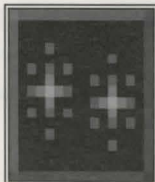
Swift Limbs of Mercury

When infused by the Swift Limbs of Mercury the appendages and senses are quickened, and the blood is filled with great energy.



Iron Fist of Agatta

Great might is bestowed upon the recipient of this enchantment. The dark glow of the hand powers a weapon grasped within it.



Sight of the Dark Walker

The Sight of the Dark Walker is bestowed on all mortals who call upon his name and power. Imperfect beings may see through the light of the shadow.

The Mystics



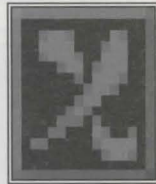
Elixir of Health

Doth restoreth fluids and tissues vital that maketh the body whole and filled with life.



Dimensional Rift

When cast upon a glowing rune this sorcerous enchantment opens gates to dark dimensions where vile creatures slither and crawl.



Sword of the Shadow

From the realm of the shadow to the sphere of the light, this conjuration brings forth a runic blade of great power.



Key of the Shadow Lord

The Shadow Lord may walk where others are forbidden to tread. His power opens portals that are fastly sealed by lock or hex.

CHARACTER DEVELOPMENT

The Legacy allows your chosen character to develop over time. He/she will gain experience of certain skills, use of spells and solving puzzles. The character will have in-built strengths and weaknesses depending on your original choice, but you can alter these to a certain extent by experience. This is an important point to grasp because character development is vital to ultimate success in the game. To understand your character you must be familiar with his/her details in the Character Window.

Character Window

The Character Window contains all details of your selected character in *The Legacy*.




By double-clicking on the character with your LMB you will be able to see the Inventory of objects carried. Clicking the RMB on the character will show the inventory via a pop-up menu and also allow you to select the Rest option.

The top page shows a picture of your chosen character with:

A Health Bar (Heart Icon)

A Magic Bar (Star Icon)



Two Hit Buttons (Left/Right)
Two Aim Buttons (Left/Right)
An Accuracy Bar (for Combat)

Click on the arrow at the lower right-hand corner to show the next page which shows:
A close-up character portrait
Details of Primary/Secondary skill levels

Experience Points (see below)

Clicking on the arrow again will show Spell book pages and Spells available to that character. You can scroll through the spells by clicking on the left/right scroll arrows.

Experience

Performing certain important actions earn the character Experience points. Most successful actions will gain the character Experience points but the high value points are reserved for key events in the game.

Remember to check your Experience bar on your Character screen from time to time. You can allocate these Experience points to any Skill or Attribute as soon as you gain them, or save them for later use.

Rest

Your character must spend part of each game 'day' resting. If the character needs Rest move the Pointer over the Character portrait and press the RMB. A pop-up menu will appear. Highlight 'Rest'. If Rest is inappropriate you will receive a message to that effect.

In *The Legacy*, you can only Rest in Sanctuary Rooms. These are distinguished by a triangular symbol on the wall next to the door.

Lack of adequate Rest results in a drop in the character's ability to use Skills and Magic effectively. He/she will also become more vulnerable to fear and shock. If the character fails to rest, he/she will eventually fall unconscious, becoming easy prey for monsters.

Meditation and Power Crystals

Meditation is used to draw magical energy stored in Power Crystals, allowing the character to replenish Magic points. Magic is also replenished when the character rests, but Meditation can only be attempted if the character has found a Power Crystal.

Power Crystals are found in the house and have a limited effect. When they have lost their power others must be found to allow Meditation. Be aware of the fact that your character will not automatically be able to reap the benefits of the Crystal's power.

Food

Lack of adequate Food results in a drop in the character's ability to use Skills and Magic effectively. He/she will also become more vulnerable to fear and shock. If you keep your character starving for long enough he/she will die!

You will receive a message if your character needs to eat. Remember that he/she may need to eat after a Rest period.

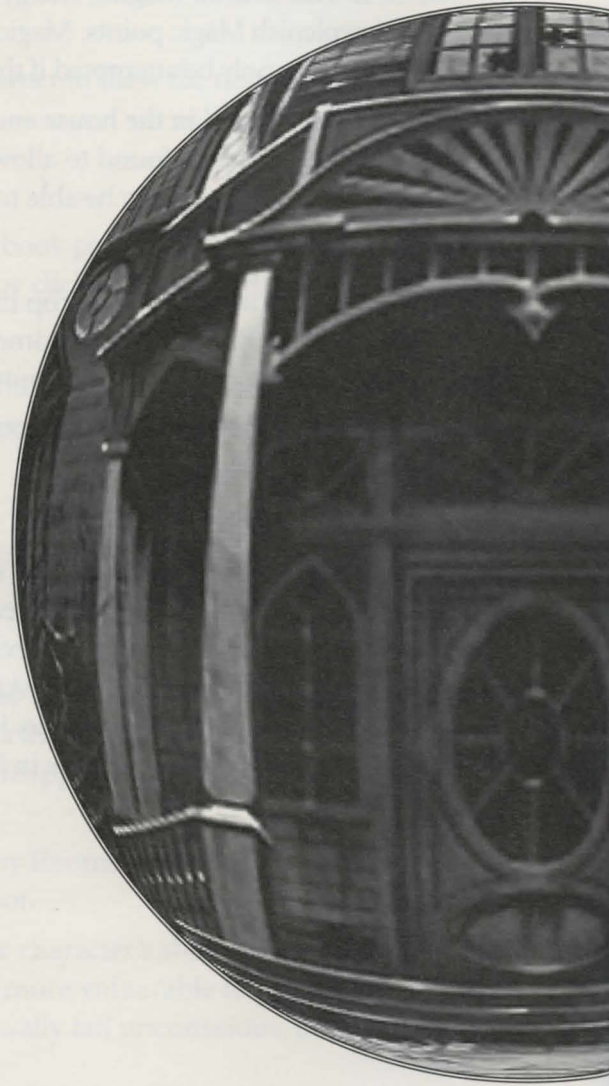
Shock, Insanity and Reason

Characters who encounter monsters will suffer some degree of fright, the more terrifying the monster the greater the effect of the shock. The character portrait will change to reflect any sudden shock. A severe shock will affect the character's reason and he/she may go temporarily insane. An insane character is more likely to panic and run away for a short period of time. However, if a monster is defeated, your character will benefit with an increase in his/her Reason.

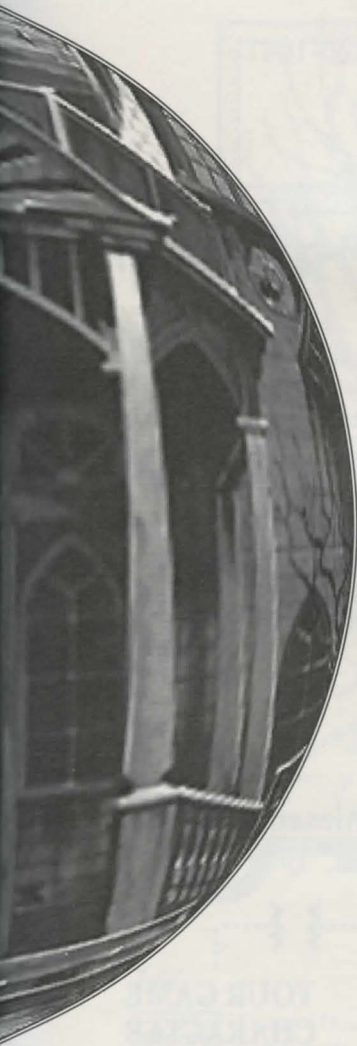
THE
LEGACY
REALM OF TERROR™

3

S E C T I O N



THE
LEGACY
REALM OF TERROR™



The Winthrop Family Tree52

The Winthrop Mansion53

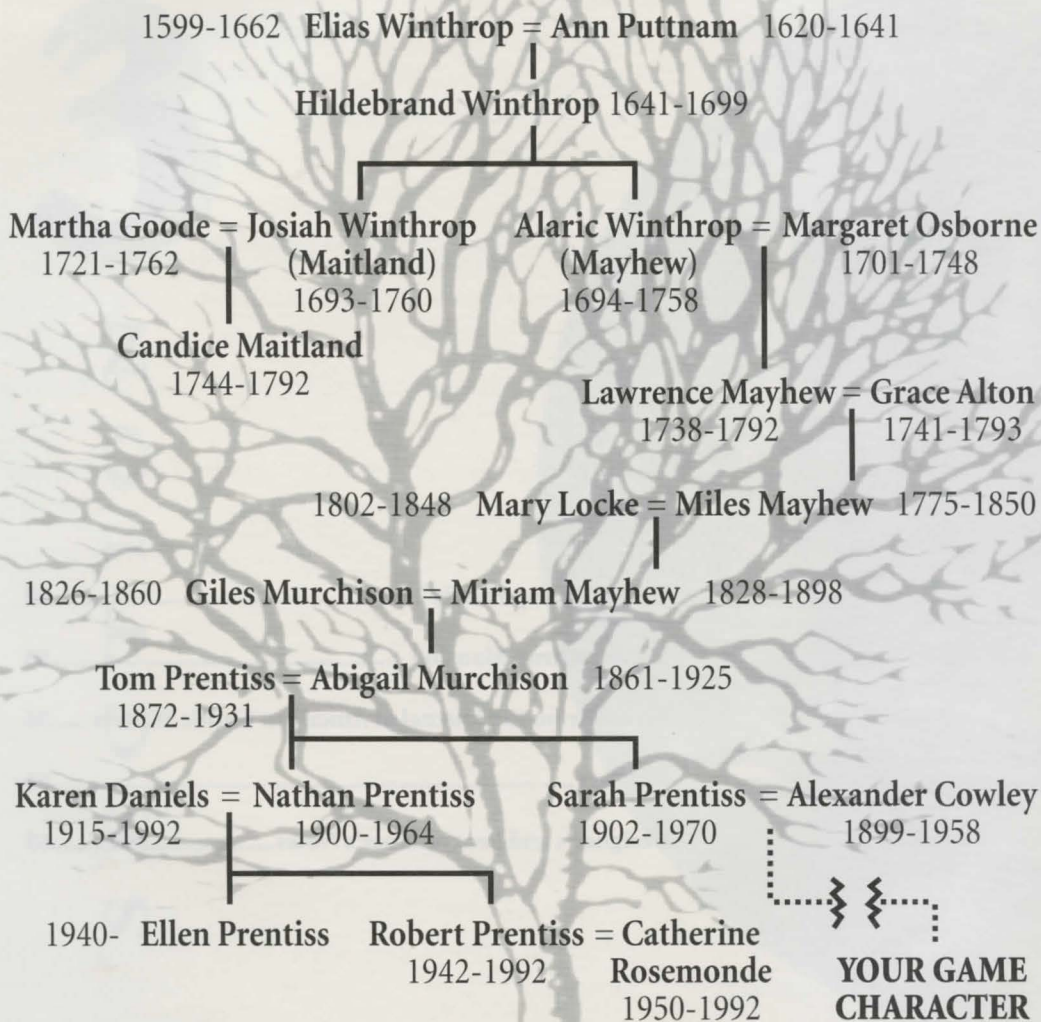
Extract from the Journal of American Gothic Writers56

Glossary63

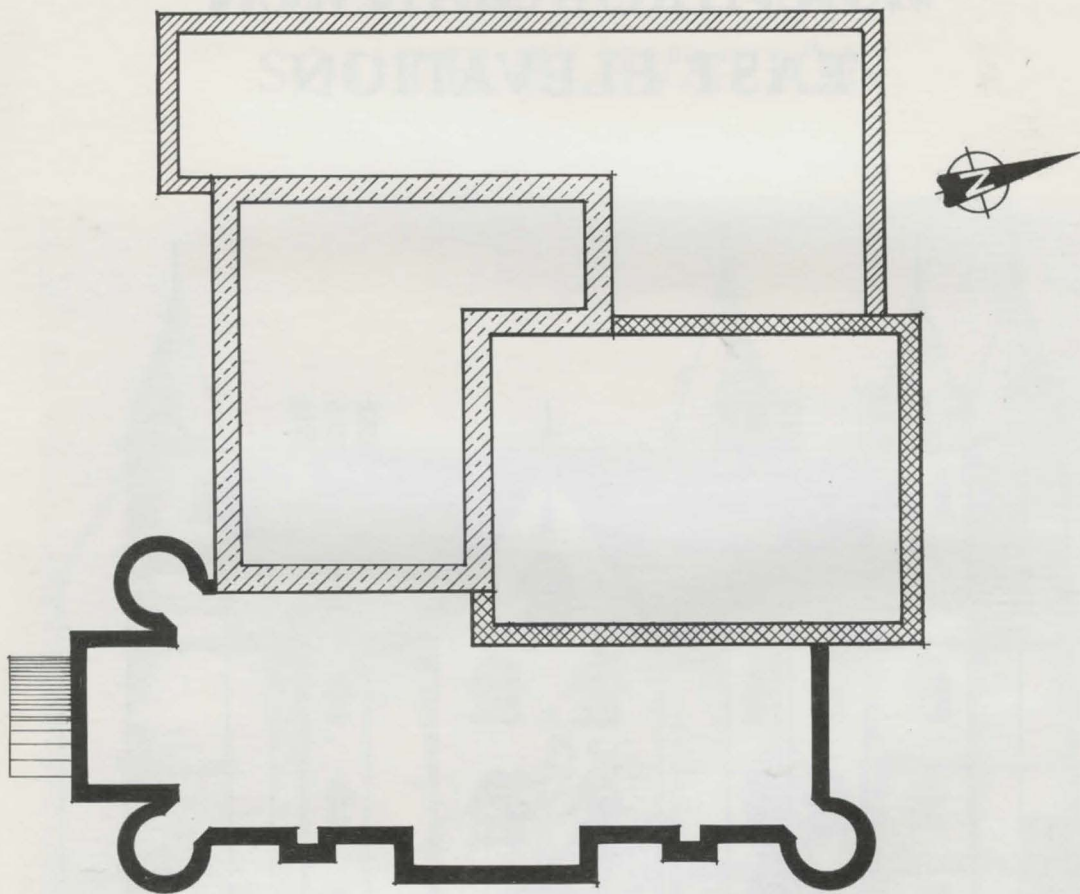
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Winthrop Family Tree



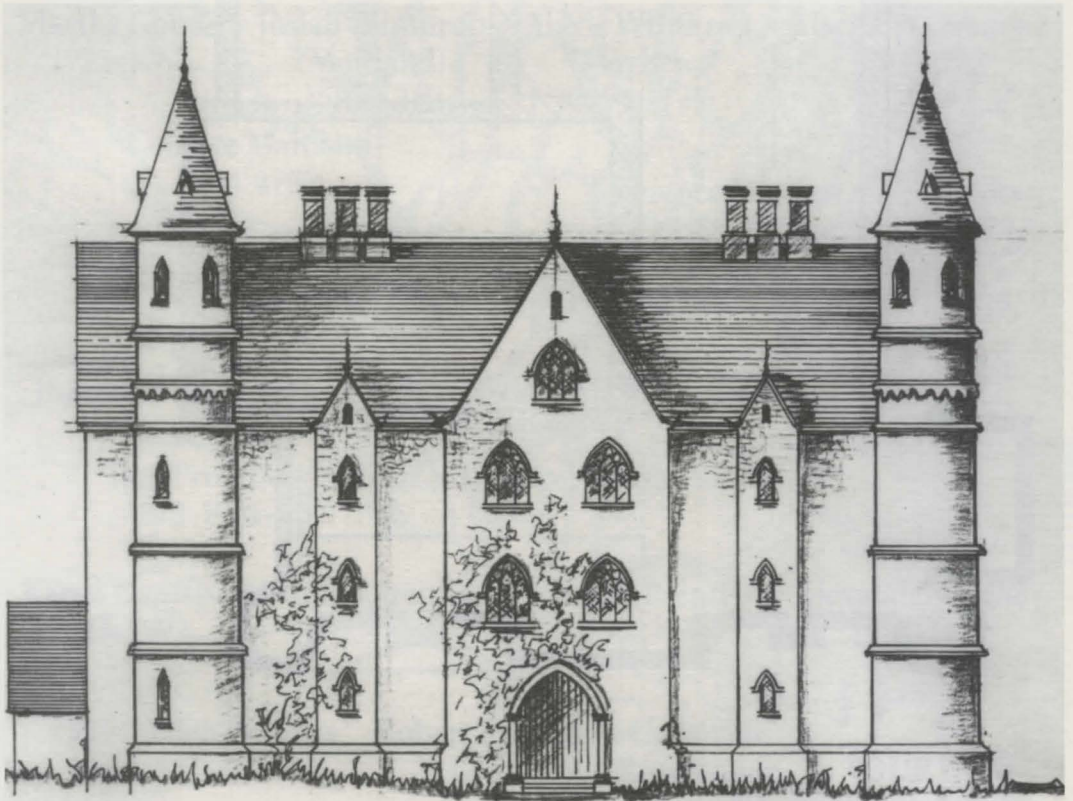
WINTHROP MANSION FLOOR PLAN



Key

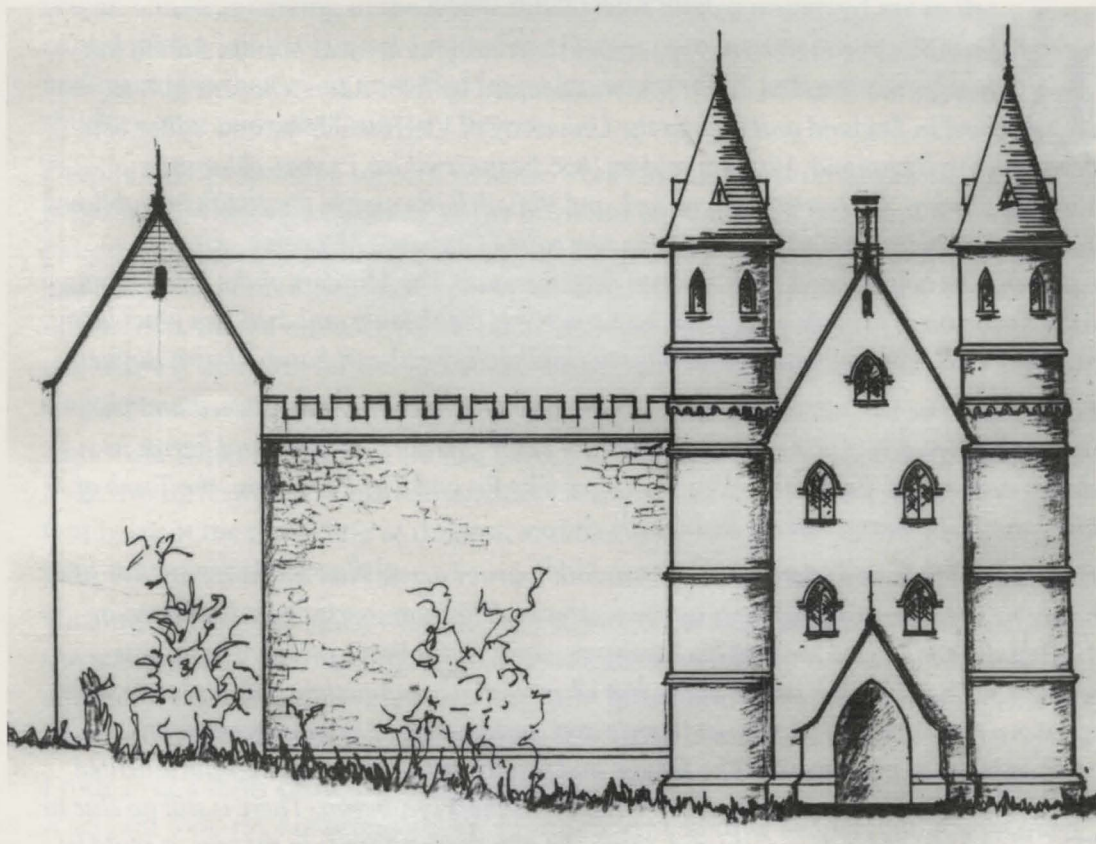
	Original House 1630
	Part Rebuilt After Fire 1726
	Extension 1841
	Extension 1865

WINTHROP MANSION EAST ELEVATION



The Winthrop Mansion in 1878. The house has changed substantially over its 300 year history.

WINTHROP MANSION
SOUTH ELEVATION



EXTRACT FROM THE JOURNAL OF AMERICAN GOTHIC WRITERS

VOL. XXVI MARCH 1993. P. 432-447.

Edgar Allan Poe's journey through New England and its influence on his Later Work.


by

James Bartlemas Locke

Edgar Allan Poe (1809-1849) poet and short story writer was born in Boston but when his mother died in 1811 he was adopted by John Allan who sent him to school in England and then to the University of Virginia. He became editor of a newspaper in Richmond, Virginia and in 1836 he married his 13 year-old cousin Virginia Clemm. He moved to New York and Philadelphia and in the 1840's he published *Tales of the Grotesque and Arabesque* and he edited *Graham's Magazine* whose readership he helped boost with his own detective story *The Murders in the Rue Morgue*. After the death of his wife in 1847 he had a nervous breakdown and died two years later just before his proposed second marriage to childhood sweetheart Sarah Elmira Royster.

Edgar Allan Poe was not a drug addict or an alcoholic as commonly believed and few writers have matched him in the presentation of the macabre, mystery and horror in stories such as *The Fall of the House of Usher*, *The Pit* and *The Pendulum*, *the Tomb of Ligeia* and *The Masque of the Red Death*.

He is known to have undertaken a two-month journey across New England, in 1841 just before he began to write his most terrifying stories. This manuscript was discovered in 1992 in the vandalized tomb of his literary executor Rufus W. Griswold. That it was written by Poe himself is still in doubt but when read in conjunction with his later stories, it bears a remarkable resemblance in style and content. Poe must have been greatly affected by his experiences at 'The House' and it is from 1841 that his well-documented horrifying nightmares, that plagued the rest of his short life, began. There is still no clue to 'The House' or where it was situated. From the sparse descriptions in the text, it could be any one of many old New England houses.



...on horseback. I had been passing alone during the whole of a dull, dark soundless day in the autumn of the year. At length, as the shades of evening drew on, I found myself in sight of that melancholy house. I know not how it was- but, with the first glimpse of the building, a sense of insufferable gloom pervaded my spirit. I looked upon the scene before me- upon the mere house, the bleak walls, the vacant eye-like windows- upon a few white trunks of decayed trees- with an utter depression of soul, which I can compare to no earthly sensation. There was an iciness, a sinking of the heart. What was it that so unnerved me in the contemplation of the House? I reined my horse to the precipitous brink of a black and lurid tarn that lay in unruffled lustre by the dwelling, and gazed down with a shudder even more thrilling than before.

Despite all, I proposed a sojourn of some weeks in this mansion of gloom. Its proprietor, Miles, had been one of my boyhood companions; but many years had passed since our last meeting. A letter had arrived from him- which in its wild nature had admitted of no other than a personal reply. The writer spoke of acute bodily illness- of a mental disorder which oppressed him and an earnest desire to see me. I was allowed no room for hesitation and obeyed forthwith what I considered a most singular summons.

Although, when I was a boy, we had been good friends, yet I knew little of my friend. I was aware, however, of his very ancient family and the remarkable fact the entire family lay in the direct line of descent, and had always, with very trifling and very temporary variations, so lain.

Shaking off from my spirit what must have been a dream, I scanned more narrowly the real aspect of the building. Its principal feature seemed to be that of excessive antiquity. The discoloration of ages had been great. Minute fungi over spread the whole exterior, hanging in a fine tangled web-work from the eaves.

I rode over a short causeway to the house and entered the Gothic archway of the hall. A servant took my horse and a valet appeared who, in utter silence, conducted me through many dark and intricate passages to the studio of his master. Much that I encountered contributed to heighten the feelings of which I have already spoken. The

carvings on the ceilings, the sombre tapestries of the walls, the ebon blackness of the floors, and the phantasmagoric armorial trophies which rattled as I strode instilled in me feelings of empty blackness and doom.

The valet now threw open a door and ushered me into the presence of his master. The room was large and lofty with long narrow, pointed windows at such a distance from the oaken floor as to be inaccessible from within. Faint gleams of light battled through the trellised panes but my eye struggled in vain to reach the furthest angles of the chamber, or the recesses of the vaulted and fretted ceiling. Dark draperies hung from the walls and the furniture was sparse, comfortless, antique with an air of well-preservedness. Books lay scattered about but failed to give vital substance to the scene. I know not why but I felt I was breathing an air of melancholic terror. An atmosphere of stern, irredeemable gloom hung over all and seeped into my skin.

At my entrance, Miles rose up from a sofa and greeted me with great and vivacious warmth. We sat down and, for a few moments, neither spoke. I looked at my companion with a feeling half of pity, half of awe. Miles had greatly altered in the intervening years! This was not a mere matter of time's gradual change; the wan being before me was difficult to envisage as my boyhood companion. A cadaverousness of complexion; an eye large, fluid and luminous and lips somewhat slight and pallid. The change was such that I doubted to whom I spoke. The silk like hair seemed to have grown untended and in its wild white gossamer texture, it floated rather than fell about the face.

At last he spoke, with an abrupt, weighty, unhurried and hollow-sounding enunciation, of the object of my visit and the solace he expected me to afford him. The nature of his malady, he explained, was a constitutional and a family evil and one from which he despaired of ever finding a conclusion save Death itself.

'I shall perish in this deplorable folly' he said, 'I dread the events of the future. In this unnerved, pitiable condition I feel that the period will sooner or later arrive when I must abandon life and reason together, in some struggle with the grim phantasm, FEAR!'

I soon learnt in his brief moments of uncluttered speech that he was enchained by certain superstitious impressions in regard to the dwelling which he tenanted—an influence which some peculiarity in the form and substance of his family mansion had obtained over his spirit. He admitted that much of the peculiar gloom that afflicted him thus could be traced to the appearance of the tormented ghost of his long-dead mother, Grace and the apparition's effect on his wife Mary and their only daughter Miriam.

While he spoke, the woman I later knew as his wife, passed through a remote portion of the chamber, and, without having noticed my presence, disappeared. I regarded her with an utter astonishment not unmingled with dread. When, at length, a door closed upon her my glance sought Miles but he had buried his face in his hands.

The malady affecting his wife and daughter had long baffled the skill of the physicians. A settled apathy, a gradual wasting away of the person and frequent affections of a cataleptical character was the unusual diagnosis. This was the only sight I glimpsed of either of his loved ones and for several days ensuing their names were not mentioned by myself or Miles as I endeavoured to alleviate the melancholy of my friend. We painted and read together but bitterly did I perceive the futility of cheering a mind from which darkness poured forth upon all objects of the moral and physical universe in one unceasing radiation of gloom. In moments of true lucidity Miles spoke of the ritual that was to be performed to lay his mother's ghost to rest and thus free his daughter and child. I could not help but agree to his taking me to his mother's tomb in the lower reaches of the house.

The vault had been long unopened and half-smothered our torches in its oppressive atmosphere. It was small, damp and entirely without means of admission of light; lying at great depth, immediately beneath that portion of the building in which I slept. It had been used in remote times for the worst purposes of a dungeon. The door was of massive iron construction and its immense weight caused an unusually sharp, grating sound, as it moved upon its hinges. Miles then proceeded to partially turn aside the yet unscrewed lid of the coffin and we both looked at the face of the

occupant. I still reel in blood draining horror of that moment! The face was contorted in a permanent and hideous scream and the long fingernailed hands held up as though in preparation for tearing the flesh from our faces. I knew not by what physical means such a deformation came to occur but stood back as the loving son wept long trails of tears over the coffin. Suddenly he let loose a scream of rage and torment.

Miles turned to me. He said nothing but his eyes told all. He wept for the tormented soul of his mother, a plague that he believed was affecting his wife and daughter.

It was in the following days that an observable change came over the features of the mental disorder of my friend. His ordinary manner had vanished and his ordinary occupations were neglected or forgotten. He roamed from chamber to chamber with hurried, unequal and objectless step. The pallor of his countenance had assumed a more ghastly hue and the luminousness of his eye had utterly extinguished. His voice was a tremulous quaver, as if of extreme terror. I beheld him gazing upon vacancy for long hours, in an attitude of the profoundest attention, as if listening to some imaginary sound. It was no wonder that his condition terrified and that it affected me. I felt a sense of doom creeping upon me, by slow yet uncertain degrees, the wild influence of his own fantastic yet impressive superstitions.

It was upon retiring to bed late in the night of the fifth day after the visit to the tomb that I experienced the full power of such feelings. Sleep would not overtake me while the hours waned and waned away. My efforts to reason away the nervousness which now dominated me, but my efforts were fruitless. An irrepressible tremor gradually pervaded my frame and, at length, there sat upon my very heart an incubus of utterly causeless alarm. Shaking this off with a gasp and a struggle, I uplifted myself upon the pillows, and peering earnestly within the intense darkness of the chamber, listened to certain low and indefinable sounds, which came, through the pauses of a storm, at long intervals, I knew not whence. Overpowered by an intense sentiment of horror, I threw on my clothes with haste for I felt that I should sleep no more that night.

I paced to and fro through the apartment for some moments, then there was a rapping at my door and I presently recognized Miles entering my chamber bearing a lamp. There was a species of mad hilarity in his eyes and a restrained hysteria in his whole demeanour. His air appalled me but anything was preferable to solitude on that night.

‘Have you not seen it?’ he asked abruptly, having stared about him for some moments in silence, ‘You have not then seen it? But stay- you shall!’

Thus speaking, he hurried to one of the casements and threw it freely open to the storm. The fury of the entering gust nearly lifted us from our feet. A whirlwind had collected its force in our vicinity; for there were frequent and violent alterations in the direction of the wind. The under surfaces of the huge masses of agitated vapour, as well as all terrestrial objects immediately around us, were glowing in the unnatural light of a faintly luminous and distinctly visible gaseous exhalation which hung about and enshrouded the mansion.

‘These appearances,’ said I, leading him from the window to a seat, ‘are merely electrical phenomena not uncommon, let’s close the casement; the air is chilling and dangerous to your frame. Here, I will read one of your favourite stories and we will pass this terrible night together...’

Just then, I paused, for it appeared to me that from some very remote portion of the mansion, there came indistinctly to my ears, a cracking and ripping sound. Then, in a moment, a low, harsh, protracted and most unusual screaming. I was by no means certain that my companion had noticed the sounds in question; although, assuredly, a strange alteration had, during the last few minutes, taken place in his demeanour. I could perceive his features and saw that his lips trembled as if he were murmuring inaudibly. His head had drooped upon his breast and he rocked from side to side with a gentle yet constant and uniform sway. Suddenly, I became aware of a distinct, hollow, metallic and clangorous, yet apparently muffled reverberation. Completely unnerved, I leaped to my feet; but the measured rocking movement of Miles continued undisturbed. I placed a hand on his shoulder and there came a strong shudder over his whole person; a sickly smile quivered about his lips; and I saw he spoke in a low, hurried, gibbering murmur, as if unconscious of my prescience.

Yes, I hear it, and have heard it. Long- many minutes, many hours, many days, have I heard it- yet I dared not speak. My mother: she had been put living in the tomb! Oh, wither shall I fly? Will she not upbraid me for their haste? Have I not heard her footstep on the stair? Do I not distinguish that heavy and horrible beating of her heart. Madman! I tell you that she now stands without the door!

As if by the energy of his utterance, the huge antique panels to which he pointed drew slowly back upon the instant, their ponderous and ebony jaws. It was the work of the rushing gust-but then outside the doors there did stand the lofty and enshrouded figure of Grace, his mother! There was blood on her ragged white robes and evidence of some bitter struggle on her emaciated frame.

'Melchior!' screamed the apparition, 'free me, free me! Perform the rite!'

Both figures collapsed in front of me in violent agonies as I fled from that chamber, from that house. The storm was still abroad in all its wrath as I found myself crossing the old causeway I turned to look at the mansion gleaming with a wild light, for the last time but for ever in my nightmares.

It is now possible to draw a parallel between this newly-discovered manuscript and the story that came to be known as The Fall of the House of Usher. It is almost certainly true that Poe's best and most horrific stories date directly from this period and that The House had a permanent effect on him, is beyond question.

GLOSSARY OF TERMS

Attributes

Character attributes Strength, Knowledge, Dexterity, Stamina and Willpower will be pre-set for each character or can be assigned by the player in the Re-Design Character screen.

Arrow Keys

Left/right/up down. The cursor key cluster that can emulate the mouse movement.

Click

To press and release a button on the mouse quickly. The mouse should be kept still until the button is released.

Dialog Box

A special window that appears when the game requires confirmation or extra information from the player. The game will not continue until the player has clicked on an appropriate response.

Drag

To hold down the left mouse button and move the pointer to a new position before releasing the button. Often used to re-position windows on the screen and move objects.

Double-click

Two clicks in rapid succession (usually with the left mouse button). See Click.

Drag Bar

The grey bar at the top of a Window that can be clicked on and dragged.

File Selector

A dialog box that appears when you choose the Save/Load options. It allows you to name a saved game file (maximum eight characters), choose a drive to save to and load a pre-saved game from a particular drive.

Icon

A small graphical device to represent a concept (such as a spell) or object.

LMB

The Left Mouse Button or Keyboard Home Key

Magic Points

Characters will begin the game with a level of magic points which will indicate ability to cast certain spells. If spells are cast, magic points will diminish but they can be added to by picking up certain objects with magic properties.

Menu

A list of items or commands which can be chosen using the Pointer. See Pop-up menus.

Mouse

A device for moving the Pointer around the screen. A mouse has buttons that are clicked to indicate a required action.

RMB

The Right Mouse Button or Keyboard Pg Up Key.

RPG

A Role-Playing Game.

Room

A distinct game area to be explored by the player. There are hundreds of rooms in *The Legacy*.

Pointer

An arrow-shaped cursor controlled by the movement of the Mouse.

Pop-Up Menu

A specific window that appears when the pointer is positioned over an action area and the right mouse button is pressed.

Primary Skills

Your character's five basic attributes: Strength, Knowledge, Dexterity, Stamina and Willpower.

Secondary Skills

Skill related sub-divisions of Primary Skills Knowledge, Strength and Dexterity. Used to increase a character's chance of performing a specialized skill-related action successfully.

Scroll Bar

Attached to the right-hand edge of the Message Window, the Scroll Bar allows the contents to be scrolled up/down to a chosen area. The bar can also be 'clicked and dragged' up/down for speedy access.

Select

Items are said to be selected when they are highlighted in some way; for instance moving the Pointer over the options in a pop-up menu.

Skill Points

Pre-defined characters will have Skill Points already allocated but if you are Re-Designing a Character, you can assign Skill Points to individual Secondary Skills. Skill points can be gained as the game progresses through experience and success in performing certain actions.

Window

A defined area of the screen to show specific information such as graphical 3-D view, Messages etc.

DESIGNER'S NOTES

The Legacy has been a nightmare. There've been many sleepless nights involved. The programmers and artists now look far worse than any monsters in the game. If only this had been known sooner the guys could have been digitised and put into the game instead of using rendered 3D monsters.

When people dial the Tetbury code of 0666 they do so with a shudder. Tetbury has been transformed from a sleepy Cotswold village into a scene from a horror movie. Villagers securely lock their doors at night, nail up crucifixes, and smear garlic around the window frames of their homes.

Only when the sun rises do the villagers dare venture forth, for the night belongs to the designers, programmers, and artists. These depraved creatures sit huddled over dimly glowing screens concocting ways of unleashing the legacy of their disturbed minds on an unsuspecting world. Just before the sun creeps its way above the horizon, these lost souls slink back to their fetid dens, to lie in coffins of earth until the night calls them forth again.

Sharpened stakes and holy water have been stockpiled in the haunted offices of MicroProse. There's work yet to be done, but when this project is over the undead creatures responsible will be laid to rest. The villagers can then sleep peacefully, free of the terrors of the night.

Yet the living dead never truly rest. When their services are required again, necromantic conjurations will bring them fresh from the grave to work once more on the midnight shift.



As the nightmare draws to a close, it's good to look back upon our accomplishments. We've solved some tricky problems developing this game. Originally we started with bitmap graphics for the corridors, rooms and monsters, but these didn't quite give us what we wanted. They lacked that special horror atmosphere that we were after. So we looked at other ways of getting the job done. Rendered 3D monsters and walls provided the answer. Take a peek at those zombies on the first level, you can almost see the slime dripping from them! The

hallways and rooms are also something else, as is the weird landscape featured on the ethereal plane.

The idea of having a party of characters instead of a single character was bandied around for some time. The single character was finally decided on, to allow a player to identify firmly with his or her alter-ego in the game. Multiple character parties are fine for fantasy games, but the horror genre demands a feeling of isolation -- one character facing the forces of darkness alone.

With only one character to depict on-screen, attention could be paid to such details as the fright graphics and those neat items of clothing that you find in the game. Sure, having only one character has its drawbacks. You can't carry nearly as many items as you could with multiple characters, and any monster attacks are directed entirely at one target. Then again, we'd prefer you ran away when the going gets tough instead of trying to slug it out with guns and magic.

It took a while to get the fright system worked out. The problem was how to add uncertainty over the character's actions, while avoiding situations where control was taken out of the player's hands for lengthy periods. This was achieved by negating certain actions for short periods of time, and by forcing the character to back off after a really bad fright.

Quality control took an unusual turn in the development of *The Legacy*. If anyone commented on how good a monster or room was, we took another look at it. We didn't want things to look good, we wanted them to look horrible. Only when the initiated glanced at the latest graphics and said, "Yuk!", did we know that we'd succeeded.

Telling when the horror element was right was easy -- the programmers began to scream and their eyes rolled around their heads. This was followed by long periods where they sat drooling mindlessly over their keyboards. When they had recovered sufficiently, the next nasty surprise was sprung on them.

Yeah, *The Legacy* has been a nightmare, but we'd have been mad to expect a horror game to be a dream. We hope that you have as many sleepless nights playing it as we had developing it.

Jim Bamba



Notes:

The idea of having a party of characters who are a

limited amount for some time. The single character who is the only one who

allow a player to identify himself with the game and the other players.

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