



Arthurian Legends

TABLE OF CONTENTS

The Story So Far.....	1
Installing Arthurian Legends	2
Using the Arthurian Legends Menu.....	2
On-Screen Information	3
Controlling The Action	4
Firepower and How to Use it	5
Power-Ups.....	6
Health and Armor	6
Items and Off-hand Items.....	7
Dangerous Enviornment.....	8
Artifacts	8
The Enemy	9

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THE STORY SO FAR



In a time before Camelot, magic coursed through the veins of Albion and for generations the people learned to harness this power, and as with all things in nature they understood there was a balance.

For a time the people were united in peace, until the day that the once-righteous king of Albion, Uther Pendragon, cast blame upon magic itself for the death of his queen, and thus decreed magic to be of "The Old Religion", banishing it's practice and followers from Albion forever...

A darkness now spreads across Albion, the crops are dying and the water is turning foul. The people are plagued with hunger and disease. Fewer by the day have the strength to fend off the growing horde of Saxons invading the east.

It is feared the Saxons are aided by dark magic, by those who were exiled by Uther's blood-lust...

Masters of The Old Religion.

OBJECT OF THE GAME



Welcome to Arthurian Legends, a gruesome medieval adventure where thou art the toughest son of a wench in all of Albion. Thy mission is to fight thy way through a horde of Saxons, demonic beasts, the undead and worse in order to stop the evil that has been wrought upon Albion.

The gameplay for Arthurian Legends is quite simple, thou wilt fight enemies using a myriad of items, weapons and spells, and thou wilt search for locks switches and keys. To defeat the Masters Of The Old Religion, thou shall need both brains and heart.

INSTALLING ARTHURIAN LEGENDS

Arthurian Legends is too large to run from a floppy disk, so before playing thou must first install Arthurian Legends to thy hard disk drive. To install Arthurian Legends, follow these steps:

1. Run: Arthurian Legends Setup.exe
2. Follow the prompts to create a directory for Arthurian Legends and to install it on thy hard drive.
3. To start Arthurian Legends, go to the directory in which thou hath installed Arthurian Legends, and run Arthurian Legends.exe

USING THE ARTHURIAN LEGENDS MENU

When thou doth run Arthurian Legends, the menu will be displayed. Use the mouse and cursor to navigate and left click to activate that selection.

If thou art in a game, thou can bring up the ingame menu at any time by pressing the Escape key. To get back to the main menu thou must select the Quit option in the lower left-hand corner.



START

If thou doth desire to jump into the action, select this. Arthurian Legends will ask thee for a name, then thou can choose a difficulty and chapter. Each difficulty level differs in toughness of the enemies thou wilt face.

LOADING AND SAVING YOUR GAME

Games are automatically saved at the beginning of every level. To load a game, select start from the main menu, then select the save slot thou wisheth to load, and select Continue in the lower right-hand corner.

ON-SCREEN INFORMATION

Arthurian Legends provides on-screen information that's necessary to survive.

THE STATUS BAR



1. OFF-HAND: This is the collection of off-hand items thou doth currently possess. Press 'Q' or '~' to change.



2. ARMOR: Armor helps thee out as long as it lasts. Keep an eye on it, because when it goes, thou might, too.



3. HEALTH: Thou begineth at 100%, but thou won't stay there long. At 0%, it's time to start over. Try a little harder next time!



4. ITEM: This shows thy currently selected item along with the total number of that item thou art holding.



5. THY MUG: This portrait isn't just for looks. As thou taketh damage thou will begin to look increasingly weary--as shown to the left.

6. MAIN AMMO: The number of ammo or durability thou hath left for the weapon thou art currently using.

7. WEAPONS: This shows which weapons are available.. If a weapon is available, it is accessible by pressing the corresponding number. ("1" is always available.)

8. KEYS: Thou can see any keys thou doth possess right here. There are three main key colors, Bronze, Silver, and Gold.

MESSAGES

Often thou will find thyself running over various items. A message will be printed on the game screen displaying what thou art picking up--unless thou hath turned the messages off.

CONTROLLING THE ACTION

Most of the play commands in Arthurian Legends are a simple keypress away. Thou wilt use a combination of thy keyboard and mouse to move, pick up items, attack, and open doors.

MOVING

WALKING: Use the up and down arrow keys to walk forward and backward.

TURNING: Use the mouse to aim and look around.

STRAFE: Use the left and right arrow keys to sidestep.

PICKING UP STUFF

To pick up an object, just walk over it. Thou're smart. Thou knoweth if thou doth need to take it.

USING DOORS & SWITCHES

To open most doors and operate switches, stand directly in front of them and press the Use key. When thou successfully operate a switch, it will change in some way (lights up, flips handle, etc). If a switch does not change after a couple of tries, it is probably assigned to do a task that cannot yet be accomplished.

LOCKED DOORS: Some doors are locked and require a color-coded (bronze, silver, and gold) key to open them. Other locked doors are operated by a switch on a nearby wall.



COMPLETING AN AREA

At the end of each area in Arthurian Legends there is an exit door marked by a skull on it. Use this door to proceed onward. When thou doth finish an area, an Achievement Screen tallies thy performance, Hidden areas located, ratio of kills, thy completion time, and a par completion time are all displayed.

ETERNAL LIFE AFTER DEATH

If thou doth die, thou will reload the level from the beginning with everything thou originally started with. Thou hath no "lives" limit--thou can keep restarting the level as often as thou art killed.

FIREPOWER AND HOW TO USE IT

WEAPONS: At first thou hath only thy fists for protection. When thou doth run over a new weapon, thou wilt automatically equip thyself with it. Thou wilt need to choose between weapons. The numeric keys select particular weapons. The weapons are:



1. Fist / Hunters Axe / Gladius

Thou wilt always possess thy fists and thy hunters axe, useful for the chopping of both logs and heads.

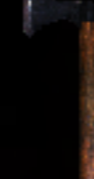
Alt-Fire: Use Off-hand.



2. Spiked Club

A wooden club with metal spikes, knocks enemies backwards on impact. Has limited durability.

Alt-Fire: Use Off-hand.



3. Throwing Axe

A small one-handed axe designed to be thrown.

Alt-Fire: Use Off-hand.



4. Bastard Sword

A two-handed sword that can hit multiple targets in a single swing. Has limited durability.

Alt-Fire: Block.



5. Crossbow / Hellbow

A sturdy wooden crossbow that fires a single bolt.

Alt-Fire: Switch between Crossbow & Hellbow



6/7. Grenade / Fire Bomb / Holy Hand Grenade

An assortment of highly volatile alchemical mixtures

Alt-Fire: Use Off-hand.



8. Poisoned Throwing Knives

Small knife designed to be thrown, inflicts poison.

Alt-Fire: Use Off-hand.



9. Jesters Wand

A mysterious wand with 3 eye sockets.

Alt-Fire: Switch wand type.

ATTACKING: To use a weapon, point it towards the enemy and press the Left Mouse button, hold the button down for continuous attacking. If thou doth successfully hit an enemy, thou wilt see splattering blood or bone.

AMMO: Different weapons take different types of ammo. When thou doth run over ammo thou wilt automatically pick it up. Thou hath a maximum limit on the amount of ammo thou can carry. Also, when thou findeth a weapon that thou doth already possess, don't scorn it! Picking it up also gives you ammo.

POWER-UPS

Drink from these magic chalices to gain their power.



Chalice Of Life

Increases thy health by 100. (Max of 200)



Chalice Of Invisibility

Thou becometh invisible to thy enemies.



Chalice Of Rage

Thou becometh enraged and thy fists deal 10x damage.



Chalice Of The Gods

Thou becometh immune to all pain and ailments.

HEALTH AND ARMOR

Even for a tough guy such as thee, Albion can be a deadly place. Whenever thou art injured, the screen will flash red and thy health will decrease. Keep an eye on thy health or thou shall end up dead.

HEALING: When thou art hurt, thou will want to get healed back up as soon as possible. Fortunately, food and potions are frequently scattered around the areas. Grab them if possible.



ARMOR: Five types of body armor can be found laying around. All types reduce damage done to thee, at increasing amounts. Unfortunately, they all deteriorate with use, and eventually are destroyed by enemy attacks, leaving thou in need of replacement armor.



+25%
Chainmail



+50%
Scalemail



+75%
Platemail



+100%
Obsidian Platemail



+150%
Golden Platemail

If thou art wearing armor, thou wilt only pick up a replacement suit if it provides more protection than what thou art currently wearing.

ITEMS AND MAGICAL RUNES

There art many items to aid thee in thy quest to save Albion.



Potion Of Healing

Restores a small amount of thy health.



Potion Of Strength

Increases thy melee damage for a short duration.



Antidote

Removes and prevents poison for a short duration.



Bear Traps

Traps the enemy for a short duration. Unused traps can be picked up and reused.



Caltrops

Slows enemy movement for a short duration.



Rune Of Fireball

Casts a fireball that explodes upon impact.



Rune Of Freezing

Freeze all enemies in the nearby vicinity for a short duration.



Rune Of Quake

Pushes back and stuns all enemies surrounding thee.



Rune Of Magic Missile

Conjures a barrage of magic missiles.



Rune Of Smite

Smite down any foe at a moments notice.



Rune Of Lightning

Conjures a dark storm, striking enemies with lightning in the area.



Rune Of Healing

Heals thee over a period of time.



Rune Of Summoning

Summon a shadow lion to fight by thy side.



Rune Of Apocalypse

Deals extreme fire damage to all enemies in the nearby vicinity.

OFF-HAND ITEMS

There art a variety of off-hand weapons and items to protect thee.



Fists

If nothing else, might as well punch an enemy in the face.



Shields

Three types of shields exist, all art useful for protection as well as smashing enemies in the face.



Daggers

There art two types of daggers, both capable of parrying.



Handbow

Shoots mini-bolts, a slightly slower and weaker projectile than the normal crosbow.

ANCIENT RELICS

Eight ancient relics are hidden throughout the chapters, find them to wield their awesome powers.



Blood Ring

Increases thy base health by 10.



Boots Of Protection

Halves all floor-based damage.



Bag Of Holding

Increases max ammo capacity.



Belt Of Holding

Increases max item capacity.



Elemental Cloak

Halves all elemental-based damage.



Great Helm

Increases thy base AC by 1.



Ring Of Might

Increases thy base damage by 2.



Bracer Of Blocking

Decreases damage to all shields by 25%

DANGEROUS ARTHURIAN LEGENDS ENVIORNMENT

Some parts of the Arthurian Legends enviornment can be more dangerous than the enemies thou doth face. Areas containing poisoned lakes, or booby-trapped with pitfalls and swinging axes should be approached with caution.

MELEE COMBAT

Shield Bash

When thou hath a shield equipped and thou art using thy off-hand, press Use to perform a shield bash. This will cause the enemy to be knocked back and stunned for a moment.

Parry

When fighting a melee enemy with a bladed weapon, thou can parry the enemy with thine own bladed weapon if thou doth attack at the same moment the enemy is attacking thou.

Perfect Block

If thou doth block with a shield or bastard sword at the the exact moment an attack were to hit thee, damage to thy shield is reduced by 80%, and if enemy is attacking with a melee weapon, they will be momentarily stunned.

THE ENEMY

From the very first moment thou doth awake, until the very last skull-shattering hit of the game, thou'll be fighting a host of enemies. Some are just regular guys with a bad attitude, some are conjured from magic. Many of the enemies thou will face aren't shown here.



Saxon Warrior:

Saxons come in a few types, this one has a sword and can block with his shield.

Demonic Wolf Beast:

These wolves have been tainted by dark magic.



Possessed Knight:

Former knights that once fought in the name of Albion possessed by dark magic.

Wizard:

Follower of the old religion, verse in various magics.



Assassin:

These deadly assassins can cloak themselves, watch out for their poisoned knives.

Spider:

I hate spiders. Thou probably doth too. Kill them all.



Archer:

Shoots arrows at thou from a great distance.



Skeletal Mage:

Can conjure flaming balls of fire and heal nearby comrades.

Demonic Imp:

Comes in a few varieties, they all fly and throw various substances at thou.



Note: The above illustrations are not drawn to scale.