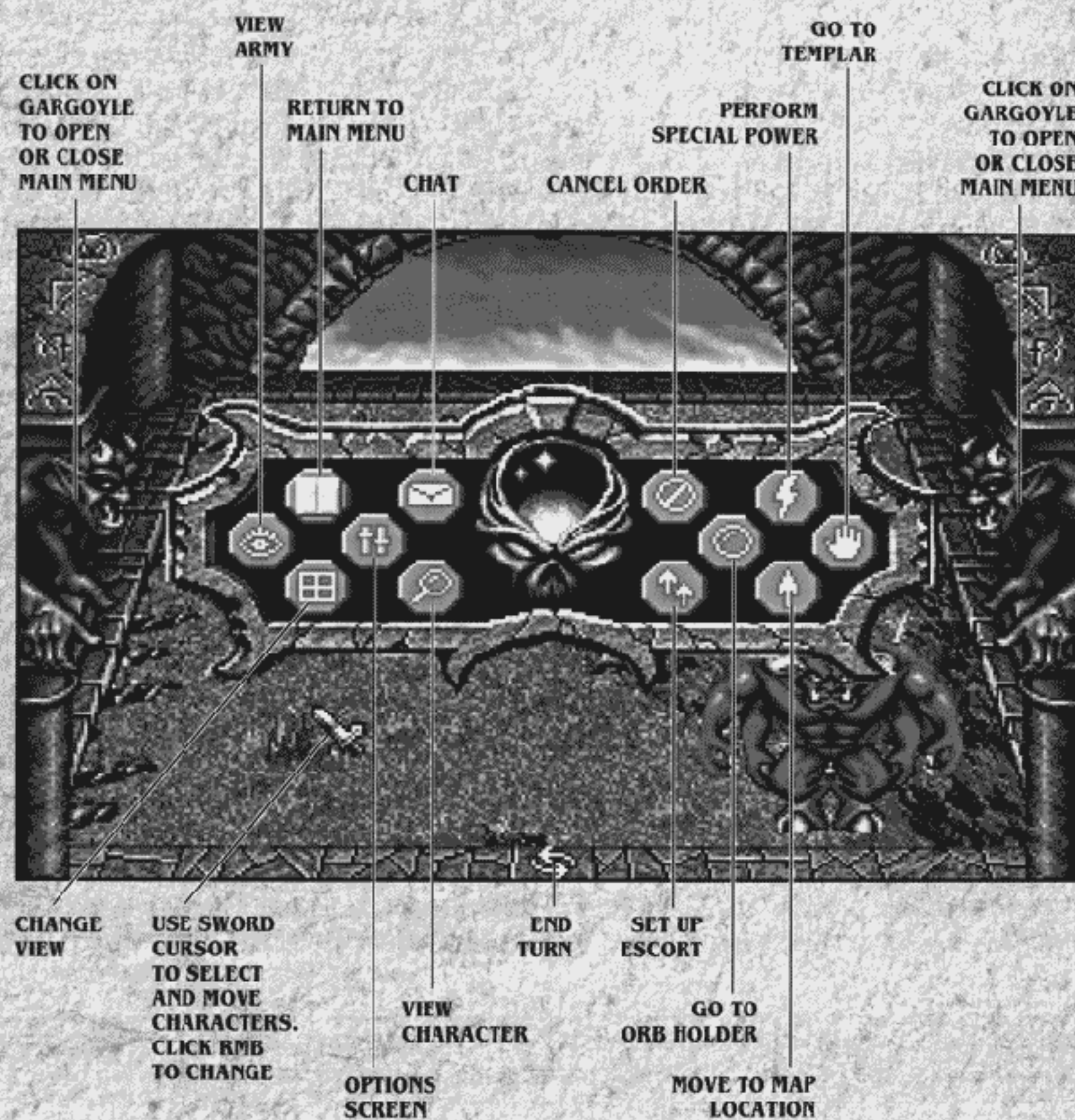
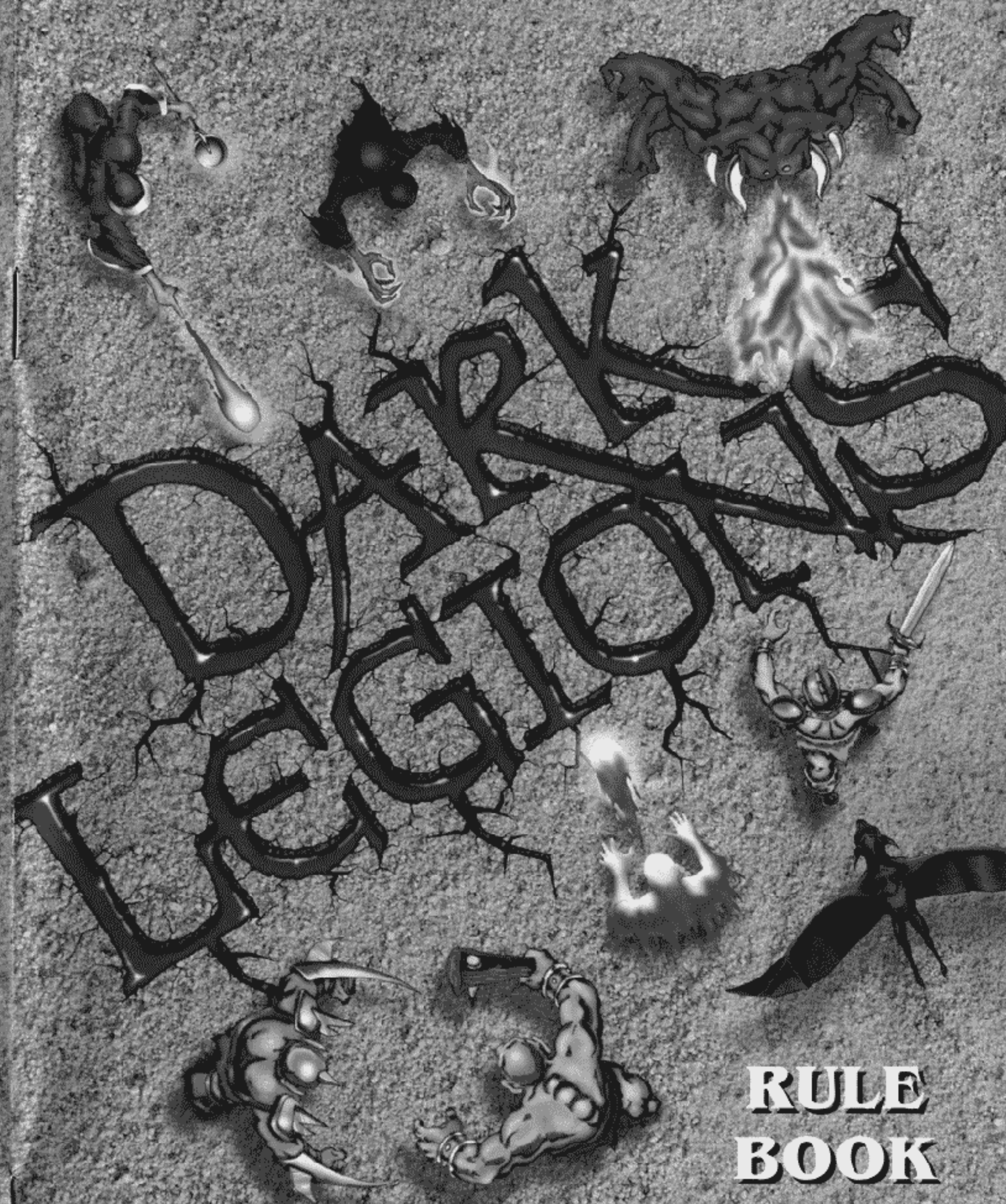


# Game Menu



511751



**RULE  
BOOK**







## TABLE OF CONTENTS

<b>INTRODUCTION</b> .....i	<b>COMBAT</b> .....32
<b>THE TWO AND THE ONE</b> .....1	Damage and Death .....32
<b>BEFORE YOU PLAY</b> .....6	The Powers of Individual Characters.....32
Game Contents.....6	The Combat Display.....33
Copy Protection .....6	Controlling Characters .....33
The README File .....6	The Battlefields.....33
The Controls in General .....6	<b>THE CHARACTERS</b> .....34
<b>GAME CONCEPTS</b> .....6	Berserker.....36
The Course of Play.....6	Conjurer.....37
The Characters of DARK LEGIONS ....7	Demon .....38
Modes of Play .....7	Fire Elemental .....39
<b>INITIAL MENUS, OPTIONS, AND CONTROLS</b> .....7	Illusionist.....40
Basic Interface.....7	Orc.....41
The Main Menu .....8	Phantom.....42
The Modem Screen.....9	Seer .....43
The Quick Start Screen .....11	Shape Shifter.....44
The Setup Screen .....12	Templar.....45
Creating an Army.....14	Thief.....46
Army Placement .....21	Troll .....48
<b>THE STRATEGY GAME</b> .....23	Vampire.....49
Characters Function in Different Ways.....23	Water Elemental .....51
Interface.....23	Wizard .....52
Actions in the Strategy Game.....24	Wraith.....53
3D View.....26	<b>DESIGNERS' NOTES</b> .....54
Overhead View .....27	
Ending Your Turn.....27	
Times of Day .....28	
The Game Menu .....29	



## Introduction

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*DARK LEGIONS is a game of fantasy combat. You fight for universal power with the aid of the dark denizens from the world of Tahr Carog. Similarly, your opponent, either the computer or a human player, uses his own army of creatures to fight you. Each character type in DARK LEGIONS has its own strengths and weaknesses. Use them well and you will be victorious; if you fail, abject humiliation will be the least of your worries.*

## The Two And The One

As time creeps slowly over the mist-worn crags of Tahr Carog, another cycle begins. A cycle which has been in motion for undying ages. For a time that only an immortal can sense, should he be so bored as to keep record of it.

The cycle of time undulates, almost rhythmically. Destiny repeats itself; empires rise and fall, power shifts from one side to another, but there is always a balance.

Now, the balance of power is broken.

The old man stoops over painfully, wheezing as he adjusts his position, easing himself into his crumbling throne. He looks up with a pained expression, at the visitor who stands in the shadows.

This man is as the old man was in another age. A power unto himself — a fierce warrior, ruthless leader, skillful adversary. . . .

The old man draws a deep breath in preparation for his story.

“One of the Two is about to fall and it is I.”



"My fate will remain unknown amongst the immortals. They care not for what happens to me, only for what happens to that which I possess. For I am only one step away from immortality, one step away from the Ultimate Power. And so is my rival. Alas, though, I have had my chance, and failed. . . .

"There are others who would relish the chance to experience my power — to have a chance to grasp what I cannot. They are just as muscle-bound as you, just as agile and cunning . . . what makes you think you are any different? Ahh, ambition. . . .

"A truly dangerous thing, ambition. It gave you power and the determination to beat the others. To demonstrate that you were worthy of something, anything.

"The Orb that I possess has power beyond any mortal's understanding, and the potential for much more. There is a twin to this artifact and if the Two are possessed by One, unlimited power is granted!

"Ah, I see that I have piqued your interest. Yes, you may be arrogant, but you have potential. You will go far — if you are wise enough.



"I know the bearer of that other Orb and I will tell you now that he is loathe to give it up. He lusts after the Orb that I possess, and I must pass on to you. You must take it and defend it against him! He won't give up easily; after all, omnipotent power is a rather hard thing to deny. . . ."

"Yes, it is. Very hard," says the voice in shadow.

A shape forms in the darkness, bringing with it the pungent stench of malevolence. Its immense bulk towers over the tiny body of the man, who cowers in fear, as twin pairs of arms unfold. Hot breath uncoils from some colossal orifice best defined as a mouth, lined with jagged shards of steel. Eyes flicker open, burning with the searing heat of seething hatred.

"Your time has come, old one," whispers the multitude of voices, trapped within the demon's soul. It growls, and sings melodiously, spitting and rasping juxtaposed with a lilting fragility that belies the power behind them. "Your flesh is mine."

The action is quick, the sound choked into silence by vice-gripped hands. A muffled sound of snapping bone, followed by the dull rip of rent flesh. The old man's body crumples to the floor, lifeless.





From beneath the man's robes, a glass sphere rolls across the tiled floor, instantly catching the demon's attention. Its eyes flare brilliantly, scarring the darkness with their intense heat. An immense, cruelly-clawed hand reaches out, its structure changing, bones liquefying, skin texture flattening. . . .

The orb is lifted from the stone floor, held by a hand that is now featureless and gray. The bearer of the Orb is now tall and slight, insignificant in contrast to its previous form. Its head cocks slightly to one side, quizzically inspecting its prize, almost like an insect.

Power. That is what is contained in the sphere. The power to control the minds of mortals. Many a war had been fought over this precious trinket. Indeed, many more would be fought. This Orb has passed through many hands over the thousands of millennia.

A moment's contemplation and the transparent sphere is absorbed into the creature's hands. Within a trice, the gray humanoid melts into a bat-like creature, wings spreading wide, as it leaps from the open window into the cold air outside.



As it exits, something is taken along with it. A shadow extricates itself from the buttresses outside the window, and attaches itself, unnoticed, to the thing with twisted wings. The shadow twists about the shape shifter's rat-like body — a cold caress of the ribs sends shivers through its lukewarm flesh. The shadowy enchantment forms a vestigial claw, tipped with a silver hooked barb.

The barb is sunk deep into the shifter's flesh, quickly followed by another, and another. . . . The shifter squeals in pain, the sounds alien to its newly-formed mouth. As barb after barb is plunged into the meat of its body, the shifter feels the acidic venom being driven into its veins; eating, dissolving, putrefying its body. . . .

Within seconds, the fleshy mass plummets toward the ground, screeching as its agony is drowned in torrents of gnawing pain.

Its precious cargo is given up to the winds, and obscurity.

The balance of power is broken, but not lost. . . .



## BEFORE YOU PLAY

### Game Contents

Your game box should contain: game disks or a CD-ROM, this rule book, and a data card.

This rule book explains the rules, procedures, interface, and options in DARK LEGIONS and offers advice on playing the game. The disks contain the game program and associated files. The data card explains how to install and start the game, and contains some notes on modem play.

### Copy Protection

There is no physical copy protection on your disks. Please make copies, and put the originals away for safekeeping.

However, to assure that you have a legitimate copy, we ask a verification question at the beginning of the game. When a question appears, input the correct answer. If you have questions, see your data card for more information.

### The README File

For changes or corrections to the information contained herein, see the README file in your game directory once you have installed the game.

## The Controls in General

You can play DARK LEGIONS against either the computer or another person. A mouse is required. However, the mouse is not supported for combat in order to ensure that two players can play from one machine. Keyboard or joystick controls must be used for combat. Two two-button joysticks on one machine, via a joystick card or a splitter cable, can be used.

## GAME CONCEPTS

### The Course of Play

In DARK LEGIONS, each of the two players possess a single Orb of Power. This permits them to create armies to battle each other. One character in each army must be selected as the Orb holder. To win, a player has to capture his opponent's Orb by defeating the army's Orb holder, thus granting the player power over the Universe!

Both players build their armies from the sixteen different character types, plus optional traps and rings. Both players also choose which character carries the army's Orb; this is part of the strategy involved when placing armies on the battlefield.

The game is broken down into turns, with each player alternately taking turns moving characters until one of the players wins.

## The Characters of DARK LEGIONS

The sixteen characters in DARK LEGIONS are creatures of the imagination, familiar to readers of dark fantasy literature. Each character has unique powers and abilities, and some characters are far more powerful than others. Some characters are easily defeated by certain other characters, while other characters have crucial skills that cannot be replaced, so strategy is essential. Both players' characters are functionally identical to those of the other side.

### Modes of Play

DARK LEGIONS is played in two distinctly different modes: the strategy mode and the combat mode. The strategy mode is played on one of a group of maps of widely different sizes and shapes. In the strategy mode, you move characters, trigger or disarm traps, and use spells and other special powers. When you move a character onto a square already occupied by one of your opponent's characters, the game shifts temporarily to the combat mode. The combat mode takes place on a close-up version of the map used in the strategy mode. There can be only one victor in the combat mode, although mutual destruction is also possible.



## INITIAL MENUS, OPTIONS, AND CONTROLS

### Basic Interface

Except for combat, a mouse is required in DARK LEGIONS. Click on the desired icon or button with the left mouse button (later called "left-clicking") to activate a function. Normal clicking and pointing operations are used. Two buttons are also standard in the game:



*Continue*



*Return to Main Menu*





**The Main Menu**

From the main menu use the mouse to select your preferred option.

In order to play a game of DARK LEGIONS from scratch, click on START. You are offered a choice between a QUICK START game, the recommended choice for

newcomers, and a SETUP game, which is more complicated. Click on the option of your choice. To prepare for a modem-connected two-player game, click on LINK. To load a previously saved game, click on LOAD. To quit to DOS, click on QUIT.



**The Modem Screen**

### **Troubleshooting**

If you have technical problems with modem play, please see your data card for assistance.

Note that you may experience delays in initial setup during modem play as the data is communicated. However, once the battle commences, play is actually quite fast if you have a high-speed line. You can also save and load games during modem play, so save often — if your game is interrupted, simply reconnect and start from a saved game.

### **Interface Functions**

To use any button, left-click on it with the mouse. You will either activate a function, or toggle between choices. Be careful that you have all the right settings, and that your opponent also has the correct settings.

For a more detailed description of each of these functions please see the following page.



- ◆ **Modem/Direct Link** Choose your type of link.
- ◆ **Master/Slave** One computer must be selected as the master, the other as slave. This has no effect on game play, but is simply a modem convention.
- ◆ **Baud Rate** Set this to the lower rating of your two modems.
- ◆ **Com Port** Set the correct number. (Typically, Com port two is used for modems.)
- ◆ **Tone/Pulse Dial** Toggles between the two modes.
- ◆ **Dial/Wait for Call** The master machine user should "Dial" while the slave machine user uses the "Wait for call" option.
- ◆ **Phone** The person who is using the Dial option must input the opponent's number correctly.
- ◆ **Modem Init** Set up your modem with this command.
- ◆ **Hangup** Left-click here to end your game.
- ◆ **Connect** Left-click here to attempt a connection once the modems are communicating.

### ***Limiting Moves During Modem Play***

In order to make modem play as enjoyable as possible, an option exists to limit the number of moves that can be made in a turn by each player. See "The Setup Screen" described on page 12.



***The Quick Start Screen***

This is the simplest way to play the game. Select one of the ten games by left-clicking on it, and you will go directly into battle. All games are preset with well-balanced combinations of armies, traps, rings, and maps — you can't go wrong! These games are the best way to learn the mechanics and strategies of DARK LEGIONS without becoming bogged down in the preliminary details.

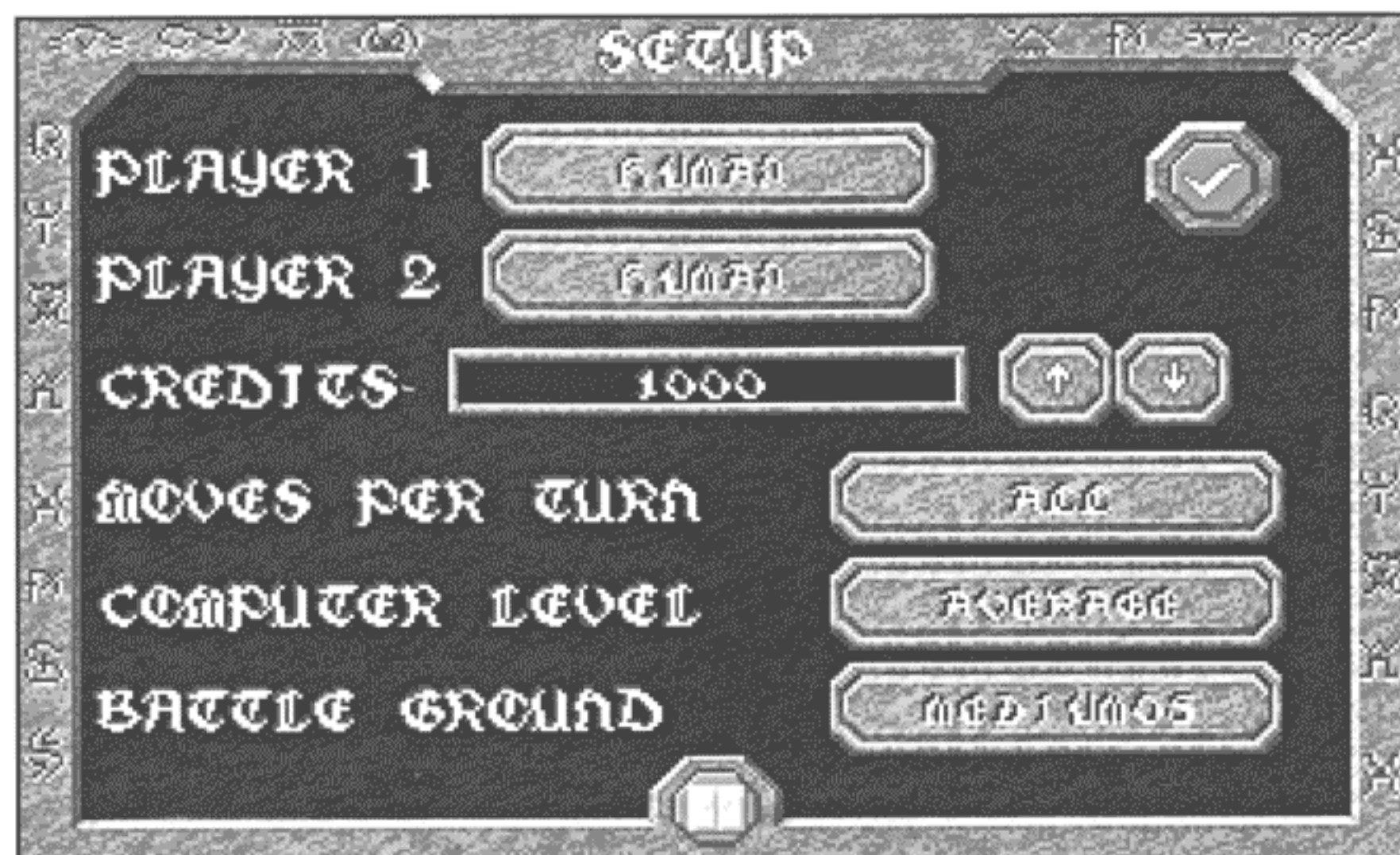
If you decide to play a quick start game, skip the next section of this rule book and go directly to "The Strategy Game" section on page 23. Note that the functions for each icon in the game are listed on the back of this rule book. Even in a quick start game, this information is crucial — refer to it often.

The title of each game summarizes the nature of the situation. For example, selecting a game entitled EASY WIN — 1 would get you instantly into a one-player game where the computer opponent was weak, and you had a better-balanced mix of characters than the computer.

Several of the quick start games are two-player games. These games are indicated by a 2 at the end of the game's title. The rest are games versus one of the computer opponents.

If you change your mind about playing a quick start game, avoid selecting any of the ten games. Click on the continue icon and you return to the main menu.





*The Setup Screen*

If you choose a Setup game of DARK LEGIONS, you must make carefully weighted decisions. This is the expert mode of the game.

#### Player One/Player Two

These two options describe who controls which side. By left-clicking on the buttons you can select HUMAN or COMPUTER for each player.

In a one-player game, the computer player must be selected for at least one of the players. Player One moves first in all games.

#### Credits

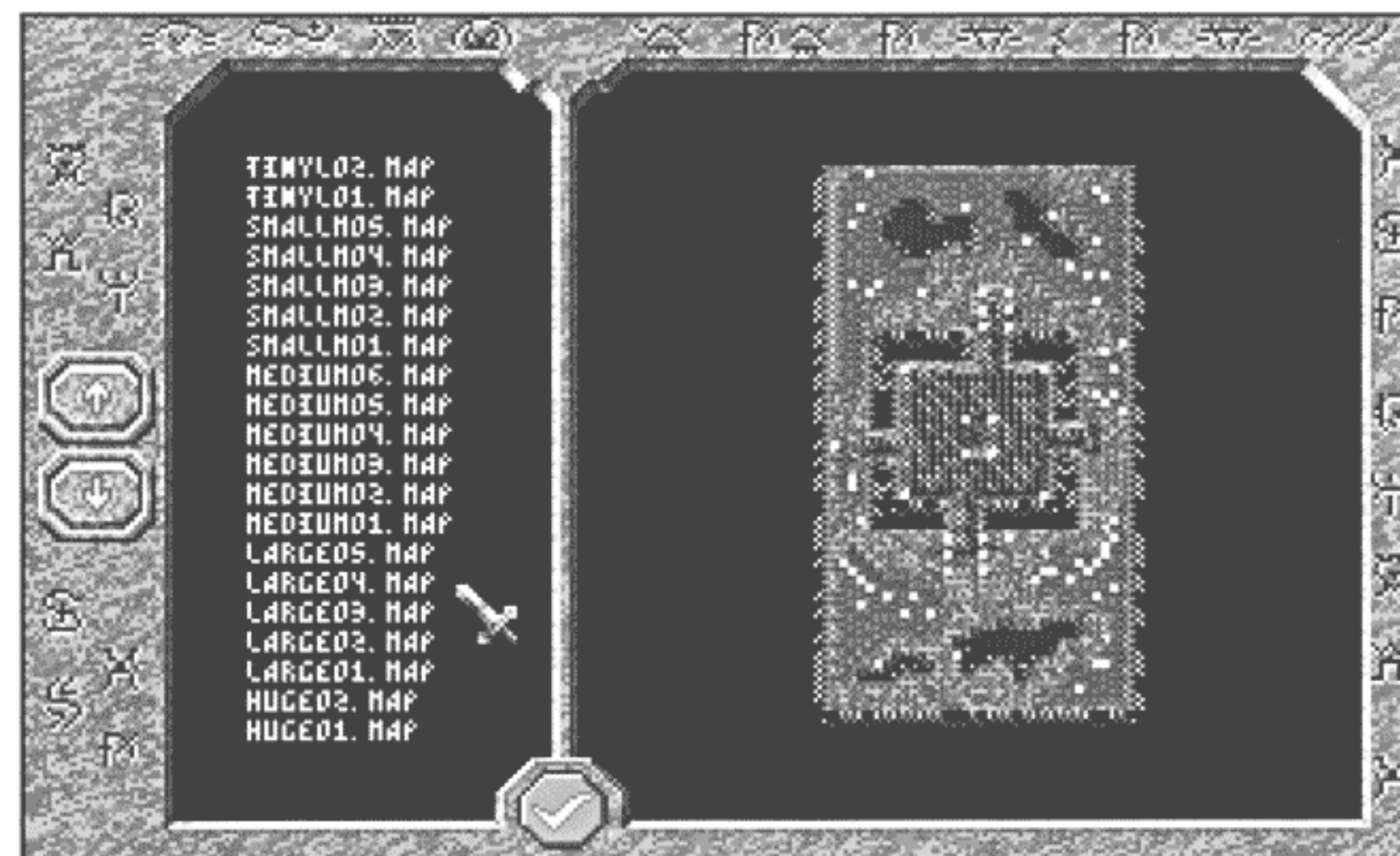
This number represents the amount of build points, or credits, that each player can spend on their armies. Since characters are "bought" with these credits, the more credits you have, the bigger your armies can be.

This total can be altered by using the appropriate arrow buttons. If you hold the left mouse button down while clicking an arrow button, the credit total changes more rapidly.

The game changes dramatically with very high or low numbers of credits (in comparison to the default credit value). For example, expensive characters and traps obviously become far more common with high credit games. We recommend that you stick with the default value until you are experienced.

#### Number of Moves Per Turn Button

In two-player games you can select the number of moves you get per turn. Toggle between: All, 1, 3, 5, 10, or 20.



*The Map Selection Screen*

#### Computer Level Toggle

Clicking on this button toggles between the different computer opponents.

- ♦ **Merciless** The computer opponent gets double your credits and utilizes maximum artificial intelligence. This level offers a near-human level of challenge.
- ♦ **Difficult** The computer opponent receives one and one half times your credits, plus maximum intelligence.
- ♦ **Normal** The computer opponent has maximum intelligence but no handicapping.
- ♦ **Weak** The computer opponent has weaker artificial intelligence and receives 25% fewer credits than you do.
- ♦ **Hopeless** This is recommended if you are learning the game. The computer opponent hesitates dramatically during combat, and has less effective decision-making skills during strategic game play. In this level the computer receives 25% fewer credits than you do.

#### Battle Ground Button

Clicking on this button brings up a map selection screen. Don't select the largest maps unless you are an expert player.

Green on the miniature view of each map indicates trees. White indicates rocks, and blue-grey signifies water. To select a map, left-click on the title, or on the up and down arrows to bring additional map titles into view. To complete the selection process, left-click on the continue button (the large check mark).

#### Continue and Return to Main Menu Buttons

Once all the options have been set to your satisfaction, click on the continue button or if you wish to start over, click on the return to main menu button.





***The Create Army Screen***

Most of the time you will want to create your own personal army for use in a game of DARK LEGIONS. Your choice of characters in this phase of the game is extremely important, and your choices can lead to certain victory or a catastrophic defeat, depending on what your opponent chooses.

You can purchase magical rings, traps, and characters to supplement your army and cause fear and uncertainty in your opponent's mind. **Magical rings** strategically alter the characteristics of the character you give them to. **Traps** are like hidden mines and cause damage to any character that walks into them, and they never disappear!

After clicking on the continue icon from the Setup menu screen, you are presented with the Army Creation screen. Here you can edit the numbers of the various characters, traps, and rings you will have in your army, load and save your favorite armies, and view the characters, traps, and rings themselves.

### ***Displays and Interface***

#### **Character Displays**

The characters available to you are displayed across the middle of the screen. Below each of the characters is the current number of that character type in your army and two arrow icons. Clicking on these arrows adjust the amount of each character in the army.



#### **Credits Available**

This number appears in the center of the screen; it represents the amount of credits you have to spend on your army (as determined in the setup). Both sides have the same amount to spend. As characters are bought, this amount decreases accordingly. If characters are deselected, their value in credits is refunded. You do not have to spend all of your credits.

#### **Cost**

The cost of a particular character is measured in credits. Generally speaking, the more powerful a character is on the battlefield, including magical abilities and special attacks, the more credits it is worth. Costs are shown as numbers within the illustrations for each character, trap, and ring. A maximum of seventy-five characters can be bought, with no more than one hundred characters allowed for each player on the map.

#### **Cycle Buttons**

These oval arrow-shaped buttons allow you to "scroll" left and right through the available selections. Each left-click on an arrow results in the character list moving left or right by three characters.

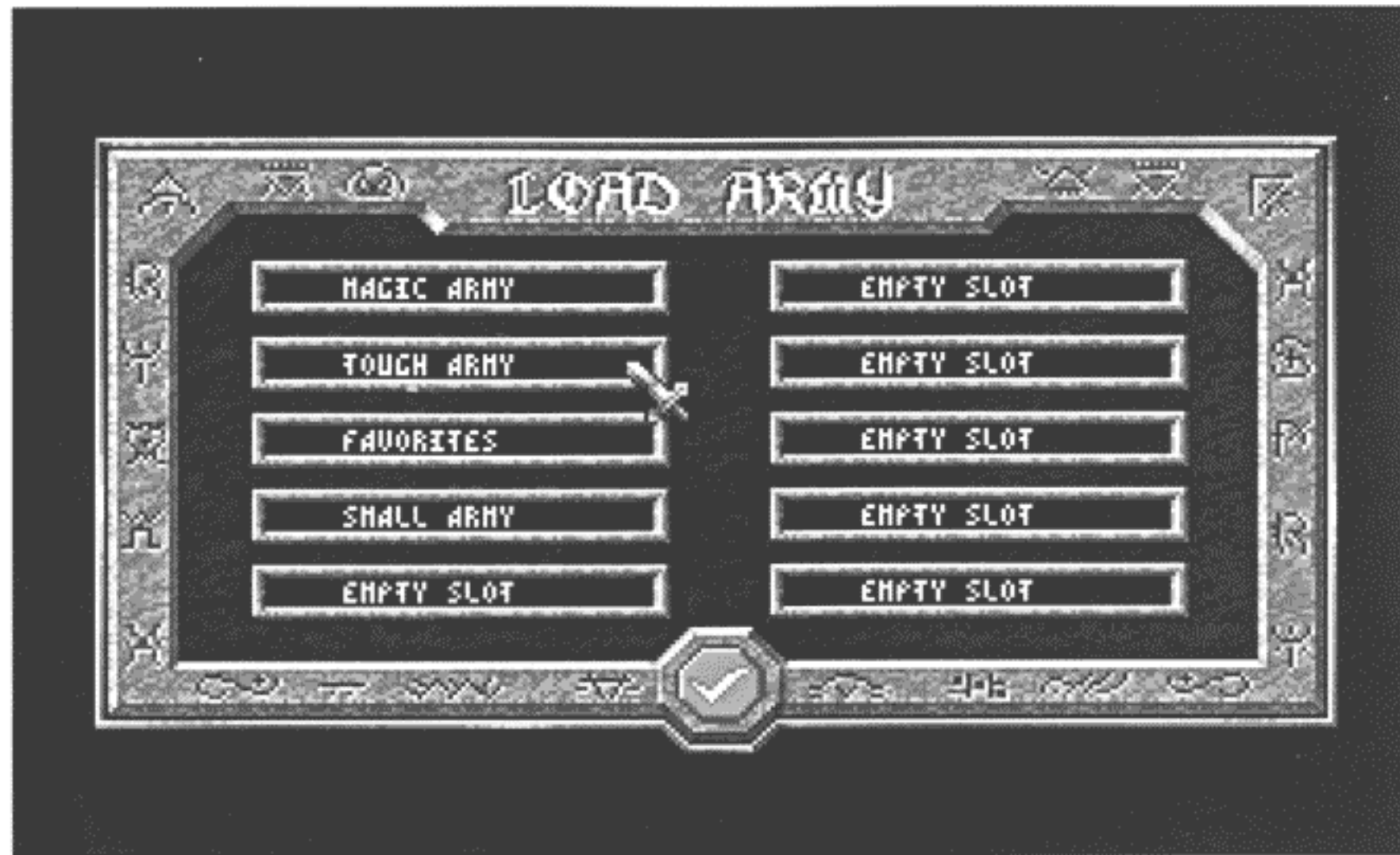
#### **View Army Button**

The view army icon (the eyeball) permits you to view the characters you have selected so far.

#### **Load/Save Army Buttons**

You can save or load an army by clicking on these buttons respectively (disk and arrow icons). This allows you to save a successful combination of characters, traps, and rings and modify it methodically as you play successive games of DARK LEGIONS. The up arrow (from the disk) is the load button; the down arrow (to the disk) is the save button. Left-clicking on either icon takes you to the Load Army screen.





*The Load Army Screen*

#### Main Menu Button

Clicking on the return to main menu button (doors icon) returns you to the main menu screen.

#### Continue Button

When you are done creating your army, left-click on the continue button and you are taken to the Army Placement screen, so that you may position your troops on the battlefield.

#### Characters and Associated Data

During the army creation process, left-clicking on a character illustration calls up a list of statistics and story information pertinent to each character. These statistics are explained in the section of this rule book entitled "The Characters," starting on page 34. Left-clicking a second time exits back to the Create Army screen.



#### Rings

Magical rings enhance the wearer's abilities. Each character is limited to a maximum of five rings. The Life ring is also limited to one per character. Rings disappear when the owner is killed.



**Ring of Speed:** This ring increases the character's movement rate in strategic movement only. It is a metallic blue ring with the image of a hawk.



**Ring of Power:** This ring increases the damage done by the character in combat. It is a golden band, formed by two arms with clenched fists.



**Ring of Stamina:** This ring increases the stamina of the character, improving combat performance. It has no effect on strategic game play. It is a silver ring mounted with a ruby heart.



**Ring of Protection:** This ring decreases damage taken by the character in both combat and on the strategy screen. It is a silver ring around which is entwined a large dragon head.



**Ring of Rejuvenation:** This ring increases the healing rate, or "Revitalization," of the character. It is a gold and green ring with a twisted pattern around the band.



**Ring of Life:** This ring increases the life force of the character, allowing greater use of special powers; this also makes the character harder to kill. It is a copper ring with the faces of lost souls around the edge.



## Traps

Traps are like hidden mines you lay for an opponent to walk into. They are hidden from your opponent's sight and become visible only if a Seer is within six squares of a trap. Thieves can search for hidden traps and disarm them if found, but it takes life force to perform this task. If a trap is not disarmed successfully, it takes effect on the hapless Thief! Traps are fixed in location, and function every time an enemy enters the square, until they are disarmed and eliminated by a lucky or sneaky Thief. Seers cannot enter trap squares. Friendly characters cannot enter friendly traps. Some traps have limited or no effect on certain characters.



**Void Trap:** The most expensive trap, and the most difficult to disarm, the Void trap sucks any character into another dimension.



**Insanity Trap:** Makes the victim inaccessible to orders; however, the victim will act on its own, possibly attacking its own side. This trap does not affect elementals or undead.



**Teleport Trap:** Teleports the victim to a random empty square.

*Traps continue...*





**Fire Trap:** Burns the victim, possibly to the point of death. Fire elementals are immune.



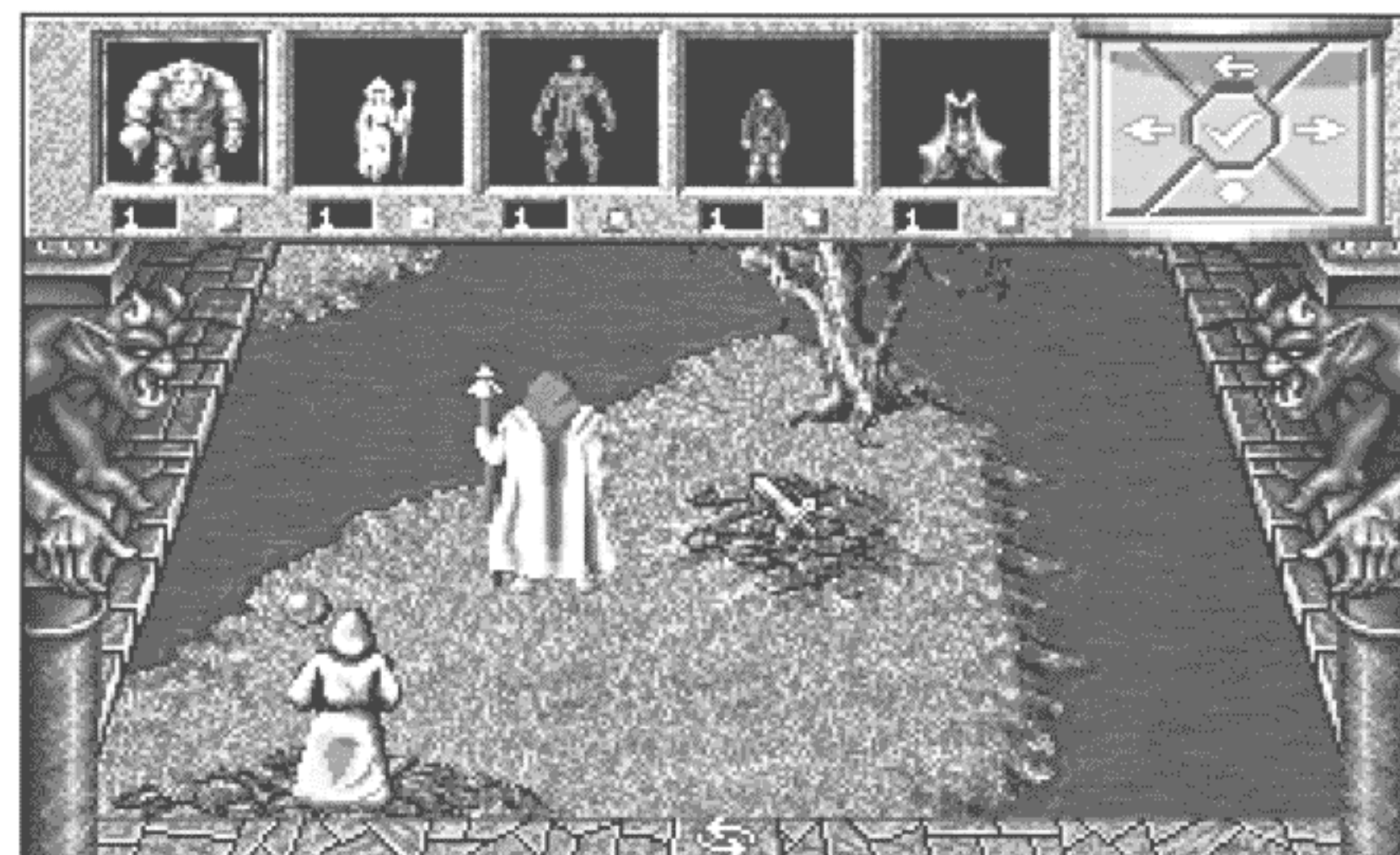
**Poison Trap:** Poisons the victim. This poison cannot be healed except by the Templar. The poison does a burst of initial damage. If the victim survives, Revitalization is ignored and the victim takes one point of damage per turn until death, or until healed. Undead or Elementals are unaffected by Poison Traps.



**Slow Trap:** Lowers the victim's movement.



**Stone Trap:** Turns the victim to stone, causing damage. If their Life Force is low, they will be killed. Trolls are affected by Stone Traps, but due to their nature, take no damage.



### *The Army Placement Screen*

When you have selected an army to use, either by loading a pregenerated one, or creating your own, you are ready to set it up on the game map. This is done in a special mode of the game.

The interface, including a scrolling display of your purchased units, plus a cluster of buttons, is located at the top of the screen (see the above illustration).

Use the mouse to click on desired locations on the interface area and the battle map.

### *Placing your Characters, Traps, and Rings*

To place a character or trap on the battlefield, left-click on its illustration to select it, then click on the region of the map you wish to place it. Keep in mind that only water elementals may be placed on water, and that you may not place a character or trap on a square occupied by a rock or tree.

Rings are placed in much the same manner, but instead of clicking on an unoccupied area of the map, you must click on a square which contains a character. This assigns the selected ring to that character.

Rings cannot be given to traps, nor placed alone on the battle map. You cannot (and would not want to) place your characters on traps.



### The Setup Zones

The battle map is divided into four zones. Player One sets up at the lowermost zone of the battle map. A row of highlighted squares on the map delineates this zone, in which you may place your characters or traps. Another row of squares, higher up, shows an area where only traps can be placed. No characters are allowed in this area until the game commences.

Player Two has a reflexive arrangement, with identical restrictions, at the top of the battlefield.

### Changing Your Mind

Clicking on a character or trap on the battlefield removes it from the battlefield, allowing you to relocate it if you make a mistake.

### Character Display

The characters, rings, and traps you have selected to be in your army are displayed at the top of the screen. The amount of each character type and its map symbol are displayed beneath the character portrait.

### Arrow Buttons

The character displays show the characters in your army in a group of five characters at a time. If you have more than five different character types in your army you may scroll the character displays by means of the left and right arrow buttons.

### Orb Holder Selection

You may select which character is to carry the Orb of Power at any time during the army placement process. Click on the place orb button (the sphere at the upper right corner of the screen, at the bottom of the button cluster) and then follow the on-screen directions.

If you click on an empty tile on the battlefield (i.e., an area without a character on it), while selecting your Orb holder, the order is canceled.

This character gains significant bonuses to abilities. Should your army be reduced to just your Orb holder, this character's Revitalization becomes -5. Remember that the Orb holder may not hold rings.

### Restart Placement

If you are unhappy with the placement of your characters on the battlefield, you may cancel the current placement and start over by clicking the restart button (the area directly above the orb icon button). You will be asked for confirmation.

### Continue Button

Once you are satisfied with the placement of your army and have selected your Orb holder, you may click on the continue button (large check mark) to either begin the game, or allow the other player to set up their army, depending on your choice of players.

## THE STRATEGY GAME

This mode of play is the standard mode of DARK LEGIONS. Most of your time will be spent here, and the strategy game must be mastered if you wish to be victorious. Although players with fast reflexes will dominate less arcade-oriented players in combat, a big disparity in strategic ability can compensate, due to the importance of the strategy game. Remember that in DARK LEGIONS, deception and subtle intimidation are effective tools.

### Characters Function in Different Ways

To master the strategy game, learn the varied functions and capabilities of each of the sixteen characters on the strategy screen. Almost every character has a different task or skill, and each character "breaks the rules" in some way or other. The strategic interactions that result are highly dynamic, making every game different. For specific information on each character, see the section entitled "The Characters" on page 34.

### Interface

#### Understanding the Icons and Cursors

DARK LEGIONS utilizes many icons and different cursors for specific game commands. All these icons are shown and named on the back of this rule book. Refer to the back page as needed while you play for a more enjoyable game.



### Using the Mouse

The mouse is the only available interface during the strategy game.

#### Button Functions

**LEFT MOUSE BUTTON:** Used to click on icons or areas of the playfield.

**RIGHT MOUSE BUTTON:** Used to toggle between the three basic cursor forms of Sword, Lightning Bolt, and Magnifying Glass. Also, click the button to cut short any animation on 3D view (including computer animations).

#### Cursor Functions

The three basic cursors work as follows:

##### Sword Cursor — Select Character/Icon

Use this cursor to select a character or an icon. See below for more information.

##### Lightning Cursor — Perform Special Strategic Power

Many characters have special abilities within the strategy game. For example, the Troll can turn himself into a seemingly innocent rock. To perform a power, simply click on the character with this cursor active (see below for more information). You may be required to make an additional decision or two, depending on which character you activate.

##### Magnifying Glass Cursor — View Character

Use this cursor to click on a character. A data screen giving detailed, current data about the character appears. This information reflects every aspect of the character and is constantly updated.





## Actions in the Strategy Game

### Basic Rules

Actions allowed in DARK LEGIONS are flexible. Every character in your army can normally be moved as many times as the character's movement allowance permits, during your turn. Many characters can also utilize special powers which cost a portion of their life force to use. As with movement, special powers can normally be used several times during your turn. In the case of powers, this can be done until life force is lowered to less than the minimum cost to use the power.

### Using Special Character Powers

These powers can be just as important as a character's combat abilities! For example, several characters can initiate long range attacks. The general rules are as follows:

#### Performing a Special Power

To perform a special power, click on a character while the cursor is in the lightning bolt symbol form. Various things happen, depending on which character you pick. You may be faced with another choice, or you may see an immediate effect. In some cases, using a special power ends that character's turn. See "The Characters" section on page 34 for details.

### Summoning

Illusionists and Conjurers can summon new creatures onto the battle map. Conjurers summon versions of certain creatures that have a negative revitalization of 10% per turn. What this means is that they will probably die within 10 turns. In the case of Illusionists, the characters summoned are only partially real and die at the first blow.

If the illusionist dies, all the illusionary creatures created die with the illusionist.



Choose Character to  
Summon Interface

**Important:** A *limit* of one hundred total characters for each player exists at all times. Be sure to keep this in mind when you choose summoners in the army creation phase.

Before a character is summoned, the summoner must select an adjacent square for the character to enter on. Click on the desired square.

The interface for choosing which character to summon appears. Click on the left and right arrows to scroll between available options. Not all creatures cost the same amount — a Demon is naturally a tougher creature



to summon. The red bar below the portraits indicates the cost of this creature to the summoner if summoned, in life force. The green bar refers to your *character's* current life force (not the attributes of the creature).

### Costs of Use

In most cases, usage of a special strategic power costs the character life force. If the character is weak or already injured, further usage of a power may be denied — a warning box will appear in this case. The amount drained by use of a power will be gradually recovered as the character heals. Different characters have different "revitalization" rates, so be careful how often you use special powers.

### Restrictions on Movement

Terrain (rocks, trees, water, chasms), the map edge, and other characters all block squares from being entered, and such blocked areas must be circumvented. Furthermore, as a general rule, **diagonal** movement is not allowed. Thus, movement for most characters is blocked if terrain or characters are in front of the character and to the sides, even if the squares diagonally adjacent are open. Some characters may ignore some or all of these restrictions.

### Restrictions on Actions

A character can normally mix any number of movement actions and special power uses during a turn, subject only to the movement rate and life force restrictions noted above. This means that unlike many games, you can move only a portion of the allowed distance, then go to another character, then return to the first character and move it again. Some characters must end their turn after using a power, however.

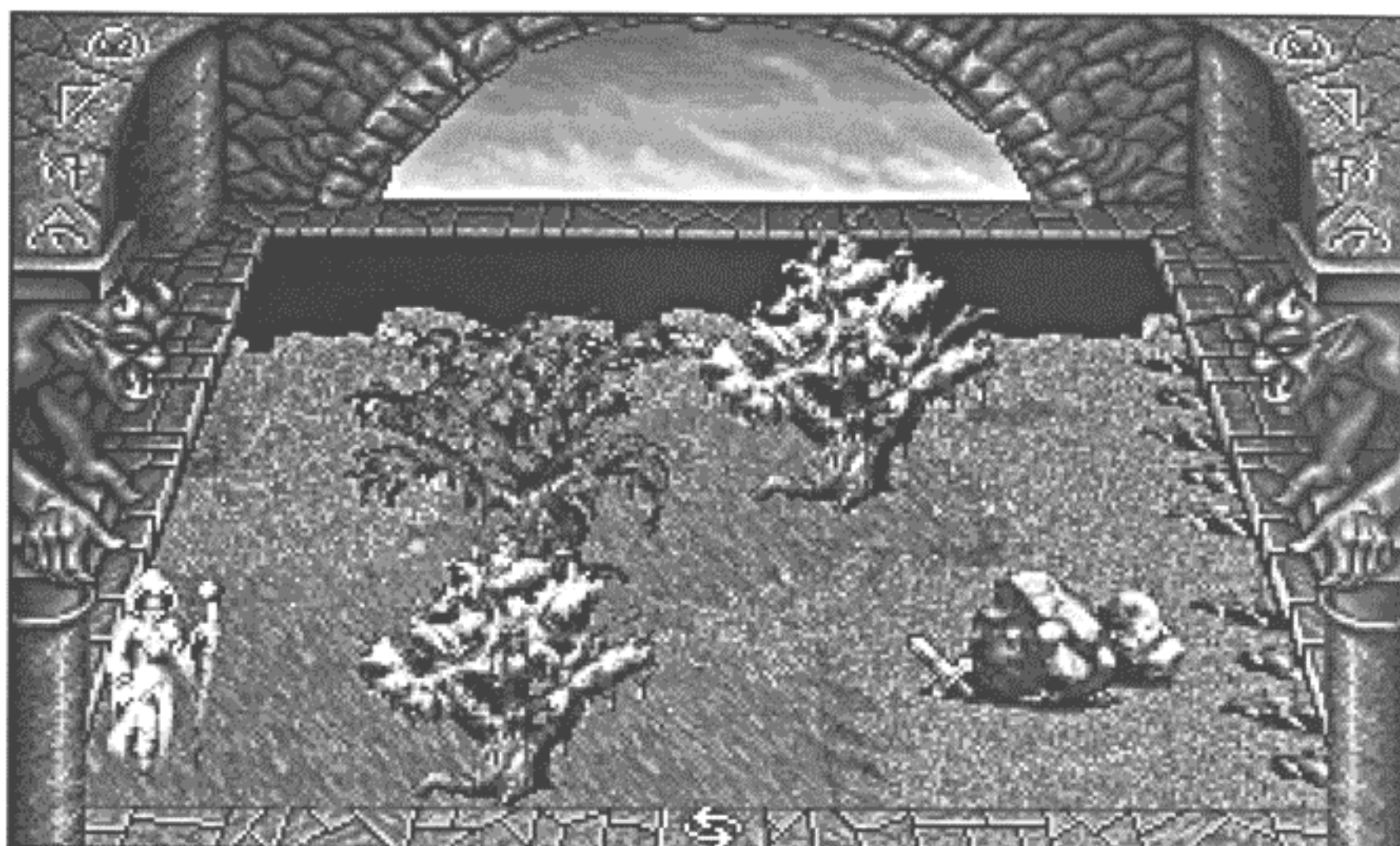
### Hidden Movement

An essential concept for the strategy game is hidden movement. Your characters have a vision range of six squares, and characters outside that range are always hidden. Terrain is always visible.

Note that neither characters or terrain ever block vision; even the biggest trees have enough gaps in their foliage to permit characters to see past.

Since hidden movement is always activated, movement is a little different from other games. You can never take back moves, once made. However, if the enemy alert option is on, your characters will stop midway in their plotted movement, should they spot an enemy, in order to avoid walking into an ambush and give you the option to change your mind. Your characters can continue moving after spotting, or even retreat, as you choose.



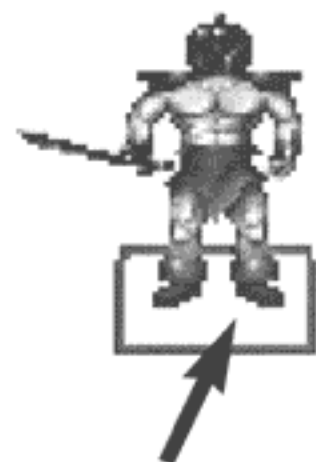


### The 3D View

This is the default mode of play for the strategy game. In this mode, you can see the battle progress in a fully-animated form.

#### Selecting Characters in the 3D View

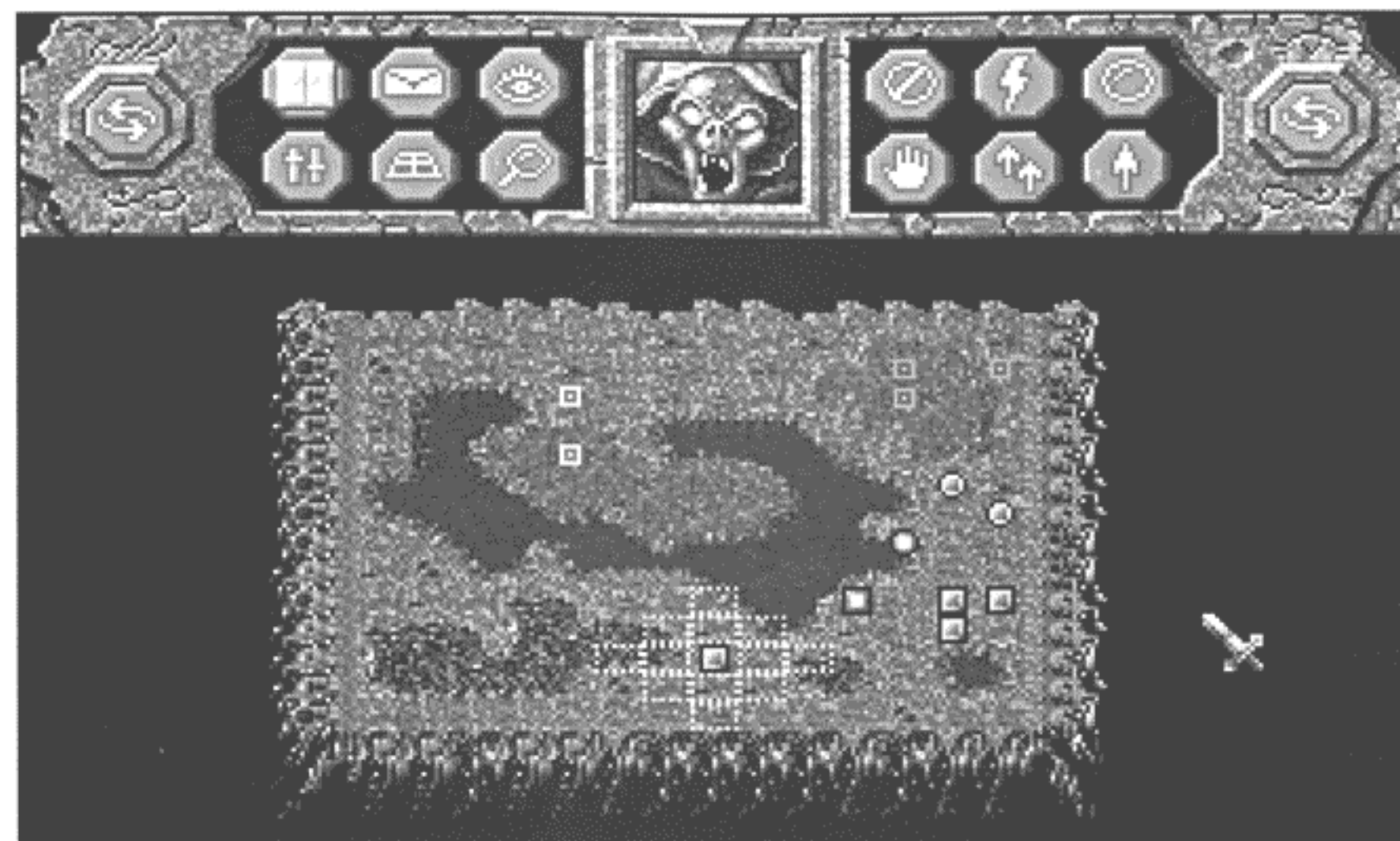
In 3D view, you select a character by clicking the mouse cursor on the square around a character's feet. The square disappears when a character is no longer available for selection. The color of the square conveys information about the character:



Click inside box to select character

- ♦ *Brown*: character has additional movement left.
- ♦ *Glowing blue square*: this is your Orb holder.
- ♦ *Red*: character is a conjured creature.
- ♦ *Purple*: character is an illusion.
- ♦ *Green*: character has been poisoned.
- ♦ *Flashing red*: character is near death, and should be healed or withdrawn.

Note that the squares can also be hidden from view by using the Options Menu (see page 30).



### The Overhead View

This view is invoked by using the change perspective icon from the Game Menu (see page 29 for information on the Game Menu). The game moves very quickly in this view.

You can play the game entirely from this view if you wish. All rules are identical. However, certain aspects of the game are hard to visualize from Overhead view, or not shown — for example, there is no way to tell if a character has already moved.

#### Graphic Display

In this view, Player One's pieces are icons, shown as squares, and Player Two's icons are circular. Traps are shown as smaller icons. The game menu is always visible. Rocks are shown as grey blocks, and trees are shown as green blocks. Water is a darker area.

#### Interface

Clicking on a character selects it, and brings up a picture in the central window, as well as a yellow grid showing legal moves. To move a character, simply click on the desired destination. To use a special power, use the lightning cursor.

If a large map is selected, it scrolls by moving the mouse to the edge of the screen.

#### Ending Your Turn

End your turn by clicking on the end turn icon (two horizontal, curved arrows). You will be asked to confirm your choice. The function of this icon is the same on either view.



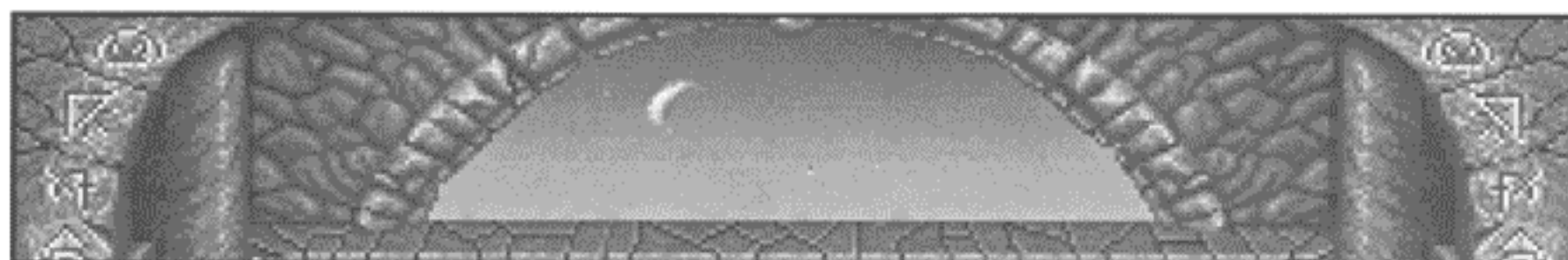


## Times of Day

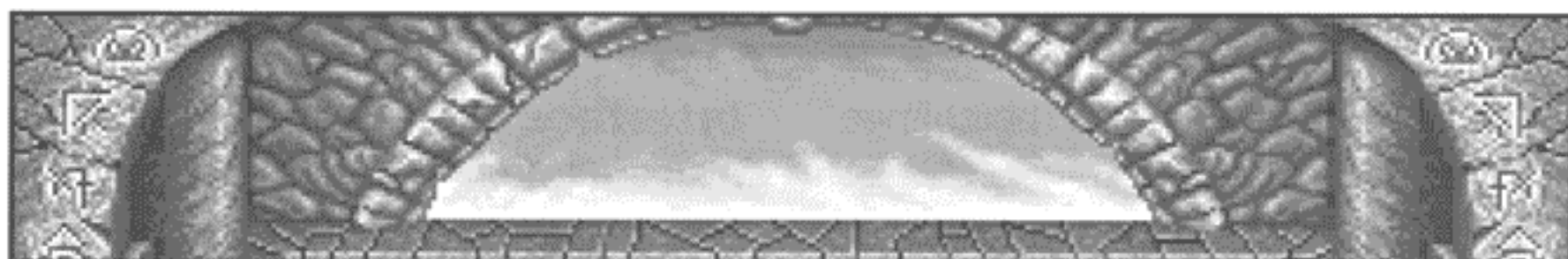
Characters other than elementals are strongly affected by the time of day. This time is shown in the background window in 3D view, and in the square menu window in Overhead view.

## Effects of Time of Day

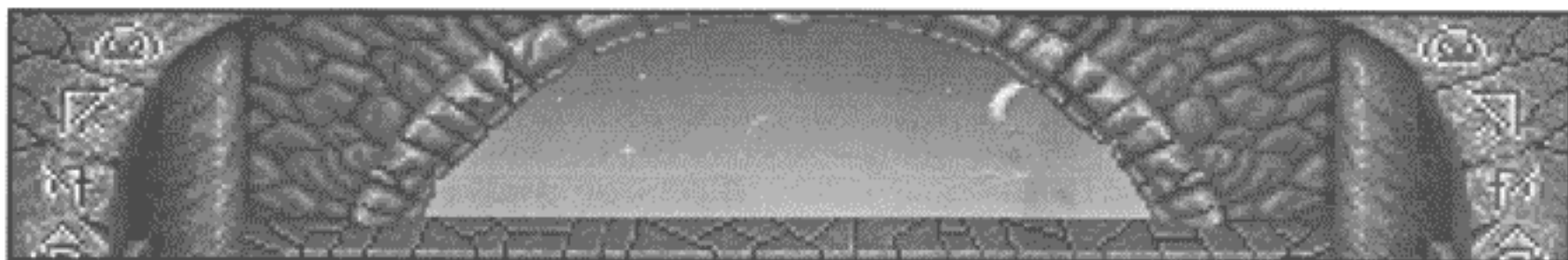
During dawn or dusk, all characters have normal strength levels. During the night, all undead characters, including zombies, receive a 15% strength bonus, while normal characters receive a 15% strength penalty. During the day-time this situation is reversed. Elementals ignore these rules.



*Dawn*



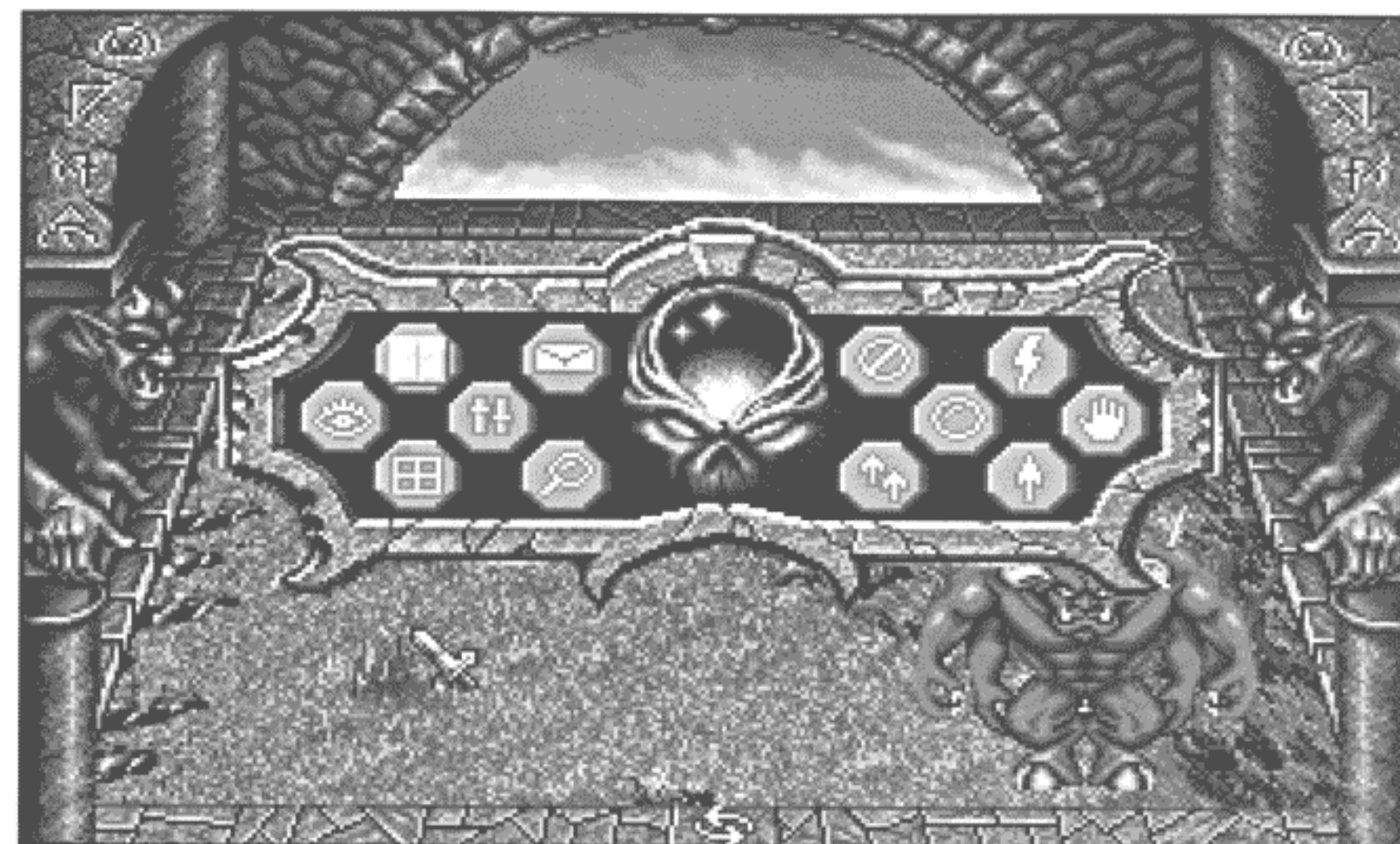
*Day*



*Dusk*



*Night*



## The Game Menu in 3D View

This menu functions identically in both 3D and Overhead views. Descriptions of the functions available appear in this section. A diagram that simply lists the functions of this menu appears on the back cover of this rule book.

**Important:** To bring up the game menu in 3D view, click on one of the gargoyles on the sides of the screen. In Overhead view, the menu is always visible.

### View Army



Click on this icon to view the characters in your army.

### Return to Main Menu



Click on this icon to end your game and go to the main menu (where returning to DOS is an option).

### Change View



Click on whichever of these icons are visible to go to the other view (Overhead or 3D).



### Chat



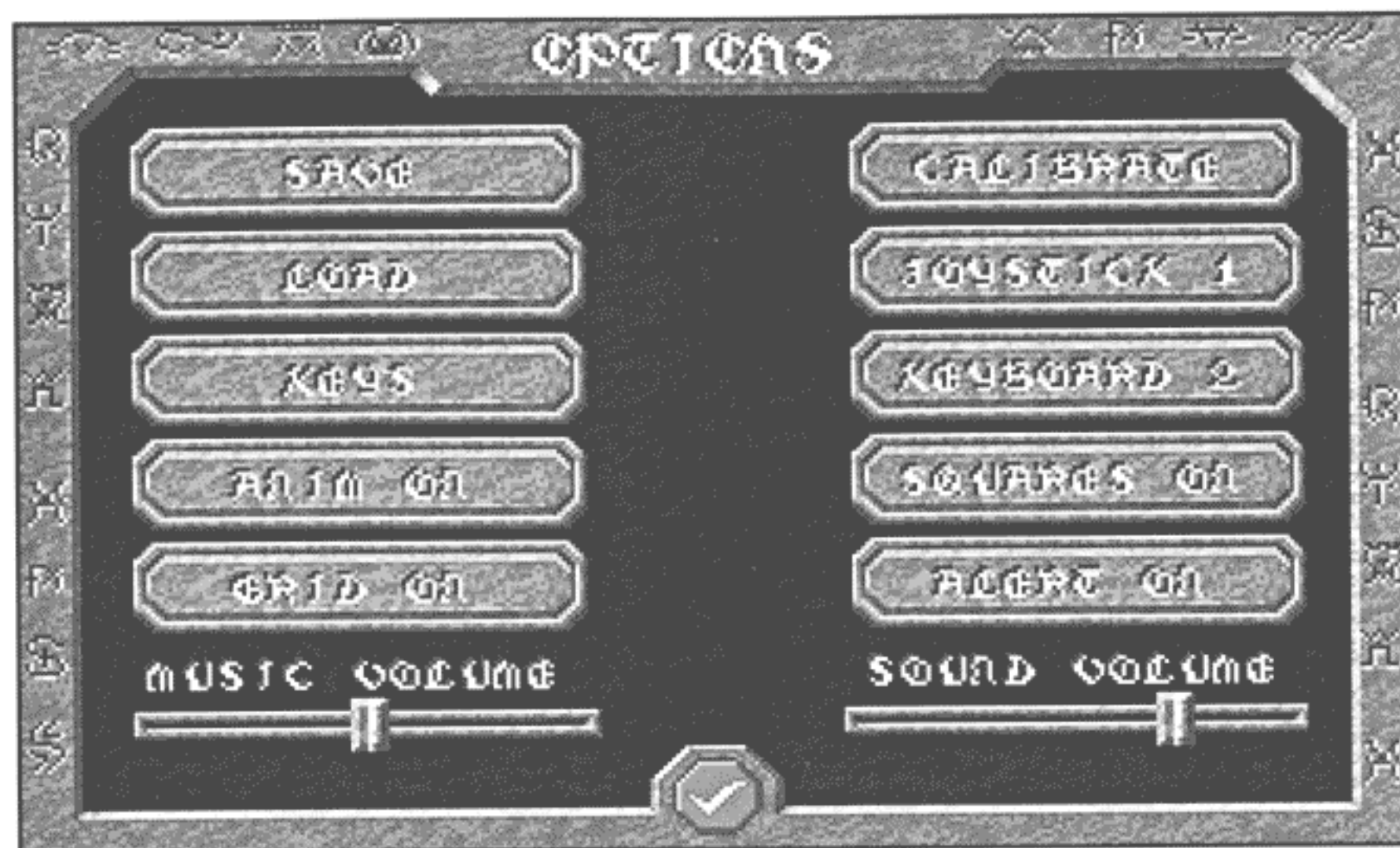
Use this icon to chat with a modem opponent. No function exists if you are not linked up.

### Options Screen



Click on this icon to bring up the options screen. The functions for the options menu are as follows (see next page).





**The Options Screen**

### Save and Load

These buttons bring up save and load screens. When saving, you must enter a new name before saving; you cannot use the previous name. Hit Return when you are finished, then click on the continue icon (large check mark).

### Keys

This shows the layout of keys. You can also use this option to set up a custom layout for each player. Please see your data card for more information.

### Anim On

This button toggles the animation on the 3D view on and off.

### Grid On

This button toggles a grid on the 3D view playfield on and off.

### Calibrate

This option allows you to calibrate your joystick(s). Please see the Data Card for troubleshooting.

### Joystick 1 and Keyboard 2

Clicking on these buttons toggles between keyboard or joystick for each player in combat mode.

### Squares

This button toggles the information squares under each character on and off.

### Alert

This button toggles the enemy alert on or off. In the on position, when your creatures move to within six hexes of an enemy, they will come to a stop and the message "an enemy comes into view" will appear. You will then be allowed to continue your movement,

provided your creature has not moved its maximum. With the button in the off position, your creatures will move their maximum regardless of any enemy creatures sighted.

### Slider Bars for Music and Sound

Move these bars to the left if you want to reduce volume.

### View Character



This icon changes the cursor to the magnifying glass cursor, in the same way that right-clicking functions. Click on the gargoyles (if necessary), then click on any friendly character to view them.

### Cancel Order



This icon turns the cursor into a red cancel symbol. Click on the gargoyles (if necessary), then click on any character that currently has orders to cancel them.

### Perform Special Power



This icon turns the cursor into the lightning bolt symbol, just as right-clicking does. Click on the gargoyles if necessary, then click on any valid character.

### Go To Orb Holder



This icon turns the cursor into an orb symbol. Click on the gargoyles if necessary, and click on any character to send him on a path to your orbholder. To cancel this order, use the Cancel Order icon.



### Go to Templar



This icon turns the cursor into a glowing hand symbol, symbolizing healing. Click on the gargoyles if necessary, and click on any character that needs healing. That character will head towards the nearest available Templar. To cancel this movement, use the Cancel Order icon.

### Set Up Escort



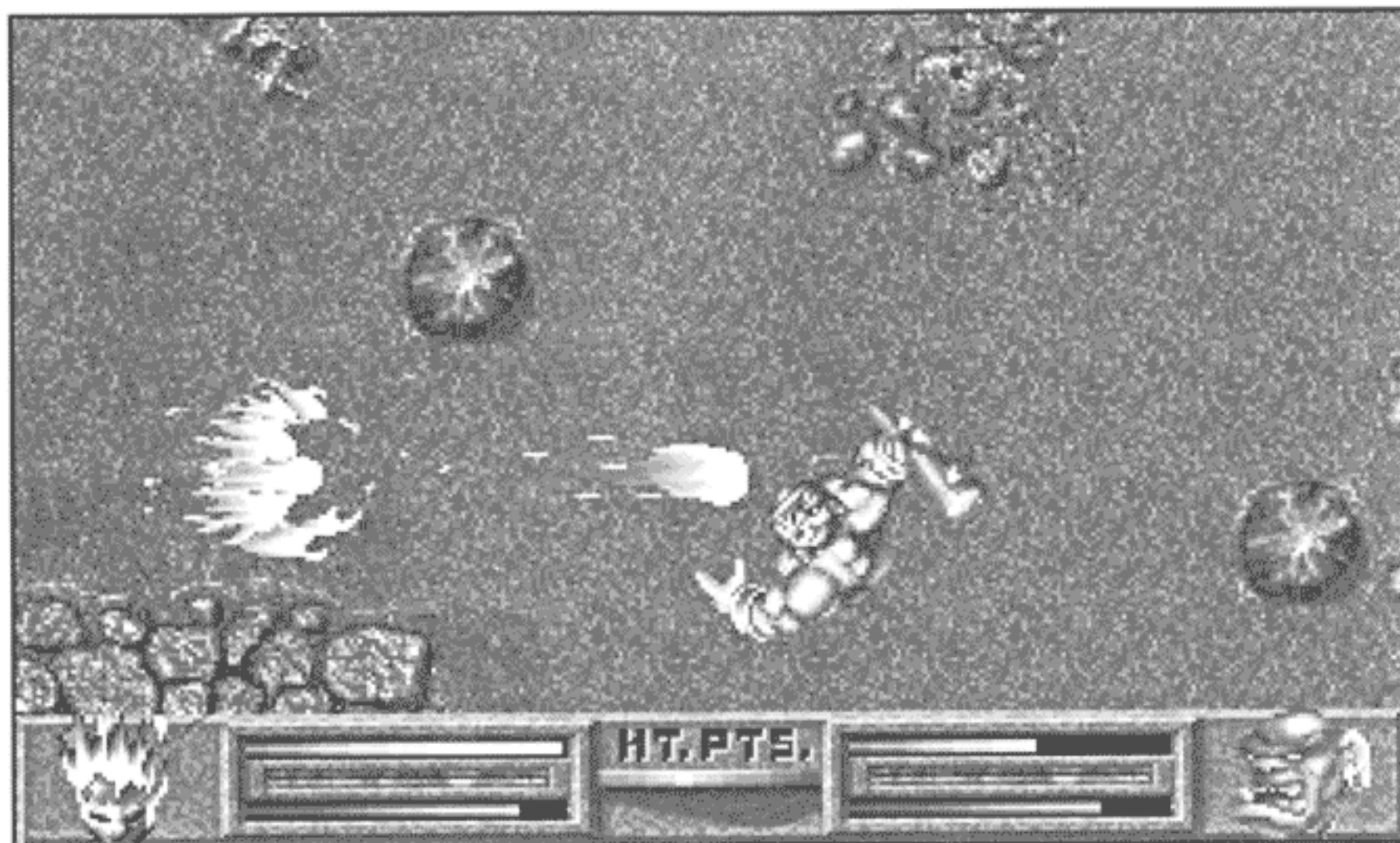
This icon turns the cursor into double arrows. Click on the gargoyles, and click on any character that you want to use to escort another character. Then click on the character to be escorted. *After you end your turn*, but before the enemy makes his move, all escorting characters will look for the character to be escorted. If they locate that character, they will move toward him to the limit of their movement. You can have several characters escorting a single character, so this is an essential option for moving large armies efficiently. To cancel an escort, use the Cancel Order icon.

### Move to Map Location



This icon turns the cursor into an arrow. Click on the gargoyles, then click on any character that you want to move to a specific map location. Finally, click on the desired endpoint on the map. This cannot be an enemy-occupied square. To cancel this order, use the Cancel Order icon.





## COMBAT

Real-time combat is the heart of DARK LEGIONS. When you move a character into an enemy-occupied square, combat is initiated. This combat is to the death. However, mutual kills are possible in rare circumstances. You will discover that tactical decisions can affect combat, as well as simple hand-eye coordination — but only if you learn each of the characters' strengths and weaknesses.

### Damage and Death

Damage from combat is retained until healed through natural "revitalization" or from the effects of the Templar's magical healing.

### Death

No characters can be reincarnated, but they can become "undead" zombies after contact with the Vampire.

### Special Characters

Conjured creatures and zombies function just as normal characters do in combat. However, while illusionary characters can inflict damage in combat, they are killed as soon as they are hit.

### The Powers of Individual Characters

Each character has unique characteristics in combat, and many that are awesome in combat are weak in the strategy game, or vice-versa. Agility also varies, and is not entirely linked to movement in the strategy game. Finally, some characters have a special resistance to the attacks of other characters. See the section entitled "The Characters" on page 34 for detailed information on this complicated subject. You need to know these features to become an expert. Beware of the Demon, who is awesome in both combat and on the strategy screen!



## The Combat Display

Combat takes place on a zooming, scrolling battlefield. The terrain reflects the location of the square on the strategic map. Below the battlefield window is the data display.

### Data Display

**LIFE FORCE:** Both characters' life forces are displayed as green bars. These bars are reduced in length when damage is inflicted. All character's attacks inflict life force damage. When life force is low, stamina is recovered more slowly, reflecting the pain and exhaustion that is caused by injury.

**STAMINA:** Red bars show stamina, which is reduced every time your character takes an action other than moving, whether magical or physical. When stamina is at zero, a character may continue to move but will not be able to make any attack.

Note that if the character is unhurt, both bars are full at the beginning of combat. This is regardless of the magnitude of the character's starting number; an undamaged Troll and Seer both start with full bars.

The faces of each character reflect their life force state.

### Controlling Characters

Characters are controlled using keyboard or joystick controls. However, no mouse interface is available during combat. All characters use the same basic paradigm. Note that the keyboard controls are user-configurable — see the options screen, described under the "Game Menu" section on page 29.

**MOVEMENT:** To move your character, move your joystick in the desired direction, or hold down the key for the appropriate direction. The character will head in that direction after a delay that varies with the character type. The character then continues moving as long as the button is held down, at a rate that depends on the character's agility. Movement costs no stamina.

**ATTACK BUTTON A:** To make your basic attack, tap Button A or the key allocated to that function.

**ATTACK BUTTON B:** To make your secondary attack, tap Button B or the key allocated to that function. If this attack is a swing, the computer may randomly select either a right-handed or left-handed swing. Rest assured that both choices are equally useful.

**ATTACK BUTTONS A + B:** Some characters have a third attack. If so, tap both buttons simultaneously (or the key allocated to that function) to activate this attack.

### The Battlefields

The battlefields are very simple in function. Except for the Vampire (who flies), all large objects such as trees or huge rocks block movement. Small objects are simply for visual effect. No terrain is harmful.

The battlefield is closed at the edges, rather than wrap-around. This ensures that characters that attempt to flee (while they recover stamina) will fail. Be careful not to get cornered!



## THE CHARACTERS

Following are general descriptions of each character, with hints for game play and notes on special capabilities.

**Important:** For detailed and game-current numerical data, use the magnifying glass icon to view your characters during game play.

### Format of Character Information

The information is formatted as follows:

**CHARACTER NAME:** The character's name.

**CHARACTER RANKINGS:** How this character compares to other characters, broken down into these following statistics:

- ♦ **Cost** — This is the number of credits required to add one character of this type to your army. Note that in DARK LEGIONS, characters are massively different in power. This is reflected by their credit cost.
- ♦ **Strength** — Strength gives a general indication of the physical strength of the character. This number is used to adjust the amount of damage that results from physical attacks. If a character has multiple or *magical* attacks available, the strength factor may be modified dramatically by which attack is used, so strength is not a complete indicator of damage potential. For example, the wizard is not particularly strong physically, but his attacks are magical and thus more powerful.
- ♦ **Life Force** — This represents how much damage each character type can sustain. Once this number is reduced to zero, the character dies and is removed from the battle.

- ♦ **Stamina and Regeneration** — Stamina describes the physical endurance of a character in combat. A low stamina means the character will tire easily. Whenever a character executes an attack of some form, its stamina is reduced to reflect the effort in that attack. If stamina is reduced to zero during a battle, the character is unable to attack, but is still able to move around the combat zone. Regeneration is the rate at which stamina points are replenished during combat. Stamina is regenerated even while the character is moving around. Use of magic and special attacks reduce stamina, thus limiting their use.

- ♦ **Revitalization** — This represents the rate at which points of life force are replenished. At the end of each game turn, each character regenerates a certain amount of life force.

- ♦ **Agility** — This is a general rating of the way the character moves in combat. Some characters not only move slowly, but require extra actions before they initiate movement.

- ♦ **Move Rate** — The maximum number of squares that a character can move in the strategy mode of the game.

- ♦ **Cost of Special** — A general rating of how much life force the character's special power costs to use once on the strategy screen.

**SPECIAL POWER:** Describes any special powers the character might have.

**ATTACKS:** What each character does in combat.

**GAMEPLAY TIPS:** Recommended ways to use the character.

**SPECIAL NOTES:** Some characters have important peculiarities.



### The Orb Holder

Any of the sixteen characters can be chosen as your Orb holder. When you defeat the enemy Orb holder, you win the game. Losing your Orb holder results in defeat.

The Orb holder receives certain magical advantages, so two strategies are valid for using the Orb holder. The safe strategy is to treat the Orb holder as you would a king in chess, keeping the character protected at all times. The risky alternative is to choose a Demon or other powerful character as the Orb holder. With the special advantages such an Orb holder can be a devastating offensive force. This strategy only works when your opponent is not expecting it, of course.





## BERSERKER



### Character Rankings

COST:	20
STRENGTH:	3
LIFE FORCE:	50
STAMINA:	30
REVITALIZATION:	2
AGILITY:	5
MOVE RATE:	4
COST OF SPECIAL:	None

### Attacks

A BUTTON:	Overhead Swing
B BUTTON:	Side Swings
A + B BUTTON:	Killing Blow

### Special Strategic Power

None.

### Gameplay Tips

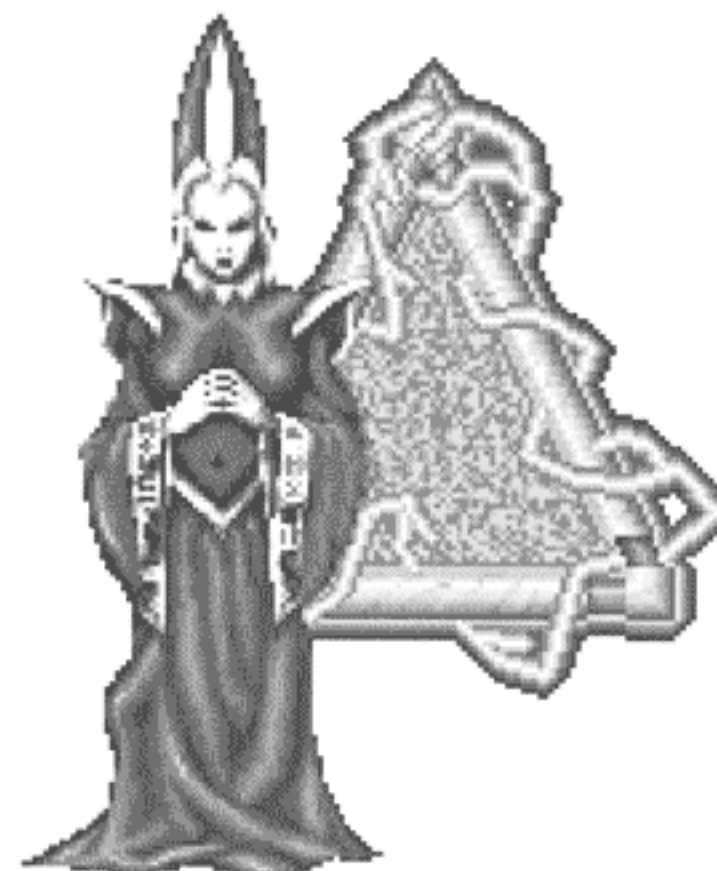
The Berserker is a ground-pounder, with no special ability to call his own. His killing blow attack can deal out a lot of damage if his opponent holds still long enough for him to use it. Like the Orc, the Berserker is inexpensive, and this may be his greatest advantage — a dozen Berserkers should be able to wear any character down. The Berserker has a bit more stamina and agility than an Orc which may just provide you with the edge you need in combat. The positions of "trap-finder" and "bait" suit the Berserker just as well as the Orc (sad but true).

### Special Notes

No special features.



## CONJURER



### Character Rankings

COST:	100
STRENGTH:	2
LIFE FORCE:	30
STAMINA:	30
REVITALIZATION:	1
AGILITY:	4
MOVE RATE:	3
COST OF SPECIAL:	Varies

### Attacks

A BUTTON:	Phantom Attack
B BUTTON:	Troll Attack
A + B BUTTON:	Demon Attack

### Special Strategic Power

The Conjurer's power is to summon versions of the more monstrous character types. The stronger the creature summoned the greater the cost of the conjuration. Creatures the Conjurer may summon are: Phantoms, Trolls, Water Elementals, Fire Elementals, Vampires, Wraiths, and Demons. Due to her conjuring skill, her credit cost is extremely high.

### Gameplay Tips

Stay out of hand to hand combat if possible; use your conjurations to fight on your behalf.

Team up with a Templar and stay right next to him to gain a bonus to your revitalization; he may also heal you on occasion. Conjurers work well with Illusionists — a mixed horde of conjured creatures and illusions can keep your enemy off balance (however, the game limits you to a maximum of one hundred characters at any time, so this horde cannot be limitless).

Conjurers are good candidates for rings of Life and Rejuvenation, which make them much more exciting to use. Keep a bodyguard or two around just in case.

### Special Notes

A conjured creature will lose 10% of its starting life force per turn until it dies. Conjured creatures retain all their special abilities and powers.



## DEMON



### Character Rankings

COST:	80
STRENGTH:	10
LIFE FORCE:	100
STAMINA:	30
REVITALIZATION:	6
AGILITY:	7
MOVE RATE:	4
COST OF SPECIAL:	20

### Attacks

A BUTTON:	Left or Right Swing
B BUTTON:	Breath Weapon
A + B BUTTON:	None

### Special Strategic Power

The Demon has the power to emit a Scream of Terror, which does damage to the life force of all opponents that are within sight (six squares). The closer an enemy is to the Demon, the greater the damage. The Scream is a magical attack that does not follow normal rules.

### Gameplay Tips

Demons are lean, mean, fighting machines. Combat is where a Demon shines, their Scream of Terror notwithstanding. The Demon's Breath Weapon is the primary style of attack, unless fighting an opponent who is quick to dodge. This is because the Breath Weapon does telegraph itself a little.

Demons are particularly good as Vampire slayers. However, the Demon's nemesis is the Fire Elemental, who can shoot and who resists the Demon's fire breath.

A Demon can use any ring, except the ring of Power, since their strength score is already at the maximum allowed. Rings of Speed are especially useful, increasing the Demon's striking distance on the strategic map.

### Special Notes

No special features.



## FIRE ELEMENTAL



### Character Rankings

COST:	65
STRENGTH:	5
LIFE FORCE:	60
STAMINA:	20
REVITALIZATION:	8
AGILITY:	6
MOVE RATE:	5
COST OF SPECIAL:	Death

### Attacks

A BUTTON:	Fire Ball
B BUTTON:	Mini Nova
A + B BUTTON:	None

### Special Strategic Power

The Fire Elemental has the power to explode into a Supernova, destroying themselves as well as damaging or destroying any opponents nearby.

### Gameplay Tips

One of the most powerful characters in combat, the Fire Elemental is quick and dangerous. Dodging the attacks of slower opponents while delivering his own strikes is his forté.

Fire Elementals team up well with Illusionists; illusionary Fire Elementals mixed in with the real thing can deceive and intimidate your opponent.

Remember to use your Supernova sparingly as it ensures your Fire Elemental's destruction as well. But, if you "have credits to burn" this can be devastating to your enemy's forces. A good target for the Supernova special is that nice tight group of enemy Conjurers, Illusionists, Templars, and Wizards.

Fire Elementals are good candidates for any rings you have handy, although only one ring of Speed should be added, since they won't benefit from any more than that.

### Special Notes

The Fire Elemental's Special Strategic Power is a suicide attack. Fire Elementals are also immune to firetraps, resist the Demon's fire breath, and are immune to the Supernovas of enemy Fire Elementals. They are also able to fly over water and chasms.





## ILLUSIONIST



### Character Rankings

<b>COST:</b>	50
<b>STRENGTH:</b>	2
<b>LIFE FORCE:</b>	40
<b>STAMINA:</b>	30
<b>REVITALIZATION:</b>	2
<b>AGILITY:</b>	4
<b>MOVE RATE:</b>	3
<b>COST OF SPECIAL:</b>	Varies

### Attacks

<b>A BUTTON:</b>	Psychic Blast
<b>B BUTTON:</b>	Teleport
<b>A + B BUTTON:</b>	None

### Special Strategic Power

The Illusionist has the power to create illusionary characters to confuse and harass the enemy. The more powerful the character being copied, the greater the cost to the illusionist's life force. Illusionists can create illusions of any character except Zombies (see Vampire, below). Each illusion also has a maintenance cost that must be paid by the Illusionist each turn. The maintenance fee is equal to 10% of the creation cost.

### Gameplay Tips

Stay out of hand to hand if possible. Take out enemy Seers whenever possible. Making illusionary Seers to protect your real ones might be useful as well. A real bodyguard nearby might not hurt either. Illusions of the characters who have missile attacks in combat are good since they can get some licks in from a distance without getting hit and going "poof."

Team up with a Templar and a Conjurer; the Templar should be right beside you so that you can gain a modest bonus to your revitalization score, and the Conjurer's real creatures enhance your illusionary ones when mixed together.

Illusionists are good candidates for rings of Life and Rejuvenation.

### Special Notes

Illusions appear as normal creatures, but a single hit destroys them. Seers automatically destroy enemy illusions on sight. If the Illusionist is slain all of their illusions disappear. Illusionary characters cannot use any special strategic powers associated with the real or conjured characters of the same form.



## ORC



### Character Rankings

<b>COST:</b>	30
<b>STRENGTH:</b>	3
<b>LIFE FORCE:</b>	50
<b>STAMINA:</b>	30
<b>REVITALIZATION:</b>	2
<b>AGILITY:</b>	4
<b>MOVE RATE:</b>	4
<b>COST OF SPECIAL:</b>	None

### Attacks

<b>A BUTTON:</b>	Head Butt
<b>B BUTTON:</b>	Side Swings with metal cestii
<b>A + B BUTTON:</b>	Charge

### Special Strategic Power

None.

### Gameplay Tips

The Orc is your heavy infantry. He's not very bright, but is tough and tenacious. Compared to the Berserker, the Orc requires more skill from a player, but has a little more power. The Orc's best feature is his Charge attack. It does a lot of damage but consumes a lot of stamina. This attack is particularly effective against human enemies that can be intimidated or flustered, or are poor at dodging. Orcs can come in especially handy as trap-finders or bait to lure in their more powerful opponents, so that other characters can in turn avenge their deaths. Orcs make fair bodyguards and masses of them are great for wave attacks (i.e. — they're cheap cannon-fodder).

### Special Notes

No special features.



## PHANTOM



### Character Rankings

COST:	50
STRENGTH:	3
LIFE FORCE:	70
STAMINA:	15
REVITALIZATION:	2
AGILITY:	4
MOVE RATE:	3
COST OF SPECIAL:	None

### Attacks

A BUTTON:	Jabs
B BUTTON:	Swipes
A + B BUTTON:	Double Swipe

### Special Strategic Power

The Phantom is invisible to your opponent's characters, except for Seers. This power costs nothing and is always in operation.

### Gameplay Tips

The Phantom's invisibility is its greatest asset. Barring Seers, no one knows they're around until they strike. Make sure to eliminate enemy Seers whenever you can because they can locate your Phantoms.

Since successful blows with your palps slow your opponent's stamina regeneration, you should be able to attack more often than your opponent once he's been "tainted."

Phantoms are slow on the Strategic map so rings of Speed would help; a Phantom with a couple of rings of Power is a frightening thought.

If you want to be tricky, give your orb to your invisible Phantom who's been enhanced with a few choice rings.

### Special Notes

The Phantom's hideous palps are tainted, and when they hit an opponent in combat they permanently cut his ability to regenerate stamina. This effect lasts for the rest of the game! Phantoms are also immune to both insanity and poison traps.

The Phantom is invisible in combat until he attacks.



## SEER



### Character Rankings

COST:	65
STRENGTH:	1
LIFE FORCE:	20
STAMINA:	30
REVITALIZATION:	2
AGILITY:	4
MOVE RATE:	4
COST OF SPECIAL:	None

### Attacks

A BUTTON:	Left or Right Swing
B BUTTON:	Befuddle
A + B BUTTON:	None

### Special Strategic Power

Seers can sense invisible enemy characters and hidden traps. Additionally, Seers destroy illusionary opponents as they come into view. These heightened senses and abilities operate continuously at no cost.

### Gameplay Tips

While pitifully weak in combat, the Seer is invaluable on the strategic map. Their ability to find your opponent's traps and Phantoms can mean the difference between life and death for your other characters, while the ability to destroy illusions can help you to keep the pressure on your real opponents.

Have a bodyguard or two escort the Seer as you move her up. If you do end up in combat use hit and run tactics, befuddle your opponent, then get one or two hits in and run away before your enemy comes to its senses. Do this over and over, and if you're really good, you might live to tell the tale.

Seers do not benefit much from most rings, except for rings of Speed, which are highly recommended.

### Special Notes

The Seer's Befuddle attack in combat blinds her opponent. For a short period of time your enemy's input from their keyboard or joystick is scrambled (i.e., pushing up on the joystick sends them right on the combat screen instead of up). Seers move by floating above the ground so they can float over, but not land on, chasms and stretches of water.





## SHAPE SHIFTER



### Character Rankings

COST:	65
STRENGTH:	3
LIFE FORCE:	50
STAMINA:	30
REVITALIZATION:	2
AGILITY:	5
MOVE RATE:	4
COST OF SPECIAL:	None

### Attacks

A BUTTON:	As for form assumed
B BUTTON:	As for form assumed
A + B BUTTON:	As for form assumed

### Special Strategic Power

The Shape Shifter's special power is to assume the form and combat abilities of any of the other characters. On the strategic map, statistics are shown as above. In combat, their statistics are those of the form assumed. The cost of using this power is zero. The Shape Shifter does not gain any special strategic powers of the creature it is assuming, except for the Phantom.

### Gameplay Tips

Deception is the name of the game for the Shape Shifter. Their favorite tactic is to ambush opponents by appearing as one of the weaker characters, to lure them close, then change to one of the powerful characters and attack. The Shape Shifter makes a good Orb Holder since it can be anything at any time. The Shape Shifter allows you incredible versatility in play; your character can be a meek Seer one second and an awesome Demon the next. Rings of Life, Rejuvenation, and Speed are of the most use to the Shape Shifter.

### Special Notes

No special features.



## TEMPLAR



### Character Rankings

COST:	40
STRENGTH:	2
LIFE FORCE:	25
STAMINA:	30
REVITALIZATION:	2
AGILITY:	5
MOVE RATE:	4
COST OF SPECIAL:	10

### Attacks

A BUTTON:	Left or Right Swing
B BUTTON:	Destroy Life Force
A + B BUTTON:	None

### Special Strategic Power

The Templar has the power to add to an adjacent allies' life force at a cost to his own. They also provide a small automatic bonus to the revitalization levels of adjacent friendly characters, at no cost to themselves.

### Gameplay Tips

Any character low on life force will find the Templar to be their best friend.

Templars team up well with Conjurers, Illusionists, and Wizards since all of their special strategic powers burn life force. As a general rule Templars should be kept out of direct combat, and use their powers to influence the outcomes of other confrontations. Groups of Templars can be very effective at restoring the health of wounded characters.

Templars are good candidates for rings of Rejuvenation and Life. A Templar with heavy ring armament is perhaps the one victim the Wraith will think twice about attacking in teleport mode, especially during the day.

### Special Notes

The Templars of Tralsk are minions of the forces of justice and life. Thus, they gain a bonus to their damage when striking undead opponents such as Vampires, Phantoms, Wraiths, and Zombies.



## THIEF



### Character Rankings

COST:	35
STRENGTH:	2
LIFE FORCE:	25
STAMINA:	30
REVITALIZATION:	2
AGILITY:	7
MOVE RATE:	4
COST OF SPECIAL:	10

### Attacks

A BUTTON:	Knife Throw
B BUTTON:	Somersault Attack
A + B BUTTON:	Back-flip

### Special Strategic Power

The Thief has the ability to disarm your opponent's traps by moving next to the trap on the strategic screen and using their special power. At that point a special mini-game puzzle screen comes up (see Special Notes below for a description of how to use this screen to disarm the trap). You can either solve the puzzle yourself or leave it to chance. Beware though, if the Thief fails in his attempt to disarm the trap the results could be rather spectacular (and possibly fatal, depending on the type of trap).

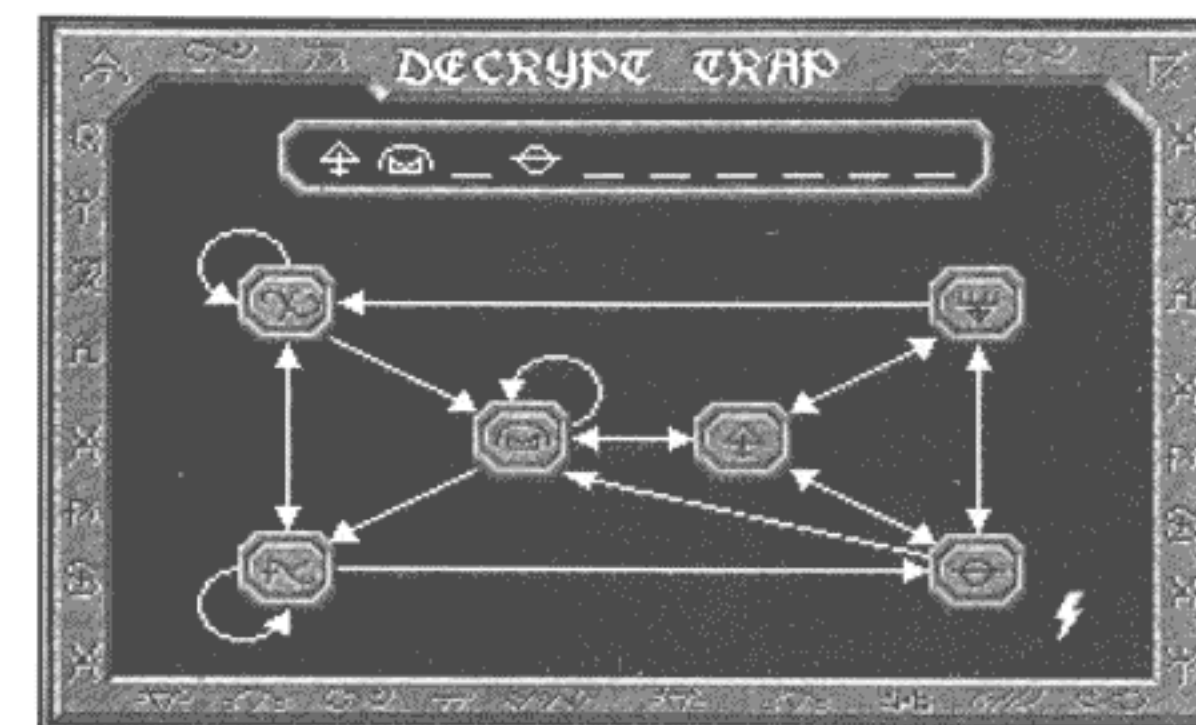
### Gameplay Tips

Thieves should always work in tandem with Seers. The Seers spot the traps and the Thieves disarm them if they are in the way. Don't disarm a trap just for something to do, since, if you fail, the Thief suffers the consequences. Bypassing located traps that do not hinder your advance works just as well as disarming them, unless you have to pass that way again and you forget the trap's location. Although Thieves can search for hidden traps on their own, doing so does cost a significant amount of life force.

Thieves are good candidates for rings of Speed (for scouting) and Power (for combat). Unless your Thief has been augmented with a couple of rings of power, keep him out of combat. However, if they *have* been so endowed, they make flashy and good combatants, especially since your opponent thinks you are an easy mark (surprise!). Speaking of flashy combat maneuvers, here's one: get your opponent to chase you, perform a Back-flip over their head to get behind them, then follow up with a Somersault attack.



The Disarm Trap Screen



### Special Notes

When a Thief attempts to use his special ability on the strategic board to disarm a trap, a grid appears around the character, similar to a movement grid. The Thief then selects one of the available squares to use his ability on. (NOTE: if there is no visible trap in the square selected, the thief will check for a trap and if one is discovered, attempt to disarm it — in this manner a thief can check a suspicious location, "just in case.")

When the Thief finds a trap to disarm, the Disarm Trap Screen appears (see above illustration). There will be a "Map" to assist in determining the possible symbols for each blank spot in the puzzle. The player tries to disarm the trap by guessing which symbol goes in each successive slot, in order from left to right. The player clicks on the symbol in the map which they think comes next.

The player is allowed ten incorrect guesses, and each symbol can be used more than once. If all of the blanks are filled correctly the trap will be disarmed. If they make too many errors the Thief will be subjected to the effects of the trap.

The difficulty of the trap is reflected in the number of slots already filled in for the player: the more difficult the trap, the less slots which are filled in (if any)! Devastating traps, such as the Void trap and the Fire trap, are the most difficult to disarm.

If the player does not wish to work out the puzzle, he can simply click on a special button provided on the Disarm Traps Screen. This allows the computer to randomly decide if the Thief was successful or not, with a greater chance of disarming the easier traps and a lesser chance for the difficult ones.





## TROLL



### Character Rankings

COST:	40
STRENGTH:	6
LIFE FORCE:	90
STAMINA:	20
REVITALIZATION:	10
AGILITY:	4
MOVE RATE:	2
COST OF SPECIAL:	10

### Attacks

A BUTTON:	Swipe
B BUTTON:	Backhand Swipe
A + B BUTTON:	Overhead Smash

### Special Strategic Power

The Troll has the power to turn to stone. In essence, they can turn themselves into another boulder on the strategic map.

### Gameplay Tips

Although very strong, the Troll's favorite tactic is ambush. Using their ability to turn to stone, the Troll awaits the approach of an unwary victim before returning to its humanoid form to strike. Trolls move slowly, but if they can catch an enemy and land a blow, they dish out a good deal of damage. The Troll's Overhead Smash can devastate an opponent if they stand still long enough for it to land, or if timing is perfect.

Trolls make excellent bodyguards for a group of immobile spellcasters, particularly when in rock form. Rings of Speed are extremely useful for a Troll — the more the better.

### Special Notes

Trolls ignore damage from a Stone Trap.



## VAMPIRE



### Character Rankings

COST:	70
STRENGTH:	5
LIFE FORCE:	85 (150 Max.)
STAMINA:	30
REVITALIZATION:	-5
AGILITY:	5
MOVE RATE:	5
COST OF SPECIAL:	None

### Attacks

A BUTTON:	Paralyze
B BUTTON:	Life Force Extraction
A + B BUTTON:	None

### Special Strategic Power

The Vampire has the power to change most opponents he defeats in combat into Zombies under his control. The characters the Vampire can turn into Zombies are: Wizards, Illusionists, Conjurers, Orcs, Berserkers, Trolls, Seers, Templars, Demons, and Thieves. Undead and Elementals are immune. If the Vampire is slain all of their Zombies cease to exist as well. The Vampire also receives one life force point each turn for each Zombie it has on the strategy map; this allows their revitalization rate to become positive, if they have enough Zombies to draw upon.

### Gameplay Tips

The gruesome Vampires are tough in combat since they drain life force from their opponents and add it to their own totals. Use your paralyzing eye beams to "freeze" enemies in place before you use the Life Force Extraction attack to siphon off their life force.

The nemesis of the Vampire is the Demon, because of its vast life force. Beware of Demons at all costs, unless you are an expert or the Vampire is loaded with rings.

In combat, if you are low on stamina or badly damaged, the Vampire can hover over blocking terrain, "out of harm's way," until you are ready to resume the battle.



Vampires shouldn't waste time jockeying around on the strategy map, since they lose life force each turn. Instead Vampires should "go for the throat" by attacking any weaker enemies. Not only does this give the Vampire extra life force, but a Zombie minion as well. Turning an opponent's own characters against him, in the form of Zombies, can be very nasty.

All rings can be of great use to the Vampire, particularly multiple rings of Rejuvenation to offset their negative revitalization score.

### **Special Notes**

Victims killed by the Vampire become slave Zombies, and these Zombies can be fairly effective in combat.

Vampires lose life force each turn due to their negative revitalization level. The only way that they can gain life normally is by draining the life force of enemy characters they defeat in combat, although their Zombie minions help offset this weakness to some extent.

Vampires, as flying creatures, can fly over terrain obstacles that force other characters to detour around them. This power also works in combat! However, they cannot fly over water in the strategy game.

Vampires are immune to both insanity and poison traps.



## **WATER ELEMENTAL**



### **Character Rankings**

<b>COST:</b>	60
<b>STRENGTH:</b>	6
<b>LIFE FORCE:</b>	65
<b>STAMINA:</b>	30
<b>REVITALIZATION:</b>	6
<b>AGILITY:</b>	6
<b>MOVE RATE:</b>	4
<b>COST OF SPECIAL:</b>	20

### **Attacks**

<b>A BUTTON:</b>	Water Ball
<b>B BUTTON:</b>	Tidal Wave Attack
<b>A + B BUTTON:</b>	None

### **Special Strategic Power**

The Water Elemental has the power to move from one body of water to another on the strategic map.

### **Gameplay Tips**

The Water Elemental is a good multi-purpose character, useful on the strategic map and in combat. Due to their missile attack in combat, Water Elementals make excellent choices as illusory creatures.

Water Elementals are the only beings feared by the mighty Fire Elementals, since they are roughly equivalent in combat, although weaker strategically.

Water Elementals are one of the few characters who can move across water, and they are the only ones who can stop on it. If there is a big stretch of water on the Strategic map their Special Power can be very useful for scouting or getting them into the action quickly, but it does cost them life force, so use it sparingly. Badly wounded Water Elementals can retreat into the middle of a body of water to heal and avoid most opponents.

Water Elementals make good candidates for any ring you wish to bestow upon them. Life rings are especially useful if you intend to use their Special Strategic Power often during the course of the game.

### **Special Notes**

No special features.





## WIZARD



### Character Rankings

COST:	60
STRENGTH:	3
LIFE FORCE:	30
STAMINA:	30
REVITALIZATION:	2
AGILITY:	4
MOVE RATE:	3
COST OF SPECIAL:	10

### Attacks

A BUTTON:	Ice Ball
B BUTTON:	Freeze Ball
A + B BUTTON:	None

### Special Strategic Power

The Wizard is able to cast a spell that freezes opponents on the strategy map, encasing them in a block of ice. Every snow blast freezes a character for one turn and inflicts damage; cumulative snow blasts make the character unavailable for longer periods. It is possible to kill a character by using this special power if their life force is low, or if you use groups of Wizards.

### Gameplay Tips

Keep your Wizards out of combat. Their value is on the Strategic map, freezing enemy characters — but this wears down life force so don't do it too often in a turn.

Wizards work well in conjunction with Templars located next to them to help them regain life force. Don't let opponents get too close as your Strategic Power has a minimum range. Wizards are also better in groups than alone.

Wizards are excellent candidates for rings of Speed, Rejuvenation, and Life. With five rings, they become disturbingly powerful for such feeble beings.

### Special Notes

If he has enough life force, the Wizard may cast his strategic freeze power more than once in a turn, at the same or at different targets. Once an enemy has been frozen on the strategy map attacks other than Ice Ball or Freeze Ball have no effect until the spell(s) wears off. The mass of ice created also precludes anyone entering the target square. This Freeze spell has a maximum range (the target must be in sight) and a *minimum* range (if the enemy gets too close the wizard cannot target it).



## WRAITH



### Character Rankings

COST:	50
STRENGTH:	5
LIFE FORCE:	25 (100 Max.)
STAMINA:	30
REVITALIZATION:	0
AGILITY:	7
MOVE RATE:	4
COST OF SPECIAL:	Varies

### Attacks

A BUTTON:	Left or Right Grope
B BUTTON:	Double Grope
A + B BUTTON:	None

### Special Strategic Power

The Wraith has the power to teleport limited distances across the strategic map instead of normal movement. The further the Wraith teleports, the greater the cost in life force. Depending on starting life force, the Wraith may be able to get all the way to the other side of a smaller map!

### Gameplay Tips

While the Wraith's ability to teleport makes it a good infiltrator and scout, it makes it an even better assassin. Enemy Wizards, Conjurers, Illusionists, Templars, and especially Seers, make good targets for assassination. Once a target has been located and is within your Teleport range, you can achieve tactical surprise by bringing the elusive spellcasters to battle.

Wraiths are good candidates for rings of Life and Rejuvenation. Even a ring of Power might not be amiss if you have one available.

### Special Notes

When the Wraith successfully strikes an opponent in combat he drains the enemies' life force and adds it to his own.

The Wraith is immune to both insanity and poison traps.



## DESIGNERS' NOTES

**S**ilicon Knights is a new group of developers located in Ontario, Canada. We are a company that intends to set new standards in the computer game industry through strong educational backgrounds, professional artists, and unique game designs. It is our goal that every project be an A+ title. We are a non-traditional company that works in non-traditional ways. We do not just design game engines; we design the game and then design the engine around the game.

When designing DARK LEGIONS we had several goals in mind: 1) good head-to-head game play that supported modem play, 2) a system that allows the game to be easy to learn yet complex in strategy, and 3) excellent graphics and animation combined with great game play. We believe that these goals have been achieved and believe that DARK LEGIONS is our best product to date.

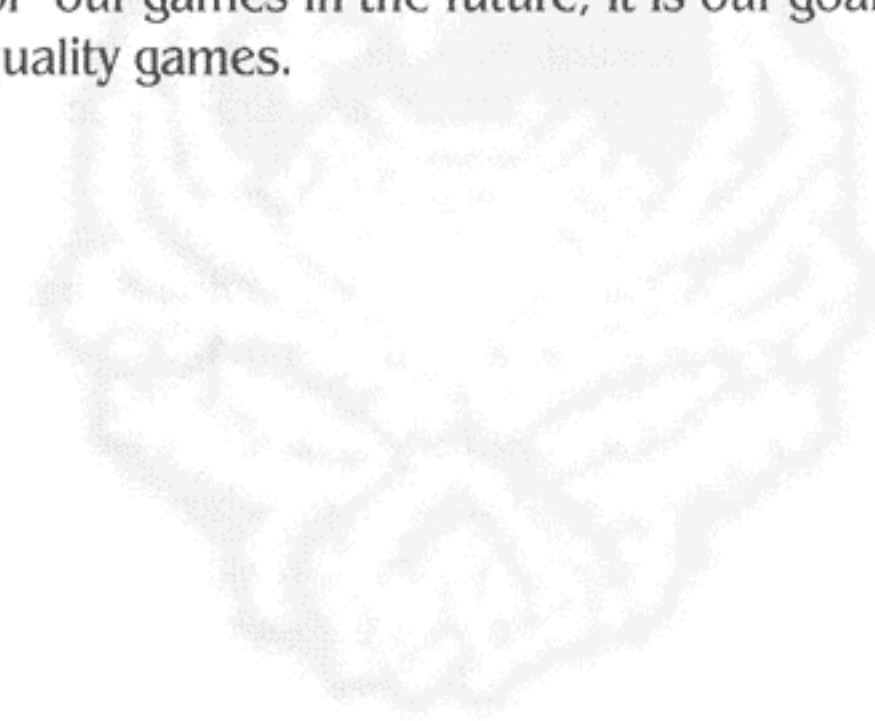
Silicon Knights has always had a commitment to multi-player games. We believe that there is no substitute for two-player interaction. In DARK LEGIONS you can have a challenging game against the computer or against your friends. With the demand for modem games rapidly growing, we felt it was time to develop a game that not only supported connectivity but was designed specifically for it. Thus, this game will play seamlessly over two machines. In fact, some characters were specifically designed for two machines. An example of this is the Phantom. In the game, the Phantom is invisible. In other conventional games, invisible characters are not that effective because they are invisible for the controlling player as well as the defending player. In Dark Legion's head to head combat, the player's Phantom is only invisible to the opponent and not the controlling player. Implementations such as this are only possible through developing a game that plays over two machines. DARK LEGIONS was designed with modem play as a key factor in game play, not as an afterthought.

When designing DARK LEGIONS it was our goal to design a game with simple rules yet with complex strategies and depth. A good example is chess, where there are only eight different pieces yet almost limitless strategies. DARK LEGIONS boasts sixteen characters that differ vastly in strengths, weaknesses, and special abilities. One of the most interesting aspects of DARK LEGIONS is devising strategies for individual characters in order to exploit their potential. DARK LEGIONS will allow players to customize characters and armies to suit their own strategies. Tactics, deception, and ingenuity are the keys to success.



Silicon Knights is a company that deeply believes in quality. When designing DARK LEGIONS, a great deal of emphasis was put into character development. In order to do this the animations had to be as lifelike and as realistic as possible. We went to great lengths to recruit many talented people. Our artists have had prior experience in animated movies, cartoons, and commercials. Some of their work includes *Heavy Metal*, *Beetlejuice*, and other prime-time Saturday morning cartoons. With DARK LEGIONS we are pleased to say that the effort that went into recruiting these talented people has paid off. Some of the animation segments are so involved that they require 750K of memory for a single character. Graphics of this magnitude presented our programming staff with serious difficulties. The game has to move well without accessing the disk constantly. To overcome this difficulty, we developed methods for decompressing these detailed animations on the fly. Thus, we are able to store a character's entire animation in memory without excessive disk access and huge memory requirements. This level of art allowed us to bring out each character's personality to its fullest. As an example, the troll is slow and lumbering while the fire elemental is quick and explosive.

When the design of DARK LEGIONS first began, we had some very ambitious goals in mind. DARK LEGIONS is a game that can be as simple or complex as you want to make it. It allows for head-to-head combat, modem play, and contains well-developed characters. Look for our games in the future; it is our goal for you to relate our name to the best quality games.







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