

**64K Animated Graphics Adventure**



## *Paladin's Legacy*

*Approximately 200 years ago, the great land of Tarinth was a bit uncivilized. The three nations were isolated and barely aware of each other's existence. The Elves chose to live in the dense western forests, Dwarvenkind preferred the sharp, high mountain ranges, and the Humans sought the vast grasslands.*

*Then it started.*

*First it was just a trickle. There appeared on the face of Tarinth strange and unnatural creatures, spawn of unknown evil. The first were scavengers of great size and power. Following them were flying creatures that twisted the minds of hapless travellers. Finally there appeared a creature that would feed solely upon living flesh. Soon this trickle became a torrent. These horrid creatures swarmed throughout the plains, destroying all human habitations, leaving smoking ruins in their wake. Elven villages and dwarven dwellings were likewise decimated under the waves of evil creatures. It seemed that the extinction of the Tarinth races was quite near.*

*Suddenly, a stranger arrived. His knowledge of the magical arts seemed limitless. He used these powers to create a sword and armor of unparalleled strength. With these tools of light, the stranger was able to put the twisted creatures to slaughter. He is said to have found the source of evil, and banished it from the land. For the remainder of his life, the stranger roamed the land of Tarinth, teaching the arts to the three races.*

*In time, the stranger died, for he was not immortal. In his death was created the legend of the Paladin. The tools of light were lost, but the legend has it that they were placed in the safe hands of the 'Keeper'.*

*For a time, the land flourished. The three nations elected a king as the new protectorate of Tarinth. Each nation was represented by ambassadors in a central government. The races put forth their collective efforts and raised five cities devoted to the study of the ancient magics.*

*Pawn: for the study of Magic.*

*Mendoris: for the study of Wizardry.*

*Optus: for the study of Sorcery.*

*Tardis: for the study of Thaumaturgy.*

*Amber: for the study of Alchemy.*

*Despite the Paladin's best efforts, prejudice and isolation are rarely banished forever. Without the universal foe of the hoards of evil, the three nations inevitably began to grow apart. Recently, though, the creatures have reappeared. No one was so unwise as to have forgotten the legends, however, and the king called a council in hopes of uniting the three nations in force.*

*There was nothing to fortell the kidnapping of the king. The twisted creatures stormed the royal castle and left, all in an hour's time leaving death, destruction, and no king. With the king, the creatures also captured Tarinth's last hope for survival, for without the land's leader and protectorate, the three nations will not unite. Hope for the land is scarce.*

*Thus ends the legend of the Paladin. His legacy is to rescue the lost monarch, unite the divided land of Tarinth, and bring much needed peace to its inhabitants.*

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**Paladin's Legacy** is a fantasy role-playing adventure for the Color Computer I, II, or III with 64K and disk drive and is an achievement in programming. I want to thank you for purchasing this software instead of pirating it, and thereby supporting future production of quality software for the Color Computer I, II, and III.

**THE DISK**—The disk included in this package is called a "flippy" because one can access both sides merely by flipping the disk in the drive. Each side is labeled. The label corresponding to its indicated side will be on the right side of the disk, assuming you insert the disk vertically. This is shown on the label by an arrow pointing to the write-protect notch that is being used. This notch always goes up. To test this, insert the Player Disk into drive 0 and type **DIR** and press **<ENTER>**. You should see a list of files starting with **BOOT/BIN**. If you do not see this file, you have inserted the wrong side.

**BACKUPS**—You cannot make a backup of the Player side of the disk. This disk is copy protected, but the City Disk, on the other side, is not. For your own protection, copy the City Disk using the **BACKUP** command and store the copy in a safe place. If you have problems with the original City Disk, first attempt to copy the backup to the original, again using the **BACKUP** command. If problems persist, or you have problems with the PLayer Disk, you can return the original for replacement (refer to the warranty on the back cover).

**LOADING**—First initiate a cold start (turn the computer off and on again after about 10 seconds) and insert the Game Disk into drive 0. Type **LOADM"BOOT"** and press **<ENTER>**. The game will auto-start. If you have a Color Computer III, you will be asked if you are using an RGB monitor. If you only have the TANDY CM-8 or compatible monitor, type **Y**, otherwise if you are using a color composite monitor or TV set, type **N**. If you have a Color Computer 2, you will see the color test screen. Press the reset button until the inside of the scroll is red, and then press any key. Remember that this game primarily obtains its colors by CoCo II artifacting and the graphics will be much clearer on a composite monitor or TV set. If you have access to such a display, it is advised that you use it. Also, *Paladin's Legacy* tends to make extensive use of graphic text. If you only have an RGB monitor, you may wish to opt for the composite version, as the text will be much easier to read.

Following this, you will be given two options. The first is to restore an old, saved game. If you have created a character before and/or saved a game in progress and wish to continue his adventure, choose this option. This will load in the old character, his position, and his statistics and restart the saved game as if there were no interruption. If you have not yet created a character, ignore this option and choose the second: create a character.

**CREATING A CHARACTER**—After choosing item #2 in the starting options, you must create a character which will be your persona in the realm of Tarinth. After entering your character's name, you must decide upon the portioning of points among your attributes. This character has four such



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attributes: Strength, Dexterity, Wisdom, and Intelligence. Strength refers to physical prowess, dexterity to speed, wisdom to the ability to fathom, and intelligence to the ability to reason. You have a total of 60 ability points to portion to these attributes. Decide upon your character's strengths and weaknesses (note that the ability to fight well is of paramount importance in this game) and enter the amount of points you deem best for each. An individual area cannot receive more than 20 points nor less than 10. When this is done, answer the given question to the best of your ability. Following this, you will be given the option to reboot back to the main menu area, create another character (if you are unsatisfied with this one), or go on to play the game. If you are pleased with your character and are ready to enter the quest, choose this option.

**THE PLAY SCREEN**—The screen has been designed to display the maximum amount of information of importance at one time. In the upper left corner is the map display. This depicts your character in the middle of the screen with the surrounding area around him. You will see cities, mountains, water, objects, monsters and much more also displayed upon this map. When you travel, the terrain will move around you, keeping your character in the middle for maximum viewing area.

Under this display is the quick statistics section. This shows how many hit points you currently have, the amount of gold you are carrying, how much food you are carrying, and your experience points. All of these items are important to the play of the game. Hit points are a measure of how healthy you are; when this number reaches zero, you are dead. Gold can be obtained by acquiring chests and defeating monsters, and is used to purchase items such as weapons and armor, vital to the survival of your character. Food is necessary to stay alive and healthy, also. Your character automatically eats, and when the food stores reaches zero, your character starts to starve. He will continue to lose hit points until either he dies, or you obtain more food, which you can do in almost any city. Your experience level and experience points are intimately tied together. You receive experience points by killing the evil creatures and gaining treasure. The more points you receive, obviously, the more experienced you are. When you receive a great amount of experience, you may be able to go up an experience level. The higher in level you are, the easier it is to succeed in combat and you can use more sophisticated armor and weapons. You can attempt to go up in experience level by chatting with the queen in the beginning castle. She will decide if you are ready. You can check this level by entering the (S)tatistics section, discussed later.

In the upper right of the screen is the items scroll. When you use an item you are carrying or decide to buy something from a merchant, the list of items to choose from will be displayed in this section. Simply use the up/down arrow keys to select the item and press **<ENTER>** on your choice.

Below this is the conversation scroll. Whenever the game needs you to know something, it will appear in this scroll. All responses to queries, commands to flip the disk, conversations with the inhabitants of Tarith, etc. will be seen here.

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GAME PLAY—During the game play, most of your commands will involve movement. This is accomplished by use of the arrow keys. Simply press the key relating to direction you wish to move in order to do so, and release it in order to stop. In the land of Tarinth, you may discover various types of terrain you wish to pass over. The most common is grassland. This is the easiest to travel upon and will cause you no hinderance. You will also pass over swampland which will impede your progress with its mucky, wet undergrowth. The large and plentiful trees of the forest might make the going a bit slow. Mountains are simply impassable unless special steps are taken, and those covered with snow and ice make forward progress impossible except with proper equipment. Naturally it is impossible to simply walk over water, therefore it is necessary to obtain a boat. A boat can be (B)oarded by the **B** key, and (L)eft by the **L** key. However, to someone versed in the mystic arts, none of these preparations may be needed. It is rumored that other forms of travel are accessible to those blessed few.

While traveling throughout Tarinth, you will find various cities, castles, and cathedrals. You have the ability to enter these areas. When you decide to enter such an area, pass directly over it and press the **E** key (for enter). You will be prompted to flip the disk over to the City side and press **<ENTER>**. After it loads the needed information, you will be placed inside the area just inside its entrance. Most likely, you must walk north to enter the settlement, and south to leave. It is in this places that you may buy food, armor, weapons, and other equipment. You may talk to the inhabitants, and perhaps find some helpful information. You will do this via the (T)alk command. In order to use the command, press the **T** key and the game will prompt you for a direction. Press the arrow key in the direction that the person you wish to talk to lies. A hint: although conversations with the good people of Tarinth will frequently aid you, beware of the Alchemists who are tricksters at heart. After you are finished with that particular section and you leave, the game will prompt you again to flip the disk and press **<ENTER>**. Do so, and the game will continue in the outside land of Tarinth.

In order to survive, you must gain some type of weapons and armor. Upon arrival into the land, one is equipped merely with hands and skin. It would be wise to seek out a weapon and some armor immediately, for without them, odds of success tend to plummet. Each of the three races of Tarinth have specialized forms of weaponry. You may find some individual benefits to the particular preferences of each.

You have an equipment backpack that can carry five weapons and five types of armor. Newly acquired weapons and armor are simply placed into this backpack. In order to use these items, engage the (S)tatics function by pressing the **S** key. This function will show, along with all your character's attributes, all weapons and armor that are being carried. In this function, you can do three different things with such items: (W)ear, (A)rm, or (D)rop, activated by the **W**, **A**, and **D** keys respectively. By Wearing armor, you can take items from the backpack and place them upon your character's body, making him more resistant to blows. This increases your AC or Armor Class, also



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shown on this screen. Your AC can be increased separately by wearing various types of armor including: Body Armor, Head Protection - Helm, Hand Protection - Gauntlets, and Chest Protection - Shield. You can only ready a single weapon by Arming. This will take a weapon from the backpack and place it in hand and, in doing so, increase your Weapon Class, or WC. If you Drop an item from the backpack, it will fall to the ground, lost. It would be wiser to sell these useless items to the nearest merchant. If you decide to Drop an item currently worn or ready for combat, it will be placed into the backpack. If the backpack is full, however, the item will be thrown to the ground. As in most situations in *Paladin's Legacy*, you can leave this section by pressing the **SPACE BAR**.

All items not included in the weapons or armor type, can be found in the (U)se list. This command is called via the U key. As items are discovered, they are placed into the backpack and the list of these can be called at any time during the game. By using the arrow keys to select an item and the **ENTER** key to choose it, you will attempt to use that item. You can also press the **SPACE BAR** which will immediately exit this command.

Other items will be found on your journey, such as chests and black boxes. Both of these objects can hold treasures of great value. To obtain them, simply pass over them and use the (G)et command, signified by the G key.

An important part of *Paladin's Legacy* is combat. Of course, it is vital to have armor worn and a strong weapon ready. The evil creatures found in Tarinth are simply spoiling to fight you. As they roam the land, if they catch sight of you, they will pursue until a fight ensues or you are able to shake them off. Most will attack on contact, although some will choose to block your path. The (A)ttack command, initiated by the A key, will force a confrontation.

The actual method of combat is extremely simple. Each round of combat is initiated by the **SPACE BAR**. You will see your attack against the monster, hear the smash of the hit or the swoosh of the miss, and the conversation scroll will display the damage (if any) inflicted upon the creature if the attack connects, shown after the DM: message. The reverse also occurs when the creature attacks you. This sequence continues until either you or the creature is destroyed; there is no escape. In this way, combat is made quick, simple, and deadly.

At most times during the game, you may Save the game in progress via the Q key. This will save your position, statistics, and possessions. Follow the instructions on switching disks, and your game will be saved. It would be wise to do this frequently. In order to load this saved game, use the (R)estore command by pressing the R key. This will load your last saved position and start the game there.

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SUMMARY OF COMMANDS—

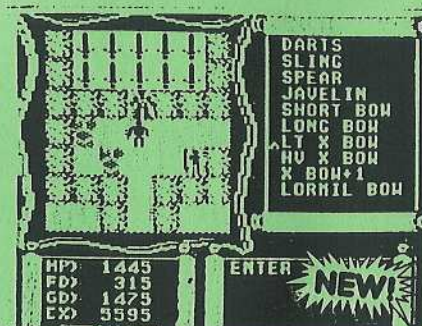
E:	Enter city, castle, cathedral
B:	Board boat
L:	Leave boat
S:	Statistics and Inventory
C:	Climb up ladder
D:	Climb down ladder
T:	Talk to people
Q:	Save game
R:	Restore old game
G:	Get chest or black box
U:	Use an item
A:	Attack

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Cover Art by Michelle Corr



# Paladin's Legacy



Years after the mysterious hero called the Paladin disappeared, loathsome creatures, spawned from the bowels of the planet, have overrun the land of Tarinth and captured the king. The situation is grave, for without the king's influence, the three nations will not unite against the growing evil. Only one pure of heart can master the five magics and thereby fulfill the Paladin's legacy and save the realm. Adventure into this vast land of fantasy, interact with its inhabitants, explore the ruinous mines, and do battle with supernatural forces. Experience the magic of the quest in this fast-paced role-playing adventure, all in the familiar quick scrolling, bird's eye play format. You will love the feeling of playing an action game with great graphics, animation, and sound effects, but all the while solving one of the most involved adventures yet. Tarinth awaits its savior! Available for all CoCo models! Req. 64K CoCo and disk drive.

**\$24.95**



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21 Edinburg Drive  
Pittsburgh, PA 15235  
(412) 372-5674