

# LEGEND OF *STEEL*

GAME HANDBOOK



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# HISTORY

The world has been plundered for hundreds of years by terrible demons, known as Delorians, appearing from the depths of ancient dungeons. During the course of this dark age, an endless fierce battle has been fought between humans and Delorians.

These creatures are immortal. Humans can only cause wounds to them from which they recover within a few hours. For this reason, the human race is currently in a critical situation. There is only one small settlement left in Garua, a city in the centre of Africa. There, only the strongest and most experienced warriors and their families remain. The Delorians attack them more and more frequently and it is estimated that in just 2 months they could lead the human race to extinction. But they still have a chance to survive.

In an arduous skirmish, humans managed to capture a Delorian shaman. After several days of interrogation, the shaman spoke about the secret of his strength.

*“Your swords are useless, no matter how hard you fight, you will not be able to destroy us. We have the source of immortality in our underground den. With it we shall live eternally. It is found in the deepest part of our dungeons, but you will never be able to find it. Only death awaits you there”.*

Humans, aware that they had no choice, assigned a young hero the task of finding the subterranean den of the Delorians. This hero was Darkin, son of Dred, one of the most famous warriors for his great exploits in the toughest battles. He possessed the glorious sword of his lineage which was forged with astatine, a rare metal that made it unique and gave it unparalleled durability and lightness.

One night, taking advantage of his jailer's absent-mindedness, the Shaman managed to free himself from the ties that held him prisoner and went to Darkin's house in order to put an end to his crusade before it began. After noticing a noise, Darkin jumped up out of his bed wielding his glossy sword. The Shaman stood before him ready to kill him, but Darkin, though he knew he had an immortal being in front of him, unhesitatingly struck a blow that knocked down the Shaman. Stunned, Darkin observed that the Shaman had fallen dead! Would his sword be made of astatine capable of annulling the immortality of these demonic creatures?

After this new discovery, his determination was relentless. In the light of dawn he would depart for the entrance of the Delorian dungeons to put an end to this endless war and save all humanity. Whether they succeeded or not, the bards would sing their feats and their bravery will be remembered until the end of days.

## THE GAME

Legend of Steel is an action and dungeon exploration game compatible with all Amstrad CPC models, where we must fight with countless enemies, find keys to open doors, obtain gold and, with our skill, find the hidden chamber where the secret of the immortality of the delorians is hidden.

## LOADING INSTRUCTIONS

For CPC **tape** models

Insert the tape into the reader. Type RUN" and press RETURN. Press the PLAY button on the tape player and press any key to start loading.

For CPC **disk** models

Insert the disk, type RUN"LEGEND.BAS" and press RETURN.

Loading the tape version on disk models.

This requires a tape player connected to the 5-pin DIN input with a compatible cable.

Type |TAPE and then follow the instructions for the tape CPC version described above.

Loading in an **emulator**

Open the dsk (disk version) or cdt (tape version) file with your favorite CPC emulator.

## C

# ONTROLS

### KEYBOARD

O: Move left

P: Move right

Q: Move up

A: Move down

SPACE BAR: Attack

### JOYSTICK

LEVER: Movement

BUTTON 1: Attack

## THE LEVELS

The game consists of a large number of challenging screens divided into 3 distinct levels: Initially we start in the dungeons and, as we descend, we reach the dark caverns. If we finally get out of these caverns, we will reach the underground palace of the Delorians.

Some screenshots



*Level1. The dungeons*



*Level 2. The caverns*



*Level 3. The palace*

## OUR HERO



This is Darkin, son of Dred. He is the character that we handle in the game and whom we must help to save humanity. Only he has the only sword capable of killing the immortal beings that invade us.

## THE ENEMIES

### Orcs

The orcs want revenge on us for capturing their shaman.



<b>Attack type:</b>	Melee
<b>Attack points:</b>	Half heart
<b>Resistance:</b>	3 kicks
<b>Speed:</b>	Fast
<b>Special skills:</b>	None

### Skeletons

The skeletons made a deal with the Devil and not even Darkin's sword can finish them off definitively, but only stun them for a few moments.



<b>Attack type:</b>	Melee
<b>Attack points:</b>	Half heart
<b>Resistance:</b>	3 kicks
<b>Speed:</b>	Fast
<b>Special skills:</b>	When he dies, he is resurrected after 4 seconds.

## Delorian guard

The knights are the defenders of the palace and will do the impossible to avoid your pass through. Their armor is very heavy and resistant.



<b>Attack type:</b>	Melee
<b>Attack points:</b>	One heart
<b>Resistance:</b>	10 kicks
<b>Speed:</b>	Slow
<b>Special skills:</b>	Super-resistance

## Slimers

Slimers are tough rivals to face at first. Don't let them get too close and avoid killing several at once. If it sticks you, move quickly left and right to leave it.



<b>Attack type:</b>	Stick and suck life
<b>Attack points:</b>	Half heart
<b>Resistance:</b>	3 kicks + 1 for each babies
<b>Speed:</b>	Slow
<b>Special skills:</b>	<ul style="list-style-type: none"><li>- He's holding on to us slowing us down.</li><li>- Divides into 3 smaller.</li></ul>

## Wizards

Wizards are the creators of the source of life and do not like short distances. If you get too close they will try to escape from you.



<b>Attack type:</b>	Far away
<b>Attack points:</b>	Half heart
<b>Resistance:</b>	3 kicks
<b>Speed:</b>	Normal
<b>Special skills:</b>	Spiral fire ball

# THE ITEMS

## Key



We can open any locked door with a key, but we can only charge 5 at a time.

## Food



By picking up this succulent piece of chicken we will restore half a heart from our bar of life.

## Coins



Collect as many coins as you can! That money was stolen from us - it belongs to humans! This pile will give you a random amount of up to 120 coins. Recover our gold to get all the glory.

## Heart



By picking it up, it restores a whole heart of our life. We have a maximum of 5 hearts. If we lose them all, our hero dies.

## Chest



When you open it you will get up to 750 gold coins.

## Potion



This magical potion restores your entire life to its maximum. Save it for when you clear the area of enemies!

## CHECK-POINTS

The game has save points. Once you reach one, if you are killed you will have the option to continue from there or restart the game from the beginning.

This way you won't lose your progress, but keep in mind that if your life reach zero, your score will be restarted as well. So, don't let yourself be killed if you want to achieve the highest score and thus the greatest recognition in history!

## SCORE SYSTEM

During the game you can earn points by opening chests or collecting the coins you find. Also, sometimes you can get spoils from enemies by killing them.

Whether your character gets his target or dies in the attempt, at the end of the game, his value will be judged, so the way he will be remembered will depend on his bravery in combat and the spoils he has managed to get.

In this way there are defined 4 levels of valuation:

- Up to 1.000 coins: Dirty rat
- Up to 10.000 coins: Noob farmer
- Up to 100.000 coins: Brave hero
- More than 100.000 coins: God of Fury

# 30 ANNIVERSARY CHICAGO'S 30

TOD Studios wants to commemorate Topo Soft's great 8-bit game Chicago's 30th anniversary. So, if you look deep into the Delorian's lair, you'll find a golden statue that these creatures are jealously guarding.

This statue has an extraordinary resemblance to the character of Chicago's 30:



It is not known how it got there at that time. It is said that the Delorians managed to make a portal in time and through it crossed this individual from 1933 that with his strange and noisy fire throwing weapon demonstrated his great power, and since then they worshipped him as a god.

# CREDITS

**Programming** Daniel Ponsoda Montiel  
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Thanks for the support, patience and advice to family and friends and especially to those who suffer day by day our projects: M, R and N.

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