

## **Legend**

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**REVISION HISTORY**

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# Chapter 1

## Legend

### 1.1 The Legend of the Elves - User Guide

The Legend of the Elves v1.5 - User Guide  
Hard Drive Version

Introduction

Requirements  
Running the Game

Installation

Playing with Floppy Disks  
Playing the Game

The Playing Screen

Using the Control System

Controlling Eric

Verb Summary

Talking to Characters

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Load/Save Game Functions

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Problems whilst Running/Playing the Game

Memory Problems

Technical Problems

Memory Fragmentation

Other Problems

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In Conclusion

The Authors  
The Legend of the Elves is ©1999 Peter Armann

## 1.2 Introduction

Introduction

If you didn't download The Legend of the Elves from the official web site, please register at <http://www.ericelf.freeseerve.co.uk/> Registration is FREE and gives you the chance to tell me what you think about the game, report any bugs or technical problems you may be having running the game.

The Legend of the Elves is an adventure game in the style of Monkey Island 1+2 or Simon the Sorcerer. There are a few differences in the control mechanism however, so you should read these instructions before playing the game.

In The Legend of the Elves, you play the part of Eric, a young Elf who lives with his parents in a small house on Corvée Island. At the start of the game, Eric discovers something which will make him embark on an extremely serious and desperate adventure.

The game was originally written to be split into two parts, the storyline of each part taking place on a different island. Unfortunately, development of the game has ceased at the end of Part One, and so you can only play the part of the game which takes place on Corvée Island. This should not, however, decrease your enjoyment of the game.

During the game, Cut Scenes, where you do not control what happens, keep the plot going, showing you what is happening elsewhere (or to Eric himself!) The Cut Scenes involving Eric are not very long and so cannot be skipped. However, those which start with an "Meanwhile..." screen can be skipped by pressing the Escape key or holding down both mouse buttons while the "Meanwhile..." screen is displayed. The Introduction can also be skipped by pressing the Escape key on the keyboard. NOTE: If you press ESC during the Introduction, the sequence will not end until the credit which is currently being shown is removed from the screen.

This game was created using AMOS Professional

Quick Version History

v1.5 - Control System Update - Can now use RMB to select a default verb for a particular object on-screen (see

Using the Control System  
for more details).

- Fixed a couple of minor bugs.
- Now automatically assigns Eric: to PROGDIR: if necessary.

- Improved end sequence.
- Can now clear the dialogue line by pressing the "." key.
- Can increase or decrease the dialogue line speed by pressing the "+" or "-" keys.
- Now saves current
  - music on/off
  - setting with save games.
- Added simple
  - Save/Load
  - progress bars.
- Fixed 'Look at Stairs' bug in Eric's house.
- Added error checking for walking routine which allows you to save you game before the game exits if Eric gets 'stuck' (previously the game would simply exit with no explanation why).
- Added error checking to
  - Save/Load
  - routines.
- Fixed bug with
  - Save/Load
  - routines which stopped you
  - from saving over 20 games.
- v1.4 - Fixed various bugs concerning game logic.
- v1.3 - Fixed bug concerning using objects at the Ghost Train.
  - No longer exits if it can't find the savegame directory. The directory is now created instead.
- v1.2 - Fixed bug concerning interacting with objects at the Ghost Train.
- v1.1 - Fixed bug concerning carrying the maximum number of objects (which has been increased to 18).
- v1.0 - Original Release (appeared on Amiga Format CD40).

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 This software is provided "AS IS" without warranty of any kind, either expressed or implied. By using it, you agree to accept the entire risk as to the quality and performance of the program.  
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## 1.3 Requirements

### Requirements

The Legend of the Elves can be run on any PAL Amiga with WB1.3 or above. However, it does require 2Mb of Chip Memory as a minimum. To play the game comfortably, we recommend at least 4Mb (including 2Mb Chip).

To install the game, you must have the Amiga Installer program, obtainable from Aminet (util/misc/Installer-43.3.lha), installed in your search path (usually C:).

The game has been tested on the following systems:

- Amiga 500+, OS3.1, 2Mb Chip Memory, 8Mb Fast Memory, Floppy Disk and Hard Drive Systems
- Amiga 500+, OS3.1, 2Mb Chip Memory, Floppy Disk

- Amiga 500+, OS2.04, 2Mb Chip Memory, Floppy Disk

## 1.4 Installation

### Installation

You must install The Legend of the Elves Hard Drive Version to a Hard Drive. You will need just over 2Mb of free hard disk space to install The Legend of the Elves. Simply boot your Amiga as usual, unpack the archive if necessary, and double click the icon labelled "Install". The installer uses the Amiga Installer program which must be installed in your search path (usually in C:) for the Install script to launch. (Installer is not supplied with this archive, so you must obtain it from Aminet (util/misc/Installer-43.3.lha) or a similar source if you do not already have the program on your Hard Drive.) Once running, simply follow the instructions to install the game. Click the Help button if you don't understand anything.

Click [here](#) to start the Installer.

If you want to move the game directory at a later date, simply move the whole directory to its new location.

## 1.5 Playing with Floppy Disks

### Playing with Floppy Disks

The Legend of the Elves Hard Drive Version cannot be played from floppy disks. Please download the DMS archives from the web site (<http://www.ericelf.freemove.co.uk/>) to play from Floppy Disk.

## 1.6 The Playing Screen

### The Playing Screen

Click [here](#) for a diagram of the Playing Screen

The Legend of the Elves is controlled using the mouse only. The mouse controls the cross hair pointer which is used to select objects and actions on the screen. The playing screen is split into two main parts; The Playing Area (showing Eric's current location) and the Control Panel (containing the Verbs and Inventory).

The majority of the screen is taken up by the Playing Area - this is where you see where Eric is and where the game takes place. Below the Playing Area is the Sentence Line where sentences are formed to control Eric. Below the Sentence Line is the Control Panel. The Control Panel contains the actions (verbs) which are used to control

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Eric (such as Pick Up, Look At etc.) and the Inventory Boxes which show what Eric is carrying. Eric can carry a maximum of 18 items at any one time. The arrows at the side of the Inventory Boxes are used to navigate around the inventory (you can only see 6 of the 18 inventory boxes available at any one time)

See

Using the Control System  
for more information.

## 1.7 Using the Control System

Using the Control System

When you place the mouse pointer over a verb in the Control Panel, it lights up. Click once with the left mouse button to select it.

When you place the mouse pointer over an area of the Playing Area which contains an object which may be useful, the following will happen:

- (i) Its name will appear in the Sentence Line, along with the current verb (eg. Walk To (object), Talk To (object)). If you click the left mouse button, the sentence in the Sentence Line will change colour, showing that the mouse click has been registered. If another object/item is required, the colour of the sentence will return to normal, showing that you should select something else before the sentence will be carried out.
- (ii) A verb will be highlighted in the Control Panel. This is the default verb for the object ('Look At' for most objects and 'Talk To' for other characters). To use this verb with the object, click the right mouse button. The sentence in the Sentence Line will change colour. Eric will then carry out the appropriate action as if you had manually selected the action.

When you place the mouse pointer over the arrows next to the Inventory Boxes, they will only be highlighted if they are available to use.

## 1.8 Controlling Eric

Controlling Eric

You use the verbs contained in the Control Panel to control Eric. There are 7 verbs in total:

- Walk To (this is the default action which is activated whenever you move the mouse pointer over an area of the screen with a name) Walking to certain paths takes you to the  
Map
  - Pick Up (used to make Eric pick up objects)
- Use (used to make Eric use or open objects both in the current location and also those that he is carrying in his



- inventory)
- Look At (used to look at objects around Eric and also those in his inventory)
- Talk To (used to
  - talk to the other characters
  - in the game))
- Give (used to give objects in your inventory to characters in the game)
- Throw (used to throw objects in your inventory at other people or objects around you)

To activate a verb, click on it once with the left mouse button. To walk to an object, make sure that no other verb is activated (if there is a verb selected, click on any free part of the screen) and click on the object where you want to walk to.

NOTE: You cannot walk to any part of the Playing Area. You must walk to a specific object. eg. Walk to Door; Walk to Mat

To look at any item in your inventory, make sure that you do not have a verb selected in the Control Panel then click on the item with the left mouse button and Eric will tell you about it.

Each verb needs more information before a sentence can be formed in the Sentence Line. For example, if you want to look at something on the playing area, you must click "Look At" with the left mouse button and then click on what you want to look at. The sentence line shows the sentence that you have formed: eg. "Look at Television". Eric will then walk to the object which you want to look at (if he is not already there) and then tell you about it. Other verbs such as "Give" require two pieces of information. For example, to give an item in your inventory to a character on the screen, select "Give" with the left mouse button ('Give' appears in the sentence line), then select which item you want to give (The words 'Give (item) to' appear in the Sentence Line) and finally select who you want to give the item to (The sentence 'Give (item) to (character)' appears in the Sentence Line) In this way, you can tell Eric exactly what you want him to do.

NOTE: Once you have given a verb all the information that it needs to work, you cannot 'cancel' it. You will only regain control of Eric when he has completed the action.  
e.g. If you select "Walk To Front Door", you must wait until Eric has walked to the front door before you can do anything else.

A summary of all of the verbs and how to use them is shown on the

Verb Summary  
page.

## 1.9 Verb Summary

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### Verb Summary

Below is a summary of all of the verbs in the game.  
Highlighted Text shows the text which will appear in the Sentence Line.

(object) means the object which you have clicked on in the Playing Area

(item) means the item in the inventory which you have clicked on

- Walk To Select the object you want to walk to  
"Walk to (object)" (Walking to certain paths takes you to the Map  
)
- Pick Up Select the object you want to pick up  
"Pick up (object)"
- Use Select the object you want to use or open  
"Use (object)"  
OR  
Select the item in your inventory that you want to use with something else and then select the object/item in your inventory that you want to use it with.  
"Use (item) with (object/item)"
- Look At Select the object on the playing screen or in your inventory that you want to Look At  
"Look at (object/item)"
- Talk To Select the character or thing you want to Talk To  
"Talk To (object)"
- Give Select the item in your inventory that you want to give away and then the character that you want to give it to.  
"Give (item) to (object)"
- Throw Select the item in your inventory that you want to throw and then the object that you want to throw it at.  
"Throw (item) at (object)"

## 1.10 The Map

The Map

Certain paths in the game lead Eric to a map of the island that he is on. This allows you to quickly go to any location on the island. Simply click on the location that you want to go to with the left mouse button.

Click [here](#) for an example of a Map Screen.

## 1.11 Talking to Other Characters

Talking to Other Characters

There are many characters in The Legend of the Elves that you can talk to. Sometimes, they may not want to have a conversation with

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you but most of them will. When you initiate a conversation with a character, the Control Panel will be overwritten by a choice of sentences for Eric to say. Simply select which sentence you want Eric to say with the left mouse button, and Eric will proceed to say this sentence. The choice of sentences will change as the conversation continues.

Sometimes, you can have a conversation with a character and then talk to them again later when your choice of sentences may have changed. You shouldn't think that once you have spoken to a character, you won't need to talk to them again. They may provide some important clues the next time around!

Click [here](#) for a diagram of the Conversation Panel.

## 1.12 Load/Save Game Functions

### Load/Save Game Functions

You can save your game so that you can later continue with it. You can save a maximum of 30 games.

To save your game, press the "s" button. Either select, with the left mouse button, a previously saved game that you want to overwrite or select the first available slot (the slot numbers are highlighted as you move the mouse pointer over them to show which slots are available to save your game to). Type or edit the name of your save game and then press Enter. Your game will be saved (a progress bar shows how long it will take).

NOTE: Current

music on/off  
and  
dialogue line speed  
settings are saved

with your save game.

To reload a previously saved game, press the "l" button. Select the saved game that you want to load with the left mouse button and your game will load (a progress bar shows how long it will take).

NOTE: The Load and Save game functions do not work on the Map screen or during Cut Scenes.

## 1.13 Other In-game Functions

Other In-game Functions

- Press the "." key to clear the current dialogue line.
  - Press the "+" or "-" keys to increase or decrease the dialogue line speed (from 1 to 16, default 6).
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- Press the "m" key to turn in-game music on/off (the key acts as a toggle switch).
- Press the "f" key to show your current Free Memory.
- Press the "v" key to show The Legend of the Elves Version Information and Copyright notices.
- Press the "q" key to Quit the game (you will be asked if you are sure that you want to do so).

NOTE: The above functions do not work during Cut Scenes (or any time when you do not have control of Eric).

## 1.14 Memory Problems

### Memory Problems

Although The Legend of the Elves does not need huge amounts of memory, it does require at least 2Mb of free memory. However, problems sometimes do occur during the game if your memory is limited. 4Mb of memory is recommended of which 2Mb must be Chip Ram. If you only have 2Mb of memory in total and run into problems running the game, follow the advice below, trying each step at a time.

- Disable all programs running in the background (such as those launched in your user-startup file and those in the WBStartup directory)
- Disable all external disk drives
- Download the DMS version from the web site and play the game from floppy disks only

## 1.15 Technical Problems

### Technical Problems

The Legend of the Elves is written in Amos Professional. I have found this system to usually be stable.

However, during the development of The Legend of the Elves, we did have many problems with unexplained crashes. It seems that these problems have been eliminated by rewriting certain parts of the program (which for no reason caused the game to crash regularly). However, if you do have unexplained crashes, they could be caused by:

- Programs running in the background. Disable all programs in your WBStartup drawer and/or user-startup file and try again.
- Accelerator cards. I have heard that Amos is not compatible with some accelerator cards. As I do not have one myself, I cannot test this. If the game crashes, and you don't think it is a memory problem, try disabling your accelerator card.
- Other peripherals. Try disabling floppy drives, CD ROM drives etc.
- Memory Fragmentation. See

Memory Fragmentation

If you still have problems, either fill in the registration form ↔  
at

<http://www.ericelf.freeseerve.co.uk/> and state the problem you are having in the relevant field, or e-mail me at [eric@ericelf.freeseerve.co.uk](mailto:eric@ericelf.freeseerve.co.uk)

## 1.16 Other Problems

### Other Problems

The Legend of the Elves is not an extremely difficult game. However, if you do have problems, help is at hand. There is a special section on the web site with hints and tips as well as a complete solution to the game if you get really stuck. All of the problems can be thought through quite easily as they are all logical.

Do not be afraid to do anything in The Legend of the Elves. You cannot die! If you're not sure about something, simply save your game first. (See

Load/Save Game Functions  
for more details.)

## 1.17 Memory Fragmentation

### Memory Fragmentation

If you are still having problems, it could be due to Memory Fragmentation. This is not really due to a lack of memory, although Amigas with less memory will be prone to this problem.

Try pressing the "f" button to display memory usage if you suffer from regular crashes whilst playing the game. If the amount of free Chip memory is still above 524288 bytes (0.5Mb) then it is unlikely to be a lack of memory causing the crashes but memory fragmentation. If this seems to be the cause, try saving your game regularly, resetting your Amiga, reloading the game from the start and then loading in your saved game. This allows the game to be continued without any fragmented memory.

## 1.18 In Conclusion

### In Conclusion

We hope that you enjoy playing The Legend of the Elves. It has taken many years to complete just Part One. When I first played The Secret of Monkey Island, I couldn't believe how good it was. Ever since then, I've always wanted to make an adventure game in the same style. This is it! Unfortunately, this game is obviously no way near as good as Monkey Island, but we hope that it is still an enjoyable game to play. I am extremely proud of some parts of my code, especially the whole control system, and so I hope you

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like it too.

If you would like to design some better icons (MagicWB / NewIcons / Iconographics etc.) for the game, e-mail me at [eric@ericelf.freeseerve.co.uk](mailto:eric@ericelf.freeseerve.co.uk) and I will be pleased to put them on the web site. Icons should be relevant and, if possible, designed in both high and medium resolution versions.

If you have any problems running the game, please consult the web site for The Legend of the Elves at <http://www.ericelf.freeseerve.co.uk/>. If this does not offer any help to your problem, please follow the instructions given on the

Technical Problems  
page to

contact me.

## 1.19 Authors

Authors

The Legend of the Elves is a joint venture of Peter Armann and Gary Walkden. All Programming Code and Music was written by Peter Armann and all Graphics were designed and drawn by Gary Walkden.

The Legend of the Elves, and all accompanying files (except IFFView program and readme file) are ©1999 Peter Armann. All rights reserved. The files contained herein are freely distributable, as long as they are not separated or modified in any way.

Please tell me beforehand if you plan to put The Legend of the Elves on a compilation CD (except Aminet CDs) or magazine coverdisks / CDs, by contacting me at the e-mail address below.

This User Guide was written by Peter Armann.

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