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INTRODUCTION

Welcome to **Heroes of Legionwood**, the latest title from Dark Gaia Studios. This a role playing game in which you take the role of Locke, an adventurer of humble means. Your goal is to guide Locke and four other companions as they search for a way to save the world from the Darkness, a malevolent force that is slowly consuming existence.

Your choices shape the course of the game:
Although *Heroes of Legionwood* is a linear journey, you will be prompted to make decisions at various points along the way. These decisions can change what happens next - you can alter parts of the story, determine which locations the party will visit on their journey or influence the ultimate outcome of the game.

It's impossible to encounter every single event and quest in *Heroes of Legionwood* in just one playthrough, so don't be afraid to experiment. Feel free to replay parts of the game and make different outcomes so that you can experience all of the possibilities the game offers.

Above all, remember to save your game frequently! You never know what one of your choices may lead to down the track.

In-game help:
You can obtain help and descriptions of many of the concepts in *Heroes of Legionwood* by accessing the Codex from the main menu. This useful database contains information that will help you play the game, as well as background stories and lore concerning the game world.

Don't know what to do next?
If you're stuck, check the Quests option in the main menu. It will always show the next objective in your quest, which is the easiest way to advance the story.

GETTING STARTED

Before downloading *Heroes of Legionwood,* ensure that your computer meets the system requirements:

Operating System:	Windows XP or later
Processor:	2.0GHZ Intel processor or equivalent
Memory:	512MB or better
Hard Disc Space:	200MB Free
Video:	256MB ATI or nVidia or better, or Intel HD Graphics or better integrated card, DirectX 9.0 compatible

Game updates:
Your installation of *Heroes of Legionwood* always comes up to date with the latest updates available at the time of purchase. However, future updates may become available to add extra content to the game or fix reported errors. The method of updating your game differs between the Steam and DRM-free versions of the game.

Steam version

The Steam version of *Heroes of Legionwood* will automatically download the latest update if it detects that one is available when you launch the game. If you would like to prevent the game from downloading updates, please disable "Automatic Updates" in your Steam library, though it is recommended that you leave this setting enabled.

DRM-free version

Patches must be downloaded from http://darkgaiastudios.com. The release of a new update will be announced on the home page. Once the patch is downloaded, you must direct it to the directory where you installed *Heroes of Legionwood* to prompt it to begin updating the game.

BASIC CONTROLS

You can play *Heroes of Legionwood* with either a joypad or a keyboard and mouse setup.

The basic controls for the latter are:

Arrow Keys or WASD	Move character, navigate menus
Enter, Spacebar or Left Mouse Button	Examine object, talk to NPC, confirm selection
Escape or Right Mouse Button	Access main menu, cancel selection
Shift	Hold while moving to dash
F5	Toggle full screen/windowed mode
F12	Quit game and return to title screen

When playing with a joypad, default mapping will be different depending on which type of controller you are using. You can, however, press **F1** to open the joypad mapping screen and define the controls yourself.

CHARACTER CREATION

When you begin a new game, you'
ll be prompted to create a character to represent you in the world of *Heroes of Legionwood*. The process of creating your character has several steps:

Select a gender:
You can choose to play as a male or female character. This has no effect on the story, though it does determine which party members can be romanced during the game.

Enter your name:
You can use the character's default name (Locke) or enter your own. After choosing a name, you'll be asked to either confirm the name or enter a new one.

Select a class:
You can select one of five classes for your character that will determine attribute bonuses, their Health and Stamina growth rate and which abilities they can learn throughout the game.

When you select a class from the list, you'll be able to see a run down of its basic abilities and the role it serves in combat. If you'd like to play as that class, all you need to do is confirm, otherwise you can select a different class from the list to see if it is more to your liking.

Determine starting attributes:
Your character begins with 30 Stat Points which you can spend to determine your starting attributes. You will earn 5 more of these points every time your character levels up.

Select starting skills and talents:
Your character also begins with 3 Ability Points, which you can use to buy starting Techs and Talents. Whenever your character levels up, they will earn 1 additional Ability Point. Different abilities have different costs, so feel free to save these points up for later.

MAIN MENU

At any time outside of combat, you can access the Main Menu with *escape* or *right mouse button*.

Items:
Allows you to access the party's inventory to examine or use items.

Techs:
Allows you to check or use a character's Techs and Talents.
You can also spend Ability Points through this screen by selecting the *Learn Techs* option.

Equipment:
Allows you to view or adjust a character's equipment and Runecrafts.

Character:
Displays the selected character's attributes and experience. If the character currently has unspent Stat Points, you can assign them through this screen.

Wait:
Allows you to skip ahead to a different time of day. Keep in mind that your party's fatigue will increase while performing this action.

Codex:
Displays the in-game database, which contains tutorials and information on game mechanics and background lore about the game world.

Save:
Allows you to save your current game.

Quests:
Displays the Quest Journal, which lists your current objectives.

Options:
Allows you to access the options menu and change various in game settings.

DIALOGUE

While conversing with NPCs and companions, you may be prompted to select how your character will respond. While you don'
t get to choose exactly what your character says in *Heroes of Legionwood,* you do get to determine their tone and attitude, which may influence the course of the conversation. The possible dialogue options are as follows:

Confident:
Your character's response is enthusiastic and over the top. Some NPCs may be reassured by this attitude, while others may find it arrogant and self-serving.

Serious:
Your character's response is humorless and reflective. Some NPCs may appreciate the seriousness, while others will find it to be needlessly melodramatic.

Casual:
Your character's response is light hearted and right to the point. Some NPCs will appreciate your attempt to lighten the mood, while others will see your character as naive or inexperienced instead.

Snide:
Your character's response is sarcastic and often cynical. Some NPCs may agree with this outlook on life, while others will consider your character to be a serious wet blanket.

Class (Warrior, Rogue, Gunner, Magus or Cleric):
Your character makes a response dependent on their class, referring to their unique experience or training. If available, this option will usually produce a positive result.

Speech:
Your character utilises their *Speech* Talent (if they've learned it) to charm, intimidate or coerce the NPC. If available, this option will usually produce a positive result.

FOOD AND TRAVEL

Like many other RPGs, *Heroes of Legionwood* takes place in a living world where time passes and people live their lives around you. In this world, life goes on regardless of what your characters are doing, and the passage of time can have an effect on your quest and the options available to you.

Day and night cycle:

Heroes of Legionwood features a full day and night cycle, consisting of morning, afternoon, evening and night segments. It takes roughly 30 real life minutes to cycle through an entire in-game day, though you can use the *Wait* option in the Main Menu to fast forward to a desired time.

The time of day has a subtle effect on the game world: shops will open in the morning and close at night, monsters will become more active at different periods, and certain quests will only be available at certain times.

When travelling on the World Map, time passes 10 times faster - a full day will pass in roughly 30 real life seconds.

Food and fatigue:

As time passes in the game, your party will slowly succumb to the ravages of hunger. If your characters fail to eat at least one meal a day, they'
ll become inflicted with the Fatigue status, which will considerably reduce their combat effectiveness.

To stave off fatigue, you can consume Field Rations or pay a visit to the local inn, where you can order a freshly prepared meal for a reasonable price.

COMBAT

In *Heroes of Legionwood*, conflict is an inevitable part of your adventure. When you encounter enemies, the fighting will play out on the Combat Screen.

Turn based combat:
Combat functions through a turn based system,
where combatants act in an order determined by their <u>Speed</u> attribute. The order in which the combatants will act is displayed in the Turn Gauge in the top left hand corner of the screen. This order may be altered by certain factors, such as status affects, debuffs or certain Techs which may force the user to skip their next turn as a form of cooldown.

Selecting actions:
When it is one of your character's turns, you can select an action for them to perform from the Command List in the bottom right hand corner of the screen. When you select an action, you may also need to select a target for that action.

- *Strike* - The character attacks with their equipped weapon.
- *Techs* - The character uses one of their learned Techs.
- *Defend* - The character defends against an incoming attack, reducing its damage by 50%.
- *Items* - The character uses one of the party's items.
- *Retreat* - The character attempts to flee. If the attempt is successful, the party retreats from battle.

Experience and leveling up:
At the end of combat, your characters will receive an amount of Experience depending on the strength of the enemies they fought. Once they earn enough Experience, they will level up, gaining bonuses to their Health and Stamina, as well as Stat Points and Ability Points to spend.

CREDITS

Heroes of Legionwood was brought to you by the following people:

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