Legacy
Descent into Madness

Installing the Game

Quick Start

PC

Here are some quick instructions for those familiar with installing software on a PC. For detailed instructions or how to install this game onto a Mac instead, please read next section titled Standard Installation.

Insert the **Legacy: Descent into Madness** Install CD into your CD-ROM drive. If you have autoplay enabled, the **Legacy: Descent into Madness** installation menu will pop up automatically; otherwise please run *setup.exe* from your CD drive.

Standard Installation

PC

Please make sure you at least have the required amount of memory available on one of your computer's drives before attempting to install **Legacy: Descent into Madness**. All spec requirements are listed at the back of the game manual (see table of contents for pg. number). To check for available space on any of your hard drives, start by bringing up the Windows Explorer form your desktop. Unless your computer is running Windows 8 or 8.1, you can access the

Windows Explorer by clicking on the Windows logo located on the lower left hand part of the screen. For those running Windows 8 or 8.1, move your cursor to the upper right hand of the screen. After a few seconds a 2nd toolbar will appear vertically on the right side of the screen. On the 2nd toolbar, click of the start button. This will bring you to a new interface similar to that of a tablet's touchscreen. Using the screen bar, locate your hard drives. When you have located the hard drives, clicking on them will revealed the total amount of available space at the bottom of the screen. If you do not have the minimum amount of required space to install **Legacy: Descent into Madness**, you can free up more memory by deleting or uninstalling other files or programs on any of your available hard drives.

Next insert the **Legacy: Descent into Madness** Install CD into your CD-ROM drive. The **Legacy: Descent into Madness** Installation screen should appear automatically. If it does not, double-click on the My Computer icon on your desktop, then double-click on the CD-ROM icon. If you do not have a My Computer icon on your desktop, follow the same steps as previously list above for finding the hard drive to locate the CD-ROM. If the **Legacy: Descent into Madness** Installation screen still does not come up, see the Troubleshooting section at the end of the manual (see table of contents for pg. number).

Follow the directions on the Installation screen. If you do not have DirectX™ or QuickTime™ installed, the game will automatically install itself on to your primary hard drive if space is available.

Mac

Insert the **Legacy: Descent into Madness** Install CD into your CD-ROM drive. Double-click on

the Install CD icon on your desktop. Double-click on the LDiM2 installer. Follow the instruction to install the game.

The computer will let you know if you don't have enough available memory to install the game. If this happens, you can free up more memory by deleting or uninstalling other files or programs on any of your available hard drives.

Uninstall

PC

If you want to uninstall **Legacy: Descent into Madness**, click on the Uninstall button in Phoenix Story Utilities located in the Start Menu. All **Legacy: Descent into Madness** game files and related icons will be removed. Direct X and QuickTime will remain untouched.

Mac

If you want to uninstall **Legacy: Descent into Madness**, delete the **Legacy: Descent into Madness** folder located in the program folders.

Running the Game

PC

If you have autoplay enabled, you can insert the Game CD into the CD-ROM drive. Click the Run button on the **Legacy: Descent into Madness** screen to play.

If you do not have autoplay, insert the Game CD into your CD-ROM drive. From the Windows Start button (not available on Windows 8 or 8.1), click on Programs, click on Phoenix Story, and

then click on *Legacy: Descent into Madness*. If your computer is running Windows 8 or 8.1, follow the same steps as previously list above for finding the hard drive to locate the CD-ROM.

If you or your computer created a shortcut on your desktop during installation, you may run the game by clicking on the *Legacy: Descent into Madness* icon on your desktop. If you or your computer didn't create a shortcut during the installation process, you can make one by first right-clicking on the desktop. From the window, click on New, then Shortcut. When asked for a file name, select Browse. Search your hard drive for the file *LDiM2.exe* (in c:\Phoenix_Story\Ldim2 by default). Click on Next, name the shortcut, then Finish. Double-click on the *Legacy: Descent into Madness* shortcut to start the game.

Mac

Insert the *Legacy: Descent into Madness* Game CD into your CD-ROM drive. Open the game folder and double-click on LDiM2 to begin the game.

Performance

If your game seems to be running slowly, try any of the following:

1. Make sure that no other programs are running while you are playing *Legacy: Descent into Madness*. The more memory available, the faster the game will run.

2. Hit the Escape key to go into the Controls panel. Set the Detail level to Minimum to disable some of the processor intensive special effects and speed up the game.

3. Use the Backslash key (\) to turn on the Interface border in the gaming window. You can also adjust screen size in the Controls Panel.

4. Make sure computer meets the minimum performance standards listed on the box or in the back of the game manual. If it doesn't, you may need to upgrade your graphics card or computer.

Starting the Game

Legacy: Descent into Madness is an Action-Adventure Role-Playing Game (RPG) where the actions you take effect the world around you and ultimately determines how the game itself will end. The story of *Legacy: Descent into Madness* unfolds to the player through real-time combat, branching dialog, emotional character development, breathtaking cutscenes, and split second decisions. Through the eyes of the High Prince Alexander or Princess Katherine, the player will need to forge alliances and overcome many trials as they retake their family's fallen kingdom. Will you succeed in building an empire that lasts for centuries to come or will you fail like the many that came before you? In the end, what kind of Legacy will you leave behind?

When you boot up the game, you will be brought to the Main Menu. From there you will be given a choice between four different buttons: New Game, Load Game, Introduction, or Quit.

New Game

The New Game button will bring you to the Character Creation screen (see Creating Your Character). After you finish customizing you character's appearance and starting class, the game will start the initial cutscene.

Load Game

Load Game brings up the menu of previously saved games. Select the saved game you wish to resume playing.

Introduction

Click here to watch the *Legacy: Descent into Madness* trailer.

Quit

Click here to end the game and return to your desktop.

Creating Your Character

From this menu you will be able to customize your character's appearance, abilities, class, and skills. Customizing your character's appearance is pretty straight forward. The following sections will instead describe the five starting base classes, what abilities are and can do, and what skills are available for each class.

A character's success with any action depends solely on their related abilities and class skills. Points are initially allocated to these Stats and Skills depending on their starting class. You will also have ten free points to invest as they see fit.

There are six Stats to choose from on the Character Creation Screen: Strength, Dexterity, Magic, Cunning, Willpower, and Constitution.

Stats

Strength

The character's physical strength and ability. Each point increases Attack (physical attacks only), Guard Damage Bonus, and total points in stamina. Strength also affects many noncombat aspects of the game as well. Some out of combat examples of strength would be carrying capacity limits, as well the ability to break down doors or crumbling walls.

Dexterity

The character's agility, reflexes, and coordination. Each point increases Attack and Critical Damage Bonus. Dexterity is the combination of agility, grace, and quick reflexes. It governs all rouge like actions and also helps determine your character's accuracy with any weapon.

Magic

The character's ability to manipulate Mana. Each point increases Attack (magical attacks only) and Barrier Damage Bonus. Magic is primarily used by Mages. It takes concentration and quick thinking to cast a spell. Magic determines a Mage's overall magical ability and contributes to the total amount of Mana points available for casting spells.

Cunning

The character's intelligence and charisma. Each point increases Critical Chance and Ranged Defense. Cunning also impacts dialog and prices in shops. With a few clever words or through a charismatic gesture, your character could start or avoid conflict with ease.

Willpower

The character's strength of mind and personality. Each point increases Attack and Magic Defense. Willpower also helps determine either a Mage's total amount of Mana points available or part of the total amount of points invested into a Rough or Warrior's stamina.

Constitution

The character's health and endurance. Each point increases Health and Melee Defense. A high constitution means your character is able to endure more damage both in and out of combat without dying. A higher constitution also means your character will heal faster out of combat.

Starting Classes

When designing your character, there will be five basic starting classes available to choose from. The following are the player's initial class opinions: the Soldier, the Thief, the Priest, the Mage, and finally the Adventure.

Soldier

Proficient with Swords, Spears, and Shields.

Promotes to Knight or Mercenary.

An enlisted fighter, this class specializes in weapon-based melee attacks. Though they have not yet reached the rank of Knight, their raw physical potential is nothing to laugh at. With the right equipment and training, this class can overpower almost any base class with plenty of strength to spare.

Thief

Proficient with Daggers, Bows, and Traps.

Promotes to Assassin or Duelist.

An unlawful rouge, this class specializes in speed and stealing. Deceitful by nature, those who have fallen down this unsavory path usually find themselves at the other end of a noose. However with the right tools and a bit of cunning, this class can learn how to become the shadows themselves to both avoid capture and stalk their prey.

Mage

Proficient with Tomes, Staffs, and Daggers.

Promotes to Sage or Necromancer.

A magical scholar, this class specializes in both offensive and defensive magic. With an unquenchable thirst for knowledge, most mages will do just about anything to learn powerful ancient or undiscovered fields of magic. Whether it's the uncontrollable primal forces of elemental magic or the unnatural ever corrupting curse of necromancy; this class can set you down the path to acquire powers that rivals that of the gods.

Priest

Proficient with Staffs, Bo Staffs, and Clubs.

Promotes to Monk or Shaman.

A blessed healer, this class specializes in the supportive arts of healing and potion craft. Whether it's to spread the word of the gods, better their fellow man, or find a path to enlightenment; many from every background are called to this class.

Adventurer

Proficient with Swords, Bows, and Staffs.

Promotes to Ranger or Bard.

A mysterious rouge, this class specializes in adaptation and survival. These unknown men and women are quite common across the land. Many are just hopeless romantics. Their heads filled with dreams of adventure, wealth, and fame. Most don't survive long enough to achieve those flights of fancy. The few that do however become living legends. With a silver tongue and the eyes of a hawk, the Adventurer class could even cheat Death if they played their cards right.

Skills/Spells

The last step of character creation after selecting a base class and allocating stat points is choosing three skills and/or spells to start with from your respective skill trees. This last section will give a brief description of the skills or spells from each base class.

Soldier

Combat Training – The character has completed basic combat training and can take more damage from an attack before it interrupts their attacks or skills. They also gain a bonus to stamina regeneration as well as a small bonus towards lightly armored foes.

Regenerate – A passive ability that increases the out of combat health regeneration rate as well as a small in combat health regeneration.

Charge – The character rushes the enemies head on. Decreases your character's physical defense by half and adds it to your physical attack damage. Also doubles both you and your enemy's hit rate.

Third Eye – Deceases the hit rate of all the enemies in combat by two-thirds as long as this

ability is active. Consumes 2% of max stamina every second. This ability will auto-deactivate when the stamina bar runs out.

Fight-Or-Flight – This passive ability actives when character's health drops below 25%. When this happens, the character gains a bonus to physical attacks and can now leave combat if they put enough space between them and the enemy. Warning: enemies will fully heal if you leave combat before defeating them.

Spin Attack – The character spins around and around with their weapon outstretched. Any enemies in the vicinity of the attack when it is begins are knock back and temporarily stunned. This attack can also be charged. The spin will inflict more damage the longer it is charged.

Shield Breaker – With this passive ability, any time the character gets a critical hit on an enemy, their armor and shields are temporarily rendered. This leaves their physical defense decreased by 10% for the next twenty seconds.

Thief