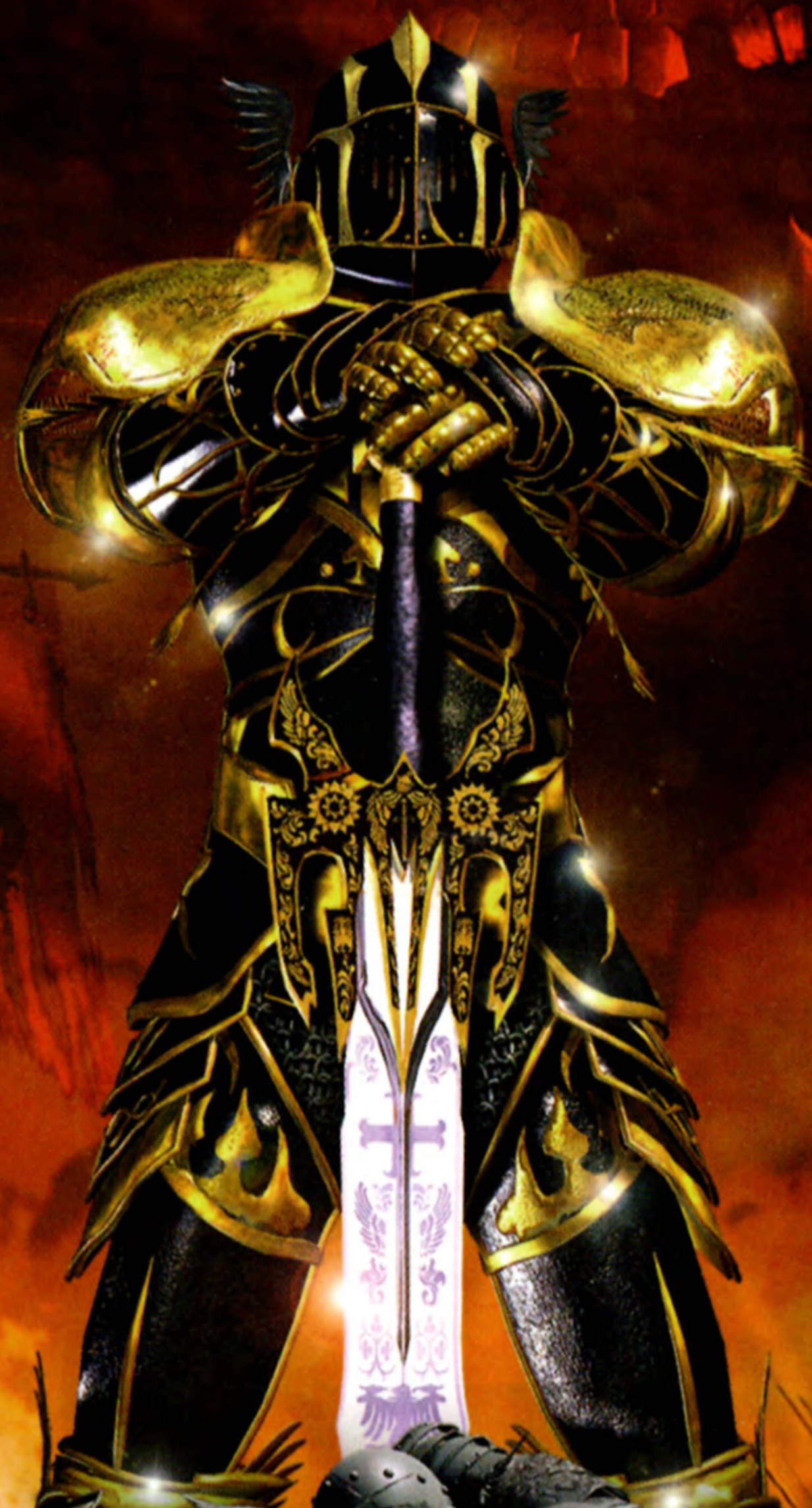
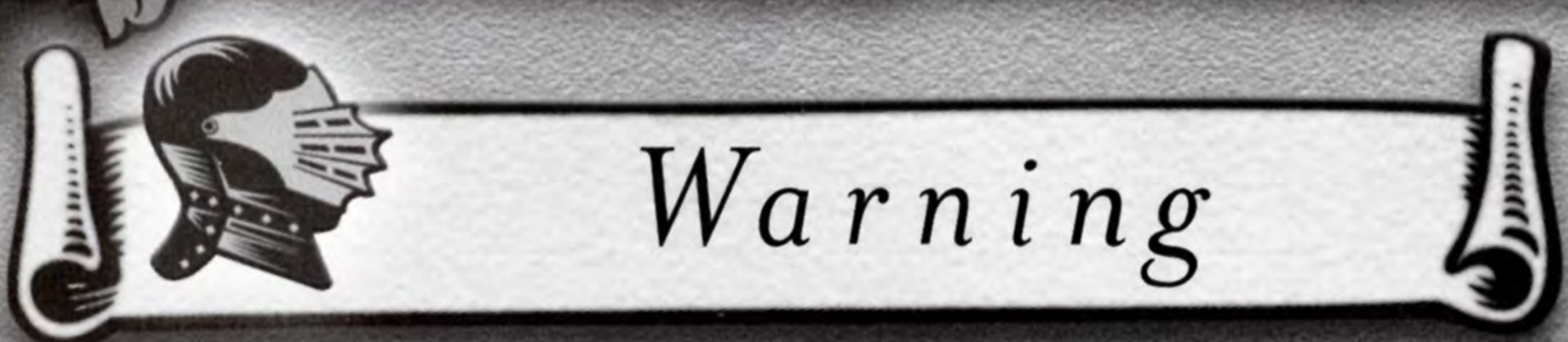


# LEGION

THE LEGEND OF  
EXCALIBUR™

## INSTRUCTION MANUAL





# Warning

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

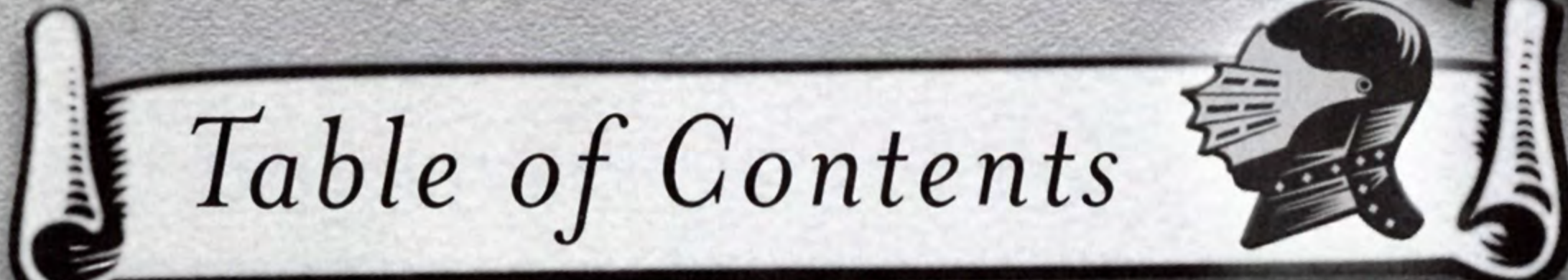

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**


The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



# Table of Contents



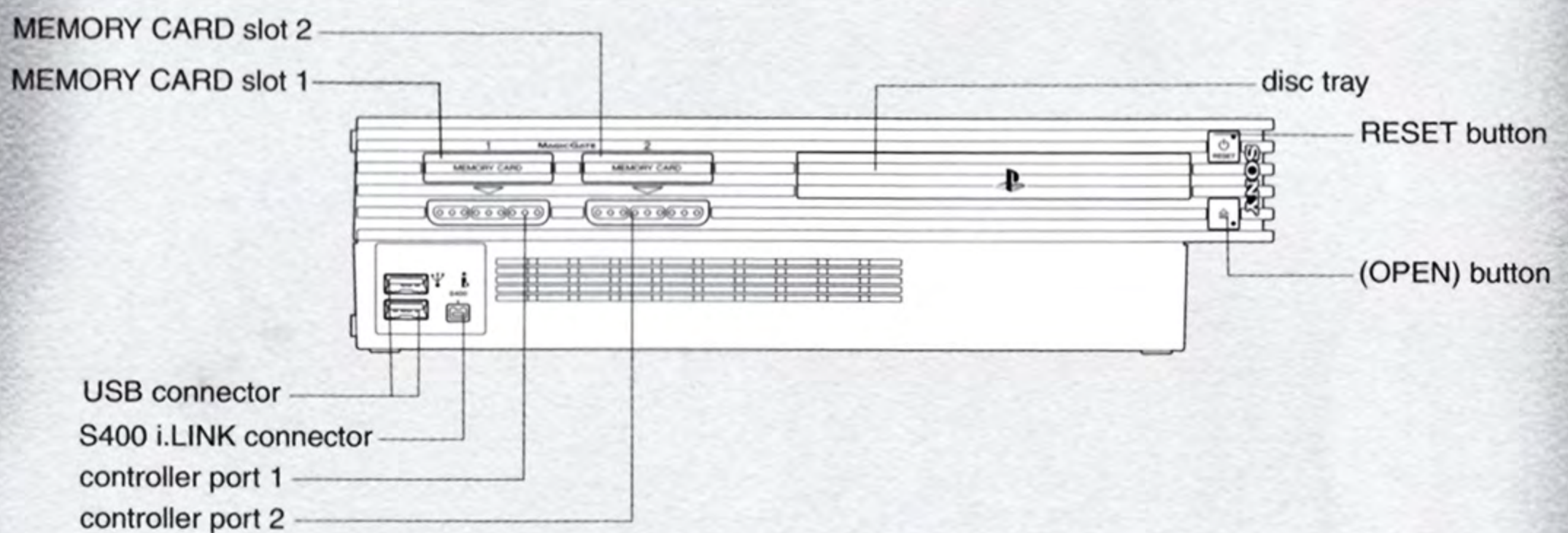
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# Getting Started

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the Legion: The Legend of Excalibur disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

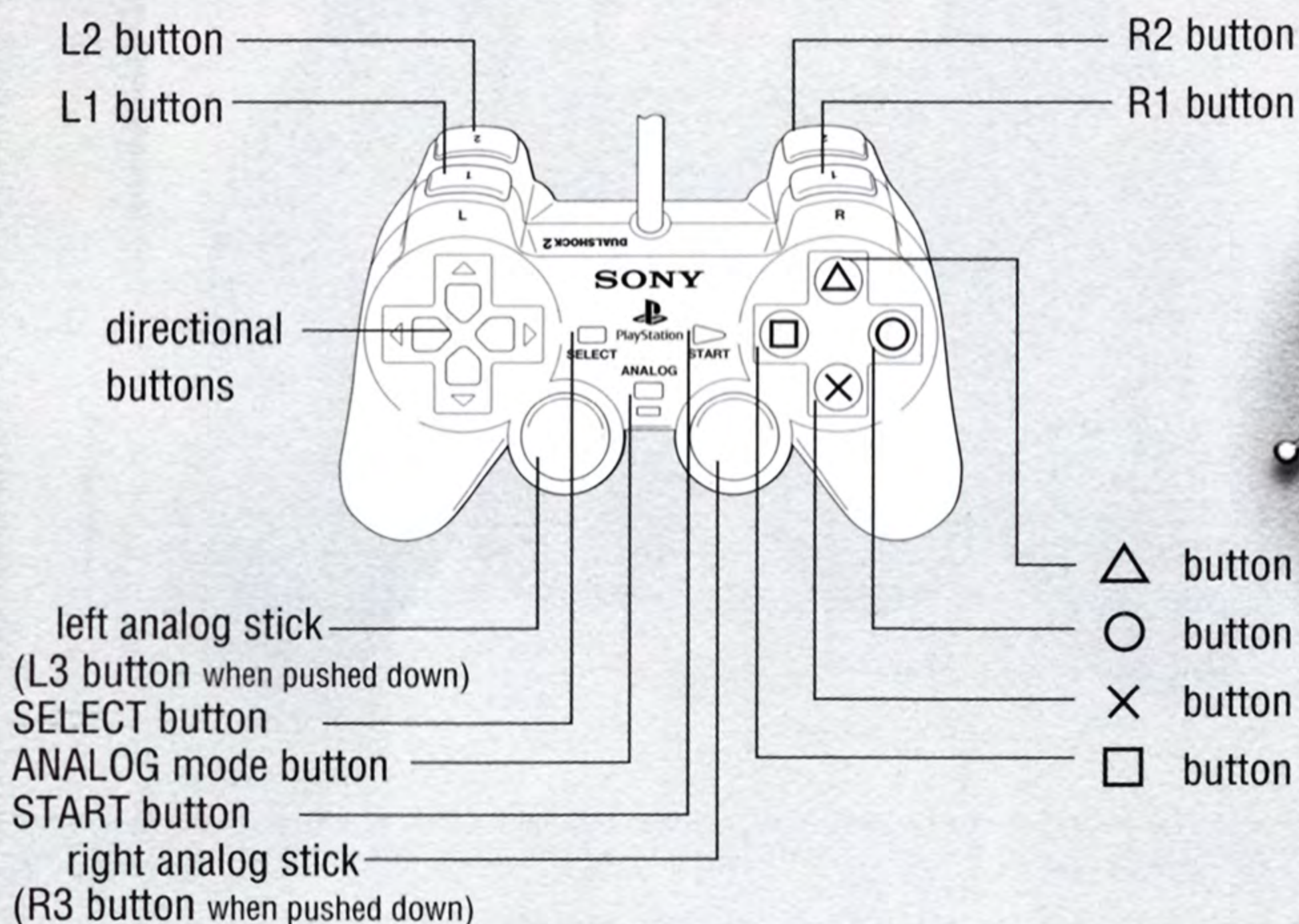


## QUITTING A GAME IN PROGRESS

To quit a game in progress, press the START button during the game. The Inventory Screen will appear. Press the SELECT button to activate the Quit Game option. Press the  button to quit, and press the  button to confirm.

# Starting Up

## DUALSHOCK®2 CONTROLLER CONFIGURATIONS

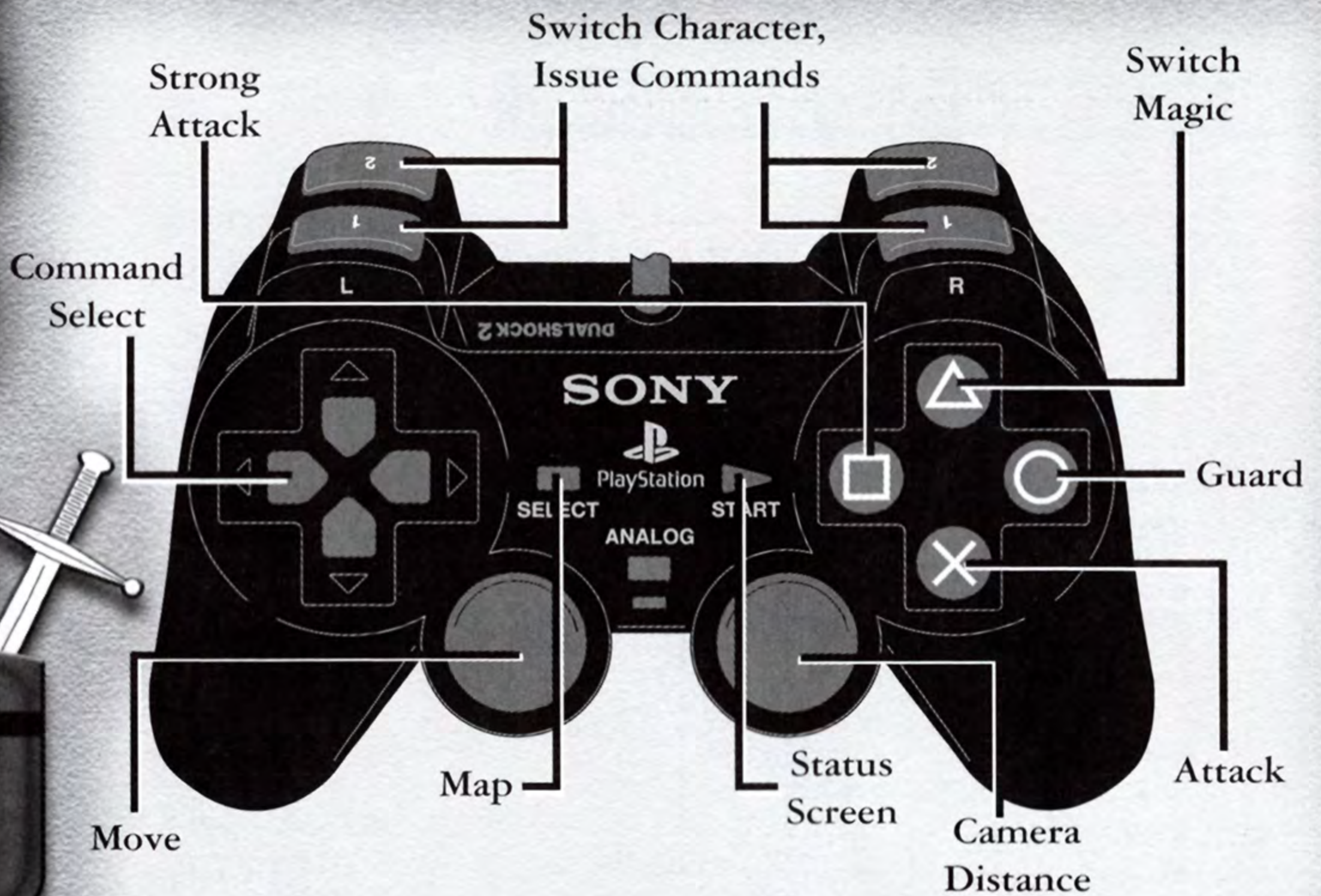


*Legion: The Legend of Excalibur* does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

## MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the Directional buttons. To navigate through the game menus (i.e. Options), use the Directional button (↑, ↓, ← or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the × button. To go back to the previous menu and/or cancel the previous selection, press the △ button.

# Default Controls



The Spell Select control (Directional button) is used to select spells, as well as navigate through menus and the Status Screen.

## BATTLE TIPS

Study the diagram above to get familiar with the controls you'll need for battle, then read below for some tips that will better prepare you to use those controls.

- Press and hold Knight Selection buttons to issue commands.
- Call other knights to your location by summoning them.
- Your Stamina is everything. Do your best to conserve your stamina by using Special Attacks (that require more stamina) in bigger battles.
- Try to take on one attacker at a time. If you have help, position yourself so that they're helping you take on more than one attacker.
- Don't just stand there and take hits from more than one opponent. If you have to, retreat briefly to re-position yourself against a single attacker.

# Main Menu



The Main Menu is easy to navigate, so you can quickly get into the game. Press the Directional button  $\uparrow$  or  $\downarrow$  to view an option, then press the  $\otimes$  button to make your selection.

## START

The Start option gets you going right away, beginning at the first level of the game. Opening cinematic introduces the storyline which unfolds throughout the game.

## OPTIONS

See Options, next page.

## LOAD

If you've already started a game and have it saved to your Memory card (8MB) (for PlayStation®2), selecting this option will load the data, allowing you to continue your game at your last save point.

If you have a memory card inserted in your PlayStation®2 game console, Legion automatically saves your mission progress, as well as your game options.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.



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# Options

The Options Menu contains the following options:

## SOUND/VIBRATION

Make adjustments to the game's 3 audio levels. Highlight an option, then press the Directional button ← or → to

adjust the level of the game's Music, (Sound) Effects and Speech.



## Vibration

You can also turn your controller's vibration function YES or NO. Press the Directional button ← or → to toggle the option.

## CONTROLLER



*Legion: The Legend of Excalibur* offers three controller configurations to choose from. You can use the Default option or press the Directional button ← or → to cycle and view the Battle and Strategy configurations.

## DVD CONTENT

View some extra DVD features included in *Legion: The Legend of Excalibur*. Features included are: Preview Trailer of Legion, Behind the Scenes with 7 Studios, Legend of King Arthur, as well as a Coming Soon video with a preview of an upcoming video game project currently in the works.





# The Round Table



Each time you're ready to begin a new mission, the Map Screen will display the area where your next mission will take place. Press the **X** button to go to the Round Table Screen where you may have the opportunity to enlist other knights.



Flags appear on the Map Screen. They represent the levels you've completed. Red means the mission is incomplete. An Orange Flag represents a completed mission.

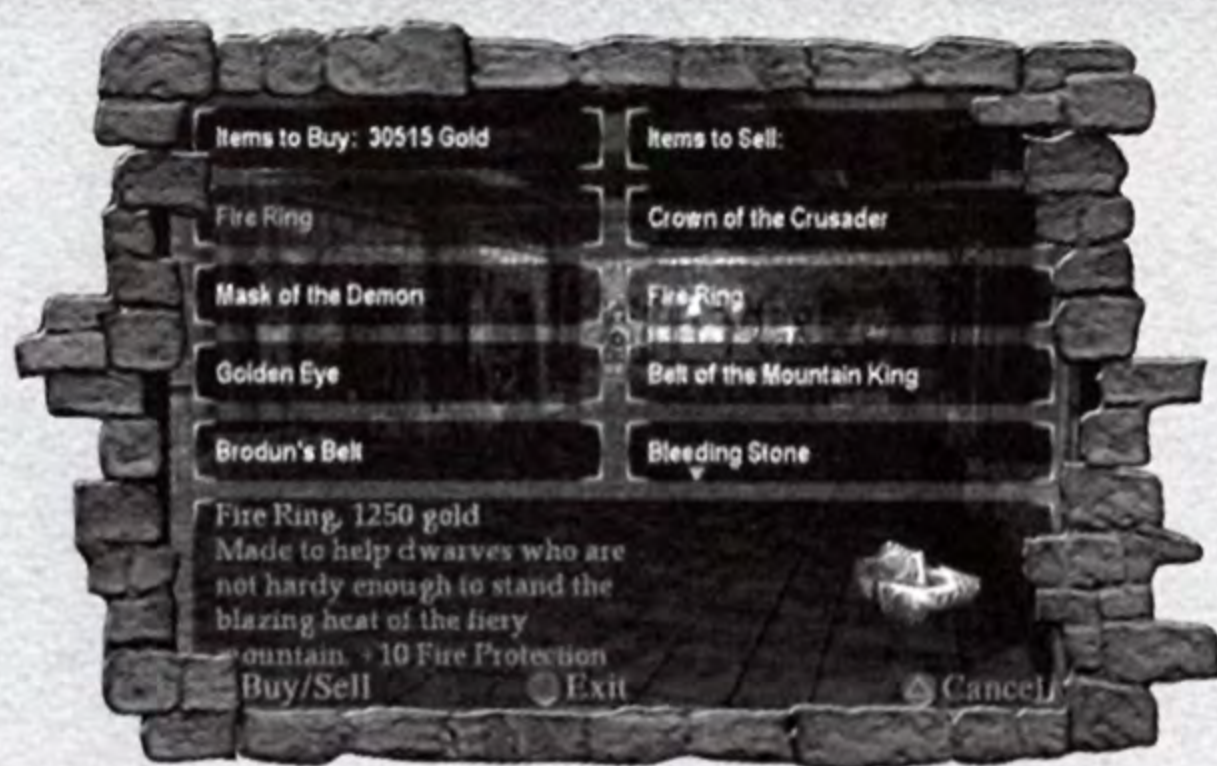
## KNIGHT SELECTION



Although in some cases you'll be alone on your mission, you may at times enlist help. At the Round Table, your knights wait eagerly to be chosen to assist you in your quest. Each mission allows a certain amount of knights to assist you. If help is available, press the Directional button **←** or **→** to move Excalibur over a knight, then press the **X** button to select. If you change your mind, press the **X** button again to deselect. When you've chosen your knight(s), press the START button to begin the mission.



# The Treasury



Prior to a mission, enter the Treasury to buy items that will increase your fighting power. If you have an item you won't be needing on your quest, you can sell it for gold and use that currency to purchase something you'll need.

The treasury lists five items at a time. Items to Buy are listed in the left column, and items you own and might want to sell are displayed in the right column. If a small yellow triangle (arrow) appears below a list of items, then there are more items that can be accessed by continually pressing the Directional button ↓.

Press the Directional button ↑, ↓, ← or → to highlight items. As you highlight an item, a brief description of its value is displayed below. When you've selected the item you want to buy or sell, press the ⊗ button to access the "Buy/Sell" prompt. Select YES or NO to finalize or cancel your sale or purchase.

## Tip

Accumulating gold makes it much easier to load up on Treasury items, so pick up gold anytime you can during your mission.

# The Quest



Available  
Knights



Mission  
Map

You have a mission, your weapon and you're ready to go. As you progress in your mission, there are a few on-screen items that will issue commands to your accompanying knights, as well as guide you through the region.

## AVAILABLE KNIGHTS

You can switch to your other knight(s) by pressing the character's corresponding buttons listed on the screen (**L1**, **L2**, **R1** or buttons). On the Command Menu, the button that corresponds to a particular knight is listed to the left of the knight's name. Keep in mind, though, using this menu doesn't stop action in the game. If you're going to use the menu in the midst of a battle, be quick about it.

## THE MISSION MAP

As your mission progresses, use the map to keep your bearings. The map always reads the traditional North, South, East and West.

### Overview Map

To help you keep your bearings, you can also press the SELECT button to view the Overview Map. The areas you've explored are exposed, and black covers the areas that are unexplored.



X button - Show Objectives



Find a weapon

Recall the knights of the tournament to fight the enemy captain

Help the other victims of the attack?

Search for artifacts that may help in your quest

X button - Hide Objectives

While viewing the map, press the **X** button to view your mission objectives. To hide them, press the **X** button again. Press the SELECT button to return to your game.



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# The Quest

## COMMAND MENU

Command  
Menu



To access the Command Menu press and hold your knights corresponding **L1**, **L2**, **R1** or buttons. Once the menu is up, press the Directional button **↑** or **↓** to highlight a command, then press the **×** button to select.

### Attack

The Attack command can only be issued to other knights. It allows you to prioritize which enemies you want your knight to focus on in battle. In the heat of battle, you don't always have the luxury of selecting who you fight, so it's nice to have one of your knights focusing on enemies you feel are most important to eliminate. Select Strongest (focus is on strongest enemy), Ranged (focus is on archers) or Magic Users (focus is on users of Magic).

### Summon

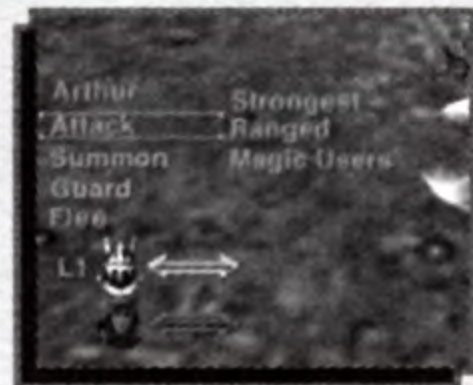
Using this option, a knight can summon a specific knight, or All knights at his disposal.

### Guard

The Guard option allows you to station one of your knights as a guard if needed. The knight will stay on guard until summoned or attacked.

### Flee

When all seems hopeless, you can command your knights to flee from battle. You can then Summon them when all have escaped danger.

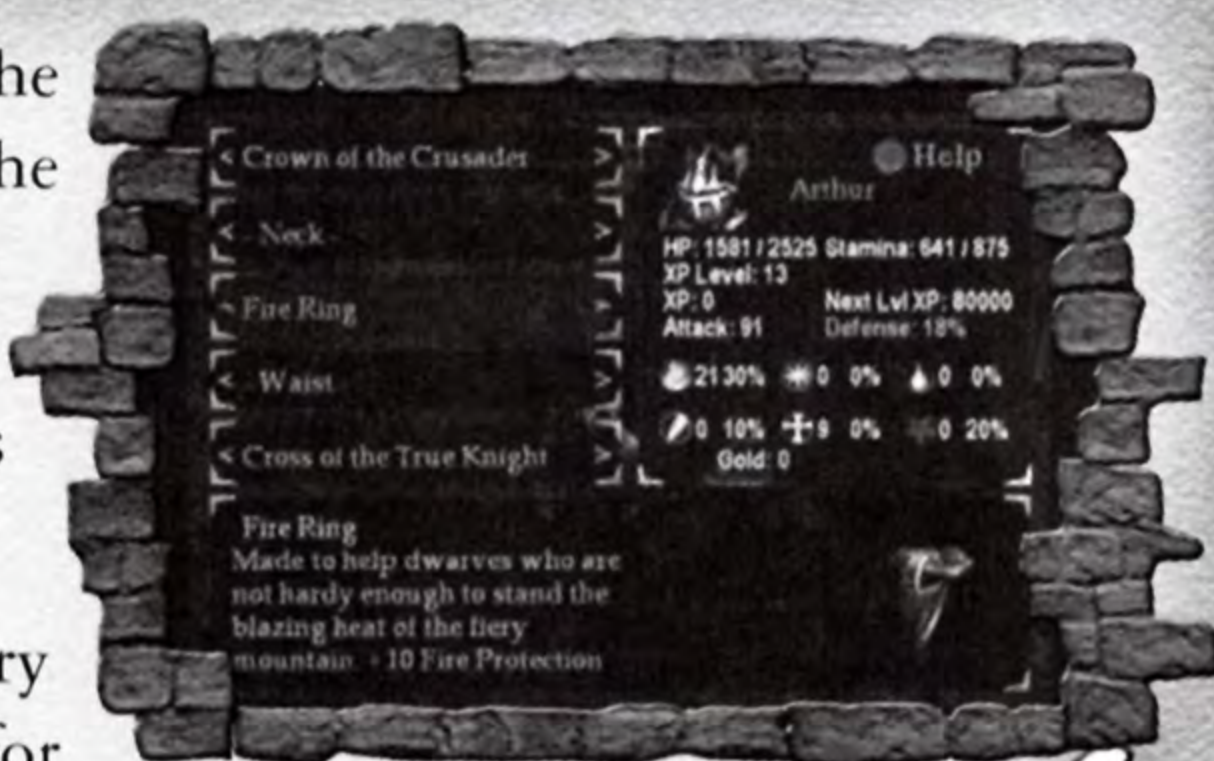


# Inventory



During a Mission, press the START button to view the Inventory Screen. It displays a complete overview of your health, stamina and any items you've acquired.

The left side of the Inventory Screen includes five slots for selecting the items you'd like to use. Press the Directional button **↑** or **↓** to highlight each item (Head, Neck, Hand, Waist, & Misc.) Press the Directional button **←** or **→** to cycle and select from any items you possess. An image and description of the item, as well as its affect on your opponent, is displayed below. If you're controlling multiple knights on your mission, press the **⊗** button to toggle the other character's Inventory Screens.



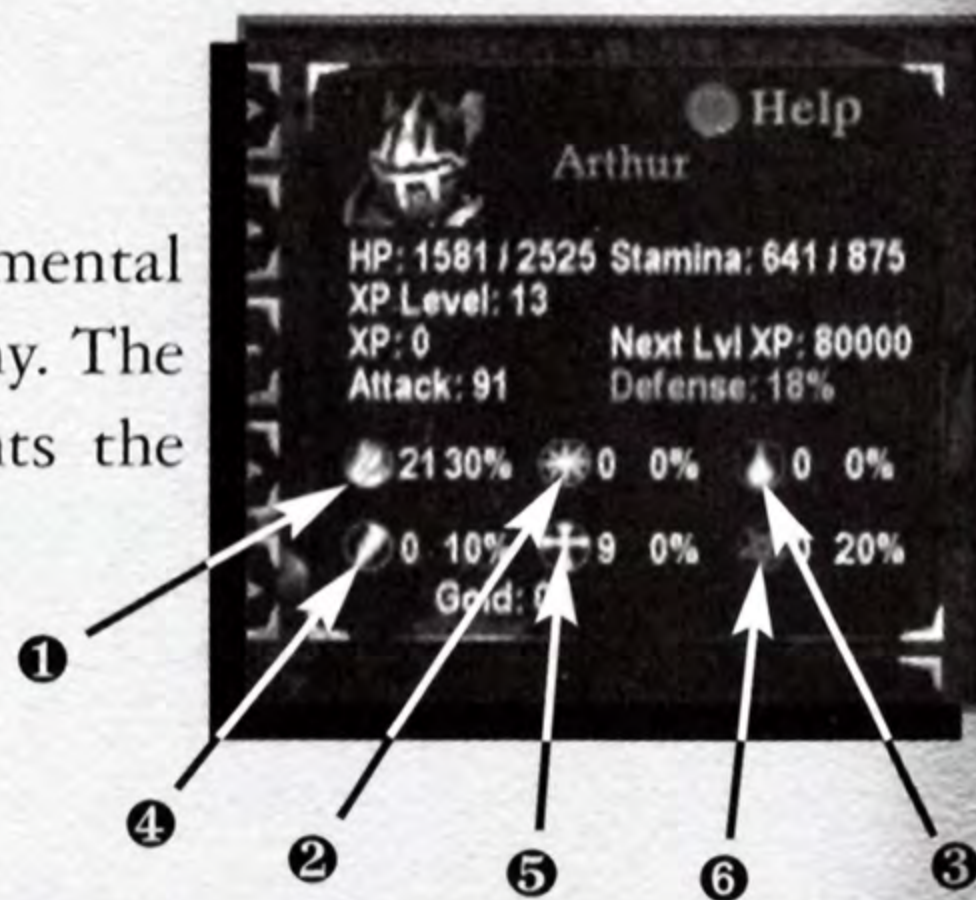
## ITEMS

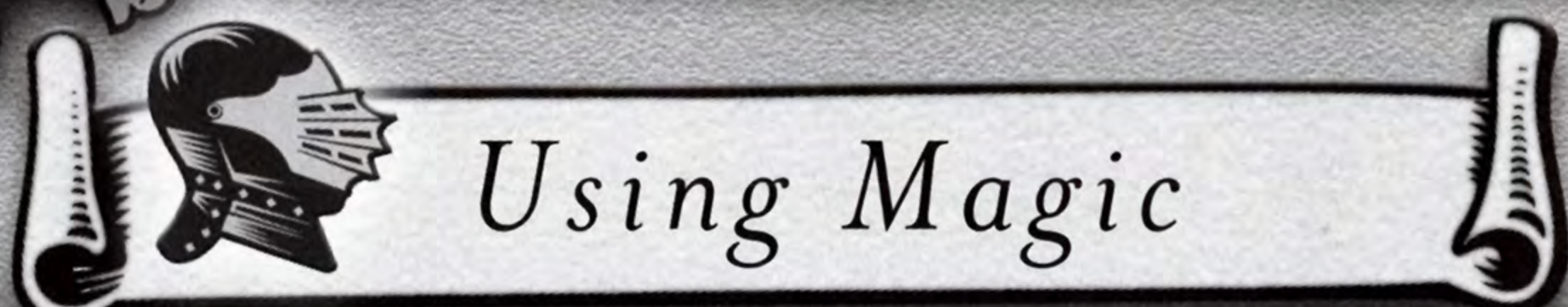
Items found during gameplay or bought from the treasury screen affect either overall Attack Damage, overall Defensive Percentage, Hit points (health limit), or Elemental Stats. Items can only be equipped in their appropriate slots. Certain knights can only equip certain items. The Equip Menu will let the player know who exactly can use them. Certain items have extra abilities. Equipping these items increases the chance of enhancing a knight's attack.

## Elemental Stats

The first number represents the elemental damage a knight can inflict on any enemy. The percentage number next to it represents the protection against these elements:



1. Fire Element
2. Ice Element
3. Poison Element
4. Lightning Element
5. Holy Element
6. Unholy Element





# Using Magic

There are three magic levels that a magic caster can reach. As the magic level of the magic caster increases, the effect of their magic also increases.

During a battle, press the  button to call up the Magic Menu. Press the Directional button to select one of four spells, then press the  button to cast the selected spell. Below are the four characters that have the ability to use magic.


## Galahad

Top Spell: The defense dome temporarily provides invincibility to any allied troop within the dome.

Right Spell: The attack damage dome temporarily increases the attack damage to any allied knight or troop within the dome.

Left Spell: Healing spell.

Bottom Spell: The Holy attack is effective against the undead.



## Merlin

Top Spell: Meteor Attack - Fire Element attack from above

Right Spell: Poison Attack - Poison missile

Left Spell: Fire Attack - Fire projectile

Bottom Spell: Poison Trap - Poison trap on ground that enemies must walk over to trigger.



## Nimue

Top Spell: Frost Attack - A Summoned Ice storm

Right Spell: Ice Attack - Ice projectile

Left Spell: Lightning Attack - Electric bolt

Bottom Spell: Ice Trap - Ice trap on ground that enemies must walk over to trigger.



## Percival

Top Spell: The defense dome temporarily provides invincibility to any allied troop within the dome.

Right Spell: The attack damage dome temporarily increases the attack damage to any allied knight or troop within the dome.

Left Spell: Healing spell.



Bottom Spell: The Lightning dome inflicts lightning damage on any enemies that come in contact.



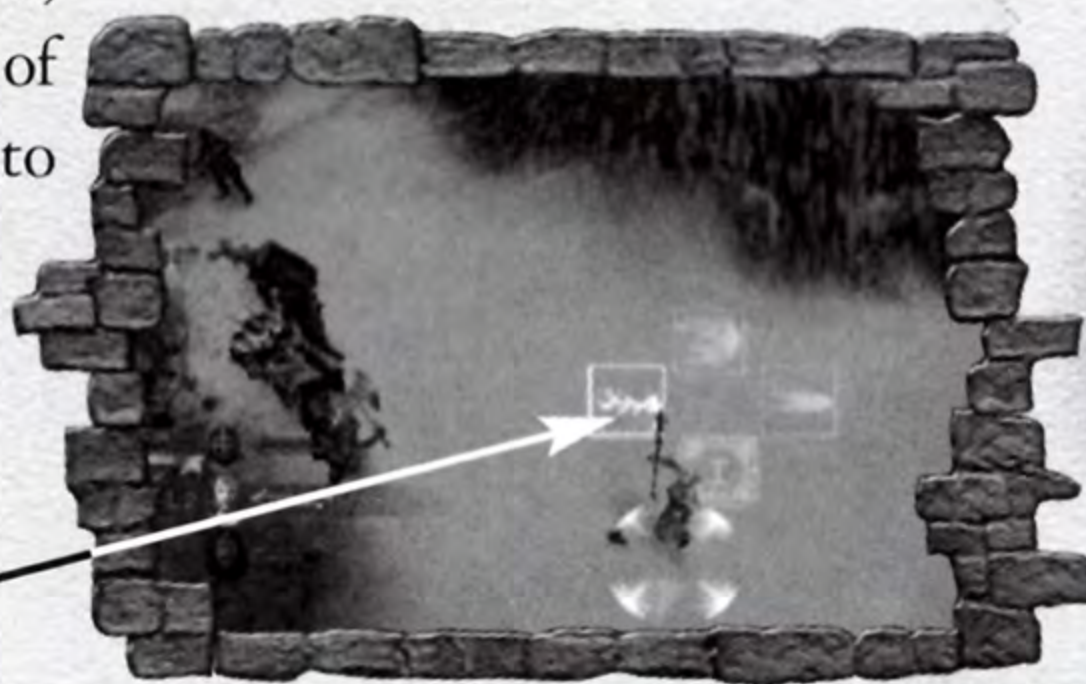
# Using Magic



## USING MAGIC IN BATTLE

If you're using a knight with Magic skills, you can press the  button to call up the Magic Menu. It appears slightly ghosted above the knight. Once the menu is up, press the Directional button to select the magic you want to use. You can then press the  button to use the magic on the enemy. Keep in mind, though, magic uses up most of your stamina. You'll have to wait a short while for your stamina to build back up before you can use it again.

Magic Menu





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## AIMING AND TARGETING



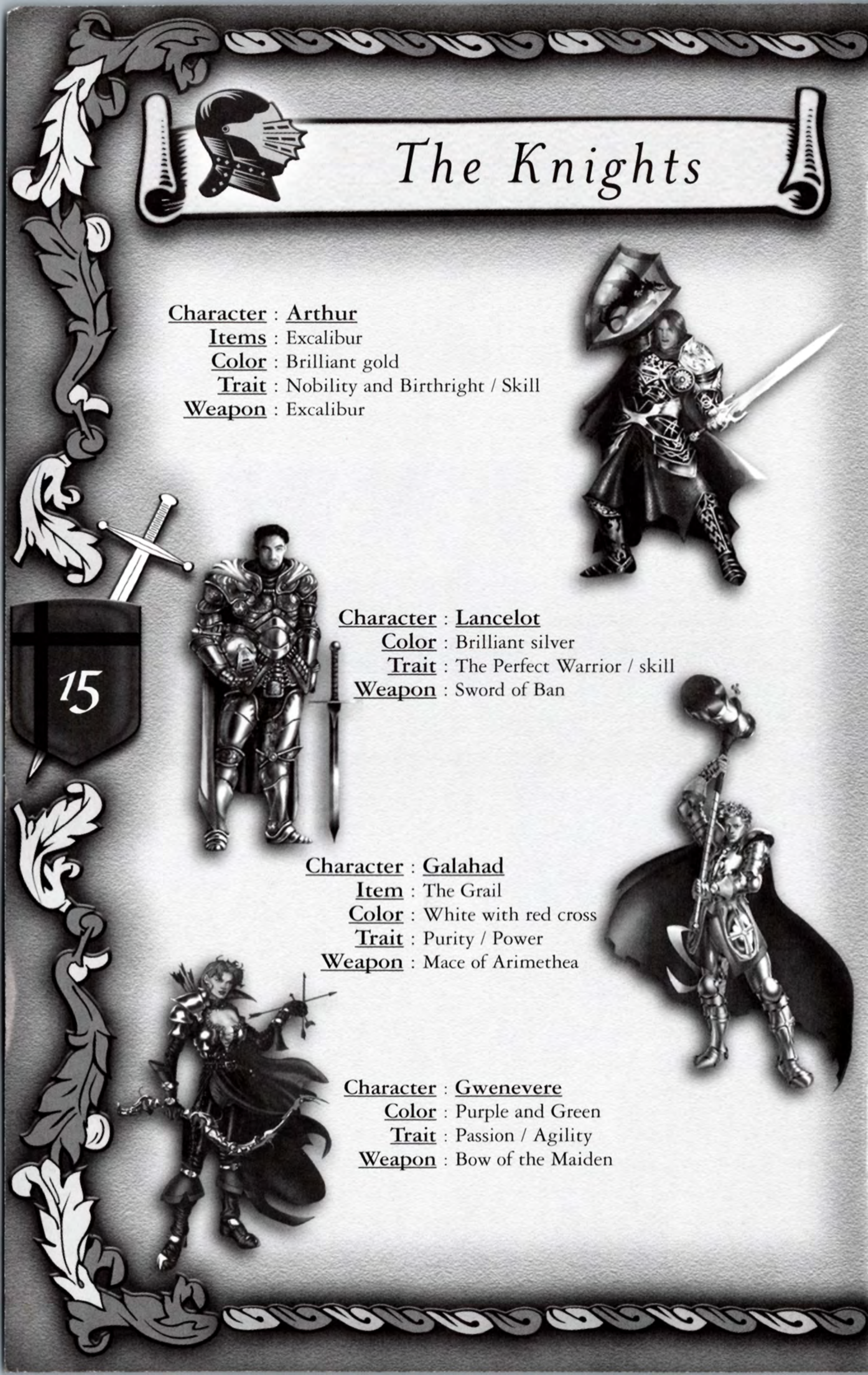
All magic casters and Gwen have the ability to aim at a specific character.



To have Gwen target a specific enemy, press and hold the  button. Move the targeting arrow onto a desired enemy target and release the  button. The targeting arrow is yellow initially. It will turn red, once it is locked onto a target. Gwen will remain locked on her target until they are dead,

unless a new target is chosen. This targeting system also works for magic casters who want to lock onto a certain enemy with their projectile type of magic attacks.

Galahad and Percival are the only magic users that can cast the Healing spell. They too can stay locked onto a friendly unit to continuously heal them as needed. The locking target system gets disabled once the player takes control of the targeted unit or takes control of another present knight.



# The Knights

Character : Arthur

Items : Excalibur

Color : Brilliant gold

Trait : Nobility and Birthright / Skill

Weapon : Excalibur



Character : Lancelot

Color : Brilliant silver

Trait : The Perfect Warrior / skill

Weapon : Sword of Ban



Character : Galahad

Item : The Grail

Color : White with red cross

Trait : Purity / Power

Weapon : Mace of Arimethea



Character : Gwenevere

Color : Purple and Green

Trait : Passion / Agility

Weapon : Bow of the Maiden



# The Knights



Character : Percival

Color : Brown, sackcloth and skins

Trait : Loyalty

Weapon : Hammer of the Friar

Character : Anguish

Color : Red and Green

Trait : Foul Temper

Weapon : Battle Axe



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Character : Nimue

Color : Blue green, fish scales, silvery

Trait : Magic / Power

Weapon : Spells / The Magic of the Lake / Staff



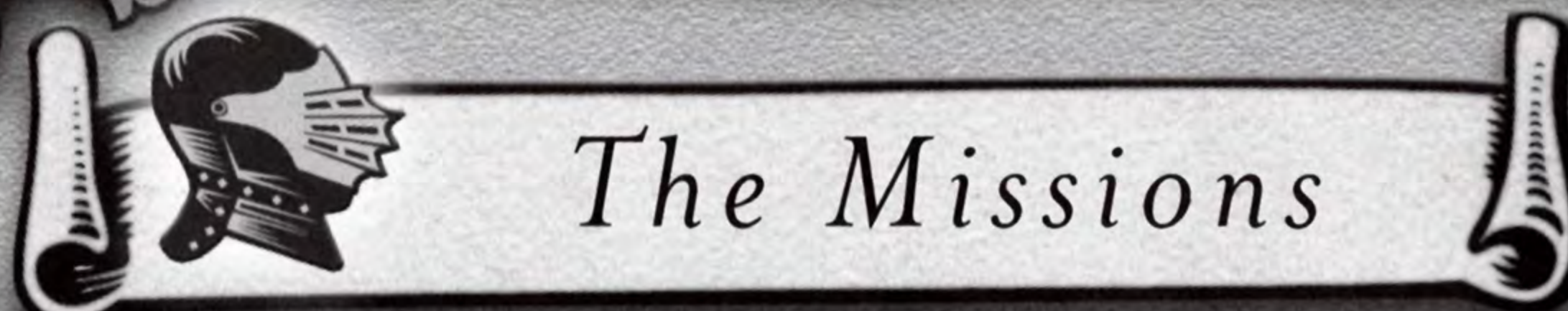
Character : Merlin

Color : Blue Black

Trait : Magic / Stealth

Weapon : Spells / Runes / Staff






# The Missions

## Mission 1 – The Sword

Arthur has traveled with his brother, Sir Kay, to the tournament of champions. Kay, being favored to win, is already proving to be a royal pain. While on patrol, Arthur must learn what he can from the other knights and be vigilant. There have been disturbing rumors coming from this region...

---

## Mission 2 – The Castle



If Arthur is going to fight a war against Morgan le Fay, he is going to need allies. Lord D'Grance is just the battle-hardened warrior he needs on his side. Unfortunately, Morgan is attacking his castle in order to prevent Arthur from gaining his help. Arthur must fight his way to the castle, gathering forces as he goes. Once there, he must protect the castle at all costs.

Principal Objective: Protect Castle D' Grance from Morgan's dark army.

Secondary Objectives: Gather forces by helping the besieged castle defenders. Help the civilians. They may be able to provide help.

---

## Mission 3 – Ambush

Arthur must save the town of Deerborn from the local bandits that would destroy it. The villagers are not trained enough to join him, but there may be some assistance they can offer. Arthur must kill the bandit leader before his bandits destroy the town. Do not let the bandits destroy the town!

Principal Objective: Kill the bandit leader.

Secondary Objective: Protect the town and save the villagers.

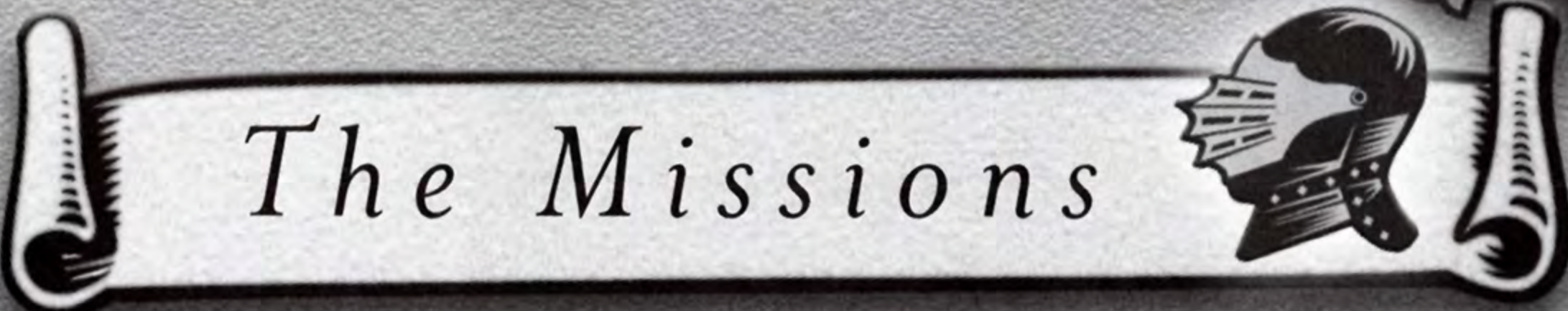
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## Mission 4 – Infestation

Barbarian raids are plaguing the outskirts of the once-peaceful farming village of Ilchester. Although the villagers have constructed a wall around the village, it won't hold forever against the raids. Arthur must defeat the barbarian leader and protect the village at all costs.

Principal Objectives: Find and destroy the source of the barbarian raids. Defend the village. The Mayor must not die.

Secondary Objective: Aid the villagers.



# The Missions

## Mission 5 – Avalon

The misty isle of Avalon was once the peaceful final resting place of the bravest heroes and kings. Now, it is being used as a breeding ground for Morgan's army. Arthur must join Percival to cleanse the churches on this sacred island and stop the Black Knight. Percival must not die.

Principal Objectives: Percival must purify the churches on the island. Arthur must kill the Black Knight.

Secondary Objectives: Save the families' gravesites from desecration. Percival is integral to the task and must not die.

---

## Mission 6 – Camelot Siege

A great king needs a great castle, but before Arthur can take ownership of Camelot, he must pass the Trial of the Ancient Lords. These powerful lords once ruled over this kingdom, and they won't allow just anyone to do the same. At least not without a test. Find the statues that hold these Lords' souls, and face their challenges.

Principal Objective: Defeat the four Ancient Lords. Gwen must not die.

---

## Mission 7 – Camelot Defense

It should be a time of happiness. Arthur has a grand castle to call his own, and Camelot has a new king. However, Morgan has vowed to make Arthur's recent victory a short-lived one. She's sending an army to siege his new home, an army led by one of her most powerful lieutenants. Arthur must defend Camelot at all costs.

Principal Objective: Defend Camelot

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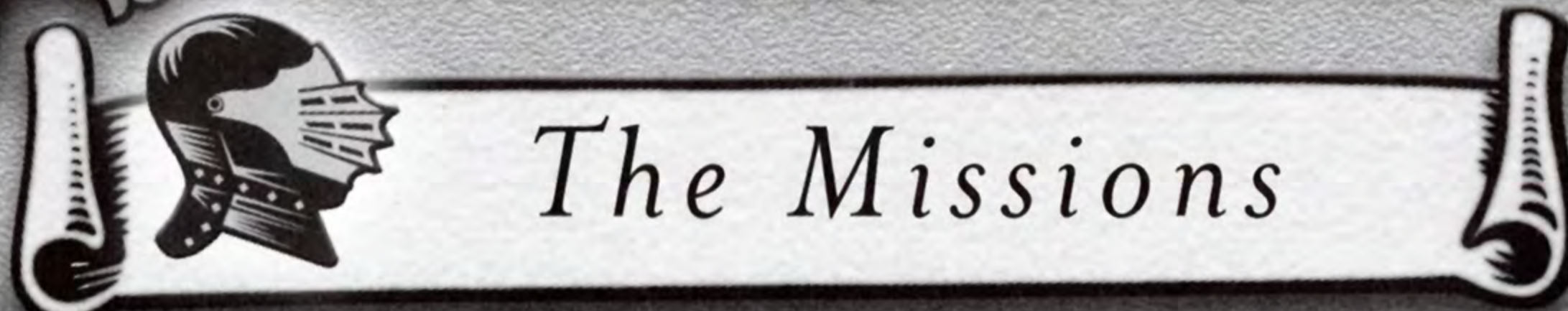

## Side Mission – Fire Knight Mine

The Red Knight has enslaved Anguish's dwarven clan to mine the crystal that greatly supports Morgan's armies. As Arthur frees the dwarves they will become strong allies in this war.

Principal Objective: Arthur and Anguish must save dwarves from the mines.

Secondary Objective: Anguish must not die.






# The Missions

## Mission 8 – Fire Knight

With the lady Nimue's help, Arthur has tracked the retreating Red Knight to his castle. The forces of Camelot have setup for a final assault and Arthur is now joining them. Reinforcements for the attack will be available at Arthur's camp. The Red Knight will undoubtedly have heavy forces and patrols in place, including heavy catapults. The battle will not be easy, but it is an important step in the war against Morgan le Fay.



Principal Objective: Find and destroy the Red Knight in his castle.

Secondary Objectives: Destroy or take over the Red Knight's resources. Be aware of other helpful resources.

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## Mission 9 – Grail Maiden Stronghold

Morgan seeks the Holy Grail in order to bend its powers to her will. She has tasked her only remaining lieutenant, the Green Knight, with obtaining the Grail. His evil armies have halted in a mountain pass, preparing to siege the Grail Maiden Stronghold, which guards the way through to the Valley of the Grail.

Principal Objectives: Make contact and ally with the Grail Maidens. Find the True Knight, Sir Galahad. Exit the pass and continue on towards the Grail. Galahad must not die.

---

## Mission 10 – The Grail Castle

Having escaped the Grail Maiden Stronghold, Arthur and his knights make haste down into the Valley of the Grail. Pursued every step of the way by the armies of evil, they must find the Grail before it can fall into the hands of the Green Knight.

Principal Objectives: Find the Grail Castle. Obtain the Holy Grail. Defeat the Green Knight. Galahad must not die.

Secondary Objective: Find the missing Knights Templar.

# The Missions



## Mission 11 – Morgan's Swamp

Finally on the offensive, the knights of Camelot have tracked Morgan to a decrepit swamp – her castle drifts above the noxious gases, and her armies of the undead roam the marsh below. Morgan's fortress is held above the ground by powerful crystals that are hidden throughout the swamp. Find and destroy them, and her castle will be hurled to the ground.

Principal Objective: Find and destroy the crystals that allow Morgan's fortress to defy gravity.

---

## Mission 12 – Morgan's Castle

With the crystals destroyed and Morgan's castle brought back down to earth, it's time to end Morgan's reign of terror. Enter this sanctuary of evil and banish the foul demon that dwells here.

Principal Objective: Kill Morgan le Fay.






# Hints & Tips


- Be sure to save enough stamina to have your special attacks readily available. These attacks will also help you in completing specific mission objectives.

- Keep an eye out for treasure chests hidden throughout the levels. They contain gold and/or special items not available for purchase from the Treasury Screen.



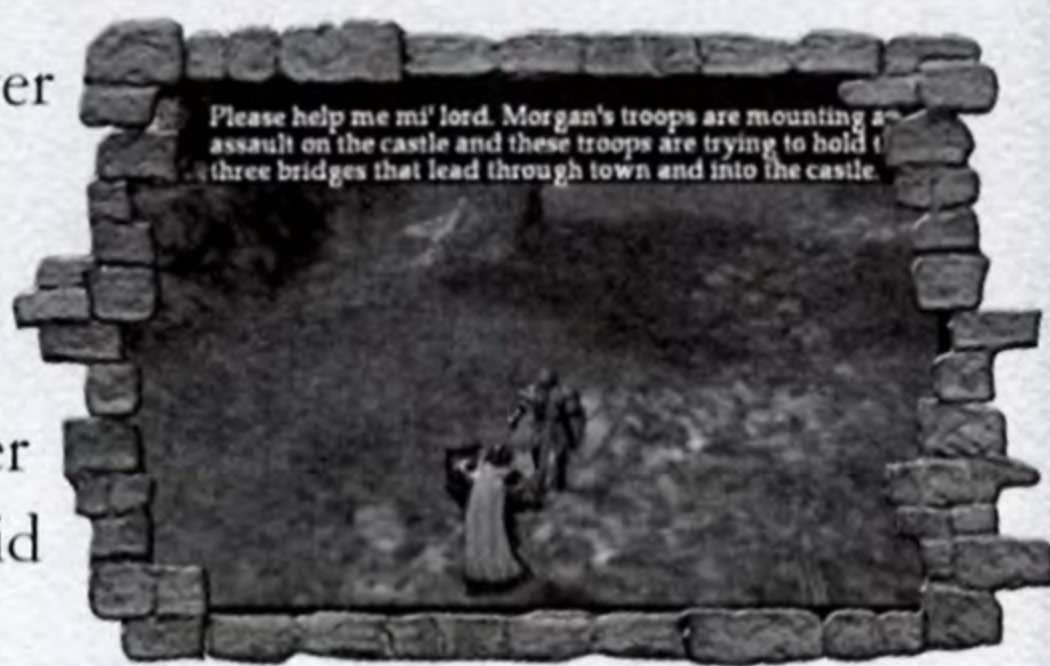
- Items are only useful when they are equipped. They'll enhance your stats and weapons to help defeat Morgan's dark forces.

- Use your shield strategically especially when going against a lot of archers.



- Try to talk to people. You never know what you might find out.

- Remember to heal yourself and your allies when the health meter is low. They will be needed to aid you in your quests.




- Read all mission objectives when a mission is loading. You will have to restart the mission once an objective is failed.

- Do your best to protect King Arthur at all times. He must stay alive to complete a mission.

- Learn to use rhythm attacks. They inflict a lot more damage than normal strikes and are more effective against defensive enemies.

- Some missions allow you to return to camp to recruit reinforcements. Use this to your advantage to outnumber the enemies.



*Notes*



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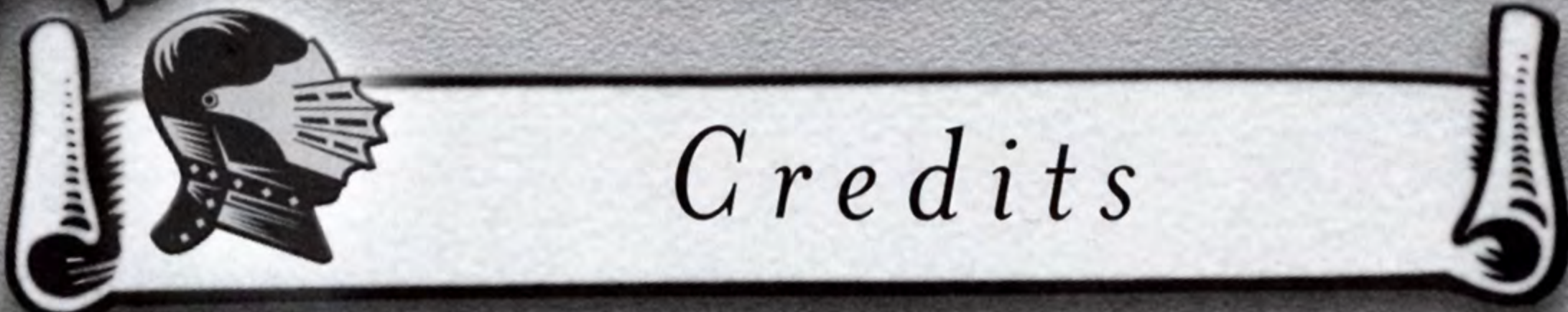
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# Credits

## MIDWAY HOME ENTERTAINMENT

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Ed Duran

### Assistant Producer

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Craig Rundels

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Rob Sablan

### Testing Supervisor

Steve Kramer

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Stephen Scott

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### Director, Public Relations

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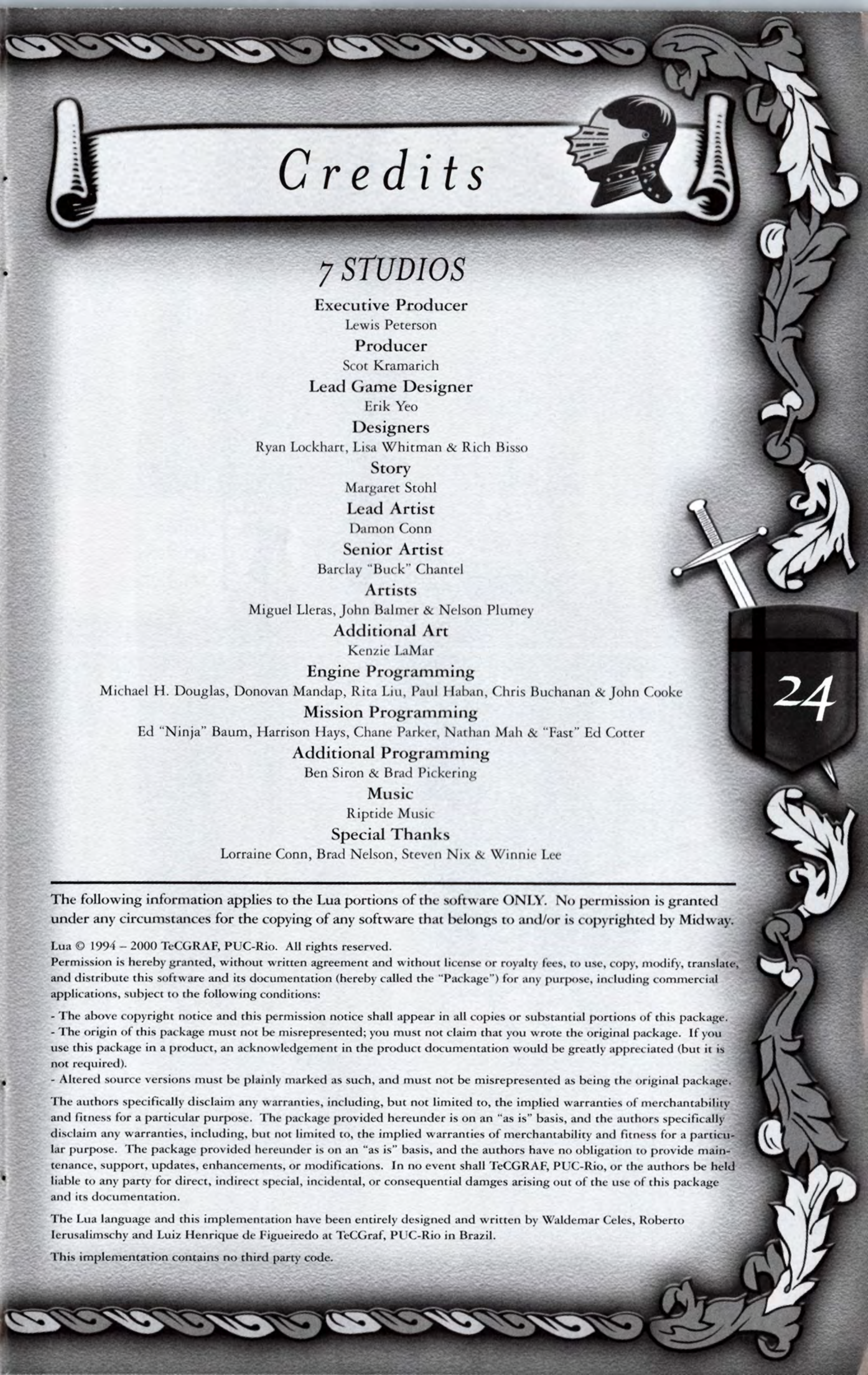
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Jay Boor

### Special Thanks

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# Credits

## 7 STUDIOS

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### Producer

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### Lead Artist

Damon Conn

### Senior Artist

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### Artists

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### Mission Programming

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### Additional Programming

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### Music

Riptide Music

### Special Thanks

Lorraine Conn, Brad Nelson, Steven Nix & Winnie Lee

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The Lua language and this implementation have been entirely designed and written by Waldemar Celes, Roberto Ierusalimschy and Luiz Henrique de Figueiredo at TeCGraf, PUC-Rio in Brazil.

This implementation contains no third party code.

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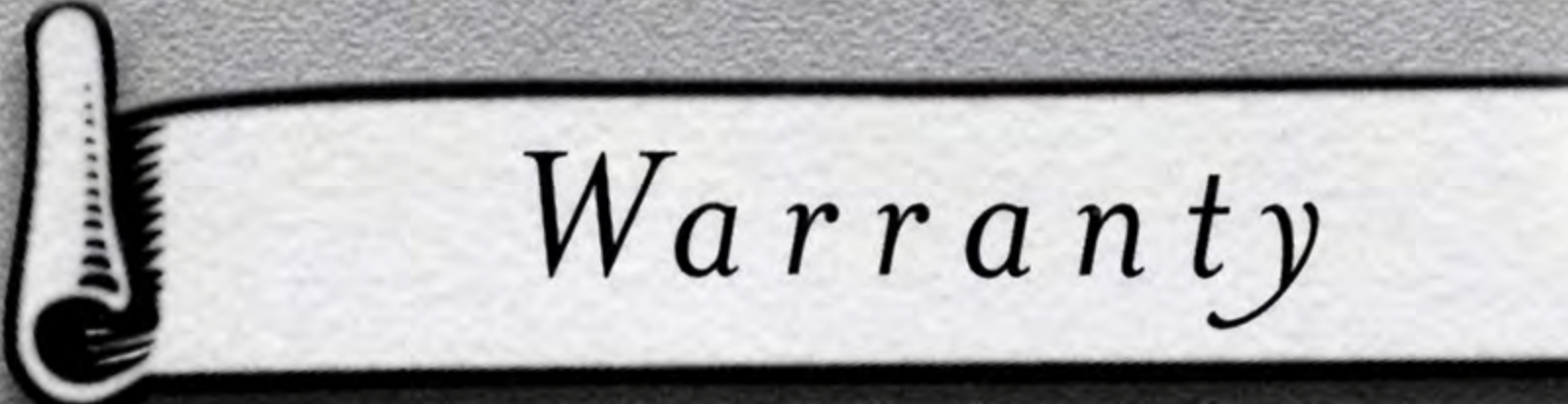
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