

Offizieller Walkthrough für LEGACY

Dank an die Producer

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0. STALINGRAD

Jevgenij can talk to the **soldier** in the bunker. During the conversation, the plain crashes outside. He has to pick up the knife. After he leaves the bunker and enters the trench. He can get to the ladder and can climb up to the crater where the chest is. He uses the knife on the chest. The intro animation starts.

1. MARS

After the opening animation, in which Ren is on the train speeding across the surface of Mars, the scene of the Metro station follows. Here she can have a chat with a **tourist**, who tells her about her impressions of Mars and fascinating trips to the surface.

Ren should take the escalator up to the Square. Then she goes to the hotel and rents a room (first she has to talk to the **robot receptionist**). She enters the elevator and goes to her room. In the room she has to check the advertisement on the table. It's about a sight-seeing tour of the surface. When she gets down to the lobby she is greeted by a **tourist guide**. She mentions having a tour in two days and Ren accepts with enthusiasm. Now she is in the mood for partying and she goes to a bar. It's still early and there's no one there but the bartender. During the conversation with the **bartender** Ren finds out local gossip about miners, tourists and Mars. She has one drink and leaves. One of the sights of this colony is "The forbidden fruit" on the Square. First she takes a picture of the tree and then goes to the store. She buys a souvenir and leaves. The sequence of events on Mars is irrelevant, but only when she completes all of those tasks and comes to the Square, she gets a message from **Hacker**, saying: "Ted is missing!" Ren has to return to Earth immediately.

2. A CRIME STORY

Ren is in her office. She picks up the neutron bullets from her desk and goes down to the lobby.

She can chat a little with a **doorman** about his cold. On the street, she goes to her hoover and gets inside. It's not showing any life signs and Ren is frustrated. She kicks her hoover and calls her friend **Vinny** who owns a cab company. He sends a cab to her building and now she can go to see **Hacker**. Ren finds out that the **Ted** was kidnapped at the A.H. Institute, together with a **scientist, Harper Lee**. **Hacker** tells her to go there to collect the evidence while he searches the network.

She takes a cab to the Institute and notices a blue hoover parked there. She enters the building and sees a few people standing in the lobby. Ren can talk to a **woman** and find out more about the Institute, and have a chat with a **repairman** who tells her about his work (both irrelevant for the game). She goes upstairs and sees a laser barrier in front of the kidnapped **scientist's** room. She can't remove it herself but she remembers the **repairman** and goes back to the lobby. She makes up a story about somebody taking his hoover away and he goes outside. She opens his briefcase and takes an electronic instrument. She uses this instrument to turn off the laser barrier and enters the room. There she collects the evidence from the floor (oily footprints) and the blood from the broken mirror. Then she goes back to her building and enters the lab across the hall from her office. She puts the evidence into the device and gets two plates with results. The first one tells her that the blood from the mirror is **Ted's** and on the second one she can see that the oil from the footprints came from an old power plant that was shut down years ago. Everything tells her that kidnappers have something to do with the old power plant. She sees a note from her friend and takes a medicine bottle. Ren sits in her hoover and drives off to the power plant.

3. THE POWER PLANT

After landing in front of the power plant, Ren has to open the front door. There is a control board by the door. Turn the switches on and the digits will light up. She must use the scrambler on the board and the "hand" will change colors from red to green. She enters the power plant. Her next obstacle is a **robodog** that is guarding the entrance to a building with generators. Ren has to load her gun with neutron bullets and shoot the **robodog**. He falls down and she can enter the building now. By the generators, Ren sees a raging **beast** and realizes that she could kill it by turning the generators on. In the corner of the room, by the barrels, she can see a pile of garbage. She takes a broom and uses it to push the garbage away. Now she can see the pliers and she picks them up. She takes a screwdriver that she sees on the barrel. She goes back to the entrance (where the **robodog** was) and uses the screwdriver on the board (turning it to the right). Once she's removed the lid, she uses the pliers to reconnect the wires and turn the generators on. The electricity kills the **beast**. Ren goes back to the fence next to the generators and shoots the chain. At the bottom of the scene, she can see a **scientist**, badly beaten. During a short conversation he asks Ren to take him to a hospital and tells her that he's going to explain later what has happened to him and the **Ted**.

4. THE UNDERGROUND

Ren is in her office. She gets a message from the **scientist** telling her that he has recovered. She goes to see him and he tells her how the **journalist (Ted)** wanted him to study an old

document. They were in his office together when kidnappers broke in. All that he can remember was that the document was dated: March 2020. He believes that there must be a copy of the document at the National Archive, which is buried somewhere in the underground. If she could find out what was the document about, Ren would have a lead on the kidnappers. She decides to go to the underground.

Ren takes a cab to an old entrance to the Metro. Here she can have a chat with a **drunk**. Once she realizes that he doesn't have anything clever to say, she goes downstairs to the tunnel. She finds a hammer by the old wagon. Deeper down the tunnel she finds a saw. A **giant mutant rat** stands in her way. Ren notices that the ceiling above the **rat** looks a bit unstable and she throws a hammer at it. The ceiling collapses and the **rat** runs away. Ren uses the saw on the chain at the door. She opens the door and goes deeper down to the underground. She comes to a plateau from where she can see the cathedral. Ren has to cross over a beam to get to the left side. Out there, in the cave, she comes across a skeleton. She notices a map on the floor. It's a map of the underground labyrinth. Ren goes back to the plateau and down the stairs to the front of the cathedral. She enters the cathedral and sees a **priest** there. He explains to her that she could enter the National Archive through secret tunnels, but the door leading there is locked. He had a key but it was stolen from him and he suggests she takes a look around the cathedral. He assumes that one of the bums has the key. Ren goes back outside, to the right of the cathedral. She is now in front of the National Archive, but unfortunately, the entrance is covered in rocks. There she finds a **bum** and finds out that he does have a key but he refuses to give it to her. He tells her that he's very ill and that he'll give her the key if she would get him the medicine. Ren gives him the medicine from the lab and gets the key. She unlocks the door in the cathedral and enters the tunnel. Here she lights a torch and goes further left. She comes to the edge, leaves the torch there and jumps down into the hole. In the labyrinth she has to pick up a rope, a pipe and a rock and use them to make a hammer. At the end of the tunnel she can see a cracked wall. She uses a hammer on the wall and the crack gets bigger. She hits it once more and the wall falls down. Ren can now go to the National Archive. She goes up the stairs and there it is. She enters the archive. There are many shelves with books and papers. Ren has to find a document with the date that scientist has given her. She finds a piece of a document on the shelf on the right. She leaves the archive and goes back to the tunnel. She has to find a bottle and a tube. At one of the old barrels she fills up the bottle with oil. Now she has to pick up some boards. At the exit she the boards and repairs the ladder. She climbs up the ladder and gets out of the hole. There she has an unpleasant surprise waiting for her. A **giant spider** stands above a hole and watches her. Ren takes the bottle, lights it and throws it at the **spider** and it runs away from the fire.

5. MARS, AGAIN

Ren manages to get out and she gives the document to **Hacker**. He tells her that it does look like the one he saw (the document appears to be some kind of a contract between some company and the government about financing the building of colonies on Mars and The Asteroids used for cloning experiments). He also discovers that the sketch of the base from the document matches the colony that she's visited on her vacation. The company from the contract longer exists and everything that he could find on the network about it is either censored or erased. **Hacker** tells her to go back to Mars to find out more about this colony.

Ren is in a hotel room. She tries to open the window, but it appears to be stuck. She goes

down to the lobby and the **robot** tells her that he'll send someone to fix the window. She goes back to her room and opens the window. She notices a camera facing the Square. There is a roll of duct tape on the table probably left by a repairman who came to fix the window. In front of the hotel she sees an ad. It's about a missing tourist. She goes to the **sheriff's** office and notices monitors on the wall. One is showing the tree on the Square and the other is showing the airlock. She chats a little with the **sheriff** and he is pretty arrogant. He tells her that he's got bottles of various drinks in the cabinet and the old miners living in the colony. Ren has to go to the miner's hotel and find the **old miner**. He is a bit senile and doesn't remember details. He tells her about the ore that was more expensive than gold but it was too dangerous to dig so nobody wanted to do it (the **miner** is a dynamite lover and he brags about having enough explosive in his drawer to blow up the entire planet). Ren remembers that missing tourist and starts to suspect that he was kidnapped. Maybe they are kidnapping people to make them mine the ore. Ren goes to the airlock but a **robot** tells her that she can't go to the surface without a spacesuit. She goes to the store, but they don't have spacesuits there. She buys a can of spray and some bottles of water. She tries to enter the elevator but she can't do that without an id card. She goes to the **bartender** and tells him about her problem. He tells her to talk to an **electronics engineer** who is drinking alone. Ren approaches this guy and asks him for help. He promises to help but he wants a drink in return (with a fruity flavor). Ren remembers that the **sheriff** had some drinks in his cabinet. She has to spray the camera by the window so that the **sheriff** would leave his office. She gets down to the lobby and sees the **sheriff** there and she knows that she can now enter his office. She goes there and opens the cabinet. She has to drink one bottle of water. Now she has an empty bottle in which she pours the drink from one of the **sheriff's** bottles. She has to pour water from the other bottle into the empty **sheriff's** bottle. This isn't exactly a fruity drink so Ren has to pick a fruit from the tree on the Square and mix it with the drink. She gives the drink to the **electronics engineer** (he is no longer at the bar, he is in his room) and he gives her a device for breaking the locks but he doesn't give her any batteries. She must go to her hotel room and take out the battery from her laptop. She puts the battery in and now she can crack the elevator and go to the miner's warehouse. There she picks up a small drill. She climbs up to the plateau and takes a crowbar. Then she goes to the locker room and checks the monitor. She can see that one of the miners is absent. She finds her locker and opens it with a crowbar. She takes a suit and goes to the exit. The **Robot** lets her pass to the airlock but at the same time she gets a message from **Hacker** telling her that the **sheriff** is a corporation man and that he's got documents in his safe that could prove the abductions of tourists (he gives her the location of the **sheriff's** apartment). She comes to the fence in front of the **sheriff's** apartment. She doesn't have enough equipment to enter his apartment. She goes back to the **old miner's** room. She takes some explosive from his drawer and goes back to the **sheriff's** place. She enters his apartment and finds his **mistress** there. She has to take care of her first.

Ren takes the duct tape and uses it to tape the **women's** mouth and hands. She picks up some matches from a nearby table. Go through the door to your right, to the sheriff's bedroom and remove his picture from the wall using Ren's knife. Now she can drill a hole in the safe. She puts the explosive in the hole, lights them and opens the safe. She is reading the papers and the **sheriff** enters...

6. CARGO SHIP

(Ren was shipped off by the **sheriff** to a distant prison somewhere in the asteroid field.)

Ren is on a cargo ship, contained by a force field. Suddenly, the ship enters a meteor storm (the ship is controlled by **Hacker**). The force field surrounding Ren shuts down and she falls into a cargo bay. In one of the boxes there is a baseball bat and next to it is a glove. Ren picks them both up. Another box contains a device similar to a fire extinguisher. It's a bottle of liquid nitrogen. Pick it up and go to the door. Click with the bottle on the door. It freezes. Now click with the bat on it to smash it. Go to the hallway. On the monitor you can see a map of the ship and its location as well as the warning that the ship is damaged. You get a message from the **ship's computer** telling you that he knows you're on the ship and that he's decided to play with you a little. As soon as you go deeper down the hallway you can see a laser barrier. Go to the monitor's close-up. Here you must solve your first riddle. In the hallway round the corner, which leads to the command bridge, you can see another monitor and a laser barrier. Here you must solve another riddle. In the hallway behind this barrier you will find a wrench. In the other hallway is the entrance to the bridge. Go to the command bridge. You can see monitors there. Here you have to solve yet another puzzle (on the monitor) so that you may later enter the shuttle bay. While you are still here, pick up the flight stick. In the hallway leading to the shuttle bay, you see the third monitor with the laser barrier. Ren has to smash the monitor with the wrench. It breaks down to pieces and the laser barrier shuts off. Once inside the shuttle bay, go to a small control cabin on the left and use the glove on the controls to raise the elevator next to the shuttle. Go down to the flight deck. Using the code cracking device, Ren has to crack the controls on the control panel to fuel up the shuttle. Go inside the cockpit and place the flight stick into its port. Click on the shuttle bay doors and the animation of a shuttle flying out of the ship follows.

7. THE ASTEROID

Ren has landed on the asteroid. There are a few directions to go wandering about the surface. On the far right you will find the ruins of an old space station. On the far left you will find a lunar vehicle. Pick up the can of machine oil next to it. Start going back right and then go down the canyon to the new base. Go to warehouse and on the right side of it you will find a vent opening and you'll see a valve. Grease it with the oil and then turn it using the wrench. The door opens and Ren can enter the base.

Ren is now in the ventilation system. Near the entrance she will find a storage compartment and a map inside. She can use it to navigate through the ventilation system to the entrance to the mines. All the time she is moving through the ventilation, she must use green night vision goggles. Once she is on the other side of the ventilation system she must cut through the wire closing the opening. There are wire cutters in the room up the ladder. Unfortunately hot steam is hissing near them so Ren must turn it off. The valve is in the lower room. She uses the wrench to close the valve and returns up the ladder to take the wire cutters. She then uses them to remove the wire and enters the mine.

You find yourself on a plateau in a huge hangar. Down, over the fence you can see a **robot guard**. Pick up a big rock by the crane. A brief animation follows, showing Ren throwing the rock on the **robot guard**. Go downstairs and pick up the keycard next to the disabled robot and then use the cracker to break the code to the office and enter it. You can see memorandums on

the desk. Read them and you'll find out more details about the company you are investigating. Ren needs an ID card to enter the elevator to the lower parts of the mine. Ren goes to the safe and places the card she found by the robot into the slot. The safe opens and she takes the ID card for the elevator. She goes deeper into the mine.

Go inside the tunnel. Once inside, Ren finds out that there is a gate blocking her way and returns to the elevator. Climb the ladder up to the crane and use the cracking device on the controls to raise the gate. Now, Ren can go back down the tunnel. The end of the tunnel is bricked up, but there is an industrial drill by the wall which Ren uses to brake through. Ren finds herself in a laboratory and you see human bodies and strange creatures inside tanks filled with liquid. You notice your friend **Ted** inside one of them.

Ren returns to Earth and talks to **Hacker**. She tells him everything she found out while she was gone.

8. THE FINAL RETRIBUTION

Ren is in **Hacker's** apartment. She is telling him what has happened to **Ted**. At the end of the conversation she says that she'll kick Jevgenij's ass because everything that's happened to her lately was his fault. First she has to visit **Gunman** who lives in an abandoned prison and smuggles weapons. She takes the cab to the prison. She finds **Gunman** and has a chat with him about buying some weapons. He's willing to help her but he asks for something in return. He wants her to go and look for **agent White** (chief of security in the JB Corporation). When she finds him she has to remind him about his debt. Ren is in a hurry so she decides to accept **Gunman's** terms. She goes to one of JB Corporation's buildings. On the monitor in front of the building she has to find the name **White** and the conversation starts. The agent is nervous and he asks her to leave. Ren goes back to the prison and sees a hoover taking off in a hurry. She enters the prison and finds **Gunman** dead. She has to find the weapons herself. There's a key by **Gunman's** body. Ren takes it and opens a cabinet in his cell. Inside she finds a security card. She uses the card to open the door to the warehouse. There she takes a CroGun.

She goes to the JB Corporation's building. She enters the building but she can't enter the elevator because she's not authorized. She goes to the locker room and takes some working clothes. Now she can enter the elevator. The elevator door opens at the top of the building. Ren exits the elevator and has to immediately shoot the **robot** that is guarding the entrance to the main office. She enters the office and finds only the **secretary** there. Ren has to interrogate her. When she reads the note that she finds on the table the **secretary** tells her that **Jevgenij** went to Russia (The note says something about the great lab in Stalingrad). Ren takes off to Stalingrad.

9. STALINGRAD

Ren stands near the hoover which is parked by the fence of a military compound. Ren goes to the mine field and takes three mines. She fills the barrel near the entrance with the mines. She picks up a bomb in a truck and throws it on the mines. This is followed by an animation of an explosion. A tank near the barrels is moved and the passage is opened. Ren enters a big hall. She picks up a rope and a hook from a truck and makes a grappling hook. There is a great chasm in

the end of the hall and a metal construction over it. She must use it and the grappling hook to swing across. An animation of her jumping over a hole follows. There she finds some explosives near an old jeep and takes them....