THE BARD'S TALE
COMMODORE 64/128

Getting Started — Note: Make sure your Shift Lock is OFF, and there are no joysticks or cartridges plugged into your system. If you have a Commodore 64, insert the Boot disk and type **Load "EA",8,1.** If you have a Commodore 128, insert Boot disk and turn on the computer. Press the **Spacebar** to leave the title page. When the prompt "Insert Character Disk" appears, insert Side 2 of the boot disk, and press a key.

Making a Character Disk — Before you begin playing, you will need to create your own character disk, a disk the computer can write to as you play, to keep track of your fortunes and misfortunes. Use the following steps to make a copy of the character disk which contains a completely outfitted and ready-to-go band of adventurers named *ATEAM; that you will find on the flip side of your boot disk. Get a blank disk, or one which contains information you no longer need, to use as your character disk. Select **M)ake a disk** to make a copy of your Character disk. The entire copy process takes about 5 disk swaps; follow the onscreen instructions until you see the message, "Copy Complete." This process can be time consuming and you may want to use another copy utility instead of **M)ake a disk. Do not** write protect your copy of the character disk because the program writes information on the disk during game play. After copying the character disk, reboot the system following the steps outlined above.

> **NOTE:** The Commodore 64/128 version of Bard's Tale does not accept characters from Ultima III.

When the prompt appears asking for your character disk, insert the copy you made, then press any key. (Again, make sure your joysticks are unplugged). The Utilities menu which appears contains 3 choices. To enter the Adventurer's Guild so you can start playing, just press **S** for S(tart) game. For information about the other 2 choices, see "Utilities Menu" inside.

The *ATEAM — The character disk you made above already contains a good beginning party of adventurers who are equipped and ready to go. To use them, just type **A** to A(dd) a character, and then type ***ATEAM** to load the entire party. Type **E** to E(xit) the Guild and enter the town of Skara Brae. To learn how to create your own characters, form your own parties, remove characters or rearrange their order, see the inside of this card. HINT: The first dungeon is the wine cellar in the only tavern in town which serves wine. It's on Rakhir street.

SAFETY AND DEATH

Face it. The sort of streets where you run into wandering Kobolds, Werewolves and Orcs are dangerous. And the streets of Skara Brae are especially dangerous at night. Beginning parties, therefore, should not be shy about spending the night in the Adventurer's Guild. When you leave the Adventurer's Guild the clock is always set ahead to the next morning.

Don't despair if you lose a favorite *ATEAM member. First delete him from your Character disk (with the Delete command from the Disk menu in the Adventurer's Guild). Then use the Copy characters command in the Utilities menu (described inside) to copy the original from the back of the Boot disk or the most recently saved version from a backup of your Character disk. Finally, add him to your party.

MOVING ABOUT

I or Return—move forward.   J or Left Arrow—turn left.
K—kick a door open.   L or Right Arrow—turn right.

VIEWING CHARACTERS

Press the number (1-6) of the character whose statistics you want to view. In the sub menu, Press:
E to E(quip) a character with an item. You will be prompted for the item number (1-8). Press Ø to unequip all of a character's items.
T to T(rade) an item. Type the item number at the prompt. To trade gold, type **G**. Then type the number of the character you want to give the item to.
D to D(rop) an item. Type the item number at the prompt.
P to P(ool) all gold. This gives all the party's gold to the character being viewed.
Press the **Spacebar** to leave the View Character mode.

COMBAT COMMANDS

If monsters attack, press **F** to F(ight) or **R** to R(un). (Note, you don't always get to run just because you want to.) Or you can press **P** for P(arty attack) at any time to voluntarily enter intra-party combat. In combat, press:
A to A(ttack) monsters in the first 2 ranks, hand-to-hand. Available to the first 3 party members.
D to D(efend). This lessens the chance of damage from a monster in that round.
U to U(se) a magical item. The character must have been equipped with the item in advance.
B to sing one of the 6 B(ard's) tunes for one combat round. Available only to Bards.
C to C(ast) a spell. Type in the code letters for the spell at the prompt. Available to magic users only.
H to H(ide) in the shadows. Available only to rogues.
CRSR Left and **CRSR Right** to speed up or slow down the combat message scrolling rate.

OTHER ADVENTURING COMMANDS

C to C(ast) a spell when not in combat. At the prompt, type the number of the character who will cast the spell, then type the code letters for the spell.
P to start intra-party combat at any time with a P(arty attack).
B to sing one of the 6 B(ard's) tunes while wandering. Available only to Bards.
E to go up a portal. The party must have a levitation spell in operation. Works in dungeons only.
D to go down a portal. Works in dungeons only.
? to learn the name of the street your party is on, and the time of day.
N to establish a N(ew order) for the party members. At the prompt, type the numbers of the members in the order you want them to march.
U to U(se) an item. Some items, like torches, must be activated with this command in order to work. Type the character number who has the item at the prompt, then pick the item (by typing its number) from the list which will appear. Some items run out of power after only one use.
V to turn sound on/off.
Use the **Left-arrow** key in the upper-left corner of the keyboard to pause, and the **Spacebar** to resume.

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