Command Summary Sheet
The Bard's Tale
Apple IIGS

A Special Request: The Bard's Tale is one of the most sophisticated games available for your Apple IIGS. We ask that you take extra care to follow onscreen prompts, read the instructions thoroughly before starting any new procedure, and double-check to make sure you're using the right disk at the right time. Also, please don't remove the game disk during play unless you're instructed to: your computer may react strangely. We hope you enjoy your sojourns in Skara Brae!

Getting Started

Congratulations on your purchase of the GS/OS specific version of Bard's Tale. The game has been fully rewritten to support all the features of GS/OS version 5.0.4. To get started, you MUST first boot from a GS/OS system master disk version 5.0.2 or later. If you don't already have it installed, your next step should be to copy Tool035 from the Bard's Tale disk to the /System/Tools directory of your system master disk. You can use the Finder to copy Tool035. First locate the folder on your System Disk which is called /System. Double-click on its icon to open it. In this folder, locate the folder called Tools. You may have to scroll the window to find the Tools folder. Double-Click on the Tools folder to open it and then drag its window to the lower portion of the screen. Now insert the Bard's Tale disk and locate the file called Tool035. Drag the Tool035 icon and then drop it on the Tools Window which should be showing in the lower portion of the screen. The Finder will then copy the Tool035 for you. (Tool035 is the MidiSynth tool and it will greatly enhance the quality of the sound within the program).

Your Bard's Tale disk is not copy-protected: you SHOULD make backup or working copies. Be sure to always keep the disk write-protected. To do this, move the tab in the corner of your disk so the hole is open.

Hard Disk Support: This version of Bard's Tale has no Copy Protection of any kind. You may now install it onto your hard drive or Appleshare network. Simply create a folder on your hard drive and copy all of the files on your Bard's Tale disk into the folder.

Your Bard's Tale character disk contains a completely outfitted and ready-to-go band of adventurers named *ATEAM. In addition, you can create and store other parties on the disk. To use the *ATEAM, select (A) dd a member from the Main Menu. The list that appears shows all parties and characters stored on the disk. Click on *ATEAM. When the party is loaded, the Main Menu reappears.

Transferring Characters from Apple II Games

Although older versions of Bard's Tale had the ability to transfer characters from Bard's Tale Apple IIe or Wizardry games. This feature has been removed in this version.

During Play

Several conventions apply throughout the game:

Click the mouse button to make selections and give commands, or press the number or letter indicated on the menu.

Game information and menus appear in the white window in the upper right of the screen. To select from this screen, click on the option you want, or type the first letter. You make all game decisions — except direction of travel — from this box.

Information about your characters appears in the cast list at the bottom of the screen. When the program asks you to select a character for any reason, move the pointer to the character's name and click — or type the character's number in the marching order.

Main Menu

You only have access to the Main Menu while you're in the Adventure's Guild. Choose options by clicking on the command you want, or press:

(A)dd a member from other parties on your disk to the current party. You can also use this command to recombine characters into entirely new parties. The window shows all the parties and characters saved to the disk; party names

are preceded by an *. Click on the name of the party or character you want to add.

(R)emove all members from your current party and save them to disk.

(C)reate a member. A series of prompts asks you for the new character's race, class, and name (up to 15 characters). Respond by clicking your selection or typing the selection number.

(D)elete a member from your party. Caution: when you use this command, the character disappears forever!

(S)ave the party roster to disk under a single party name. Party names are preceded by an * on the disk menu. Warning: This does not save the characters themselves; use the Leave Game or Remove Member options to save the characters and their status to disk.

(L)eave Game. Exits The Bard's Tale and saves the status of your characters on disk. Before you actually leave the game, a prompt offers to return you to the ProDOS selector program. If you want to re-enter the game, press ESC. To save your characters and leave the game, press Return. To quit The Bard's Tale without saving your characters, simply remove the game disks and turn off the computer.

(E)nter the City. Leave the Adventurer's Guild and start exploring!

Safety and Death

Face it. The sort of streets where you run into wandering Kobolds, Werewolves and Orcs are dangerous — especially at night. Don't be shy about spending the night in the Adventurer's Guild. When you leave the Guild, the clock is always set ahead to the next morning.

Moving About

When you put the pointer in the view window in the upper left of the screen, it turns into a directional arrow. As you move the arrow, it points out the various directions you can travel: ahead; around corners, into buildings, through doors. Click when you want to go in the indicated direction. You can also control your motion with the keyboard arrows.

A note about Garth's Equipment Shoppe: When you view Garth's inventory list, some items appear in green; others appear in black. You can buy any item on the list, but the currently selected character can only use the black items. (Select another character, and see how the list changes.)

Viewing Characters

To view a character, point to the name on the cast list and click, or type the character's number in the marching order. Character information appears in the white window, along with the options to Trade Gold, Pool Gold or Continue — and the equipment list, from which you can (T)rade or (D)rop items, or (E)quip the character. Press **T**, **D**, or **E**, or click on the desired option.

Combat Commands

During battle, your characters' actions and options appear in the white window. Respond by clicking the option you want, or press:

F　　　to Fight

R　　　to Run. (You won't always be able to pull this off!)

P　　　to start intra-Party combat at any time

A　　　to Attack monsters in the first two ranks, hand-to-hand. (Available to the first three party members)

D　　　to Defend. This lessens the chance of damage from a monster in that round.

U　　　to Use a magical item. The character must be equipped with the item in advance.

B　　　to sing one of six Bard's tunes for one combat round. You can also press your Bard's character number. (Available only to Bards)

C　　　to Cast a spell. Click on the spellcaster's name, then select a spell class and spell from the lists that appear. Or, type the spellcaster's number in the marching order, and then the four-letter spellcode. Spellcodes are listed in the manual. (Available only to magic users)

H　　　to Hide in the shadows (Available only to rogues)

Left Arrow to speed up message scrolling rate

Right Arrow to slow down message scrolling rate

Other Adventuring Commands

The following commands are available while you're peacefully exploring the streets of Skara Brae. Click the option you want, or press:

C	to Cast a spell. Click on the spellcaster's name, then select a spell class and spell from the lists that appear. Or, type the spellcaster's number in the marching order, and then the four-letter spellcode. Spellcodes are listed in the manual. (Available only to magic users)
P	to start intra-Party combat at any time
B	to sing one of six Bard's tunes while traveling. You can also press your bard's character number. (Available only to Bards)
E	to Elevate up a portal. The party must have a levitation spell in operation. Works only in dungeons.
D	to go Down a portal. Works only in dungeons.
?	to learn the name of the street your party is on, and the time of day.
N	to establish a New marching order for your party. Rearrange characters by typing their old numbers in the marching order, or click on a character's name and drag him to his new position on the list. All other characters will move up or down to accomodate the new placement.
ESC	to pause the game. Hit any key to resume.
U	to Use an item. Some items, like torches, don't work until you activate them with this command; others run out of power after only one use.
V	to turn sound on or off. (Does not work when you're in the Guild.)

New Features

Keyboard Macros: Pressing the number 0-9 on your numeric keyboard will invoke that macro. To record a macro, type "Option-(0-9)" to begin recording for that key. Type your macro. Then type "Option-(0-9)" again to end recording. From then on, this combination will work for you.

NDA's and pull-down menus: If you are traveling from place to place in the city or dungeons, you can save your game or access an NDA by moving the mouse to the top of the screen and holding down the mouse button. The menus will appear and the game will pause until you are finished using your NDA's. You can also cast spells and Bard tunes from these menus. While an NDA is active, the menu bar will remain visible until all NDA's are shut down.

MidiSynth Sound: Support for MidiSynth is now built-in. The music quality has been greatly enhanced and in full stereo. Due to the musical nature of Bard's Tale, you MUST have Tool035 installed on your system master disk for Bard's Tale GS to work.

Print Screen: Typing Ctrl-P will print the current message in the window or the auto-map. You must have already preset your printer and printer card by using the graphic control panel NDA.

AutoMap: Type "?" in any DUNGEON to get a map of the maze that you have explored. It will show all the walls you have SEEN. Press the arrow keys to scroll through the map and press RETURN to see exactly where you have BEEN.

Save and Load games: You may now save and load as many games as you wish. You access the pull-down menus and select "O"pen to restore a game or "S"ave to save your game in progress. You will be prompted to type in your save game name if you select Save As... but the game will just save under the last saved name if you select "S"ave. The Adventurer's Guild will only allow restoring a game if there are no members in the party. You may save and load a game in the dungeon. Saving a game will also save your Keyboard macros and your automap.

THE MAP OF SKARA BRAE

1	GUARDIAN STATUE
2	LOCKED GATE
3	KYLEARAN'S TOWER
4	MANGAR'S TOWER
5	CITY GATES
I	INN
T	TEMPLE
M	MAD GOD'S TEMPLE
AG	ADVENTURER'S GUILD
G	GARTH'S EQUIPMENT SHOPPE
S	HORSE STABLE

Skara Brae

BLUE HIGHWAY

STONEWORK

BLACKSMITH

MARKSMAN

SERPENT

TRUMPET

MAIN

DILVISH

PLAZ

NIGHT ARCHER

BARD BLAZON

TEMPEST

EMERALD

CORBOMITE

RAKHIR

SINISTER

DEATH ARCHER

FARGOER