The Bard's Tale II™

Read Me First!

The Bard's Tale II program disk is *not* copy protected. **Be sure to make a copy of this disk with your favorite disk utility before you play.** Once you make the copy, put the original program disk away and play with the copy.

Making a Character Disk

If you haven't created a character disk yet, read on. If you have, you can skip this section and go to "Getting Started" below.

Before you start playing The Bard's Tale II for the first time, you need to make a character disk to store your games on. Follow these instructions:

1. If you're using an Amiga 1000, use Kickstart 1.2 to start your Amiga.
2. Remove Kickstart (if applicable) and insert your Workbench disk.
3. Remove Workbench and put an initialized blank disk in the disk drive. Click the new disk icon to select it, then choose **Rename** from the Workbench Menu and name the disk DESTINY KNIGHT CHARACTER DISK.
4. After you've renamed the character disk, put the Workbench disk back into the drive and double click on it. Double click the **Preferences** icon, then turn on the **CLI** box and click **Save**.
5. Double click the **System** icon and then double click CLI. Type **COPY FROM BARDSDK:MEMBERS TO RAM:** and press <RETURN>. A series of prompts asks you to switch disks.
6. When the copy is complete, put the Workbench disk back in the drive and type **COPY FROM RAM:#? TO "DESTINY KNIGHT CHARACTER DISK:"** Again, the program prompts you to switch disks. When the copying is complete, so is your character disk.

To start playing, put The Bard's Tale II program disk in the internal drive and reboot the Amiga by pressing <CTRL>-<C>-<A> simultaneously on the Amiga 500/2000 or <CTRL>-<A>-<A> simultaneously on the Amiga 1000. If you have two drives, put the character disk in the external drive.

NOTE: Be sure to back up your character disks often with your favorite Amiga DOS utility. You never know when your dog will slobber on it or when it'll get crushed under the wheel of a large automobile. Strangely enough, you may just lose it. Also, to ensure the integrity of your disks, never remove them from the disk drive until all access lights have been off for several seconds. Better safe than sorry.

Getting Started

If you've already created your character disk, you can use Kickstart 1.2 to start your Amiga. When the Workbench prompt screen appears, eject Kickstart and insert The Bard's Tale II program disk. (If your computer is already on, insert the Bard's Tale II program disk and reboot by pressing <CTRL>-< C >-<A> simultaneously on the Amiga 500/2000 or <CTRL>-<A>-<A> simultaneously on the Amiga 1000. The program will load automatically.

The *ATEAM

Your Bard's Tale II character disk now contains a completely outfitted and ready-to-go band of adventurers called the *ATEAM. Before you create your own characters, you can use the *ATEAM to get acquainted with the game. To use the *ATEAM, select **Add member** from the Main Menu and then click on *ATEAM.

During Play

Several conventions apply throughout the game:

Click the left mouse button to make selections and give commands.

Game information and menus appear on the "scroll" in the upper right part of the screen. To select from this area, click on the option you want or enter the first letter of the option. You make most game decisions from this box.

Information about your characters appears in the party roster at the bottom of the screen. When you're asked to select a character for any reason, move the pointer to the character's name and click, or enter his roster number.

Main Menu

These Main Menu options are available to you whenever you're in the Adventurer's Guild:

Add member — Add a member to the party roster. Party names are preceded by an asterisk (*). Click on the name of the party or characters you want to use.
Remove member — Remove a member from your current party and save him to disk.
Create a member — Create a new character. Choose your character's race, class, and name (up to 14 characters). Answer the prompts either by clicking the selection or entering the selection number.
Save party — Save the entire party to disk under a single party name. The game automatically puts an asterisk (*) in front of party names.

Quit game — Exit The Bard's Tale II. If you want to save your characters, make sure you do it before you leave the game. When you select this option, you're offered a "yes/no" choice before you actually exit. "No" returns you to the Main Menu. "Yes" saves your characters and exits you to the Amiga DOS screen.
Enter the City — Leave the Adventurer's Guild and start play.
Disk options — Disk options give you several choices:
    Delete a member — Delete a member from your roster. CAUTION: When you use this command, the character disappears forever!
    Load Bard I member — Transfer a Bard's Tale I character to your Destiny Knight character disk. CAUTION: When you load in characters whose names already exist on the Bard's Tale II roster, the Bard's Tale I character will overwrite the Bard's Tale II character.
    Rename a member — Rename a member. Choose the character and enter his new name.
    Exit disk options — Return to the Main Menu.
Load saved game — Loads the game at the point where you left off.

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 move the pointer to the view window in the upper left 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 to confirm that you want to go in the direction currently indicated by the arrow. You can also control your motion with the keyboard arrows.

Viewing Characters

To view a character, click on his name on the roster or enter his roster number (1-7). You'll see his personal statistics, along with the options to Pool Gold, Trade Gold or Continue. Click **Pool Gold** to have all the other characters give this character their gold. Click **Trade Gold** and you'll be asked to whom the gold should go and how much.

Click **Continue** to go on to the equipment list. Click any item and you get these choices: (T)rade, (D)rop, or (E)quip (if the item is already equipped, you get the choice to (U)nequip). Press T, D, E, or U, or click any of the options. Click **Done** when you're finished.

Combat Commands

When you're under attack, you have two sets of options. If the attackers are 20' or more away, you can choose to F)ight, R)un, or A)dvance. If they're 10' away, you can only fight or run. (Note that you can't always run.) In combat, press:

P   Start intra-Party combat at any time.

A   Attack monsters hand-to-hand at 10' (available to the first four party members) or further away if you have ranged weapons (available to all party members). Anyone can use ranged weapons, regardless of his position on the roster.

D   Defend. This lessens the chance of a monster injuring you in that round.

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

B   Sing one of the seven Bard's tunes. (Available only to Bards.)

C   Cast a spell. If your magic user practices in more than one mage class, choose a mage class. Click on a spell code from the spell list if you have a mouse; otherwise, type in a four-letter spell code. (Available only to magic users.)

H   Hide in the shadows. (Available only to Rogues.)

>   Speed up message scrolling rate.

<   Slow down message scrolling rate.

Other Adventuring Commands

The following commands are available while you're peacefully exploring the cities of The Realm:

A   Ascend through a portal. The party must have a levitation spell in operation. Works only in dungeons.

B   Sing one of seven Bard's tunes while travelling. You can also press the function key that corresponds to your Bard's character number. (Available only to Bards.)

C   Cast a spell. Enter the spellcaster's roster number, then type in the spell code and press <RETURN>. Or click on the spellcaster's name, click on the magic user's class, and then click on a spell code. To avoid pressing C each time you want to cast a spell, you can just press the function key that corresponds to your spellcaster's roster number, enter a spell code, and press <RETURN>. (Available only to magic users.)

D   Descend through a portal. Works only in dungeons.

N   Establish a New marching order for your party. Click on the name of the character you want to move and then click on the position in the roster you want the character to occupy. Or, enter the number of the character you want to move and then enter the position in the roster you want the character to

occupy. All other characters will move up or down to accommodate the new placement. Or simply use the mouse to drag the character to the desired slot.

P	Start intra-Party combat at any time.
R	Remove special members from your party.
T	Toggle the pause on and off.
U	Use an item. Some items, like torches, don't work until you activate them with this command. Some also run out of power after only one use.
V	Turn sound on or off.
?	Tell where your party is, and the time of day (except in dungeons.)

Creating and Saving Characters

You can create characters and form parties only at the Adventurer's Guild. To create characters, form your own parties, remove characters, or rearrange their marching order, use the Main Menu commands described above.

Saving a Game

Press S anytime (except during combat or within a snare) to save the game.