The Bard's Tale III™: Thief of Fate™

Getting Started
Insert the boot disk, turn on your computer, and the game will automatically load. Press **U** to get the Utilities Menu.

If you're new to *Thief of Fate*: The first thing you must do is make a copy of your boot disk and dungeon disks by selecting **B** from the Utilities Menu. Next, you need to create a character disk (see instructions below). When that's finished, put away your original disks and play with the copies you've made. *Thief of Fate* isn't copy protected, so it's easy to copy disks for yourself...and hopefully only for yourself. (We don't want to be downers, but we've worked hard on this game for our lunch money. If your friends, relatives, co-workers or neighbors want a copy, won't you ask them to buy a copy for themselves? Thanks!)

If you've previously played *Thief of Fate*: You can use any of the options from the Utilities Menu.

To abort any action you start, press <ESC>.

Utilities Menu

B	Backup a data disk. Follow the prompts as they appear. The disk you're copying *from* is the source disk, and the one you're copying *to* is the target disk. To create a character disk, see the instructions below.
T	Transfer characters. Transfers *Bard's I, II, Ultima™ III, IV,* or *Wizardry™ I, II, III* characters to a *Thief of Fate* character disk.
P	Play *Thief of Fate*. This takes you into the Refugee Camp.
R	Return to introduction.

Making a Character Disk
The character disk is a disk that you store your game characters on. The character master disk is on the back side of the boot disk. To create a character disk, insert the boot disk with the label side down, and select **B**. Then select for a one- or two-drive system. For a one-drive system, the entire process will take about ten disk swaps. Follow the onscreen instructions until "Copy Complete" appears. At this point, you're ready to start the game.

NOTE: Don't write-protect your character disk because the program needs to write information onto the disk during the game.

Code Wheel

The code wheel gives you a numeric code that lets you transport from the wilderness to the dimensions. When you're in the right location *and* cast the right teleport spell, you'll see four words. Locate the first word on the edge of the inner wheel, the second word on the middle wheel, the third word on the outer wheel, and then line them up. Once they're lined up, look for the fourth word in the center of the inner wheel. Above it you'll see a numeric code; enter this code to transport to the new dimension.

Pre-Built Party

When you created your character disk, you also copied onto it a completely outfitted and ready-to-go band of adventurers called *INTERPLAYERS. Use this party to test the features of *Thief of Fate* and to get an idea of what type of party you'd like to build. To load this party, Press **A**, highlight *INTERPLAYERS, and then press <RETURN>. Press **E** to begin your adventure.

Starting the Game

When the Utilities Menu appears, press **P** to start the game. If you're not using the Utilities Menu, just press any key to start the game. You'll be asked to insert your character disk. If you have a one-drive system, insert the disk and press any key. If you have a two-drive system, insert the character disk in drive B and press **2** (you can now leave the character disk in drive two for the rest of the game.)

If you've previously played the game, you're asked "Do you wish to restore your last saved game?" If you answer "yes" you'll pick up where you last left off. If you answer "no," you'll start in the Refugee Camp.

After you insert the character disk, you'll find yourself in the Refugee Camp, where you can create characters, form parties, and do a number of other things. Here's a list of all your options:

A   Add a member. Loads a single character or entire party onto the roster. Highlight the character or party you'd like to add and press <RETURN>. (Party names begin with an asterisk.) You can have up to seven members on the roster and you must have at least one living character to enter the wilderness.

R			Rename a member. Highlight the character you'd like to rename and then enter his or her new name. (This option appears only if nobody is on the roster.)
R			Remove a member. Enter the number of the character you want to remove or press **R** to remove them all. (This option appears only if somebody is on the roster.)
C			Create a member. Select the sex, race and class for the character. Then type in a character name — up to 15 characters long — and press **<RETURN>**. A disk can hold up to 30 characters and party names.
D			Delete a member. Highlight the character you want to delete and press **<RETURN>**. Press **Y** to confirm deletion or **<ESC>** to abort.
S			Save the party. IMPORTANT: This command *does not* save the characters themselves. It only saves the characters currently on the roster under a party name. All party names begin with an asterisk.
L			Leave the game. Press **<RETURN>** to save all the characters on the roster to disk and leave the game.
E			Enter wilderness. This lets you leave the Refugee Camp and head into the wilderness.

Movement Commands

Use the following commands to move your party around:

I	or	**<RETURN>**	Move forward
J	or	**<—** (left arrow)	Turn left
K	or	**<RETURN>**	Kick open a door or enter a building
L	or	**—>** (right arrow)	Turn right

Combat Commands

When you're under attack, you have two sets of options. If the attackers are 20 feet (20') away or farther, you can choose to fight, run, or advance. If they're 10 feet (10') away, you can only fight or run. If the enemy attacks your party first, you have no choice but to stand and fight.

A			Attack foes. Attack all monsters within 10'. This is available to party members numbered 1 through 4.
D			Defend. Lessens the chance of damage from an attacker.
P			Party attack. Initiates intra-party combat.
C			Cast a spell. Enter a four-letter spell code at the prompt. (Available only to magic users.)
U			Use an item. Use a magic item or missile weapon (one that is thrown or shot).

| **H** | Hide in shadows. (Available only to Rogues.) |
| **B** | Bard Song. Plays one of the eight Bard songs. (Available only to Bards.) |

Press —> (right arrow) to speed up scrolling of the combat messages or <— (left arrow) to slow it down.

Non-Combat Commands

| **B** | Sing one of the Bard's tunes. Enter the number of the Bard who will play and the number of the tune he will play. (Available only to Bards.) |
C	Cast a spell. Enter the number of the character who will cast the spell and then type in a four-letter spell code.
D	Drop a special member from your party. Enter the number of the special member you want to drop.
E	Elevate through a portal. You must use this with a levitation spell. Works in dungeons only.
N	Establish a New order for the party members. At the prompt, enter the number of the character whom you want in slot 1, the number of the character whom you want in slot 2, and so on until all the slots are filled.
U	Use an item. Some items, like torches, must be activated with this command in order to work. Enter the number of the character with the item, then highlight the item from his or her inventory list. Some items run out of power after one use.
V	Toggle sound on and off.
W	Go down through a portal. You must use this with a levitation spell. Works in dungeons only.
?	Tell where your party is and the time of day. In a dungeon, press <RETURN> to see the corridors that you've been through.
<ESC>	Toggles pause on and off.

Viewing Characters

Enter a number (1 to 7) for the character whose statistics you want to view. (Press <SHIFT> and a number to call up the stats *without* the picture.) Here's some options you can choose from when you're in this mode:

From the first screen

| **P** | Pool gold. Pools all the party's gold and gives it to the character you're viewing. |
| **T** | Trade gold. Gives gold to another character. Enter the number of the character to whom the gold will go, and how much. |

From the second (Inventory) screen
An item with ⌂ next to it means that it's equipped, so the character is ready to use it. Ḥ next to an item means that the character can't use it; he or she can only carry it until it is discarded or traded to someone who can use it.

Highlight any of the items and press <RETURN>. You then have the following options:

U   Unequip the item. This unequips the item so the character can trade or discard it. When it's unequipped, the character can't use it.

T   Trade the item. Enter the number of the character to whom you want the item to go.

D   Discard the item. NOTE: Once you discard an item, it's lost forever, so be sure you want to drop it before you drop it!

E   Equip the item. This equips the item so the character can use it.

I   Identify the item. This lets a Rogue identify any item that you highlight. (Available only to Rogues.)

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