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Quick Start
Instructions
&
Copy Protection
Answers

Pool of Radiance

Curse of the Azure Bonds

Secret of the Silver Blades

Pools of Darkness

Dark Queen of Krynn

MacSoft®

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POOL OF RADIANCE

System Requirements: This game requires a minimum of 1 megabyte of available memory. To run the game using the color Mac II requires 2 megabytes of available memory. The game may be played from either a hard disk or a double floppy disk system using System 6.0.2 or later. The game requires approximately 3.1 megabytes on a hard disk. To play off dual floppies requires 6 blank formatted diskettes.

Installing the Game: Before beginning play you must install the game. The program files have been archived using StuffIt. Be sure to read through all instructions before beginning installation.

Hard Disk Installation:
Create a 'Pool of Radiance' folder on the hard drive. Insert 'Pool of Radiance - Disk B'. Double click on the icon when it appears. Copy the UnStuffIt file from the floppy drive into the 'Pool of Radiance' folder on the hard drive. Eject 'Pool of Radiance - Disk B'. Insert 'Pool of Radiance - Disk A'. Double click on the UnStuffIt file in the 'Pool of Radiance' folder on the hard drive.

Procedure:
1) Pull down the File Menu and choose Open Archive.
2) Click on the DRIVE button to select the floppy drive.
3) Double click on the PoolRad1.sit file.
4) Double click on the listed file name.
5) Click on the DRIVE button to select the hard drive.
6) Double click on the 'Pool of Radiance' folder.
7) Click on the SAVE button.
8) After the file has been processed, close the window titled PoolRad1.sit.

•Disk A includes a second file, PoolRad2.sit, which must be processed in the same manner. Repeat Steps 1-8 using the file PoolRad2.sit in place of PoolRad1.sit.

•When PoolRad2.sit is done processing, pull down the File Menu and choose Open Archive. Click on the DRIVE button to select the floppy drive and then click on the EJECT button to eject Disk A.

•Insert 'Pool of Radiance - Disk B'. Disk B contains the files PoolRad3.sit and PoolRadSave. PoolRad3.sit can now be processed using the method listed above. Since the first two steps have already been performed repeat steps 3-8 with file PoolRad3.sit. to complete the process. To complete processing the files on Disk B, repeat steps 1-8 with the file PoolRadSave in place of PoolRad1.sit.

•When PoolRadSave is done processing, pull down the File Menu and choose Open Archive. Click on the DRIVE button to select the floppy drive and then click on the EJECT button to eject Disk B.

•Insert 'Pool of Radiance - Disk C'. Disk C contains the files PoolRad4.sit and PoolRadGen. PoolRad4.sit can now be processed using the method listed above. Since the first two steps have already been performed repeat steps 3-8 with file PoolRad4.sit to complete the process. To complete processing the files on Disk C, repeat steps 1-8 with the file PoolRadGen in place of PoolRad1.sit.

•Choose Quit under the File menu.

•When completed you should have 2 applications and 5 folders listed as:

Pool of Radiance	application
PoolRad2	folder
PoolRad3	folder
PoolRad4	folder
PoolRadGen	folder
PoolRadSave	folder
UnStuffIt	application

Floppy Disk Installation:
Create (6) blank, initialized disks and label them:

PoolRad1	PoolRad4
PoolRad2	PoolRadGen
PoolRad3	PoolRadSave

Install your latest version of the System and Finder on the disk labelled PoolRad1. If you find that your System and Finder occupy more than 455K you will need to consult your Macintosh user manual for instructions on removing excess fonts and desk accessories.

Insert 'Pool of Radiance - Disk B' into your internal drive and double click on the disk icon. Once the window is open, double click on the program labeled 'UnStuffIt'.

Execute steps 1-9 with file PoolRad1.sit.
1) Pull down the File Menu and choose Open Archive.
2) EJECT the 'Pool of Radiance - Disk B' from the internal drive.
3) Place the 'Pool of Radiance - Disk A' in the internal drive.
4) Place your PoolRad1 disk in the external drive.
5) Click on the DRIVE button to select the internal drive.
6) Double click on the file PoolRad1.sit, the system will require several disk swaps to set up processing.
7) Double click on the listed file name. The system will require additional disk swaps to begin processing the file.
8) Click on the SAVE button.
9) When the processing is complete, close the window titled PoolRad1.sit.

Execute steps 10-18 with file PoolRad2.sit.
10) Pull down the File Menu and choose Open Archive.
11) Hit DRIVE to select the external drive and click on EJECT.
12) Place your PoolRad2 disk in the external drive.
13) Click on the DRIVE button to select the internal drive.
14) Double click on PoolRad2.sit.
15) Double click on the listed file name.
16) Click on the DRIVE button to select the external drive.
17) Click on the SAVE button.
18) After the file has been processed, close the window titled PoolRad2.sit.

•Pull down the File Menu and choose Open Archive. Click on the DRIVE button to select the internal drive and click on EJECT to remove the 'Pool of Radiance - Disk A'. Insert 'Pool of Radiance - Disk B' into the internal drive.

•Repeat steps 11-18 with file PoolRad3.sit in place of PoolRad2.sit and the disk labeled PoolRad3 in place of PoolRad1.

•Repeat steps 10-18 with file PoolRadSave.sit in place of PoolRad2.sit and the disk labeled PoolRadSave in place of PoolRad1.

•Pull down the File Menu and choose Open Archive. Click on the DRIVE button to select the internal drive and click on EJECT to

remove the 'Pool of Radiance - Disk B'. Insert 'Pool of Radiance - Disk C' into the internal drive.

•Repeat steps 11-18 with file PoolRad4.sit in place of PoolRad2.sit and the disk labeled PoolRad4 in place of PoolRad1.

•Repeat steps 10-18 with file PoolRadGen.sit in place of PoolRad2.sit and the disk labeled PoolRadGen in place of PoolRad1.

•Choose Quit under the File menu. Put away the original disks for safe keeping.

Starting the Game: Hard drive users should open the 'Pool of Radiance' folder on the hard drive and double click on the Pool of Radiance icon.
Floppy drive users should insert their PoolRad1 disk into the internal drive and double click on the disk icon as soon as it appears. Double click on the Pool of Radiance icon to start the game. Select CHARACTER from the menu to create new characters or FILE to load a saved game.
In order to play the game in color on a color Mac II you must set the control panel to 16 colors prior to beginning play.

Making Choices: Pool of Radiance is controlled using menus. You can indicate the command you want by clicking on the menu choice with the mouse or by pressing the key representing the first letter of the command. For example, to see the Area you are in, you can either click directly on the Area button or press the A key.
To make selections on a vertical menu, click on the item of choice or use the 7 and 1 keys to move up and down the menu. (Example: To alter the party's order click on the character you wish to move and then use the 7 and/or 1 key to set where you want the character to go).

Moving Around: Movement can be controlled using the mouse, cursor keys or the numeric keypad.
Movement via the mouse is implemented using a compass on the screen. Click the mouse on the area of the compass that contains the desired command. Figure 1 shows the compass used in 3-D and Area map movement. The letters on the compass represent the following choices:

F - Move Forward   B - Turn the Party Around
L - Turn Left   R - Turn Right
RET - Return (acts the same as the *return* key)

In the wilderness a second compass is used, see fig. 2. The letters on the compass represent the directions your character can move. Note that the characters cannot move diagonal directions in the wilderness.

In combat a third compass is used, see fig. 3. The letters on the compass represent directions your character can move. The compass includes diagonal directions which can be selected using the mouse (choosing NE moves you up and to the right).

The cursor keys and/or keyboard can also be used to give movement commands. When you begin the game, you will be moving through a 3-D view of the world. While moving in this view (or the Area map), you can use cursor keys or the keypad (see fig. 4). The Up arrow or 8 key moves you forward. The Left arrow or 4 key turns you to the left. The Right arrow or 6 key turns you to the right. The Down arrow or the 2 key turns the party around. Note: The diagonal key choices on the keypad are not active in 3-D, Area map or wilderness movement.

In combat the diagonal keys on the numeric keyboard (see fig. 4) become active and allow for movement in all directions (pressing 9 moves you up and to the right).
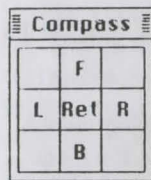
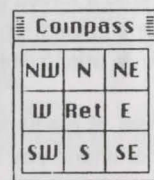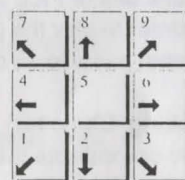

Fig.1   **Fig.2**   **Fig.3**   **Fig.4**

To Begin Playing Quickly: Use the pre-rolled and pre-equipped characters from the saved game disk (or on your hard drive). Choose Load Save Game from the Party Creation Menu. After the saved game is loaded choose Begin Adventuring. If you want to start your own characters, be sure to equip them before you start adventuring. A shop selling arms and armor is located at 8, 11. Pool your money. Use the View, Items, and Ready commands to prepare your characters' equipment. Make sure you have at least one platinum piece left. Use the Take command and have one character pick up all the money. Go to the inn at 4, 12, pay the money, and rest to memorize spells.

Start adventuring in the slums. Return to the city hall periodically to collect commissions and rewards. When your characters have enough experience points and money, train in the training hall.

Rules Errata: Charmed characters will not join your party but they will fight on your side for one battle. Evil clerics Turn undead, they do not charm them unto your side. LA character's portrait picture can only be viewed in the civilized area of Phlan. To "take back" a move in combat, press the escape key (ESC).

Differences in the Mac Compatible Version: This version of *Pool of Radiance* differs slightly from the rules. Most of these differences are explained by the on-screen menus. Differences include:

Game Speed: The speed with which messages are cleared from the screen may be faster or slower than you like. When in Combat, you can change the game speed by selecting the Done option and then selecting the Speed option. Once in to the Speed menu you can change the game speed by choosing the appropriate option (Faster or Slower).

Character Creation Menu: The menu at the top of the screen is not fully active unless your party is in an area that allows for character creation (the beginning of the game or in the Training Hall). The game must be saved using the save game option available in camp. You cannot save the game using the menu bar at the top of the screen.

Special Commands: The following commands can be given at the Combat menu or while a party character is moving under computer control. Press the key to execute the command.

Option Q: Sets all characters to computer control (Quick)
<Space>:   Resets all characters to manual control.
Option M: Toggle magic on or off for characters set to Quick.

Characters set to Quick will always use Readied Magic Items. Characters with Readied arrows will use bows if no targets are adjacent.

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CURSE OF THE AZURE BONDS

System Requirements: The game will run in monochrome on any Macintosh+ or better with finder 4.1 or better and system 5.0, 6.0, or better. It may be installed on a hard disk with 1.6 megabytes free. To run in monochrome on a color Macintosh, you must set a color system to 2-color mode.

The game requires 1 megabyte of RAM to run under Finder, or 2 megabytes of RAM to run under multifinder.

If you are playing directly from floppy disks, we recommend that you make copies of the original disks, following the instructions that came with your Macintosh, put the original disks away for safekeeping, and play from the copies.

Hard Drive Installation: The game is installed on a hard drive by opening a folder for the game and dragging the Curse program, the "SAVE" folder, and the Disk A folder from game Disk 1 to your hard disk and the Disk B folder from game Disk 2 to you hard disk.

To Start the Game:

Floppy Disk: Turn on the computer and insert Disk 1 into an internal drive. If you have two floppy drives, insert Disk 2 into the other drive. Double-click on the CURSE icon in the DiskA window. The game will load automatically.

If you are playing on a single-drive system, when you get the message "Please put Disk 2 in any drive", press <Command-Shift-1> to eject Disk 1. Then insert Disk 2 and press any key.

Hard Drive: Turn on the computer and open the folder in which you have installed the game. Double-click on the "CURSE" icon. The game will load automatically.

Play options: When the game is fully loaded, you will be able to Play, View the Demo, or Exit the program.

Using the Translation Wheel: After you choose Play, two symbols, a path, and a number are displayed. Find the first symbol on the outer ring of the translation wheel and the second symbol on the inner, movable part of the wheel. Align the two symbols and type the letter shown in the numbered box under the indicated path. Then press <Return>.
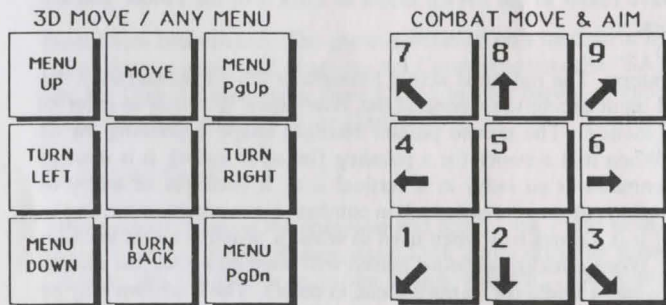
----- 4
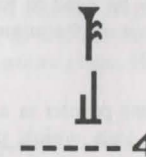
Transferring Characters: Characters from Pool of Radiance may be added to a Curse of the Azure Bonds party. To be available for Curse of the Azure Bonds, a character must first be removed from his Pool of Radiance party. When you choose to Add a Character from Pool, you may insert your Pool of Radiance Save Disk or use the standard file dialog to locate the characters on your hard disk. Alternatively, before starting the game, you can bring all of your available Pool of Radiance characters over to Curse of the Azure Bonds by copying the file PoRCharacters from your Pool RadSave folder to the SAVE folder of Disk 1 or the Folder you are playing from.

Mouse Pointers: The mouse is active throughout the game, and may be used for all input except to respond to the Translation Wheel or to enter an amount of money. The mouse pointer changes shape depending on its function. When it is a sword (or a pointing finger, in color), it is used to select a command or an entry in a vertical list. It becomes an arrow to indicate direction of movement/attack in combat or movement or turning in 3-D mode. It is a cross-hair when used to select a possible target location in aiming. When clicking a mouse button will have no effect, the mouse pointer becomes a shield (or an open hand, in color). The keyboard may be used for all input except for designing or modifying the combat picture of a player character. If your keyboard does not have an <Esc> key, you may use the backquote <`> key instead.

Making Choices: Choices are made in Curse of the Azure Bonds using command buttons and vertical menus. A command button may be activated by clicking a mouse button while the pointer is on the button or typing the first letter of the command. An entry in a vertical list may be highlighted by clicking a mouse button while the pointer is on the entry or using the <Menu Up> (7) and <Menu Down> (1) keys on the keypad to alter the highlighted item. If there are more entries in a vertical list than will fit in the window simultaneously, scroll arrows will appear on the right side of the window to move up and down the list a page at a time. The <Menu PgUp> (9) and <Menu PgDn> (3) keys on the keypad also page up and down a list. Where there is a default command button for a scrolling list (e.g. Select in many menus or Ready in the inventory menu), double-clicking a mouse button will activate the default command. When altering a character's stats, the Character Display acts as a vertical list.

3-D Movement: The mouse may be used to turn back, left, or right, or move forward. The 2,4,6 and 8 keys on the numeric keypad have the same effect.

Combat: When moving, the mouse pointer is an arrow which shows the direction of the adjacent space into which the active character will move/attack when a mouse button is pressed. The numeric keypad may also be used to move into adjacent spaces as indicated in the diagram. When aiming manually, the mouse pointer becomes a cross-hair which is used for selecting any space visible in the window as a target. Clicking a mouse button on the edge of the window will scroll the viewing area in the direction of the selected edge. The keypad may also be used to select an adjacent space and, if the selected space is off of the edge of the viewing area, the viewing area will scroll to place the selected space at the center.

3D MOVE / ANY MENU

MENU UP	MOVE	MENU PgUp
TURN LEFT		TURN RIGHT
MENU DOWN	TURN BACK	MENU PgDn

COMBAT MOVE & AIM

7 ↖	8 ↑	9 ↗
4 ←	5	6 →
1 ↙	2 ↓	3 ↘

How To Move Around: In 3D travel the party can move forward, turn right or left, or move backwards. In combat you can move in any of eight directions. In combat, the cursor keys default to the Move and Manual Aim commands. In the overland view the party picks its destination and mode of movement off of a menu.

Saved Games: If you are playing off of floppy disks, there is a folder named SAVE on your copy of Disk 1 which will hold all of your saves. There is no need to make a save disk. If you are playing off of a hard drive, the folder SAVE is created when you run the install program. There is no need to make a save folder.

To Begin Playing Quickly: A pre-rolled party of adventurers is stored as Saved Game A on disk 1. Choose Load Save Game from the Party Creation Menu. Choose Saved Game A.

After the saved game is loaded choose Begin Adventuring. Read the Journal Entry on the first page of the Adventurers Journal. Choose the Encamp command from the Adventure menu. Have all of your spell casters memorize spells. Exit camp.

Move through the city carefully. Listen to what different NPCs have to say. Move west to the weapons shop and buy each of your characters starting equipment. Visit the sage across the street from the temple and listen to what she has to say. Visit the temple and talk to the high priest. Visit the bar and listen to the rumors. When you think you have enough information, leave town to find adventure. Things will get hot and heavy from then on!

Tips On Successful Adventuring: The first thing you want to do is memorize spells. Then you will need to equip all your characters. Move to the weapons shop and Pool your money. Buy your fighters banded mail, a shield, a broad sword, a two handed sword, a long composite bow, and many arrows. Buy your clerics banded mail, a shield, a staff sling, and a flail. Buy your thieves leather armor, a broad sword, a short bow, and many arrows. Buy your magic users a dagger, a staff and a bunch of darts. After you have completed your purchases, use the View, Items, and Ready commands to prepare all your characters' equipment for battle. Once you have bought everything you need use the Share command and pick up all the money.

Visit everyone in town and listen to what they have to say. The bonds and their effects are a mystery to your characters, and information can be as useful as a fireball spell (well, almost as useful!). After you have listened to everything that everyone has to say, leave the city to begin your quest.

As your party fights, it will use up spells and lose Hit Points. When you find a safe place to rest use Encamp and use the Fix command to regain Hit Points. Then memorize spells to keep your spell-casters at maximum efficiency.

Once your characters have enough experience points and money, look for places to train. Most cities in the overland have training halls, and training halls may also be hidden in other places. Make sure you have 1000 gp worth of coins for each character that wants to train. If your characters need additional Experience Points, search near the cities in the overland or patrol the forest near the Standing Stone.

As you adventure you may hear a dreamlike voice warn you that, 'Great danger lies ahead, be fully prepared!' Heed such warnings by saving your game and putting that save aside. Keep that saved game aside until the party is safely back into the overland. Good luck!

Tips on Successful Combat: The following are useful tips while fighting in Curse of the Azure Bonds:

Identify enemy spell casters at the beginning of each battle. Attack them with spells and missile weapons. Be sure to do damage every round to keep them from casting spells. Concentrate your attacks; it is normally better to eliminate one monster than to wound two monsters. Eliminate helpless monsters before they become active again.

Keep your Paladin near the middle of the front of your party so that his Protection from Evil can improve the AC and Saving Throw of those adjacent. Keep your party together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.

Learn the range and area of effect of offensive spells like: Magic Missile, Stinking Cloud, Fireball, Cone of Cold, and Cloudkill. Decide where you will throw a spell before you choose Cast. Use the Aim command to check the range and line of sight to your proposed target. Make sure that the spell will attack the monsters and not the party.

Some spells have special effects that make them especially useful. Stinking Cloud last for several rounds and can be used to protect flanks, channel enemy attacks, and to make monsters helpless. Fireballs are larger indoors than they are in the overland. Hold spells can be targeted against several different enemies. Lightning Bolts can bounce off walls and attack one target twice with the same spell.

If your party loses a very tough fight, go back to your last saved game. Just before triggering the fight, prepare your party with spells like: Bless, Prayer, Protection from Evil, Protection from Evil 10' radius, Enlarge, Invisibility 10' radius, and Haste. You can also prepare for a fight with magic items such as Potions of Giant Strength, Potions of Invisibility, or Dust of Disappearance. Cast the spells and use the items just before triggering the fight. Use Haste sparingly; it ages your characters 1 year each time it is used.

Differences In the Macintosh Version: The Macintosh version of Curse of the Azure Bonds is slightly different than the rules. These differences include:

While moving in combat the ESC or back quote key (') and UNDO button will 'take back' your current move, but will not erase any damage you have taken during the move.

You may maintain up to 10 saved games on a single floppy disk at a time (depending on space available). Save each game under a letter (A-J). Use that letter when recalling your save.

COMMAND Q:	Sets all characters to Quick (computer control).
<Space>:	Resets all characters to manual control.
COMMAND M:	Toggle magic spells on/off for characters set to Quick.
CTRL S:	Toggles sound on and off (may be used at any time).

Characters set to Quick will use Readied magic items. Characters set to Quick with Readied arrows or a sling will use ranged attacks if no enemy is adjacent.

Secret of the Silver Blades
Macintosh Reference Card

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SECRET OF THE SILVER BLADES

Game Inventory: This game includes the following;
3 Game Disks (Disk 3 is for Color users ONLY)
1 Rule Book
1 Adventurer's Journal
1 Reference Card

Before Beginning Play: You must make a backup copy of your original disks. Put your original disks away and install or play the game from your copies. Refer to your computer manual for information on how to use Macintosh commands.

NOTE: If you play the game from floppies, Disk 1 must not be write protected or you will not be able to play. If you make copies and play off the floppy drive remember to name the copies EXACTLY the same as the original game disks.

System Requirements: *Secret of the Silver Blades* will run on a Macintosh Plus, SE, SE/30, Classic, LC, IIx, IIsi, IIci, IIcx, or a IIfx with at least 1 megabyte of system memory, 1 floppy drive, and system 6.0.3 or better. Users with system 7.0 will need to have 2 megabytes of system memory due to the requirements of system 7.0. Playing from a hard disk is not required for play in monochrome, however, hard disk installation is available on your game disks. Your hard disk must have at least 2 megabytes of available space to install the game.

NOTE: To play in color, *Secret of the Silver Blades* must be installed to your hard disk. If you are using a 12" color monitor, the game, when loaded, will not be its full size due to some restrictions inherent in this size monitor.

Hard Disk Installation: To install *Secret of the Silver Blades* to your hard disk, use the following steps:

Step 1 — Boot up your Macintosh system.
Step 2 — Create a Folder into which the game will be installed.
Step 3 — Copy all of the game files on Disks 1 and 2 by dragging the file icons to the folder you created on your hard disk. Disk 3 must also be copied to your hard disk if you wish to play in color.

Starting the Game: To play *Secret of the Silver Blades* from your hard disk, boot up your computer, open the folder where the game is currently residing and then double-click on the "*Secret of the Silver Blades*" icon.

If you are playing from floppy disks, simply insert Disk 1 after you have booted up your system, double click on the Disk 1 icon, and then double click on the "Secret" game icon.

Getting Started Quickly: To begin playing right away, a pre-rolled party of adventurers is stored as save game "A" in the save folder (on Disk 1 for floppy users). Choose "Load Saved Game" from the character creation menu and then choose save "A". After the saved game is loaded select "Begin Adventuring" to start your journey. Choose the Encamp command from the Adventure menu and have all of your spell casters memorize spells.

Transferring Characters: Before you can transfer your characters you must make sure that your characters have been **removed** from the party and **updated** on your "*Curse*" save disk by using the "Remove" option on the *Curse of the Azure Bonds* character creation menu. To transfer your characters from *Curse of the Azure Bonds* use the following floppy or hard disk transfer procedure:

Floppy Disk Users: The character files (all files with the extension .guy) must be copied from your *Curse of the Azure Bonds* save folder (on Disk 1) to your *Secret of the Silver Blades* save folder (on Disk 1). See your Macintosh manuals for the steps needed to copy files from one floppy disk to another. Once all of the files have been copied from your Curse save folder to your Secret save folder, load *Secret of the Silver Blades* and from the Character Creation Menu select "Add Character". Select "Curse" from the next menu and then choose the characters you wish to transfer. **Remember that Disk 1 must NOT be write protected or you will not be able to play.**

Hard Disk Users: Hard disk users must copy the character files from their *Curse of the Azure Bonds* save folder to their *Secret of the Silver Blades* save folder by dragging all character file icons (all files with the extension .guy) from the Curse save folder to the Secret save folder. When your Macintosh has finished copying the character files, load up *Secret of the Silver Blades*. From the character creation menu select "Add Character" then choose "Curse" and select the characters you wish to transfer.

Mouse Pointers: The mouse is active throughout the game, and may be used for all input except to answer the Copy Protection question or to enter an amount of money. The mouse pointer changes shape depending on its function. When it is a sword, it is used to select a command or an entry in a vertical list. It becomes an arrow to indicate direction of movement/attack in combat, movement, or turning in 3-D mode. It is a crosshair when used to select a possible target location in aiming.

When clicking a mouse button will have no effect, the mouse pointer becomes a shield. The keyboard may be used for all input except for creating characters or designing or modifying the combat picture of a player-character.

Making Choices: Choices are made in *Secret of the Silver Blades* using command buttons and vertical menus. A command button may be activated by clicking a mouse button while the pointer is on the button or by typing the first letter of the command. An entry in a vertical list may be highlighted by clicking a mouse button while the pointer is on the entry or using the [Menu Up] (7) and [Menu Down] (1) keys on the keypad. If there are more entries in a vertical list than will fit in the window simultaneously, scroll arrows will appear on the right side of the window to move up and down the list a page at a time. The [Menu PgUp] (9) and [Menu PgDn] (1) keys on the keypad also page up and down a list. Where there is a default command button for a scrolling list (e.g. Select in many menus or Ready in the inventory menu), double-clicking a mouse button will activate the default command. When altering a character's attribute scores, the Character Display acts as a vertical list.

3-D Movement: The mouse may be used to turn back, left, or right, or move forward. The 2, 4, 6 and 8 keys on the numeric keypad have the same effect.

Combat: When moving, the mouse pointer is an arrow which shows the direction of the adjacent space into which the active character will move/attack when a mouse button is pressed. The numeric keypad may also be used to move into adjacent spaces as indicated in the diagram. When aiming manually, the mouse pointer becomes a crosshair which is used for selecting any space

visible in the window as a target. Clicking a mouse button on the edge of the window will scroll the viewing area in the direction of the selected edge. The keypad may also be used to select an adjacent space and, if the selected space is off of the edge of the viewing area, the viewing area will scroll to place the selected space at the center.

How To Move Around: In 3D travel the party can move forward, turn right or left, or turn around. In combat you can move in any of eight directions. In combat, the cursor keys default to the Move and Manual Aim commands.
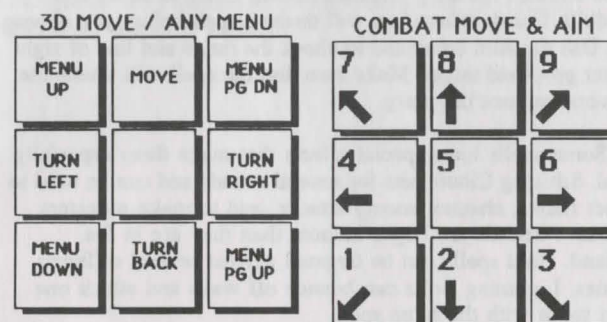
Storing Excess Money and Items: In the town where the game takes place there is a Vault where you may store any excess money or items. To deposit items into the vault, select the option "Deposit", "View" the character's items, highlight the desired item and select "Deposit" located among your other options at the bottom. To deposit a specific amount of money, select the option "Deposit", "View" the character, highlight the appropriate money type, and select the "Deposit" option at the bottom of the screen. To deposit all of your party's money, select the "Deposit" option and then "Pool" your party's money. To withdraw money or items, use the above method but replace the "Deposit" option with the "Withdraw" option.

Scrolls: Scrolls may be "Joined" into bundles. Up to 10 scrolls can be "Joined" into one bundle. To join scrolls together, "View" your character's item, highlight the scroll that you wish to bundle the rest to, and then select the "Join" option.

Tips on Successful Combat: The following are useful tips while fighting in *Secret of the Silver Blades*.

Identify enemy spell casters at the beginning of each battle. Attack them with spells and missile weapons. Be sure to do damage every round to keep them from casting spells.

Concentrate your attacks; it is normally better to eliminate one monster than to wound two. Eliminate helpless monsters before they become active again.

Keep your Paladin near the middle of the front of your party so that his Protection from Evil can improve the AC and Saving Throw of those adjacent. Keep your party together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.

Learn the range and area of effect of offensive spells such as Magic Missile, Stinking Cloud, Fireball, Cone of Cold, and Cloudkill. Decide where you will throw a spell before you choose Cast. Use the Aim command to check the range and line of sight to your proposed target. Make sure that the spell will attack the monsters and not the party.

Some spells have special effects that make them especially useful. Stinking Cloud lasts for several rounds and can be used to protect flanks, channel enemy attacks, and to make monsters helpless. Fireballs are larger indoors than they are in the overland. Hold spells can be targeted against several different enemies. Lightning Bolts can bounce off walls and attack one target twice with the same spell.

If your party loses a very tough fight, go back to your last saved game. Just before triggering the fight, prepare your party with spells like: Bless, Prayer, Protection from Evil, Protection from Evil 10' radius, Enlarge, Invisibility 10' Radius, and Haste. You can also prepare for a fight with magic items such as a Girdle of Giant Strength, Potions of Invisibility or Boots of Speed. Cast the spells and use the items just before triggering the fight. Use Haste sparingly; it ages your characters 1 year each time it is used.

Differences In the Macintosh Version: The Macintosh version of *Secret of the Silver Blades* is slightly different than the rules. These differences include:

The "Load" option has been added to your choices in the "Encamp" menu. This will allow you to load a saved game at any point in the game. You no longer have to go to town to load a saved game if things do not turn out well after a fight, nor do you have to reboot your system.

While moving in combat the ESC key and UNDO button will 'take back' your current move, but any damage you have taken during the move will not be erased.

You may maintain up to 10 saved games on a disk at a time (depending on space available). Save each game under a letter (A-J). Use that letter when recalling your save.

Command Q: Sets all characters to Quick (computer control).
[Spacebar]: Removes all characters from "Quick" control.
Command M: Toggles magic spells on/off for characters set to Quick.
Command S: Toggles sound on and off (may be used at any time).
Command T: Toggles music on and off (may be used at any time).

Characters set to "Quick" will use readied magic items. Characters set to "Quick" with readied arrows or a sling will use ranged attacks if no enemy is adjacent.

STRATEGIC SIMULATIONS, INC.

Macintosh Data Card

Advanced Dungeons & Dragons
COMPUTER PRODUCT

POOLS OF DARKNESS

Game Inventory:
- 3.5" Game Disks
- Adventurer's Journal
- Rule Book
- Data Card

System Requirements: Pools of Darkness runs on a Macintosh with 1 megabyte of memory, a hard disk, and System 6.0 or higher. Playing from a hard disk is required. Users with System 7.0 need to have 2 megabytes of memory, due to System 7.0's memory requirements. Your hard drive must have at least 3 megabytes of available space to install the game. A minimum of **1024K** of free memory is required to run this program in black and white. To play in color you must have one high density floppy drive, 5 megabytes of hard drive space, and be able to support 256 color mode. Should you not have enough memory, you may do the following:
- Close all unnecessary windows on the desktop
- Disconnect any external floppy drives
- Remove any memory-resident INITS

Note: If you are using a 12" color monitor, the game will not be full size on the screen due to inherent restrictions of this monitor.

Before Beginning Play: Make a backup copy of the original disks. Put the original disks away for safe keeping and install the game from the copies.

Hard Disk Installation: To install to your hard disk, follow these steps:
Step 1: Boot up your system using System 6.0 or higher.
Step 2: Double click the Disk 1 icon and drag contents into hard drive.
Step 3: Repeat step 2 for Disk 2.
Step 4: Double click on the "Pools of Darkness.dd.1" icon; the program installs and creates a folder called "Pools of Darkness".
Step 5: If you are playing on a color Macintosh, insert Disk 3 and drag the contents into the "Pools of Darkness" folder. Double click on the "Disk4.dd.1" icon. The program installs the color files automatically.

Starting the Game: To play Pools of Darkness from your hard disk, boot up your computer, open the folder where the game is currently residing and then double-click on the "Pools of Darkness" icon.

Getting Started Quickly: Use the pregenerated party of characters saved as Save Game A. These characters start at the very beginning of the game, but they have already been outfitted with readied weapons and armor.

Choose the LOAD SAVED GAME option from the Party Creation menu. The saved game appears after you choose the POOLS option in the LOAD SAVED GAME menu. Load Save Game A. Choose the BEGIN ADVENTURING option.

Saving Games: Saved games are identified by letters. To save or recall a game, you need only select the desired letter.

Transferring Characters from Secret of the Silver Blades: To transfer characters, drag the contents of the SECRET save folder to the POD save folder. Start the game, select the LOAD SAVED GAME option, then choose SECRETS. Choose the saved game you wish to transfer to Pools of Darkness. This loads all of the characters, their equipment and their money.

If you wish to load only a single character from Secret of the Silver Blades, choose the ADD CHARACTER TO PARTY option and then select SECRETS. A screen with the names of all of the characters appears and the desired character can be loaded into the new party. Note: you must have previously removed the character from the party in Secret of the Silver Blades.

Moving Around: The party moves through the game in *3D, area/wilderness,* and *combat* modes. Targeting spells and ranged weapons during combat is similar to moving characters.

<u>Keyboard Movement:</u> The following keyboard controls are used for movement and targeting:

3D MOVE / ANY MENU			MOVE/COMBAT/AIM		
MENU UP	MOVE	MENU PG UP	7 ↙	8 ↑	9 ↗
TURN LEFT		TURN RIGHT	4 ←	5	6 →
MENU DOWN	TURN BACK	MENU PG DN	1 ↙	2 ↓	3 ↘

An entry in a vertical list may be highlighted by using the [Menu Up] (7) and [Menu Down] (1) keys on the keypad. If there are more entries in a vertical list than fit in the window, scroll arrows appear on the right side of the

window to move up and down the list a page at a time. The [Menu PgUp] (9) and [Menu PgDn] (3) keys on the keypad also page up and down a list. When altering a character's attribute scores, the Character Display acts as a vertical list.

Mouse Movement: The mouse is active throughout the game, and may be used for all input except to answer the Copy Protection question or to enter an amount of money. The mouse pointer changes shape depending on its function. When it is a sword, it is used to select a option or an entry in a vertical list. It becomes an arrow to indicate direction of movement/attack in combat, movement, or turning in 3-D mode. It is a crosshair when used to select a possible target location in aiming.

When clicking a mouse button has no effect, the mouse pointer becomes a shield. The keyboard may be used for all input except creating characters, or designing or modifying combat pictures of player-characters.

To move in *3D* mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side. To move in *area/wilderness* mode, click the location you want to enter and the party goes in that direction.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor moves to the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, the mouse pointer is an arrow which shows the direction of the adjacent space into which the active character will move/attack when a mouse button is pressed.

When aiming manually, the mouse pointer becomes a crosshair which is used for selecting any space visible in the window as a target. Clicking a mouse button on the edge of the window scrolls the viewing area in the direction of the selected edge.

Macintosh Combat Commands: The following is a list of Macintosh-specific commands.

    <ESC>: acts as an Exit from any menu. When moving in combat, it "takes back" the move. The function doesn't erase damage taken during the move.

    <SPACE>: returns all characters to normal control from QUICK.

    Command M: toggles the magic spells on/off for characters set to QUICK.

    Command Q: sets all characters to QUICK (computer control).

    Command S: toggles sound on/off (may be used any time).

    Command T: toggles music on/off (may be used any time).

Hint: If you find combat too easy or difficult, use the LEVEL option (Rule Book page 8).

Scrolls: Scrolls may be "joined" into bundles. Up to 10 scrolls can make up one bundle. To join scrolls, VIEW your character's items, highlight the scroll that you wish to bundle the rest to, and then select the JOIN option.

Spell Memorization: To rememorize spells in Camp, select the REST option, then rest for the preallotted time. If you wish to change the spells to memorize, choose the MEMORIZE option but do NOT keep the spells ready. Follow the Rule Book instructions for memorizing spells.

Copy Protection: To answer the verification question, find the indicated word in the Adventurer's Journal. Type the indicated word and press Enter/Return. Do not count section headings.

Program Changes: This is a list of specific program changes to POOLS OF DARKNESS that are different from SECRET OF THE SILVER BLADES.

The FIX option only heals the party. It no longer increments time to memorize spells. Use the REST option to memorize all spells.

The REST and FIX options are not always available in the CAMP menu.

If you are using a mouse and you are modifying a character's name, you must use the <ESC> key to abort the change. The mouse does not work.

Non-human races have a distinct disadvantage in this game. The base experience for this game puts most non-human races at their class maximums, even before you start the game.

Magic-users should have an intelligence of 18 or they will not be able to use the most powerful spells.

Note: When transferring characters from SECRET OF THE SILVER BLADES, the vault does not transfer. To transfer items from the vault, you must first give them to the characters you are transferring.

Macintosh Playtesting: Zane Wolters, Sean House, and Chris Warshauer.

Macintosh Data Card
The Dark Queen of Krynn

Advanced
Dungeons & Dragons®
COMPUTER PRODUCT

THE DARK QUEEN OF KRYNN

Game Inventory:
- Three 3.5" disks (Disk 3 is for color Mac users ONLY)
- Rule Book
- Adventurer's Journal
- Data Card

System Requirements: THE DARK QUEEN OF KRYNN runs on a Macintosh with 1 megabyte of system memory, hard drive, and System 6.0 or higher. Playing from a hard disk is required. Users with System 7.0 need to have 2 megabytes of system memory, due to System 7.0 memory requirements. Your hard drive must have at least 3 megabytes of available space to install the game. A minimum of **1024K** of RAM memory is required to run this program in black and white. To play in color you must have one high density floppy drive (1.44), 5 megabytes of hard drive space and be able to support 256 color mode. Should you not have enough memory, do the following:
- Close all unnecessary windows on the desktop
- Disconnect any external floppy drives
- Remove any memory resident INITS or CDEVS.

NOTE: If you are using a 12" color monitor, the game will not be full size due to inherent restrictions in this monitor.

Before Beginning Play: Make a backup copy of your original disks. Put your original disks away and install the game from your copies.

Hard Disk Installation: To install the game to your hard disk:

Step 1: — Boot up your system using System 6.0 or higher and insert Disk #1 into floppy drive.

Step 2: — Double-click on the Disk 1 icon and drag its contents to the hard drive.

Step 3: — Repeat step 2 for Disk 2.

Step 4: — Now double-click on the "Dark Queen of Krynn.dd.1" icon. The program installs automatically and creates a folder called "Dark Queen of Krynn". The program removes all compressed files automatically.

Step 5: — If you are playing on a color Macintosh, insert Disk 3 and drag its contents into the "Dark Queen of Krynn" folder. Now double-click on the "Disk4.dd.1" icon. The program now installs the color files automatically.

Starting the Game: To play THE DARK QUEEN OF KRYNN from your hard disk, boot up your computer, open the folder where the game is currently residing and then double-click on the "DARK QUEEN OF KRYNN" icon.

Getting Started Quickly: Use the pregenerated party of characters saved as Save Game A. These characters start at the very beginning of the game, but they have already been outfitted with readied weapons and armor.
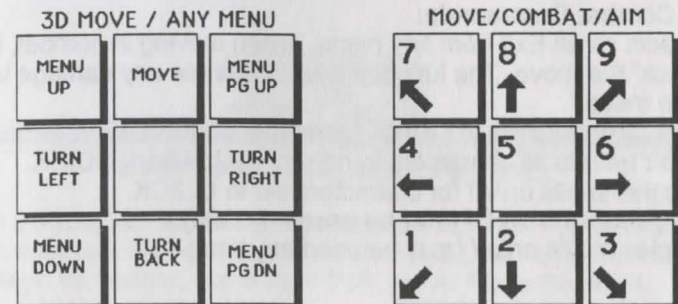
Choose the LOAD SAVED GAME option from the Party Creation menu. Load Save Game A. Choose the BEGIN ADVENTURING option.

Saving Games: Saved games are identified by letters. To save or recall a game, you need only select the desired letter.

Moving Around: The party moves through the game in *3D, Area, Wilderness,* and *Combat* modes. Targeting spells and ranged weapons during combat is similar to moving characters:

Keyboard Movement: The following keyboard controls are used for movement and targeting:

An entry in a vertical list may be highlighted by using the [Menu Up] (7) and [Menu Down] (1) keys on the keypad. If there are more entries in a vertical list than fit in the window, scroll arrows appear on the right side of the window to move up and down the list a page at a time. The [Menu

3D MOVE / ANY MENU			MOVE/COMBAT/AIM		
MENU UP	MOVE	MENU PG UP	7 ↙	8 ↑	9 ↗
TURN LEFT		TURN RIGHT	4 ←	5	6 →
MENU DOWN	TURN BACK	MENU PG DN	1 ↙	2 ↓	3 ↘

PgUp] (9) and [Menu PgDn] (3) keys on the keypad also page up and down a list. When altering a character's attribute scores, the Character Display acts as a vertical list.

Mouse Movement: The mouse is active throughout the game, and may be used for all input except to answer the Copy Protection question or to enter an amount of money. The mouse pointer changes shape depending on its function. When it is a sword, it is used to select a option or an entry in a vertical list. It becomes an arrow to indicate direction of movement/attack in combat, movement, or turning in 3-D mode. It is a crosshair when used to select a possible target location in aiming.

When clicking a mouse button has no effect, the mouse pointer becomes a shield. The keyboard may be used for all input except for creating characters or designing or modifying the combat picture of a player-character.

To move in *3D* mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side. To move in *Area/Wilderness* mode, click the location you want to move to and the party goes in that direction.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor moves to the target. If the target is off the screen, first select an intermediate square near the edge of the screen. When moving in combat, the mouse pointer is an arrow which shows the direction of the adjacent space into which the active character moves/attacks when a mouse button is pressed.

When aiming manually, the mouse pointer becomes a crosshair which is used for selecting any space visible in the window as a target. Clicking a mouse button on the edge of the window scrolls the viewing area in the direction of the selected edge.

Macintosh Combat Commands:
<ESC>: acts as an Exit from any menu. When moving in combat, it "takes back" the move. The function does not erase any damage taken during the move.
⌘-Q: sets all characters to QUICK (computer control).
<SPACE>: returns all characters to normal control from QUICK.
⌘-M: toggles spells on/off for characters set to QUICK.
⌘-S: toggles sound on/off (may be used any time).
⌘-T: toggles music on/off (may be used any time).

HINT: If you find combat too easy or difficult, use the LEVEL option (Rule Book page 8).

Spell Memorization: To rememorize spells in Camp, select the REST option, then rest for the preallotted time.

If you wish to change the selection of spells to be memorized, choose the MEMORIZE option and do NOT keep the spells ready for rememorization. Follow the rule book instructions for memorizing spells.

Copy Protection: To answer the verification question, find the indicated word in the Adventurer's Journal. Type the indicated word and press Enter/Return. Do not count section headings.

Macintosh Playtesting: Zane Wolters and Sean House.

Copy Protection Answers

Here are the copy protection answers everyone has been asking for! These will allow you to begin playing the games without referencing the manual.

Note: Pool of Radiance and Curse of the Azure Bonds require the enclosed wheel to begin play. The remaining games require the answers you will find in the following pages.

How To Use Copy Protection Answers

When you start an adventure, the program will ask you a question. The answers are provided in the table below. Type in the appropriate answer and press enter.

For example, if the program asks:

On page # 10
line # 2
what is word # 2

You would type in ARE and press enter.

Secret of the Silver Blades

Journal Entry #	Word #	Word
3	5	BLACK
5	2	TALKING
6	4	MINERS
9	3	TALE
11	5	BEHOLDER
13	1	BLIND
15	3	FROST
18	4	SILVER
22	1	DYING
23	6	MAGES
24	2	GUARD
25	4	WELL
27	1	STORY
28	6	VORPAL
30	3	GEMS
33	4	AM
34	6	FLAMING
37	6	SMALL
40	1	LEDGER
43	3	MARCUS
46	3	MULMASTER
47	3	YULASH
48	2	GLOWING
51	7	HOUSE
55	4	SERVED
59	4	WOUDED
67	3	MAD
70	5	CIRCLE

Pools of Darkness

Journal Page #	Word #	After Heading	Answer
10	8	TIPS QN MAGIC	WHICH
9	9	AFTER COMBAT	BATTLEFIELD
6	2	COMBAT	MUST
10	8	MAGICAL TREASURES	MONSTERS
4	7	ALIGNMENT	LIVES
2	5	ABILITY SCORES	RANDOMLY
9	6	MAGIC	SURVIVAL
1	1	PLAYER RACES	THERE
9	6	AFTER COMBAT	SURVIVE
6	7	COMBAT ABILITY	DEFINED
6	5	INITIATIVE	IS
10	3	CLERICS	REQUIRES
8	2	COMBAT STRATEGIES	SUCCEED
10	1	TIPS ON MAGIC	BOTH
9	4	MAGIC-USERS	TRAINS
8	8	COMBAT STRATEGIES	DEPLOYS
8	6	COMBAT STRATEGIES	SKILLED
5	9	OTHER ATTRIBUTES	CHANGE
9	3	MAGIC	ESSENTIAL
3	5	CHARACTER CLASSES	PROFESSIONS
4	5	ALIGNMENT	A
6	9	INITIATIVE	SEGMENTS
7	3	ATTACKING	TWO
10	8	MAGICAL TREASURES	MONSTERS
1	3	INTRODUCTION	YEARS
2	3	ABILITY SCORES	HAS
8	4	COMBAT MOVEMENT	SQUARES
7	5	ATTACKING	BASIC
6	2	INITIATIVE	ROUND
5	5	OTHER ATTRIBUTES	THREE
6	6	COMBAT MAP	TACTIC
8	2	COMBAT MOVEMENT	NUMBER
9	8	MAGIC	THE
1	6	INTRODUCTION	BAND
6	9	COMBAT MAP	THAT
7	8	ATTACKING	MELEE
9	8	MAGIC-USERS	LEVEL
6	5	COMBAT	WAY
1	2	INTRODUCTION	TEN
10	6	CLERICS	BOOKS
1	3	PLAYER RACES	SIX
8	7	COMBAT MOVEMENT	CAN
6	1	BUILDING A SUCCESSFUL PARTY	FORMING
9	7	MAGIC-USERS	NEW
1	1	CHARACTERS AND PARTIES	YOU
10	6	TIPS ON MAGIC	CAST
10	3	MAGICAL TREASURES	TRAVEL
1	6	PLAYER RACES	WHICH
6	9	BUILDING A SUCCESSFUL PARTY	KEY
3	2	CHARACTER CLASSES	ARE
5	7	OTHER ATTRIBUTES	VALUES
1	2	CHARACTERS AND PARTIES	NEED
4	8	ALIGNMENT	BY
6	3	COMBAT	BATTLE

Dark Queen of Krynn