THE BARD'S TALE™

HOW TO START

1. Before you begin playing, you 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. Here's how to make a Character disk which contains a completely outfitted and ready-to-go band of adventurers named *ATEAM . Get a blank disk or one which contains information you no longer need. Use your DOS 3.3 disk to start your computer, then create a Character disk by using your DOS copy program to make a copy of the back side of the Bard's Tale Boot disk. (Refer to your DOS manual if you need help with this step. For information about the "Make" command in the Bard's Tale Utility menu, see "Utilities Menu" inside.)

2. Now restart your computer using Side 1 of the Bard's Tale Boot Disk. When the title screen appears, you may press Return at any time to begin the game. When the prompt appears asking for your Character disk, remove the Boot Disk and insert the disk you made in step 1, then press any key. (APPLE IIe AND IIc OWNERS, BE SURE YOUR CAPS LOCK KEY IS DEPRESSED.)

3. The Utilities menu which appears contains 4 choices. To enter the Adventurer's Guild so you can start playing, just press **S** for S(tart) game. For information about the other 3 choices (including the option that lets you transfer in characters from Wizardry™ and Ultima III™), see "Utilities Menu" inside.

4. The Character disk you made in step 1 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. You can then E(xit) the Guild and enter the town of Skara Brae by typing **E** . 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 should not be shy about spending the night in the Adventurer's Guild. Leaving the Adventurer's Guild always sets the clock ahead to the next morning. Also, don't despair if you lose a favorite *ATEAM member. First delete him from your Character disk (with the Delete command available in 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.

K—kick a door open.

J or **left arrow**—turn left.

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 0 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.

IF YOU HAVE TWO DISK DRIVES

From time to time as you play, you will be prompted to put a Character disk or a Dungeon disk in the drive. If you want to play with the character disk in drive 2 and the Dungeon disk in drive 1, type a 2 after inserting the Character disk when first prompted to do so. You can then play the game without doing any disk swapping.

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 only 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.

Left arrow and **right arrow** 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.

Esc to pause/resume the game.

HOW TO FORM PARTIES AND CREATE NEW CHARACTERS

Characters can be created and parties formed only in the Adventurer's Guild. When you're ready to leave the Guild, type **E** for E(xit). Here are the other commands available to you there. Press:

C to C(heck) the roster of characters and party names contained on the Character disk. Party names are indicated with an *. The characters which belong to a party may be anywhere in the list.

A to load a party or A(dd) a character to an already loaded party. Type either a character name or a party name at the prompt. Party names must begin with an * (e.g., *ATEAM). A party can contain up to 6 adventurers and must contain at least one adventurer to use the E(xit) command.

R to R(emove) a character from a party. This saves all current character status information to disk.

N to establish a N(ew) marching order for a party.

D to bring up a set of additional D(isk) options so you can create a new character, save a party name, delete a character from the disk or leave the game, saving all current character status to disk.

After pressing **D** to bring up the disk options, press:

C to C(reate) a new character. Select the race and class for the character as prompted, then type in a character name of up to 15 letters and spaces. Press Return to enter the name. A disk will hold up to 30 characters.

S to S(ave) a party name. IMPORTANT. This command does not save the characters themselves. It only saves a roster of the currently loaded characters under the name you type in. When you use this command, the program will automatically add an asterisk to the name to mark it as the name of a party. You must type that asterisk first when you want to load the party again.

D to D(elete) a character from a character disk to make room for another character.

L to L(eave) the game, saving all current character status information to disk.

E to E(xit) the disk options menu and return to the Guild.

UTILITIES MENU

To produce this menu, start your system with the Bard's Tale Boot Disk and insert a Character disk when prompted to do so. When the menu appears, press:

S to S(tart) playing the game.

C to C(opy) characters from one character disk to another. Just follow the prompts as they appear. This disk you are copying from is the source disk, the one you are copying to is the target disk.

M to M(ake) a new Character disk. The disk you plan to use for your new Character disk must have been formatted with DOS before you use this command. This command does not put any characters on the disk. It simply prepares the disk for a new game of the Bard's Tale, i.e., it places all objects where they belong at the start of a game, etc.

T to T(ransfer) characters to a Character disk from a Wizardry <u>character backup disk</u> or an Ultima III <u>player disk.</u> At the prompt type **W** for Wizardry or **U** for Ultima III. If you are transfering characters with a Wizardry character backup disk, type **1** for Wizardry I and II characters and **2** for Wizardry III characters. Follow the prompts as they appear. NOTE: Character data will not be changed in any way on your Wizardry or Ultima III disks. Just to be safe, though, you may wish to write-protect those disks before using the Transfer command.

MANUAL ADDENDA

On page 21, item number 3, what's said about intelligence and spell points is true as far as it goes: the higher the intelligence of your magic user, the faster the rate of increase in spell points through experience. But the beginning number of spell points is randomly bestowed at creation.

On Page 21, item number 2, the manual uses the words "save" and "exit" in connection with "game." They were meant there as common verbs rather than as command names. The Save command in the Adventurer's Guild Disk menu does only one thing: it saves a roster of the currently loaded characters under a party name. To write the current status of a single character to disk, use the Remove command to remove him from the party. To write the current status of all loaded characters to disk, use the Leave game command in the main Adventurer's Guild menu. If you turn off the power without using the Leave command, <u>all</u> currently loaded characters will lose <u>all</u> their gold, regardless of when they acquired it.

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