

## COMMAND SUMMARY

### Apple IIGS The Bard's Tale II™ THE DESTINY KNIGHT™

*A Special Request: The Destiny Knight 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 quest to become the Destiny Knight.*

#### Getting Started

Congratulations on your purchase of the GS/OS specific version of Destiny Knight. 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 Destiny Knight 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 Drive Support:** This version of Destiny Knight 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 Destiny Knight disk into the folder.

Your Destiny Knight 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

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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)ename a member** on your character disk. (Appears only if there are no characters in the cast list.)

**(R)emove a member** (or all the members) from your current party and save them to disk. (Appears if you have members in the cast list).

**(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! You can hold 32 characters on a disk; it's a good idea to delete old characters right away so you always have room for new ones.

**(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 Quit Game or Remove Member options to save the characters and their status to disk.

**(Q)uit the Game.** Exits The Destiny Knight and saves the status of your characters on disk. If you want to reenter the game, press-ESC. To save your characters and leave the game, press <Return>. To quit The Destiny Knight 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!

**(L)oad Old Game** Load a saved game. (read S in the Other Adventuring Commands section)

### 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. Press **K** key to Kick open closed doors, press the **I** key to move forward and the **J** and **L** keys to turn left and to turn right.

A note about Garth's Equipment Shoppe: When you view Garth's inventory list, some items appear in yellow; 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. You'll also see the equipment list, from which you can **(T)rade** or **(D)rop** items, **(E)quip** the item or **(U)nequip**. Select the item and then press **T**, **D**, **E**, **U** or click on the option you want.

### Combat Commands

When you are under attack, you have two sets of options. If the attackers are 20' or more away you can **F)ight**, **R)un** or **A)dvance**. If the attackers are 10' away, you can only **F)ight** or **R)un**. Remember that you can always try to run, but you won't always be able to pull it off! During battle, your characters' actions and options appear in the white window. Respond by clicking the option you want, or press:

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

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

**B** to sing one of 7 Bard's tunes for one combat round. (Available only to Bards)

**P** to attack a **Party** member.

**U** to **Use** a magical item or a missile weapon (like arrows).

**C** to **Cast** a spell. Select a spell class and spell from the lists that appear. Or, type the four-letter spellcode; the spellcodes are listed in the manual. (Available only to magic users)

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

**Right Arrow** to speed up message scrolling rate

**Left Arrow** to slow down message scrolling rate

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### Other Adventuring Commands

The following commands are available while you're peacefully exploring The Cities. 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 7 Bard's tunes while traveling. Select your Bard with the mouse or press this 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.
- W** 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 while you are in a city or wilderness, or to show what you've explored in the dungeons. While the Dungeon Map is on the screen, press <return> to show your footsteps along the dungeon corridor; use the arrow keys to scroll the map. Press <esc> to return to the game.
- D** to Drop a special character from the party.
- 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 accommodate the new placement.
- S** to Save your game to your character disk. (Doesn't work during combat or in timed death snares.)
- 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 adjust the music and sound effects. (Does not work when you're in the Guild.) To make adjustments from the sound control menu, press:
  - 1** Bard's Music on or off - turns off the music, without changing the effect.
  - 2** Sound FX (sound effects, like footsteps and wilderness noises) on or off.
  - 3** Mood Music on or off - controls the background music in the Guild and Temples.
  - 4** Volume - adjusts the loudness of the music and sound effects. 0 is silent, 15 is loudest.
  - 5** Stereo on or off - adjusts the sound output as stereo or mono (works only if you are using a stereo music card).
  - 6** Dungeon flash on or off - when on, this flashes the view window each time you take a step or are teleported.

### 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 WILDERNESS

