

The Bard's Tale III™: Thief of Fate™

Getting Started

Turn on your computer and insert the boot disk. Then type **LOAD ""*, 8, 1** and press **<RETURN>**. The game will automatically load. When you see the Bard strumming his mandolin, 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 still use any of the options from the Utilities Menu.

To abort any action you start, press **<-**.

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, or III* characters to a *Thief of Fate* character disk. Not all items will transfer.
- P** Play *Thief of Fate*. This takes you into the game.
- 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**. 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** while you're in the Refugee Camp, 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, you can press any key to start the game. Insert your character disk and press any key to start.

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.

The Refugee Camp

The Refugee Camp is the adventurer's hang out. Here you'll 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 party roster.)
- R** Remove a member. Enter the number of the character you want to remove or press **R** again to

remove them all. When you remove a character, you also save him or her to disk. (This option appears only if somebody is on the party 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 or party name that you want to delete by pressing ← or → and press <RETURN>. Press Y to confirm deletion or ← 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 ↑ Turn left
- K or <RETURN> Kick open a door or enter a building
- L or → 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.

- A Attack foes. Attack any 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 ← to speed up scrolling of the combat messages or → 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 Ascend 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.
- S Save party. This saves your party where they're at in the game with all their current possessions, skill levels, experience, etc. If you exit the game, the next time you load it you're asked, "Do you wish to restore your last saved game?" Answer "yes" to pick up where you left off. Answer "no" to start back at the Refugee Camp. NOTE: Unless you took the party back to the Refugee Camp *and* removed them after you last saved, answer "yes." Otherwise, you'll be playing with the characters *less* the experience and items they gained since the last time you removed these characters at the Refugee Camp (the experienced-ladened characters are still sitting out there in the wilderness!).
If you want to transfer your characters to another disk, you must return to the Refugee Camp *and* remove the party from the roster. If you don't do this, your experienced party won't be saved back at the Refugee Camp — the only place from which you can transfer characters.
- 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 Descend through a portal. You must use this with a levitation spell. Works in dungeons only.
- ← Toggle pause on and off.

Automapping

You can use the automapping feature in the wilderness or in a dungeon. If you're in the wilderness, press ? to find out where your party is and the time of day. If you're in a dungeon, press ? and then <RETURN> to see the corridors you've been through.

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. **↑** 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.)