THE BARD'S TALE CONSTRUCTION SET

REFERENCE CARD FOR THE AMIGA VERSION

Loading the Game

1. Insert the disk marked STARTUP into the disk drive.
2. Double click on the disk marked BTCS. When the window opens, double click on the INSTALL icon. Follow the directions from there. When finished, double click on the BTCS icon.
3. If loading from the CLI, type **DF0:INSTALL** and hit RETURN. Follow the instructions from there. When finished, type **BTCS** to load the game.
4. BARDGAME is the created Bard's Tale™ game. If you want to play the sample scenario, you can load BARDGAME right away.

Additions to the Manual

1. BARDGAME plays a random song while in the guild.
2. The Utilities screen offers the option to print a list of Items and Monsters, as well as a Map/Special printing option.
3. If the first line of a special is a DRAW PICTURE command, the game will not display the 3D view prior to displaying your picture.
4. BARDGAME can display custom title pages. Full screen graphics must first be saved in the DPaint LBM format. When prompted, enter the name of your DPaint file. Next, rename the file to "USRSCR.PIC" When the file is in the BTCS directory, it will be automatically loaded by [Bardgame]. There is also a hook for a title page saved under a different name. To load a graphic with a different name type **BARDGAME -T XXXXXX.LBM**, where XXXXXX.LBM is the name of the file to be loaded.
5. There are two special functions associated with taking gold from a party. The first is a test to determine if gold can be taken (returning a TRUE or FALSE result). The other will take a specified amount of gold from the party.
6. Spells can do damage which is proportional to the level of the caster (XdX per level).
7. Two time related functions have been added to the Special Editor. The first will perform a special in a specified number of minutes. A time of 0 minutes will trigger the special immediately. A timed special can only be cancelled by leaving the map, or by the second time related function, Cancel Time Special.

8. The special editor has a GOTO LINE # command.
9. While editing items, negative values (up to -15) may be entered for To Hit and A/C bonus categories.
10. A special has been added which allows you to subtract from the counter.
11. There is a teleport function in the Special Editor called Teleport Relative. E.g.- Teleport 3 squares North and 2 squares east of where the party is standing.
12. Another teleport function, Tele-Activate, has been added which will Teleport and then activate a special at the destination.
13. "Force A Random Encounter" is a special which forces a random monster encounter using the monsters from the monster difficulty level of the map. It does NOT require a Begin Combat to start the combat, but it will set the "combat victory" flag. If there are no monsters of the appropriate difficulty level, then this command is ignored.

Limits

Items, Spells, and Monsters are limited to 100 per file.

Specials are limited to thirty(30) per map.

Level One Mage Spells

Unlike Bard's Tale I and II, you will be forced to pay for level one mage spells when you change class.

Phase Door

Note that phase door works in only one direction. Therefore, if you cast a phase door on a wall in front of you and it goes away, when you step through the opened passage, the wall will be there if you turn around.

Importing DPAINT™ Pictures

To use the Import feature, you must have your picture stored in DPaint LBM format and saved as a DPaint Brush file. It must be stored in the same directory as the IMPORT.EXE file (BTCS). Type IMPORT and press Enter to run the program. It will ask for the complete name of the picture file (include the .LBM). You will then have to choose which slot (from 45 to 74) you wish to save your picture in. If that slot is occupied, the new picture will overwrite it. Your DPAINT™ picture must be drawn in the upper left-hand corner of the screen and must be 112 X 88. (That's 112 wide by 88 long.) The picture must be drawn in 32 colours.

Note: You must manually copy custom monster pictures to a game that you build. The BUILDGAME utility will not do this for you when it creates your BARDGAME. This includes custom title pages and full screen graphics, too.

SPECIAL Notices:

The Sound effects available using Special No.35 (Play Sound No.) are as follows:

0 = Character hurt	6 = Weapon miss
1 = Character dead 1	7 = Member healed 1
2 = Character dead 2	8 = Member healed 2
3 = Monster hurt	9 = Spell success
4 = Monster hurt 1	10= Spell failure
5 = Monster hurt 2	11= Raise from dead

Item Editor

Item Types:

THROWN WEAPONS and ARROWS use the "Times usable" to determine how many you have or how many times it can be thrown. For ARROWS this will force a spell for the "Spell cast" even though ARROWS cannot cast a spell. (Just ignore the "Spell cast" category.)

Monster Editor

There is a new function for finding the experience point value of monsters in the monster editor. Pressing F or clicking on Find XP will give the experience point value of the monster.

Playing the BARDGAME

The first time that you run the BARDGAME game, you will be asked for non-existent Roster files. Hitting IGNORE will create them and your game can continue. If you want a starting party to come with your BARDGAME, copy ROSTER*.* to your BARDGAME disk or directory.

You can speed up or slow down the scroll bar when moving around by hitting "+" to speed up scrolling and "-" to slow it down.

In combats in the BARDGAME, monsters will make saving throws against magic, but this will happen unnoticed to the player. The result of this is that you may cast a spell which does not effect a monster because he has made his saving throw.

Characters do NOT die when they hit 0 hit points. A character will not die until he drops below 0 hit points.

NOTE that you are free to copy BARDGAME.EXE to any system that you want. This does not allow you to copy ANY OTHER OF THE FILES associated with The Bard's Tale Construction Set. All files created with the Build Game utility may also be freely copied and distributed.

Review Board

Characters must go to the Review Board to advance levels.

Balancing Advice

To help balance experience for more formidable foes, use the "Give Experience" Special option.

Manual Errata

Page 7:

Duration of Spells—

ONE: one round (one combat round or one move)

SHORT: 12-24 minutes (or 120-240 moves)

MEDIUM: 18-36 minutes (or 180-360 moves)

LONG: 24-48 minutes (or 240-480 moves)

Page 13:

Special #9: Clear Local Flag (NOT Clear Global Flag)

ISIL.ITM,

ISIL.MON and

ISIL.SPL have been renamed DEFAULT.* so you can play them immediately.

Dice Rolls and Saving Throws

Occasionally the manual or program may refer to dice rolls. These are not actual dice being rolled, but simulated dice being rolled in the computer.

One of the common use of these "dice rolls" is to see whether or not a character hit a monster during an attack, how much damage he may have done (if any), or to resist magic. A dice roll made to resist the effects of magic or other ill-effects is called a "saving throw" because a character is trying to "save" himself from the ill-effects.

Final Credits

Amiga Version:

Programming: Scott Carney

Art: David Mosher

Music and Sound Effects: Jeroen Tel

Additional Playtest: Chris Jones Jason Ferris Chris DeSalvo

Original Credits:

Programming: Timothy Cain, John Philip Britt, Greg Christensen

Art: Robert Nesler, Hayato Ochiai, Dave Nelson, Cheryl Austin, S. Tom Tanaka, Brian Giberson, Charles H.H. Weidman III

Art Direction: Todd Camasta

Music: Charles Deenen, Jim Sproul

Sound Effects: Jacob R. Buchert III, Charles Deenen

Testing: Jacob R. Buchert III, Feargus Urquhart, Jim Gardner, Mike Packard

Sample Scenario Design Crew:

Thomas R. Decker *(Isil Thania, Sewers, Final Level)*,

Christopher R. Taylor *(Undercity, Crypt)*,

Jim Gardner *(Fred's Dungeon, Castle, Castle Dungeon)*

Timothy Cain *(Castle Fred)*

Jacob R. Buchert III *(Tower of Obsidian)*

Producer: Thomas R. Decker

Assistent Producers (Amiga): Sharon Faber, Chris Jones

Thanks to the wonderful people on Compuserve (look for their shared world scenario "Dragonport" in the GAMERS FORUM) for their assistance.
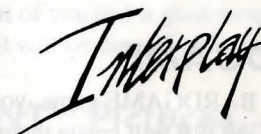
Technical Support

If you have any queries about this product, Electronic Arts' Customer Service Department can help. If your question isn't urgent, please write to us at:

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Please be sure to include the following information in your letter:

- Type and model of computer you own
- Any addition system information (e.g. make and model of printer, hard disk, video card/display etc)
- Type of operating system or DOS version number
- Full description of the problem

If you wish to talk to someone immediately, call us on (0753) 546465 Monday to Friday during normal business hours. Please have the above information ready when you call. This will help us answer your question promptly.

Interplay

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