

Curse of the Azure Bonds
Amiga Reference Card

OFFICIAL
**Advanced
Dungeons & Dragons®**
COMPUTER PRODUCT

CURSE OF THE AZURE BONDS

System Requirements: The game will run on any Amiga with a minimum of 1 megabyte of RAM, a single floppy drive, and a monitor. The game is compatible with Kickstart 1.2 or greater. You can use either the keyboard or the mouse..

Because the game can use up to 800K of RAM at any time, we do not recommend playing while multitasking unless your Amiga is configured with MORE than 1 megabyte of RAM.

If you are playing directly from floppy disks, make copies of the original disks, following the instructions that came with your Amiga. Put the original disks away for safekeeping, and play from the copies. Do not play off of the original disks!

Hard Drive Installation: The game requires 2 megabytes of space on the hard drive. Boot your system to the Workbench. Insert Disk A of Curse of the Azure Bonds and double-click on the disk icon. To install on DHO:, double-click on the Install_DHO icon. To install on DH1:, double-click on the Install_DH1 icon.

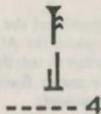
To Start the Game: Turn on your monitor and follow the instructions appropriate for your system:

Floppy Disk: Insert Disk A into the internal drive and turn on the computer. (A1000 users, remember to boot using your Kickstart disk first, then insert Disk A when prompted for a Workbench disk.) The game will begin automatically.

Hard Drive: Boot the game to Workbench and open the hard drive on which the game is installed. Open "Curse Drawer" and double-click on the "Curse" icon. The game will load automatically from that point.

Play Options: When the game is fully loaded, you will be able to Play, View the Demo, Transfer Characters from Pool of Radiance and to or from Hillsfar, 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>.



The game will load and display the Party Creation Menu.

Transferring Characters: If you select Transfer you will be asked to select the games to and from which you wish to transfer characters. After you select the direction of transfer, you will be asked which drives hold the source disk and the destination disk. All eligible saved characters will then be copied from the source game to the destination game. Characters from Curse of the Azure Bonds and Pool of Radiance must be removed from their adventuring parties before they are eligible for transfer.

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, 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 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 designing or modifying the combat picture of a player-character.

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> (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 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 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 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.

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

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 A. 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 Amiga Version: The Amiga version of Curse of the Azure Bonds is slightly different than the rules. These differences include: While moving in combat the ESC 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 disk at a time (depending on space available). Save each game under a letter (A-J). Use that letter when recalling your save.

CTRL Q: Sets all characters to Quick (computer control).
<Space>: Resets all characters to manual control.
CTRL 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.



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