

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

***POOL OF RADIANCE***

AMIGA  
Data Card

**System Requirements:**

This game will run on any Amiga computer with a minimum of 1 meg 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.

The game requires approximately 2 megabytes on a hard disk. Because the game can use up to 800K of RAM at any time we do not recommend playing off the hard drive unless you have more than 1 megabyte of RAM. Because the game is 100% memory resident after loading there is little difference between playing off the disks and playing off the hard drive.

Before you begin, make backup copies of your disks following the instructions that came with your system and put the originals away for safekeeping. Be sure the identifier for Disk 1 is "Poolgame" and Disk 2 is "Pooldata". Write protect the copies before you play. You will need to make a save disk as detailed later.

**Hard Drive Installation:**

The game requires 2 megabytes of memory on the hard drive. Boot your system to the Workbench. Insert Disk 1 of Pool of Radiance and double click on the disk icon. Double click on the icon labelled "Pool-to-HD". A screen will come up that allows you to modify the identifier for the Hard drive.

The default is DH0:. If you wish to change the identifier click on the box and enter the new identifier. When you are ready to install, click on the "GO" selector. The game will be installed on the hard drive in a directory called Pool\_of\_Radlance. When

you have completed the installation, close the installation window, remove the disk(s) from the disk drive(s) and reboot your system. The game will be ready to play.

### To Start the Game:

Turn on your monitor and follow the instructions appropriate for your system.

#### - Floppy Disk:

Insert Disk One into the internal drive and then turn on the computer. (A1000 users, remember to boot using your Kick Start Disk first, then insert Disk One when prompted for the Workbench Disk.) The game will begin automatically.

#### - Hard Drive:

Boot the game to Workbench and open a CLI/SHELL window. Change the directory to the game directory by typing `CD Pool_of_Radiance`. From the `Pool_of_Radiance` directory type `Execute Program` to begin the game. As soon as you have completed the copy protection question and the first menu comes you must set the Save path. To do this choose the *Load Save Game* option from the menu. Enter "SAVE/" when the requester appears and press <return>.

#### - Workbench/CLI:

The game is not designed to run from the Workbench or from CLI.

NOTE: The game will run from CLI if it has been installed on the Hard Drive as noted above.

### Copy Protection:

The copy protection screen will appear after the game has finished loading. Two symbols and a path will be displayed. Find the first symbol on the outside of the translation wheel (provided with the game). Find the second symbol on the inside ring of the wheel and match up the symbols. Read the word-listed under the path indicated on the screen. A correct answer will allow access to the game. Three incorrect answers will return the player to Workbench.

### Getting Started Quickly:

Use the pregenerated party of characters saved as saved game A on Disk One. These characters start at the very beginning of the game, but they have been equipped and the spellcasters have memorized their spells.

### Loading the Pregenerated Party:

At the first game screen after the copy protection question, choose the *Load Saved Game* option. A requester will appear asking for the path to the save disk (in order to load the pregenerated party you must tell the game where the party is located). The default save path is to the POOLSAVE disk. After the save path requester appears, insert Disk One into DF0: and type in the path "DF0:SAVE/". Save game "A" will appear. Load the saved game by typing "A" or clicking on the "A". The game will automatically load and place you at the entrance to the Slums in the city of Phlan.

Because the pregenerated party comes with spells and equipment, you may enter the Slums immediately.

### Saving Games to Floppy Disk:

Initialize a disk and name it "POOLSAVE" using the "Rename" command on the Workbench screen.

When you choose the *Save Game* option in the game a requester will appear asking for the path to the save games, the default is "POOLSAVE:" so just place the "POOLSAVE" disk in DF0: and press <return>. If there is an error on saving, enter the save path as "POOLSAVE:"

You may have up to ten saves on a single disk. You also may save over previously saved games which you do not want to keep. If you run out of saves, you may begin using another blank, formatted "POOLSAVE" disk. However, you may only use one save game disk for each time you boot the system. If you use two or more "POOLSAVE" disks during a single game play, you risk possible system crashes.

### Saving Games to Hard Drive:

If you are playing off of a hard drive, and wish to save games on the hard disk you must make a save directory in the `Pool_of_Radiance` directory.

To do this open a SHELL/CLI window and change directories to the `Pool_of_Radiance` directory. Type `Makedir Save`.

When you choose the *Save Game* option in the game a requester will appear asking for the path to the save games. If you set the save path as noted in "To Start the Game - Hard Drive" just press <return>. The games will be saved in the directory called SAVE

inside the game directory, so keep in mind that you are limited to just ten saves.

#### Mouse:

You may use the mouse at any time except when prompted to answer a question which requires keyboard input. To give commands with the mouse, move the pointer over the option you wish to choose and click the Left Mouse Button. In some menus, you may have to click once on the item to highlight it and then click on the *SELECT* command at the bottom of the screen.

#### Keyboard:

To select a command using the keyboard, press the highlighted letter of the desired command.

#### Using Menus:

Most options in the game are selected using horizontal or vertical menus. Horizontal menus generally select actions such as casting spells and readying items. Vertical menus generally select the item to be acted upon, such as the spell to be cast or item to be readied.

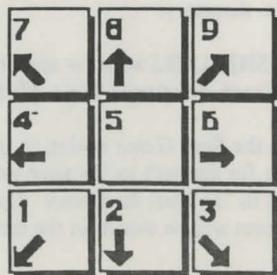
To access menus with the keyboard, use the up and down cursor controls for vertical menus and the "Hot Key" letters for horizontal menus. Press <return> to make selections.

#### Moving:

The party will move in three modes: 3D/area, Overland, and Combat. Targeting spells and ranged weapons during combat is similar to moving characters. To move, select the *Move* option from the bottom of the screen and then give the directional commands using the keyboard or mouse, as listed below.

#### -Keyboard Movement:

The following keyboard controls are used for movement and targeting:



#### -Mouse Movement:

To move in the 3D/area mode with a mouse, click the mouse at the edges of the display window in the direction you want to face. Click when the mouse is a forward arrow to move forward.

To use the mouse in Overland movement, simply click when the mouse pointer indicates the direction you wish to move.

To use the mouse in Combat, follow the instructions for Overland movement.

#### Rules Errata:

Charmed monsters will not join your party but they will fight on your side for one battle. Evil clerics turn undead, they do not charm them to join your party. If you find "The Manual of Bodily Health" you can use it to raise your constitution. To use this go to an Inn, READY and USE the Manual. Immediately rest for 31 UNINTERRUPTED days. Your CON will increase by 1.

#### Amiga Specific:

The following items are Amiga only and are not in the Rule Book or Adventurer's Journal.

#### Right Mouse Button:

Acts the same as the EXIT command from menus. In combat, pressing this key will take back a move, but will not erase any damage taken during the move.

ESC: Performs the same function as the right mouse button.

F6: Will set the entire party to AUTO, or computer control for combat.

F8: Toggles magic on/off for characters under the AUTO control.

SPACE: Will return the party to your control from AUTO.

#### Preparing Characters For Transfer to Hillsfar:

Your Pool characters can be used in Hillsfar-Amiga but they must be prepared using the "PtoH" transfer utility on the POOLGAME disk.

First you should initialize a disk and rename it "Hillsave". Next you must remove the character(s) you wish to transfer from the

party. The removed characters must be on the "Poolsave" disk (Hard drive users must copy their Pool\_of\_Radiance/SAVE directory to the Poolsave disk). Once you have the disks ready, boot your system and open a CLI/SHELL window. Insert the POOLGAME disk in DF0: and change directories to DF0: by typing CD DF0:. Prepare the character by typing:

"PtoH Poolsave: Hillsave:"

The utility will ask for the Poolsave disk and will scan for characters (note that it will display all characters, even those in the party, so make a note of the ones you wish to transfer before starting the utility). The utility will list all characters and ask you to enter a character to transfer. Type in the name of the character (extender not required) and press <return>. The game will prepare the character and save it out to the Hillsave disk. This can be repeated for as many characters as you wish to transfer. When completed, the characters on the Hillsave disk can be transferred into the Hillsfar-Amiga game using the Transfer Character option from the Hillsfar Camp Menu.



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