C O M M A N D • S U M M A R Y

THE BARD'S TALE   **IBM, TANDY and Compatibles**

READ ME IF YOU'RE USING IBM 3 1/2" DISKS
This IBM 3 1/2" version of The Bard's Tale contains both the program data and picture data on *one* disk. Whenever you're prompted to insert either the Program disk or Picture disk, just insert a copy of The Bard's Tale master disk. (The disk is unprotected — play with a copy unless you have a strange desire to alter the original disk for good.) The IBM 3 1/2" packs all the information onto a single disk so don't worry, you're not missing a thing.

Getting Started *Never* play The Bard's Tale using the master disks. Boot your computer with a PC-DOS disk (version 2.0 or later) and make copies of both your Program and Picture disks. (Consult your PC-DOS manual on how to do this). After you've copied both disks, put the master disks away. Do not write-protect your copy of the Program disk or you won't be able to set your screen configuration.

Playing from Floppy Disk To load The Bard's Tale, insert the Program disk in drive A and type **A:BARD<Return>**.

Playing from a Hard Disk If this is the first time you've ever played The Bard's Tale, you need to both install and set up the game on your hard drive before you can play. To install The Bard's Tale on your hard disk, place your Program disk in drive A and type **A:INSTALL C:<Return>**. Then follow the onscreen prompts. To set up The Bard's Tale, see "Game Configuration" below for instructions.

Now you're ready to play. Type **CD\BARDTALE<Return>**   and then **BARD<Return>**.

Game Configuration You can play The Bard's Tale with the keyboard, a mouse, or a joystick. If you want to use a mouse, make sure that your mouse driver is loaded before loading The Bard's Tale (See your mouse manual for instructions). To use a joystick on a Tandy computer, plug it into the right-hand port.

ELECTRONIC ARTS

To set up the game, insert the Program disk and type SETUP <Return> and you'll see the Display Configuration Menu. Use this menu to specify the type of graphic card and display in your computer. The four choices are:

1. Composite or TV monitor
2. RGB monitor
3. EGA monitor
4. Tandy computer with RGB monitor

Choose a monitor display by entering the appropriate number. You don't need to perform the set up again unless you change your system configuration. Note: If you have a Tandy with a composite monitor, try #4. If that doesn't work, try #1.

Making a Character Disk Before you play The Bard's Tale for the first time, you need to make a character disk. You only need to do this if you're using floppy disks. If you're using a hard disk, the Character disk was automatically created in the BARDTALE subdirectory when you installed the program.

Have a blank, formatted disk ready. If you have two disk drives, place your blank disk in drive B and your Picture disk in drive A. Type **A:COPYCHAR<Return>** . If you have a one disk drive, insert your Picture disk in drive A, type **A:COPYCHAR<Return>**, and then follow the onscreen prompts. Note: On a single-drive system you may be prompted to place your disk in drive B — ignore that. Use drive A whenever you're prompted to use drive B during the character disk creation routine. When you're done, your new character disk will have a completely outfitted and ready-to-go band of adventurers called *ATEAM. To use the *ATEAM, press (A)dd a member from the Main Menu.

Game Play When the game begins, you'll find yourself at the Adventurer's Guild. Game information and menus appear in the white requester in the upper right of the screen. To select from this screen, click on the option you want, or type the option's 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 white requester asks you to select a character for any reason, move the pointer to the character's name and click, or type the number that corresponds to the character's place in the marching order (1-6).

Main Menu You only have access to the Main Menu while in the Adventurer's Guild. Your options are:

Add a member — Adds members from other parties on your disk to the current party. You can also use it to combine characters into entirely new parties. The requester that appears contains all the parties and characters saved to the disk; party names are preceded by an asterisk (*). Click on the name of the party or character you want to add, or use the up/down arrow keys to highlight the name and press <Return>.

Remove a member — Removes a member from your current party and saves that character to disk.

Create a member — Creates a new character. You'll be asked for the new character's race, class, and name (up to 14 characters). Answer the prompts either by clicking your selection or typing the selection number. If you're not satisfied with your character's statistics, just "re-roll."

Delete a member — Deletes a character from your party. **Caution:** When you use this command, the character disappears forever.

Save Party — Saves the entire party to disk under a single party name. Party names are preceded by an asterisk (*). This doesn't save character information, just the party name.

Leave Game — Exits The Bard's Tale. When you select this option, you're offered a "yes/no" choice before you actually leave the game. "No" returns you to the Main Menu. "Yes" takes you to DOS.

Enter the City — Leaves the Adventurer's Guild and starts play.

Safety at Night Face it. The streets are hazardous. You have to share the streets with wandering Kobolds, Werewolves and Orcs — especially at night. So don't be shy about spending the night in the Adventurer's Guild where it's warm and safe. When you leave the Guild, the clock is set forward to the next morning.

Moving About When you place 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 if you want to go in the direction currently indicated by the arrow. You can also control movement by using the up, down, left and right arrow keys on your keyboard.

Viewing Characters To view a character, point to the name on the cast list and click, or type the number that corresponds to the character's place in the marching order (1-6). Character information appears in the white requester, along with the options to Trade Gold, Pool Gold or Continue. The Continue command is followed by the equipment list, from which you can (T)rade or (D)rop items, or (E)quip the character by pressing the number of the item or by clicking on it and then selecting the desired option.

Combat Commands During battle, your characters' actions and options appear in the white information requester. You can either click on an option or press:

F	Fight
R	Run
P	Start intra-Party combat.
A	Attack monsters in the first two ranks, hand to hand. (Available to first three party members.)
D	Defend. Lessens the chance of damage from a monster in that round.
U	Use a magical item. Character must be equipped with item in advance.
B	Sing one of the six Bard's tunes. (Available only to bards.)
C	Cast a spell. Click on the spell code from the list that appears. You an also type the spell code and press <Return>. (Available only to magic users.)
H	Hide you in the shadows (Available only to rogues.)
>	Speed up rate at which message scrolls.
<	Slow down rate at which message scrolls.

Other Adventuring Commands The following commands are available while you're peacefully exploring the streets of Skara Brae:

C	Cast a spell. Click on the spellcaster's name, then select the spell code from the list that appears. You can also type the number that corresponds to the character's place in the marching order, or you can press the function key

that corresponds to your spellcaster's character number and then type the spell code and press <Return>.Available only to magic users.)
Start intra-Party combat.

B   Play one of six Bard's tunes while travelling. You can also press the function key that corresponds to your Bard's character number. (Available only to Bards.)

A   Ascend through a portal. The party must have a levitation spell in operation. Works only in dungeons.

D   Descend through a portal. Works only in dungeons.

?   Shows the name of the street your party is on and the time of day.

N   Establish a New marching order for the party. If you're using a mouse or joystick, click on the name of the character you want to move and then click on the position in the cast list that you want the character to occupy. All other characters will move up or down to accommodate the new placement. If you're using the keyboard, enter the number that corresponds to the character's place in the marching order and that character will automatically move to position 1. Next, enter the number of the character whom you want to occupy position two. You must continue this until all the slots are filled.

T   Time out. Toggles pause on or off.

U   Use an item. Some items, like torches, don't work until you activate hem with this command; others run out of power after one use.

V   Volume. Toggles sound on or off.

Spacebar Press after first part of a message to speed up message display. The next message or window display appears.

Creating and Saving Characters You can create characters and form parties only at the Adventurer's Guild. To create characters, form your own parties, remove characters, or rearrange their marching order, use the Main Menu commands described above.

Credits:
Programming: Troy Worrell
Illustrations: Todd Camasta

Music: Dave Warhol
Data Compression: Jay Patel

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