

THE BARD'S TALE™

A Special Request: *The Bard's Tale* is one of the most sophisticated games available for your Apple IIGS. We ask that you take extra care to follow onscreen prompts, read the instructions thoroughly before starting any new procedure, and double-check to make sure you're using the right disk at the right time. Also, please don't remove the game disk during play unless you're instructed to: your computer may react strangely. We hope you enjoy your sojourns in Skara Brae!

Getting Started

Your *Bard's Tale* disk is copy-protected: you cannot make backup or working copies. Be sure to always keep the disk write-protected. To do this, move the tab in the corner of your disk so the hole is open.

Disk Drives — Before you turn on your Apple IIGS, hook up the disk drives you plan to use. If you use more than one drive, string them in a "chain:" that is, connect the first 3 1/2" drive to your computer, and connect the second drive to the first one. If you plan to transfer characters from another Apple II fantasy game, add a 5 1/4" floppy disk drive at the end of your chain of drives (or, if you have a controller card, connect the card to slot 6 and hook the drive directly up to the card).

Control Panel — When you've hooked up the drives, turn on the computer. Before you begin playing *The Bard's Tale*, make sure your Control Panel is set correctly: it won't be accessible during the game. Press **Control/Open Apple/Escape** to enter **Desk Accessories**. Now select **Control Panel**, then **Slots**. Set the **Startup Slot** to 5, and **Slot 5** to **Smart Port**. The computer automatically assigns the first drive to slot 5, drive 1 (from here on, we'll call this your *primary drive*). If you're chaining a second 3 1/2" drive from the first one, the second drive is automatically assigned to slot 5, drive 2 (which we'll be referring to as your *secondary drive*).

If you've hooked up a 5 1/4" floppy disk drive, the drive is automatically assigned to slot 6, drive 1. If the 5 1/4" drive is part of a chain connected to your CPU, set slot 6 to **Disk Port**; if the 5 1/4" drive is hooked directly to a controller card, set slot 6 to **Your Card**.

Make a Character Disk — Before you play *The Bard's Tale* for the first time, you need to make a character disk on which to store your games. Be sure you have a blank, formatted disk on hand (refer to your ProDOS manual to find out how to format a disk).

Load your Apple IIGS System Disk:

- To load from the Program Launcher, double-click **Basic.System** on the Main Menu.
- To load from the desktop, click the **System Disk** icon, then double-click the **Basic.System** folder.

When the drive stops spinning, remove the System Disk and replace it with the *Bard's Tale* program disk. Type **run make.player**, press Return, and follow the onscreen prompts. When the new character disk is done, replace it with the *Bard's Tale* program disk, and press Return. The game loads automatically.

Load the Game — If your computer is on, and you've already made your character disk, put your program disk in your primary drive. Press **Control/ Open Apple /Reset** simultaneously to reboot your computer. If you have two 3 1/2" drives, put the character disk in the secondary drive.

If your computer is off, you can load *The Bard's Tale* automatically by simply putting the program disk in the primary drive and turning on the computer. Click the mouse button when the title screen appears. From the Transfer Screen, click **Start Bard's Tale GS** (or press **S** on the keyboard), and follow the screen prompts — in a moment, you'll find yourself at the Adventurer's Guild in Skara Brae.

Your *Bard's Tale* character disk contains a completely outfitted and ready-to-go band of adventurers named *ATEAM. In addition, you can create and store other parties on the character disk. To use the *ATEAM, select **(A)dd a member** from the Main Menu. The list that appears shows all parties and characters stored on the disk. Click on *ATEAM. When the party is loaded, the Main Menu reappears.

Transferring Characters from Apple II Games

Connect a 5 1/4" disk drive to your system, and set the Control Panel according to the instructions under **Getting Started** (above). Load *The Bard's Tale*. When the title screen appears, press Return: the next screen you see is the Transfer Screen. Type one of the following letters:

- B** to load characters from *Bard's Tale I*
- W** to load characters from *Wizardry I/II*
- L** to load characters from *Legacy of Llylgamyn*
- U** to load characters from *Ultima III*
- S** to Start playing Bard's Tale GS

Put the 5 1/4" character disk in the floppy disk drive, and your *Bard's Tale*/Apple IIGS character disk in a 3 1/2 " drive. To indicate the source disk that the characters are coming from, double-click slot 6, drive 1 on the menu in the white window. When the window asks for the destination disk, double-click the slot number that corresponds to the drive your new character disk is in (slot 5, drive 1 for the primary drive; or slot 5, drive 2 for the secondary drive.)

The menu lists all the Apple II game characters that *Bard's Tale*/Apple IIGS can transfer to its own character disk. Select each character you want to transfer, and double-click or press Return. Press the ESC key or click ESC onscreen to complete the transfer, then press S to begin the game.

During Play

Several conventions apply throughout the game:

Click the mouse button to make selections and give commands, or press the number or letter indicated on the menu.

Game information and menus appear in the white window in the upper right of the screen. To select from this screen, click on the option you want, or type the 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 program asks you to select a character for any reason, move the pointer to the character's name and click — or type the character's number in the marching order.

Main Menu

You only have access to the Main Menu while you're in the Adventurer's Guild. Choose options by clicking on the command you want, or press:

- (A)dd a member** from other parties on your disk to the current party. You can also use this command to recombine characters into entirely new parties. The window shows all the parties and characters saved to the disk; party names are preceded by an *. Click on the name of the party or character you want to add.
- (R)emove all members** from your current party and save them to disk.
- (C)reate a member.** A series of prompts asks you for the new character's race, class, and name (up to 15 characters). Respond by clicking your selection or typing the selection number.
- (D)elete a member** from your party. *Caution:* when you use this command, the character disappears forever!
- (S)ave the party roster** to disk under a single party name. Party names are preceded by an * on the disk menu. *Warning:* This does not save the characters themselves; use the Leave Game or Remove Member options to save the characters and their status to disk.
- (L)ease Game.** Exits *The Bard's Tale* and saves the status of your characters on disk. Before you actually leave the game, a prompt offers to return you to the ProDOS selector program. If you want to re-enter the game, press ESC. To save your characters and leave the game, press Return. To quit *The Bard's Tale* without saving your characters, simply remove the game disks and turn off the computer.
- (E)nter the City.** Leave the Adventurer's Guild and start exploring!

Safety and Death

Face it. The sort of streets where you run into wandering Kobolds, Werewolves and Orcs are dangerous — especially at night. Don't be shy about spending the night in the Adventurer's Guild. When you leave the Guild, the clock is always set ahead to the next morning.

Moving About

When you put 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 when you want to go in the indicated direction. You can also control your motion with the keyboard arrows.

A note about Garth's Equipment Shoppe: When you view Garth's inventory list, some items appear in green; others appear in black. You can buy any item on the list, but the currently selected character can only use the black items. (Select another character, and see how the list changes.)

Viewing Characters

To view a character, point to the name on the cast list and click, or type the character's number in the marching order. Character information appears in the white window, along with the options to Trade Gold, Pool Gold or Continue — and the equipment list, from which you can (T)rade or (D)rop items, or (E)quip the character. Press T, D, or E, or click on the desired option.

Combat Commands

During battle, your characters' actions and options appear in the white window. Respond by clicking the option you want, or press:

- F** to Fight
- R** to Run. (You won't always be able to pull this off!)
- P** to start intra-Party combat at any time
- A** to Attack monsters in the first two ranks, hand-to-hand. (Available to the first three party members)
- D** to Defend. This lessens the chance of damage from a monster in that round.
- U** to Use a magical item. The character must be equipped with the item in advance.
- B** to sing one of six Bard's tunes for one combat round. You can also press your Bard's character number. (Available only to Bards)
- C** to Cast a spell. Click on the spellcaster's name, then select a spell class and spell from the lists that appear. Or, type the spellcaster's number in the marching order, and then the four-letter spellcode. Spellcodes are listed in the manual.
(Available only to magic users)
- H** to Hide in the shadows (Available only to rogues)
- Left Arrow** to speed up message scrolling rate
- Right Arrow** to slow down message scrolling rate

Other Adventuring Commands

The following commands are available while you're peacefully exploring the streets of Skara Brae. Click the option you want, or press:

- C** to Cast a spell. Click on the spellcaster's name, then select a spell class and spell from the lists that appear. Or, type the spellcaster's number in the marching order, and then the four-letter spellcode. Spellcodes are listed in the manual.
(Available only to magic users)
- P** to start intra-Party combat at any time
- B** to sing one of six Bard's tunes while traveling. You can also press your bard's character number. (Available only to Bards)
- E** to Elevate up a portal. The party must have a levitation spell in operation. Works only in dungeons.
- D** to go Down a portal. Works only in dungeons.
- ?** to learn the name of the street your party is on, and the time of day.
- N** to establish a New marching order for your party. Rearrange characters by typing their old numbers in the new marching order, or click on a character's name and drag him to his new position on the list. All other characters will move up or down to accommodate the new placement.
- ESC** to pause the game. Hit any key to resume.
- U** to Use an item. Some items, like torches, don't work until you activate them with this command; others run out of power after only one use.
- V** to turn sound on or off. (Does not work when you're in the Guild.)

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