

## The Bards Tale

Atari ST

### Making a Character Disk

Before you start playing The Bard's Tale for the first time, you need to make a character disk. Prepare a blank, formatted diskette. Insert your Bard's Tale PICTURE disk in the drive, and boot your computer. When instructed to do so, insert your blank formatted disk in the drive. Follow the on-screen prompts. When you have finished, your new character disk will have a completely outfitted and ready-to-go band of adventurers named \*ATEAM. To use the \*ATEAM, select (A) dd a member from the Main Menu.

Because your Bard's Tale disks are copy-protected, you cannot make backup or working copies of the disks. Be sure to keep the PROGRAM and PICTURE disks write-protected. Make sure your newly created character disk is always write-enabled.

### To Start Playing The Bard's Tale

If you are playing with a mouse, plug it into port #0. Insert your Bard's Tale PROGRAM Disk in Drive #1 and turn on your computer. (Important: you must turn on the computer with the program disk already inserted any time you want to play the game.) If you have 2 disk drives, insert your PICTURE disk in drive #2 before turning on your computer. When the GEM screen appears, it contains an icon named Bard PRG. Double click on this icon to load the program.

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.



ELECTRONIC ARTS



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 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 recombine 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 \*. Click on the name of the party or character you want to use.

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

**Create a member** - Creates a new character. The prompts that follow this command ask you 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 are not satisfied with your character stats, feel free to "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 \* on the disk menu. Caution: this does not save character information, it only saves 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. A "no" answer returns you to the Main Menu. A "yes" answer takes you to the GEM screen.

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



## 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 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 to indicate that you want to go in the direction currently indicated by the arrow. You can also control your motion with the keyboard arrows.

## 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 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 respond by clicking the option you want, or pressing:

**F** to Fight

**R** to Run

**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 the function key that corresponds to your Bard's character number. (Available only to Bards.)
- C to 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, then type the spell code and press Return. (Available to magic users only.)
- H to Hide in the shadows. (Available only to rogues.)
- > to speed up message scrolling rate
- < to slow down message scrolling rate

## Other Adventuring Commands

The following commands are available while you're peacefully exploring the streets and dungeons of Skara Brae:

- C to 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, then type the spell code and press Return. (Available to magic users only.)
- P to start intra-party combat at any time.
- B to sing 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 to ascend up through 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. Click on the name of character you want to move. Click again on the position in the cast list you want the character to occupy. You can also type the number that corresponds to the character's place in the marching order and then the the position in the marching order you wish the character to occupy. All other characters will move up or down to accomodate the new placement.

**T** to Pause and Resume the game.

**U** to Use an equipped 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 tum sound on or off.

## Using the Pull-Down Menus

You can access the pull-down menus by clicking once on the right mouse button. Click once on a picture with the left mouse button to choose a command. Once chosen, the pull-down menu commands work like the keyboard menu commands.

## 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.

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