# ──ELECTRONIC ARTS®──

## The Bard's Tale                                    Amstrad CPC

### GETTING STARTED

First switch on your machine, then follow the tape or disk instructions as appropriate.

**TAPE:** Fully rewind the tape and insert boot side up, then press the **CTRL** and small **Enter** keys together, press play on your tape recorder and the program will load and then run.

**DISK:** Insert the disk in your drive boot side up, Type **Run "boot"** and then press **Return**, the program will now load and run.

The ATEAM are a good beginning party of adventurers who are equipped and ready to do battle, they are the starting party automatically loaded in to the character slots. Type **E** to E(xit) the Guild and enter the town of Skara Brae.
To learn how to create your own adventurers, form your own parties, remove characters or rearrange their order, see the end of these instructions. Hint: The first dungeon is the wine cellar of the only tavern in town which serves wine. It's on Rakhir street.

### SAFETY AND DEATH

Let's face it, the sort of streets where you are ambushed by Kobolds, Orcs and Zombies are dangerous and the streets of Skara Brae are especially dangerous at night. Beginning parties, therefore, should not be shy about spending the night in the Adventurer's Guild. When you enter the Adventurer's Guild, you are assumed to have stayed for the night and you will always leave early the next morning.

Don't despair if you lose a favourite party member, you can either pay to have that character resurrected at a temple or reload the party from your most recently saved version (This will mean that you will lose any experience, gold and items which you have accumulated since you last saved the party). You could also save the party with the dead member, then use the EDITOR ( loading and using the Editor is explained elsewhere in these instructions) to remove the dead member from the party and replace just that character from a previously saved party and then resave the party. (this method means that only the dead character will lose experience points though you will have to leave the game to use the EDITOR)

### MOVING ABOUT

I -move forward                                    J - turn left
K - kick a door open                               L - turn right

## VIEWING CHARACTERS

Press the number (1-6) of the character whose statistics you want to view. (you cannot view the creature in the special slot). In the view character mode, you have the following options:

**E (quip)** a character with an item. You will be prompted for the item number (1-8). Press 0 to unequip all of a character's items.

**T (rade)** an item. Type the item number at the prompt, then type the number of the character you want to give the item to. To trade gold, type **G**. Then type the number of the character you want to give the gold to and how much gold you want to give to that character.

**D (rop)** an item. Type the item number at the prompt

**P (ool)** all gold. This gives all of the party's gold to the character being viewed.

Press the **ESC** key to leave the view character mode.

## COMBAT COMMANDS

If monsters attack, press **F** to F(ight) or **R** to R(un). (Note: you do not always get to run just because you want to, though nimble high level characters will usually get away) Pressing **P** will initiate a P(arty attack) at any time, which voluntarily enters intra-party combat.

In combat you have the following options:

**A (ttack)** monsters in the first two ranks, hand-to-hand. This command is available only to the first three party members.

**D (efend)** lessens the chances of being hit by a monster for that combat round.

**U (se)** a magical item. The Character must be equipped with an item to use it.

**B (ard)** song. Available only to Bards. Sing one of the 6 bard tunes for one combat round only.

**C (ast)** a spell. Available to magic users. Type in the code letters for the spell at the prompt.

**H (ide)** in shadows, Available only to Rouges.

## OTHER ADVENTURING COMMANDS

**C (ast)** a spell when not in combat. At the prompt, type in the number of the character who will cast the spell, then type in the code for the spell.

**P (arty)** attack will start intra-party combat at any time.

**B (ard)** song. Available only to Bards, sings one of the 6 bard tunes while wandering.

**N (ew)** order for the party. At the prompt, type the numbers of the members in the order you want them to march.

| U (se) | an item. Some items like torches, must be activated with this command in order to work. Type the number of the character who has the item, then pick the item (by typing its number) from that character's equipment list. Some items run out of power after only one use. |
|---|---|
| E (levate) | to go up a portal. This command only works in dungeons and the party must have a levitation spell in operation. |
| D (own) | to go down a portal. This command only works in dungeons. |

The **right** cursor key will increase the speed of the scrolling text in combat.
The **left** cursor key will decrease the speed of the scrolling text in combat .
Press the **ESC** key to pause and any other key to resume.

## HOW TO FORM NEW PARTIES AND CREATE NEW CHARACTERS

Characters can be created and parties formed only in the Adventurer's Guild.
While in the Guild, you have the following commands available:

**C (reate)** a new character. Select the race and class for the character as prompted, then type in a character name up to 15 letters and spaces. Press **Return** to enter the name and add the character to the party.

**R (emove)** a character from the party. Type in the name of the character you wish to remove from the party and press return. Make sure that if you want to make use of the character at a later date, that a party containing that character has been previously saved to tape or disk, as removing a character wipes him/her from the memory without saving that character.

**L (oad)** a party. You will be prompted to type in the name of a previously saved party. Tape users then insert your party tape and use rewind/fastforward to position the tape. Then press play on your recorder to load in the party. Disk users insert your party disk and press **return**. You can abort a load by pressing the **ESC** key.

**S (ave)** a party. You will be prompted for a name to save the party under. Tape users insert your party tape and use rewind/fastforward to position the tape. Then press play and record on your recorder. The screen will blank and you should then press any key to start the save. Disk users insert your party disk and press **return**.

**(Note to tape users:** *Save each party under a different name and make a note of it. Save a party two or three times in succession under the same name just in case you get a bad load. Do not repeatedly save over the top of your old parties, as if you make a mistake, you will have erased all your hard work!)*

**Q (uit)**    the game. This will end your current game and return you to Basic.

**E (xit)**    the guild. Your party will leave the guild and enter the streets of Skara Brae.

## EDITOR

The Editor program allows you to transfer party members between different party's. To use the editor you must first exit from the game (remembering to save the party first) and then load the editor separately. The Editor is loaded by typing **Run "editor"** and then pressing **Return** for disk users. Tape users can find the Editor directly after the main program on the boot side of tape 1. Press the **Ctrl** and the small **Enter** keys followed by play on the tape recorder, the program will now load and run. (Note : *It is necessary to save the party from the editor program and then reload the Bard's Tale and then reload the party.*)

## CASSETTE COUNTER POSITIONS

You should find it useful to write down the tape counter position of the various multi-load sections so that you can fast forward to them easily:

| Tape position | Section |
|---|---|
| **Tape 1:** | |
| _____ | Editor |
| _____ | City Map |
| _____ | Sewers |
| **Tape 2:** | |
| _____ | Mad God's Catacombs |
| _____ | Harkyn's Castle |
| _____ | Kylearan's Amber Tower |
| _____ | Mangar's Tower |