

The Bard's Tale III

The Thief of Fate

Command Summary Card

To play The Bard's Tale III: The Thief of Fate, you need an Amiga with one floppy drive and 512K of memory, and the two game disks named "Thief" and "Thief_data".

Attention 512k Users

When using Bard's Tale III with only 512k of memory be sure that all external disk drives are disconnected. You must boot with the "Thief" disk in the internal drive and play on just the one drive.

Floppy Disk Users

Before you begin to play, MAKE COPIES OF YOUR BARD'S TALE III DISKS. You'll need two blank, initialized floppy disks. Look in your Amiga manual for information about formatting disks.

Copying Your Disks

1. Turn on your computer.
Amiga 1000 users, insert Kickstart.
2. Insert Workbench into DF0:.
3. If you have a single drive system, remove Workbench and insert "Thief". If you have two drives, simply insert "Thief" into the other drive.
4. Place the mouse pointer on the Thief icon and click to highlight it.
5. Pull down the Workbench menu from the menu bar. Drag the highlight bar down to Duplicate, and release.
6. Follow the onscreen instructions.
You'll need to swap disks from time to time. Once the disk is copied, you must rename it.
7. Pull down the File menu from the menu bar. Drag the highlighted bar down to Rename, and release.
8. At the prompt, type **Thief** and click **OK**.
9. Repeat the instructions for "Thief_data".

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Starting the Game

1. Insert your *copy* of "Thief" into any disk drive.
2. Double click on the Bard's Tale III disk icon.
3. Double click on the Bard's Tale III game icon to begin the game.

Hard Drive Users

Installing the Game on your Hard Disk

1. Boot your computer as you normally would.
2. At the Workbench, insert "Thief" into any disk drive.
3. Double-click on the Thief disk icon.
4. Double-click on the HDInstall icon.
5. Press **Y** to install the game.
6. Type the names of the hard disk partition and drawers you want to keep the game in.

For example, say you have a drawer called "Games" in a hard drive called "Fast." If you wanted to create a drawer called "Bard's III" in "Games," you'd type **Fast:Games/Bard's III**.

7. Insert "Thief_data" in any drive when prompted and click **OK**.

Starting the Game

1. Double-click on the drawer in which you installed Bard's Tale III.
2. Double-click on the Bard's Tale III game icon to begin the game.

Changes to the Manual

Pg. 4 - Sorcerers: You must know at least 7 spell levels from the magician or conjuror classes before becoming a sorcerer, not 3.

Pg. 8 - Warning! Special Characters cannot carry any items for your party.

Pg. 25 - Chronomancer's teleport spells are given at the review board upon the completion of each dimension.

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Creating, Saving, and Transferring Characters

You can create characters and form parties or transfer characters only in the beginning of the game in the Refugee Camp. To create characters, form your own parties, remove characters or rearrange their marching order, use the Character Creation Commands described below.

Pre-Built Party

Your game comes with a completely outfitted band of adventurers called INTERPLAYERS. You can play the game using these characters; or you can use them to test the features of Thief of Fate and determine what kind of party you want to build. To load this party, press **A**, highlight INTERPLAYERS, and press **Enter**. Press **E** to begin adventuring.

Transferring Characters

You can transfer characters from the Amiga versions of Bard's Tale I and Bard's Tale II and from other saved Bard's Tale III Amiga games. See the Transfer Character instructions in the Key Commands section.

Key Commands

Character Creation Commands

- A Add a member.** Loads a single character or an entire party onto the game roster. Highlight the character or party you want to load and press **Enter**. (Note that party names begin with a >.) You can have up to seven characters on the roster, and you must have at least one living character to enter the wilderness.
- R Rename a character.** Highlight the character you want to rename and enter his or her new name. (This option appears only if the roster is empty.)
- R Remove a character.** Press the number of the character you want to remove, or press **R** again to remove them all. (This option appears only when there is at least one character on the roster.)
- C Create a character.** Select the sex, race, and class of the character. Then type in a character name up to 14 characters long and press **Enter**. A disk can hold up to 30 characters and party names.

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T Transfer a character. It is possible to transfer a character from Bard's I, Bard's II, or another Bard's III game. To transfer a character, that character must have been saved on your hard drive or on a floppy disk. When you press **T** to Transfer a character, you will have these choices:

1. **Bard's I**
2. **Bard's II**
3. **Bard's III**

Press the number that corresponds to the Bard's version from which you want to transfer a character. You will then be asked "Path to transfer character from?" If you are transferring a character from a floppy disk, type **DF0:** and then press **Enter**. (We are assuming that the disk is in drive DF0; if it isn't, type the name of the appropriate drive followed by a **:** and press **Enter**.) If you are transferring the character from a hard drive, type **DH2:/bards1** and press **Enter**. (This example assumes your hard drive is DH2 and you are transferring a character from The Bard's Tale I. If your hard drive is not DH2, and you are transferring a character from The Bard's Tale II or III, type the appropriate drive and subdirectory names, such as **DH3:/bards2**, and press **Enter**.)

D Delete a character. Highlight the character you want to delete and press **Enter**. Press **Y** to confirm deletion or press **Escape** to cancel.

S Save the party. IMPORTANT: This command does not save the characters themselves. It only saves the characters on the roster under a party name.

L Leave the game. Press **Enter** to save all the characters on the roster to disk and leave the game.

E Enter the wilderness. Leave the Refugee Camp and head into the wilderness. (This option only appears if there is someone in your roster.)

Movement Commands

All movement is controlled by the Arrow keys or the mouse.

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Combat Commands

When you're in combat, you have two sets of options. If your opponents are 20' or more away, you can choose to *Fight Bravely* (press **F**), *Advance* (press **A**), or *Run Away* (press **R**). If they're 10' feet away, you can only choose to *fight* or *run*. If the enemy attacks your party first, you have no choice but to stand and fight.

- A** **Attack foes.** Attack all monsters within 10'. This is available to party members 1 through 4.
- D** **Defend.** Lessens the chances of a successful attack from an opponent.
- P** **Party attack.** Initiates inter-party combat.
- C** **Cast a spell.** Use the Arrow Keys to highlight the spell you want to cast, and then press **Enter** to cast it. Available only to Magic Users.
- U** **Use a magic item or missile weapon.**
- H** **Hide in shadows.** Available only to Rogues.
- B** **Bard Song.** Sing one of the eight Bard songs by pressing the song's number. Available only to Bards.
- >** Speed up message scrolling.
- <** Slow down message scrolling.

Space

- Bar** Prevent messages from pausing.

Non-Combat Commands

- B** **Sing one of the Bard Songs.** Press the number corresponding to the chosen Bard's position in the party and the number of the tune he will play. Available only to Bards.
- C** **Cast a spell.** Press the number of the character who will cast the spell, use the Arrow Keys to highlight the spell you want to cast, and then press **Enter** to cast it. Available only to magic-users.
- F1-F7** **Cast a spell.** Press the function key, **F1-F7** that corresponds to the magic-user you want to cast a spell, and then scroll to the spell's four-letter spell code.
- D** **Drop a special member from your party.** Press the number of the special member you want to drop.

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- E Elevate through a portal.** This works only in a dungeon in conjunction with a Levitation spell.
- W Descend through a portal.**
- H Help.** Displays a list of all non-combat options
- N Establish a new marching order for your party.** At the prompt, enter the number of the character you want in position 1, then the number of the character you want in position 2, and so on until all the positions are filled.
- U Use an item.** Some items, such as torches, must be activated with this command. Enter the number of the character with the item, and then use the up and down arrow keys to highlight the item on his or her inventory list and press **Enter**. Note that some items can be used only once.
- K Kick open doors.**
- V Toggle the sound on/off.**
- S Save game.** This saves your party where they're at in the game with all their current possessions, skill levels, experience, etc. If you exit the game, the next time you load it you're asked, "Do you wish to restore your last saved game?" Answer "yes" to pick up where you left off. Answer "no" to start back at the Refugee Camp.
- NOTE:** Unless you took the party back to the Refugee Camp *and* removed them after you last saved, answer "yes." Otherwise, you'll be playing with the characters *less* the experience and items they gained since the last time you removed these characters at the Refugee Camp (the experienced-ladened characters are still sitting out there in the wilderness!).
- If you want to transfer your characters to another disk, you must return to the Refugee Camp and remove the party from the roster. If you don't do this, your experienced party won't be saved back at the Refugee Camp—the only place from which you can transfer characters.
- ? Display your party's location and the time of day.** In dungeons, this activates the Automapping feature. Press **Escape** to deactivate automapping.

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- T** **Toggles pause on/off.**
- Q** **Quit and exit to Workbench.**

Viewing Characters

Press the number (1-7) that corresponds to the character you want to view. You can choose the following options when in this mode:

From the first (gold) screen:

- P** **Pool gold.** Pools all the party's gold and gives it to the character you're viewing.
- T** **Trade gold.** Gives gold to another character. Press the number of the character to whom you want the gold to go; then enter how much gold you want to be traded.

(Press **ESC** to go from the first screen to the second screen.)

From the second (inventory) screen:

An item with a **:** next to it is equipped and ready for the character who owns it to use. When a **^** is next to an item, it means that it's owner can't use it under any circumstances; he or she can only carry it around until it is discarded or traded. An item with a **?** before it is an unidentified item.

Use the Arrow keys to highlight any item and press **Enter**. You will then have the following options; press the first letter of an option to use it:

- U** **Unequip an item** so the character can trade or discard it.
- T** **Trade an item.** Press the number of the character to whom you want the item to go.
- D** **Discard an item.** NOTE: Once an item is discarded, it is gone forever. So make sure you really, really don't want an item before you discard it.
- E** **Equip an item** so the character can use it.
- I** **Identify an item.** (Available only to Rogues. Rogues get only one chance to Identify any item.)

Code Wheel

You get a numeric code from the Code Wheel that lets you to teleport from the wilderness to different dimensions. When you're in the correct location

and cast the right teleport spell, four words will appear on your screen. Locate the first word on the edge of the inner wheel, the second word on the middle wheel, and the third word on the outer wheel; then line them up. Then look for the fourth word in the centre of the inner wheel. Above it you'll see a numeric code; type this code and press **Enter** to teleport to the new dimension.

Customer Service

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- Type of computer you own
- Any additional system information (like type and make of monitor, printer, hard disk, etc.)
- Type of operating system
- Description of the problem you are having

If you live outside of Europe, you can contact one of our other offices.

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