

## The Bard's Tale I

*Party Merger program*

### **TO LOAD (Disk):**

**AMSTRAD:** Type RUN "Editor" then press Return or Enter

**SPECTRUM +3:** Insert side 2 of the disk and use the LOADER menu option by resetting your machine and pressing **enter**.

### **CASSETTE**

The merger program is held at the very end of side one of the BOOT and GAME cassette and is called MERGER. You can find the tape counter position easily by setting the counter to Zero and then loading the Bard's Tale game as usual and noting down the tape counter position once the game has started and the default party is in the Guild. Merger will be just a little further on.

**Amstrad:** Type RUN "Merger" and press ENTER

**Commodore:** Type Load "Edit" press RETURN, Type RUN press RETURN

**Spectrum:** Enter Load "Merger" and press the ENTER key.

Once the Party Merger program has loaded, you will be in the main menu and faced with 5 options. Select an option by pressing the indicated key in brackets. ie Press the L key to select the Load party option.

### **MAIN MENU**

#### **(L)oad Party:**

You will be prompted for the name of a previously saved party, either from this program or the Bard's Tale game itself. Once the party has been located on tape or disk, the members of that party will be added to the Character list. The Character list appears at the top left of the screen and can contain up to 114 different characters.

#### **(S)ave Party:**

This saves the party currently in the Members List ready to use in the game.

#### **(C)haracter Menu:**

This takes you to the Character sub menu which has the following options:

### **CHARACTER MENU**

#### **(D)elete Char.:**

This deletes the highlighted character from the Character list. Use the up and down cursor keys to move the highlight through the character list.

- (S)ee Character:** This shows the highlighted character's statistics in the same way as the view character mode in the main game. Press the **space** key to exit this option. The Pool gold option does not work in the See character option and you can only trade items or gold with characters in the Members list. Equip and drop item work normally.
- (C)hoose Char.:** This will add the highlighted character to the next vacant slot in the Members list if there is such a slot.
- (R)ename Char.:** Allows you to input a new name for the highlighted character.
- (B)ack to main Menu:** returns you to the opening menu.
- (M)ember Menu:** This takes you to the Member sub menu which has the following options:

#### MEMBERS MENU

- (1-6) See Member:** This shows the selected character's statistics in the same way as the view character mode in the main game. Press the **space** key to exit this option. Pool gold, Trade, Equip and Drop item work as in the game and only affect the characters in the Members menu.
- (R)emove Member:** At the prompt, type the number of the character you wish to remove from the Members list and replace in the Character list.
- (N)ew Order:** At the prompt, type the numbers of the members in the order you want them to march.
- (B)ack to main Menu:** Returns you to the opening menu.
- (Q)uit Program:** Leave the program and go back to BASIC.



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