COMMAND SUMMARY CARD
The Bard's Tale II: The Destiny Knight

GETTING STARTED FROM A FLOPPY DISK

Boot your computer with PC-DOS (version 2.1 or later). If your computer uses 5 1/4" disks, make copies of both your Program and Picture Disks using **DISKCOPY** (consult your DOS manual for instructions). If your computer uses 3 1/2" disks, there will be only one disk you will need to copy using **DISKCOPY**. After making the necessary copies, put the original disks away. Do not write-protect your **copy** of the program disk or you will not be able to set your screen configuration.

GETTING STARTED FROM A HARD DRIVE

To install the game on your hard drive, place the Program Disk in drive A and at the A prompt type:
install c:<return>
(Note: We're assuming your hard drive is C. If it's not, replace C with the correct hard drive letter.)
Then follow the on-screen prompts. Your character disk will automatically be created in the **destknit** subdirectory.

SCREEN CONFIGURATION

The Destiny Knight can be played from the keyboard or with a Microsoft™ or Microsoft™-compatible mouse. It will not work with a joystick. With a mouse, make sure that your mouse driver is loaded before loading the game. (See the manual that came with your mouse for instructions.) Before playing for the first time, or if you change monitors, insert the program disk and type **"setup" <return>**. The Display Configuration menu will appear; use it to specify the type of graphic card and display you are using. The four choices are:

1. Composite or TV monitor
2. RGB monitor (Note: CGA is RGB)
3. EGA monitor
4. Tandy computer with RGB monitor

Choose the appropriate monitor display by selecting #1-4. This will not need to be done again unless you change your system set-up.
Note: If you have a Tandy with a composite monitor, try #4. If it doesn't work, try #1. MCGA users please select #2.

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PLAYING FROM A FLOPPY DISK

To load The Destiny Knight, insert the copy of the Program Disk in drive A; at the A prompt type:

dk<return>

The program will load automatically.

PLAYING FROM A HARD DRIVE

If this is your first time booting The Destiny Knight, type **"setup" <return>** when prompted and choose a display mode (see Screen Configuration above). To play The Destiny Knight, at the C prompt type:

cd\destknit<return>
dk<return>

GAME PLAY

When the game begins you'll find yourself at the Adventurer's Guild. Game information and menus appear on the white scroll in the upper right of the screen. To make a selection from this screen click on the option you want or type the first letter of the option. You make all game decisions (except direction of travel) from this menu.

Information about your characters appears in the roster at the bottom of the screen. When you are asked to select a character for any reason, type the character's number in the marching order (1-7), or move the pointer to the character's name and click.

CREATING AND SAVING CHARACTERS

You can create characters and form parties only in the Adventurer's Guild. To create characters, form your own parties, remove characters or rearrange their marching order, use the Main Menu commands described below.

MAIN MENU

You have access to the Main Menu only while in the Adventurer's Guild. Choose options by either clicking on your selection or entering the first letter of the option. Your options are:

Add A Member from the character roster on your disk to the current party. You can also use it to combine characters into entirely new parties. The requester that appears contains all the parties and characters saved to the disk; disk party names are preceded by an *. Click on the name of the party or character you want to add or use the up or down arrow keys to highlight a name and then press **<enter>**.

Remove Member from the party and save them to disk.

Create A Member is followed by prompts that ask you for the character's race, class, and name up to 14 letters long. Answer the prompts by either clicking on your choice or typing the appropriate number. Feel free to reject unsatisfactory new characters and "reroll".

Save Party allows you to give the entire party a name. You can then use that party name when using the **Add A Member** option and the entire party will be loaded automatically. This feature only needs to be used once unless you change the members of the party. This retains the entire party to disk under a single party name.

> **Caution:** This will not save your game to disk; to save your game and current character status, use the **Save Game** option or the **Remove** command.

Quit Game exits The Destiny Knight. This option offers you a "yes/no" choice before you actually leave the game. A "no" answer returns you to the Main Menu. A "yes" answer will save your characters to disk and takes you to the DOS screen.

Enter The City lets you leave the Adventurers' Guild and enter the city.

Disk Options gives you a number of choices:

> **Delete a Member** from your roster. **Caution:** When you use this command, the character is deleted forever!

> **Load Bard I Member** transfers a Bard's Tale I character to Destiny Knight. **Caution:** When you load in Bard's Tale I characters whose names already exist on the Bard's Tale II roster, the Bard's Tale I character will overwrite the Bard's Tale II character. **Rename a Character** can be used only on a character not currently on the active roster.

> **Exit Disk Options** returns you to the Main Menu.

Load Saved Game restarts the game at the point where you last saved.

SAFETY AND DEATH

Being a hardy adventurer on the boulevards of a civilized city, you might expect to be safe and secure wherever and whenever you go. Get real. Monsters and ruffians openly hang out on street corners, and that's in the good neighborhoods. Spending nights in the Adventurer's Guild is your safest bet. When you leave the Guild, the clock is always set forward to the next morning.

MOVEMENT

When you move the pointer to the view window in the upper left, it becomes a directional arrow. As you move the arrow it points out the directions you can travel: Turn left, turn right, turn around, go in current direction. To enter a door, move ahead while facing it.

Click when you want to go in the indicated direction or use the keyboard arrows to control motion.

VIEWING CHARACTERS

To view a character, point to the name on the roster and click or type the character's number in the marching order (#1-7). Character information appears in the white scroll along with the options Pool Gold, Trade Gold, or Continue. You'll also see the equipment list from which you can Trade, Drop, Equip, or Unequip items. You must select the number of the item you wish to use and then select the desired option. Be sure to Equip items you wish to fight with or else you will be fighting with your hands.

COMBAT COMMANDS

You have two sets of options when under attack. You can F)ight, R)un or A)dvance if the attackers are 20' or more away. You can only F)ight or R)un if the attackers are closer. Remember that you can always try to run but success isn't guaranteed. Your characters' actions and options will appear in the white scroll during battle. Respond by clicking on the option you want or press:

A   to Attack monsters in the first two ranks. Your characters will attack using whatever weapons they have been equipped with. (Available to first four party members.)

D   to Defend, lessening the chance of taking damage in that round.

B   to sing one of the 7 Bard's tunes for a combat round. (Bards only.)

P   to attack a Party member. (See the COMBAT SYSTEM section of your manual for an explanation of why this option would be used.)

U   to Use a magic item or missile weapon.

C   to Cast a spell from the spell class and spell name lists that appear (when using mouse only). Or type one of the four-letter spellcodes that are listed in the manual. (Magic Users only.)

H   to Hide in shadows. (Rogues only.)

>   to speed up combat message scrolling rate.

<   to slow down combat message scrolling rate.

OTHER ADVENTURING COMMANDS

The following commands are available throughout the game, whether you're peacefully exploring the streets of the city or cautiously investigating dungeons. Click the option you want or press:

C   to Cast a spell. Click on a spellcaster's name, then select from the spell class and spell name lists that appear (when using mouse only). You can also type a

spellcaster's character number or just press the function key corresponding to their character number and then type one of the four-letter spellcodes listed in the manual. (Magic Users only.)

P to start an intra-Party fight at any time.

B to sing one of the 7 Bard's tunes while travelling. You can type the Bard's character number, click on a Bard's name or just press the function key that corresponds to their character number. (Bards only.)

A to Ascend up a portal, only when a levitation spell is in effect, 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.

R to Release a special character from the party.

N to establish a new marching order. Type the character's old number in the new order, or click on their name and drag them to a new position. All other characters will move to accommodate the new order.

S to Save your game from anywhere. You can exit to DOS by answering Yes when prompted. (Does not work during combat or timed death sequences.) **Note:** Contrary to what the clue book and manual say, it is not necessary to return to Tangramayne to Save your game in the IBM version of The Destiny Knight.

Q to Quit your game. Note: Using the Quit command outside the Adventurer's Guild **does not** save your game status. You may want to use this command if you find yourself in an untenable position in a city or dungeon and you want to return to DOS and restart.

T to pause the game. Press any key to resume. (Does not work during combat or timed death sequences.)

U to Use an item. Some items don't work unless you activate them with this command, some must be equipped to be Used and some run out of power after only one Use.

V to turn the sound on or off.

Spacebar You can speed up a message display by pressing the spacebar after the first part of the message. The next message or window display will promptly appear.