

Command Summary Card

The Bard's Tale® III

The Thief of Fate™

Installing the Game

Hardware Requirements

To play The Bard's Tale III: The Thief of Fate you will need an IBM compatible or Tandy computer with:

- At least one disk drive
- MS-DOS (version 2.1 or later)
- 512K RAM

Installing Bard's Tale III

Floppy Disk Users

1. First, boot your computer with DOS. Then format the disks onto which you will install The Thief of Fate. (Check your DOS manual for information on formatting disks.) If your computer uses 5.25" disks, you will need to format three disks; if it uses 3.5" disks, you will need to format two disks. Label the disks Disk Copy #1, Disk Copy #2, etc., until all the formatted disks are labelled.
2. Make copies of your original disks on the formatted disks using **DISKCOPY** (consult your DOS manual for instructions).
3. After you have made the copies, put the original disks away.

Hard Disk Users

1. Boot your computer with DOS.
2. At the C prompt type **md BARDS3** and press **Enter**.
3. Type **cd BARDS3** and press **Enter**.
4. Insert the original Disk 1 into drive A or B and type **A:** or **B:**, depending on which drive you put the disk in, and press **Enter**.
5. At the prompt type **copy *.* c:\BARDS3** and press **Enter**. Repeat this process for the original Disk 2 and original Disk 3

Note: In steps 2 and 3 this routine assumes that there is no other directory on your hard disk named **BARDS3**. If the name **BARDS3** is already being used on your hard disk, give the new directory a different name. This routine also assumes in step 5 that your hard drive is named C. If it is not, type the appropriate letter for you hard drive in place of the letter C.

Screen Configuration & Sound

The Thief of Fate 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, type **thief t**, and then press Enter. 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
2. RGB monitor
3. EGA monitor
4. Tandy computer with RGB monitor

Press the number, 1-4, that corresponds to your monitor display. 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.

You will also be asked which sound utility you are using. The five choices are:

1. MT32
2. Ad Lib™
3. Internal IBM speaker
4. Tandy
5. PS/1

Press the number, 1-5, that corresponds to your sound utility. This will not need to be done again unless you change your system set-up.

Changes to the manual:

Pg. 4 — Sorcerers - You must know at least 7 spell levels from the magician or conjurer 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 completion of each Dimension.

Playing The Game

Playing From Floppy Disks

To load The Thief of Fate, insert the copy of Disk #1 in drive. At the prompt for the drive the disk is in, type **thief** and press Enter. The program will load automatically.

Note: Bard's Tale III only recognizes the disk drive from which you start your game.

Playing From A Hard Drive

To play The Thief of Fate, type **thief** from the subdirectory you installed the game on and press Enter.

When the game begins you'll find yourself in the refugee camp. 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, 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

It is possible to transfer characters from Bard's I, Bard's II, or other saved Bard's III games. These characters must have been saved on a floppy disk, either 3.5" or 5.25", or on a hard drive.

To copy Bard's III characters or parties to another disk or directory, copy the thieves.inf and/or parties.inf files to the disk or directory of your choice. For example, to copy both files to your A: drive, type:
copy C:\BARDS3*.INF A:

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.

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:

- A. Bard's III
- B. Bard's II
- C. Bard's I

Press the letter 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 `b:\` and then press. (We are assuming that the disk is in drive B; if it isn't, type the appropriate letter followed by `\` and press Enter.) If you are transferring the character from a hard drive, type `c:\bards1\` and press Enter. (This example assumes your hard drive is C and you are transferring from The Bard's Tale I. If your hard drive is not C, and you are transferring a character from The Bard's Tale II or III, type the appropriate letter and subdirectory name such as `d:\bards2\` and press Enter, etc.)

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.

Movement Commands

All movement is controlled by the Arrow keys.

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 intra-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.

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.

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.

*DISK USERS must have Disk 2 in the current drive.

? Display your party's location and the time of day. In dungeons, this activates the Automapping feature. Press **Escape** to deactivate automapping.

T Toggles pause on/off.

Q Quit and exit to DOS.

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 its 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 center of the inner wheel. Above it you'll see a numeric code; type this code and press Enter to teleport to the new dimension.

ATTENTION: MOUSE USERS

If you change character class in the Review Board, when you are prompted to select which class you are changing to, **DO NOT** use the mouse to make your selection. Always use the keyboard instead. If you are given the option of changing character class at any other time, again, **DO NOT** use the mouse to make your selection; use the keyboard instead.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone +44 (753) 46465.

In Australia, contact: EAE, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Phone: (75) 963-488.

Limited Warranty

Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media — EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software — EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. OR send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

Warranty Exclusions: EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Limitation on Damages

EA shall not in any case be liable for incidental, consequential, or other indirect damages arising from any claim under this agreement, even if EA or its agents have been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

Unless indicated otherwise, all software and documentation is © 1990 Electronic Arts. All Rights Reserved.

IBM is a registered trademark of International Business Machines, Corp.
Tandy is a registered trademark of Tandy Corporation.