

**Advanced  
Dungeons & Dragons<sup>®</sup>**  
COMPUTER PRODUCT

***SECRET OF THE SILVER BLADES***

**System Requirements:** This game requires a minimum of 512K available memory. To run the game with a mouse or in the Tandy graphics mode requires a minimum of 640K total memory. The game must be played from a hard disk and requires approximately 1.5 megabytes of hard disk space.

**Installing the Game to the Hard Disk:** Before beginning play, you must install the game. This installation procedure customizes the game and tailors it to provide optimum performance on your computer system. To install the game, please follow the following installation instructions:

1. Place disk 1 in your disk drive. Be sure this drive is the active drive.
2. Type **INSTALL** and press the ENTER/RETURN key.
3. Follow the on-screen prompts.

**Starting the Game:**

1. Boot your system normally.
2. Be sure that the drive containing the installed game is the active drive.
3. Change directory to the game's directory. For example: To change to the default directory type **CD\SECRET** and press ENTER/RETURN.
4. Type **START** and press ENTER/RETURN.

**Configuration:** The first time you play the game you will be prompted to configure the game for your system's hardware. You will be asked to set up for graphics card, sound type, input drive and save path.

**Graphics Adapter Type:** Enter the correct number for your graphics adapter type (VGA users should enter the EGA number, 2).

**Sound Type:** Enter the correct number for your sound type. For most people this will be IBM PC or compatible. If you have a Tandy or one of the sound boards supported by this program, enter the corresponding number. If you do not want sound in the game, enter 4.

**Alternate Input Type:** If you want to play the game using a joystick or mouse, enter 1 or 2 as indicated. To play the game using the keyboard only, enter 3.

The input device (mouse or joystick) may also be selected from the first program menu. The keyboard is always active regardless of how the system is configured.

**Path to Save Drive:** Most people will want to press ENTER/RETURN here. The default save path is set for the SAVE subdirectory on your active drive.

If you wish to save to another drive, type that drive letter followed by a colon, a backslash and the subdirectory name. Example: To save to the SAVE subdirectory on drive B, type **B:\SAVE** and press ENTER/RETURN.

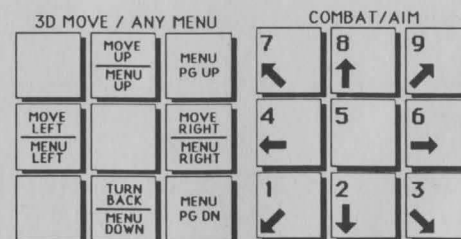
If you wish to reconfigure the game at any time, for a new graphics adapter for example, erase the BLADES.CFG file then run the game. Use the DOS DELETE command to erase the file.

**Mouse:** To give commands using the mouse point to the desired command and double-click with the left mouse button.

**Keyboard:** To select a command using the keyboard, either press the highlighted letter in that command or use the cursor keys to highlight the command and press ENTER/RETURN.

**Moving Around:** The party will move through the game in 3D/area and combat modes. Targeting spells and ranged weapons during combat is similar to moving characters. To move, first select the Move option from the bottom of the screen and then give the appropriate command.

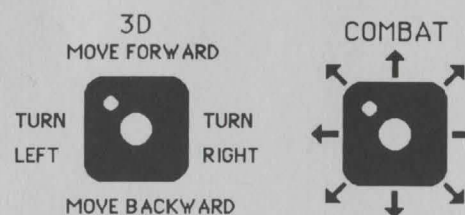
**Keyboard Movement:** The following keyboard controls are used for movement and targeting:



**Mouse Movement:** To move in 3D/area mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, click on the square you want to enter.

**Joystick Movement:** Joystick movement is similar to using the cursor controls/keypad. Select the Move command and then move the joystick.



**Copy Protection:** To answer the verification question, find the indicated word in either the Adventurer's Journal or Rule Book. Type the indicated word and press ENTER/RETURN.

**Vault:** To deposit items into the vault, view a character's items, highlight the desired item and use the Deposit command. To deposit specific amounts of money, View the character, highlight the appropriate denomination and use the Deposit command. To deposit all of the party's money choose the Pool command.

**Combat Commands:**

Note: Scrolls can now be Joined into Bundles.

ESC: will "take back" a move. The function will not erase any damage taken during the move.

ALT Q: sets all characters to QUICK (computer control).

<SPACE>: returns all characters to normal control from QUICK.

ALT M: Toggles the magic spells on/off for characters set to QUICK.

CTRL S: Toggles sound on/off (may be used any time).

HINT: If you find combat too easy or difficult, use the LEVEL command.

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