Advanced
Dungeons&Dragons®
COMPUTER PRODUCT

SECRET OF THE SILVER BLADES

System Requirements: A minimum of 512K system memory available, or 640K for mouse or Tandy graphics mode is required. The mouse will not work with Tandy graphics. RAM resident programs may reduce your available system memory below the minimum required for this game. A color graphics card and monitor are also required. A minimum of two disk drives, either two floppy or one floppy and one hard disk, are required. A hard disk must have a minimum of 1.5 megabytes of available space to install the game.

Installing the Game: The disks that come with the game must be installed before you can begin play. To determine the number of formatted floppy disks you will need to install the game, see the table below.

Installing		5.25" Disks	3.5" Disks
From	To	Needed	Needed
5.25"	HARD	0	0
3.5"	HARD	0	0
5.25"	5.25"	5(6)	0
3.5"	3.5"	0	2(3)
5.25"	3.5"	2(3)	3
3.5"	5.25"	5(6)	1

The number in parentheses indicates the number of disks needed if you want to use the pregenerated saved game.

1. To install the game place your Disk 1 in any drive. Be sure this drive is the active drive.

2. Type **INSTALL** and then press the ENTER/RETURN key.

3. Follow all on-screen prompts.

Starting the Game from Hard Disk

Rev. 6/90

1. Boot your system normally with DOS 2.1 or greater.

2. Be sure that the drive containing the game is the active drive.

3. Change directory to the game's directory. Example: To change to the default directory type **CD\SECRET** and press ENTER/RETURN.

4. Type **START** and press ENTER/RETURN.

Starting the Game from Floppy Disk

1. Boot your system normally with DOS 2.1 or greater.

2. Place your Disk 1 (the one created by the Install process) in the active drive.

3. Type **START** and press ENTER/RETURN.

NOTE: Except when saving the game, you must have game disks in both drives.

ALL SYSTEMS

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 type 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 system or one of the sound boards supported by this program, enter the corresponding number. If you do not want sound in your 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 are using a hard drive. If using a floppy system, the default path is the SAVE subdirectory on the non-active drive. The SAVE subdirectory is created automatically when you first save a game or character.

If you wish to save to another drive, type that drive letter followed by a colon, a back slash 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 and 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 commands.

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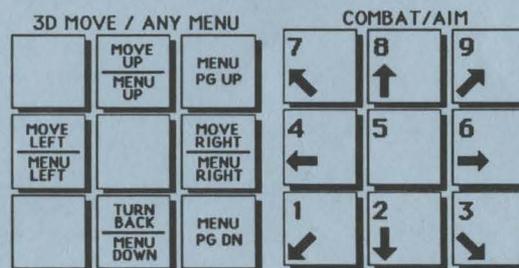

Mouse Movement: To move in 3D/area mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side.

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.

JOYSTICK MOVEMENT
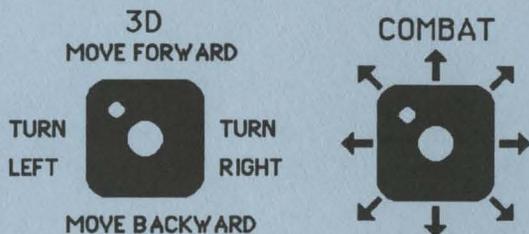
COPY PROTECTION

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.

IBM Combat Commands: The following is a list of IBM specific commands.

Note: Scrolls can now be Joined into Bundles on the IBM.

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

HINT: If you find combat too easy or difficult, use the LEVEL command (Rule Book page 8).

Transferring Characters from Curse of the Azure Bonds
Start Curse of the Azure Bonds, Load the saved game that has the characters you want to transfer, and Remove those characters.
Copy the files from your Curse of the Azure Bonds save directory to your Secret of the Silver Blades save directory using one of the methods given below.
Start Secret of the Silver Blades and choose the Add Character to Party option and then select Curse. A screen with the names of the Characters that have been transferred will appear.

Copying the Files

Floppy Disk Systems
The files will be copied for you if you swap your Curse of the Azure Bonds save disk and your Secret of the Silver Blades save disk as needed. The program will ask you to insert the save game disks after you have chosen the Add option.
If you have chosen a non-standard name for your save directory, the automatic copy program may not work for you. This may occur if you named your save directories something other than SAVE (the name automatically assigned by our program. If this is the case, refer to the Non-Standard Save Directories section below).

Hard Disk Systems
Most hard disk users will be able to copy the needed files from their Curse of the Azure Bonds save directory to their Secret of the Silver Blades save directory as follows:
First, get into the Secret save game directory by typing CD\SECRET\SAVE and then press the Enter/Return key.
Then copy the files by typing COPY C:\CURSE\SAVE*.* and then press the Enter/Return key.

If you did not use the defaults for your save directories, (if you typed in your own save directory name or path), follow the instructions for Non-Standard Save Directories.

Non-Standard Save Directories

You may copy the needed files from your Curse of the Azure Bonds save directory to your Secret of the Silver Blades directory by using the Copy *.* command that is provided with DOS. To use this command, you must be in your Secret of the Silver Blades save directory. Use the DOS Change Directory command to get there.

Your DOS manual will explain how to use these commands.

In order to use the copy command, you will have to know the name of your save directory. If you don't remember this, first change to your game directory (CD\ either Curse or Secret).

For Curse of the Azure Bonds enter the following command -- TYPE CURSE.CFG and then press the Enter/Return key. The third line that appears will show the path to your save directory.

For Secret of the Silver Blades enter the following command-- TYPE BLADES.CFG and then press the Enter/Return key. The fourth line that appears will show the path to your save directory.

The name of your save directory is the last word on these lines.