Advanced Dungeons&Dragons®

POOLS OF DARKNESS
RULE BOOK

A FORGOTTEN REALMS™
Fantasy Role-Playing Epic, Vol. IV

SSI

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INTRODUCTION

Welcome to the official ADVANCED DUNGEONS & DRAGONS® computer product, POOLS OF DARKNESS, a FORGOTTEN REALMS™ fantasy role-playing epic. This game is based on the rules and background created by TSR, Inc. and a story line created especially for this game.

Your party of adventurers has just arrived in Phlan, the place where your fame was won so many years ago. In the years since you defeated Tyranthraxus, the city has grown peaceful and prosperous. The calm is satisfying, but where is the opportunity for adventure!

Your Game Box Should Contain

- Disks
- Adventurer's Journal
- Rule Book
- Data Card

This Rule Book is designed to explain all your options and guide you through playing the game. If you are not familiar with the AD&D® game system, you will find helpful information in the Adventurer's Journal.

The **Adventurer's Journal** contains a variety of information including details about character classes, magic, combat, and an introduction to the adventure story. The Journal also includes the maps, information, rumors, and stories that you will need to play the game. As you play, you will discover for yourself which of the tales you hear are fact and which are fiction.

The **Data Card** explains how to start the game and how to select items and menu commands with your specific computer. It also shows how to get right into the game without having to read through the rules.

Transferring Characters from Secret of the Silver Blades

POOLS OF DARKNESS accepts characters who have adventured in SECRET OF THE SILVER BLADES. There are two ways to get characters

from SECRET into POOLS. The first, and preferred way, is to load a saved game, then select SECRET on the LOAD FROM command. The second way is to remove SECRET characters from their party, and add them to a new party by selecting SECRET from the ADD CHARACTER command.

Before You Play

There is no copy protection on your POOLS OF DARKNESS disks, so please make backup copies and put the originals away for safekeeping. When you start the game, you will be asked to answer a verification question from this Rule Book or the Adventurer's Journal before you can play. Turn to the page indicated in either this Rule Book or the Adventurer's Journal, find the indicated word, type it in, and press [Return] or [Enter]. Remember: Count section headings when looking up the word.

Getting Started Quickly

POOLS OF DARKNESS comes with a ready-made party that allows you to begin adventuring immediately. Use the instructions on the Data Card to load the saved game that has been provided and begin playing. Use this Rule Book to answer any questions during play.

Using Menus

All commands are menu based, and menus are displayed either vertically or horizontally.

Vertical menus indicate a character, item or spell to be acted upon. If there are more choices than fit on the screen at one time, use the NEXT and PREV commands to view the additional selections.

Example: When purchasing items, they are highlighted on a vertical list then purchased with the BUY command.

Horizontal menus list available actions. In this Rule Book, menus are shown with all of their options, although in some cases, commands

will not be available every time a menu appears.

Example:

Treasure Menu
VIEW TAKE POOL SHARE DETECT EXIT

The commands TAKE and SHARE only appear if there is treasure to take. The command DETECT only appears if there is treasure and the active character has a Detect Magic spell available.

The Rule Book only shows the general menus. Special menus appear at various times to give you all available options.

The concept of the active character is central to the game. Outside of combat the active character's name is highlighted on the vertical menu. During combat the active character begins his combat segment surrounded by a cursor.

If a command affects the whole party, just select the command. If the command affects a single character, make that character active and then choose the command.

Example: To look at a character's items: highlight the character, then select the VIEW then ITEMS commands. However, to have the entire party camp, simply select the ENCAMP command.

BEGINNING TO PLAY

To begin playing the game, you must load a saved game or generate characters and band them together into a party.

Starting Options

This first menu gives you the initial options:

Starting Menu

CREATE NEW CHARACTER
ADD CHARACTER TO PARTY
LOAD SAVED GAME
INITIALIZE MOUSE/JOYSTICK (Some computer systems)
EXIT TO DOS

CREATE NEW CHARACTER is used to build a character. Detailed information about characters, races, classes, and so on is available in the Adventurer's Journal. This command displays the following menus to define the character.

- **PICK RACE** lists the six races a player-character can be in the Forgotten Realms.

- **PICK GENDER** lists the sex the character can be. Gender affects the character's maximum strength.

- **PICK CLASS** lists the class or classes the character is qualified for based on race.

- **PICK ALIGNMENT** lists all the possible alignments for the character based on character class.

After you select alignment, the computer randomly generates the character's ability scores. You can "reroll" the scores if you are not happy with them. Remember that you can use the MODIFY CHARACTER command on the Party Creation/Training Hall Menu to change the character's ability scores and hit points after the character has been generated.

- **NAME CHARACTER** provides a 15-letter space to type in the character's name. This name will be automatically saved to disk.

- **SELECT COMBAT ICON** allows you to design the shape that represents the character in combat. Customize this icon to represent the character's favorite weapon, armor and colors. Different computers and graphic adapters have different capabilities; experiment to create the best icon for each character. The combat icon may be altered during the game to reflect new armor or weapons using the ALTER command from the Encamp Menu. On some computer systems the character will be saved after the combat icon is finished.

- **EXIT** returns to the Party Creation/Training Hall Menu.

ADD CHARACTER TO PARTY allows you to add characters to the party from the saved

game disk. A party is a group of characters composed of up to six player characters (called PCs) and up to two non-player characters (called NPCs). A party should have a balanced mix of characters with different classes. For more information about building parties see the Characters and Parties section in the Adventurer's Journal. There is a WHERE FROM option that allows you to add characters from either POOLS OF DARKNESS or SECRET OF THE SILVER BLADES.

LOAD SAVED GAME permits you to resume a game that has been previously saved. The saved game provided with Pools of Darkness can also be loaded. There is a WHERE FROM option that allows you to load saves from either POOLS OF DARKNESS or SECRET OF THE SILVER BLADES.

INITIALIZE MOUSE/JOYSTICK sets up the joystick or mouse. This command is only available on some computer systems.

EXIT TO DOS ends play without saving the game.

Modifying Characters and Parties

The Party Creation/Training Hall Menu shows the characters currently in your party and lists the commands for creating, modifying and training the party. Not all of the options are available at all times.

Party Creation/Training Hall Menu

CREATE NEW CHARACTER
DROP CHARACTER
MODIFY CHARACTER
TRAIN CHARACTER (Training Hall only)
HUMAN CHANGE CLASS (Training Hall only)
VIEW CHARACTER
ADD CHARACTER TO PARTY
REMOVE CHARACTER FROM PARTY
LOAD SAVED GAME
SAVE CURRENT GAME
BEGIN ADVENTURING
EXIT TO DOS (Some computer systems)

DROP CHARACTER eliminates a character from the party and erases him from the saved game disk. A dropped character may not be recovered.

MODIFY CHARACTER changes the character's ability scores and hit points. Use MODIFY CHARACTER to change a character generated in POOLS OF DARKNESS to match a favorite AD&D® game character. A character cannot be modified once the adventure has begun.

TRAIN CHARACTER (from Training Hall Menu only) increases a character's level when he has gained enough experience points (EXP). Choose the character to train and, if he has sufficient EXP, he will be able to advance one level. If a character has gained enough experience to advance more than one level, he will advance only one level and then lose all experience points in excess of one point below that required for advancement to the next level. See the section on Experience Points in the Adventurer's Journal for an example.

Advancing in levels takes no game time. When magic-users advance, they may add a spell to their spell book. See the Maximum Level Limits by Race, Class and Prime Requisite chart in the Adventurer's Journal for level limits.

HUMAN CHANGE CLASS (from Training Hall only) allows human characters to become dual class. Dual class characters lose the advantages of their first class until they exceed that level in the new class. See the section on Character Classes in the Adventurer's Journal for more information.
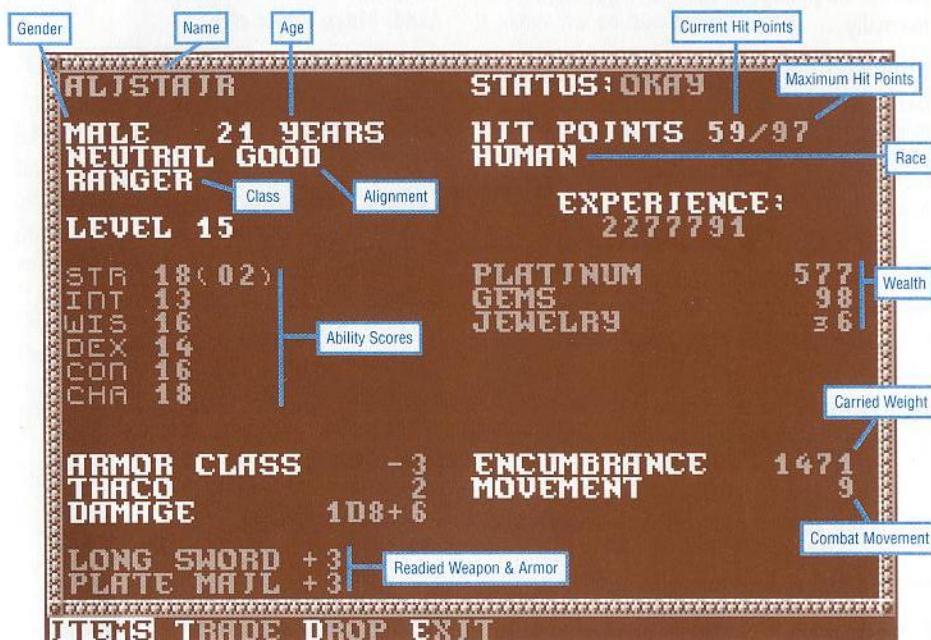
VIEW CHARACTER displays a character's ability scores, readied weapon and armor, and more. See the Viewing Characters section for more information.

REMOVE CHARACTER FROM PARTY transfers character from the party to the saved game disk.

SAVE CURRENT GAME stores the current game to the saved game disk or directory.

BEGIN ADVENTURING starts the game.

⚔ CHARACTER SUMMARY SCREEN ⚔

ALISTAIR   STATUS: OKAY

MALE   21 YEARS   HIT POINTS 59/97
NEUTRAL GOOD   HUMAN
RANGER

LEVEL 15   EXPERIENCE:
                    2277791

STR 18(02)   PLATINUM   577
INT 13   GEMS   98
WIS 16   JEWELRY   36
DEX 14
CON 16
CHA 18

ARMOR CLASS   -3 ENCUMBRANCE   1471
THACO   2 MOVEMENT   9
DAMAGE   1D8+6

LONG SWORD   +3
PLATE MAIL   +3

ITEMS TRADE DROP EXIT

Labels: Gender, Name, Age, Current Hit Points, Maximum Hit Points, Race, Class, Alignment, Ability Scores, Wealth, Carried Weight, Combat Movement, Readied Weapon & Armor

Non-Player Characters (NPCs)

During the game the party will encounter non-player characters (NPCs). There are three kinds of NPCs: those who volunteer to join the party, those who give information, and those who will only fight. NPCs that join the party are treated like player characters with a few differences. The computer commands NPCs in battle. They also have morale. If things are going badly for the party, NPCs may run. Items can be traded to some NPCs, but they cannot be traded from conscious NPCs to other characters. If an NPC dies, however, you can use the TRADE command on the Items Menu to take his items. Only two NPCs at a time may join the party, and they may take a share of all treasures found.

Viewing Characters

The Character Summary Screen is displayed anytime you select the VIEW command. This screen displays important information about a character, such as ability scores, current and maximum hit points, readied weapons and armor, and wealth.

Characters accumulate wealth in the form of gems, jewelry and coins as they go. The value of gems and jewelry varies, and can only be determined by having the items appraised in a shop.

Encumbrance is the total weight (in gold pieces) the character is carrying.

Combat Movement is how many squares a character can move during a combat segment. This is based on his readied armor, strength and total encumbrance.

Character Status

OKAY status means that the character has positive hit points and can move and fight normally.

UNCONSCIOUS status means that the character has exactly 0 hit points. He cannot move or fight, but is in no danger of dying.

DEAD status means that the character has died. Non-elf characters have a chance of being resurrected with a Raise Dead or Resurrection spell. The character's chance of being resurrected is influenced by his constitution. See the Constitution Chart in the Adventurer's Journal.

FLED status means that the character has fled from a battle. After the battle he will rejoin the party.

PETRIFIED status means that the character has been turned to stone. The character can be returned to normal with a Stone to Flesh spell.

GONE status means that the character has been totally destroyed. Nothing can bring the character back to life.

From the View Menu, several options are available to inspect the active character. Not all of these commands are available at all times.

View Menu

ITEMS SPELLS TRADE DROP LAY CURE EXIT

ITEMS displays all the equipment the character is carrying and the Items Menu. Items preceded by a YES are ready for use. Not all commands in the Items Menu are always available.

Items Menu

READY USE TRADE DROP HALVE JOIN EXIT

• **READY** changes the status of a weapon, armor or other item. Only readied items can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow bolts are assumed to be in a quiver and can be readied at all times.

Some items take both hands when readied (bows, quarter staffs, etc.), some take only one (long swords, wands, etc.) and others take no hands (rings, armor, etc).

• **USE** activates an item. In combat the Aim Menu appears if the item can be targeted. See the Combat section for details about the Aim Menu.

• **TRADE** from the Items Menu transfers an item from one character to another. Highlight an item to trade, select TRADE, then select a character to receive the item. Remember: A conscious NPC will not give up items.

• **DROP** permanently removes items from a character. Dropped items may not be recovered.

• **HALVE** divides a bundle of like items into two bundles. For example, HALVE would turn one bundle of 42 Arrows into two bundles of 21 each. This is handy for dividing items to distribute among party members.

• **JOIN** combines all like items into one group. No more than 255 similar items can be joined. Some items, such as potions, cannot be joined.

SPELLS is a listing of the spells a character has memorized and can cast.

TRADE from the View Menu transfers coins, gems and jewelry from one character to another. Select TRADE, choose what type of money and how much to trade, then select the receiving character.

DROP permanently removes money from a character. Dropped money cannot be recovered.

LAY is a healing ability of paladins. Paladins may lay on hands and heal two hit points per level of damage a day. Select the LAY command, then select the character to be healed. This command is only displayed when a paladin has not yet laid on hands in a day.

CURE is another healing ability of paladins – they may perform one Cure Disease per week for every 5 levels. For example, at 1st to 5th

levels, a paladin may perform one, at 6th to 10th levels two, etc. This command is only displayed if the paladin has a cure available.

ADVENTURING

After setting up your party and reading the background information in the Adventurer's Journal, it is time to head for adventure and glory. The party will engage in fierce battles, find treasures, and sometimes have to stop, recuperate and memorize spells for future use.

Display Screens and Points of View

POOLS OF DARKNESS uses four different points of view: 3-D, Area, Wilderness, and Combat.

3-D appears in areas such as towns or underground. This view appears in the top left view window to show the surrounding area from the party's perspective. Rotate the party's facing and move using the directional controls that are described in your Data Card.

Area provides an overhead view of the party's surroundings, replacing the 3-D view. Choose the AREA command from the Adventure Menu. This view is not available in all regions.

A cursor in the area display shows the party's position and facing. Simply move the party with the direction controls around the area map.

To the right of the point of view window, in either 3-D or Area, are the map coordinates, current time, facing direction (N, S, W, E), and what the party is doing (searching, camping, etc).

Wilderness view displays a map in a large view window with a cursor indicating the party's current location. You get to this view when you leave a town or other developed area. Use the direction controls to move around on the map and go from location to location.

Combat view occurs automatically whenever the party engages in battle. The combat screen is a detailed view of the area the party was in when the encounter began.

Adventuring Options

The following menu controls basic adventuring, moving, encamping, and casting spells:

Adventure Menu

MOVE AREA CAST VIEW ENCAMP SEARCH LOOK

MOVE is used to change the party's facing or to move forward. The party can turn right or left, turn around or move forward. Normal movement in 3-D or Area mode takes one minute of game time per square. If the party has Search on, each move takes ten minutes. Refer to the Data Card for computer-specific movement information. Select EXIT to return to the Adventure Menu.

AREA toggles between the Area (overhead) and 3-D view. This command may not be available in some regions.

CAST displays the Cast Menu if the active character is a spellcaster. See the Magic section for more information. Remember: Some spells only work in combat, others only while encamped.

VIEW displays the Character Summary Screen and the View Menu.

ENCAMP displays the Encamp Menu. See the Encamp section for a description of the available commands.

SEARCH toggles searching on and off. With Search Off, the party takes one minute per move. With Search On, the party takes 10 minutes per move because they are checking for secret doors, traps, etc. When a party has Search On, SEARCH is displayed on the screen to the right of the point of view window. Because the party is moving very slowly with Search On, the chance for random encounters is greatly increased.

LOOK is used to search an individual square. A LOOK command acts as if the party moved into the current square with SEARCH On.

Encamping

The Encamp Menu includes options such as saving the game, resting to heal and memorize spells, and changing items such as game speed or party order.

Encamp Menu

SAVE VIEW MAGIC REST ALTER FIX EXIT

SAVE stores the characters and current game to the saved game disk or directory. Saved games may be loaded either from the Starting Menu when you start the game or from the Party Creation/Training Hall Menu. Save often – especially after surviving really tough encounters.

VIEW displays the View Menu and the character screen of the active character.

MAGIC is a very important part of POOLS OF DARKNESS and is described under its own heading on page 8.

REST allows characters to memorize spells and to heal naturally. When spells are being memorized, the initial rest time is established by the time necessary to memorize any spells selected with the MEMORIZE command in the Magic Menu. For every 24 uninterrupted hours of rest in camp, each wounded character regains one hit point. Rest may be interrupted by encounters. If possible find safe places to take long rests, such as an inn or places that you are told are safe during the game.

Characters can automatically rememorize the spells they have used by simply selecting REST — this saves having to make selections from the Memorize Menu.

Rest Menu

REST DAYS HOURS MINUTES ADD SUBTRACT EXIT

• **REST** begins the resting process. Unless interrupted, the party will rest for the indicated time.

• **DAYS/HOURS/MINUTES** selects the unit of time to be changed by the ADD and SUBTRACT commands.

• **ADD/SUBTRACT** increases or decreases the time that the party will attempt to rest. Decreasing the time may not allow spellcasters to memorize all of their spells.

ALTER displays the Alter Menu that is used to change the characters in the party and the parameters of the game:

Alter Menu

ORDER DROP SPEED ICON LEVEL EXIT

• **ORDER** changes how the characters are listed on the screen and how they are deployed in combat. Characters at the top of the list tend to be at the front in combat.

• **DROP** eliminates a character from the party and erases him from the saved game disk. A dropped character is gone forever and may not be recovered.

• **SPEED** controls the rate at which messages are printed on the screen. If the game is running too slowly, use the FASTER command to speed up the displays.

• **ICON** is used to change a character's combat icon.

• **LEVEL** displays the Level Menu that permits you to adjust combat difficulty.

Level Menu

NOVICE SQUIRE VETERAN ADEPT CHAMPION

The game is preset at the Veteran level. This is the level at which we consider the game to be "balanced." To make the combat encounters easier, choose either the Novice (easiest) or Squire level. To make the combat more difficult, choose either the Adept or Champion (hardest) level.

When you choose to make the game more difficult, you are rewarded by receiving more experience points from your combat encounters. When you choose to make the game easier, you are penalized by receiving fewer experience points from your combat encounters.

FIX is used to heal many wounded characters with a single command. All characters with at least first level clerical spells will memorize as many healing spells as they can, cast them on the party, and then rememorize their previous spells automatically. FIX takes game time and may be interrupted by an encounter. If the party is severely damaged, you may need to select FIX twice or more.

EXIT returns to the Adventuring Menu.

Magic

To get the Magic Menu options, the active character must be able to cast spells. Spellcasters can get a list of their memorized spells from the CAST command of the Magic Menu or from the SPELLS command of the View Menu. Magic-users can get a list of their spells on scrolls from the SCRIBE command in the Magic Menu.

Spells are defined by who can cast them (cleric or magic-user), when they can be cast, and their range, duration, area of effect and, of course, their actual effect. The Spell Parameters List in the Adventurer's Journal summarizes all of the available spells. When using spells from the Encamp Menu or the Adventure Menu (such as Find Traps or Haste), remember that one round equals one minute of game time (one normal move) and one turn equals ten minutes of game time (ten normal moves). Look in the Adventurer's Journal for more information on spells and magic.

Magic Menu

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

CAST displays the Cast Menu and the character's list of memorized spells. Select the spell to cast and then indicate the target of the spell.

Once a spell is cast, it is gone from memory until it is memorized again. Some spells only have an effect when cast during combat and others may only be cast while encamped.

MEMORIZE displays the Memorize Menu, the character's spell book or clerical spell list, and how many spells of each level the spellcaster may memorize. Once all characters have selected the spells they want to memorize, choose the REST command to actually memorize the spells.

Remember that spellcasters can have the same spell memorized multiple times, and they can automatically rememorize used spells simply by selecting the REST command.

Memorize Menu

MEMORIZE NEXT PREV EXIT

• **MEMORIZE** selects a spell to be memorized. A spell is not actually memorized until it has been chosen from the Memorize Menu and the character has rested long enough to imprint the spell on his mind. After selecting the spells to memorize, the computer will verify your choices.

• **NEXT/PREV** cycles through the available spells if they do not fit on one screen.

SCRIBE displays the Scribe Menu and a list of all of the spells on magic-user scrolls. Before spells can be scribed, they must either be identified at a shop or the magic-user must cast Read Magic. To scribe, select any spells to be scribed into the character's spell book and select REST to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the same spell.

Scribe Menu

SCRIBE NEXT PREV EXIT

• **SCRIBE** selects a spell to transfer from a magic-user scroll into a spell book.

• **NEXT/PREV** cycles through the available spells if they do not fit on one screen.

DISPLAY lists the magic that currently affects the party. This includes spells like Bless or Invisibility, plus effects like diseases. This is an important command because diseased characters cannot regain hit points until they have a Cure Disease spell cast on them.

REST is identical to the Encamp Menu command. Remember: A character's spells are not memorized until he has rested the necessary time.

CIVILIZATION

Towns provide many valuable services and supplies for the adventurer. In these places you will find inns, shops, training halls, temples, and taverns. Go to town not only to adventure, but also to purchase new equipment and magic items, and to rest and regain spells and hit points.

Inns are safe resting places where party members can recuperate and regain spells and hit points.

Shops are places to buy and sell equipment using the Shop Menu:

Shop Menu

BUY ITEM VIEW TAKE POOL SHARE APPRAISE EXIT

BUY displays the items available in the shop. Highlight the items that the active character will buy and select BUY.

ITEM is a shortcut that is identical to selecting VIEW and then ITEM.

VIEW displays the character screen with the SELL and ID commands available in the Items Menu.

• **SELL** causes the shopkeeper to make an offer on the highlighted item. Sold items may not be recovered.

• **ID** is used to identify an item. The shop charges 100 platinum pieces for the service.

TAKE is used to pick up coins from the party's money pool. Select TAKE and choose the type and amount of coins, gems or jewelry to take.

POOL places all of the party members' coins, gems and jewelry into a pool which any member may use to make purchases. Use the TAKE or SHARE commands to pick up coins, gems and jewelry from the money pool.

SHARE picks up all the coins, gems and jewelry from the pool and distributes even shares among the party.

APPRAISE determines the monetary value of any gems or jewelry the character has. Select Appraise, then choose a gem or item of jewelry, and an appraisal and purchase offer will be made. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewelry becomes an item on the character's item list. Gems and jewelry cannot be used directly for purchases, they must be appraised and sold first.

Temples offer healing spells and perform other clerical services. Temple services are free.

Temple Menu

HEAL VIEW REPAIR EXIT

HEAL displays a list of the temple's healing spells. Select HEAL, choose the character on whom to cast the spell, and then the spell to be cast.

VIEW is identical to the Adventure Menu command.

REPAIR has the clerics cast all of the healing and restorative spells needed to return your party to full strength and health.

EXIT returns you to the street outside the temple.

Taverns are rowdy places full of gossip, stories and information. Buy a round of drinks and listen to the stories.

LIMBO

Limbo is an ever shifting dimension without fixed points of reference. The POOLS OF DARKNESS traverse this region, although only beings of great power can navigate the unstable sea. Elminster will guide you — he is one of the few who can travel in this dimension without disorientation. A menu with the following options is available when you enter Limbo:

Limbo Menu

REPAIR TRAIN STORAGE ENCAMP MOVE ON

REPAIR is identical to the Temple Menu command.

TRAIN takes you to a training hall.

STORAGE requests Elminster to store items and money for you. This service is very important – most magical items cannot stand the trip into other dimensions, and may be destroyed utterly if not stored before travelling. The following menu appears when you select this command:

Storage Menu

VIEW TAKE POOL MONEY ITEMS EXIT

VIEW is identical to the Adventure Menu command except that in the Items Menu, DROP is replaced by DEPOSIT, which places items in storage. To store, select ITEMS, highlight an item, then select DEPOSIT.

TAKE allows you to retrieve items and money from storage. Select TAKE, then select what to retrieve.

POOL places all of the party members' coins, gems and jewelry into storage.

MONEY is used to deposit money in storage.

ITEMS takes you directly to the Items Menu of the active character where you can store items.

EXIT returns you to the Limbo Menu.

MOVE ON displays a list of the places that Elminster can transport you to.

ENCOUNTERS

When a party comes across monsters or NPCs, an encounter occurs. If the party attacks immediately, it may receive a bonus to combat initiative. If the monsters surprise the party, the monsters can attack immediately and get a bonus to their combat initiative. If the monsters do not attack immediately, the party can react by choosing from an Encounter Menu. Encounter menus vary, listing options for each situations.

Sample Encounter Menu

COMBAT WAIT FLEE ADVANCE

In this sample menu you have opportunities to fight immediately, wait and see, run away, or move forward.

Combat

In combat the computer chooses the active character. Characters with higher dexterity tend to go before characters with lower dexterity. A character may hold his action until later with the DELAY command. There is a more detailed description of combat in the Adventurer's Journal.

The active character is centered on the screen at the start of his combat segment. The active character's name, hit points, AC, and current weapon are displayed. The Combat Menu lists the character's options.

Combat Menu

MOVE AIM USE CAST TURN GUARD QUICK DELAY BANDAGE VIEW SPEED END

MOVE allows a character to move. You can attack by moving the character into an enemy's square. If the character moves away from an adjacent enemy, the enemy will attack from behind.

AIM allows weapons or spells to be targeted. When aiming a ranged weapon, the range to the target is displayed above the menu bar. If a character moves adjacent to an enemy, and has no more movement remaining, the AIM command can be used to attack with a melee weapon (sword, mace, etc). The AIM command can also be used to survey the condition of your party and enemies. As you move the aim cursor over a character or monster, information about him is displayed on the right of your screen — use this to survey the battlefield.

Aim Menu

NEXT PREV MANUAL TARGET CENTER EXIT

• **NEXT** is used to look at all possible targets, starting with the closest target and then going to the next farthest and so on. NEXT and PREV only indicate targets in the character's line of sight.

• **PREV** (Previous) is the opposite of the NEXT command. Use this command to look at the possible targets starting with the farthest target and working back toward the character. This command is most often used to select a target for a missile or magic attack.

• **MANUAL** permits the player to aim anywhere on the map. However, only targets in the character's line of sight can actually be fired at.

• **TARGET** is used to fire a missile or spell at the enemy where the cursor is currently located. This command can also be used to attack an adjacent enemy with a melee weapon (sword, mace, etc). If this command is not displayed, the target is out of range, not in line of sight, or invisible.

• **CENTER** centers the screen around the cursor. This is helpful when targeting manually.

• **EXIT** returns to the Combat Menu.

USE allows a character to activate an item without having to go through the View Menu. Items such as scrolls and wands are then targeted with the Aim Menu.

CAST is only available to spellcasters when they have spells available. The spellcaster selects from the list of available spells and then targets with the Aim Menu. If the character has been hit recently, his concentration may be broken and the CAST command will not appear.

TURN is a clerical power that attempts to destroy undead monsters or drive them away from the party. This will not affect the more powerful undead types or any other kind of monster.

GUARD sets a character to stand and attack the first enemy that moves adjacent. GUARD is only an option if a character is armed with a melee weapon.

QUICK turns control of the character over to the computer. Under computer control, a fighting character with a readied missile weapon will tend to hang back and attack from a distance. If a character has no readied missile weapon, he will ready a melee weapon and charge. Single class magic-users will fire missile weapons and cast spells if magic is turned on (see your Data Card for details). They will never rush into close combat, even if all of their missile attacks are expended.

Consult your Data Card for instructions on regaining manual control and toggling magic on and off for your computer.

DELAY causes the character to hold his turn until after the other characters and monsters have acted.

BANDAGE gives first aid to a party member who is bleeding to death. BANDAGE stops the bleeding and keeps the character from losing more hit points.

VIEW displays the character screen and View Menu. The USE command appears on the Items Menu to permit items such as wands to be used in combat.

SPEED changes the game speed and is described under the ALTER command in the Encamp Menu.

END quits a character's turn.

After Combat

When combat is over you will see how many experience points each character receives and then the Treasure Menu is displayed. Most of the Treasure Menu commands work like the commands in the Shop Menu.

Treasure Menu

VIEW TAKE POOL SHARE DETECT EXIT

VIEW displays the character screen and View Menu.

TAKE permits the active character to pick up treasure from defeated monsters. This only appears if the monsters had a treasure or the party has pooled its funds. A character carrying a large number of coins and heavy equipment may be slowed in combat.

Take Menu

ITEMS MONEY EXIT

• **ITEMS** lists the equipment in the treasure. Frequently, the weapons and armor used by monsters are not listed because they are poor quality and not worth taking.

• **MONEY** displays the number and type of coins, gems and jewelry in the treasure. Indicate the type then number of items the active character takes.

POOL places all of the party members' coins into the treasure. Use the TAKE or SHARE commands to pick up coins from the treasure.

SHARE picks up the money treasure, divides it into shares, and distributes it among the party.

DETECT has the active character cast a Detect Magic spell. Magic items in the treasure or party will be marked with an '*'. This command only appears if the active character has a Detect Magic spell available.

EXIT leaves the scene of the battle. If any treasure remains, the option to return to the Treasure Menu is displayed.