

IBM and Compatibles Data Card

OFFICIAL
**Advanced
Dungeons & Dragons®**
COMPUTER PRODUCT

POOL OF RADIANCE

System Requirements: This game requires a minimum of 384K available memory. To run the game in EGA mode requires a minimum of 512K available memory. To run the game in TGA (Tandy 16 Color) mode requires a minimum of 640K total memory. The game may be played from hard disk only. The game requires approximately 2.2 megabytes of hard disk space.

Installing the Game: 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 the active drive.
2. Access the drive containing Disk 1.
3. Type **INSTALL** and then press Enter.
4. Follow the on-screen prompts.

Installation Menu: After you type **INSTALL**, the Installation Menu appears. This program allows you to configure the game for your computer system.

To Load the Game: The install automatically creates a directory called **POOLRAD**. Call up this directory (if you are not already in it), type **START**, and press the Enter/Return key. When two symbols and a path are displayed, find the first symbol on the outside of the translation wheel, and the second symbol on the inside ring of the wheel. Match the two symbols and read the word under the path from inside to outside.

For example if the computer displays:



The word is **ZOMBIE**. After you type in the translation (and press the Enter/Return key) the game loads and displays the Party Creation Menu.

How To Make Choices: POOL OF RADIANCE is controlled by using menus. On the menus, one letter of each word is highlighted. To indicate the command you want, press the key for the highlighted letter. For example, to see the Area you are in, press the A key.

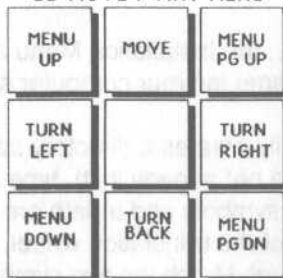
To select an item or character from a menu, highlight your selection and press the Enter/Return key. Use the Home and End keys to highlight items or characters on vertical menus (exception: use the up and down cursor keys when modifying a character).

Some commands, such as View, act only on a single character. Highlight the character you want and then press the key for that command (example: V for View).

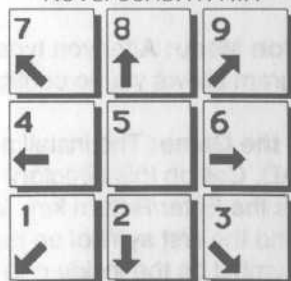
Some commands are a toggle (example: selecting Characters On in the Pics menu toggles to Character Off—no character portrait in View—Selecting Character Off turns portraits back on).

How To Move Around: Movement commands are given through the numeric keypad and/or the cursor keys. When you begin the game, you will be moving through a 3D view of the world. While moving in this view (or the Area map), use the cursor keys. The Up arrow moves you forward. The Left arrow turns you left. The Right arrow turns you right. The Down arrow turns you around.

3D MOVE / ANY MENU



MOVE/COMBAT/AIM



While moving in the wilderness or in combat, use the numeric keypad for movement. You will move in the direction the key you press lies from the center of the keypad (pressing 9, for example moves you up and to the right).

To Begin Playing Quickly: Use the pre-rolled and pre-equipped characters from the saved game disk (or on your hard drive). Choose Load Save Game from the Party Creation Menu. After the saved game is loaded choose Begin Adventuring. If you want to start your own characters, be sure to equip them

before you start adventuring. A shop selling arms and armor is located at 8,11. Pool your money. Use the View, Items, and Ready commands to prepare your characters' equipment. Make sure you have at least one platinum piece left. Use the Take command and have one character pick up all the money. Go to the inn at 4, 12, pay the money, and rest to memorize spells.

Start adventuring in the slums. Return to the city hall periodically to collect commissions and rewards. When your characters have enough experience points and money, train in the training hall.

Rules Errata: Wilderness encounters replace your party's icon. They do not appear adjacent to it. Charmed characters will not join your party but they will fight on your side for one battle. Evil clerics Turn undead, they do not charm them unto your side. A character's portrait picture can only be viewed in the civilized area of Phlan. To "take back" a move in combat, press the escape key (Esc).

Differences In the IBM Compatible Version: This version of POOL OF RADIANCE differs slightly from the rules. Most of these differences are explained by the on-screen menus. Differences include:

Game Speed: Because different computer systems run at different clock speeds, the speed at which this game plays on your system may be faster or slower than you like. When in Combat, you can change the game speed by selecting the Done option and then selecting the Speed option. Once into the Speed menu, you can speed the game by pressing the F key or slow it down by pressing the S key. The speed option controls the amount of time messages remain on the screen.

NOTE: If you have a "fast" machine, such as a 486 / 50 mhz machine, it may be so fast that you may not be able to read messages – no matter how slow you set the speed. To work around this problem, use the Aim option to get information about your enemies.

Saving A Game: You may maintain up to 10 different saved games at a time. When you save a game, choose one of the letters (A-J). When you load a saved game, the letters for games you have saved are displayed. NOTE: The program only looks at the first 8 letters of a character's name when adding a character to your party. If you try to add more than one character with the same first 8 letters, only the last character will be added.

If the message TIME TO SAVE YOUR GAME appears, press the Enter/Return key and follow the normal save game procedure. This message will appear most often on machines with less available memory (384K). After saving, you will be returned to the DOS prompt where you may resume the game.

The following commands can be given at the Combat menu or while a party character is moving under computer control. Press the key to execute the command.

ALT Q: Sets all characters to computer control (Quick).

<Space>: Resets all characters to manual control.

Control S: Toggles sound on and off.

ALT M: Toggle magic on or off for characters set to Quick.

Characters set to Quick will always use Readied Magic Items. Characters with Readied arrows will use bows if no targets are adjacent.

Configuration File: The configuration file for the game is POOL.CFG. The first line of this file handles the display mode where C stands for CGA, E stands for EGA, and T stands for Tandy. The second line handles sound. P is for PC sound, T is for Tandy sound, and S is for silent (no sound). The third line is the path to game data. The fourth line is the path to save files. The fifth line is the introduction type—F is full intro and N is no intro. In order to reconfigure the game, delete the POOL.CFG file and restart the game.



STRATEGIC SIMULATIONS, INC.®

ADVANCED DUNGEONS & DRAGONS is a trademark owned by and used under license from TSR, Inc., Lake Geneva, WI.

© 1989 Strategic Simulations, Inc. © 1989 TSR, Inc. All Rights Reserved.