

# Commodore 64/128 Quick Start Card

An Official

## *Advanced Dungeons & Dragons®*

Computer Product

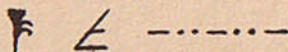
# Pool of Radiance

**Before Beginning Play:** You should back up both sides of all 4 game disks with a commercial copy program. Put the originals away and play off of the copies. Format two blank disks as save game disks. While playing the game you should alternate saving the game first to one disk and then to the other. This way you will always have two backup positions in case your characters get into a particularly nasty situation.

**To Load The Game:** Connect your computer, monitor, and disk drive. If you use a joystick, plug it into port 2. Remove any cartridges or printer interfaces. Set the Shift Lock key off and do not press shift when typing in text. Turn on the monitor, disk drive, and then the computer. On the C128 hold down the Commodore Key while turning the computer on to put the computer into C64 mode. Put disk side 1 into the disk drive and type:

```
LOAD "*",8 <RETURN>
RUN <RETURN>
```

Type 'N' to use the built in software fastloader. Press any key to pass the title screen. After the credits, press Return to Play Game. 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 typing the translation the game will load and display the Party Creation Menu.

Pool of Radiance uses a very quick software fastloader to speed disk access. But, if the game does not load successfully on your computer, or has a disk problem while playing, reboot the game and type 'Y' to disable the software fast loader. You can try using cartridge based fast loaders, but with no guarantee that they will work properly.

**How To Make Choices:** Pool of Radiance is controlled using menus. On each menu one item is highlighted. To indicate the command you want, use the joystick or cursor keys to highlight the command. Press the joystick button or Return to select your choice. For example, to look at an overhead view of the area you are in highlight the Area command and press the joystick button or Return key.

When the computer prompts you to change disks, place the correct disk in the drive and press the joystick button or the Return key.



Some commands, such as View, act only on a single character. Use the joystick or cursor keys to highlight the character you want to be active for the command. Then, highlight the command and press the joystick button or Return key. For example, to view a character's ability scores, highlight the character's name in the character list, highlight the View command in the Adventure Menu, and press the joystick button or Return key.

Some commands toggle the program between two states. When you select one of these commands the name on the screen changes to reflect the new state of the program. For example, if you select the Characters On command in the Pics menu it will change to Characters Off. From then on the character's portrait picture is not displayed when you view the character.

**How To Move Around:** In 3D travel the party can move forward, turn right or left, or move backwards. In the wilderness or in combat you can move in any of eight directions. You may use the joystick or keyboard interchangeably to move in any mode. If you have a problem making a diagonal move with a joystick in combat or the wilderness use the 2,4,6,8 keys instead.

## JOYSTICK MOVEMENT

3D

MOVE FORWARD

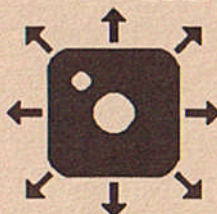
TURN  
LEFT



TURN  
RIGHT

MOVE BACKWARD

COMBAT & WILDERNESS



## KEYBOARD MOVEMENT

3D

MOVE FORWARD

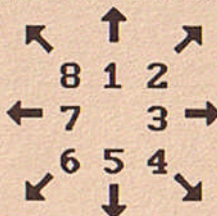
TURN  
LEFT

I  
J K  
M

TURN  
RIGHT

MOVE BACKWARD

COMBAT & WILDERNESS



**To Begin Playing Quickly:** A pre-rolled and pre-equipped party of adventurers is stored as a saved game on disk side 1. Choose Recall Save Game from the Party Creation Menu. Insert disk side 1 in the drive when the save game disk is requested. After the saved game is loaded choose Begin Adventuring. You will get a tour of the main street of the civilized section of New Phlan. When the tour is over choose the Move command from the Adventure menu.



If you want to start the overall quest, turn around, go back to the city council building, and obtain a commission. If you want to try out the game, walk forward into the slums. Once in the slums you won't have to go looking for danger, danger will look for you!

**Tips On Successful Adventuring:** If you build your own party you will need equipment before you venture into the slums. A shop selling arms and armor is located at 8,11. Pool your money. Buy your fighters banded mail, a shield, and a broad sword. Buy your clerics banded mail, a shield, and a flail. Buy your thieves leather armor, a broad sword, and a sling. Buy your magic users a staff and a bunch of darts. You may want to buy your fighters short bows and some arrows or a two handed sword instead of a shield.

Make sure you have at least 10 gold left over to pay for your lodging. Use the View, Items, and Ready commands to prepare all your characters' equipment for battle. Once you have bought everything you need use the Take command and have one character pick up all the money.

Go to the inn at 4,12, pay the money, and memorize spells. Clerics should memorize cure light wounds spells. Magic Users should memorize sleep spells. Rest to memorize the spells.

Move to 0,4 and then move through the tunnel into the slums. Keep Search "off" while you move through the slums, you don't want to attract monster encounters. After you clear the monsters from a room you can put Search "on" and check for treasure. Try the Area command to get a birds eye view of the slums. The slums are 16 squares by 16 squares.

In many parts of the slums it is unsafe to rest. But, after you clear the monsters from some rooms the rooms become safe to rest in. Clear out your first safe room in the building at 13,1. Here your party can rest to regain hit points and memorize spells. Adventure deeper into the slums, clearing other safe rooms where your party can rest. Whenever your party is low on sleep and cure spells or hit points return to your nearest "safe" room to rest up.

Once your characters have enough experience points and money, they should return to the civilized area and train in the training grounds. Before you train, go into a shop and make sure each character who will train is carrying at least 1000 gp. Remember to Share your money after you Pool it to buy items. If you find a particularly difficult location to clear, go to the training hall in the civilized area and hire an NPC to help. Make sure your party has explored the entire slum to be sure it is clear. Once your party clears the slums they should go to the city council and get their reward. Then take the boat to Sokal Keep and clear it.

After you successfully complete each mission, return to the city council for your reward and news of any other commissions available. Once the council clerk has read you a commission, its yours! Carefully note the messages, proclamations, journal entries, and other clues you get for the best chance to solve the mysteries of Phlan. Good luck!



**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 onto your side.

**Differences In the Commodore 64 Version:** The Commodore 64 version of Pool of Radiance is slightly different than the rules. These differences include:

Pressing the <Left Arrow> key is the same as choosing the Exit command in a menu. While moving in combat the <Left Arrow> key will 'take back' your current move, but it will not erase any damage you have taken during the move.

There is no Exit To DOS on the Party Creation Menu. Turn your computer off and then on to run other programs. A character's portrait picture is only shown in the civilized area. Some items can only be Readied in combat or in camp. If you try to ready these items in other places the computer responds 'NOT HERE'.

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.

Q	: Sets all characters to Quick (computer control).
<Space>	: Resets all characters to manual control.
M	: Toggles magic spell use on or off for characters set to Quick

Characters set to Quick will use Readied magic items. Characters set to Quick with Readied arrows will use their bows if no enemy is adjacent.

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