

To deposit *money*, use the Pool command. Do not drop money. It will disappear rather than being deposited.

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

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Commodore 64/128 Data Card

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

SECRET OF THE SILVER BLADES

Before Beginning Play: There is no physical copy protection on your Secret of the Silver Blades disks, so please make backup copies and put the originals away for safekeeping. Consult your disk drive or copy-software manual for copy instructions.

Saving Games: Only one game can be saved onto a disk. The program will format a save disk for you if you attempt to save to an unformatted disk.

Loading the Game: After making your backup copies, the following steps will load the game:

1. Put Disk 1, Side A in drive.
2. Type **LOAD "*" ,8** and press **RETURN**.
3. Type **RUN** and press **RETURN**.
4. Follow all prompts to run the game. To answer the verification question, use the Adventurer's Journal or the Rule Book. Type the indicated word and press **RETURN**.

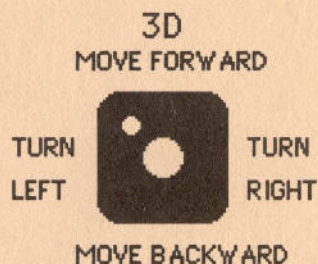
You will be prompted to insert the correct disk whenever a disk swap is required.

To Begin Playing Quickly: A pregenerated party is provided on Disk 3, Side F. To load this party select **RECALL SAVED GAME** from the Party Creation menu and insert Side F when the saved game is requested.

Moving: To move in the 3D view, press the following keys:

- I: moves the party forward.
- J: turns the party to the left.
- K: turns the party to the right.
- M: moves the party backward.

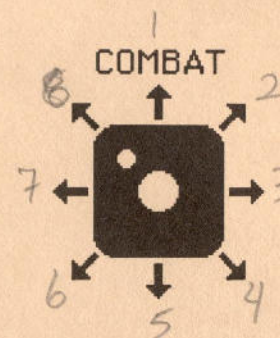
JOYSTICK MOVEMENT



To move in combat press the following keys:

- 1: moves character up.
- 2: moves character up and right.
- 3: moves character right.
- 4: moves character down and right.
- 5: moves character down.
- 6: moves character down and left.
- 7: moves character left.
- 8: moves character up and left.

JOYSTICK MOVEMENT



It is easier to get diagonal movement with the keyboard than with the joystick.

Commodore 64 Specific: The following is a list of Commodore 64 specific commands.

<Left Arrow>: is identical to the EXIT command from menus. In combat, pressing this key will take back a move, but will not erase any damage taken during the move.

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

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

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

Some items can only be readied in Camp or Combat. If you attempt to ready such an item in the wrong place, you will get a NOT HERE message.

Vault: To deposit an *item* into the Vault, View a character's items, choose the Drop command, highlight the desired item and press **RETURN**.