Apple II Series Quick Start Card

OFFICIAL

Advanced
Dungeons&Dragons®

COMPUTER PRODUCT

CURSE OF THE AZURE BONDS

Before Beginning Play: You should back up both sides of all three game disks as well as the front side of the Boot Disk before beginning play. You may do this with either a commercial copy program or the copy utility included on the Boot Disk.

WRITE PROTECT THE COPIES, 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. Whenever the computer prompts you to change disks, place the correct disk in the drive and press the joystick button or RETURN.

To Start The Game: Connect your computer and monitor. If you use a joystick, make sure it is properly connected. Turn on the monitor. Insert the Boot Disk into Disk Drive 1 and then turn on the computer.

The first screen will give you a number of options: Play with Sound, Joystick Installed, Fast Computer CPU, Copy Curse Game Disk, and Play Curse of the Azure Bonds. These will appear each time you boot the game.

To change an option, use the up or down arrow keys to highlight that option and press the Return key. EXAMPLE: The default option for sound is Yes (sound on). To turn the sound off, highlight this option and press the Return key.

If your computer has an accelerator card or if you are playing on a IIGS at fast speed, you should set the Fast Computer CPU to Yes. You will need to change the joystick option to Yes if you are playing with a joystick.

The first time you boot the game, you should use the Copy Curse Game Disk option to make copies of the disks we give you (unless you have another copy program you wish to use for this purpose). To start the game, highlight the Play Curse... option and press Return (Note: you will not be able to give commands with your joystick until after you have left the first screen).

To Use a Joystick: If you are using a joystick, you will have to initialize it at the start of each game. This initialization process tells the program how to read your joystick correctly. To initialize the joystick, you should place it as directed (center, left center, right center, top center, and bottom center) and press Return when the joystick is in the desired position. When this is done, center the joystick again and pres return one more time to start the game.

To Transfer Characters From Pool of Radiance: You will need your Pool of Radiance saved game disks. All characters from Pool of Radiance must be removed from their adventuring party before they can be transferred to another game. Follow the directions in the rules to load characters from Pool of Radiance.

Using The Translation Wheel: After choosing Play Game, two symbols, a path, and a number are displayed. Find the first symbol on the outside of the Translation Wheel, and the second symbol on the inside, moveable part of the wheel. Match the two symbols and type the letter shown in the numbered box under the indicated path. For example, if the computer displays:
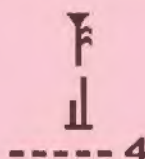
type the letter X. The game will load and display the Party Creation Menu.

How To Make Choices: Curse of the Azure Bonds is controlled using menus. One command on each menu is highlighted. Use the joystick or cursor keys to indicate the command you want and press the joystick button or RETURN to select your choice. For example, to look at an overhead view of the surrounding area, highlight the Area command and press the joystick button or RETURN.

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 and then choose the command. For example, to view a character's ability scores, highlight the character's name in the character list and choose the View Command.
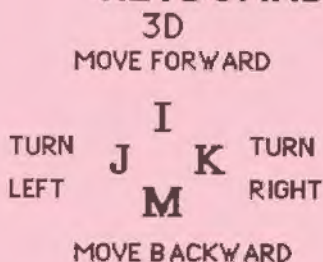
Some commands toggle the program between two states. When you select one of these commands the name on the screen changes to reflect the new state of the program. For example, if you select the Pictures On command in the Pics Menu it will change to Pictures Off. From then on the monster's animated picture is not displayed when you have an encounter.

How To Move Around: In 3D travel the party can move forward, turn right or left, or move backwards. In combat you can move in any of eight directions. In the overland view the party picks its destination and mode of movement off of a menu. 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, use the 2,4,6 or 8 keys instead.

JOYSTICK MOVEMENT

3D
MOVE FORWARD

TURN LEFT   TURN RIGHT

MOVE BACKWARD

COMBAT

KEYBOARD MOVEMENT

3D
MOVE FORWARD

I

TURN LEFT   J   K   TURN RIGHT

M

MOVE BACKWARD

COMBAT

```
  8 1 2
← 7   3 →
  6 5 4
```

To Begin Playing Quickly: A pre-rolled party of adventurers is stored as a saved game on disk side 3.

Choose Recall Save Game from the Party Creation Menu. Insert disk side 3 in the drive when the save game disk is requested.

After the saved game is loaded choose Begin Adventuring. Read the Journal Entry on the first page of the Adventurers Journal. Choose the Encamp command from the Adventure menu. Have all of your spell casters memorize spells. Exit camp and choose Move from the Adventure Menu.

Move through the city carefully. Listen to what different NPCs have to say. Move West to the weapons shop and buy each of your characters starting equipment. Visit the sage across the street from the temple and listen to what she has to say. Visit the temple and talk to the high priest. Visit the bar and listen to the rumors. When you think you have enough information, leave town to find adventure. Things will begin to happen hot and heavy from then on!

Tips On Successful Adventuring: The first thing you want to do is memorize spells. Then you will need to equip all your characters. Move to the weapons shop and Pool your money. Buy your fighters banded mail, a shield, a broad sword, a two handed sword, a long composite bow, and many arrows. Buy your clerics banded mail, a shield, a staff sling, and a flail. Buy your thieves leather armor, a broad sword, a short bow, and many arrows. Buy your magic users a dagger, a staff and a bunch of darts. After you have completed your purchases, use the View, Items, and Ready commands to prepare all your characters' equipment for battle. Once you have bought everything you need use the Share command and pick up all the money.

Visit everyone in town and listen to what they have to say. The bonds and their effects are a mystery to your characters, and information can be as useful as a fireball spell (well, almost as useful!). After you have listened to everything that everyone has to say, leave the city to begin your quest.

As your party fights it will use up spells and lose Hit Points. When you find a safe place to rest, use Encamp and use the Fix command to regain Hit Points. Then memorize spells to keep your spell-casters at maximum efficiency.

Once your characters have enough experience points and money, look for places to train. Most cities in the overland have training halls, and training halls may also be hidden in other places. Make sure you have 1000 gp worth of coins for each character that wants to train. If your characters need

additional Experience Points, search near the cities in the overland or patrol the forest near the Standing Stone.

As you adventure you may hear a dreamlike voice warn you that, 'Great danger lies ahead, be fully prepared!' Heed such warnings by saving your game and putting that save aside. Keep that saved game aside until the party is safely back into the overland. Good luck!

Tips on Successful Combat: The following are useful tips while fighting in Curse of the Azure Bonds:

Identify enemy spell casters at the beginning of each battle. Attack them with spells and missile weapons. Be sure to do damage every round to keep them from casting spells. Concentrate your attacks; it is normally better to eliminate one monster than to wound two monsters. Eliminate helpless monsters before they become active again.

Keep your Paladin near the middle of the front of your party so that his Protection from Evil can improve the AC and Saving Throw of those adjacent. Keep your party together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.

Learn the range and area of effect of offensive spells like: Magic Missile, Stinking Cloud, Fireball, Cone of Cold, and Cloudkill. Decide where you will throw a spell before you choose Cast. Use the Aim command to check the range and line of sight to your proposed target. Make sure that the spell will attack the monsters and not the party.

Some spells have special effects that make them especially useful. Stinking Clouds can make up to four targets helpless. Fireballs are larger indoors than they are in the overland. Hold spells can be targeted against several different enemies. Lightning Bolts can bounce off walls and attack one target twice with the same spell.

If your party loses a very tough fight, go back to your last saved game. Just before triggering the fight, prepare your party with spells like: Bless, Prayer, Protection from Evil, Protection from Evil 10' radius, Enlarge, Invisibility 10' radius, and Haste. You can also prepare for a fight with magic items such as Potions of Giant Strength, Potions of Invisibility, or Dust of Disappearance. Cast the spells and use the items just before triggering the fight. Use Haste sparingly; it ages your characters 1 year each time it is used.

Differences in the Apple II Version: The Apple II version of Curse of the Azure Bonds is slightly different than the rules. These differences include:

Pressing the <ESC> key is the same as choosing the Exit command in a menu. While moving in combat the <ESC> 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. 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).
<SPC>: 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.

STRATEGIC SIMULATIONS, INC.