Advanced Dungeons & Dragons®
COMPUTER PRODUCT

POOLS OF DARKNESS

System Requirements: A minimum of 640K system memory is required. The mouse will not work with Tandy graphics. RAM resident programs may reduce your available system memory below the minimum required for this game. We recommend at least **560K** of free memory to run this program. A TGA, EGA, VGA, or MCGA color video system is also required. One floppy and one hard disk are required. This game must be installed on a hard disk and it will use a minimum of 3.5 megabytes of available space to install the game. FILES must be set greater than or equal to 20 in your CONFIG.SYS file.

Getting Started Quickly: Use the pregenerated party of characters saved as Save Game A. These characters start at the very beginning of the game, but they have already been outfitted with readied weapons and armor.

Set up the game as described in the sections below (use **INSTALL** to get the pregenerated party).

To begin the game, type **START**. Choose the Load Saved Game option from the Party Creation menu. The saved game will appear after you choose the POOLS option in the Load Saved Game menu. Load Save Game A. Choose Begin Adventuring.

Answer the verification question by finding the indicated word in the Adventurer's Journal. Type the indicated word and press ENTER/RETURN. Do not count the headings.

Refer to the sections on movement, combat, etc., in this data card or from the rule book or journal as needed.

Installing the Game: The disks that come with the game must be installed before you can begin play.

1. To install the game place Disk 1 in any drive. Be sure this drive is the active drive.

2. Type **INSTALL** and then press the ENTER/RETURN key.

3. Follow all on-screen prompts.

Starting the Game

1. Boot your system normally with DOS 2.1 or greater.

2. Be sure that the hard disk containing the game is the active drive.

3. Change directory to the game's directory. Example: To change to the default directory type **CD\POD** and press ENTER/RETURN.

4. Type **START** and press ENTER/RETURN.

The first time you play the game you will be prompted to configure the game for your system's hardware. You will be asked to set up for graphics card, sound type, input drive type and save path for both your Pools of Darkness and Secret of the Silver Blades games (if installed).

Graphics Adapter Type: Enter the correct number for your graphics adapter type.

Sound Type: Enter the correct number for your sound type. For most people this will be IBM PC or compatible. If you have a Tandy system or one of the sound boards supported by this program, enter the corresponding number. If you do not want sound in your game, enter 6.

Alternate Input Type: If you want to play the game using a joystick or mouse, enter 1 or 2 as indicated. To play the game using the keyboard only, enter 3.

The input device (mouse or joystick) may also be selected from the first program menu. The keyboard is always active regardless of how the system is configured.

Path to Save Drive for Pools of Darkness: Most people will want to press ENTER/RETURN here. The default save path is set for the SAVE subdirectory on your active drive. The SAVE subdirectory is created automatically when you first save a game or character.

If you wish to save to another drive, type that drive letter followed by a colon, a back slash and the subdirectory name. Example: To save to the SAVE subdirectory on drive B, type **B:\SAVE** and press ENTER/RETURN.

If you wish to reconfigure the game at any time, for a new graphics adapter for example, erase the POOL4.CFG and SND.EXE files, and then run the game. Use the DOS DELETE command to erase the file.

Path to Save Drive for Secret of the Silver Blades: Most people will want to press ENTER/RETURN here. The default save path is set for the \SECRET\SAVE subdirectory on your active drive. This selection is important only if you have saved games from Secret of the Silver Blades and wish to use them in Pools of Darkness. You set the drive path to the drive path of your Secret of the Silver Blades Save Game disk or subdirectory.
Note: If you do not have or do not want to use your Secret of the Silver Blades Save Game Disk, select the default setting when prompted.

Saving Games: If you are saving games to floppies, you will need to format save disks before playing. Use the DOS **FORMAT** command (refer to your DOS manual for instructions).

Saved games are identified by letters. To save or recall a game you need only select the desired letter. Ten games may be saved to a standard 360K 5.25" disk or 720K 3.5" disk.
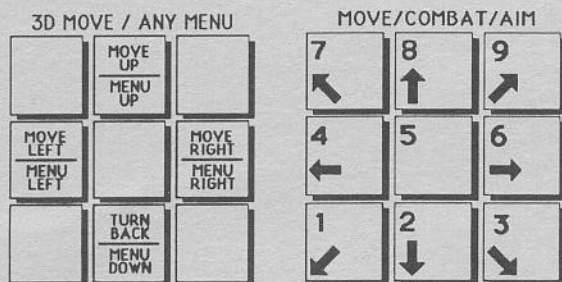
Mouse: To give commands using the mouse, point to the desired command and double-click with the left mouse button.

Keyboard: To select a command using the keyboard, either press the highlighted letter in that command or use the cursor keys to highlight the command and press ENTER/RETURN.

Moving Around: The party will move through the game in *3D/area* and *combat* modes. Targeting spells and ranged weapons during combat is similar to moving characters. To move, first select the Move option from the bottom of the screen and then give the appropriate commands.

Keyboard Movement: The following keyboard controls are used for movement and targeting:

KEYBOARD MOVEMENT

3D MOVE / ANY MENU		
	MOVE UP / MENU UP	
MOVE LEFT / MENU LEFT		MOVE RIGHT / MENU RIGHT
	TURN BACK / MENU DOWN	

| MOVE/COMBAT/AIM		
7 ↖	8 ↑	9 ↗
4 ←	5	6 →
1 ↙	2 ↓	3 ↘

Mouse Movement: To move in 3D/area mode with a mouse, click the mouse cursor at the edge of the display window in the direction you want to move. To move forward, click at the top of the window. To turn around, click at the bottom. To turn right or left, click on the appropriate side.

To use the mouse for combat targeting and movement, click the mouse cursor over the target square and the cursor will advance towards the target. If the target is off the screen, first select an intermediate square near the edge of the screen. To move in combat, click on the square you want to enter.

Joystick Movement: Joystick movement is similar to using the cursor controls/keypad. Select the Move command and then move the joystick.

JOYSTICK MOVEMENT

3D
MOVE FORWARD

TURN LEFT   TURN RIGHT

TURN AROUND
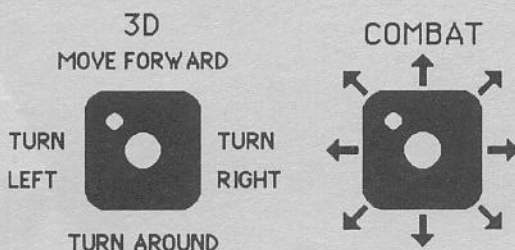
COMBAT

COPY PROTECTION

To answer the verification question, find the indicated word in the Adventurer's Journal. Type the indicated word and press ENTER/RETURN. Do not count section headings.

IBM Combat Commands: The following is a list of IBM specific commands.

ESC: will act as an Exit from any menu. When moving in combat, will 'take back' a move. The function will not erase any damage taken during the move.
ALT/Q: sets all characters to QUICK (computer control).
<SPACE>: returns all characters to normal control from QUICK.
ALT/M: Toggles the magic spells on/off for characters set to QUICK.
CNTRL/S: Toggles sound on/off (may be used any time).

HINT: If you find combat too easy or difficult, use the LEVEL command (Rule Book page 7).

Transferring Characters from Secret of the Silver Blades
Set the Save Game subdirectory for Secret of the Silver Blades game during the system setup. Select the Load Saved Game option then SECRET. Choose the saved same you wish to transfer to Pools of Darkness. This will load all of the characters, most of their equipment and their money.

If you wish to load only a single character from Secret of the Silver Blades, boot up Secret of the Silver Blades and load the saved game in which the character resides. Choose the Remove Character option and remove the character from the party. Start Pools of Darkness and choose the Add Character to Party option and then select SECRET. A screen with the name of the Character will appear and can be loaded into the new party.

Spell Memorization
To rememorize spells in Camp, select the Rest option, then rest for the preallotted time.

If you wish to change the selection of spells to be memorized, choose the Memorize option and do **NOT** Keep the spells ready for rememorization. Follow the rule book instructions for memorizing spells.

Program Changes

The Fix command only heals the party. It no longer increments time to memorize spells. Use the Rest command to memorize all spells.

If the name of a character is highlighted in purple, that character is ready to train up another level.

In some areas of the game, the REST and FIX options will not be available in the CAMP menu.

If you are using a mouse and you are modifying a character's name, you must use the <ESC> key to abort the change. The mouse will not work.

Non-human races have a distinct disadvantage in this game. The base experience for this game will put most non human races at their class maximums, even before you start the game.
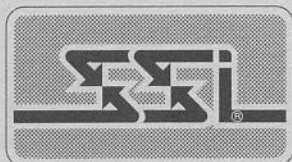
Magic-Users should have an intelligence of 18 or they will not be able to use the most powerful spells.

Note: When transferring characters from Secret of the Silver Blades: Bundled scrolls will not transfer. To transfer these scrolls, they must first be unbundled. The vault will not transfer. To transfer over items from the vault, you must first give them to the characters you are transferring.

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