

IBM and Compatibles Data Card

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

CURSE OF THE AZURE BONDS

Before Playing the Game: You can have several saved games listed identified by letter. As you play the game, save the game to various letters. By keeping multiple saved games, you will always have backup positions in case your characters get into a particularly nasty situation.

Installing the Game: You must install the game disk(s) before you can begin play.

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.
5. Type **START** and then press Enter to begin playing.

Transferring Characters from POOL OF RADIANCE OR HILLSFAR: You need your POOL OF RADIANCE and/or HILLSFAR saved game disks or you need to know the subdirectory on your hard disk where these files are stored. All characters from POOL OF RADIANCE must be **removed** (not dropped) from their adventuring party before they can be transferred to another game.

Access the directory that contains CURSE OF THE AZURE BONDS. Type COPYCURS and press Enter/Return. Use the cursor keys to highlight the required transfer. Indicate the drive you are copying your Pool or Hillsfar saved games from and the drive you are copying your Curse saved games to. Use the OTHER drive specification if your saved games are not on the default path. Follow the on-screen instructions. Follow the directions in the rules to load characters from POOL OF RADIANCE OR HILLSFAR.

Transferring Characters to HILLSFAR: You will need your CURSE OF THE AZURE BONDS and HILLSFAR saved game disks or you will need to know the subdirectory on your hard disk where these files are stored. All characters from CURSE OF THE AZURE BONDS must be removed from their adventuring party before they can be transferred to another game. Paladins, Rangers and dual class human characters may not be transferred to HILLSFAR.

Access the directory that contains CURSE OF THE AZURE BONDS. Type COPYCURS and press Enter/Return. Use the cursor keys to highlight the required transfer. Indicate the drive you are copying your Curse saved games from and the drive you are copying your Curse saved games to. Use the OTHER drive specification if your saved games are not on the default path. Follow the on-screen instructions.

Starting The Game: Boot your computer using DOS 4.01 or greater. Access the directory that contains CURSE OF THE AZURE BONDS. Type **START**, and press Enter/Return. Press a key to pass the title and credit screens. After the credits are displayed, press Enter/Return to Play Game.

Selecting Your Computer Configuration: The hardware configuration is set at installation. You can reset the configuration by deleting the CURSE.CFG file from your Curse directory and restarting the game. This creates a new configuration file.

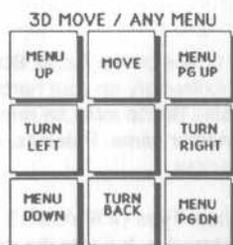
Using The Translation Wheel: After choosing Play Game, two symbols, a path, and a number are displayed. Find the first symbol on the outside of the Translation Wheel, and the second symbol on the inside, moveable part of the wheel. Match the two symbols and type the letter shown in the numbered box under the indicated path. Press Enter/Return. For example, if the computer displays the symbols to the right of this text, type the letter X and press Enter/Return. The game loads and displays the Party Creation Menu.

Making Choices: CURSE OF THE AZURE BONDS is controlled using menus. One command on each menu is highlighted. Use the < and > keys to indicate the command you want and press Enter/Return to select your choice. You can also choose a command by pressing the highlighted first letter of the command. For example, to look at an overhead view of the surrounding area, you can highlight the Area command and press Enter/Return or press the A key.

Some commands, such as View, act only on a single character. Use the Pg UP and Pg Dn 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.

Moving around: In 3D travel the party can move forward, turn right or left, or turn around. In combat you can move in any of eight directions. In combat, the cursor keys default to the Move and Manual Aim commands. In the overland view the party picks its destination and mode of movement off of a menu.



To Begin Playing Quickly: A pre-rolled party of adventurers is stored in the game directory. To use the saved party, choose Recall Save Game from the Party Creation Menu. Choose Saved Game A.

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 spellcasters memorize spells, rest, then Exit camp.

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 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 get hot and heavy from then on!

Tips On Successful Adventuring: The first thing you want to do is to 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 spellcasters 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: 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 Throws 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* last for several rounds and can be used to protect flanks, channel enemy attacks, and to make monsters 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 targets 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 IBM Version: The IBM version of CURSE OF THE AZURE BONDS differs slightly from the rules. These differences include:

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.

You may maintain up to 10 saved games on a disk at a time (depending on space available). Save each game under a letter (A-J). Use that letter when recalling your save. The following commands can be given at the Combat Menu or while a party character is moving under computer control. Press the key(s) to execute the command.

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

ALT M: Toggles magic spells on/off for characters set to Quick.

<Space>: Resets all characters to manual control.

CTRL S: Toggles sound on and off (may be used at any time).

Characters set to QUICK will use readied magic items. Characters set to QUICK with readied arrows or a sling will use ranged attacks if no enemy is adjacent.



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.