An Official
ADVANCED DUNGEONS & DRAGONS®
Computer Product
Pool of Radiance

System Requirements: This game requires a minimum of 384K available memory. To run the game in EGA mode requires a minimum of 512K available memory. To run the game in TGA (Tandy 16 Color) mode requires a minimum of 640K available memory. The game may be played from either a hard disk or a double floppy disk system. The game requires approximately 1.75 megabytes on a hard disk.

Installing the Game: Before beginning play, you must install the game. This installation procedure customizes the game and tailors it to provide optimum performance on your computer system. Be sure to read through all instructions for your system before beginning the installation.

To install the Game: Boot your system with a DOS version 2.1 or greater. Insert Disk A (Disks A & B for 3.5" systems) into your floppy disk drive (make sure this is your active drive). Type INSTALL and press the ENTER/RETURN key. Follow the instructions as they appear on your computer screen. When prompted to insert a disk, remember to press the ENTER/RETURN key after inserting the disk.

Hard Disk Installation: The time required to install the game varies. For most systems, it is between 10 and 30 minutes depending on your system and hard disk speeds. Hard disk users may skip over the next section (**Floppy Disk Installation**) and go directly to the **Installation Menu** section of this card.

Floppy Disk Users: If installing on a floppy disk system, you will need to have blank, formatted disks as follows: Double 5.25" (360K) drive system, six disks for the install (seven if creating a save game disk). Double 3.5" drive system: four disks for the install (five if creating a save game disk). Mixed 3.5" and 5.25" system (one 3.5" drive and one 5.25" drive): three 3.5" disks and two 5.25" disks (one additional 3.5" disk is required if creating a save game disk). **NOTE**: High density drives may be treated as either 5.25" or 3.5" drives.

Disks should be labelled as follows for the indicated computer system configuration:

Double 5.25": GAME DISK #1/2, GAME DISK #3/4, GAME DISK #5/6, GAME DISK #7/8, STARTUP, and OVERLAY (SAVE optional).

Double 3.5": GAME DISK #1/2, GAME DISK #3/4/5, GAME DISK #6/7/8, and STARTUP/OVERLAY (SAVE optional).

All other Double Floppy: GAME DISK #1/2, GAME DISK #3/4/5, GAME DISK #6/7/8, STARTUP, and OVERLAY (SAVE optional). If installing on a mixed double floppy system (one 5.25" drive and one 3.5" drive): The disks labelled Startup and Overlay are each 5.25" disks. All other disks are 3.5".

The time required to install the program on floppy disks varies with the speed of the system and the disk drives. The time normally required is between one and two hours.

NOTE: If you do not use the installation program to make a SAVE disk, you need to have a blank, formatted disk ready to use as a SAVE disk before you play the game for the first time.

Installation Menu: After you type INSTALL, the Installation Menu appears. This tells the program how to configure the game for your computer system. Use the cursor keys to select and highlight the correct options for your system. When all of the selections are as you want them, highlight "Yes" at the Finished option. Menu options are as follows:

- "Display Type" selects the type of video display you use: Composite Graphics (CGA), Enhanced Graphics (EGA), or Tandy 16 color (TGA). **NOTE**: Your system must have sufficient memory to run the game in the graphics modes you select (see the **System Requirements** section of this card).
- "Sound Type" selects the type of sound your game will utilize: normal PC compatible sounds, Tandy sounds, or no sound (silent).
- "Floppy A" selects the type of disk drive A you have.
- "Floppy B" selects the type of disk drive B you have.
- "Master Drive" is the drive where you placed Disk A (Disks A & B for the 3.5" systems) when you started the installation procedure (either drive A or drive B).
- "Hard Disk" selects the hard disk drive on which you will install the game. **NOTE:** If you select any hard disk option other than None, the program will attempt to install the game on the hard disk.
- "Save Game" permits you to make a saved game disk that includes a set of pregenerated characters.
- "Full Intro" selects the type of game introduction.

- "Finished" tells the program when you have set your options as you want them. When you select Yes here, the secondary installation menu appears.

The installation program refers to any floppy disk you make as GAME DISK ---. It refers to the disks that came in this game box as SSI MASTER DISK ---.

Hard disk users may skip the next three sections of this card and go directly to the **To Load the Game** section.

Making Play Disks: When you exit the secondary installation menu, you will be reminded if you need to have any blank, formatted floppy disks ready. The number and type of these disks are shown at the bottom of the screen. Label these disks as indicated. During the installation procedure, if the program prompts you to insert a disk with a number that's already in the drive, press the ENTER/RETURN key (example: if you have Game #1/2 in drive B and the program tells you to insert Game Disk #2 in drive B, press the ENTER/RETURN key).

Write Protection: After you have created your play disks, you must write protect them. THE GAME WILL NOT WORK IF YOU DO NOT USE WRITE PROTECTED PLAY DISKS. However, do NOT write protect your save game disk.

Partial Installation: Partial Installation should only be used to replace floppy disks which have become damaged or are unusable for any reason. When you make a new disk using this procedure, label it as you did the floppy disk it is replacing. Be sure to use new, blank, formatted disks.

When using the Partial Installation procedure to replace disks, the program refers to disks as follows:

Double 5.25" system: Disk 1 is GAME DISK #1/2, Disk 2 is GAME DISK #3/4, Disk 3 is GAME DISK #5/6, and Disk 4 is GAME DISK #7/8.

All other Double Floppy (5.25"/3.5" & 3.5"/3.5"): Disk 1 is GAME DISK #1/2. Disk 2 is GAME DISK #3/4/5, and Disk 3 is GAME DISK #6/7/8.

To Load The Game: Boot your system with a DOS version 2.1 or greater (If your system was already running, turn it off and leave it off for at least 30 seconds before starting this game). Insert your Startup disk into your active drive (or be in the POOLRAD directory on your hard disk), type START, and press the ENTER/RETURN key. When 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:

$$\mathbf{Y} \quad \angle \quad --\cdot--\cdot--$$

The word is ZOMBIE.

After you type in the translation (and press the ENTER/RETURN key) the game will load and display the Party Creation Menu.

How To Make Choices: *Pool of Radiance* is controlled using menus. On the menus, one letter of each word is highlighted. To indicate the command you want, press the key for the highlighted letter. For example, to see the Area you are in, press the A key.

To select an item or character from a menu, highlight your selection and press the ENTER/RETURN key. Use the Home and End keys to highlight items or characters on vertical menus (exception: use the up and down cursor keys when modifying a character). See Fig. 1.

Some commands, such as View, act only on a single character. Highlight the character you want and then press the key for that command (example: V for View).

Some commands are a toggle (example: selecting Characters On in the Pics menu toggles to Characters Off -- no character portrait in View -- selecting Character Off turns portraits back on).

How To Move Around: Movement commands are given through the numeric keypad and/or the cursor keys. When you begin the game, you will be moving through a 3-D view of the world. While moving in this view (or the Area map), use the cursor keys. The Up arrow moves you forward. The Left arrow turns you left. The Right arrow turns you right. The Down arrow turns you around.
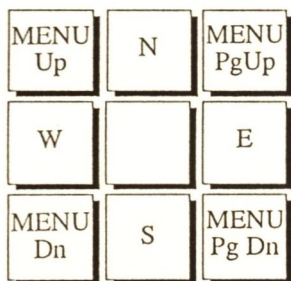
MENU Up	N	MENU PgUp		7 ↖	8 ↑	9 ↗
W		E		4 ←	5	6 →
MENU Dn	S	MENU Pg Dn		1 ↙	2 ↓	3 ↘

Fig. 1   **Fig. 2**
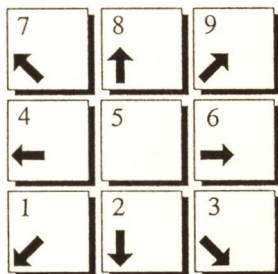
While moving in the wilderness or in combat, use the numeric keypad for movement (Fig. 2). You will move in the direction the key you press lies from the center of the keypad (pressing 9, for example moves you up and to the right).

To Begin Playing Quickly: Use the pre-rolled and pre-equipped characters from the saved game disk (or on your hard drive). Choose Load Save Game from the Party Creation Menu. After the saved game is loaded choose Begin Adventuring.
If you want to start your own characters, be sure to equip them before you start adventuring. A shop selling arms and armor is located at 8,11. Pool your money. Use the View, Items, and Ready commands to prepare your characters' equipment. Make sure you have at least one platinum piece left. Use the Take command and have one character pick up all the money. Go to the inn at 4,12, pay the money, and rest to memorize spells.

Start adventuring in the slums. Return to the city hall periodically to collect commissions and rewards. When your characters have enough experience points and money, train in the training hall.

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 unto your side. A character's portrait picture can only be viewed in the civilized area of Phlan. To "take back" a move in combat, press the escape key (Esc.)

Differences In the IBM Compatible Version: This version of *Pool of Radiance* differs slightly from the rules. Most of these differences are explained by the on-screen menus. Differences include:

Game Speed: Because different computer systems run at different clock speeds (generally from a slow 4.77 to a fast 20 megahertz) the speed at which this game plays on your system may be faster or slower than you like. When in Combat, you can change the game speed by selecting the Done option and then selecting the Speed option. Once into the Speed menu, you can speed the game by pressing the F key or slow it down by pressing the S key. The speed option controls the amount of time messages remain on the screen.

Saving A Game: You may maintain up to 10 different saved games at a time. When you save a game, choose one of the letters (A-J). When you recall a saved game, the letters for games you have saved will be displayed. You may create a new save game disk at any time by using a blank formatted disk for this purpose. Hard disk users save on their POOLRAD directory. **NOTE:** The program only looks at the first 8 letters of a character's name when

you add a character to your party. If you try to add more than one character where the first 8 letters are the same, only the last character to be added will be placed in your party.

If the message TIME TO SAVE YOUR GAME appears, press the ENTER/RETURN key and follow the normal save game procedure. This message will appear most often on machines with less available memory (384K). After saving, you will be returned to the DOS prompt where you may resume the game.
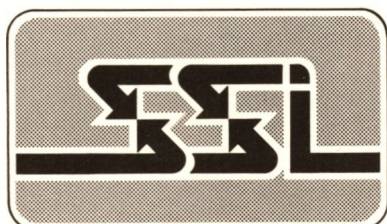
The following commands can be given at the Combat menu or while a party character is moving under computer control. Press the key to execute the command.

ALT Q   : Sets all characters to computer control (Quick).
<Space>   : Resets all characters to manual control.
Control S : Toggles sound off and on
ALT M   : Toggle magic on or off for characters set to Quick.

Characters set to Quick will always use Readied Magic Items. Characters with Readied arrows will use bows if no targets are adjacent.

Configuration File: The configuration file for the game is POOL.CFG. The first line of this file handles the display mode where C stands for CGA, E stands for EGA, and T stands for Tandy. The second line handles sound. P is for PC sound, T is for Tandy sound, and S is for silent (no sound). The third line is the path to game data. The fourth line is the path to save files. The fifth line is the introduction type -- F is full intro and N is no intro.

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