

Secret of the Silver Blades  
Macintosh Reference Card

# Advanced Dungeons & Dragons®

COMPUTER PRODUCT

## **SECRET OF THE SILVER BLADES**

**Game Inventory:** This game includes the following;  
3 Game Disks (Disk 3 is for Color users ONLY)  
1 Rule Book  
1 Adventurer's Journal  
1 Reference Card

**Before Beginning Play:** You must make a backup copy of your original disks. Put your original disks away and install or play the game from your copies. Refer to your computer manual for information on how to use Macintosh commands.

**NOTE:** If you play the game from floppies, Disk 1 must not be write protected or you will not be able to play. If you make copies and play off the floppy drive remember to name the copies EXACTLY the same as the original game disks.

**System Requirements:** *Secret of the Silver Blades* will run on a Macintosh Plus, SE, SE/30, Classic, LC, IIX, IISI, IICI, ICX, or a IIFX with at least 1 megabyte of system memory, 1 floppy drive, and system 6.0.3 or better. Users with system 7.0 will need to have 2 megabytes of system memory due to the requirements of system 7.0. Playing from a hard disk is not required for play in monochrome, however, hard disk installation is available on your game disks. Your hard disk must have at least 2 megabytes of available space to install the game.

**NOTE:** To play in color, *Secret of the Silver Blades* must be installed to your hard disk. If you are using a 12" color monitor, the game, when loaded, will not be its full size due to some restrictions inherent in this size monitor.

**Hard Disk Installation:** To install *Secret of the Silver Blades* to your hard disk, use the following steps:

- Step 1 — Boot up your Macintosh system.
- Step 2 — Create a Folder into which the game will be installed.
- Step 3 — Copy all of the game files on Disks 1 and 2 by dragging the file icons to the folder you created on your hard disk. Disk 3 must also be copied to your hard disk if you wish to play in color.

**Starting the Game:** To play *Secret of the Silver Blades* from your hard disk, boot up your computer, open the folder where the game is currently residing and then double-click on the "*Secret of the Silver Blades*" icon.

If you are playing from floppy disks, simply insert Disk 1 after you have booted up your system, double click on the Disk 1 icon, and then double click on the "Secret" game icon.

**Getting Started Quickly:** To begin playing right away, a pre-rolled party of adventurers is stored as save game "A" in the save folder (on Disk 1 for floppy users). Choose "Load Saved Game" from the character creation menu and then choose save "A". After the saved game is loaded select "Begin Adventuring" to start your journey. Choose the Encamp command from the Adventure menu and have all of your spell casters memorize spells.

**Transferring Characters:** Before you can transfer your characters you must make sure that your characters have been removed from the party and updated on your "Curse" save disk by using the "Remove" option on the *Curse of the Azure Bonds* character creation menu. To transfer your characters from *Curse of the Azure Bonds* use the following floppy or hard disk transfer procedure:

**Floppy Disk Users:** The character files (all files with the extension .guy) must be copied from your *Curse of the Azure Bonds* save folder (on Disk 1) to your *Secret of the Silver Blades* save folder (on Disk 1). See your Macintosh manuals for the steps needed to copy files from one floppy disk to another. Once all of the files have been copied from your *Curse* save folder to your *Secret* save folder, load *Secret of the Silver Blades* and from the Character Creation Menu select "Add Character". Select "Curse" from the next menu and then choose the characters you wish to transfer. Remember that Disk 1 must NOT be write protected or you will not be able to play.

**Hard Disk Users:** Hard disk users must copy the character files from their *Curse of the Azure Bonds* save folder to their *Secret of the Silver Blades* save folder by dragging all character file icons (all files with the extension .guy) from the Curse save folder to the Secret save folder. When your Macintosh has finished copying the character files, load up *Secret of the Silver Blades*. From the character creation menu select "Add Character" then choose "Curse" and select the characters you wish to transfer.

**Mouse Pointers:** The mouse is active throughout the game, and may be used for all input except to answer the Copy Protection question or to enter an amount of money. The mouse pointer changes shape depending on its function. When it is a sword, it is used to select a command or an entry in a vertical list. It becomes an arrow to indicate direction of movement/attack in combat, movement, or turning in 3-D mode. It is a crosshair when used to select a possible target location in aiming.

When clicking a mouse button will have no effect, the mouse pointer becomes a shield. The keyboard may be used for all input except for creating characters or designing or modifying the combat picture of a player-character.

**Making Choices:** Choices are made in *Secret of the Silver Blades* using command buttons and vertical menus. A command button may be activated by clicking a mouse button while the pointer is on the button or by typing the first letter of the command. An entry in a vertical list may be highlighted by clicking a mouse button while the pointer is on the entry or using the [Menu Up] (7) and [Menu Down] (1) keys on the keypad. If there are more entries in a vertical list than will fit in the window simultaneously, scroll arrows will appear on the right side of the window to move up and down the list a page at a time. The [Menu PgUp] (9) and [Menu PgDn] (1) keys on the keypad also page up and down a list. Where there is a default command button for a scrolling list (e.g. Select in many menus or Ready in the inventory menu), double-clicking a mouse button will activate the default command. When altering a character's attribute scores, the Character Display acts as a vertical list.

**3-D Movement:** The mouse may be used to turn back, left, or right, or move forward. The 2, 4, 6 and 8 keys on the numeric keypad have the same effect.

**Combat:** When moving, the mouse pointer is an arrow which shows the direction of the adjacent space into which the active character will move/attack when a mouse button is pressed. The numeric keypad may also be used to move into adjacent spaces as indicated in the diagram. When aiming manually, the mouse pointer becomes a crosshair which is used for selecting any space

visible in the window as a target. Clicking a mouse button on the edge of the window will scroll the viewing area in the direction of the selected edge. The keypad may also be used to select an adjacent space and, if the selected space is off of the edge of the viewing area, the viewing area will scroll to place the selected space at the center.

**How To Move 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.

3D MOVE / ANY MENU			COMBAT MOVE & AIM		
MENU UP	MOVE	MENU PG DN	7 ↖	8 ↑	9 ↗
TURN LEFT		TURN RIGHT	4 ←	5	6 →
MENU DOWN	TURN BACK	MENU PG UP	1 ↙	2 ↓	3 ↘

**Storing Excess Money and Items:** In the town where the game takes place there is a Vault where you may store any excess money or items. To deposit items into the vault, select the option "Deposit", "View" the character's items, highlight the desired item and select "Deposit" located among your other options at the bottom. To deposit a specific amount of money, select the option "Deposit", "View" the character, highlight the appropriate money type, and select the "Deposit" option at the bottom of the screen. To deposit all of your party's money, select the "Deposit" option and then "Pool" your party's money. To withdraw money or items, use the above method but replace the "Deposit" option with the "Withdraw" option.

**Scrolls:** Scrolls may be "Joined" into bundles. Up to 10 scrolls can be "Joined" into one bundle. To join scrolls together, "View" your character's item, highlight the scroll that you wish to bundle the rest to, and then select the "Join" option.

**Tips on Successful Combat:** The following are useful tips while fighting in *Secret of the Silver Blades*.

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. 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 such as 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 Cloud lasts 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 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 a Girdle of Giant Strength, Potions of Invisibility or Boots of Speed. 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 Macintosh Version:** The Macintosh version of *Secret of the Silver Blades* is slightly different than the rules. These differences include:

The "Load" option has been added to your choices in the "Encamp" menu. This will allow you to load a saved game at any point in the game. You no longer have to go to town to load a saved game if things do not turn out well after a fight, nor do you have to reboot your system.

While moving in combat the ESC key and UNDO button will 'take back' your current move, but any damage you have taken during the move will not be erased.

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.

Command Q: Sets all characters to Quick (computer control).

[Spacebar]: Removes all characters from "Quick" control.

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

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

Command T: Toggles music 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 registered trademark owned by and used under license from TSR, Inc., Lake Geneva, WI. USA.

© 1990, 1991 Strategic Simulations, Inc. All Rights Reserved.

© 1990, 1991 TSR, Inc. All Rights Reserved.