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Add NPCs (computer-controlled Non-Player Characters) to your party of up to 6 PCs (Player Characters) to fill out your 8-character party. Control your PCs during battle, or let the computer handle some or all of the action.

To help your party on its many difficult missions, the Adventurer’s Journal guides you with history, maps, clues and rumors. A Translation Wheel converts Elvish and Dwarvish writing to English.

POOL OF RADIANCE. The ultimate breakthrough in fantasy role-playing computer games.
Pool of Radiance

Advanced Dungeons & Dragons

Front Side: Side 3

Disk B

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TSR, Inc.

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FREE NEW PHLAN!
The New Phlan City Council is leading the fight to free their captive city. Heroes are retaking the city block by block from the evil hordes.

RICHES & FAME!
The council is looking for soldiers and rogues, mages and clerics, heroes of all kinds, to come to New Phlan. The wealth and land of an ancient city await those willing to reach out and take it.

GLORY!
Legends will be written about the heroic struggle to free New Phlan! Ships to New Phlan depart twice monthly. When you arrive, see the New Phlan City Council for the latest news and information.

MAKE YOUR FORTUNE IN NEW PHLAN!

The Civilized Area of New Phlan
Journal Entry 14:

Several pieces of paper with highly organized writing.
Fact: Porphyry Cadena is the last known surviving member of the Cadena Clan.
Strong Rumor: rising star in city politics and on the City Council.
Rumor: very charming, has many admirers, but no known mate.
Rumor: vindictive, likes to get his own way and remembers when he is (in his mind) double crossed.
Fact: has contacted thieves to have them gain him information on the Pool of Radiance.
Fact: has hired a number of mercenaries through the thieves (we received our normal cut).
Vague Rumor: is using mercenaries to find Pool of Radiance.

Journal Entry 15:
The clean map drawn with exact lines.

Journal Entry 16:

Told in a proud, haughty voice.
"I am a princess of a tribe of nomads to the northwest. My father is an old fool. He wanted me to marry King Al-Rasid to cement an alliance. I had more important things to do, than be tied down to an ageing monarch. When I marry, it shall be to someone who has the same taste of adventure and the same skill with a sword."

"Well, Father was insistent and his subjects supported him, so I left to seek my fortune. Kobolds had been raising our tents upon occasion, so I headed this way. If I could end the threat, then I'd have more leverage with my tribe. However, two nights ago, I was ambushed by these worms - knocked out and bound up. I finally got myself untangled a little while ago and was working my way out of these caves, when you showed up."

Journal Entry 17:
A quick note on an often used piece of paper.
"I must find some hardy allies in case this monster from Thand sends his troops to attack my island. I need a small, intelligent party who can move through the civilized areas without notice, but who have the skill to traverse the uncivilized areas and the wilderness. I must watch the next groups to come to the lake and see if any would make proper allies."

Journal Entry 18:
A nasty piece of parchment with large writing on one side.
"Hold the Sokal Keep on Thorn Island at all costs. If attacked, sacrifice your troops as necessary to hold out until relieved.

In your deployment set two squads of hobgoblins to patrol Thorn Island at all times. At least 2 squads of archers are to be deployed on the walls at all times. Let the pack of wargods loose to cover the island several times a day at random intervals. Set pairs of kobolds as observers in hidden locations around the island."

If Thorn Island is invaded immediately dispatch a message back to the castle. We will send over however many reinforcements are necessary to hold the island."

Journal Entry 19:
A black bound tome written in a strange halting hand.
...and settled foremost in the hall of Minor Courtiers were the lesser powers: Maram of the Great Spear; Haask; Voice of Hargut; Tyrgrafh and the Flamed One; Borem of the Lak’s of Boiling Mud; and Canned the Unseen. These two fell down and became servants of the great lord Bane."

Journal Entry 20:
Told in a pained voice.
"We just got the cut through to the beastie’s lair when I injured my leg. King decided there wasn’t much use for me anymore. Made me a proposition though. Said if I went into the lair and brought out the treasure, he’d feed me till I stopped breathing. Best deal I had, so they tossed me down here. Not being a fool I lit out for the deepest hidey-hole. Thankfully the beastie was asleep. I can still move real quiet when I must.

Anyway, if there hasn’t been much of an alarm, then drunkin’ Ford must be on watch at the rock. He’s the king’s son, so he ain’t here with me – worthless rot. If he’s there, he’s got less brains than a fermented rat, just act officious and he’ll take ya to the king. Wouldn’t mind hearin’ of that tyrant’s demise. Ya seem just the types to do it too."
Proramation CXC

Be it-known that the council is interested in obtaining information about the disposition of various kobolds believed to be gathering in support of forces bent upon the destruction of our fair city. A generous reward is offered to any who shall scout out the doings of these foul creatures and report such to the council. A larger reward is offered if the marshalling of said kobolds can be prevented. A commission may be obtained from the council clerk.

Proclamation CCI

Be it known that the council is interested in clearing obstacles to establishing a trade route to the east. Said obstacles currently include an infestation of lizard men in the swamps to the east. A reward is offered to any who can locate the source of the infestation and remove the lizard men as an obstacle to trade. A commission may be obtained from the council clerk.

Proclamation CXCIV

Be it known that the council is interested in obtaining information about the disposition of a large nomad band currently believed scouting the approaches to our fair city. A generous reward is offered to any who can prevent said nomads from joining with the force now gathering to attack New Phlan. A commission may be obtained from the council clerk.

Proclamation CCXIV

Be it known that the council is interested in obtaining information about the disposition of various kobolds currently believed to be gathering in support of forces aimed on the destruction of our fair city. A generous reward is offered to any who shall scout out the doings of these foul creatures and report such to the council. A larger reward is offered if the marshalling of said kobolds can be prevented. A commission may be obtained from the council clerk.

Journal Entry 1:

A loud voice coming from the mouth cast on a stone tablet.

'I am Jarash the Sorcerer.'

'Be known that for every insect you return to Sorcerer's Rest, you will pay a generous bounty. Use the weapon empowered by magic for giant insects such as the manticor, and ankheg. The insects are bound by magic but defeated by my use to me.'
The Proclamations of The City Council of New Phlan

These messages are posted on the wall of the City Hall. They represent messages that the City Council wants to relate to the citizens and adventurers in New Phlan. When you go to City Hall, the game will refer to the posted proclamations by number. Each proclamation begins with:

From the City Council of New Phlan to all brave and hearty adventurers:

Proclamation LI

Be it known that the council is interested in reclaiming the remaining blocks of the city of New Phlan. To reclaim said blocks, they must be first cleared of monsters, vermin, and other uncivilized inhabitants. To this end, the council is offering a reward to any person or group who is responsible for clearing any block of the old city.

Proclamation LII

Be it known that the council is interested in acquiring information as to the disposition of various formerly living entities rumored to be harassing honest citizens in the vicinity of Valsген Graveyard. A reward is offered to any person who shall travel to said graveyard and return an eye-witness account.

Proclamation LXXIII

Be it known that the council is seeking a stalwart band to undertake a mission of particular sensitivity. Any brave and clever band of adventure seekers who are not adverse to earning a large reward should present themselves to the council clerk for a special commission.

Proclamation CXL

Be it known that the council is offering a reward to any person or persons who can provide information as to the disposition of several council agents who have been sent to investigate the unseemly happenings in the vicinity of Valsген Graveyard.

Proclamation CX

Be it known that the council is seeking a stalwart band to undertake a mission of particular sensitivity. Any brave and clever band of adventure seekers who are not adverse to earning a large reward should present themselves to the council clerk for a special commission.

Proclamation CXXI

Be it known that the council has decreed that the foul poisoning of the river formerly known as Stefanow is to be brought to an end. Accordingly, a reward is offered to any group which shall travel up the river currently known as Barren, locate the source of its poisoning, and eliminate said source. A commission may be obtained from the council clerk.

Proclamation CXXII

Be it known that the council has decreed that the threat of the pirates who plague eastern shipping to New Phlan will be eliminated. The council offers a generous reward for the exact location of the pirates stronghold in the Twilight Marsh. An even greater reward is offered for the elimination of the pirates as a threat to shipping. Apply to the council clerk for a commission.

Proclamation CXXIII

Be it known that the council has decreed that the threat of the pirates who plague eastern shipping to New Phlan will be eliminated. The council offers a generous reward for the exact location of the pirates stronghold in the Twilight Marsh. An even greater reward is offered for the elimination of the pirates as a threat to shipping. Apply to the council clerk for a commission.

Proclamation CXXIV

Be it known that the council is offering a special reward for the safe return of the heir to the House of Branvart. Said minor was carried off during a buccaneer attack on the merchant ship in which he was sailing. Apply to the council clerk for the council's commission and additional information as to the abduction.

Proclamation CXXXV

Be it known that the council has decreed that the threat of the pirates who plague eastern shipping to New Phlan will be eliminated. The council offers a generous reward for the exact location of the pirates stronghold in the Twilight Marsh. An even greater reward is offered for the elimination of the pirates as a threat to shipping. Apply to the council clerk for a commission.

Proclamation CXXXVI

Be it known that the council is offering a reward for all books and tombs containing information about the fall of Phlan. The amount of said reward should be dependent upon the value of the information provided.

Proclamation CXXXVII

Be it known that the council has decreed that the threat of the pirates who plague eastern shipping to New Phlan will be eliminated. The council offers a generous reward for the exact location of the pirates stronghold in the Twilight Marsh. An even greater reward is offered for the elimination of the pirates as a threat to shipping. Apply to the council clerk for a commission and additional information concerning the abduction.

Proclamation CXLI

Be it known that the council is offering a reward to any person or persons who can provide information as to the disposition of several council agents who have been sent to investigate the unseemly happenings in the vicinity of Valsген Graveyard.

Proclamation CLII

Be it known that the council is seeking a stalwart band to undertake a mission to rescue the Duchess of Melavant. The duchess is supposed to be held by a band of ogres in a camp to the northeast of Phlan. A generous reward is offered for the safe return of the duchess. Apply to the council clerk for commission and additional information concerning the abduction.
Journal Entry 39:
A preserved parchment covered with giant script.
I am writing to you to describe my further inquiries into the legend of the Pool of Radiance. It seems the pool has moved several times. Long ago, at least one wise wizard actually moved the pool into his abode for a period of time to study it. However, the pool seems to return to its original location after every move. I am now watching the dry hole that is the pool's natural location. When it returns I will be ready. I truly believe that the Pool of Radiance is the key to the secret wisdom that I seek.
Jours in wisdom
Sorrasar

Journal Entry 40:
A quick note on an often used piece of paper.
'Both kobolds and hobgoblins exist in large numbers to the east. Experiments show neither makes good breeding material.'

Journal Entry 41: NW Castle
A clean map drawn with exact lines.

Journal Entry 42:
A sketch drawing.

Journal Entry 43:
A loosely wrapped scroll.
Aramal and Sarazim performed the proper rituals to banish the vampire forever. Then, wounded, Aramal and Sarazim left Volshing Graveyard. It was beyond their power to completely cleanse the evil place, but they had extracted proper vengeance for the death of Taimal and his troops.

Journal Entry 44:
A cleanly written note on standard paper found on the body of a dead trader.
Aleram,
Hello my good friend. I hope you and your brood are well. I am tired, tired of trekking through unspeakable swamps and over unclimbable mountains to take my meager wants to ungrateful customers. Only one event has saved this year's sales. I found a castle full of happy folk who were very good customers. They were staved for goods and news from the outside world. And well they should be, their castle was in the middle of a small forest, and the forest was in the middle of a swamp.
These people seemed to know nothing of recent events. They still spoke of Phlan as if it were in its full flower. And they paid in old Phlanian gold sovereigns, double the weight of the newer gold coins.
Though they were out of date, they were very friendly and prosperous. I saw more than one gem glimmer in the sun, and several swords showed a flash that made me think they were magic. If you are willing to dodge the vermin of the swamp I would add this castle to your trading route. Speed to your horse, strength to your arm, and skill to your trading.'
Your Friend
Burach
RUINS OF ADVENTURE

This new role-playing game module from TSR is based on SSI's first official AD&D® computer software release, Pool of Radiance.

Once again, the FORGOTTEN REALMS™ Campaign Setting provides the backdrop for the thrilling adventure in the city of Phlan. Fifty years ago, the people of Phlan were driven out by evil forces. A band of heroes (or are they?) has arrived to help restore order.

Pool of Radiance computer role-playing game players will find additional clues and background information in TSR's Ruins of Adventure module, to enhance their adventures in the computer version of this module.

Ruins of Adventure is now available at your local toy, book or hobby store.

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ADVENTURE MENU

The Adventure Menu allows access to all of the command functions in the Pool of Radiance. This menu shows either the current 3-D picture of the area in front of the party and the status of the party (if in a town adventure), or the area around the party (if in the wilderness). If any party members are injured, their hit point numbers (showing how many they have now) are highlighted for easy recognition. There are several commands available to you from this menu.

Area:

This shows an overhead view of the area around the party. If the party is in a town, it is used to handle day-to-day functions such as saving the game, changing game items such as game speed or party order. The Command to view the area is-area.

Search:

A party can move in Search mode, which takes 10 minutes of game time per move. This allows the party to carefully search an area they are passing, but also gives wandering monsters a greater chance to find them. You only need to hit the Search command once the party is moving at Search speed, then the hit command again later to return them to normal movement. You do not need to hit Search for every move.

In Search, you are not looking for secret doors, mapping, moving, seeing life as far as possible, hiding in any available shadows, and generally being as careful as possible.

If you never go to Search mode, you will run into fewer wandering monsters (because you are moving faster) but have much less chance of finding concealed treasures or traps before they are sprung.

In the Wilderness, the party can move in any of eight directions. Moving one square takes a half a day of game time. Search mode has no effect in the wilderness.

VIEW:

This displays the Character Screen, as described in Viewing a Character.

CAST:

This command sends you to the Cast Menu so your active character can throw a magic spell. See the section on Magic for a description of how to cast spells and their effect.

ENCAMP:

This command is used in several menus to take time off and to rebuild characters and the party. It is used to handle day-to-day functions such as saving the game, viewing character sheets, or exercises spells resting to heal. (Shaped under Magic Menu), and changing game items such as game speed or party order.

Encamp Menu:

- Go to View Magic Menu
- Alter
- Exit

SAVE:

This command saves the characters and game as they are. Check the Quick Reference Card for any system specific details of how to save your game.

VIEW:

This displays the View Menu, as described under Viewing a Character. In camp, this does not display the Sell item or ID commands.

Magic:

One of the most important aspects of the Pool of Radiance is the cast of magic. Characters cast spells of healing, protection, invisibility, and other magical effects. Magic can only be cast by the party in camp.

REST:

One of the most important aspects of the Pool of Radiance is the cast of magic. Characters cast spells of healing, protection, invisibility, and other magical effects. Magic can only be cast by the party in camp.

For every 24 uninterrupted hours of resting in camp, every wounded character regains one hit point above and beyond any recovery gained from healing magic.

The initial resting time is established by anyone who is memorizing spells. The screen will show the days, hours, and minutes necessary for the spell-using members of the party to memorize (or pray for) the spells they want to memorize. Memorizing any spells at all takes a minimum of four hours. Thirst level spells take at least six hours. The Magi Menu for further description of memorizing spells.

Rest can be interrupted by any random encounter. Only take long rests in safe places, such as inns, hideouts, or secure buildings.

Rest Menu:

- Rest
- Increase
- Decrease

REST

Once the party is in camp, you may choose to rest or stay awake. If you stay awake, the party will not sleep. If you rest, the party will sleep and recover up to 1 HP for every four hours the party rests.

INCREASE:

This command adds to the time that the party will stay in camp, usually for resting to regain lost hit points. Every 24 uninterrupted hours in camp restores 1 HP to every injured member of the group.

DECREASE:

This command decreases the time before the party is rested. This may mean that characters do not remember all the spells they want or that characters may not recover all their hit points, but sometimes time constraints are part of the adventure, and the party cannot spend all the time it wants resting.

ALTER:

This command is used to change the basic makeup of the party and the characters who are part of it. You are given the following menu:

Alter Menu:

- Alter
- Order
- Drop
- Speed
- Icon
- Pick
- Exit
## Character Race Limits

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<tr>
<th>RACE</th>
<th>STR Male</th>
<th>STR Female</th>
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<td>18 (00)</td>
<td>18</td>
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**Notes:**
- Maximum number for that ability score.
- Minimum number for that ability score.
- Maximum percentage for an 18 strength.

## Max Level by Class

<table>
<thead>
<tr>
<th>RACE</th>
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<tr>
<td>Human</td>
<td>U</td>
<td>U</td>
<td>U</td>
<td>U</td>
</tr>
</tbody>
</table>

- = cannot be this class
U = unlimited level in this class

---

**Questions or Problems?**

Our main business telephone number is (408) 737-6800. Recorded hints and other product information are available 24 hours a day, 7 days a week on our Hotline (408) 737-6810. To speak with a member of our Technical Support Staff please call the Hotline number between 11 a.m. and 5 p.m., Pacific Time, Monday-Friday, excluding holidays.
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 onto your side.

Differences in the Apple II Version: The Apple II version of Pool of Radiance 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.

- The Monster Portrait On/Off isn't used on the Apple II Version.

- The "<" and ">" keys can be used for moving menu cursor up and down.

- There is no Exit To DOS on the Party Creation Menu. Turn your computer off and then on to run other programs. A character's portrait picture is only shown in the civilized area. Some items can only be Readied in combat or in camp. If you try to read 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.

- C : Sets all characters to computer control.
- <Space> : Resets all characters to manual control.
- M : Toggles 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 enemy is adjacent.

APPLE II QUICK START CARD

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POOL OF RADIANCE

Before Beginning Play: You should back up both sides of all four game disks with the copy option on side 1 or a commercial copy program. Put the originals away and play off of the copies.

To Load The Game: Connect your computer, monitor, and disk drive. If you use a joystick, plug it into the joystick port. Set the Shift Lock key off and do not press shift when typing in text. Turn on the monitor, place side 1 into disk drive 1, and then turn on the computer.

First you will be prompted to copy a disk. Type "Y" to make a backup disk or type "N" if you have already made backups of your masters. Next type "Y" or "N" if you wish to have the sound on. After pressing "Y" or "N" for sound, you will have the option to use a joystick by typing "Y" or typing "N" to use the keyboard. Next, you will have the option to run your machine in Fast mode, type "Y" if your machine has an accelerator card or lags board, otherwise type "N." Finally, the computer prompts you to change disks, place the correct disk in the drive and press Return. Press any key to pass the title screen. After the credits, press Return to play the game, or if you are using a joystick you will now calibrate your joystick for play. Once your joystick is calibrated, press Return to play the game. 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:

The word is ZOMBIE.

After typing the translation, the game will load and display the Party Creation Menu.

How To Make Choices: Pool of Radiance is controlled by using menus. On each menu one item is highlighted. To indicate the command you want, use the joystick or cursor keys to highlight the command. Press the joystick button or Return to select your choice. For example, to look at an overhead view of the area you are in, highlight the Area command and press the joystick button or Return key.

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 for
the command. Then, highlight the command and press the joystick but-
ion or Return key. For example, to view a character's ability scores, 
highlight the character's name in the character list, highlight the View 
command in the Adventure Menu, and press the joystick button or Return 
key.

Some commands toggle the program between two states. When you se-
lect one of these commands, the name on the screen changes to re-
fect the new state of the program. For example, if you select the Characters 
On command in the Pons menu, it will change to Characters Off. From 
then on the character's portrait picture is not displayed when you view 
the character.

How to Move Around: In 3D travel the party can move forward, turn 
right or left, or move backwards. In the wilderness or in combat you 
can move in any of eight directions. You may use the joystick or keyboard 
interchangeably to move in any mode. If you have a problem making a di-
agonal move with a joystick in combat or the the wilderness, use the 2, 4,
6, or 8 keys instead.

**JOYSTICK MOVEMENT**

<table>
<thead>
<tr>
<th></th>
<th>COMBAT &amp; WILDERNESS</th>
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<tbody>
<tr>
<td>TURN LEFT</td>
<td></td>
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<tr>
<td>TURN RIGHT</td>
<td></td>
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<tr>
<td>MOVE FORWARD</td>
<td></td>
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<tr>
<td>MOVE BACKWARD</td>
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**KEYBOARD MOVEMENT**

<table>
<thead>
<tr>
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<th>COMBAT &amp; WILDERNESS</th>
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<tr>
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<td>J</td>
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To Begin Playing Quickly: A pre-rolled and pre-equipped party of ad-
venturers are stored as a saved game on disk side 4. Choose Load Save 
Game from the Party Creation Menu. Insert disk side 4 in the drive when 
the save game disk is requested. After the save game is loaded choose 
Begin Adventuring. You will get a tour of the main street of the civilized 
section of Nove Phlan. When the tour is over choose the Move command 
from the Adventure menu.

If you want to start the overall quest, turn around, go back to the city 
council building, and obtain a commission. If you want to try out the 
game, walk forward into the slums. Once in the slums you won't have to 
go looking for danger, danger will look for you!

Tips On Successful Early Adventuring: If you build your own party you 
will need equipment before your adventure into the slums. A shop selling 
arms and armor is located at 8,11. Pool your money. Buy fighters banded 
mail, a shield, and a broad sword. Buy clerics banded mail, a shield, and 
a fist. Buy thieves leather armor, a broad sword, and a duff. Buy your 
magic users a staff and a couple of darts. You may want to buy your 
fighters short bows and some arrows or a two handed sword instead of 
a shield.

Make sure you have at least 10 gold left over to pay for your lodging. Use 
the View, Items, and Ready commands to prepare all your characters'
equipment for battle. Once you have bought everything you need, use the 
Take command and have one character pick up all the money.

Go to the inn at 4,12, pay the money, and memorize spells. Clerics 
should memorize cure light wounds spells. Magic users should memorize 
sleep spells. Rest to memorize the spells.

Keep Search “off” while you move through the slums, you don't want to 
attract monster encounters. After your clear the monsters from a room 
you can put Search “on” and check for treasure. Try the Area command 
get a birds-eye view of the slums. The slums are 16 squares by 16 
squares.

In many parts of the slums it is unsafe to rest. But, after you clear the 
monsters from some rooms, the rooms become safe to rest in. Clear out 
your first safe room in the building at 13,1. Here your party can rest to re-
gain hit points and memorize spells. Adventure deeper into the slums, 
clearing other safe rooms where your party can rest. Whenever your par-
try is low on sleep and cure spells or hit points, return to your nearest safe 
room to rest up.

Once your characters have enough experience points and money, they 
should return to the civilized area and train in the training grounds. Be-
fore you train, go into a shop and make sure each character who will 
train is carrying at least 1000gp. Remember to Share your money after 
you Pool it to buy items. If you find a particularly difficult location to clear, 
go the training hall in the civilized area and hire a NPC to help. Once 
your party clears the slums they should go to the city council and get 
their reward. Then take the boat to Sokal Keep and clear it.

After you successfully complete each mission, return to the city council 
for your reward and news of any other commissions available. Once the 
council clerk has read you a commission, it's yours! Carefully note the 
messages, proclamations, journal entries, and other clues you get for the 
best chance to solve the mysteries of Phlan. Good luck!
2 for None! (FREE!)

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and

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I herewith submit formal application for the admission of my party of
champions into the honored Order of Heroes. Champions, Paragons,
Master Mages, Renown Rogues, Chivalrous Knights, etc.

Name:
Your age:
Mailing Address:
City:
State/Province:
Postal (Zip) Code:

1. Have you ever played the non-computer version of the AD&D® game?
   Yes  No
2. Have you ever played any other computer fantasy role-playing game?
   Yes  No

Champion #1
Champion #2
Champion #3
Champion #4
Champion #5
Champion #6
Noteworthy exploits:

By my oath, I swear that the above stated information is a true and fair
representation of my champions, their accolades duly won through actual
trials and tribulations.

Signature:
Date:

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