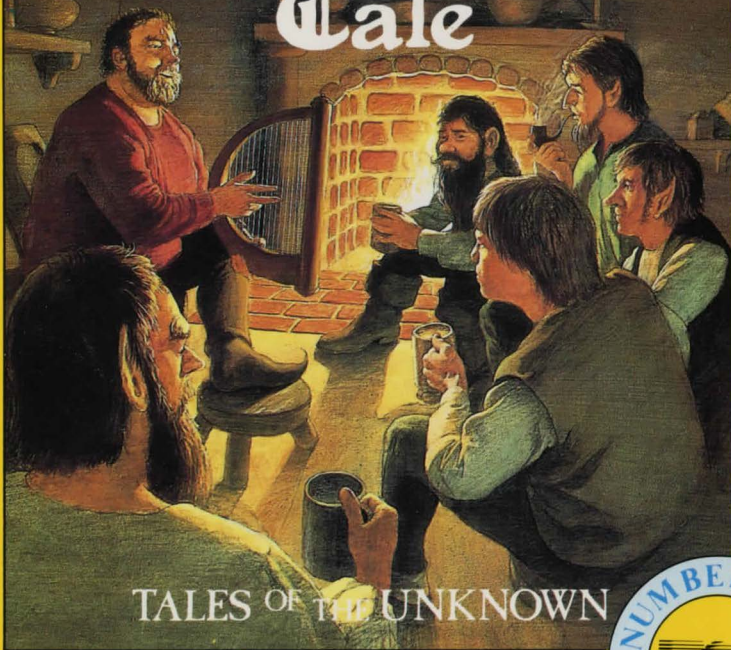


C64/128

64 K

The Bard's Tale



TALES OF THE UNKNOWN



Interplay Productions

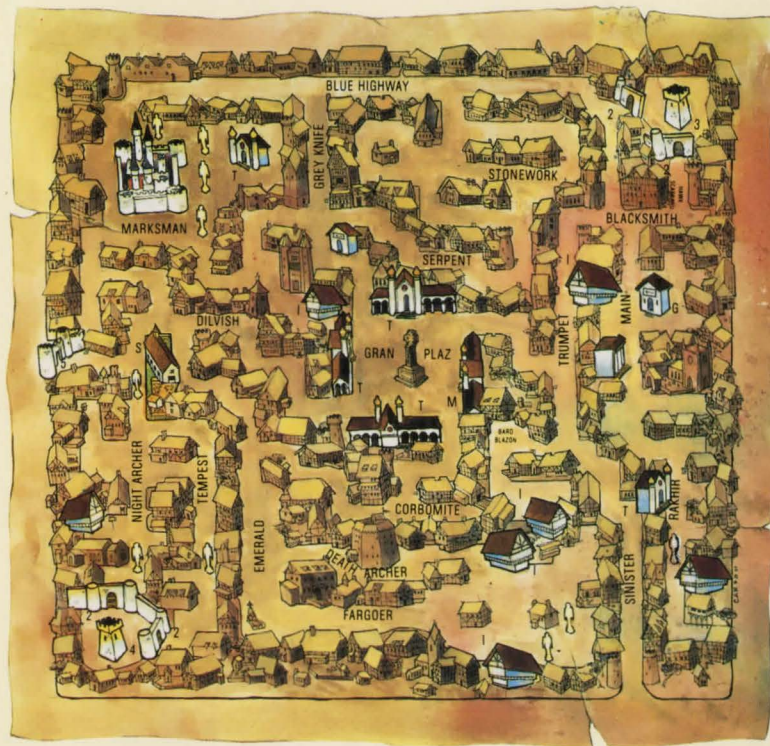
Michael Crawford



ELECTRONIC ARTS



Skara Brae



THE MAP OF SKARA BRAE

1 GUARDIAN STATUE 2 LOCKED GATE 3 KYLEARAN'S TOWER 4 MANGAR'S TOWER 5 CITY GATES
 I INN T TEMPLE M MAD GOD'S TEMPLE AG ADVENTURER'S GUILD G GARTH'S EQUIPMENT SHOPPE

THE LEGEND OF SKARA BRAE



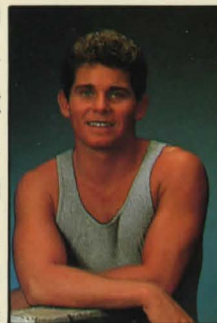
ong ago, when magic still prevailed, the evil wizard Mangar the Dark threatened a small but harmonious country town called Skara Brae. Evil creatures oozed into Skara Brae and joined his shadow domain. Mangar froze the surrounding lands with a spell of Eternal Winter, totally isolating Skara Brae from any possible help. Then, one night the town militiamen all disappeared.

The future of Skara Brae hung in the balance. And who was left to resist? Only a handful of unproven young Warriors, junior Magic Users, a couple of Bards barely old enough to drink, and some out of work Rogues.

You are there. You are the leader of this ragtag group of freedom fighters. Luckily you have a Bard with you to sing your glories, if you survive. For this is the stuff of legends. And so the story begins...



MICHAEL CRANFORD of Interplay Productions has an elegant programmer's touch. You can't see it in this picture of him, but you can see it in The Bard's Tale. He previously programmed the Apple version of Donkey Kong and the Commodore 64 version of Super Zaxxon.



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Home Computer Software

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Producer: Joe Ybarra.
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IBM Programming: Mike Quarles
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Music: Dave Warhol
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"THEY DISBELIEVED MY WIND DRAGON...THEY POSSESSED MY GREATER DEMON...NOW IT'S UP TO THE BARD AND HIS MAGIC FIRE HORN..." First you explored the city. Then the cellars and sewers below. Now you're trapped in Harkyn's Castle. 7 levels conquered and still 9 to go... Command 4 different classes of Magic User: Conjurer, Magician, Sorcerer and Wizard, each with unique spells. And the Bard who makes magic with his music. 85 spells in all. But choose well - the wrong spell and you're history... Pushes the power of your computer to its limits. So it's fast. It's big. And there's plenty of power for 3-D scrolling, full colour mazes, amazing sound effects and animated colour monsters. Excellent game design. Each level is demanding - and different. There are more monsters, mazes, "specials", logic puzzles, & magic items than you've ever seen in a game like this before.

THE RED DRAGON



The Bard's Tale

You are startled by a grim snarl. Before you, you see 1 Red dragon.

Will your stalwart band choose to (F)ight or (R)un?

Red dragon

Character Name	AC	Hits	Coat	SpPt	CI
BRIAN THE FIST	-9	181	101	8	Pa
EL CID	96	96	96	8	Ba
HARKUS	83	83	83	8	Ro
HERLIN	96	64	64	113	Wj
SIR GRADY	62	62	62	77	So
ORAR	62	62	62	121	Ha



The Bard's Tale

HERLIN
Race: Elf
Class: Wizard

St:15 IQ:18 Dx:18
Ca:16 Lk:15

Lvl:4 SpPt:114
Exper: 93421
Gold: 23883

Skara Brae

Press Any Key...

Character Name	AC	Hits	Coat	SpPt	CI
BRIAN THE FIST	-9	181	101	8	Pa
EL CID	96	96	96	8	Ba
HARKUS	83	83	83	8	Ro
HERLIN	96	64	64	113	Wj
SIR GRADY	62	62	62	77	So
ORAR	62	62	62	121	Ha

85 MAGIC SPELLS

3D SCROLLING CITY MAP



The Bard's Tale

You are on Main Street.

It's now early morning.

Skara Brae

Character Name	AC	Hits	Coat	SpPt	CI
BRIAN THE FIST	-9	181	101	8	Pa
EL CID	96	96	96	8	Ba
HARKUS	83	83	83	8	Ro
HERLIN	96	64	64	113	Wj
SIR GRADY	62	62	62	77	So
ORAR	62	62	62	121	Ha



The Bard's Tale

You face east, and are:

8 levels above,
16 squares north
1 square east of
the entry stairs.

Press a key to
continue onward.

Castle

Character Name	AC	Hits	Coat	SpPt	CI
BRIAN THE FIST	-9	181	101	8	Pa
EL CID	96	96	96	8	Ba
HARKUS	83	83	83	8	Ro
HERLIN	96	64	64	113	Wj
SIR GRADY	62	62	62	77	So
ORAR	62	62	62	121	Ha

16 DIFFERENT MAZES

These screen shots represent C64 version. Other versions may differ.

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THE BARD'S TALE VOL 1 ELECTRONIC ARTS



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C64/128