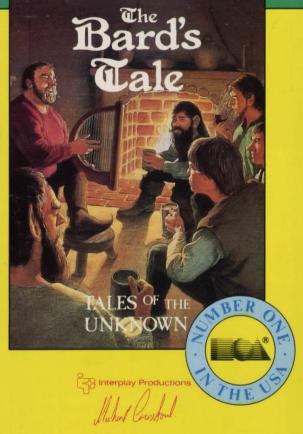
(F) C64/128



















# **Skara** Brae





### THE MAP OF SKARA BRAE

1 GUARDIAN STATUE 2 LOCKED GATE 3 KYLEARAN'S TOWER 4 MANGAR'S TOWER 5 CITY GATES
1 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 Roques.

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.

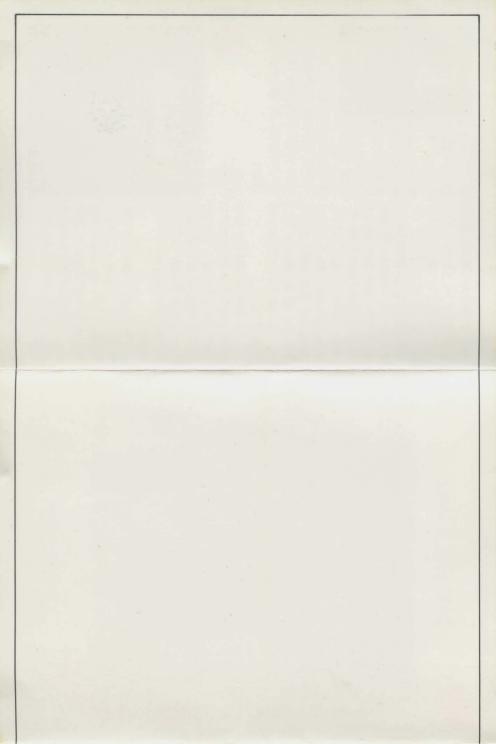






#### ABOUT OUR COMPAN

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Original Game Concept, Design and Program: Michael Cranford.

Scenario Design: Michael Cranford, Brian Fargo.

Additional Design: Roe Adams III.

Graphics: David Lowery. C64 Music: Lawrence Holland.

Producer: Joe Ybarra.

Package Design: Grapplegroup Ltd.

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C64 Programming: Michael Cranford Amiga Programming: Troy Worrell IBM Programming: Mike Quarles Amstrad Programming by SYSTEM C64 Cassette Programming by SYSTEM Spectrum Programming by SYSTEM

Music: Dave Warhol

Data Compression: Jay Patel Additional Testing: Tom Norwood

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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, Sorceror 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.

RED DRAGON







These screen shots represent C64 version. Other versions may differ

MADE IN ENGLAND





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