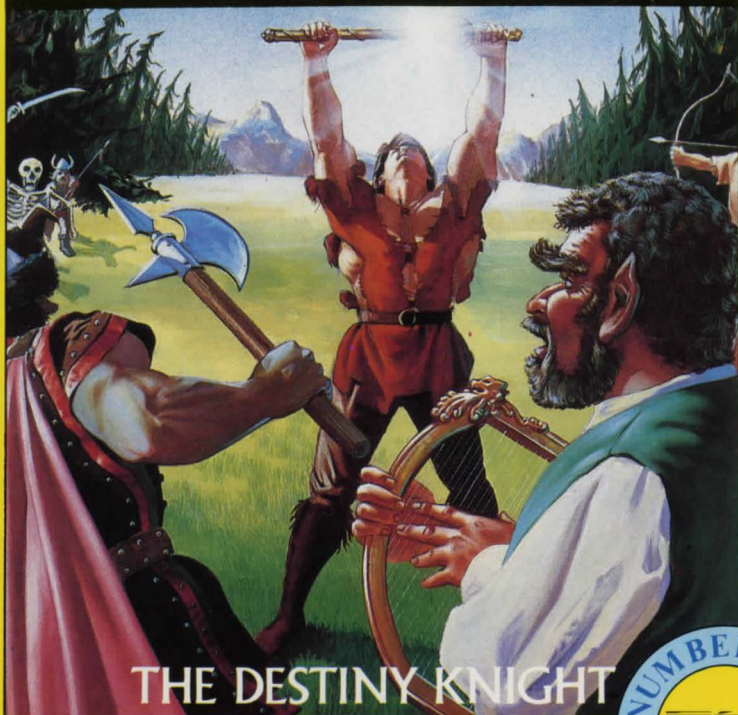


THE BARD'S TALE, II

C64/128

64 K



THE DESTINY KNIGHT

 Interplay Productions

Michael Crabbford



ELECTRONIC ARTS



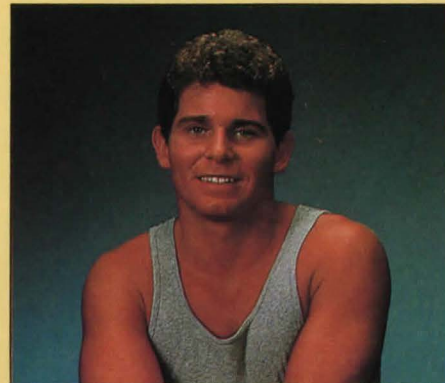
THE WILDERNESS



50% BIGGER THAN BARD'S TALE

- More animated colour monsters – over 100 kinds of monsters in all.
- Dozens of new spells – 79 in all.
- 25 dungeon levels.
- 6 entire cities.
- A vast wilderness to explore.
- A bank and casino.
- More strategy in melee encounters – the weapons and spells you choose depend on the enemy's range.
- Summon and name monsters to become a permanent part of your party.
- A Sage to give you clues.
- Six different guilds for saving games.
- Optional use of Bard's Tale characters. Bard's Tale experience not required.

Between the six cities lies an immense wilderness. It's a mapping challenge never before seen in a fantasy game, and a whole new way to get lost. A new class of magic user, the Archmage has 8 powerful spells like Heal All, Fanskar's Night Lance, and the legendary Mangar's Mallot. There are 25 different full-colour scrolling mazes like Fanskar's Castle.



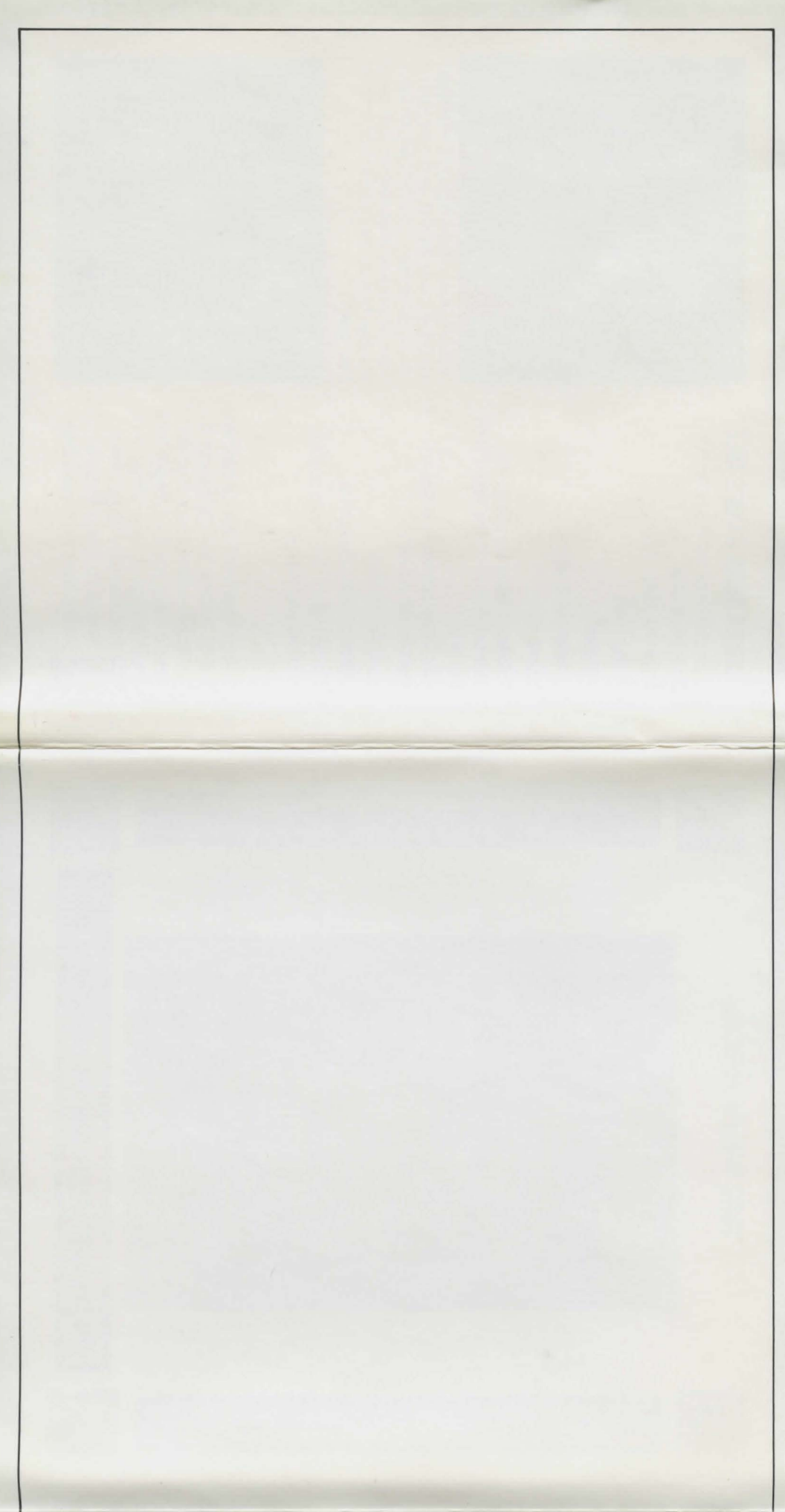
Michael Cranford of Interplay Productions has an elegant programmer's touch. You can't see it in this picture of him, but you can see it in the Bard's Tale and Destiny Knight. He previously programmed the Apple version of Donkey Kong and the Commodore 64 version of Super Zaxxon.



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Scenario Design: Michael Cranford, Brian Fargo
Graphics: Todd Camasta
Music: Dave Warhol
Producer: Joe Ybarra
EuroPackage Design: Grapplegroup Ltd.
Cover Painting: Jonny C. Kwan
Map Art: Don Carson
Playtesters: Philip Ybarra, Caren Edelstein, Tom Norwood
Lagoth Zanta's Name by: Scott Smith

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WHEN THE GOING GETS EVEN TOUGHER...

Another wolf! Your magic sword cleaves him mid-snarl, and he drops in a fur-pile at your feet. There's a slime-ball conjurer just out of reach who'll keep summoning these slobbering missiles until your sword arm drops off. Unless you can figure out a way to get at him. When you put Mangar out to pasture, all you really wanted was a bottomless mug and an ace up your sleeve. So what are you doing out here in the gnarly wilderness, knee-deep in wolf meat, itching to put an arrow through the Adam's apple of some spell-caster? It must be your Destiny.



PHENGLEI KRI
Race: Elf
Class: Archmage

St:18 10:18 Dk:18
Ch:18 Lk:18

Lvl:18
Experience : 501018
Gold : 0

The Guild Press Any Key...


Character Name	AC	Hit	Pts	Spl	Pts	Cl	Po
0 WURPI	L3	447	414	0	0	Ho	0
1 TORDY OME	L4	350	317	0	0	Bo	0
2 EL CID	L4	559	540	0	0	Bo	0
3 SAMPSON	L4	511	492	0	0	Bo	0
4 SLIFFINGER	L3	78	67	0	0	Ro	0
5 PHENGLEI KRI	-1	459	459	459	459	AH	



DANGER: Troops beware!
Ahead lies the red-line
Puzzle-Snare. Proceed
at thy own risk.

Maze of Dread

Character Name	AC	Hit	Pts	Spl	Pts	Cl	Po
0 WURPI	L3	447	414	0	0	Ho	0
1 TORDY OME	L4	350	317	0	0	Bo	0
2 EL CID	L4	559	540	0	0	Bo	0
3 SAMPSON	L4	511	492	0	0	Bo	0
4 SLIFFINGER	L3	78	67	0	0	Ro	0
5 PHENGLEI KRI	-3	425	425	468	357	AH	



You face north, and are:

24 moves north and
2 moves east of the
Sage's hut.

Press a key.

Wilderness

Character Name	AC	Hit	Pts	Spl	Pts	Cl	Po
0 WURPI	L3	447	414	0	0	Ho	0
1 TORDY OME	L4	350	317	0	0	Bo	0
2 EL CID	L4	559	540	0	0	Bo	0
3 SAMPSON	L4	511	492	0	0	Bo	0
4 SLIFFINGER	L3	78	67	0	0	Ro	0
5 PHENGLEI KRI	-1	425	425	468	468	AH	



Snarls of defiance are heard from 12 Kner Brones (10'), and 6 Pickpockets (10').

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

Kner Brones

Character Name	AC	Hit	Pts	Spl	Pts	Cl	Po
0 WURPI	L3	447	414	0	0	Ho	0
1 TORDY OME	L4	350	317	0	0	Bo	0
2 EL CID	L4	559	540	0	0	Bo	0
3 SAMPSON	L4	511	492	0	0	Bo	0
4 SLIFFINGER	L3	78	67	0	0	Ro	0
5 PHENGLEI KRI	-1	425	425	468	357	AH	

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



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