

THE BARD'S TALE III

THIEF of FATE™



APPLE II+, IIe, IIc, IIgs

64K; 5 1/4 disk drive required

1 blank disk req'd; In IIe

emulation mode

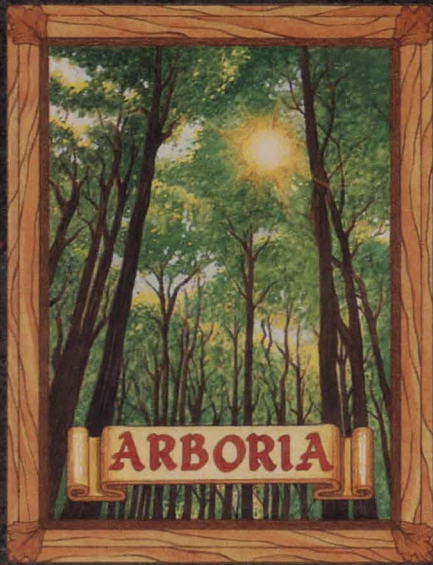
THE BARD'S TALE III

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ELECTRONIC ARTS®



Interplay
Productions



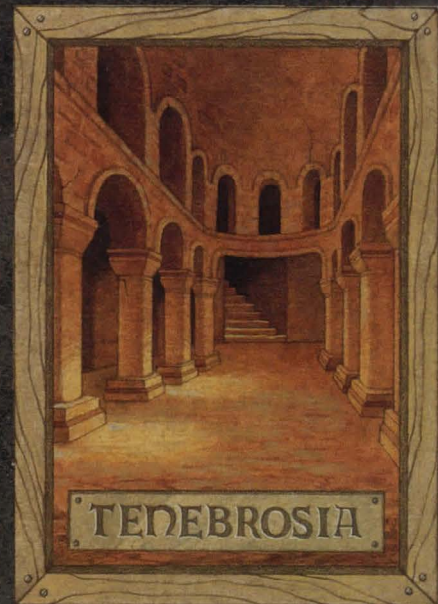
Valarian's Bow and the Arrows of Life are only two of the prizes you'll gain from the strife.



Spells will cost you dearly to cast, so find where Umbrech is hidden real fast.



Red monsters are trouble, but blue ones are double.



Blackscar is where you'll want to go, before the shadows deepen your woe.

THE WILDERNESS





The ice storm whips up a terrible chill,
so hurry to Lanatir or be frozen still.



Travel in time and between the wars,
survive the battles and
the Strifespear is yours.



Evil evil, from the cracks they teem,
when will you wake from
this nightmarish dream?

The Mad God ravaged Skara Brae
It lies in ruins unto this day
Death is assured to all who dare
Invade his domain to challenge him there.

Ancient runes have long foretold
Of a thief worth thrice his weight in gold
He moves in shadow across the land
With the fate of the world in his nimble hands.

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Programming:

Bill Heineman

Producer:

Dave Albert

Assistant Producers:

James Bailey

Chris Wilson

Game Design:

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Brian Fargo

Bill Heineman

Bruce Schlickbernd

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Software©1988 Interplay

Productions, Inc.

Package Design©1988

Electronic Arts

About Our Company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this program, are evidence of our intent. If you'd like a product brochure, please send \$1.00 and a self-addressed, stamped envelope to: Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404.



ou've heard "When the going gets tough, the Bard goes drinking," right? Well, when the programming gets tough, the tough line up for a group picture. And it has to get pretty tough for these software game vets to take a break from creating monsters who would love nothing more than to pick a fight with you.



Seen from left to right:
Michael A. Stackpole
Todd J. Camasta
Bill Heineman

Your fighters are all thumbs, your mages speechless, and your bard is scared sober. Things are looking pretty bleak...

Skara Brae is in ruins. Roscoe's Energy Emporium stands vacant. The Equipment Shoppe went under so quickly Garth was crushed. Your Bard hasn't stopped whimpering since he realized all the taverns were closed...

Someone—or some *thing*—has sealed the city's fate with an evil so vast, so unspeakable, that a host of Paladins and an army of Archmages are out-matched. Hard times call for subtlety. Smaller is better. Sneakier is better. What the world needs now is a thief.

The Thief of Fate.



Over 500 monsters, each deadlier than the last.

Better than Ever!

- New auto-map feature lets you leave your scribe at home.
- Enhanced Save Game allows you to take a breather anywhere.
- Not copy protected. Faster than Bard's Tale I or II.
- Seven kinds of spellcasters—including new Chronomancers and Geomancers—thirteen character classes in all, male or female.
- Over 100 spells—including Magma Blast, Earth Maw, and Far Death.
- Over 500 kinds of monsters want to meet you. Some might even join your party.
- 84 dungeon levels to explore, 7 dimensions to conquer.
- Colorful, animated graphics so real you'll want to tickle the dragon's chin.
- Optional use of Bard's Tale I and II characters, but no previous experience required. Includes starter dungeon to bring you up to speed.



Your Rogue's special abilities are just part of the new arsenal of tricks, spells, and artifacts at your disposal.



Over 80 full-color, scrolling mazes to test the mettle of your hardest party. Good thing you can save the game at any location...



Lost in the maze? Just check out your auto-map.

Electronic Arts provides a limited ninety-day warranty on the recording/media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS. Made in the U.S.A. Screen shots from the Apple II version. Other versions may vary. Apple II is a registered trademark of Apple Computer, Inc.



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