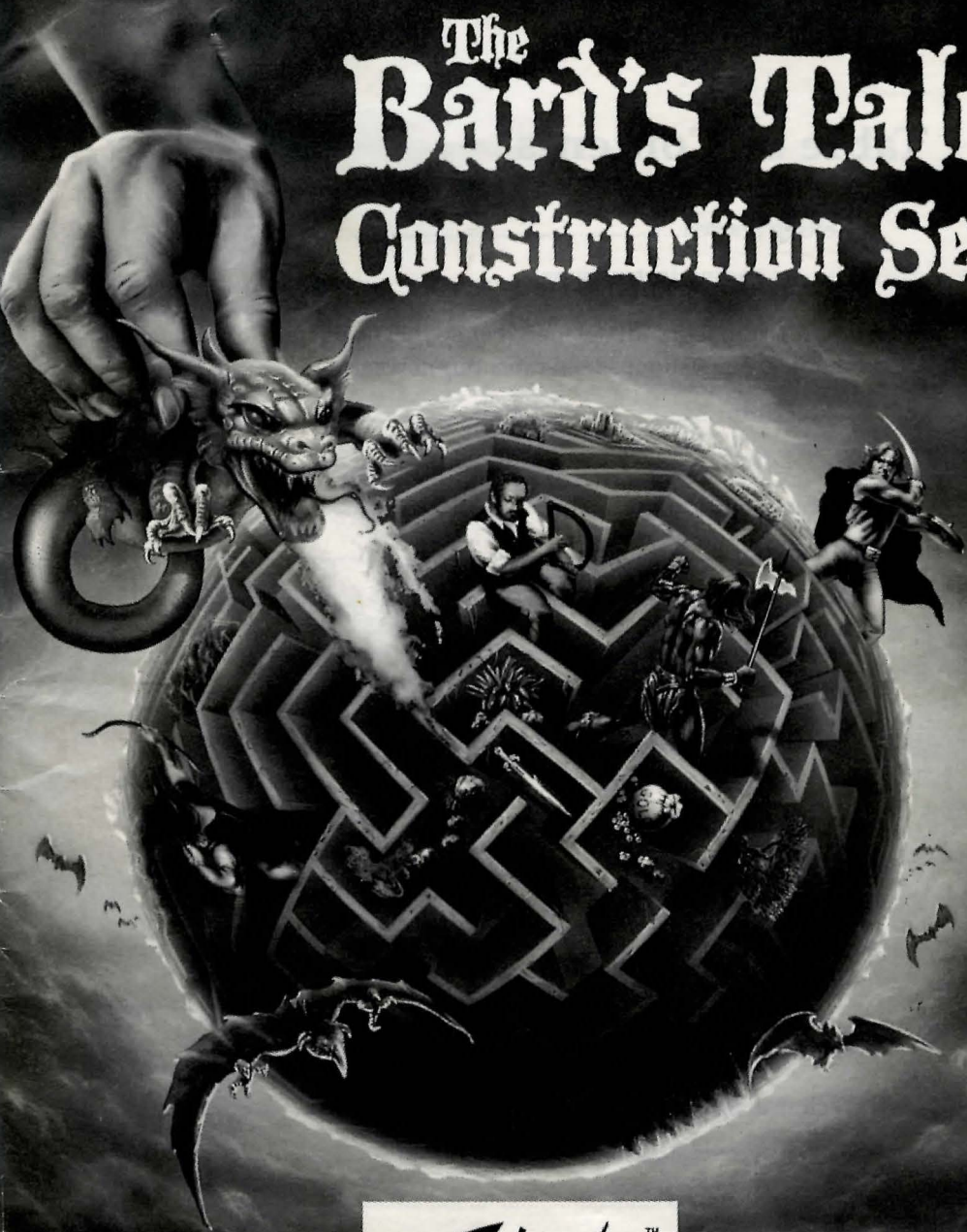


# The Bard's Tale™ Construction Set™



*Interplay™*

Manual

# Table of Contents

Getting Started.....	4
Loading Instructions.....	4
The Main Menu .....	4
A Note about Menus and Windows.....	5
Item Editor .....	6
Spell Editor.....	8
Monster Editor.....	10
Map Editor .....	12
Draw Map .....	12
Specials .....	14
Utilities.....	18
Tips for Creating a Bard's Tale World .....	19
Items .....	19
Spells .....	20
Monsters .....	20
Maps .....	21
Specials.....	21
Conditions .....	22
Actions .....	23
Technical Information .....	27
Playing your Game .....	37
Sample Scenario .....	42
Credits.....	43

Getting Started

The first time you run the program, you will be prompted to load a game file. If you do not have a game file, you will be prompted to load the program. The program will then load the game file and display the main menu.

Loading Instructions

1. First you must load the program. To do this, you must have a game file loaded and the game is installed.
2. Next you must load the game file. To do this, you must have a game file loaded and the game is installed.
3. Then you must load the game file. To do this, you must have a game file loaded and the game is installed.
4. Then you must load the game file. To do this, you must have a game file loaded and the game is installed.
5. Then you must load the game file. To do this, you must have a game file loaded and the game is installed.

A NOTE: A game file must be loaded before the program can run. If you do not have a game file, you must load one before the program can run.

The Main Menu

After the file is loaded, the main menu will appear on your screen. The options in the Main Menu are as follows:

1. Item Editor - create your own items
2. Spell Editor - create your own spells
3. Monster Editor - create your own monsters
4. Map Editor - design your own maps
5. Utilities - view information on the program

Spell Editor - create your own spells

# Getting Started

The Bard's Tale Construction Set requires 640K of free memory. It requires about 1.2 MB of hard disk space. When you create a dungeon with the *Set*, you will need blank disks to hold the data or hard disk space available. The amount will vary greatly depending on the size of the dungeon that you create.

## Loading Instructions

1. Boot your computer with DOS. If you have a mouse, make sure it is connected and the driver is installed.
2. Insert the disk marked STARTUP into your disk drive.
3. Change the disk prompt to the drive that your STARTUP disk is in by typing  
A: <enter>  
(or B:) depending on where your STARTUP DISK is.
4. First you should read the README file for any additional information not included in this manual. Type README <enter>
3. After reading the README file, you will want to install The Bard's Tale Construction Set to either your hard disk or to floppies. Type INSTALL <enter>
4. Follow the instructions there to install The Bard's Tale Construction Set.
5. When finished installing, type BTCS <enter> to load the program.

## The Main Menu

After the title screens appear, the **Main Menu** will appear on your monitor. The options at the **Main Menu** are as follows:

1. **Item Editor** — create your own items
2. **Spell Editor** — create your own magic spells
3. **Monster Editor** — create creatures to inhabit your world
4. **Map Editor** — design your own cities, dungeons, and specials
5. **Utilities** — save information to disk, test a dungeon level, print out spell lists, import your own pictures, and Build Your Dungeon!

If you select any of the Editors from the Main Menu, you will then be shown a selection of the currently available items, spells, monsters, or maps previously created or you can create a new one altogether.

Once you have selected which one you will be working with, a separate menu will appear containing all the editing information. Each item on the list can be selected by

- (1) clicking on it with the mouse,
- (2) moving the highlight bar up and down and pressing <enter> to select, or
- (3) pressing the first letter of the desired selection.

## A NOTE ABOUT MENUS AND WINDOWS

Many of the selections contain choices in "<>" brackets. These can be selected with the mouse or by pressing the first letter of that choice. For example to <<draw map>> simply press "D" or click on the <<draw map>> with the mouse. The "up" and "dn" in the lower left corner represent "Page Up" and "Page Down". You can page up and down through these menus by clicking on them or pressing the "Page Up/Down" keys. Some also have a "lft" and "rgt" in the corners signifying left and right arrows to scroll the text in the window.

## Item Editor

The Item Editor contains the following options:

**Name** —Choose a name for your weapon. The name can be up to 24 characters long but only the first 12 letters will appear on item lists during game play.

**Item Type** —Your choices are as follows:

- |                   |                |
|-------------------|----------------|
| 1. Miscellaneous  | 2. Hand Weapon |
| 3. Shield         | 4. Armour      |
| 5. Helm           | 6. Gloves      |
| 7. Figurine       | 8. Instrument  |
| 9. Ring           | 10. Wand       |
| 11. Bow           | 12. Arrow      |
| 13. Thrown Weapon |                |

**Price** —You set the price at any value from 1 to 32,000 gold pieces. However if you sell to Garth then the value will be only half of what you originally set.

**User Class** — Select which class can equip the item. You can select one class, all classes, or any combination of the classes below:

- |              |             |
|--------------|-------------|
| 1. Warrior   | 2. Paladin  |
| 3. Rogue     | 4. Bard     |
| 5. Hunter    | 6. Monk     |
| 7. Conjurer  | 8. Magician |
| 9. Sorcerer  | 10. Wizard  |
| 11. Archmage |             |

**Armour Plus** —From 1 to 15 points to lower a character's AC if equipped. Any item type can have an armour plus.

**Hit Plus** —From 1 to 15 points to increase a character's chance of hitting an opponent. The Hit Plus only makes a difference for hand weapons, bows, arrows, or thrown weapons.

**Damage Dice** —How much damage the item will do if equipped and used to attack (only true for hand weapons, arrows, or thrown weapons)

**X-Special** — In addition to its normal damage, an item can do one of the following types of damage:

- |               |                 |
|---------------|-----------------|
| 1. Poison     | 2. Level Drain  |
| 3. Insanity   | 4. Aging        |
| 5. Possession | 6. Stoned       |
| 7. Paralysis  | 8. Critical Hit |

**Likelihood of X-Special** — The percentage chance of doing the X-tra Damage above if the weapons hits.

**Times Usable** — If the item casts a spell when Used, this will determine how many uses it has before it cannot be Used anymore. Set from 0 to 255, with 255 meaning that its Uses are unlimited. This number is also used for thrown weapons and bows.

**Spell Cast** — Choose from any spell off the spell list (that you create).

**Cause** — Text that appears when the weapon attacks (eg. "swings at", "aims at", "slices at", etc.)

**Effect** — Text that appears when the weapon hits (eg. "hits for", "punches for", "cuts for", etc.) so that a combat message would look like "Rusty slices at Orc and cuts for 10 points of damage."

# Spell Editor

**M**aximum number of definable spells is 100. Maximum number of simultaneously running spells is 100.

**Spells have the following qualities for you to define:**

**Name** — The name you have chosen to give your magic spell. Your spell name can be up to 24 characters long.

**Code** — The four letter code that the mage uses to cast the spell.

**Mage Class** — Which class of magician can use this spell:

- |             |             |
|-------------|-------------|
| 1. Magician | 2. Sorcerer |
| 3. Conjurer | 4. Wizard   |
| 5. Archmage |             |

**Level** — What level of the particular mage class can use this spell (1 through 7). Setting level 8 makes the spell one that mages cannot cast.

**Points Needed** — How many points are drained from the mage when he/she casts the spell.

**Range** — How far the spell will work for (10 to 90 feet).

**Effective Range** — Normal or Double. If Double is selected, then the spell will work at twice the range but at half the damage.

**Type** — Select one effect from the list below:

- |                           |                           |
|---------------------------|---------------------------|
| 1. Heal                   | 2. Resurrect              |
| 3. Cure Poison            | 4. Cure Insanity          |
| 5. Youth                  | 6. Dispossess             |
| 7. Stone to Flesh         | 8. Cure Paralysis         |
| 9. Restore Lost Levels    | 10. Damage                |
| 11. Kill                  | 12. Poison                |
| 13. Cause Insanity        | 14. Age                   |
| 15. Possess               | 16. Flesh to Stone        |
| 17. Paralyze              | 18. Drain Level           |
| 19. Summon Illusion       | 20. Dispel Illusion       |
| 21. Scry Sight            | 22. Light                 |
| 23. Armour Class Bonus    | 24. Hit Bonus             |
| 25. Trap Destruction      | 26. Secret Door Detection |
| 27. Phase Door            | 28. Dispel Magic          |
| 29. Regenerate Bard Songs |                           |

## Area/Target

**NA** — Not applicable; no target is needed or used

**SINGLE** — A single target, in either the party or a monster group, is affected

**GROUP** — An entire group, the party or a monster group, is affected

**ALL MONSTER GROUPS** — All of the monster groups are affected

**Healing/Damage** — How much damage the spell does or how many points it heals. This is determined by a dice roll. (eg. 4 6-sided dice).

## Duration

**ONE** one round (6 seconds or 1 combat round)

**SHORT** 2-4 minutes (or 20-40 rounds, since there are 10 rounds in a minute)

**MEDIUM** 3-6 minutes

**LONG** 4-8 minutes

**COMBAT** run until combat is over (cannot be cast outside of combat)

**PERMANENT** start only (i.e. effect is permanent)

**CONTINUOUS** run until dispelled, then just stop (does not End Effect)

**INDEFINITE** run until dispelled, then do the End Effect.

Note that different permutations of these options will create vastly different spells. For example, a spell that does Continuous Damage on your Party will continue to damage your party every round or movement turn until it is dispelled. This can make for some pretty nasty spells. See the Spell Effects Chart on page 25 in the Technical Section of this manual.

If a spell is cast at a magic resistant monster, it gets to use its magic resistance when the spell is cast and each subsequent round (if any) that the spell operates. A group of monsters gets one roll for the entire group. If all monster groups are affected, the group with the highest magic resistance rolls. In any case, a resisted spell shatters and ends immediately.

# Monster Editor

**Name** — Give your wonderful creation a name.

**Illusion** — Yes/No toggle to determine if this creature is real or illusion.

**Base AC** — What the monster's armour class is.

**Level** — What level the monster is. Used for determining which monsters appear randomly on which dungeon levels (ie. if a monster is level 3, and the monster difficulty is defined as 3, then this monster may randomly appear on that level).

**Thaumaturgical Resistance** — Percentage that the monster will resist any spell cast upon it.

**Starting Distance** — If encountered randomly, what is the maximum distance this monster can appear at? (from 10' to 90')

**Moves Per Round** — How many feet (in increments of 10') can this monster move forward each round.

**Hit Points** — Dice range to determine how many points of damage the monster can take before being killed.

**Combat Options** — Choose from the list below what the monster will do for 4 rounds (after the 4 rounds are finished, the monster repeats the list again starting at 1):

1. Attack
2. Move and Attack (if possible to move)
3. Dependent Attack (attack if close enough)
4. Special Attack (do monster's special attack)
5. Random Attack (monsters chooses best option or random)
6. Nothing (do absolutely nothing)

**Rate of Attacks** — How many attacks per round this monster gets.

**Damage Dice** — Dice range that determines how many points of damage the monster does.

**Extra Damage** — Select one from the list below if you want your monster to do X-tra Damage:

- |                                     |               |
|-------------------------------------|---------------|
| 0. None                             | 1. Poison     |
| 2. Level Drain                      | 3. Insanity   |
| 4. Aging                            | 5. Possession |
| 6. Stoned                           | 7. Paralysis  |
| 8. Critical Hit                     | 9. Item-Zot   |
| 10. Point Phaze (take spell points) |               |

**Attack Msg.** — Text that describes what the monster does in combat (eg. "attacks", "bites at", "whips", etc.) To create a combat message such as: "Monster whips Hayato for 10 points of damage."

**Xtra Ranged Attack** —

1. Type (can be a Magic Spell, Group Range, or Single Foe)
2. Message (such as "breathes at")
3. Damage (if a spell, overrides spell information)
4. X-tra damage (see X-tra damage above)
5. Range (10' - 90'. Again, overrides spell information)

**Upper Limit Appearing** — In random encounters, what is the maximum you can find in a group (1 -99).

**Gold** — Random gold for killing monster multiplied by the number in the group.

**Picture Number** — Select what the monster looks like (from our list of about 40 or your own).

## Map Editor

**Name** — The name of the dungeon (or city)

**Type of Dungeon** — Select from four types of walls for this dungeon.

**Level** — What level of the dungeon the party is on.

**Chance of Wandering Monster** — The percentage chance that a wandering monster encounter will occur after each action.

**Wandering Monster Difficulty** — What random monsters can appear on this level as determined by the Monster Level. (see monsters) For example, if a monster is defined as Level 2, then he can appear randomly only on levels with a Monster Difficulty of 2.

**File Name** — Name you choose to save this dungeon level under.

## Draw Map

When you select draw map, you will be shown a large 22 X 22 grid on which you can draw your map (representing a dungeon level, city, etc.) The default map is blank with walls all around it. If you remove the walls around the edges, a "wraparound" effect will occur such that characters walking off the edge will reappear on the other side of the map. Remember that you can wall off sections of the map creating many "levels" on just one map.

To move around the map you can use the mouse or the arrow keys.

**MOUSE** : First select the wall type. Your choices are:

- Clear
- Door/Hut
- Wall/Tree
- Invisible Door/Secret Trail

(The secondary choices are for the Wilderness Wall Set)

Click on the word until the wall type you desire is showing.

Then move the arrow cursor onto the map and click the left mouse button to place the wall type. Press the right mouse button to change the facing of the arrow.

**KEYBOARD** : Select from the various wall types listed above with the <SPACE BAR >.

Move the arrow cursor with the arrow keys or the keys on the numeric keypad. The numeric keypad arrows will move the cursor around without changing direction. The standard arrow keys will change the pointer direction and move the cursor forward. Press <enter> to place the selected wall type where desired.

## Dropping Specials :

Press "S " to place a special on the square where the arrow cursor is located. The list of available specials will appear in a window. Select the desired one and press <enter> or click with the mouse.

Press "C " to clear a special located on the square where the arrow cursor is located.

Press "L " to place the last special placed on the map on the current location of the arrow cursor. If no special has been placed yet, the first one on the list is selected.

## Exiting Draw Map :

When you are finished with your map, press <F1> to exit.

## Specials

**T**hirty (30) different specials are allowed per map. You can place as many combinations of these thirty anywhere on the map. Specials can be up to twenty lines long. Each line can be an **Action** or **Conditional**.

Actions consist of **DO** followed by one of the following:

1. Nothing
2. Stop
3. Spin Party
4. Darkness Zone
5. Silence Zone
6. Anti-Magic Zone
7. Get Input
8. Set Local Flag #F (where F is 0-15)
9. Clear Global Flag #F (where F is 0-15)
10. Take <<item>>. (from ITEM LIST)
11. Give <<item>>. (from ITEM LIST)
12. Sell <<item>> for <<#>> gold
13. Cast <<spell>> for <<#>> gold. (Used to create Healing temples, etc.)
14. Print "\_\_\_"
15. Regenerate <<#>> spell points
16. Take <<#>> spell points
17. Heal <<#>> hit points
18. Damage <<#>> hit points plus <<X-TRA DAMAGE>>
19. Regenerate <<#>> bard songs
20. Take <<#>> bard songs
21. Move back one square
22. Move one square forward
23. Teleport to X:<<#>>, Y:<<#>>, in <<DUNGEON FILE NAME>>
24. Exit to Guild
25. Exit to Review Board
26. Exit to Garth's Shoppe
27. Trap Flag (required for Trap detection and disarming)

28. Draw Picture <<P#>>
29. Clear Special Square at X:<<#>>, Y:<<#>>
30. Make <<SPECIAL NAME>> at X:<<#>>, Y:<<#>>
31. Print "\_\_\_" under picture
32. Have <<MONSTER NAME>> join party
33. Have all monsters leave party
34. Turn monsters in party HOSTILE
35. Play sound <<#S>>
36. Set Counter to <<#>> (from 1 to 255)
37. Add <<#>> to Counter (from 1 to 255)
38. Set Encounter: <<MONSTER NAME>>
39. Set Encounter: <<#>> <<MONSTER NAME>>
40. Begin Combat
41. Chest containing <<item>>, <<DAMAGE DICE>> + <<X-TRA DAMAGE TYPE>>
42. Set Global Flag #F (where F is 0-15)
43. Clear Global Flag #F (where F is 0-15)
43. Give <<#>> gold
44. Give <<#>> experience
45. "Press Any Key" to continue
46. Have monster named <<MONSTER NAME>> leave party
47. Turn party in direction

**Conditionals consist of IF followed by a conditional listed below, followed by THEN DO <ACTION>, ELSE DO <ACTION>:**

1. Anyone is carrying <<item>>.
2. Everyone is carrying <<item>>.
3. Last input is "\_\_\_"
4. Answer to "\_\_\_" is YES.
5. Local Flag <<F>> is set
6. Local Flag <<F>> is clear
7. Group is facing <<DIRECTION>>.
8. Monster named "\_\_\_" is in party
9. Class <<CLASS>> is in party
10. It is DAYTIME



11. Counter is greater than <<#>>
12. Counter equals <<#>>
13. Party won last combat
14. Global Flag <<F>> is set
15. Global Flag <<F>> is clear
16. If random -100
17. If <<RACE>> in party

### SAMPLE SPECIAL SQUARES :

#### Name : Pit

1. DO Trap Flag
  2. DO Print "You have fallen into a pit!"
  3. DO Play Sound #3
  4. DO Damage 8 hit points
  5. DO Stop
- 

#### Name : Breath Riddle

1. DO Print "What is light as a feather, but cannot be held for long?"
  2. DO Get Input
  3. IF Last Input is  
"BREATH"  
THEN Move One Square Forward  
ELSE Move Back One Square
  4. DO Stop
- 

Here's a more complex one - see if you can figure it out.

#### Name : Princess Quest

1. DO Draw Picture #56
2. DO Print "King Oswald" Under Picture
3. IF Flag #2 is set THEN Print "King Oswald wishes you well on your quests." ELSE Nothing
4. If Flag #2 is set THEN Stop ELSE Nothing
5. IF Monster named "Leigh-Ann" is in party THEN Print "Thank you for rescuing my daughter, Princess Leigh-Ann." ELSE Print "Help me, oh brave ones! Evil orcs have kidnapped my daughter, the Princess Leigh-Ann. Return her to me and you will be greatly rewarded."
6. If Monster named "Leigh-Ann is in party THEN Give 5000 gold ELSE Stop
7. DO Give Sword of Manliness
8. DO Have monster named "Leigh-Ann" leave party.
9. DO Set Flag #2
10. DO Stop

#### Editing Specials

All specials are created through the use of the normal window system. However, if you would like to insert a line to your special, move the highlight bar to the number where you would like your new line and press <insert>. You can delete lines with <delete> in the same manner.

## Utilities

The utilities for The Bard's Tale Construction Set are as follows:

- 1-6 **LOAD/SAVE ITEMS, SPELLS, and MONSTERS** — when finished creating a list of the above, you will need to come to the Utilities to save the list to disk. You will also need to go to the Utilities for Loading a pre-existing file.
  7. **PRINT SPELLS** to Printer or Disk File — print all the spells by class to printer or disk (for editing).
  8. **TEST MAP** — Test a level that you are currently working on for items, monsters, spells, or specials.
  9. **BUILD GAME** — puts all the files on a separate disk (or to a separate path) that you specify for your dungeon. This will include marking a starting location (Guild) for all parties in the game. Since a level can only be accessed through teleports, you can change the file name of a dungeon level and put it with the old dungeon thus creating a different level. However, all teleports from that dungeon and to that dungeon will have to be synchronised. (For example, I have a city that, when you enter this one building, teleports you to the catacombs level one. If I decide at a later date that I want this building to teleport you to a castle, I would just have to change the file name of the castle to match that of the catacombs level one.) This would also apply to item lists, spell lists, and monster lists.
- Q QUIT** — Quits the Construction Set to DOS. Make sure that you have saved all items, spells, and monsters before quitting.

## INCLUDE DPAINT™ PICTURE

Inserts a picture that you have drawn from Deluxe Paint Enhanced™ or Deluxe Paint Animation™ to be included in the monster set. There will be about 30 slots available before overwriting existing ones. Follow the instructions on screen once you select this option. Remember that you may overwrite a picture you have already imported. It is up to you to keep track of which monster slots you have filled and with what pictures. Please see READ.ME file for complete instructions.

To use this feature type `Import <enter>`

At your DOS prompt while in your BTCS directory or the Startup disk is in the disk drive and you are at the appropriate prompt.

## Tips for Creating a Bard's Tale World

**W**e've given you a lot of power and flexibility to design your own world, but with that power comes responsibility for game balance. You can control most aspects of the game, but you should try to maintain a reasonable limit. Don't give every monster special attack damage or ranged attacks, and don't make every item have a spell it can cast. You *can* make an Axe of the Dwarven King that does 10d100 damage, but that doesn't mean you *should*. If you must put such items in the game, balance them somehow (perhaps the Axe is -10 to hit since it's so big, or maybe local shops won't let you come in if you are wielding it). Of course, you could put in a room with 99 MegaOrcs with 20d100 hit points, but then the game becomes an "arms race" of who can build the better item or monster.

### Items

Take a look at the ten default items and use them as a guide for creating your own.

Plan out what items you are going to have in your dungeon and enter them accordingly. One way to organise your items is by type. First do all your hand weapons, then armour, etc. Once you have a list compiled, it should make it easier to enter in the items. You may want to save the Miscellaneous category until last as these types of items may be determined as you create your maps.

Keep in mind extra damage and damage dice when determining price. You don't want characters to be able to buy a powerful weapon inexpensively.

Remember that Garth's sells only the first ten items on your list. These will normally be the ten default ones. However, you can overwrite one of the default items with your own if you want Garth's to carry it. Also keep in mind that Garth will not sell items he buys from you. Once you sell to Garth, it's gone for good.

You do not have to assign values to every category. If a sword does nothing more than damage, then ignore the other categories. The defaults are all set to the minimums. In fact, an item that uses every category will be VERY powerful, so be careful.

Remember that if an item is set to 0 (ZERO) times usable, then it cannot cast a spell. If you want an item to cast a spell, then change the times usable category first. You may want to create your spells first, since your items may cast them.

Use the monk damage chart as a basis for item and spell damage. In other words, don't let a sword for a 1st level fighter do 13d8 damage; that's equivalent to a monk's damage at 32nd level!

## Spells

You can print out the codes for the game player(s) or you can reveal them through specials. You can make the four letter codes as intuitive or abstract as you like.

If you want to create a spell that a magician cannot cast (this would be for monster-only or item-only spells), set the mage level to 8. It does not matter what mage class you set the spell for. Remember that *really* powerful item, monster and trap spells should be level 8, so that party members cannot cast them.

Be careful when setting the Duration. You can create vastly different spells simply by changing the duration. Refer to the Duration charts included in this manual to determine what effects different durations have. You can create some devastating spells, such as a Continuous Kill spell.

There is no list of spells that comes up while playing the game. This way you can create "hidden spells" or make your dungeon such that the only way mages can learn spells is if you give them the codes through specials.

You do not have to include a spell just because it is possible to make it. You may not want spells to summon monsters in your game. It's your game; if you don't want to use something, don't put it in the game.

## Monsters

You will find that creating a well-balanced scenario resides in the creation of monsters. You will undoubtedly find that you will need to change the monster values over and over again as you test out your dungeon levels.

Try to match up spell damage values and item damage values with monster hit points. Obviously a monster with 200 hit points will not stand a chance against weapons and spells doing 1,000 points of damage every time they hit.

Remember that characters' hit points are raised as they gain levels, so monsters should increase in difficulty as your dungeon progresses.

You can give the monsters some intelligence with the combat options choice. For example, you could create a monster that would attack every round no matter what, even if out of range, or you could have your monster breathe every third turn if you wanted.

## Maps

Select the most appropriate type of wall from the ones available.

Set the monster difficulty according to when the players will reach this level. Also, if a three level dungeon represents the sewers, then all three levels may have the same monster difficulty as they may have the same monsters. But moving to another dungeon level called a castle may have an entirely different set.

Monster difficulty is not the only way (nor the BEST way) to make levels successively difficult. Special encounters, specials, and level design are all better ways to control difficulty.

Create maps and specials according to the spells you have allowed. For example, if many of your dungeons have areas you don't want players to get into, you may not want to create a Phase Door spell.

Normally, you should use the trap flag on a special square trap. There should be a few traps that can evade spell and thief detection.

The special square "cast \$X for \$# gold" where \$# equals 0 is great for setting traps that fire a spell at the whole party.

## Specials

What follows is a more detailed description of what each ACTION and CONDITIONAL does:

A special square line is either of the form

DO action

which performs the action, or

IF <condition>

THEN action1

ELSE action2

which tests the condition. If the condition is TRUE, then action1 is performed, otherwise action2 is performed.

Input flags are set when the special is defined:

**\$I** - pick a defined item

**\$\$** - type a string up to 25 characters long

**\$F** - select one of 16 flags numbered 0-15

**##** - pick a number from 0 to 32000

**\$N** - select the name of a defined map

**\$P** - select a picture

**\$S** - select a defined special square

**\$M** - select a defined monster

**\$A** - select a defined monster's name

**\$C** - select one of the 13 classes

**\$X** - select a defined spell

**\$T** - select a trap type

**\$L** - give X and Y coordinates, both ranging from 0-21

**\$D** - select one of the four compass directions.

## Conditions

**"anyone is carrying \$I"** - return TRUE if at least one party member has the item.

**"everyone is carrying \$I"** - return TRUE only if all of the party members have the item.

**"last input = "\$\$"** - return TRUE if the last input received by the Get Input action is equal to \$\$\$. Upper and lower case is NOT considered different!

**"answer to "\$\$" is yes"** - print \$\$ and get input from the party, return TRUE if this input is **"yes"** or **"y"**. Again, upper and lower case letters are considered to be the same. Note that this condition does NOT change the last input stored from the Get Input action.

**"local flag \$F is set"** - return TRUE if the flag is set.

**"local flag \$F is clear"** - return TRUE if the flag is clear.

**"group is facing \$D"** - return TRUE if the party is facing in the specified direction.

**"monster named \$A is in party"** - return TRUE if party member is a monster and is named \$A.

**"class \$C is in party"** - return TRUE if any party member is the specified class.

**"it is daytime"** - return TRUE if it between 6AM and 6PM, inclusive.

**"counter \$#" - return TRUE if the counter's value is greater than \$#.**

**"counter = \$#" - return TRUE if the counter's value is equal to \$#.**

**"party won last combat"** - return TRUE if the party won the last combat initiated by the combat action (NOT by a random encounter).

**"global flag \$F is set"** - return TRUE if the global flag is set.

**"global flag \$F is clear"** - return TRUE if the global flag is clear.

**"random -100"** - return TRUE if a random dice roll from 1 to 100 falls on or below the number chosen from 1 to 100.

**"Race \$R is in party"** - return TRUE if any party member is the specified race.

## Actions

**"nothing"** - do nothing.

**"stop"** - stop executing the special square.

**"spin party"** - face the party in a random direction.

**"darkness zone"** - all light is extinguished and cannot be activated.

**"silence zone"** - all sounds cease and no sound can be made.

**"anti-magic zone"** - all running spells are dispelled and no magic may be cast.

**"get input"** - the party can type in any input from the keyboard, up to 14 characters.

**"set local flag \$F"** - set the local flag.

**"clear local flag \$F"** - clear the local flag.

**"take \$I"** - take the item from a party member. If no party member has the item, then nothing happens.

**"give \$I"** - give the item to the first party member who can carry it. If all party members have a full inventory, nothing happens.

**"sell \$I for \$# gold"** - any party member can buy item, if the member has enough gold.

**"cast \$X for \$# gold"** - if \$# > 0, then any member can have the spell cast with that member as target, if the member has enough gold. If \$# = 0, then the spell is cast automatically, targeting the party leader. In either case, the spell is cast at 0 range.

**"print "\$\$"** - print \$\$ in the upper right hand scroll.

**"regenerate \$# spell points"** - add \$# spell points to all mages in the party, up to their maximum allowable spell points.

**"take \$# spell points"** - subtract \$# spell points from all mages in the party, to a minimum of 0 (you cannot give them negative spell points).

**"heal \$# hit points"** - heal everyone in the party by \$#, up to their maximum number of hit points.

**"damage \$# hit points"** - damage everyone in the party by \$# points, with each person getting a Saving Throw for half damage.

**"regenerate \$# bard songs"** - add \$# bard songs to all bards in the party, subject to each bard's maximum song level.

**"take \$# bard songs"** - subtract \$# bard songs from all bards in the party, to a minimum of 0 (you cannot give them negative song points).

**"move back one space"** - move party backwards without changing their facing direction, if possible (ie. no wall behind them), and stop execution of this special square.

**"move one square forward"** - move party forward, if possible (ie. no wall ahead of them), and stop execution of this special square.

**"teleport to \$L dir:\$D in \$N"** - teleport the party to a particular location and facing direction in the specified map, and stop execution of this special square.

**"exit to guild", "exit to review", "exit to garths"** - These three actions all perform similar functions. The party enters the appropriate area and performs their transactions. When they leave these areas, they are turned around and moved one square forward, and execution of this special square stops.

**"trap flag"** - If the party has a Trap Zap spell running, a bard is playing Sanctuary Score, or a thief makes his Disarm Trap roll, then an appropriate message is printed and execution of this special square stops.

**"draw picture \$P"** - draw picture in the upper left hand window.

**"clear special at \$L"** - erase the special at the location specified. If no special square is at the location, nothing happens. If the location is the party's current location, then this special square will continue running, but be erased when it completes.

**"make \$\$ at \$L"** - place the special square at the specified location. This overwrites any specials that you may have already placed at this location. If the location is the party's current location, then the old special square will finish running before the new one begins.

**"print "\$\$" under picture"** - \$\$ is printed below the upper left hand window.

**"have \$M join party"** - the monster asks to join the party.

**"have monsters leave party"** - all monsters in the party leave.

**"turn monsters hostile"** - all monsters in the party attack.

**"play sound \$#"** - brief sound \$# is played.

**"set counter to \$#"** - counter is set to equal \$#.

**"add \$# to counter"** - \$# is added to counter's current value.

**"set encounter: \$M"** - a monster group is generated. Up to 4 groups can be generated for one combat. Extra groups cause an error message and are ignored.

**"set encounter: \$# \$M"** - as above, but the number of monsters is preset.

**"begin combat"** - combat is initiated, provided that any encounters have been set. The result of this combat will be remembered (whether the party won or not). If no encounters have been set, an error message is printed and this action is ignored.

**"chest holding \$I, trap \$T, damage \$#, message \$\$"** - a chest is created containing the item and a trap of type \$T causing \$# points of damage. If the trap is not disabled (by spell, song, or a thief), then a trap message is printed, followed by the message \$\$, and the party suffers damage.

**"set global flag \$F"** - global flag is set.

**"clear global flag \$F"** - global flag is cleared.

**"give \$# experience"** - give amount of experience specified to everybody in party.

**"give \$# gold"** - give amount of gold specified to first person in party.

**"Press Any Key to Continue"** - Prompts the player to press any key and waits for any keypress before advancing further.

**"have monster named \$M leave party"** - If there is a monster with the specified name in the party, he will leave the party immediately.

**"turn party in direction \$D"** - Turn the party in the direction specified.

**"damage with \$T"** - selects one of the Extra damage types available (such as Flesh to Stone, Paralyzation, etc.) and inflicts it on the party.

## Technical Information

### Spell Effects Chart

A cast spell has three effects - its start effect (occurs immediately), its running effect (occurs each round of the spell duration), and its ending effect (occurs when the spell ends). Depending on the duration of the spell, the running effect and the end effect may not ever occur!

Spell	Start	Run	End
Heal	heal damage	same	nothing
Resurrect	raise the dead	same	nothing
Cure Poison	cure poison	same	nothing
Cure Insanity	cure insanity	same	nothing
Youth	cure age	same	nothing
Dispossess	cure possession	same	nothing
Stone to Flesh	cure petrification	same	nothing
Cure Paralysis	cure paralysis	same	nothing
Restore Levels	restore max level	same	nothing
*Damage	do damage	same	nothing
*Kill	kill	same	nothing
*Poison	poison	same	cure poison
*Cause Insanity	drive insane	same	cure insanity
*Age	age (-1 each stat)	same	nothing
*Possess	possess mind	same	cure possession
*Flesh to Stone	petrify	same	cure petrification
*Paralyze	paralyze	same	cure paralyzation
*Drain Level	drain 1 level	same	nothing
Summon Monster <1>	monster joins party	nothing	monster leaves
Summon Illusion <1>	illusion joins party	nothing	illusion dispelled
Dispel Illusion	target dispelled	same	nothing
Scry Sight <1>	display map of area	nothing	nothing
Light <1>	turn magic light on	same	turn magiclight off
Armour Class Bonus	AC changes	nothing	AC restored
Hit Bonus	To hit changed	nothing	To hit restored
Trap Destruction <1>	Trap destroyed	same	nothing
Secret Door Detect <1>	find # secret doors	same	nothing
Phase Door <1>	wall removed	nothing	wall replaced
Dispel Magic <2>	magic on target ended	same	nothing
Regen Bard Songs	bard songs changed	same	nothing

\* Spell marked with an asterisk (\*), allows the target to save vs magic to avoid the effect (or in the case of Damage, to take only half damage). If thrown by a member of the party on a monster in the party, the spell will cause the monster to attack the party, regardless of whether it saves or not.

<1> Target specification is ignored

<2> If no target is given, ALL magic currently running is dispelled!

**Class names and 2 letter abbreviations:**

Warrior (Wa), Paladin (Pa), Rogue (Ro), Bard (Ba), Hunter (Hu), Monk (Mo), Conjurer (Co), Magician (Ma), Sorcerer (So), Wizard (Wi), Archmage (Am), Monster (Mn), Illusion (Il)

**Names of the races:**

Human, Elf, Dwarf, Hobbit, Half-Elf, Half-Orc, Gnome

**Number of sides on available dice:**

2 4 6 8 10 12 20 100

**Maximum number of items a member can carry:**

Eight

**Maximum possible gold a member can carry:**

4 000 000 000

**Racial starting attributes:**

	ST	IQ	DX	CN	LK
Human	10	6	8	8	5
Elf	8	9	9	6	6
Dwarf	12	6	7	10	3
Hobbit	4	6	12	5	10
Half-Elf	9	8	9	7	6
Half-Orc	11	3	8	11	4
Gnome	9	10	7	3	4

**What each class needs to hit armour class 0 at level 1:**

Wa	Pa	Ro	Ba	Hu	Mo	Co	Ma	So
20	20	22	20	21	21	24	24	24
Wi	Am	Mn	Il					
24	24	20	20					

**How many levels to improve chance to hit armour class 0 by 1, by class:**

Wa	Pa	Ro	Ba	Hu	Mo	Co	Ma	So
1	1	3	1	2	2	4	4	4
Wi	Am	Mn	Il					
4	4	1	2					

**What each class needs to make a saving throw at level 1:**

Wa	Pa	Ro	Ba	Hu	Mo	Co	Ma	So
17	13	15	17	15	15	12	12	12
Wi	Am	Mn	Il					
12	12	17	17					

**How many levels to improve save by 1, by class:**

Wa	Pa	Ro	Ba	Hu	Mo	Co	Ma	So
2	2	2	2	2	2	2	2	2
Wi	Am	Mn	Il					
4	2	2	3					

**Damage done by a monk's bare hands (by level):**

Level	Damage Dice	Level	Damage Dice
1	1d2	2	2d2
3	3d2	4	4d2
5	5d2	6	4d4
7	4d4	8	5d4
9	5d4	10	6d4
11	6d4	12	6d4
13	6d4	14	7d4
15	7d4	16	7d4
17	5d8	18	5d8
19	5d8	20	5d8
21	6d8	22	6d8
23	6d8	24	6d8
25	7d8	26	7d8
27	7d8	28	9d8
29	9d8	30	9d8
31	11d8	32	13d8

NOTE: after level 32, there's no more damage increase for monk's hands

**Minimum experience needed for each class and level:**

\*\*below scale is used for Paladins, Rogues, Bards, and Hunters as well.

Class	Level	Minimum Experience
Wa	1	0
Wa	2	2000
Wa	3	4000
Wa	4	7000
Wa	5	10000
Wa	6	15000
Wa	7	20000
Wa	8	30000
Wa	9	50000
Wa	10	80000
Wa	11	110000
Wa	12	150000
Wa	13	200000
Wa	14	400000
Wa	15+	200000 per level

**Minimum experience needed for each class and level:**

Class	Level	Minimum Experience
Mo	1	0
Mo	2	1800
Mo	3	4000
Mo	4	6000
Mo	5	10000
Mo	6	14000
Mo	7	19000
Mo	8	29000
Mo	9	50000
Mo	10	90000
Mo	11	120000
Mo	12	170000
Mo	13	230000
Mo	14	460000
Mo	15+	230000 per level

\*\*above scale is used for Conjurers and Magicians as well.

**Minimum experience needed for each class and level:**

Class	Level	Minimum Experience
So	1	0
So	2	7000
So	3	15000
So	4	25000
So	5	40000
So	6	60000
So	7	80000
So	8	100000
So	9	130000
So	10	170000
So	11	220000
So	12	300000
So	13	400000
So	14	800000
So	15+	400000 per level



### Minimum experience needed for each class and level

Class	Level	Minimum Experience
Wi	1	0
Wi	2	20000
Wi	3	50000
Wi	4	80000
Wi	5	120000
Wi	6	160000
Wi	7	200000
Wi	8	250000
Wi	9	300000
Wi	10	400000
Wi	11	600000
Wi	12	900000
Wi	13	1300000
Wi	14	2600000
Wi	15+	1300000 per level
Am	1	0
Am	2	100000
Am	3	220000
Am	4	400000
Am	5	600000
Am	6	800000
Am	7	1100000
Am	8	1400000
Am	9	1800000
Am	10	2200000
Am	11	2600000
Am	12	3000000
Am	13	4000000
Am	14	8000000
Am	15	4000000 per level

### Minimum experience needed for each class and level

Class	Level	Minimum Experience
Mn	1	0
Mn	2	2000
Mn	3	4000
Mn	4	7000
Mn	5	10000
Mn	6	15000
Mn	7	20000
Mn	8	30000
Mn	9	50000
Mn	10	80000
Mn	11	110000
Mn	12	150000
Mn	13	200000
Mn	14	400000
Mn	15+	200000 per level

**Illusions cannot go up levels!**

**NOTE: maximum possible experience a member can get is 4,000,000,000**

**How many hit points (max) a member gets when advancing a level, based on class:**

Wa	Pa	Ro	Ba	Hu	Mo	Co	Ma	So
16	16	8	16	16	8	4	4	8
Wi	Am	Mn	Il					
8	8	10	10					

**Experience value for a monster**

Experience = (number of attacks × maximum damage) + (10 - monstermon.base ac) + maximum hit points.

## Extra-damage effects

**Poison** - target takes 1 point of damage per round.

**Level drain** - target loses 1 level, experience set to minimum for that level, and spell level is reduced.

**Insanity** - target will attack members of same group in combat.

**Aging** - for party members, each statistic reduced by 1, to a minimum of 1. For monsters, aging acts as a level drain.

**Possession** - target's mind is controlled. If target is a party member: target will attack other party members. If the target is a monster: party can direct monster's attack.

**Stoned** - target is petrified. No actions possible.

**Paralysis** - target is paralysed. No actions possible.

**Critical hit** - target is slain.

**Item-zot** - one of target's carried items loses 5 charges, to a minimum of 0. Item selected randomly.

**Point Phaze** - target loses 5 mana points, to a minimum of 0.

## Spell Point Regeneration

Spell points regenerate at the rate of 1 point every 5 minutes (50 rounds), if the mage is outside in daylight.

## Multiple Running Spells

If several spells are running at once and attempting to affect the same target, the result is unpredictable and can change from round to round! (Ah...magic). For example, a long running Age Spell and long running Youth Spell are both cast on a member. Nothing may happen for a while, then his statistics may start to decrease from age, then they may suddenly go back to normal. Remember, magic is not fully predictable. Otherwise, it would be science!

## Dispelling summoned monsters/illusions

During combat, summoned monsters or illusions disappear only at the end of a combat round, even if they are dispelled in the middle of the round. It takes a few moments for the ethereal link to dissolve...

## Monsters as Party Members

They act as actual party members, carrying items and fighting, except that they will only use the "Attack" option in combat and will never use their ranged attacks for the party. Remember, if another party member attacks a monster member, it will immediately become hostile and attack, entering intra-party combat if necessary.

## Starting Character Information

Starting gold is 110-170 coins.

**Spell casters** start with 10-17 spell points. +1 per point of constitution over 14. (For every IQ point over 14, an extra spell point will be added.)

**Rogues** start with a 15% chance of disarming traps and a 10% chance of hiding in shadows.

**Hunters** start with a 5% chance of dealing a critical hit.

**Bards** start ready to sing 1 song (assuming they find an instrument).

## When anyone goes up a Level

Hit points go up based on class.

Extra hit points: +1 per point of constitution over 14.

One attribute whose value is less than 18 is increased by 1.

## When Spell Casters go up a Level:

Extra spell points: 1-4. +1 per point of IQ over 14.

## When Rogues go up a Level

**Disarm traps:** improves 1-3%. +1% per point of dexterity over 14 (maximum 99%).

**Hide in shadows:** improves 1-3%. +1% per point of dexterity over 14 (maximum 99%).

## When Hunters go up a Level

**Critical hit:** improves 1-3%. +1% per point of dexterity over 14 (maximum 99%).

## When Warriors, Monks and Paladins go up a Level

Number of attacks goes up by 1 EVERY OTHER LEVEL, to a maximum of 7.

Attacks per round at 15th level.

## How much a spell level costs to buy in the review board, by spell level:

1000, 2000, 4000, 7000, 10000, 20000, 40000

## Playing Your Game

Once you have created your game, you may want to actually play it. The BUILD GAME utility creates a file called BARDGAME.EXE. You can rename it if you'd like with the DOS RENAME command. To start your game, simply go to the path where you installed your game and type BARDGAME and then press Enter.

After answering some configuration questions, you will find yourself in the GUILD. Here you will need to create your characters and send them on their quest.

Menu selections are made by typing their first letter or by clicking on them with the mouse.

## The Adventurer's Guild

In the Guild you have the following options:

**Add Member** — Add a member to join the quest.

**Remove Member** — Remove a member from the quest and save him to disk.

**Create Member** — Create a new member for the guild.

**Save Party** — Save the current quest members as a party with all global variables.

**Quit** — Exit the game.

**Exit Guild** — Leave the guild to the map on which the guild is located.

### Disk Options

**Delete Member** — Delete member permanently from guild.

**Rename Member** — Rename a guild member.

## Garth's Equipment Shoppe

Garth's will sell the first ten items in your saved item list.

Garth will first ask you who wants to enter. After you select a party member, you will be given the following choices:

**(B)uy** — Buy one of the items Garth has for sale.

**(S)ell** — Sell an item from your inventory for half of what it's worth to Garth, who will then sell it to somebody else for double its value. Once you sell to Garth, the item is gone for good.

**(I)dentify** — Have an Item in your inventory identified for a price. Tells valuable information about the item.

## Review Board

At the Review Board, you can have each party member reviewed to see if advancement is appropriate. You will first be asked to see who wants to be reviewed. After selecting a character, you have the following choices:

**(A)dvancement** — if the character has gained enough experience points, he will be raised a level.

**(S)pell Acquiring** — Magic-Users can check to see if they are able to advance to the next magic level, and, if allowed, can pay a large sum of gold to gain that level.

**(C)lass Change** — Magic-Users can change classes. However, once you leave a magic-user type, you will not be allowed to return to that type.

## Outside

Outside of the Guild, you can move around with the arrow keys or the mouse.

### To move...

up arrow - go forward	down arrow - turn around
left arrow - turn counter clockwise	right arrow - turn clockwise

Other commands outside of the Guild are as follows:

**(B)ard song** — Have a bard play a bard song

**(C)ast spell** — Have a magic-user cast a spell

**(N)ew Party Order** — Rearrange the party's marching order

**(P)arty attack** — Initiate intra-party combat

**(Q)uit** — Leave the game without saving at a guild

**(U)se item** — Have any party use an item from inventory

**(V)olume on/off** — Toggle to turn the music on and off.

**?** — Display current time.

**HOME** — Pause the game.

**Keys 1-7** will initiate viewmode on that character.

### During viewmode:

**d** - drop item (not available during combat).

**e** - equip item/unequip item.

**p** - pool gold (not available during combat).

**n** - new order (not available during combat).

**t** - trade item (not available during combat).

**Space Bar** or **ESC** will quit viewmode.

## Combat

Once an encounter has taken place you have the option to attempt to:

**(A)dvance** (if the monster(s) are further than 10 feet away),

**(R)un Away**, or

**(M)elee** with the monsters (if they are within 10 feet).

If you **Advance**, you will move ahead 10 feet.

If you **Run Away**, your party leader will be checked, and if he passes, the combat will be terminated.

If you decide to **Melee**, you have the following options:

**(A)ttack** — First four party members only use equipped hand weapons or bare hands.

**(P)arty attack** — Attack a member in the party.

**(D)efend** — Defend from monster's attacks. Increases your chances of avoiding damage from a monster attack.

**(C)ast spell** — Magic-users can attempt to cast a spell.

**(U)se Item** — Use an item from inventory.

**(B)ard Song** — Only bards can sing a bard song.

**(H)ide in shadows** — Only thieves can attempt to hide from combat and possibly achieve a critical hit.

### During combat:

v - volume (sound on/off toggle).

? - display current time.

HOME - pause the game.

Keys 1-7 will initiate viewmode on that character.

### Bard Songs

1. **Safety Song** —protection from attacks from random monsters —in combat, relieves insanity and possession.

2. **Sanctuary Score** —does a trap zap up to 30 feet away —in combat, lowers armour class for that round (level/2).

3. **Bringaround Ballad** —Rejuvenates bard's hit points —in combat, rejuvenates everyone's hit points in the party.

4. **Rhyme of Duotime** —Regenerates mages' spell points —in combat, gives the party an extra attack.

5. **Marcela's Melody** —Creates light to walk around...even in anti-magic zones —in combat, brings all monsters to within melee range.

6. **Kiel's Overture** —Lets the party know what direction they are travelling —in combat, casts a monster damage spell.

7. **Cain's Carrack** —Adds to character "saving throws" —in combat, prevents all spell attacks for one round.

## Sample Scenario

Included in this Construction Set is a sample scenario for you to examine.

The game has been saved off in the GAME directory created from the INSTALL procedure. To load the game, enter the GAME directory and type BARDGAME and then press Enter.

You will be asked some general SETUP questions, and then enter the GUILD.

Note that there is one item list called "ISIL.ITM" which contains all the items included in the sample game, one spell list called "ISIL.SPL", and one monster list called "ISIL.MON". There are fourteen levels included which contain their own set of specials. The levels are as follows:

ISIL.MAP — the map of the city of Isil Thania

SEWONE.MAP — level one of the sewers

SEWTWO.MAP — level two of the sewers

SEWTHR.MAP — level three of the sewers

TOWONE.MAP — level one of the tower

TOWTWO.MAP — level two of the tower

TOWTHR.MAP — level three of the tower

FRED.MAP — Castle Fred

DUNONE.MAP — level one of the dungeon

DUNTWO.MAP — level two of the dungeon

CASTLE.MAP — Interconnecting castle

UNDRCT.MAP — Map of the undercity

CRYPT.MAP — The Crypt

SURPRS.MAP — The FINAL Level

The following is a brief background of the scenario. When creating your own dungeons, you may want to use this scenario as a guide for your own world.

## Star Light Festival

The small run down village of Isil Thania is the setting for our story. Your band of adventurers has travelled from afar to witness the annual Star Light Festival, in which an eerie light comes down from a star for one night only making the night into day.

While sitting at the RAINBOW BAR waiting for the day of the Festival, a small twisted man approaches saying, "There's more adventure here for the brave of heart than meets the eye. If you want a real challenge ask the bartender about WINE." With that he giggles and disappears down a sewage pipe.

Your first task will be to locate the RAINBOW BAR to the south of the Guild and enter the sewers below the city. Those of you familiar with The Bard's Tale series will recognise these levels as the exact ones found in Bard's Tale I: Tales of the Unknown.

From there, you will engage upon a quest that takes you from one location in the city to the next, eventually to find the secret truths behind the Star Cult and the town of Isil Thania.

Good Luck!!!

## Credits

The Bard's Tale Construction Set was created through the great efforts of many talented people.

**Programming:** Timothy Cain — taking command of a part-done project, rewriting un-usable code from scratch, and doing far more designing than he ever anticipated.

J. Phil Britt — graphics genius who bit off far more than he could chew but got it all done in time anyway.

Greg Christensen — breathing the first breaths of life into the project and laying the groundwork for all to follow.

**Art:** Todd J. Camasta — directing the revolving door of artists and making sure it was all ready in time. Great work on the Main Menu screen, too.

Robert Nesler — bringing to life the monsters with his own blend of talent, style, and humor. Creating city and wilderness walls so real you could smell the dust on the paths and streets. And finishing up little odds and ends.

Hayato Ochiai — doing the gruntwork nobody else wanted at hours of the morning no sane person should be awake. Finishing up all dungeon walls and the title screens when the pressure was on. (He did all the fonts, too)

Dave Nelson, Brian Giberson, Tom Tonaka — completing the full set of pictures required to make this project fly.

**Music:** Charles Deenen — creating the wonderful music for the game that's worth listening to on its own, even if he did hate doing all the conversions.

Jim Sproul — contributing the sound driver and music files for the Tandy and internal speakers.

**Sound Effects:** Chris Taylor — picking out all the groans and grunts (probably of himself) that bring life to all the combats, etc. Thanks to Charles Deenen here for assisting him also.

**Testing:** Jacob "Up all night" Buchert III — giving that look meaning "you're only giving me how long to test?" and then doing a terrific job.

Feergus Urquhart — doing all the initial testing on hideously slow machines, but finding more bugs than seemed possible.

Jim Gardner — making suggestions and supplying ideas and then tracking down some really nasty bugs.

Chris Taylor — forcing things into the game that were not initially intended but really needed to be there.

**Isil Thania design crew** — Thomas R. Decker, Jacob R. Buchert III, Timothy Cain, Jim Gardner, and Chris Taylor.

**Producer:** Thomas R. Decker — that's me!

**Manual by:**

Thomas R. Decker and Timothy Cain

**Manual Design:**

Vince DeNardo

### **Special Thanks To:**

Troy P. Worrell — doing the initial production and design work and then assisting all the way through. And, of course, programming much of the sources used from *The Bard's Tale II: The Destiny Knight*.

Michael Quarles — assisting Phil Britt with much of the dungeon wall coding since he was responsible for a lot of it.

...and all the other people who assisted and inspired me and made this project a success.

Thank you all!

### **Customer Service**

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- Type of operating system or DOS version number
- Description of the problem you are having

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