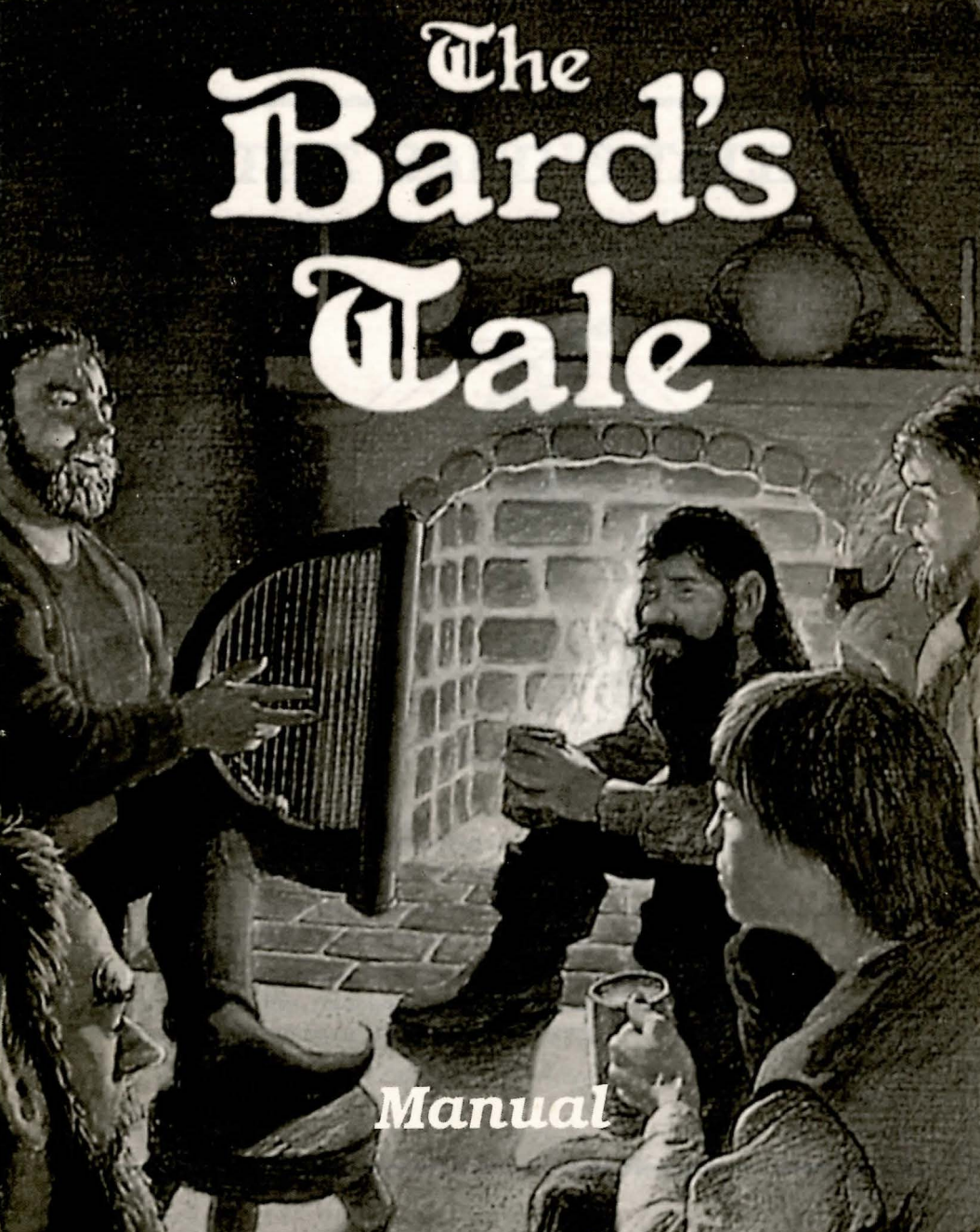


The Bard's Tale



Manual



THE BARD'S TALE

The Bard's Tale is the first in a series of Tales of the Unknown, set in the city of Skara Brae which is threatened by an evil mage called Mangar.



OBJECTIVE

Your most important goal is to find Mangar and "persuade" him to release the once harmonious city from his evil control.

Your second goal is to develop characters who are capable of surviving the layers of obstacles mazes and evil henchmen who protect Mangar.

Your third goal is to explore the entire world of The Bard's Tale. There are numerous goodies, puzzles and special places in the city such as the legendary catacombs or the walled off towers.



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Beginning the Adventure

HOW TO CREATE A CHARACTER

1. While in the Adventurer's guild, select a race.
2. Character attribute numbers are displayed.
3. If you are satisfied with the "roll of the dice", choose a character class, then name this character. If you are not satisfied "re-roll the dice".
4. After being named, the character will be saved to disk, ready to adventure.

USING THE PRE-BUILT PARTY

For your convenience, you will find a pre-built party already waiting for you when you enter the Guild for the first time. The party is called **A Team**. They are even outfitted with weapons and armour.

CHARACTERS

There are 7 different races which a character can be:

HUMAN: While being of hardier stock, this character is nonetheless like you or me.

ELF: The elf is slight of build, though taller than a human and very inclined to magic.

DWARF: Short, stout, very strong and healthy though not too intelligent, they make superb fighters.

HOBBIT: Being nimble and dexterous and smaller than dwarves, they make excellent rouges.

HALF-ELF: Slightly bigger and stronger than an elf, though not as magical, makes half-elves good all rounders.

HALF-ORC: Although not as despicable as his orc parent, this large strong goblin-like creature is no beauty.

GNOME: These short tempered creatures are similar to dwarves, though more inclined to magic.



CHARACTER ATTRIBUTES

Each character you create has 5 attributes which define his physical and mental prowess. These attributes are assigned a random value from 1 to 18 (18 being the best). For each race there is a lowest possible number for each attribute and high attribute scores will give characters an edge.

STRENGTH (ST): Affects the amount of damage a character does in hand to hand combat.

INTELLIGENCE (IQ): A high IQ gives Mages bonus spell points.

DEXTERITY (DX): A high DX makes characters harder to hit and helps them strike the first blow in combat.

CONSTITUTION (CN): A very healthy character (i.e. high CN) gets bonus hit points and thus is harder to kill.

LUCK (LK): A lucky character will be more likely to avoid nasty traps, evil magic and the like.

OTHER CHARACTER STATISTICS

ARMOUR CLASS (AC): Gives the level of protection a character has from physical attack and ranges from 10 (totally unprotected) to -10 (called LO).

HIT POINTS (HITS): Measures how much damage a character can take before he dies.

CONDITION (COND): Shows the character's present number of hit points.

SPELL POINTS (SpPt) Shows current spell point status. A character's maximum spell points are listed in his view character mode.

EXPERIENCE POINTS: Measures how much experience a character has gained in his profession. The higher the number the better the character.

GOLD: The unit of currency in this world. The more you have, the better.



LEVEL (LV 1): A measure of achievement within a character's class. LV 1 is a novice and LV 13 would be a master. New levels are awarded by the review board based on a character's experience points and new levels generally mean increased attribute scores, hit points, spell points among others.

SPELL LEVELS: (e.g. **MAGI 3**) Shows the highest level spells a character can cast (There are 7 levels of magic spells for each of the 4 magic classes).

A new spell level is awarded every other experience level. i.e. LV 1 Magician has MAGI 1, at LV.3 he has MAGI 2 until at LV 13 he has MAGI 7 and can go no further.

ITEMS: These fall into 10 categories: Weapons; shields; armour; helms; gloves; musical instruments; figurines; rings; wands and miscellaneous. Only 1 item of each type can be equipped at one time.

Equipped items are marked with a \triangle and if a character can never use an item, it is marked with a \ominus .

CHARACTER CLASSES.

There are 10 different character classes, but only the first 8 can be selected for a newly generated character.

WARRIOR: Can use nearly every weapon there is and for every four levels of experience after the 1st they get an extra attack in combat.

PALADIN: Fighters sworn to fight evil and to uphold honour and purity, they can use most weapons even some that no other fighters can. They get multiple attacks at higher levels and have an increased resistance to evil magic.

ROGUE: A professional thief who can search for traps and disarm them. He is only so so in combat and prefers to hide in shadows.

HUNTER: Can use most weapons and has the unique ability (which grows with experience) to strike a critical hit, instantly killing an opponent.

MONK: Trained to fight without weapons or armour, is an almost inhuman fighting machine at higher levels.



BARD: Bards were once warriors now turned wandering minstrel, although they can still use most weapons, they do not get multiple attacks. Bards have 6 magical tunes which can be long lasting and continue to play even if other songs were played during combat. Or the songs can be abbreviated for use in combat and thus have different effects than the longer versions. These short songs will only last for one round of fighting.

Only one song can be played at a time (by any bard) and if a second is played, the first will end. A bard can play as many songs as he has experience levels before his throat becomes dry. Then it's off to a tavern for a drink to rejuvenate his voice.

CONJURER: Deals in the physical creation of real things like fire, light or healing.

MAGICIAN: Deals with magic as it affects physical objects like enchanting a sword or making armour stronger.

SORCERER: Deals with the creation and manipulation of illusion. This class is unavailable to newly created characters.

WIZARD: Deals with the summoning and control of supernatural creatures from the negative plane. This class is unavailable to newly created characters.

THE COMBAT SYSTEM

The Bard's Tale is a game of fighting, it's the only way to build experience. Fortunately, Mangar and his minions are very evil, so kill them if you can. At the outset of combat a list of foes is given broken down into the number of foes in each group. The maximum is four groups with 99 monsters per group.

Combat is divided into a series of rounds. At the start of each round, each character decides what action he will undertake, unless, of course, your party runs away. These options are as follows:

ATTACK FOES: To physically assault foes in the first or second group of monsters.



PARTY ATTACK: Assault another member of the party, including special members.

DEFEND: Do not attack, which reduces the chance of being hit.

USE AN ITEM: Uses an item held in the character's inventory and currently equipped.

BARD SONG: Bards can play a short song to aid the party during this combat.

CAST A SPELL: The spell code must be entered and a target identified.

HIDE IN SHADOWS: A rogue can try to avoid combat altogether by hiding.

The first 3 characters in your party can be attacked physically by monsters and can attack back. The last 3 can only be struck by magic and can only attack back with magic. The first 2 groups of monsters are the only monsters who can attack or be attacked physically.

The most dexterous characters or monsters usually make the first strike, but luck, character level and character class also affect this.

At the end of a combat round, dead monsters are removed and dead characters are shuffled to the back of your party. Treasure and experience points are split equally among the battle's survivors once all your foes are defeated.

SPECIAL MEMBERS

The **special slot** (marked S) is for monsters who can join your party either by introducing themselves to the party or by being created/summoned by magic. Specials cannot be controlled, but they will fight for you until killed (or disbelieved if an illusion).

PLACES

Use your map to guide you around Skara Brae. If you get lost, press the "?" key and the program will tell you where you are and what time of day it is.



UNMARKED BUILDINGS

Most buildings are unmarked, but some of them are inhabited by evil creatures. So kick in a few doors and find them.

When you exit a building, it will be directly behind you.

THE ADVENTURER'S GUILD

The Guild is where all adventures begin and where you form a party.

GARTH'S EQUIPMENT SHOPPE

Is where characters can buy, sell or identify items and pool all the gold to buy expensive items. Unique items, found in dungeons, remain in Garth's inventory only until they are sold unlike other items of which he has an unlimited supply.

THE REVIEW BOARD

Upon your request in person, the board will determine whether that character has enough experience points for advancement to higher levels. The Board teaches new spells to mages who qualify for higher spell levels, but charges for this training.

You will have to do a bit of exploring to find the Review Board, and it's closed at night.

TAVERNS

These are the Bard's favourite place for gossip and refreshment. There's even a tavern named after him.

ROSCOE'S ENERGY EMPORIUM

If you need your spell points in a hurry, see Roscoe. But be prepared for electrifyingly high fees.

TEMPLES

Temples are divine places of complete healing and resurrection but only at a price.



DUNGEON DELVING

'Dungeon' refers to any indoor labyrinth from towers to catacombs with a varied number of levels for each. You can go up or down to levels via stairways, portals and teleportation.

Stairways are not visible from a distance unlike portals (which are holes in the floor or ceiling). You will not fall through a portal by standing on it, you must command a character to do so. If he jumps down a portal he will take damage unless he is using a teleportation spell. The only way to go up through a portal is by levitation.

The locations of dungeon entrances are well kept secrets, but there are plenty of hints in Skara Brae.

THE MAGIC SYSTEM

Magic is power, though it is not always necessary or wise to rely on magic, because magic is by no means foolproof. There are some places where magic never functions, and some monsters who are highly resistant to spells.

If your party has wandered into an anti-magic Zone, all **residual spells**, except light spells, are cancelled.

Residual spells keep working for more than just an instant and most cause a graphic symbol to appear on the screen, to keep the player aware that the duration has yet to expire.

All spells have a point cost and the mage casting them expends some of his internal energy. This energy is replenished in direct sunlight and may be regenerated at Roscoe's Energy Emporium or in special regeneration zones. To cast a spell, type in the 4-letter code which is a rough abbreviation of the spell name.

There are magical items hidden in the dungeons and carried by the monsters of *The Bard's Tale* and the most powerful are secreted in the most challenging dungeons and are guarded by ferocious monsters. When you win one, you should be very proud.



CHANGING CLASS

Mages who have attained at least the third level in one mage class, may then change to another. If a mage changes class, his experience points are reset to zero, but he retains all his hit points, spell points and magic knowledge. He can no longer progress in the old mage class nor may he rejoin it.

A mage can become a Conjurer, Magician or Sorcerer as a second class and he can become anything as a third class. A mage who has knowledge of all 7 spell levels in all four classes is called an Archmage. The most powerful being in the world of *The Bard's Tale*.

BARD SONGS

1. FALKENTYNE'S FURY

Increases the damage your party will do in combat.

2. THE SEEKER'S BALLAD

Produces light when exploring.

Increases the party's chance of hitting a foe with a weapon during combat.

3. WAYLAND'S WATCH

Calms your foes, making them do less damage in combat.

4. BADH'R KILNFEST

Heals the Bard's wounds while travelling.

Heals the party's wounds during combat.

5. THE TRAVELLER'S TUNE

Makes the party more dexterous thus more difficult to hit.

6. LUCKLARAN

Sets up a partial anti-magic field, giving the party better protection against spells.



CONJURER SPELLS



LEVEL 1:

MAFL 2 VIEW MEDIUM

MAGE FLAME - A small, mobile "torch" will appear and float above the spell caster as he travels.

ARFI 3 1 Foe —

ARC FIRE - A fan of blue flames jets from the caster's fingers, doing 1-4 hits of damage, times the caster's level, to a selected opponent.

SOSH 3 SELF COMBAT

SORCERER SHIELD - The mage is protected by an invisible "shield", turning aside many blows that would otherwise hit him.

TRZP 2 30' —

TRAP ZAP - Disarms any trap, including traps on chests, within 30 feet, in the direction the mage is facing.



LEVEL 2:

FRFO 3 GROUP COMBAT

FREEZE FOES - Binds your enemies in magical force, slowing them down and making them easier to hit.

MACO 3 — MEDIUM

KIEL'S MAGIC COMPASS - A compass of shimmering magelight appears above the party and shows the direction they face.

BASK 4 CHAR COMBAT

BATTLESKILL - Increases one of your party member's skill with weapons, increasing the accuracy and ferocity of his attacks.

WOHL 4 CHAR —

WORD OF HEALING - With the utterance of a single word, the mage cures a party member of minor wounds, healing 2-8 points of damage.

LEVEL 3:

MAST 5 GROUP —

ARCYNE'S MAGESTAR - A bright flare ignites in front of a group of your enemies, temporarily blinding them and causing them to miss the next combat round.

LERE 5 VIEW LONG

LESSER REVELATION - An extended "Mage Flame" spell that also reveals secret doors.

LEVI 4 PARTY SHORT

LEVITATION - Partially nullifies gravity causing the party to float over traps, or up or down through portals.

WAST 5 GROUP —

WARSTRIKE - A spray of energy springs from the mage's extended finger, sizzling a group of opponents for 4-16 hits of damage.



LEVEL 4:

INWO 6 SPECIAL —

ELIK'S INSTANT WOLF - Summons a giant, extremely fierce wolf to join your party.

FLRE 6 CHAR —

FLESH RESTORE - This powerful healing spell restores 6-24 hit points to a party member and cures poisoning and insanity.

POST 6 FOE —

POISON STRIKE - Hurls sharp needles from the mage's finger into a selected monster, poisoning it.

LEVEL 5:

GRRE 7 VIEW LONG

GREATER REVELATION - functions like Lesser Revelation only it illuminates a wider area.

WROV 7 CHAR COMBAT

WRATH OF VALHALLA - Makes a member of your party fight with the strength and accuracy of ancient Norse heroes for the entire combat.

SHSP 7 GROUP —

SHOCK-SPHERE - A large globe of intense electrical energy envelops a group of enemies, doing 8-32 hits of damage.

LEVEL 6:

INOG 9 SPECIAL —

ELIK'S INSTANT OGRE - Materializes the biggest, meanest ogre you've ever met to ally with your party.

MALE 8 PARTY INDEF.

MAJOR LEVITATION - Levitates the party like the level 3 spell, but its effects last until dispelled.



LEVEL 7:

FLAN 12 **PARTY** —

FLESH ANEW - Operates like Flesh Restore, but affects *every* member of the party.

APAR 15 **PARTY** —

APPORT ARCANE - Allows the party to teleport anywhere within a dungeon, except for places protected by teleportation shields.



MAGICIAN SPELLS



LEVEL 1:

VOPL 3 **CHAR** **COMBAT**

VORPAL PLATING - Causes the weapon (or hands) of a party member to emit a magic field that inflicts 2-8 points of additional damage.

AIAR 3 **SELF** **COMBAT**

AIR ARMOUR - Makes the air around the mage bind itself into a weightless suit of 'armour'.

STLI 2 **VIEW** **SHORT**

SABHAR'S STEELIGHT - Causes all metal near the party to glow with a magical light, illuminating the surrounding area.

SCSI 2 **PARTY** —

SCRY SIGHT - Reveals to the mage his location in a dungeon.



LEVEL 2:

HOWA 4 1 FOE —

HOLY WATER - Holy water sprays from the mage's fingers, doing 6-24 points of damage to any undead foe.

WIST 5 1 FOE —

WITHER STRIKE - Causes a selected foe to be turned old, reducing his ability to attack and defend in combat.

MAGA 5 CHAR COMBAT

MAGE GAUNTLETS - The hands (or weapon) of a party member become more deadly, adding 4-16 points of damage to every wound he inflicts.

AREN 5 30' SHORT

AREA ENCHANT - Causes the dungeon walls within 30 feet of a stairway to call out if the party is headed toward the stairs

LEVEL 3:

MYSH 6 PARTY MEDIUM

YBARRA'S MYSTIC SHIELD - The air in front of the party forms a shield, as hard as metal, which precedes the party as they move.

OGST 6 CHAR COMBAT

OSCON'S OGRE STRENGTH - Gives a selected party member the massive strength of an ogre.

MIMI 7 PARTY COMBAT

MITHRIL MIGHT - every member of the party has their armour's natural strength magically enhanced.

STFL 6 GROUP —

STARFLARE - Ignites the air around a group of enemies, searing them for 6-24 damage points.



LEVEL 4:

SPTO 8 1 FOE —

SPECTRE TOUCH - Drains a single enemy of 12-48 points of damage, like a touch from death itself.

DRBR 7 GROUP —

DRAGON BREATH - The mage breaths magical fire at a group of foes, inflicting 8-32 points of damage to each.

STSI 7 VIEW MEDIUM

SABHAR'S STONE LIGHT SPELL - All stone and earth within range of the party glows with magical light, revealing even secret doors.

LEVEL 5:

ANMA 8 PARTY COMBAT

ANTI-MAGIC - Causes the ground to absorb a portion of the spells cast at the party. Often allowing the party to escape unharmed. Also aids in disbelieving illusions and in turning back magical fire like a dragons breath.

ANSW 8 SPEC COMBAT

AKER'S ANIMATED SWORD - A magical sword will appear and fight, like a summoned monster, in defence of the party.

STTO 8 1 FOE —

STONE TOUCH - Usually turns a foe to stone, or a stone monster from living stone to dead stone.

LEVEL 6:

PHDO 9 1 WALL 1 MOVE

PHASE DOOR - turns almost any wall to air for one move.

YMCA 10 PARTY INDEF

YBARRA'S MYSTICAL COAT OF ARMOUR - works like "Air Armour" but covers all party members and lasts indefinitely.



LEVEL 7:

REST 12 **PARTY** —

RESTORATION - regenerates the bodies of every party member to perfect condition, even curing poisoning or insanity.

DEST 14 **1 FOE** —

DEATH STRIKE - very likely to instantly kill one selected enemy.



SORCERER SPELLS



LEVEL 1:

MIJA 3 **1 FOE** —

MANGAR'S MIND JAB - Casts a concentrated blast of energy at one opponent doing 2-8 hits of damage for each experience level of the mage.

PHBL 2 **PARTY** **COMBAT**

PHASE BLUR - Causes the whole party to waver and blur in the sight of the enemy, making your party difficult to strike.

LOTR 2 **30'** **SHORT**

LOCATE TRAPS - In a state of magically heightened awareness, the mage will be able to sense a trap within 30 feet if he faces it.

HYIM 3 **GROUP** —

HYPNOTIC IMAGE - Makes a group of enemies miss the following combat round.



LEVEL 2:

DISB 4 PARTY —

DISBELIEVE - reveals the true nature of any attacking illusion, causing it to vanish.

TADU 4 SPEC COMBAT

TARGET DUMMY - A magical illusion appears in the party's special slot. Unable to attack, it draws enemy attacks.

MIFI 4 1 FOE —

MANGAR'S MIND FIST - A more powerful form of "Mind Jab" doing 3-12 hits of damage, times the mage's level.

FEAR 4 GROUP COMBAT

WORD OF FEAR - Causes a group of your enemies to quake in fear, reducing their ability to attack and do damage.

LEVEL 3:

WIWO 5 SPEC —

WIND WOLF - Creates an illusionary wolf to join the party. The wolf will fight until defeated or disbelieved.

VANI 6 SELF COMBAT

KYLEARAN'S VANISHING SPELL - Turns the mage nearly invisible in the eyes of his enemies, who will have great difficulty in striking him.

SESI 6 30' MEDIUM

SECOND SIGHT - The mage will experience heightened awareness and be able to sense stairways, special encounters, spell negation zones and other unusual occurrences.

CURS 5 GROUP COMBAT

CURSE - Causes a group of your enemies to be cursed, lessening their moral and their ability to hit and damage you.



LEVEL 4:

CAEY 7 VIEW INDEF

CAT EYES - The mage's party will all receive perfect night vision, lasting indefinitely.

WIWA 6 SPEC —

WIND WARRIOR - An illusionary battle ready warrior joins your party.

INVI 7 PARTY COMBAT

KYLEARAN'S INVISIBILITY SPELL - Performs a vanishing spell on the entire party

LEVEL 5:

WIOG 7 PARTY —

WIND OGRE - An illusionary ogre joins your party.

DIIL 8 PARTY COMBAT

DISRUPT ILLUSION - Destroys any illusions fighting the party and prevents new ones appearing. It will also point out any doppelgangers in the party.

MIBL 8 ALL FOES —

MANGAR'S MIND BLADE - An explosion of energy which inflicts 10-40 hits of damage to every opposing foe

LEVEL 6:

WIDR 10 SPEC —

WIND DRAGON - An illusionary red dragon joins your party.

MIWP 9 CHAR —

MIND WARP - Drives a member of your party totally insane. Useful for possessions.



LEVEL 7:

WIGI 12 SPEC —

WIND GIANT - An illusionary storm giant joins your party.

SOSI 11 30' INDEF

SORCERER SIGHT - Operates like the Second Sight spell but lasts indefinitely.



WIZARD SPELLS



LEVEL 1:

SUDE 6 SPEC —

SUMMON DEAD - Recruits a zombie or skeleton to fight for the party.

REDE 4 GROUP —

REPEL DEAD - Will inflict 16-80 points of damage to a group of undead monsters.

LEVEL 2:

LESU 8 SPEC —

LESSER SUMMONING - Recruits a lower elemental or demon who will, under protest, join the party.

DEBA 8 1 FOE —

DEMON BANE - Inflicts 32-128 points of damage to one demon.

LEVEL 3:

SUPH 10 SPEC —

SUMMON PHANTOM - Recruits a medium level undead creature into the party.



DISP 10 CHAR —

DISPOSSESS - Makes a possessed party member return to his normal state.

LEVEL 4:

PRSU 12 SPEC —

PRIME SUMMONING - Recruits a medium level elemental or demon into the party.

ANDE 11 CHAR —

ANIMATE DEAD - reanimates a dead character with undead strength, making him attack your enemies as if truly alive.

LEVEL 5:

SPBI 14 1 FOE —

BAYLOR'S SPELL BIND - Usually possesses the mind of any enemy, forcing it to join the party and fight for it.

DMST 14 GROUP —

DEMON STRIKE - Works like Demon Bane but affects an entire group of demons.

LEVEL 6:

SPSP 15 SPEC —

SPELL SPRITE - Recruits a high level undead creature into the party.

BEDE 18 CHAR —

BEYOND DEATH - restores life and one hit point to a dead character.

LEVEL 7:

GRSU 22 SPEC —

GREATER SUMMONING - Recruits a greater demon and binds him to the party.



ITEMS

- Torch** For light in Dungeons
- Lamp** Longer duration than torch
- Broadsword** Most damaging non-magic sword
- Short Sword** A lighter sword
- Dagger** Usable by all, not too effective
- War Axe** A heavy damaging weapon
- Halberd** The most damaging non-magic weapon
- Mace** Most powerful weapon for a Rouge
- Staff** A simple cudgel
- Buckler** Small round shield
- Tower Shield** A large shield
- Leather Armour** The lightest armour
- Chain** Light mesh armour
- Scale** Medium weight armour
- Plate** The strongest non-magical armour
- Robes** Will dull old knives!
- Helm** Saves the head being caved in
- Leather gloves** Some protection for the hands
- Gauntlets** Metal gloves
- Mandolin, Harp & Flute** Musical instruments for Bards only

ITEM ABBREVIATIONS

- FGN** Figurine, a magical statue which can come to life.
- MTHR** Mithril, an elven metal with magical qualities
- ADMT** Adamant, another magical metal
- DMND** Diamond, the hardest substance known to elf.



TIPS FROM THE UNDERGROUND

- Each of the 16 mazes is set up on a 22 by 22 grid.
- Explore every square as there are plenty of specials.
- Explore the sewers, Catacombs and Castle in that order! You should be 9th level before entering the catacombs.
- Night-time is especially nasty. Rookies stay indoors!
- Minimize damage by killing off all but one monster in either of the first two attacking groups.
- Fill the special slot and take some heat off the party.
- Monsters will usually attack your most vulnerable characters first, unless one of the party represents a significant threat.
- Attributes of 17 and 18 can make a big difference to a character's abilities
- Develop a Sorcerer, Wizard and Archmage fast.
- Beware the Doppelganger. It enters your party and looks just like one of your members.
- Make sure some of the party carry less than 8 items, otherwise you will be unable to pick up any new magical items in the dungeons.
- There are no cursed items. And the more it costs, the better it works (usually).
- Locate traps, second sight and sorcerer sight all identify traps within 30 feet.
- Trapzap disarms all traps within 30 feet.
- Cast a long lasting bard spell before entering a tavern. It's like getting a free spell.



CREDITS

Programming: Troy Worrell

Illustrations: Todd Camasta

Music: Dave Warhol

Data Compression: Jay Patel

Additional Testing: Tom Norwood

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- In Australia, contact Electronic Arts PTY. Ltd., 4/46 Smith Street, Southport, QLD 4215 Tel: 008 074 298



NOTES ON THE UNDERGROUND

CREDITS

Project Manager: Tony Worthington
 Executive Producer: Todd Campbell
 Executive Producer: John Campbell
 Executive Producer: Jay Tani
 Executive Producer: Tom Hargrave
 Executive Producer: [unclear]
 Executive Producer: [unclear]

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- In the United Kingdom, contact Electronic Arts, P.O. Box 100, London W1A 0AA.



NOTES

Electronic Arts
 P.O. Box 100
 San Francisco, CA 94112-0100
 USA

1 Eagle Business Center
 1140 Station Road, Suite 200
 Brea, CA 92621
 USA

NOTES

NOTES



ELECTRONIC ARTS®

Langley Business Centre
11/49 Station Road, Langley
Berks, SL3 8YN
England
Tel (0753) 549442

P.O. Box 7578,
San Mateo,
CA 94403-7578
USA
Tel: (415) 572-ARTS

E01000EM