

BARDMASTER HANDBOOK



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WINECELLAR

1

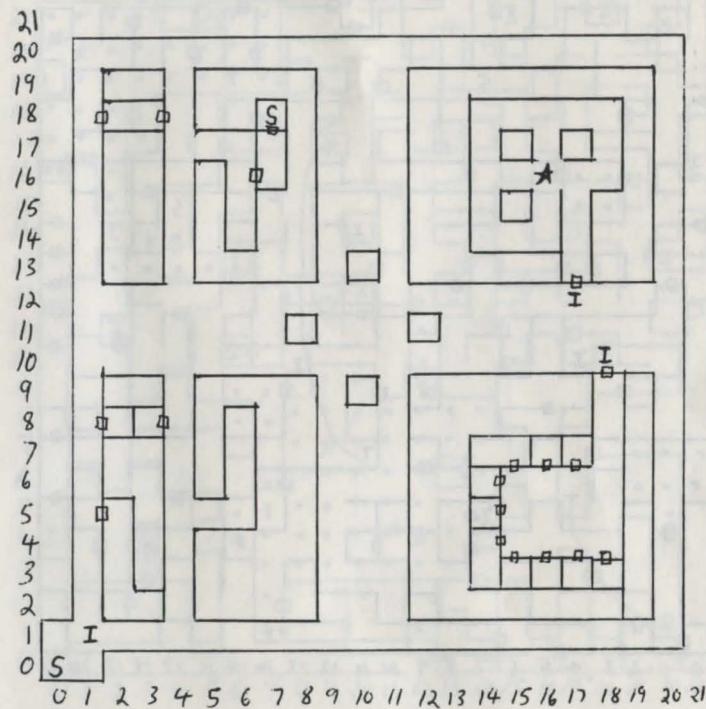
NOTES ON DUNGEONS

The best way to avoid getting lost in the mazes is to check your position constantly using the SCSI spell. You should especially check after being teleported or exiting a revolving room or are in a dark area. North is towards the top of page.

SYMBOL TABLE

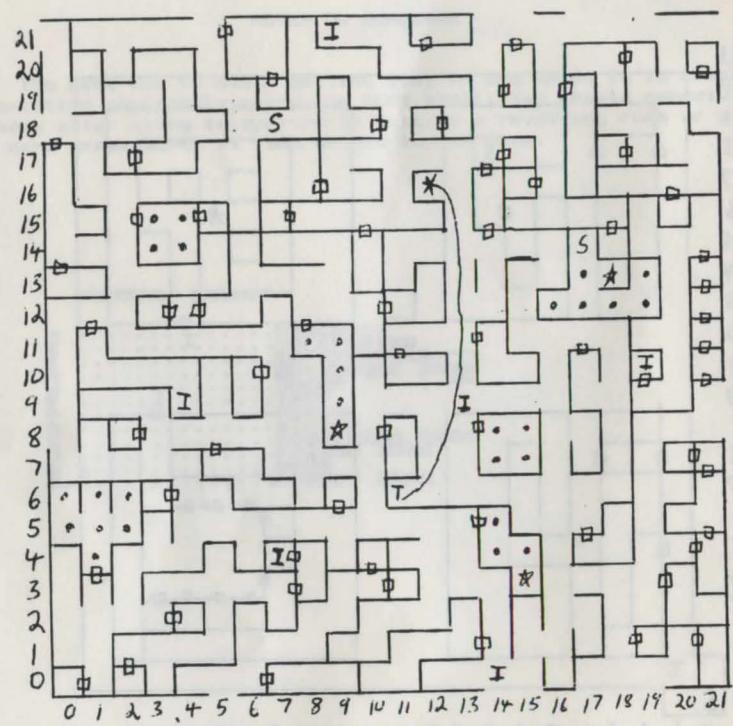
.	DARKNESS
+	TELEPORTER
>>	INTERESTING
ANTIMAGIC ZONE	
SMOKE	
TRAP	
PORTAL	
STAIRS	
REVOLVING ROOM	
Poison Zone	
Door	
OneWay Door	

2



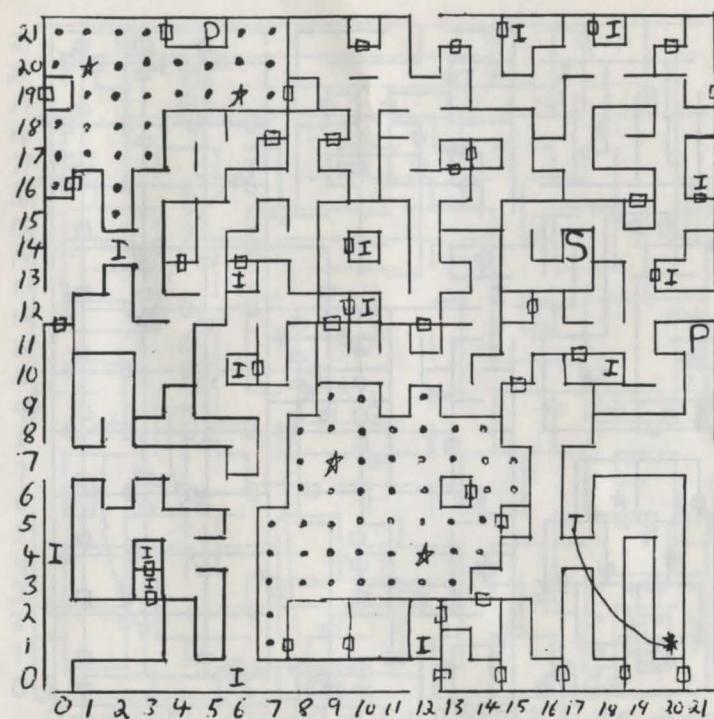
WINECELLAR 0

3



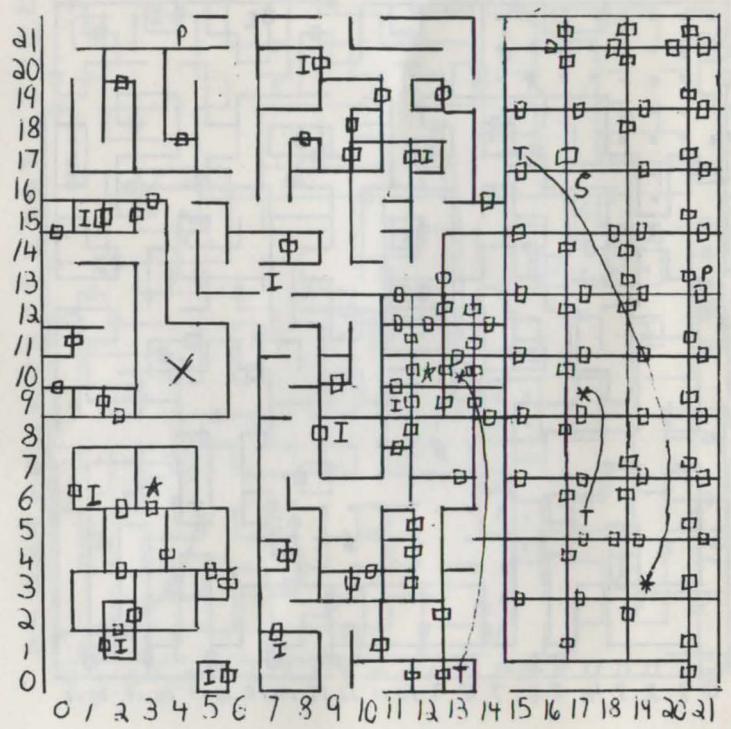
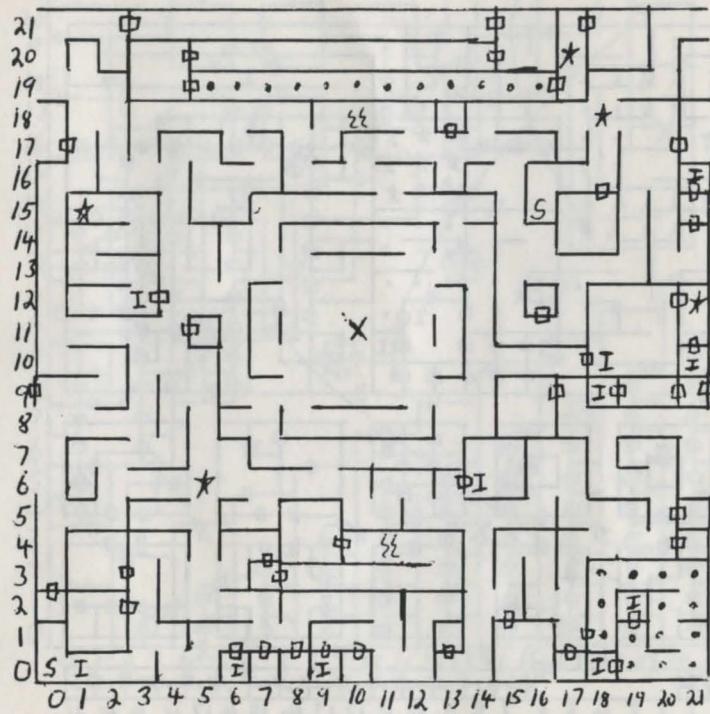
SEWER 1

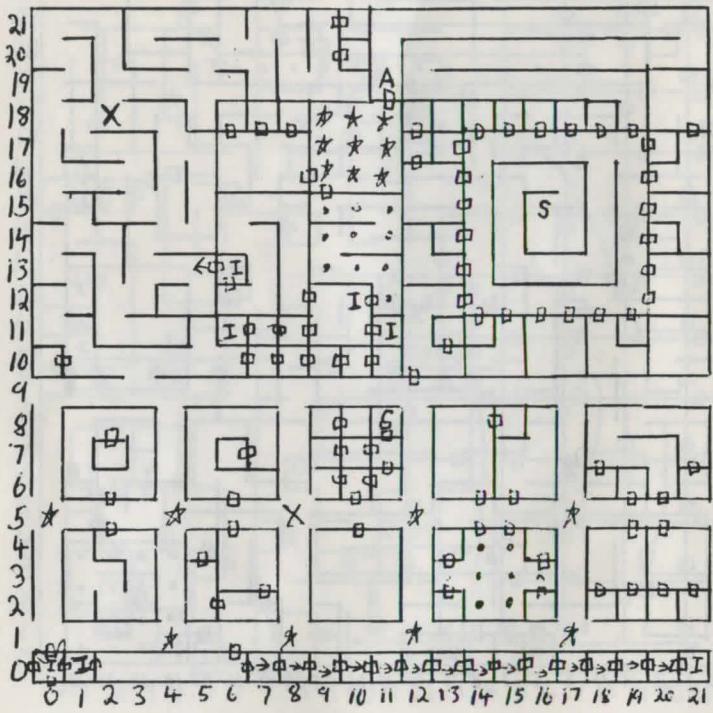
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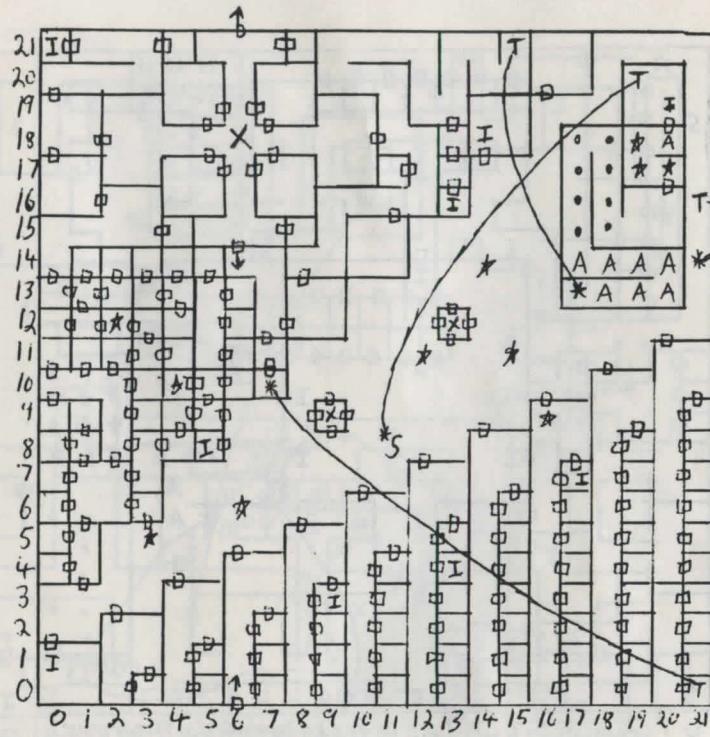
SEWER 2

5

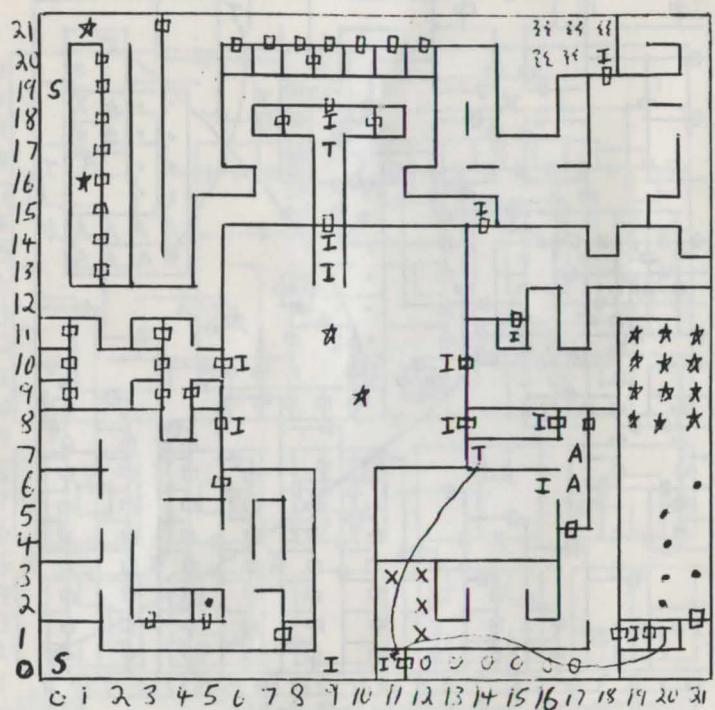
**SEWER 3****6****CATACOMBS 0****7**

**CATACOMB 1**

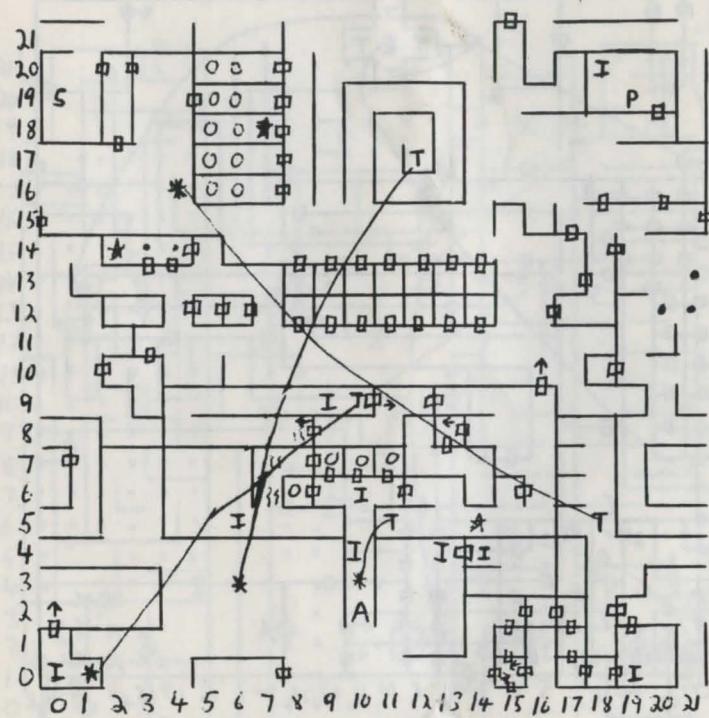
8

**CATACOMB 2**

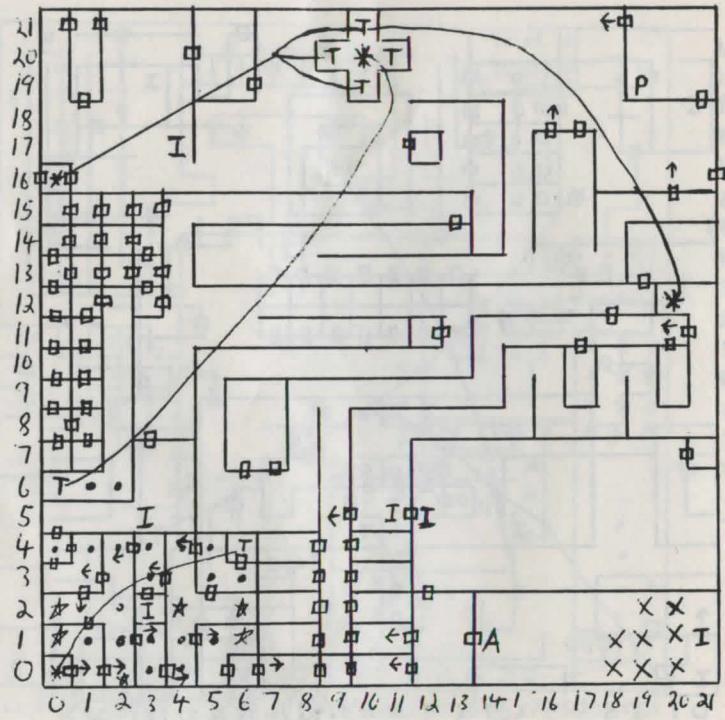
9

**HARKYN 0**

10

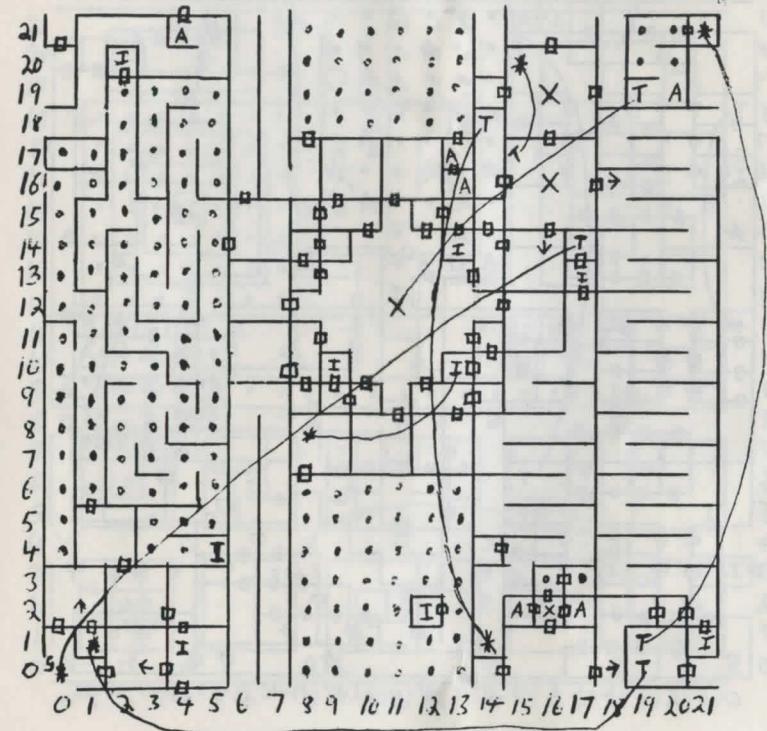
**HARKYN 1**

11



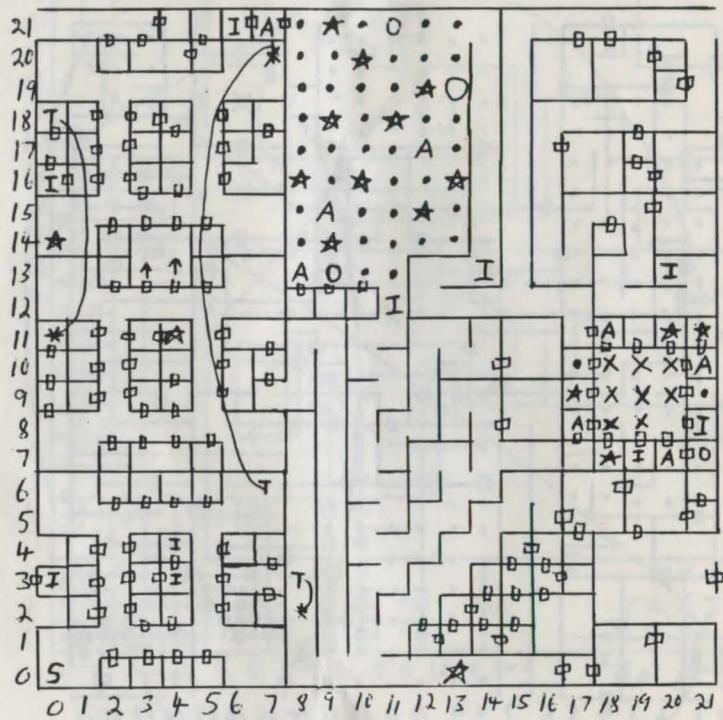
HARKYN 2

12



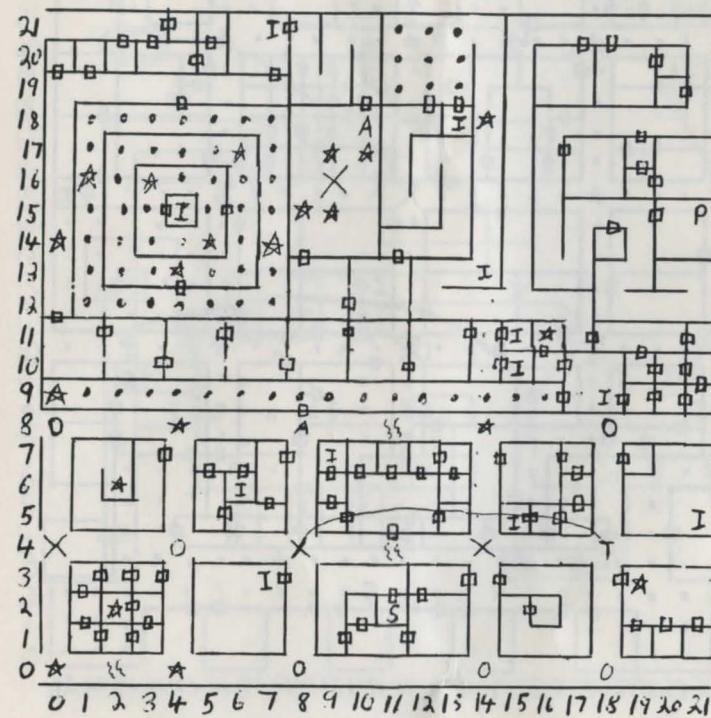
KYLEARAN 0

13



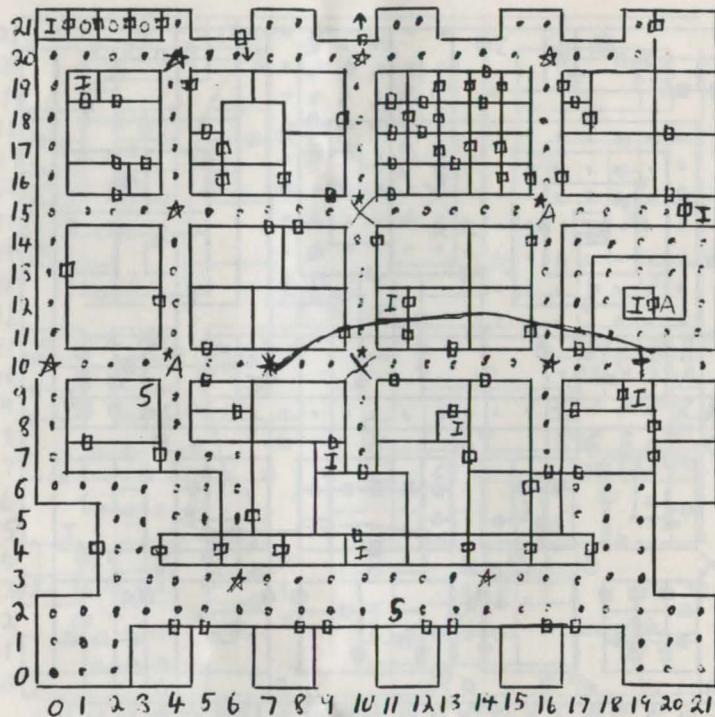
MANGAR 0

14



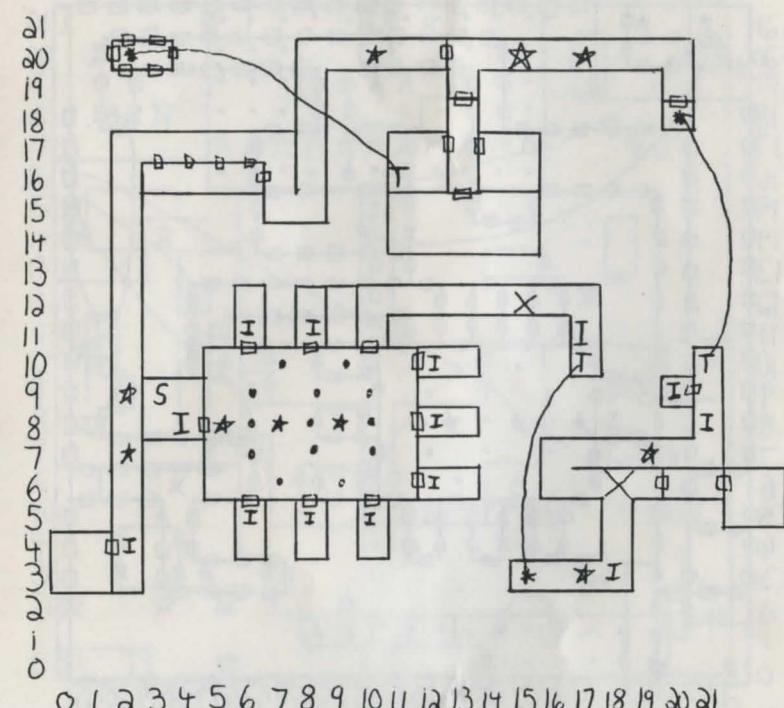
MANGAR 1

15



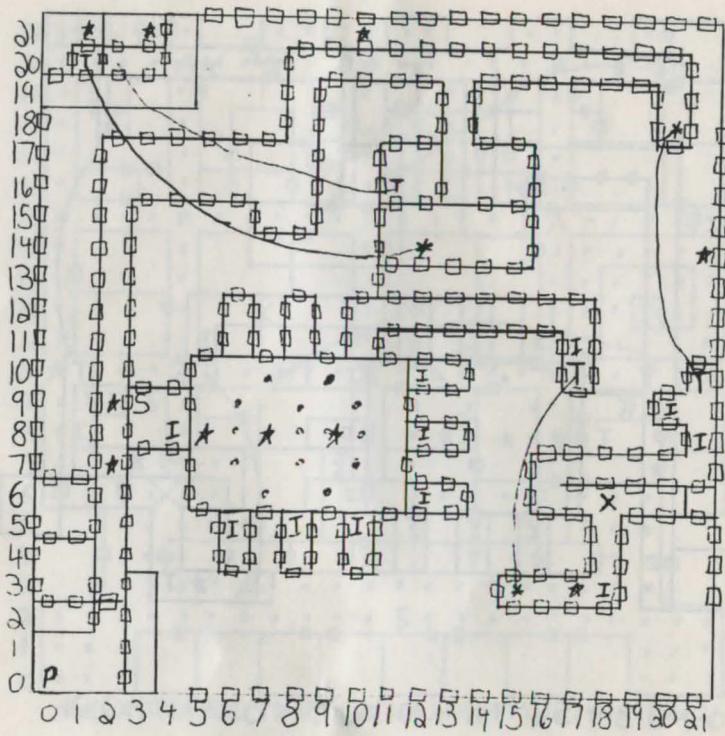
MANGAR 2

16



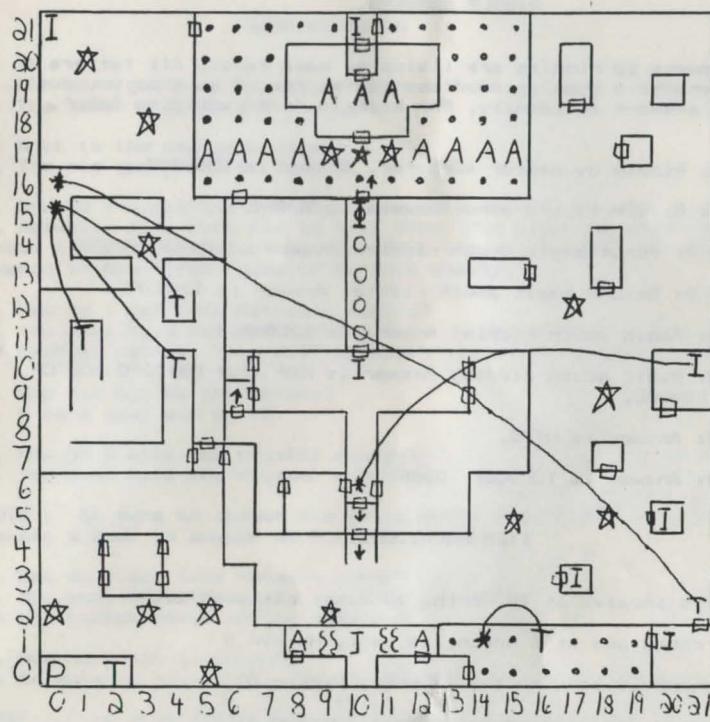
MANGAR 3

17



MANGAR 3

18



MANGAR 4

19

RIDDLE ANSWERS

All answers to riddles are listed by maze level. All letters in the answers have been shifted one letter forward so that you don't read any answers accidentally. For example 'cat' would be 'dbu'.

HARKYN 1: Riddle by master sorcerer. Answer is WBNQJSF.

HARKYN 2: Riddle by old man. Answer is TLVMM.

KYLEARAN 0: First magic mouth riddle. Answer is TUPOF HPMFN.

KYLEARAN 0: Second magic mouth riddle. Answer is TJOJTFS.

MANGAR 1: Magic mouth riddle. Answer is DJSDMF.

MANGAR 2: Magic mouth riddle. Answer is MJF XJUI QBTTJPO BOE CF GPSFWFS EBNOFE.

MANGAR 3: Answer is UIPS.

MANGAR 4: Answer is TQFDUSF TOBSF

ITEM LOCATIONS

The eye is located at 19 north, 20 east, catacomb 2.

Special robes are at 6 north, 16 east, Harkyn 0.

Cystal sword is at 0 north, 19 east, Harkyn 0.

Silver square is at 0 north, 0 east, Harkyn 1.

Silver triangle is at 20 north, 2 east, Kylrean 0.

Onyx key is at 16 north, 17 east, Kylrean 0.

Silver circle is at 15 north, 4 east, Mangar 1.

GENERAL HINTS

Q. How do I get past the laser beam without getting fried?
A. The laser beam is off at night.

Q. What is the mad gods name?
A. The mad gods name is Tarjan

Q. How do I avoid the 396 beserkers in Harkyns castle?
A. Actually it's more fun to kill them.(Big experience points, but it takes a long time.) To avoid them wear the robes taken off the Mandar guards in the first level of Harkyns castle.

Q. How do I get into Kylreans castle?
A. You must have the eye and place it in the statue in the top level of Harkyns castle. This will teleport you to the front of Kylreans.

Q. Who can sit on the throne?
A. A bard must sit on it.

Q. How do I kill the crystal guardian?
A. You must have the crystal sword.

NOTE!!! Be sure to answer the magic mouth in Kylreans castle. This causes a door to appear at 6 north, 2 east.

Q. How do I get into Mangars tower?
A. You must have the onyx key. Stairs leading to Mangars are located in the bottom level of the sewers.

Q. How do I get to Mangar?
A. Be sure to have the silver triangle, circle, and square.

NOTE!!! You must answer the riddle in Mangar 2 for the stairs to appear.

What should I do when my characters are getting their butts kicked.
A. Order Bardmaster from S&D Software and make your characters totally awesome. Only \$15.95 (What a deal). VISA/MC call (408) 649-5592. Or send check/MO to S&D Software, P.O. Box 223458, Carmel, CA 93922

