



The Bard's Tale™

TRILOGY PAK



Bard's Tale I

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THE BARD'S TALE



THE MANUAL



About Fantasy Role Playing Games

The Bard's Tale is a fantasy role-playing game. First in a series of Tales of the Unknown, this one is set in the city of Skara Brae.

Like other fantasy role-playing games, there are three objectives you will be trying to accomplish. How you do this is up to you...

Your most important goal is to complete the quest built into the game. In *The Bard's Tale* the city of Skara Brae is threatened by an evil mage called Mangar. You must find Mangar and "persuade" him to release the once-harmonious city from his evil control.

But Mangar is protected by layers of obstacles, mazes and evil henchmen. Your second goal is to develop characters capable of surviving these barriers. These characters are your alter ego in *The Bard's Tale*. They act according to your commands, but over the course of the game they change, much as real people do over a lifetime. They improve their skills in magic, combat, stealth, etc. They amass wealth and treasured objects. And they worry about dying too soon.

Your third goal is to explore the entire world of *The Bard's Tale*. There are numerous goodies, puzzles, and special places in Skara Brae. Part of the fun is finding them, and discovering the layout of this fantasy world. How do you get into the walled off towers? What's in the castle? Where are the legendary catacombs of Skara Brae?

A QUICK OVERVIEW

An orientation for beginners, a quick start guide for experts.

How to Use This Manual

This manual has three parts. This overview is designed to give first-time adventure gamers a quick sense of the overall gameplay and give experienced fantasy role-players all they need to know to start quickly.

The rest of the manual is reference material about how various parts of *The Bard's Tale* operate, including character building and development, places and mapping, the combat system and the magic system. There is also a listing and description of all the magic spells and the beginning items available in *The Bard's Tale*. Finally, there are hints and clues interspersed throughout the manual.

1. Command Summary Card

Inside the front flap of your album cover is a Command Summary Card, which lists keystroke commands, disk utilities and step-by-step instructions for starting up. If you are an experienced adventurer, this card gives you most of what you need to know; the rest is covered in this section.

2. Adventurer's Guild

The ADVENTURER'S GUILD is where you start each time. This is the ONLY spot a party can be formed, characters created, or characters saved to disk.

3. Use 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 armor affordable to characters of their humble stations. *For more about characters and party selection see pages 2 - 4.*

4. Use City Map on the Package

On the inside of your "album cover" is a map of Skara Brae. You'll need it. Notice:

- 2 walled-off towers (wonder what's in there?)
- A castle protected by Guardian Statues.
- Temples for healing, Equipment Shop for purchasing more weapons, Taverns for drink and gossip, Roscoe's for more spell energy.
- You'll have to find the Review Board (where levels are awarded and magic is taught) on your own.

Mapping the dungeons and mazes is up to you. You even have to figure out how to get into the mazes on your own. One clue: each of the 16 mazes is set up on a 22 by 22 grid. North is to the top of the screen, East is to the right. Be sure to go to every square; there are lots of specials.

For more about the City of Skara Brae see "Places" on pages 4 - 5.

5. Combat

Only your first 3 characters and the first 2 rows of monsters can attack in hand-to-hand combat.

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There are several new combat commands, including **Party Attack**, for fighting between party members; **Bard Song**, for making magic by playing music; **Hide in Shadows**, to avoid combat. For more information see "The Combat System" on page 6.

6. Magic

There are 4 classes of Magic Users, each with unique magical capabilities: **Conjurers** can create objects and heal adventurers; **Magicians** can bestow magical effects on common items; **Sorcerers** can create illusions and heighten awareness; **Wizards** can summon and control supernatural creatures.

Sorcerer and Wizard classes are not available to first level adventurers. To create one of these you must change class of a Magic User who has achieved 3rd level magic spells in one (for Sorcerer) or two (for Wizard) other magical arts. Class change takes place in the Review Board. A Magic User who successfully learns all 7 levels of spells for each of the 4 Magic Classes is an Archmage, one of the most powerful characters in *The Bard's Tale*. Once a Magic User leaves a class, he can never return to it.

Magic Users qualify to learn next level spells based on their experience levels, but it takes gold to actually learn the new spells.

Casting spells uses **spell points** in different amounts depending on the spell. Spell points are regenerated automatically when a Magic User is in the City in the daytime, and may also be regenerated in Roscoe's Energy Emporium, or special "Regen" squares in some dungeons.

For more information see "The Magic System on pages 7 - 8. Magic spells are listed on pages 8 - 12.

7. The Bard

The Bard makes magic by playing music. He needs an instrument, of course. He can play in combat or during exploration, with different effect. Only one tune at a time. Add one tune for every experience level. Then he needs to get a drink from any nearby tavern.

You can listen to his music or not. See the COMMAND SUMMARY card for details.

By the way, the Bard is not too shabby as a fighter.

8. Time

Time waits for no one. Even without keystrokes, time passes, from day to night and back again.

Nighttime is especially nasty. The really evil monsters hit the city streets at night, looking for characters just like you. And, what's worse, you use up spell points faster, because

spell points only regenerate in daylight.

Now you know enough to get started, if you are an experienced adventurer. By the way, the tavern on Rakhir Street is the only tavern that serves wine. And that wine "goes down" easily. You may wish to drop by to wet the whistle of your Bard. Good luck!

CHARACTERS

RACES

Humans are not the only race in the world of *The Bard's Tale*. Others are more magically inclined, stronger and smarter. Part of the fun of a fantasy role-playing game is getting to know these different races and forming your party accordingly. The races and their descriptions are:

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

ELF: Patterned after the Tolkien elf, the elf is slight of build, frequently taller than a human, and very inclined to magic.

DWARF: The Dwarven people are short and stout, extremely strong and healthy, but not amazingly intelligent (i.e. excellent fighters).

HOBBIT: Hobbits are slightly smaller than Dwarves but are nimble and dexterous. Just the right make-up for a rogue.

HALF-ELF: These crossbreeds are usually blond and fair-skinned, like elves, and get some added size and strength from their human ancestry.

HALF-ORC: An orc is a large, goblin-like creature often found working for evil wizards. The Half-orc, being half human, is not quite as despicable as his orc parent, but you wouldn't want to date one.

GNOME: gnomes closely resemble dwarves, but have less hair and even shorter tempers. They are also more magically inclined, as a rule.

CHARACTER CLASSES

In fantasy role-playing games, characters choose different "Classes" or professions. There is no single best class; each has its own strengths. Your characters must use teamwork to succeed.

Class selection is the most important aspect of creating a character in *The Bard's Tale*. There are ten different classes of characters, but only 8 can be selected for a newly generated character. Class types carry with them different abilities and limitations, as are roughly covered below:



WARRIOR: the base fighter-type in *The Bard's Tale*, warriors can use nearly every weapon there is. For every 4 levels of experience after the 1st Warriors get an extra attack ability in combat.

PALADIN: Paladins are fighters who have sworn to abstain from all evil and to uphold honour and purity in all places. They can use most weapons and even some that no other fighters can. They get multiple attacks at higher levels. They also have a greatly increased resistance to evil magic.

ROGUE: a professional thief with so-so combat ability, the rogue can hide in shadows, search for traps and disarm them. Without a rogue your party will pay very dearly for the booty it wins.

BARD: The Bard is a wandering minstrel. You'll see him with a tankard of ale in front of him in the less reputable taverns - the rowdier the better.

Bards were once warriors, and can still use most warrior weapons. But they turned to music instead and now play songs with an almost magical effect on other characters. Bards don't get the warrior's advantage of extra attacks in combat anymore - but their magic is so unique, it is almost impossible to survive in Skara Brae without one.

Any true Bard has 6 tunes on his lips, though to play them he must have an instrument equipped. A song played as the party is exploring is long-lasting and continues even after the party returns from combat mode, even if other songs were played during combat. Any songs played during combat are abbreviated and so create different magical effects than the full non-combat versions. The shorter combat versions don't endure as long either, only one round of fighting.

Only one Bard tune can be played at a time. If a second one is played while the first is still playing (by the same of a different Bard), the first will end. A Bard can play as many tunes as he has experience levels before his throat gets dry. Then it's off to a tavern for a drink to rejuvenate his voice. Tough duty, but someone has to do it.

Bard songs vary according to the difficulty of the dungeon. When the going gets tough, the Bard goes drinking.

HUNTER: an assassin, a mercenary, a ninja. The hunter can use most weapons, and has the ability (which grows with experience) to do critical hits in combat (i.e., to attack a nerve centre or other vital area and instantly kill an opponent). A good skill.

MONK: a martial artist, an almost inhuman fighting machine trained to fight without weapons or armor. The monk can use them, but, at higher levels particularly, often does better without.



CONJURER: one of the 4 classes of Magic Users, Conjurers deal in the physical creation and manifestation of real things (like fire, light, healing).

MAGICIAN: another of the 4 classes of Magic Users, Magicians deal with magic as it affects physical objects (i.e., enchanting a sword, making armor stronger, making a dungeon wall disappear).

SORCERER: Sorcerers are Magic Users who deal with the creation and manipulation of illusion. Due to the power of sorcerer spells, this class is not available to newly created characters.

WIZARD: Wizards are Magic Users who are dedicated to the summoning and binding of various supernatural creatures. These creatures are not friendly to humankind and trying to control them is extremely hazardous. The Wizard-class is not available to new characters either. For more on magic classes, see page 7.

CHARACTER ATTRIBUTES

Each character you create has five basic attributes which define his physical and mental prowess. When you create a character each attribute is randomly assigned a value from 1 to 18, with the higher number reflecting higher capability.

STRENGTH (Shown as "ST" on the screen): Strength is physical power and chiefly affects the amount of damage a character can do to an opponent in hand-to-hand combat. Make sure your fighting characters are strong.

INTELLIGENCE ("IQ"): Intelligence is mental power. A high intelligence rating will enable your magic Users to get bonus spell points.

DEXTERITY ("DX"): Measures agility & nimbleness. A high score makes your characters harder to hit and helps them strike the first blow in combat.

CONSTITUTION ("CN"): Measures healthiness. It takes more damage to kill a character with a high constitution score. This is reflected in bonus "hit points," the character's life span.

LUCK ("LK"): Luck is an ambiguous attribute, as it has a number of unseen effects on gameplay. For example, lucky characters are more likely to resist evil magic, and avoid nasty traps.

OTHER CHARACTER STATISTICS

ARMOR CLASS ("AC"): This statistic reflects the level of protection a character has from physical attack. In classic fantasy role-playing style, the armor class starts at 10 for a totally unprotected, unarmored character with low dexterity, and goes down to -10 (called LO) as his protection improves by armor, spells, or other means.



HIT POINTS ("HITS"): Hit Points measure the damage a character can take before he is killed. The "Hits" statistic shows his potential at fullest health, rather than current status.

CONDITION ("COND"): Condition shows the character's present number of hit points. For example, if a character with 10 Hit Points is wounded for 7 hit points, his Condition will drop to 3. Another wound of 3 or more hit points will kill him. If he is fully healed, his Condition will return to the full 10 again. (Even though his Condition score changes, his Hit Points stay at 10.)

SPELL POINTS ("SP PT"): This shows current spell point status. Points are used up with each cast of a magic spell. If a Conjurer has 20 spell points and casts a Mage Flame spell at a cost of 2 spell points, his new total would be 18. A character's maximum spell points are listed in his view-character mode.

EXPERIENCE POINTS: This measures abilities gained by experience, the higher the number, the better the character. Characters get experience points for successful combat, according to the difficulty of the fight and the number of characters who survive. The amount is indicated after every successful combat. A character's running total of experience points is indicated in view-mode.

GOLD: Gold is the unit of currency in this world. Your characters start with just barely enough gold to buy the armor and weapons they need to survive. There are two ways to get rich enough to buy better equipment: taking gold from the monsters you defeat in combat or selling items you find in dungeons. The first way is more fun.

LEVEL ("LV 1"): Level is a general measure of achievement within a character's class. Level 1 is a novice, Level 13, for example, is required to become a Master of a Magic User class.

The Review Board will promote a character to higher levels based on his experience points but only upon the character's in-person request. An advance in level is very important because it generally means an increase in attribute scores, hit points, spell points and other abilities.

SPELL LEVELS (e.g. "MAGI 1"): This shows the highest group of magic spells a character can use in any of the 4 classes of Magic Users. There are 7 groups of magic spells for each different class.

To learn a new group of magic spells (a "spell level"), a Magic User must advance two experience levels. (NOTE: spell levels and experience levels are not the same thing!) For any of the four magic classes, a Magic User advances as follows:

Experience Level	Spell Level
1	1
2	1
3	2
5	3
7	4
9	5
11	6
13	7
14 and up	7 maximum

To change class to Sorcerer, a Magic User must first have learned Spell Level 3 (or higher) in at least one magical art. To change to Wizard, a Magic User must first have learned Spell Level 3 (or higher) in two other magical arts.

ITEMS: Items fall into 10 categories: Weapons, shields, armor, helms, gloves, musical instruments, figurines, rings, wands, and miscellaneous. Only one item of each type can be equipped for use at any one time. For example, two different shields cannot be used at once to protect a character, though the spare shield could be toted around.

Some items can only be used by specific characters. For example, only Bards can use musical instruments. An item which can never be used by a character is marked with a 0 when he examines it in his view mode or in the Equipment Shoppe. An item which has been equipped is marked with a 5.

A character can carry up to 8 different items.

How To Create A Character

1. While in the Adventurer's guild, select a race.
2. Character attribute numbers displayed are a combination of genes and luck. For each different race there is a lowest possible number for each attribute (the "genes"). The computer then adds a random number (the "luck") to each attribute.
3. If you are satisfied with the "roll of the dice", choose a character class, then name this character. If you aren't satisfied "reroll the dice."
4. After being named, the character will be saved to disk, ready to adventure.

PLACES

THE CITY MAP

There is a map of Skara Brae on the inside of the album cover your program disk came in. Notice that there are several important looking places that are blocked off. Like the castle, and the two towers protected by locked gates. There must be a way to get in there, wouldn't you think?

Use your map to guide you in Skara Brae. If you ever get lost just press the "?" key and the program will tell you



where you are and what time of day it is.

UNMARKED BUILDINGS

Most buildings in Skara Brae are unmarked. But some of them are inhabited by the corrupt creatures who have skulked into Skara Brae. So kick in a few doors and find them. Remember that fighting is good for you; it's the only way to build up enough experience to challenge Mangar. You should be disappointed when you kick in a door, screaming a battle cry, and find it empty. No fun.

When you exit a building and enter the street, the building will be behind you, and you will be facing the building or landmark across the street.

THE ADVENTURER'S GUILD

The Guild is like a union hall where adventurers "hang out" hoping to join a party. This is where you form a party, and where all adventures begin.

GARTH'S EQUIPMENT SHOPPE

Garth is one of yesterday's almost forgotten heroes, now retired from active adventuring to supply tomorrow's would-be greats. At Garth's Shoppe characters can buy armor and weapons, sell items, have items identified, or pool all the party's gold for buying expensive items. Due to a deal with the city blacksmith, Garth has an infinite supply of basic armor and supplies. But unique items found in labyrinths, even if sold to Garth, remain in his inventory until they are sold.

Occasionally an item won in combat will remain unidentified. This means that its general type might be apparent (e.g. shield, ring), but not which exact type (e.g. Dragon shield, Ring of Power). Garth can identify this item for you ... for a price.

THE REVIEW BOARD

The Review Board is a group of high level representatives from all ten different classes. Upon your request in person, the board will determine whether a character has accumulated enough experience points for advancement to higher levels. The Board teaches new spells to Magic Users who qualify for higher spell levels, too, but charges for this training. It pays the rent.

You may have to do a bit of exploring to locate the Review Board. And it's closed at night.

TAVERNS

Taverns are the Bard's favourite places for gossip and refreshment. There's even a tavern named after him. Watch him carefully though; the Bard has a tendency to overtip the bartender.

DUNGEON DELVING

The term "dungeon" refers to any indoor labyrinth, designed for mapping, combat and puzzle interaction. They take a variety of forms, from towers to catacombs, and have a varied number of levels for each. You can go up or down



to levels higher and lower than the one you're on via stairways, portals, and teleportation.

Stairways are not visible from a distance. But when you move onto one you will be asked if you wish to ascend or descend.

Portals are holes in the floors and ceilings, and are visible from a distance. You will not go through a portal merely by standing on it; you must first command your character to do so. If he jumps down through a portal, he will be damaged from the fall unless he is using a levitation 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.

ROSCOE'S ENERGY EMPORIUM

If your spell points aren't recharging fast enough, go see Roscoe. But be prepared for electrifyingly high fees.

TEMPLES

Temples are divine places of resurrection and complete healing. In fact, this is the only place to cure characters who have been withered or turned to stone. A resurrected character retains all the items, gold and experience points he had before dying, but he comes to life with only 1 hit point. When he finds out how much it costs to be resurrected, he may turn over in his grave.

Tips from the Underground: Places

1. Your first three dungeons should be the sewers, the catacombs and the castle (in that order). Each is progressively tougher. Don't attempt the catacombs without a party of level 9 or higher characters.
2. Explore and map every square in every maze. There are "Magic Mouths" that give hints. There are 1-of-a-kind magic items and spell regeneration zones. Good maps will show you the logical spots for secret doors and secret rooms, too.
3. Avoid traps. Higher level rogues are excellent at opening chests, but when in doubt use the "Trapzap" spell. TRZP is guaranteed to work with no harm to the party, unless, of course, the trap is protected by even more powerful magic. In fact, you can use TRZP to disarm any traps you encounter. Gas Cloud traps have doomed many brave but foolish adventurers. If you set off a trap and nothing happens, you were lucky not good. You could have been killed.
4. Be sure that your party is fully healed before entering a new dungeon.
5. When you are finding your bearings in a maze, remember that each succeeding level goes UP in a tower or castle and DOWN in a dungeon.



THE COMBAT SYSTEM

The Bard's Tale is a game of fighting. It's the only way to build experience. Fortunately, Mangar and his gruesome creatures are very evil, so don't worry about their feelings. Kill them, if you can.

Combat with "monsters" (the generic term for all opponents) occurs both randomly and at set locations. You can also initiate intra-party combat at almost any time, in case one of your members is turned to the dark side. At the outset of combat a list of foes will be given, broken down into the number of foes in each group. The maximum is 99 monsters per group, with up to four groups.

Combat is divided into a series of "rounds", like a boxing match. At the start of each round, each of your characters must decide what action he will undertake in the upcoming melee, unless, of course, your party decides to run away. A menu of possible selections will appear for each character. These options are as follows:

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

Party attack: To assault another member of the party, including special members.

Defend: Do not interact this round - reduces chance of being hit.

Use an item: Make use of a magical item held in the character's inventory and currently equipped. This may require specifying a target for the effect.

Bard Song: Bards can play a short tune to affect the party of the foremost group of monsters in some fashion.

Cast a spell: Cast a spell at the party of a group of foes. The spell code must be entered, and a target identified.

Hide in shadows: A rogue can try to avoid combat altogether by hiding and, if successful, will be skipped as a target of attack in the upcoming combat round.

The first three characters in your party can be attacked physically by monsters, and can attack back. The last three characters can only be struck by magical attacks, and can only attack back with magic. This simulates your first three characters being up on the front line of attack, with the last three characters acting as backup in case one of the first three is killed. The first two groups of monsters are in a similar position; they are the only monsters who can attack or be attacked physically.

Once all the choices for your characters have been entered, the round begins. The most dexterous characters or monsters usually make the first strike, but luck,



character level and character class also affect this. In evenly matched fights, the outcome often depends on which side gets in the first blow.

The rate of scrolling of the combat messages can be speeded or slowed. See the Command Summary list of keystrokes for details.

At the end of a combat round, dead monsters will be removed from the ranks of your foes, and dead characters will be shuffled back to the end of your party. A fresh group of monsters may also advance into the first two ranks to give their fellow monsters a breather.

At the end of combat, treasure and experience points will be split among the battle's survivors.

SPECIAL MEMBERS

The **special slot** (marked "S") is for monsters who can become part of your party. They can join by:

1. Being summoned or created as an illusion, or some other artifice related to a cast spell, or
2. Introducing themselves to the party and offering their services as a comrade.

Specials cannot be controlled in battle; they choose their own attack mode and generally go after the primary group of monsters the party is facing. Specials are cleared out of the S slot when killed. Illusionary specials (created by a sorcerer) are cleared out if any foes disbelieve them.

If a non-illusionary special is attacked by another member of the party for any reason, it will turn immediately hostile and fight until defeated!

Tips from the Underground: Combat

1. Usually the highest dexterity character attacks first. For particularly nasty monsters (like blue dragons) attack with your highest dexterity characters first. Your less dexterous characters may not survive long enough to get in a first strike.
2. Use your spells and Bard songs to lower the armor class of your entire party. The lower the better.
3. If you are attacked by more than 2 groups of monsters, concentrate on Magic Users first. If you cannot kill off all the magic-using monsters, you may want to cast anti-magic spells to protect against illusions, possessions and other spells.
4. You can minimize damage by killing off all but one monster in either of the first two attacking groups. As a general rule, attack groups with only one monster last, unless it is a deadly monster.
5. Many of the undead monsters are capable of draining experience levels, turning characters old and gray or even turning characters to stone. Treat the undead with respect. In other words, kill them quickly.
6. Be prepared to die a lot with level 1 and 2 characters. Especially at night. Especially when you don't have



any weapons and are just walking to Garth's Shoppe. It might even be a good idea to stay close to a Temple at night, so you can quickly heal any wounds.

7. Fill the special slot quickly. Conjure or summon a monster or create an illusion, if necessary. The special member will take a lot of heat off your fighters. Monsters tend to attack special members first.
8. Monsters are smart. They usually attack your most vulnerable characters first, unless one of your members represents a significant threat.

THE MAGIC SYSTEM

Magic is power. It can make the difference between success and failure in *The Bard's Tale*.

It is not always necessary or wise to rely on magic, though, because magic is by no means foolproof. There are some places where magic never functions, and some monsters who are highly resistant to spells. Sometimes you just have to wade in with fists flying and get dirty.

The best way to tell that your party has wandered into an anti-magic zone is that all **residual spells** except light spells are cancelled.

Residual spells are magic spells that keep working for more than just an instant. Light spells, trap detection, secret door detection and magical armor are some examples. Most residual spells cause a graphic symbol to appear in the central blank strip on the screen, to keep the player aware that the duration hasn't yet expired.

All spells have a point cost. In other words, all spells cost the mage casting them a bit of his internal energy. This energy is returned automatically in direct sunlight, and may be regenerated at Roscoe's Energy Emporium or in special regeneration zones you have to discover.

There are magical items hidden in the dungeons and carried by the monsters of *The Bard's Tale*. Magical weapons do extra damage. Magical armor gives extra protection. Other magical items radiate special energies. There are even magic keys and talismans necessary to get into certain important parts of the game. The most powerful magic items are secreted in the most challenging dungeons and are guarded by ferocious monsters. When you win one, you should be very proud and very happy. They can be the key to success against the wickedest opponents.

To cast a spell, you type in 4-letter codes which are rough abbreviations of the spell name. The entire list of spells, codes and spell points required begins on page 8.

All Magic Users, even Level 1 novices, start the game with knowledge of all level 1 spells in their magical art. Rather than learning one spell at a time, Magic Users always



learn whole groups ("spell levels") of spells at once. It's the closest thing to mass production in Skara Brae. Here is a description of the four magical arts.

CONJURING

Conjuring deals with the instantaneous creation of objects and effects through the channelling of a mage's power. Conjurer spells are potent, but not unlimited in effect, since the exercise of creation takes a large amount of energy to produce even a moderate effect.

A conjurer can also produce effects that distort non-solid things to produce a new effect, like the distortion of space and time required to teleport human bodies to a new location.

MAGIC

Magic (meaning the art practised by a magician) deals with bestowing magical effects on common objects. The items do not become magical, but radiate fields of power for the duration of a spell (which is usually the length of combat).

The gist of Magic is that it can increase an item's capability, give it a totally new capability, or change its form to something totally different.

Some examples: making a sword do greater damage, making dungeon walls glow with a magical light, or causing a wall to totally vanish for 1 move.

SORCERY

The byword of sorcery is, "seeing is believing." Sorcery does not deal with a physical manifestation, but rather a creation of illusion and a tapping into a heightened sense of awareness.

An illusion is an image envisioned by the spell caster, which he then lays over the retinas of all who watch, augmenting this with appropriate stimulation of nerve endings to fool the other four senses. The human mind, believing an illusionary creation to be real, can be hurt or even killed by it, unless it is somehow disbelieved.

A sorcerer, with the aid of his art, can also perceive certain special things hidden from view.

WIZARDRY

Wizardry deals with the summoning and control of supernatural creatures. The wizard has fewer spells than the other three classes, but his are by far the most potent.

The creatures he can summon come from another plane of existence, called the Negative plane. They join the special slot in the party, and will fight until defeated.

The wizard has some ability to trap and control normal monsters, as well.

Mages who have learned at least 3 spell levels in an art may



elect to change to another mage class at any time. Thus, a level 5 conjurer could choose to become a level 1 magician. His experience points would be reset to 0, but he would retain his previous attributes, hit points, spell points, and all knowledge of his conjurer spells. He would be unable to learn any higher conjurer spells, however; once a mage leaves a magic art, he cannot return to it.

A mage can become a conjurer, magician, or sorcerer as a second class. A mage can become a conjurer, magician, sorcerer, or wizard as a third class. A mage who has knowledge of all 7 levels of spells in all 4 classes is called an Archmage, and is one of the most powerful personages in the world of *The Bard's Tale*.



CONJURER SPELLS

KEY (see page 8 for glossary)

SPELL NAME/Description

CONJURER SPELLS Level 1

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

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

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

TRAP ZAP This spell will disarm any trap within 30 feet, in the direction the party is facing. It will also disarm traps on chests.

CODE
Pt. Cost
Range
Duration

MAFL
2
View
Medium

ARFI
3
1 Foe
.....

SOSH
3
Self
Combat

TRZP
2
30'
.....

Level 2

FREEZE FOES This spell binds your enemies with a magical force, slowing their movements and making them easier to hit.

KIEL'S MAGIC COMPASS A Compass of shimmering magelight appears above the party, telling the direction they face.

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

WORD OF HEALING With the utterance of a single word the spell caster can cure a party member of minor wounds, healing 2-8 points of damage.

Level 3

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

LESSER REVELATION This is an extended "Mage Flame" spell which also reveals secret doors.

LEVITATION Partially negates the effect of gravity on the party, causing them to float over traps or up through portals.

WARSTRIKE Causes a spray of energy to spring from the caster's extended finger, sizzling a group of opponents for 4-16 hits damage.

Level 4

ELIK'S INSTANT WOLF With this spell the caster can make a real wolf appear and join the party, fighting in its defence.

FLESH RESTORE This powerful healing spell will restore 6-24 hit points to a party member and cure poisoning and insanity.

POISON STRIKE This spell hurls porcupine-sharp needles from the Mages finger into a selected monster, poisoning it.



FRFO
3
Group
Combat

MACO
3
.....
Medium

BASK
4
Char
Combat

WOHL
4
Char
.....

MAST
5
Group
.....

LERE
5
View
Long

LEVI
4
Party
Short

WAST
5
Group
.....

INWO
6
Special
.....

FLRE
6
Char
.....

POST
6
Foe
.....



Level 5

GREATER REVELATION This spell functions like a "Lesser Revelation" spell, only it illuminates a wider area.

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

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

Level 6

ELIK'S INSTANT OGRE This incantation will cause a real ogre to appear and join the party.

MAJOR LEVITATION This will make the party levitate as does the level 3 spell, but its effects will last until dispelled.

Level 7

FLESH ANEW This spell behaves like the "Flesh Restore" spell, except that it will affect every member of the party.

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



MAGICIAN SPELLS

Level 1

VOFPAL PLATING This spell causes the weapon (or hands) of a party member to be covered with a magical field, which causes him to do an additional 2-8 points of damage.

AIR ARMOR This spell will make the air around the spell caster bind itself into a weightless suit of "armor".

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

SCRY SITE The walls themselves will speak, under direction of this spell, revealing to the spell caster his location in the labyrinth.

HOLY WATER A spray of water will emanate from the mage's fingers, doing 6-24 points of damage to any undead foe (e.g. skeleton, zombie, vampire).

WITHER STRIKE Any foe at whom this spell is cast is likely to be turned old, thus reducing his ability to attack and defend in combat.

MAGE GAUNTLETS Makes a party member's hands (or weapons) more deadly, adding 4-16 points of damage to every wound he inflicts.

AREA ENCHANT This spell will cause the dungeon walls within 30 feet of a stairway to call out, if the party is travelling toward it.

YBARRA'S MYSTIC SHIELD The air in front of the party will bind itself into metallic hardness, and will accompany the party when it moves, as a sort of invisible "shield".

OSCON'S OGRESTRENGTH Allows a member of your party to damage monsters as if he were as incredibly strong as an ogre.

MITHRIL MIGHT Increases the armor protection of each party member by enhancing their armor's natural strength by magic.

STARFLARE The air surrounding a group of your enemies will instantly ignite, causing them to be burnt for 6 to 24 damage points.

VOPL
3
Char
Combat

AIAR
3
Self
Combat

STLI
2
View
Short

SCSI
2
Party
.....

HOWA
4
1 Foe
.....

WIST
5
1 Foe
.....

MAGA
5
Char
Combat

AREN
5
30'
Short

MYSH
6
Party
Medium

OGST
6
Char
Combat

MIMI
7
Party
Combat

STFL
6
Group
.....



Level 4

SPECTRE TOUCH This spell will drain a single enemy of 12 to 48 points of damage, as if touched by a spectre.

SPTO
8
1 Foe
.....

DRAGON BREATH Allows the mage to breathe fire at a group of foes, doing 8 to 32 points of damage to each.

DRBR
7
Group
.....

SABHAR'S STONELIGHT SPELL Makes all stone and earth within range of the party glow with magical light, revealing even secret doors.

STSI
7
View
Medium

Level 5

ANTI-MAGIC Causes the ground to absorb a portion of the magical energies cast at the party, frequently allowing the members to escape all damage. Also aids in disbelieving illusions and in turning back magical fire, like a dragon's breath.

ANMA
8
Party
Combat

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

ANSW
8
Spec
Combat

STONE TOUCH This spell will often turn an enemy to stone, or a stone monster from living stone to dead stone. But it doesn't always work.

STTO
8
1 Foe
.....

Level 6

PHASE DOOR This incantation will alter the structure of almost any wall directly in front of the party, turning it to air for exactly 1 move.

PHDO
9
1 Wall
1 Move

YBARRA'S MYSTICAL COAT OF ARMOR Causes an effect like "Air Armor" to cover every member of the party, lasting indefinitely.

YMCA
10
Party
Indef.

Level 7

RESTORATION Makes all wounds disappear as your entire party is reforged into unflawed bodies. Also cures poisoning and insanity.

REST
12
Party
.....

DEATHSTRIKE This incantation is very likely to instantly kill one selected enemy, big or small.

DEST
14
1 Foe
.....



SORCEROR SPELLS

Level 1

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

MJJA
3
1 Foe
.....

PHASE BLUR The entire party will seem to waver and blur in the sight of the monsters, making the party very difficult to strike.

PHBL
2
Party
Combat

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

LOTR
2
30'
Short

HYPNOTIC IMAGE If successfully cast, this spell will make a group of your enemies miss the following attack round.

HYIM
3
Group
.....

Level 2

DISBELIEVE This spell will reveal the true nature of any illusion attacking the party, causing it to instantly vanish.

DISB
4
Party
.....

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

TADU
4
Spec
Combat

MANGAR'S MIND FIST A higher power "Mind Jab", does 3-12 hits of damage to one foe, times the experience level of the mage.

MIFI
4
1 Foe
.....

WORD OF FEAR This incantation will make a group of your enemies shake in fear, reducing their ability to attack and do damage.

FEAR
4
Group
Combat

Level 3

WIND WOLF This spell creates an illusionary wolf to join the party. This and other illusions are only effective as long as an enemy "believes" them. Depending on power and location, the monster may see through the illusion, and cause it to vanish.

KYLEARAN'S VANISHING SPELL The mage casting this spell will turn nearly invisible in the eyes of his enemies, who will have great difficulty in striking him.

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

CURSE Causes a group of your enemies to fear you greatly, lessening their morale and their ability to hit and damage you.

Level 4

CAT EYES The members of the mage's party will all receive perfect night-vision, which will last indefinitely.

WIND WARRIOR This spell will create the illusion of a battle-ready warrior that joins your party.

KYLEARAN'S INVISIBILITY SPELL This invocation will perform a Vanishing Spell on the entire party.

Level 5

WIND OGRE This spell will create the illusion of an ogre, which will accompany and fight with your party.

DISRUPT ILLUSION This spell will destroy any illusion fighting the party, and any new illusions created later in combat. It will also point out any doppelgangers in the party.

MANGAR'S MIND BLADE A sharp explosion of psychic energy that inflicts 10-40 hits to each and every enemy you face.

Level 6

WIWO WIND DRAGON This incantation will create an illusionary red dragon to fight with your party.

MIND WARP This spell will make a member of your party go totally insane. Useful for possessions.

Level 7

WIND GIANT This spell will create an illusionary storm giant, to join with, and fight for, your party.

SORCERER SIGHT This spell functions the same as the Second Sight spell, but it will last indefinitely.

Level 8

CAEY
7
View
Indef

WIWA
6
Spec
.....

Level 9

SUMMON DEAD This spell will gate into our universe a zombie or skeleton to fight for the party.

WIWG WIND WARRIOR This spell will create the illusion of a battle-ready warrior that joins your party.

REPEL DEAD This spell will do 16 to 18 points of damage to a group of undead creatures.

LESSER SUMMONING This spell will gate into our universe a lower power elemental or demon, who will (under protest) join the party.

DEMON BANE This spell will do 32 to 128 points of damage to a single demon. The power to summon is the power to destroy.



WIZARD SPELLS

Level 10

SUDE SUMMON DEAD This spell will gate into our universe a zombie or skeleton to fight for the party.

REDE REPEL DEAD This spell will do 16 to 18 points of damage to a group of undead creatures.

Level 11

LESU LESSER SUMMONING This spell will gate into our universe a lower power elemental or demon, who will (under protest) join the party.

DEBA DEMON BANE This spell will do 32 to 128 points of damage to a single demon. The power to summon is the power to destroy.



Level 3

SUMMON PHANTOM This spell will bring a medium level undead creature into the party.

DISPOSSESS This spell will make any possessed party member return to his normal state.

Level 4

PRIME SUMMONING This spell gates in a medium level elemental or demon, to fight with the party.

ANIMATE DEAD Gives a dead character undead strength, making him attack your enemies as though he were truly alive.

Level 5

BAYLOR'S SPELL BIND This spell if successful possesses the mind of any enemy, forcing him to join your party and fight in its defence.

DEMON STRIKE This spell works like Demon Bane, but it will affect an entire group of demons.

level 6

SPELL SPIRIT this spell will gate in a higher-level undead creature to fight for the party.

BEYOND DEATH This spell will restore life and one hit point to a character.

Level 7

GREATER SUMMONING This spell will gate a greater demon into our universe and bind him to the party.

BARD SONGS

1. FALKENTYNE'S FURY

This tune increases the damage your party will do in combat, by driving them into a berserk rage.

2. THE SEEKER'S BALLAD

This song will produce light when exploring, and during



combat it will increase the party's chance of hitting a foe with a weapon.

SUPH

10

Spec

.....

DISP

10

Char

.....

PRSU

12

Spec

.....

ANDE

11

Char

.....

Range Terms

View

1 Foe

SPBI

14

1 Foe

.....

Group

Self

30'

Char

Party

.....

Special

SPSP

15

Spec

.....

BEDE

18

Char

.....

GRSU

22

Spec

.....

TIPS FROM THE UNDERGROUND

Characters

1. Don't be concerned about losing a Level 1 character. Just make another one. But when your characters reach the 3rd level, back them up regularly using your favourite disk copy program.

2. If your favourite character gets killed, there are several things you can do. You can resurrect him by magic, or in a temple by spending spell points or gold. You can turn off the computer and reboot, and your entire party will be restored but without the experience, gold and magic



items they have won since the last time you saved game. Or you can load the character from your back-up disk onto the main disk, after first deleting the dead character from your main disk. NOTE: you can only restore a character by rebooting if you have previously saved your party by exiting the game when in the Adventurer's Guild.

3. In "rolling" a character's attribute numbers, 17s and 18s can often make a big difference, as follows: Intelligence gives Magic Users bonus spell points; Dexterity gives fighters (but not Bards) bonus armor protection and first strike capability; Strength allows fighters to do extra damage in combat; Luck allows Rogues to survive even if they accidentally set off a trap; and constitution gives all characters bonus hit points.

4. Most character races have at least one attribute they are particularly high in. Pay close attention to starting attributes when designing your party.

5. Develop a Sorcerer fast. They are very useful in dungeons. Wizards are extremely important in advanced levels; they can summon demons, extremely powerful specials. Develop an Archmage, too. You'll need one; you'll want more.

6. Your pre-built party, excellent for beginning levels, may not be the best group for advanced levels. You may want to experiment with a hunter, because his "critical hit" capability can vanquish superior monsters, and the monk, who is perhaps the best fighter of all after he reaches the 6th level.

7. Warriors and other fighters often play less of a role against higher level, magic-using monsters. But without the protection of their armor and strong arms, your Magic Users would not survive long enough to learn the higher level magic spells.

8. Beware the Doppelganger monster. It enters your party and looks just like one of your members.

Magic

1. Don't venture too far into any dungeon without your maximum spell points. A good rule is to leave a dungeon when you are down to one quarter of your maximum spell points.

2. Manage your spell points carefully, don't waste a spell if you can accomplish the same thing without magic. Torches, for example, often work as well as magic light spells. On the other hand, don't be shy about using magic in combat. When in doubt, blast 'em with magic.

3. Locate traps, second sight and Sorcerer sight spells all identify traps within 30 feet. Trapzap spell disarms all traps within 30 feet.

4. Cast a long-lasting Bard spell right before entering a tavern. It's like getting a free spell.

ITEMS

These are the basic items found in Garth's Equipment Shoppe in unlimited quantity:

Torch - for light in dungeons
Lamp - longer duration than a torch
Broadsword - most damaging non-magic sword,

Short Sword

Dagger

War Axe

Halbard

Mace

Staff

Buckler

Tower Shield

Leather Armor

Chain Mail

Scale Armor

Plate Armor

Robes

Helm

Leather Gloves

Gauntlets

Mandolin, Harp, Flute - musical instruments for use by Bards

only usable by fighters
- a lighter sword, usable by all but Mages
- usable by all, not too effective
- a heavy, damaging weapon, not usable by bards, rogues, or magic users
- a combination battle axe and pike, the most damaging non-magical weapon
- the most powerful weapon a rogue can use; an armor crusher
- a simple, non-magical cudgel
- a small round shield
- a larger shield
- the lightest armor, wearable by all but magicians and conjurers
- light metal mesh armor, best against light weapons
- better still, difficult to pierce
- strongest non-magical armor
- will dull old knives, but that's it
- covers the head and saves the adventurer's good looks
- some protection for the hands
- metal gloves
- musical instruments for use by Bards

Item Abbreviations

FGN is an abbreviation for Figurine, a magical statuette which can come to life.

MTHR is an abbreviation for Mithril, an elven metal with magical qualities.

ADMT is an abbreviation for Adamant, another magical metal.

DMND is an abbreviation for Diamond, one of the hardest substances known to man or monster.

Tips from the Underground: Items

1. Generally, the more expensive the item is, the better it works. Almost like real life.

2. There are no cursed or bad items, unlike real life.

3. Don't be stingy. Equip your fighters with the best armor, weapon, shield, helmet and gauntlets money can buy. After all, he can't take it with him.

4. Experiment with all items you find to determine their capabilities. Magical items are the key to success. Remember that an item may only be magical for certain characters and classes, so trade items around if you have to.

5. Make sure some of your characters carry less than 8 items, or else the party will never be able to pick up new magical items in the dungeons.

6. Whenever your party captures an especially interesting or powerful magic item, save the party as soon as possible. That way, even if disaster strikes, you will never lose that powerful armor, weapon, talisman or whatever.

7. This manual is not protected by magic shields or air armor. Don't let your dog eat it.



COMMAND ♦ SUMMARY



COMMODORE 64/128

Getting Started - Note: Make sure your Shift Lock is OFF, and there are no joysticks or cartridges plugged into your system. If you have a Commodore 64, insert the Boot disk and type Load "EA",8,1. If you have a Commodore 128, insert Boot disk and turn on the computer. Press the Spacebar to leave the title page. When the prompt "Insert Character Disk" appears, insert Side 2 of the boot disk, and press a key.

Making a Character Disk - Before you begin playing, you will need to create your own character disk, a disk the computer can write to as you play, to keep track of your fortunes and misfortunes. Use the following steps to make a copy of the character disk which contains a completely outfitted and ready-to-go band of adventurers named *ATEAM; that you will find on the flip side of your boot disk. Get a blank disk, or one which contains information you no longer need, to use as your character disk. Select M)ake a disk to make a copy of your Character disk. The entire copy process takes about 5 disk swaps; follow the onscreen instructions until you see the message, "Copy Complete". This process can be time consuming and you may want to use another copy utility instead of M)ake a disk. Do not write protect your copy of the character disk because the program writes information on the disk during game play. After copying the character disk, reboot the system following the steps outlined above.

NOTE: The Commodore 64/128 version of Bard's Tale does not accept characters from Ultima III.

When the prompt appears asking for your character disk, insert the copy you made, then press any key. (Again, make sure your joysticks are unplugged). The Utilities menu which appears contains 3 choices. To enter the Adventurer's Guild so you can start playing, just press S for S(tart) game. For information about the other 2 choices, see "Utilities Menu" inside.

The *ATEAM - The character disk you made above already contains a good beginning party of adventurers who are equipped and ready to go. To use them, just type A to A(dd) a character, and then type *ATEAM to load the entire party. Type E to E(xit) the guild and enter the town of Skara Brae. To learn how to create your own characters, form your own parties, remove characters or rearrange their order, see the inside of this card. **HINT:** The first dungeon is the wine cellar in the only tavern in town which serves wine. It's on Rakhir Street.

SAFETY AND DEATH

Face it. The sort of streets where you run into wandering Kobolds, Werewolves and Orcs are dangerous. And the streets of Skara Brae are especially dangerous at night. Beginning parties, therefore, should not be shy about spending the night in the Adventurer's Guild. When you leave the Adventurer's Guild the clock is always set ahead

to the next morning.

Don't despair if you lose a favourite *ATEAM member. First delete him from your character disk (with the Delete command from the Disk menu in the Adventurer's Guild). Then use the Copy characters command in the Utilities menu (described inside) to copy the original from the back of the Boot disk or the most recently saved version from a backup of your character disk. Finally, add him to your party.

MOVING ABOUT

I or Return - move forward
K - kick a door open
J or Left Arrow - turn left
L or Right Arrow - turn right

VIEWING CHARACTERS

Press the number (1-6) of the character whose statistics you want to view. In the sub menu, Press:
E to E(quip) a character with an item. You will be prompted for the item number (1-8). Press ø to unequip all of a character's items.
T to T(rade) an item. Type the item number at the prompt. To trade gold, type G. Then type the number of the character you want to give the item to.
D to D(rop) an item. Type the item number at the prompt.
P to P(ool) all gold. This gives all the party's gold to the character being viewed.
Press the Spacebar to leave the View Character mode.

COMBAT COMMANDS

If monsters attack, press F to F(ight) or R to R(un). (Note, you don't always get to run just because you want to.) Or you can press P for P(arty attack) at any time to voluntarily enter intra-party combat. In combat, press:
A to A(tack) monsters in the first 2 ranks, hand-to-hand. Available to the first 3 party members.
D to D(efend). This lessens the chance of damage from a monster in that round.
U to U(se) a magical item. The character must have been equipped with the item in advance.
B to sing one of the 6 B(ard's) tunes for one combat round. Available only to Bards.
C to C(ast) a spell. Type in the code letters for the spell at the prompt. Available to magic users only.
H to H(ide) in the shadows. Available only to rogues.
CRSR Left and CRSR Right to speed up or slow down the combat message scrolling rate.

OTHER ADVENTURING COMMANDS

C to C(ast) a spell when not in combat. At the prompt, type the number of the character who will cast the spell, then type the code letters for the spell.
P to start intra-party combat at any time with a P(arty attack).
B to sing one of the 6 B(ard's) tunes while wandering.



Available only to Bards.
E to go up a portal. The party must have a levitation spell in operation. Works in dungeons only.
D to go down a portal. Works in dungeons only.
? to learn the name of the street your party is on, and the time of day.
N to establish a N(ew order) for the party members. At the prompt, type the numbers of the members in the order you want them to march.
U to U(se) an item. Some items, like torches, must be activated with this command in order to work. Type the character number who has the item at the prompt, then pick the item (by typing its number) from the list which will appear. Some items run out of power after only one use.
V to turn sound on/off.
Use the Left-arrow key in the upper-left corner of the keyboard to pause, and the Spacebar to resume.

HOW TO FORM PARTIES AND CREATE NEW CHARACTERS

Characters can be created and parties formed only in the Adventurer's Guild. When you're ready to leave the Guild, type E for E(xit). Here are the other commands available to you there. Press:
C to C(heck) the roster of characters and party names contained on the Character disk. Party names are indicated with an *. The characters that belong to a party may be anywhere in the list.
A to load a party or A(dd) a character to an already loaded party. Type either a character name or a party name at the prompt. Party names must begin with an * (e.g., *ATEAM). A party can contain up to 6 adventurers and must contain at least one adventurer to use the E(xit) command.
R to R(emove) a character from a party. This saves all current character status information to disk.
N to establish a N(ew) marching order for a party.
D to bring up a set of additional D(isk) options so you can create a new character, save a party name, delete a character from the disk or leave the game, saving the current character status to disk.

After pressing D to bring up the disk options, press:
C to C(reate) a new character. Select the race and class for the character as prompted, then type in a character name up to 15 letters and spaces. Press Return to enter the name. A disk can hold up to 30 characters.
S to S(ave) a party name. **IMPORTANT:** This command does not save the characters themselves. It only saves a roster of the currently loaded characters under the name you type in. When you use this command, the program will automatically add an asterisk to the name to mark it as the name of a party. You must type the asterisk first when you want to load the party again.
D to D(elete) a character from a character disk to make room for another character.
L to L(eave) the game, saving all current character status information to disk.

E to E(xit) the disk options menu and return to the Guild.

UTILITIES MENU

To produce this menu, start your system with the Bard's Tale BootDisk and insert a character disk when prompted to do so. When the menu appears, press:
S to S(tart) playing the game.
C to C(opy) characters from one character disk to another. Just follow the prompts as they appear. The disk you are copying from is the source disk, the one you are copying to is the target disk.
M to M(ake) a new Character disk.

MANUAL ADDENDA

On page 8, item number 3, what's said about intelligence and spell points is true as far as it goes: the higher the intelligence of your magic user, the faster the rate of increase in spell points through experience. But the beginning number of spell points is randomly bestowed at creation.

On Page 8, item number 2, the manual uses the words "save" and "exit" in connection with "game". They were meant there as common verbs rather than as command names. The Save command in the Adventurer's Guild Disk menu does only one thing: it saves a roster of the currently loaded characters under a party name. To write the current status of a single character to disk, use the Remove command to remove him from the party. To write the current status of all loaded characters to disk, use the Leave game command in the main Adventurer's Guild menu. If you turn off the power without using the Leave command, all currently loaded characters will lose all their gold, regardless of when they acquired it.



The Bard's Tale II

THE DESTINY KNIGHT

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Characters	22	My name is Saradon, a wizard of some fame and little fortune. Though you know me not, and we have never met, I feel that I have known you all my life. For the story of your deeds, your entanglement with Mangar and his evil horde in Skara Brae, flows from the lips of every Bard throughout the Realm. For this reason, for your courage and experience, I have contacted you above all others. For now we face an evil much greater than Mangar's. An evil that threatens not the safety and tranquility of but one city, nae... an evil that threatens the existence of the entire Realm and all the cities and citizens within!	
PLACES	23		
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Although Lagoth has thwarted each of my attempts to gain knowledge of his powers and location, I have been able to discover that the Destiny Wand lies broken in seven pieces, at seven different locations. Lagoth has placed each fragment of the scepter within a Snare of Death - a puzzle room that will require all the wisdom and cunning at your disposal in order for you to survive.

Do you believe in legends? Legend states that, "Unimaginable power is bestowed upon the one who reorges the Destiny Wand ..." Regardless of whether or not you hold faith in the stuff of legend, you must defeat Lagoth Zanta, regain the seven fragments, and reforge the Destiny Wand - it is the only way to save the Realm.

Now I must hurry, for in my attempts to glean knowledge of Lagoth, he has discovered my prying magic and even now his mercenaries approach. I care not for my own safety, but I pray that my magic is still strong enough to deliver this letter and the accompanying booklet into your hands. The booklet contains powerful quest knowledge which I have gathered using magic and other, more physical, methods. Use it to help you during your quest. My only regret is that I cannot personally be there to counsel you during your quest. May fate smile upon you ... and upon me.

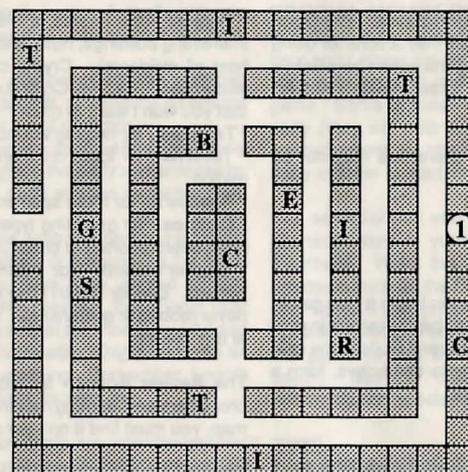
Saradon

OBJECTIVE AND OVERVIEW

This section contains a description of your objective while playing *The Destiny Knight*, and an overview of the game for players who want to get started quickly. The rest of the manual contains reference information on various game aspects such as building and developing characters, finding and mapping the many different locations within the game, and using the combat and magic systems.

Objective

As *The Destiny Knight*, you must assemble a band of adventurers, track down the seven pieces of the Destiny Wand, and defeat the evil Archmage, Lagoth Zanta. Once you have defeated the evil Archmage and have managed to collect all seven fragments of the Destiny Wand, you must reforge the scepter into a unified whole, thus reunifying the Realm (and winning the game).



Tangramayne

- ① = Starter Dungeon
- B = Bank
- C = Casino
- E = Energy Emporium
- G = Adventurers' Guild
- I = Inn or Tavern
- R = Review Board
- S = Shoppe
- T = Temple

Beginning and Experienced Players

If this is your first time in the Realm of the Bard, you should read the whole manual carefully, then keep it handy for reference during game play. If you're a *Bard's Tale* veteran, the Command Summary Card probably contains all the information you'll need to get started, but keep the manual nearby for reference. Because although *The Destiny Knight* software operates almost identically to the *Bard's Tale*, the game itself is more complex.

Beginners: The adventure starts at the Adventurers' Guild in the Realm's capital city, Tangramayne (see illustration above). If you are using first level characters (as new players probably will) proceed immediately to the starter dungeon. The starter dungeon gives your characters some initial experience points and helps them prepare for the more perilous adventures that lie outside Tangramayne's walls. It's very important for beginning players to get to the starter dungeon as quickly as possible, because characters lower than level 14 aren't likely to survive for very long anywhere else in the game.

Veterans: If you're an experienced player with a band of strong adventurers (higher than level 14) transferred from *Bard's Tale*, *Wizardry*™, or *Ultima III*™, you can set out in search of the Destiny Wand immediately. The first step for any player, however, is to start the game using the instructions on the Command Summary Card. Once you have entered the game and have left Tangramayne, locate the Sage in the wilderness and ask him about *The Tombs*. (See "The Sage" below for more information.)

Command Summary Card

Follow the instructions on the Command Summary Card to start *The Destiny Knight* on your computer and to learn



the keystroke commands for your machine. The Command Summary Card also contains instructions for using the disk utilities and for transferring characters from Bard's Tale, Ultima III™, and Wizardry™ (see "Pre-Built Parties" below).

NOTE: The option to transfer characters may not be available on all computers.

* Apple versions *only*.

ADVENTURERS' GUILD

This is where you start each time you begin a new game; i.e. the first time you play or after all the characters in your party have "expired." The Adventurers' Guild is the only place in town where you can create characters, form a party, and save characters to disk.

PRE-BUILT PARTIES

When you enter the Adventurers' Guild the first time, you'll find an assembled band of Adventurers already waiting and ready to go. This is the **ATEAM*. They're all first level characters and are equipped with only the bare essentials in the way of armor and weapons, but they're quite adequate for getting your feet wet in the "starter" dungeon. Use the instructions on the Command Summary Card to help you get the **ATEAM* moving, and see the "Character Types" section for more information about characters and party selection.

In addition to using the **ATEAM*, advanced players can also transfer parties that have already been assembled in *Bard's Tale*, *Ultima III™* or *Wizardry™*. Many of the party's attributes, such as experience points, weapons, and so on, are transferred to *The Destiny Knight*. See the Command Summary Card for step-by-step instructions for transferring characters on your computer system.

THE MAP

The map that's included with *The Destiny Knight* will help you become familiar with the Realm and the important locations within, but you're on your own inside forests, buildings, and dungeons. It's a good idea to keep plenty of graph paper handy while playing so you can create maps of the places you explore. This is especially important in the puzzle rooms because you may have to return to these over and over, making a little more progress each time before you make it all the way through. Keeping a detailed map of your wanderings makes this process easier. Here's a clue: the mazes are setup on a 22 by 22 grid. North is to the top of the screen, east is to the right, and so on. Some of the more important locations are:

* **Cities** - there are six cities in the Realm: Tangramayne, Ephesus, Philippi, Colosse, Corinth, and Thessalonica.
* **Castles** - there are a number of castles you'll need to visit, including: Fanskar's Castle, Dargoth's Tower, and Oscon's Fortress.

* **Forests** - the forests of the Realm hide a variety of interesting buildings, huts, and strongholds (as well as a host of evildoers). Crypts can also be found in the wilderness. The Grey Crypt dungeon is one, in particular, that you won't want to miss.

* **Temples** - for healing wounded party members.

* **Taverns** - for food, drink and more importantly, information.

* **Roscoe's** - for more spell energy.

* **Casinos** - for gambling types. Be careful, the dealers have been reported to cheat ...

* **Bedder's Bank** - for storing your gold for indefinite periods. Bedder doesn't pay interest, but his banks are never robbed or go bankrupt. You can make withdrawals at any branch.

The Review Board - for increasing the level of your characters and learning new magic. This one's not on the map, you must find it on your own.

For more about mapping and locations in the Realm, see the "Places" section below.

COMBAT

Only the first four characters and monsters within melee range can engage in hand-to-hand combat. *The Destiny Knight* uses the same combat modes as *Bard's Tale*, such as Party Attack, Bard Song, and Hide in Shadows, but *distance* now has an effect on combat. Enemies appear within range of 10 to 90 feet from your party. Enemies 10 feet away are in *melee range* and can attack or be attacked with hand-held weapons. Melee range always begins at 10 feet unless you have any type of elongated weapon.

Weapons that are thrown or shot, such as axes, spears, and arrows, are known as *missile weapons* and have a range in which they are effective. These weapons are usually nonrecoverable; they can be used only once. There are, of course, exceptions to this rule. Some magical missile weapons (such as the Zen Arrow) can be reused, and at least one nonmagical missile weapon (the boomerang) can be reused because it returns to the one who threw it. To throw or shoot a weapon, select the "Use" function during combat. And naturally, to use arrows you must have a bow ... See the "Combat System" section for descriptions of more weapons and ranges.

Spells (including Dragon Breath) also have effectivity ranges. Shorter ranges will usually have normal effectiveness, while longer ranges will have decreased effectiveness; e.g. if a spell range is listed at 30 feet and you use it at 60 feet, the spell will not be as effective at the longer range. See the "Magic System" section for descriptions of all spells and ranges.

MAGIC

There are five levels of magic user which are described below.



Conjurers: Can create objects such as fireballs or magic compasses out of thin air, as well as heal wounded party members.

Magicians: Can bestow magical effects on common items. They can make metal glow, or make the air around an adventurer as strong as a suit of armor.

Sorcerers: Can create illusions, such as additional party members. Or they can heighten the party's awareness by giving the party members such abilities as better night vision.

Wizards: Can summon and control supernatural forces, such as summoning elementals or reanimating the dead.

Archmage: These magic users have learned at least three levels for each of the previous four magic user classes. The Archmage is one of the most powerful and important characters in *The Destiny Knight* because an Archmage can do almost anything. Remember, Lagoth Zanta is an Archmage ... fight fire with fire.

The Conjuror and Magician levels are interchangeable; you start at either one. Sorcerer and Wizard classes aren't available to first level adventurers. To achieve these classes, a magic user must have achieved third level magic spells in the previous magic user class. This means that a Magician who can use third level Magician spells is eligible to become a Sorcerer. A sorcerer who is using third level Sorcerer Spells is eligible to become a Wizard. But remember, if you skip a magic user class (e.g., starting at Sorcerer instead of Magician), you cannot go back and master the lower level. And if you are striving for Archmagedom, remember that a character can become an Archmage only by mastering *at least three spell levels for each of the magic user classes*, and a true Archmage has mastered all seven spell levels for each class - Lagoth Zanta did.

THE BARD

The Bard's music is his magic. With the proper instrument he can play while exploring or fighting (with different effects). The bard has seven tunes to choose from, and can play as many songs as he or she possesses in experience levels. But the Bard can play only one tune at a time. Because the Bard makes a special kind of magic, he or she can often help when normal magic is ineffective. For instance, if all your light spells are out and you're in complete darkness because your party is in an anti-magic zone, try Bard song number seven, "The Watchwood Melody."

THE SAGE

The Sage lives alone in the wilderness and is a treasure trove of useful information. You should return to see the Sage after completing every dungeon, for he provides the clues that will guide you in each step of finding the fragments of the Destiny Wand and defeating Lagoth Zanta. But you'll find that the Sage's knowledge is not given freely. In fact, it's not even *cheap*. To begin your first adventure, ask the Sage about *The Tombs* ...

SPECIAL MEMBERS

In addition to the regular characters you create and add to your party, there are also characters who you will meet, conjure or summon, and who will join your party during the game. Some of these characters are beneficial to your party (they will help during combat, or while solving a puzzle), others are hostile to your party (they will join your party in order to start intra-party combat).

It is essential that you always have one or two empty character slots in your party so you can add special members. While this leaves the door wide open for creatures such as the Doppelganger monster to infiltrate your ranks, it also gives you the ability to enlist the aid of special characters who may bring you closer to winning the game (or just save your party from a horrendous death). See the "Character Types" section for more information on special characters.

TIME

Time is definitely not on your side here. It moves inexorably onward whether or not you touch the computer. And nighttime is *not* the right time to be caught outside. Especially since you'll use up spell points faster at night - they only regenerate in daylight. The Adventurers' Guild is a nice place to spend your first night in the Realm ... it's always daytime when you leave the Guild.

Other places where time becomes an especially important factor are in the Snare of Death puzzle rooms. Once you enter a puzzle room the game converts to real-time, not game-time. Each puzzle room has its own amount of time in which you must solve the puzzle and get out alive. And remember, your party cannot leave a puzzle room until the puzzle is solved. See the "Places" section for more information about puzzle rooms.

CHARACTERS

Humans are only one of many races to be found in the Realm of the Bard. Half the fun of exploring the Realm is learning about and getting to know the non-human inhabitants. In this chapter we'll take a look at the different races, classes, and abilities.

RACES

Including humans, there are a total of seven races that inhabit the Realm of the Bard. Each of the races that inhabit the Realm are described briefly in the following sections.

Human: The people of this race are known for their inventiveness, hardiness, aggressiveness and downright stubbornness in the face of adversity. A perfect set of traits for survival in the Realm of the Bard.

Elf: These fair-haired, fair-skinned people closely resemble humans but are usually taller, faster, and more agile. The



Elven people are highly skilled in the arts - especially magic and war.

Dwarf: These short, stout people are amazingly strong and healthy, but not always very bright. All very good reasons to make sure you have the dwarves on your side in a fight.

Hobbit: These small people are wise, nimble, and usually very patient. It is said that, if need be, a hobbit can steal the gold-purse from a shadow.

Half-Elf: These people are living proof of the compatibility between humans and elves. They are fair-haired and light-skinned like elves, but gain some bulk and strength through their human ancestry.

Half-Orc: Orcs are large, semi-intelligent, pig-like creatures that can usually be found in the employ of evil wizards. Half-orcs, because they are 50% human, aren't quite as despicable as full orcs - but they're sometimes just as dangerous.

Gnome: These people resemble dwarves, but usually have less hair, shorter tempers, and are *always* better at using magic.

CLASSES

Each of the characters in your party of adventurers must belong to a particular class, or profession. There isn't a single class that's best, your characters must depend on each other and use teamwork to succeed on their quest.

Class selection is the most important aspect of creating a character in the Realm of the Bard. There are ten different classes, but only 8 to choose from with a newly generated character. A character's class is shown in View Character mode, and onscreen at all times by an abbreviation in the CL (Class) column. Each class has its own set of strengths and limitations which are described briefly in the following sections:

Warrior (displayed onscreen as WA): Warriors can use nearly every weapon they come across. For every four levels of experience after the first, warriors get an extra attack capability during combat.

Paladin (PA): Paladins are fighters who have sworn to abstain from all evil and to uphold honor and purity in all places and situations. Paladins can use most weapons including many that other fighters can't. Paladins get multiple attacks at higher levels, and also have a greater resistance to evil magic.

Rogue (RO): Rogues are professional thieves with mediocre combat skills. However, rogues are experts at skulking in the shadows, as well as searching for traps and disarming them. Without a rogue in your ranks, your party's booty will come at an unusually high price.

Bard (BA): Bards are colorful characters. Most Bards are warriors who have given up the art of war for the art of magical music. This doesn't mean, however, that they've forgotten how to handle warrior weapons. But because they're not true warriors, Bards don't have the advantage of extra attacks during combat.

Because of their unique form of musical magic, it's nearly impossible to survive in the Realm without a Bard in your party. Most Bards always have a repertoire of seven songs, but must also have an instrument in order to perform. A Bard song played while exploring is long lasting and will resume after combat; even if other tunes were played during the fight. Songs performed during combat are brief - lasting only one round - and their effects differ from the noncombat versions.

Only one Bard tune can play at a time, and the tunes vary according to the difficulty of the dungeon. If a second tune is started by the same or a different Bard, the first song will end. A Bard can play as many tunes as he has experience levels before his throat dries e.g. if you Bard has four experience levels, he'll be able to play four tunes from his repertoire. The only cure for a Bard's dry throat is a large tankard of ale from the nearest tavern. This is the source of one of the Realm's popular sayings, "When the going gets tough, the Bard goes drinking ..."

Hunter (HU): Hunters are often known by other titles; assassin, mercenary, ninja. Hunters can use most weapons, and can often instantly kill an opponent by striking a nerve centre or other vital area during an attack (a handy skill that increases in accuracy as the hunter accrues experience points).

Monk (MO): Monks are inhuman fighting machines trained in all aspects of the martial arts. Monks can use traditional weapons, but usually (especially at the higher experience levels) are more effective using their bare hands.

Conjurer (CO): Conjurers are the first of five levels of Magic Users. They can heal the wounded and create physical phenomena such as fire and light.

Magician (MA): Magicians are the second level of magic users and use their magic to change the properties of physical objects; i.e. enchanting a sword, making armor stronger, or making a dungeon wall disappear.

Sorcerer (SO): Sorcerers are the third level and deal in the creation and manipulation of illusions. The level is very powerful and isn't available to new characters.

Wizard (WI): Wizards are the fourth level and can summon and bind supernatural creatures. These creatures don't like our plane of existence and aren't very friendly. Trying to control these creatures is extremely hazardous and therefore the Wizard level isn't available to newly created characters.



Archmage (AR): Archmages have mastered *at least three levels* of magic spells for the previous four magic user classes. Needless to say an Archmage can pretty much do as he pleases, and new characters cannot immediately proceed to the Archmage level. If you have an Archmage in your party, you probably don't need to read any further.

For more information on the magic classes and using magic, see the "Magic System" section later in this manual.

SPECIAL MEMBERS (MN OR IL)

Special members (generically called "monsters") are characters who meet and join your party during its travels. Special members can be either monster (MN) or illusion (IL). There are two ways for special members to join your party:

1. By being summoned, created as an illusion, or using some other magical artifice.
2. By introducing themselves to the party and offering their services as a comrade in arms.

Your party can have up to six special members. They can even be renamed and saved to disk when you return to the Adventurers' Guild. However, you can't control special members during combat. Special members pick their own forms of attack and usually go after the first group of monsters your party is facing. Likewise, special members can carry items for your party, but cannot find or use items - only characters you create can use the items they find or purchase in the game. Illusionary members disappear from the party ranks when they are killed. An illusionary special member is killed if a foe disbelieves in its existence. Any items that an illusionary special member is carrying (such as *gold*) are lost if the illusionary character is killed.

If a nonillusionary special member is attacked by another party member for any reason, the special member immediately turns hostile and fights until defeated. Dead special members can be resurrected and healed just like your regular *Destiny Knight* characters. You can remove special members from your party with the "Drop Character" command (see your Command Summary Card).

VIEW CHARACTER ATTRIBUTES

Each character possesses six attributes that define the physical and mental abilities for the character, as well as the character's race, class, and possessions. Each of the character's attributes is randomly assigned a value from 1 to 18 - the higher the number, the greater the capability. The following five attributes are found in the View Character mode. (See the Command Summary Card for the key sequence that enters View Character mode).

Strength (displayed in View Character as ST): Pure physical power that determines the amount of damage a character can inflict on an opponent in hand-to-hand combat. Make sure your fighting characters are strong.

Intelligence (IQ): Mental power. A magic user gets bonus spell points for a high intelligence score.

Dexterity (DX): Agility and nimbleness. A high score in this area makes your characters harder to hit and helps them land the first blow during combat.

Constitution (CN): Healthiness and survivability. It takes more damage to kill characters with strong constitution. Strong constitution is usually reflected with bonus hit points (see "Hit Points" below).

Luck (LK): As always, luck is ambiguous, unpredictable, and has a number of unforeseen effects on your characters' lives. Lucky characters are more likely to resist evil magic and avoid traps.

Spell Levels (SORC, MAGI, CONJ, WIZD): These four attributes in View Character mode show the spell level for the character. This rating determines the highest group of spells a magic user can use in their class. For instance, a Conjurer with a rating of 3 can only use Conjurer spells up to the third level - higher levels can't be accessed without a higher rating. There are seven spell levels per magic user class. Like other attributes, the ability to learn new spell levels increases with experience points (but you must pay to learn new spells). The table below lists the progression.

Experience Level	Spell Level
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5
11	6
12	6
13+	7

CHARACTER ACQUISITIONS

Also found in the View Character mode are skills or items that your characters acquire during the course of the adventure. There are four categories altogether.

Experience Points (EXPER): Measures the character's abilities that have been gained by experience. The higher the experience points, the greater the character's abilities. Characters earn experience after every battle, relative to the success or failure of the battle (success or failure being determined by the number of survivors in your party).

Gold: Gold is as precious in the Realm of the Bard as it is in your own world. Your characters start out with just



enough gold to buy them the bare essentials in armor and weapons to start the quest. Your party can earn more gold from the monsters they defeat in battle, or by selling the things they find in dungeons - the overall strength and armament of your party should determine which method you use in the beginning.

Level (LVL): Reflects the level of achievement within a character's class. For example, Level 1 is a Novice, while Level 13 is needed to become a Master of a magic user class.

Based on experience points, the Review Board promotes characters to higher levels within their class - but only if the character requests promotion in-person; i.e. *you must find the Review Board*. Advancing levels is important because it usually means increases in attribute scores such as hit points, spell points, and so on.

Items (1-8): Up to eight items can be carried at one time. Items fall into ten categories; weapons, shields, armor, helms, gloves, musical instruments, figurines, rings, wands, and miscellaneous. You must *Equip* the character with the item in order to use it (see your Command Summary Card for the Equip command). Only one item from each type can be equipped at one time. This means that your character can't use two shields at once, even though there may be two shown in the inventory.

Certain items can be used only by specific characters. For example, only Bards can use musical instruments. An item that can't be used by a character is marked with a θ in View Character mode or the Equipment Shoppe. An item that has been equipped (so the character can use it) is marked with a * symbol.

ONSCREEN STATISTICS

In addition to the ten basic attributes shown in View Character mode, there are an additional five characteristics that determine your characters' attributes in other areas such as health, experience, armor class, and so on. The next five attributes are listed in onscreen columns at all times.

Armor Class (AC): Reflects the level of protection a character has against physical attack. Armor class starts at 10 for a totally unprotected character with low dexterity. As the character's protection improves through armor, spells, and other means, the armor class drops to -10, and eventually all the way to L+ (the equivalent of a -21 armor class). Once your character's armor class reaches L+, the display doesn't change even though the armor class may continue to go lower than -21.

Hit Points (HIT PTS): The two columns that show hit points reflect the amount of damage a character can take before dying and the character's current condition. The HIT column shows the character's total number of hit points, or the character's potential at full health. The PTS

column shows the actual current *condition* of the character. For example, if a character has an HT column that contains 20 and a PTS column that contains 20, the character is at full health. If the character takes 3 points of damage during battle, however, the HIT column remains at 20 while the PTS column drops to 17; thus showing you the character's total *potential* hit points, and the current *actual* status.

Spell Points (SPL PTS): These two columns show the total possible and current actual spell point status. Spell points are used with each spell the character casts. The amount of spell points used is determined by the spell itself. For instance, if a Conjuror's SPL and PTS columns both contain 18, he is at full power. If the Conjuror casts a Mage Flame spell that costs 2 spell points, the PTS column value drops to 16. The character's *maximum* spell points are listed in the SPL column, while the spell points *remaining* are shown in the PTS column.

Class (CL): Shows the character's class in abbreviated form. See "Classes" to learn the onscreen abbreviation for each class.

CREATING A CHARACTER

If you decide that you want to create your own characters for your quest party, you can use the Create Character mode. Create Character mode only works in the Adventurers' Guild. Use the command shown on your Command Summary Card to enter Create Character mode, then use the following procedures to build your characters one-by-one:

1. Select a race for the character.
2. Next the computer displays a set of attribute values for the character which are like a combination of genes and luck. There is a lowest possible value for each attribute of each race - these are the genes. The computer then "rolls the dice" and adds the random number to each of the attributes - this is the luck. The sum of the gene and luck values are then displayed as the attribute values for the character.
3. If you're satisfied with the computer's "dice roll," choose a character class, then name the character. If you want to try for a better set of attributes, use the command listed on the Command Summary Card to make the computer "reroll the dice."
4. After the character's name is assigned, the character is saved to your character disk.
5. To use the character, you must *add* him or her to your party with the Add command shown on the Command Summary Card.

TIPS FROM THE ADVENTURERS' GUILD: CHARACTERS

1. Don't be too concerned about losing a level 1 character; just make another. When your characters reach level 3, however, backup your character disk regularly with your favourite disk copy utility.



2. You have several options if your favourite character is killed. You can spend spell points to resurrect the character with magic, or gold to resurrect the character in a temple. You can turn off the computer, reboot, and reload your party from the point where you last saved them to disk (meaning all the characters lose all the gold and experience points they may have earned since the last time they were saved). Or you can delete the dead character from your main character disk, and replace the character from your backup disk.
3. 16's, 17's and 18's can often make a big difference when "rolling" for a character's attributes. For example, Dexterity gives everyone bonus armor protection and first strike capabilities; Strength enables you to do extra damage in combat; Luck often allows you to survive even if you accidentally spring a trap; and Constitution provides all characters with extra hit points. Although it makes no difference in the first allotment, magic users with high intelligence ratings get bonus spell points in later turns.
4. Many races have a specific attribute they excel in. Pay close attention to the starting attributes when designing your party.
5. Develop a Sorcerer fast - they're quite useful in dungeons. Wizards are very important at advanced levels because they can summon extremely powerful special members. Work toward Archmagedom. You'll need at least one, and wish you had many more.
6. The *ATEAM, while excellent for the starter dungeon, may not last long at the advanced levels. Experiment with a hunter: because of their "critical hit" capability, a hunter can often vanquish superior monsters. And don't overlook monks - after the sixth level they are probably the best fighters of all.
7. Warriors and other fighters are often less effective against the higher level, magic-using monsters, but without their protection your magic users won't survive long enough to learn the higher level magic spells.
8. Keep a slot open for special members. There will be times when you need to temporarily enlist the services of a special member to help your party through certain portions of the game. If all the member slots in your party are filled, you won't be able to add a special member.
9. You can save special members with your party, but you must either rename the party, or save the special members separately.
10. Beware of the Doppelganger monster. It enters your party and looks just like one of your characters. Dealing with one Doppelganger isn't so bad, but if you have a number of empty member slots and multiple Doppelgangers enter your party, things can get pretty confusing.
11. The first character in your party is the group leader. Having a high level, high luck character in that slot can help you avoid a lot of trouble. A Paladin is the most effective group leader.

12. Pay close attention to character statistics while exploring. If you see that your character's spell or hit points are draining for no apparent reason, you may be in a special square - move immediately. There are many special squares in *The Destiny Knight* that can affect your party in various (and lethal) ways - watch out for them.
13. Always leave open slots for new items in your inventory. Some puzzles require you to take or possess a certain item in order to solve the puzzle. Having no room in your inventory prevents you from solving these types of puzzles.

PLACES

With six cities, 25 dungeon levels, and wilderness that you can fully explore, there are a lot of places you can visit in your travels through the Realm. Even characters with really high intelligence attributes are bound to get lost without some diligence on your part.

UNMARKED BUILDINGS

Most of the buildings in the Realm are unmarked and can be entered by moving the party Forward (see the Command Summary Card for the Forward command) through the building's door. Often, however, an unmarked building will be inhabited by a group of the vicious invaders and your party will have to fight for their lives. Other times, an unmarked building may house the entrance to a dungeon.

If you suspect that a building houses the enemy, a dungeon entrance, or if you're just out looking for a good fight, use the Kick command (see the Command summary Card) to kick in the door and get the drop on the cretins. Remember: Fighting is good for your party - it builds experience points.

ADVENTURERS' GUILD

The Adventurers' Guild is the "union hall" where unemployed characters hang out, hoping to join a quest party. The Adventurers' Guild is the only place you can create and add new characters to your party. There is an Adventurers' Guild in every city.

GARTH'S EQUIPMENT SHOPPE

Garth is a retired hero whose deeds are recalled in many a Bard song, so his knowledge of weaponry and other artifacts is vast. You can buy, sell, or identify armor, weapons, and other items at Garth's chain of equipment shoppes in almost every city throughout the Realm. You can also pool all of the party's gold for purchasing those special (but expensive) items. Garth's success as a hero and businessman are known throughout the Realm and the blacksmiths of the Realm gladly provide his shoppes with an endless supply of basic armor and weapons.

Unique items brought back from the dungeons can be sold to Garth, but they won't be resupplied if they're sold to other adventurers (other residents of the Realm *do* pur-



chase equipment from Garth's shoppes). Occasionally you may find an object that you suspect is special. Although you may be able to identify the object's general purpose (i.e., ring, shield, sword), you may not be able to identify its specific type (i.e. Ring of Power, Dragon Shield, Sword of Zar). Garth can probably identify these objects for you, but Garth doesn't work cheap.

REVIEW BOARD

The Review Board is composed of representatives for the ten different classes from all over the Realm. Based upon your accumulated experience points, the Review Board will consider your in-person request for advancement to higher levels. The Review Board also teaches new spells (for a nominal fee) to magic users who qualify for advancement.

There is a Review Board in almost every city of the Realm, but you'll need to do a bit of searching in order to find them - and it's important that you find them. Your success in the Realm depends upon the ability to progress to higher character levels. By the way, the Review Board is closed at night and on all government proclaimed holidays.

CASINOS

Casino gambling is a favourite way to relax after a hard day of battling orcs, and casinos are found in almost all of the Realm's cities. The casinos play a game whose closest equivalent is blackjack, and it's reported (but not substantiated) that many of the dealers cheat through their teeth when they're stiffed for a tip.

BEDDER'S BANK FOR THE BOLD

Bedder - an old half-elf who reportedly sold his mother to a band of lonely orcs in order to finance his first branch - will deposit your gold for safekeeping at any of his bank's branches throughout the Realm. Although stingy old Bedder doesn't pay interest on your deposits, his bank is never robbed and you can withdraw your gold at any time, at any branch. When you withdraw your gold, you must withdraw the entire amount. You can, however, make partial deposits. Another nice feature of Bedder's Bank is that the gold you deposited will still be there if you quit and restart the game (even if you're using a new set of characters).

TAVERNS

Taverns are favourite places to obtain refreshment and gossip. Watch out for your Bard in taverns - he has a tendency to overtip the bartender and *tip over* the barmaid.

DUNGEONS

Dungeons take a variety of forms such as towers, catacombs, or tombs and each can have a varied number of levels. You can go up to higher or down to lower levels using stairways, portals, or teleportation; whichever is more convenient or readily available.

Stairways are not visible from afar, but you're asked whether you want to ascend or descend when your party steps onto one. Dungeons also contain plenty of special squares that may affect your party in varied, and sometimes deadly ways. If you suddenly see that your characters' spell or hit points are draining away, you may be in a special square. Move your party to safety as quickly as possible.

Portals appear as holes in the floor or ceiling and are only visible from a distance. Your character won't go through a portal simply by standing on it, you must give the command to do so (see the Command Summary Card). If a character jumps down a portal, the character will be damaged by the fall unless a levitation spell is used. A levitation spell is the *only* way to travel *up* through a portal.

The location of dungeon entrances are well-kept secrets, but there are plenty of clues throughout the Realm - if you look hard enough.

ROSCOE'S ENERGY EMPORIUM

Roscoe's a cagey old mage who opened his chain of Energy Emporiums hoping to cash in on the sorcerous energy crisis of '27. Even after the evil archdemon was destroyed and the sorcerous energy continuum was restored, Roscoe found that his Energy Emporiums could still turn a healthy profit. They're still around today, serving the energy needs of all magic users. Spell points aren't recharging fast enough? Go see Roscoe ... but be sure to bring plenty of gold.

TEMPLES

As divine institutions of resurrection and complete healing, temples are the only places that can cure characters who have been withered or turned to stone. A resurrected character still has the same item, gold, and experience points, but is resurrected with only one hit point. Although a dead character can be brought back to life, he may have to sell his soul in order to do it.

TIPS FROM THE ADVENTURERS' GUILD: PLACES

1. Your first adventure should be in the starter dungeon in Tangramayne. The starter dungeon is at the opposite end of town from the Adventurers' Guild. Instructions and details about this dungeon are presented when your party enters. Any party is allowed in the starter dungeon, but only characters less than level 12 receive the maximum reward for completing the starter dungeon.
2. Explore and map every square in every maze. There are "Magic Mouths" that give hints. Mazes also contain one-of-a-kind magic items and spell regeneration zones. In addition to keeping you alive, carefully drawn maps will show the logical places for secret doors and rooms.
3. Avoid potential traps. High level rogues can easily open chests, but use the "Trapzap" spell when in



- doubt, TRZP is guaranteed to protect the party from harm. TRZP will disarm any trap you encounter, including the innocuous Gas Cloud traps - which have doomed many brave (but foolish) heroes.
4. Make sure all members of your party are fully healed before entering a new dungeon.
 5. When finding your bearings in a labyrinth, remember that each successive level goes *up* in a tower or castle, and *down* in a dungeon or tomb.
 6. The segments of the Destiny Wand are hidden within real-time puzzle rooms known as Snares of Death. The game will alert you when your party has entered one. Once inside, you have a limited amount of time to complete the various tasks, puzzles, and riddles within the room and retrieve the segment. In some rooms the tasks must be completed in a specific order, in other rooms the order isn't important. In any case, if you take too long in a puzzle room, your entire party will instantly perish. There is a Snare of Death in every dungeon with the exception of the starter.

COMBAT SYSTEM

You're going to have to fight to become *The Destiny Knight*. There's no avoiding it (except temporarily); it's the only way to build experience points and win the game. But don't worry, most of the monsters you'll meet during the game will give you plenty of incentive to fight - and you won't *always* be able to run.

Combating "monsters" (a generic term for all opponents) occurs randomly and at set locations. You can also use intra-party combat should one of your characters turn to the dark side. A list of foes (broken down by the number of foes in each group) is given at the beginning of the battle. The maximum number of foes is up to four groups of monsters. Any group of monsters within 10' of your party is within melee range and can physically attack your party. Some monsters, however, begin attacking far away and may throw illusionary or summoned foes into your path to keep your party from advancing. This tactic is difficult to defeat, but with the right combination of magic and missile weapons, your party can fight back.

COMBAT ACTIONS

Like a boxing match, combat is divided into a series of rounds. You must decide what action each of your characters will take in the upcoming melee at the beginning of each round - unless you decide you want your party to run away or advance. A menu of battle options appears for each member of your party at the beginning of the round. Each menu option is described below:

- (A)ttack foes:** Tells the character to physically assault members of any group of monsters within 10'.
(P)arty attack: Tells the character to physically assault another member of the party, including special members. (See "Special Members" in the "Character Type" section above.)

- (D)efend:** Tells the character to simply defend during the round, thus reducing the chance of being hit.
(U)se an item: Tells the character to use a magical item or missile weapon from the inventory that's currently equipped for use. You may be required to specify a target for the effect.
(B)ard Song: Tells the Bard to play a short tune that will affect the party in some fashion.
(C)ast a spell: Tells a magic user to cast a spell at the party or a group of foes. You must enter the spell code and specify a target.
(H)ide in shadows: Tells a rogue to try and avoid combat by hiding in the shadows. If successful, the rogue is skipped as a target when the combat round begins.

Your first four party members (0-3) can be physically attacked by monsters and can also retaliate. The last three characters can be attacked with magic only, and can retaliate with magic only. Using this method puts your first four characters on the front line of attack, and holds the others in reserve in case the front four don't fare too well. Monsters within melee range operate similarly; they're the only groups that can attack or be attacked physically.

When the battle commands for all your party members have been entered, the round begins. The most dexterous and powerful characters and monsters usually strike first, but luck, character level, and character class also play a role in the combat. The outcome of evenly matched battles, however, often depends on getting in the first blow.

The scrolling speed of the combat messages can be increased or decreased according to your taste. See the Command Summary Card for details on this option.

Dead monsters are removed from the ranks of your foes, and dead characters (including nonillusionary special members) are moved to the end of your party list at the end of every combat round. When combat ends - when either your party or the monsters are destroyed - treasure and experience points are distributed amongst the survivors.

TIPS FROM THE ADVENTURERS' GUILD: COMBAT

1. The character with the highest dexterity rating and level number usually attacks first. Use the character with the highest dexterity rating to attack especially fearsome creatures such as Dragons. Less dexterous characters might not survive long enough to get in the first strike.
2. Use spells and Bard song to lower the armor class of your entire party. Remember, the lower the armor class rating the better.
3. If attacked by more than two groups of monsters, concentrate your efforts on the magic users first. If you can't kill all the magic-using monsters, cast magic-repellent spells to protect your party from illusions, possessions, and other spells.



- As a general rule, attack groups containing only one monster last, unless it contains a particularly deadly monster, then attack it while your party is strong.
- Many *undead* monsters (monsters who have returned from the dead i.e. zombies) can drain experience levels, rapidly age characters, critically hit, or even turn characters to stone. Treat the undead with respect - kill them quickly.
- Be prepared to lose a lot of level one and two characters; especially at night and when you're walking unarmed to Garth's Equipment Shoppe. In fact, it's a good idea to stay close to temples at night so you can heal wounds quickly.
- Remember that you cannot physically attack a group of monsters that are more than 20' away. You can't advance up to them either, if there is another group already within melee range. For this reason, keep a well-stocked supply of missile weapons (i.e. arrows, spears, axes, etc) - they allow you to attack monsters who hide behind others.

MAGIC SYSTEM

Magic is power. But although magic often means the difference between success and failure in the Realm of the Bard, it isn't always necessary or wise to rely on magic. There are places in the Realm where magic doesn't work, and certain monsters who are highly resistant to magic. Sometimes your characters will just have to work up a sweat using good old brute force.

RESIDUAL SPELLS

The best way to tell if your party is in an anti-magic zone is to watch your *residual spells*. Residual spells are magic spells that work for long periods of time, such as light spells, trap detection, secret door detection, and magical armor. Most residual spells display a symbol above the main message box onscreen to tell you that the spell is still active. If one symbol disappears, the spell has expired. If all but a magic light spell disappears, you are probably in an anti-magic zone. All spells except magic light are cancelled in anti-magic zones.

Spells have a point cost. Each spell costs the casting mage a small amount of sorcerel energy. A mage can recharge his sorcerel energy in three ways:

- Enter direct sunlight. Sorcerel energy recharges automatically in direct sunlight.
- Regenerate at Roscoe's Energy Emporium. Roscoe has prices that would make OPEC blush.
- Find one of the special regeneration zones scattered throughout the Realm. Regeneration zones can be anywhere in dungeons.

MAGIC ITEMS

Inanimate objects can possess magical powers also. Magical weapons, for instance, inflict extra damage, while magical armor provides extra protection. Other magical

items radiate special energy that is beneficial to your party. You may even need to find magic keys or talismans that will give you access to secret or protected areas in the Realm. Magical items are often hidden in dungeons or carried by monsters.

The general rule is: the more powerful the item, the harder it is to obtain. The most powerful magic items are usually found in the most challenging dungeons, guarded by the fiercest monsters. When you obtain one of these important items, be sure to guard it well - it may be the key to becoming *The Destiny Knight*.

CASTING SPELLS

You cast spells by typing a four-letter abbreviation of the spell name when the computer prompts you to do so. The entire list of spells, codes and spell points required for each being in the "Conjurer Spells" section later in the manual.

MAGIC USERS

Magic users begin the game with the knowledge of all the spells of their magic user class and level. Magic users learn new spells by level (in groups) rather than one spell at a time. Each level can contain from 2 to 4 spells. For instance, a first level conjurer will automatically know all the conjurer spells for the first level (a total of 3 spells). A third level conjurer will know the first, second, and third level Conjurer spells (a total of 9 spells).

Conjuring: Conjurers perform the instantaneous creation of objects and effects by channelling their sorcerel energy. Conjurer spells are potent, but not omnipotent because of the enormous amount of energy required to create even a moderate effect.

Conjurers can also affect natural phenomena to produce new effects. One example would be distorting the space-time continuum in order to teleport living creatures to new locations.

Magic: Magicians can bestow magical effects on common objects. This is not to say that the item becomes magical, it doesn't. But it does radiate magical energy for the duration of the spell. Spells usually last as long as the combat continues.

The main purposes of the magic practiced by Magicians are to increase an item's capabilities, give the item new capabilities, or to transform the item into something completely different. For example, a magician might cast a spell that makes a sword inflict more damage, makes dungeon walls glow, or causes a wall to totally vanish for one move.

Sorcery: Sorcerers can cast illusions and possess a heightened sense of awareness. The Sorcerer's motto is, "Seeing is believing." Sorcerers create illusions by first envisioning an image, then magically projecting that vision



onto the retinas of all who watch.

When supplemented with the appropriate stimulus to the victim's other senses, the illusion is so real it can hurt, even kill, the victim. Naturally, the illusions are only effective as long as the victim believes them to be real. As soon as the victim stops believing in the illusion, the spell is broken. Because of their heightened senses and precise control of the mind, Sorcerers can often see things that aren't readily apparent.

Wizardry: Wizards can summon and control supernatural creatures and energies. The Wizard has fewer spells to choose from than the other classes, but Wizard spells are by far the most powerful.

The creatures a Wizard summons come from the *Negative Plane*. As a special member controlled by your Wizard, these otherworldly creatures will stay in your party and fight until defeated.

In addition to summoning Negative Plane creatures, the Wizard can often trap and control normal monsters, and can harness incredible energy sources as well.

Archmagedom: Archmages are the *wise ones* who have progressed through at least three spell levels for each of the four mage classes. This gives the Archmage the ability to pick and choose from up to 75 of the known spells. The Archmage is one of the most powerful and well-respected characters in the Realm of the Bard.

MOVING UP IN RANK

Mages who know at least three spell levels in an art (a magic user class), can move up a new mage class with the blessing of the Review Board. This means a level 5 conjurer can become a level 1 magician.

Moving to the new class resets the character's experience points to 0, but leaves the other attributes such as hit points, spell points and gold as they were. The character also retains knowledge, and can use all the Conjurer spells - *but only through spell level 3*.

Once a character moves to a new magic user class, he or she cannot go back and learn the skipped spell levels.

THE BOOK OF SPELLS

The following sections list and describe all of the spells know to Realm magic for each of the four mage classes. The sections are organized as follows:

Mage Class Level

CODE PT. COST RANGE DURATION

Spell Name - a brief description of the spell's effect and any special instructions for use.

The range of effectiveness is measured in number of

game squares, with each square equivalent to 10 feet (10'). The range terms are defined below:

View	affects line of sight
1 Foe	affects a single monster regardless of the number your party faces.
1 Wall	affects a wall in the direction the spellcaster faces.
All Foes	affects all the monsters your party faces.
Group	affects 1 of up to 4 monster groups
Self	affects spellcaster only
##'	affects anything in the direction the spellcaster is facing for the number of feet specified with ##.
Char	affects the party member you designate
Special	affects the special member you designate
∞	signifies a spell that hits with full effectiveness up to the listed range, and at reduced effectiveness when it hits at double the listed range. For instance, if you use a spell with a listed range of 30' against a foe who is 60 feet away, the spell will hit your foe with reduced effectiveness.
N/A	provides information, knowledge, or some other effect that renders a range measurement Not Applicable.

In addition to a range, spells also have a duration or lifetime. The duration terms are defined below:

Combat	lasts until combat ends through party victory, monster victory, or running away.
1 Move	lasts for exactly one move.
1 round	lasts for the entire round of combat.
Short	lasts a few minutes only.
Medium	lasts several minutes
Long	lasts twice as long as Short spells
Indef	lasts until the party enters the Adventurers' Guild or an anti-magic zone.
Misc	has multiple or variable ranges
N/A	is so short, assigning a duration is Not Applicable. The result of the spell is immediate.

CONJURER SPELLS

Level 1:
MAFL 2 VIEW MEDIUM
MAGE FLAME - a small self-propelled "torch" appears and floats above the spell caster as he travels.

ARFI 3 1 FOE (10') N/A
ARC FIRE - a fan of blue flame jets from the spellcaster's fingers, inflicting 1-4 hits of damage, which are multiplied by the spellcaster's level, on the selected opponent.

TRZP 2 30' N/A
TRAP ZAP - disarms any trap within 30 feet (3 squares), in the direction the spellcaster is facing. TRZP also works on chests, but still costs the same amount of spell points.



Level 2
FRFO 3 GROUP COMBAT
FREEZE FOES - binds your enemies with a magical force, slowing them down and making them easier to hit.

MACO 3 N/A MEDIUM
KIEL'S MAGIC COMPASS - a compass of shimmering magelight appears above the party, and shows the direction they face.

WOHL 4 CHAR N/A
WORD OF HEALING - lets the spell caster heal a party member who suffers from 4-16 points of damage by uttering a single word.

Level 3
LERE 5 VIEW LONG
LESSER REVELATION - an extended "Mage Flame" spell which 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 (20') N/A
WARSTRIKE - an energy stream shot from the spell-caster's finger that sizzles a group of foes for 5-20 hits damage.

Level 4
INWO 6 PARTY N/A
ELIK'S INSTANT WOLF - summons a giant, extremely fierce wolf to join your party.

FLRE 6 CHAR N/A
FLESH RESTORE - a powerful healing spell that restores 10-40 hit points to a party member, including those stricken with poisoning or insanity.

Level 5
GRRE 7 VIEW LONG
GREATER REVELATION - operates like "Lesser Revelation", but illuminates a wider area for a longer period of time.

SHSP 7 GROUP (30')[∞] N/A
SHOCK-SPHERE - creates a large globe of intense electrical energy that envelops a group of enemies, and inflicts 10-40 hits of damage.

Level 6
INOG 9 PARTY N/A
ELIK'S INSTANT OGRE - materializes the biggest, meanest ogre you've ever met to ally with your party.

MALE 8 PARTY INDEF
MAJOR LEVITATION - operates like LEVI from spell level 3, but it lasts until dispelled (i.e. until the spell is terminated by some event such as activating an anti-magic square).

Level 7
FLAN 12 PARTY N/A
FLESH ANEW - operates like FLRE, but affects every member of the party.

APAR 15 PARTY N/A
APPORT ARCANE - teleports the party within a dungeon to any location that's not protected by a teleportation shield. Also teleports the party between cities that are in the range of +1 to 6. Your party always arrives in the city's Adventurers' Guild.

FAFO 18 GROUP N/A
FAR FOE - moves a group of foes 40 feet further away from your party, up to a maximum distance of 90 feet.

INSL 12 PARTY N/A
ELIK'S INSTANT SLAYER - materializes a slayer that joins your party. What's a slayer? The name speaks for itself....

MAGICIAN SPELLS
Level 1
VOPL 3 CHAR COMBAT
VORPAL PLATING - causes the weapon (or hands) of a party member to emit a magical field, that inflicts 2-8 points of additional damage.

QUFI 3 CHAR N/A
QUICK FIX - regenerates a character for precisely 8 hit points up to the character's maximum hit point level.

SCSI 2 PARTY N/A
SCRY SITE - causes a dungeon or wilderness pathway to reveal the party's location.

Level 2
HOWA 4 1 FOE (10') N/A
HOLY WATER - holy water sprays from the spellcaster's fingers, inflicting 6-24 points of damage on any foe of evil or supernatural origin.

MAGA 5 CHAR COMBAT
MAGE GAUNTLETS - makes the hands (or weapon) of a party member more deadly by adding 4-16 points of damage to every wound it inflicts on a foe.

AREN 5 30' SHORT
AREA ENCHANT - causes the dungeon walls within 30 feet (3 squares) of a stairway to call out if the party is headed toward the stairs.

Level 3
MYSH 6 PARTY MEDIUM
YBARRA'S MYSTIC SHIELD - causes the air in front of the party to form an invisible shield that's as hard as metal and precedes the party as they move.



OGST 6 CHAR COMBAT
OSCON'S OGRESTRENGTH - endows a specific party member with the strength of Elik's ogre for the duration of the battle.

STFL 6 GROUP (40')[∞] N/A
STARFLARE - ignites the air around your enemies scorching them for 10 to 40 damage points.

Level 4
SPTO 8 1 FOE (70') N/A
SPECTRE TOUCH - drains a single enemy of 15 to 60 hit points; like a touch from death itself.

DRBR 7 GROUP (30')[∞] N/A
DRAGON BREATH - lets the spellcaster breathe fire at a group of monsters, inflicting 11 - 44 points of damage on each monster.

Level 5
ANMA 8 PARTY COMBAT
ANTI-MAGIC - causes the ground to absorb a portion of the spells cast at the party by monsters. Often allows the party to escape unharmed. This spell also aids in disbelieving illusions and shielding against magical fire such as Dragon Breath.

STTO 8 1 FOE (10') N/A
STONE TOUCH - usually turns an enemy to stone (except those already made of stone), instantly killing the enemy.

Level 6
PHDO 9 1 WALL 1 MOVE
PHASE DOOR - turns almost any wall to air for exactly 1 move.

YMCA 10 PARTY INDEF
YBARRA'S MYSTICAL COAT OF ARMOR - operates like YBARRA'S MYSTIC SHIELD, but lasts indefinitely.

Level 7
REST 12 PARTY N/A
RESTORATION - regenerates the body of every party member to perfect condition; it even cures insanity or poisoning.

DEST 14 1 FOE (10') N/A
DEATHSTRIKE - very likely to instantly kill one selected enemy.

WZWA 11 PARTY N/A
WIZARD WALL - creates a wall of force that travels with the party and absorbs many of the enemy's attacks.

SASP 30 PARTY N/A
SAFETY SPELL - teleports your entire party to the Adventurers' Guild in Tangramayne, minus all gold. Use this spell only in dire emergencies because it is not 100%

reliable.
SORCERER SPELLS
Level 1
MJJA 3 1 FOE (40')[∞] N/A
MANGAR'S MIND JAB - casts a concentrated blast of energy at one opponent inflicting 2-8 points of damage for each experience level of the spellcaster.

PHBL 2 PARTY COMBAT
PHASE BLUR - causes the entire party to waver and blur in the sight of the enemy, rendering your party difficult to strike.

LOTR 2 30' SHORT
LOCATE TRAPS - heightens the spellcaster's awareness in order to detect traps within 30' along the direction the spellcaster is facing.

Level 2
DISB 4 PARTY N/A
DISBELIEVE - reveals the true nature of any attacking illusion, causing it to vanish.

WIWA 5 PARTY N/A
WIND WARRIOR - creates the illusion of a battle-ready ninja among the ranks of your party. The illusionary ninja will fight until defeated or disbelieved.

FEAR 4 GROUP COMBAT
WORD OF FEAR - an incantation that causes a group of enemies to quake in fear, thus reducing their ability to attack and inflict damage.

Level 3
WIOG 6 PARTY N/A
WIND OGRE - similar to ELIK'S OGRE, but the WIOG is an illusion.

INVI 6 PARTY N/A
KYLEARAN'S VANISHING SPELL - an invocation that renders the entire party nearly invisible to the enemy.

SESI 6 30' MEDIUM
SECOND SIGHT - heightens the awareness of the spellcaster in order to detect all manner of traps and tricks that lie directly ahead.

Level 4
CAEY 7 VIEW INDEF
CAT EYES - endows the entire party with perfect night vision for an indefinite period of time.

WIDR 12 PARTY N/A
WIND DRAGON - creates an illusionary red dragon to join the ranks of your party.

Level 5
DIIL 8 ALL FOES COMBAT

DISRUPT ILLUSION - destroys any illusions among the ranks of the enemy and prevents new illusions from appearing. This spell also exposes any Doppelgangers within the party.

MIBL 10 ALL FOES (30') ∞ N/A

MANGAR'S MIND BLADE - strikes every opposing group within range with an explosion of energy capable of inflicting 25 to 100 points of damage.

Level 6
WIGI 13 PARTY N/A

WIND GIANT - creates an illusionary storm giant, that joins and fights for your party.

SOSI 11 30' INDEF

SORCERER SIGHT - operates like the **SECOND SIGHT** but lasts indefinitely.

Level 7
WIMA 14 PARTY N/A

WIND MAGE - creates an illusionary Archmage to join your party.

WIHE 16 PARTY N/A

WIND HERO - creates an illusionary hero to join your party.

MAGM 40 GROUP (90') N/A

MAGE MAELSTROM - assaults the group of spellcasters and may do one of the following: inflict 60 to 240 points of damage, turn them to stone, or kill them outright. However, because the maelstrom is illusionary in nature, a disbelieving monster can totally disarm it.

???? 100 UNKNOWN UNKNOWN

???? - known only as "The Dreamspell", it is the subject of myth and speculation and no one knows this spell's code. Legend has it that this is a spell of such magnitude that it can actually rip the fabric of reality in half.

WIZARD SPELLS

Level 1
SUEL 10 PARTY N/A

SUMMON ELEMENTAL - creates a fire-being from the raw elements of the universe to join and fight for your party.

FOFO 11 GROUP (10') N/A

FANSKAR'S FORCE FOCUS - lands a cone of gravitational energy on a group of your foes, inflicting 25 to 100 points of damage.

Level 2
GATE 12 PARTY N/A

GATE - bids a shadowy wraith to unwillingly join your party.

DEBA 11 1 FOE (30') N/A

DEMON BANE - inflicts 100 to 400 points of damage on a single creature of evil or supernatural origin.

Level 3
FLCO 14 GROUP (30') N/A

FLAME COLUMN - creates a cyclone of flame that lashes out and delivers 22 to 88 points of damage to a group of your foes.

DISP 12 CHAR N/A

DISPOSSESS - returns a possessed party member to the normal state of consciousness.

Level 4
PRSU 15 PARTY N/A

PRIME SUMMONING - forces a powerful undead creature to join and fight for your party.

ANDE 14 CHAR COMBAT

ANIMATE DEAD - reanimates a dead character with living strength so he or she attacks enemies as if truly alive - combat only spell.

Level 5
SPBI 16 1 FOE (70') N/A

BAYLOR'S SPELL BIND - if successful, this spell possesses the mind of an enemy and forces him to join and fight for your party.

SOWH 13 1 FOE (70') N/A

STORAL'S SOUL WHIP - whips out a tendril of psionic (mind) power to strike a selected foe, inflicting 50 to 200 damage points.

Level 6
GRSU 22 PARTY N/A

GREATER SUMMONING - operates like **PRIME SUMMONING** but causes a powerful elemental creature to appear and fight for the party.

BEDE 18 CHAR N/A

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

Level 7
WIZW 16 GROUP (50') N/A

WACUM'S WIZARD WAR - creates a pyrotechnical storm over a group of monsters, inflicting 50 to 200 damage points.

HERB 25 PARTY N/A

SUMMON HERB - summons Herb to join your party. Herb is really busy, but he'll hang out with your party for a while if you need him.

ARCHMAGE SPELLS

Level 1
HAFO 15 ALL FOES 1 ROUND

OSCON'S HALTFOE - if successful, this spell causes every attacking group to do nothing during the next round.

MEME 20 GROUP N/A

MELEE MEN - pulls an attacking group into melee range (10') regardless of how far they were when they began attacking.

Level 2
BASP 28 PARTY MISC.

BATCHSPELL - performs the following multiple spells: **GREATER REVELATION**, **YBARRA'S MYSTICAL COAT OF ARMOR**, **SORCERER SIGHT**, **MAJOR LEVITATION** and **KIEL'S MAGIC COMPASS**.

Level 3
CAMR 26 PARTY N/A

CAMARADERIE - has a 50% chance of calming any or all monsters in your party that have turned hostile.

Level 4
NILA 30 GROUP (60') N/A

FANSKAR'S NIGHT LANCE - launches a chilling missile against a group of foes, inflicting 100 to 400 damage points.

Level 5
HEAL 50 PARTY N/A

HEAL ALL - a Beyond Death spell that resurrects every dead party member and heals all wounds, paralysis, and insanity.

Level 6
BRKR 60 PARTY N/A

THE BROTHERS KRINGLE - the brothers are always ready to help friends in trouble. Enough brothers appear to fill the empty slots in your party.

Level 7
MAMA 80 ALL FOES (90') N/A

MANGAR'S MALLET - inflicts 200 to 800 bone-crushing damage points against every monster group you face.

BARD SONGS

The Bard has seven tunes that he can sing one at a time while exploring or during combat.

- Archer's Tune:** Doubles the party's missile damage, and cuts the missile damage inflicted by a foe in half. Missile weapons are those weapons that are thrown or shot such as arrows, spears, and axes.
- Spellsong:** Bonus to saving roll. This means the party is less likely to be damaged by magic and traps.
- Sanctuary Score:** Lowers the Armor Class for all party members.
- The Melee March:** Increases the party's hit points for

extra protection and also increase the damage points inflicted on enemies.

- Zanduvar Carack:** Protection from traps when played under normal conditions, but heals during combat.
- Rhyme of Duotime:** Regenerates spell points at twice the normal speed when played under normal conditions, and provides extra attacks during combat.
- The Watchwood Melody:** Creates light. May work even in anti-magic zones.

TIPS FROM THE ADVENTURERS' GUILD: MAGIC

- Don't venture too far into dungeons without your maximum spell points. It's a good rule to leave a dungeon when you're down to one quarter of your maximum spell points.
- Carefully manage your spell points. Don't use a magic light spell when a torch will work just as well. But don't be shy about using magic in combat. If you've got it, flaunt it ... rock 'n' roll.
- Locate traps. Second Sight and other sorcerer sight spells can identify traps within 30 feet (3 squares). The Trapzap spell disarms all traps within 30 feet.
- Play a long-lasting Bard song right before entering a tavern - it's like getting a free spell.
- Try using a light spell or singing bard tune number 7 even in anti-magic zones. Though the spell won't last, it will provide a brief flash of light that may help you get your bearings. This trick occasionally works with ordinary torches and lanterns.
- The screen flashes when your party is teleported. This is handy to know because many dungeon corridors look alike, and it's sometimes hard to tell when your party has been teleported to a new location.

ITEMS

The following items are found in Garth's Equipment Shoppe in unlimited quantities:

- Torch** - lights your way in dungeons. Not nearly as precious as spell points.
- Lamp** - longer duration than a torch, but more expensive too.
- Broadsword** - most damaging nonmagic sword
- Short Sword** - a lighter sword that can be used by all Mages.
- Dagger** - usable by all, but not too effective.
- War Axe** - a heavy, damaging weapon that can't be used by rogues or magic users
- Halbard** - a combination battle axe and pike. The most damaging nonmagical weapon.
- Staff** - a short, heavy club
- Spear** - a javelin-like weapon that must be thrown.
- Buckler** - a small round shield.
- Tower Shield** - a larger shield



- Leather Armor** - the lightest armor
- Chain Mail** - light, metal-mesh armor. Protects best against light weapons.
- Scale Armor** - stronger than chain mail and difficult to pierce.
- Plate Armor** - strongest nonmagical armor.
- Robes** - nice around the house but no protection in a dungeon
- Helm** - head protection from all but the fiercest attack.
- Leather Gloves** - light protection for the hands
- Gauntlets** - metal gloves
- Mandolin** - the Bard's instrument of war ...
- Long Bow** - used to launch arrows at your opponents.
- Arrows** - missile weapons that must be launched with the long bow.

ITEM ABBREVIATIONS

- FGN** - the abbreviation for figurine; a magical statuette that can come to life.
- MTHR** - an abbreviation for Mithril, an Elven metal with magical qualities.
- ADMT** - abbreviation for Adamant, another magical metal.
- DMND** - abbreviation for diamond; the hardest substance in this world or the Realm.
- SGMT** - a segment of the Destiny Wand.

TIPS FROM THE ADVENTURERS' GUILD: ITEMS

1. Generally, the more expensive an item is, the better it works. Just like in your own world.
2. There are no cursed or bad items, but some may be useless.
3. Don't be stingy. Buy the best equipment you can afford - spend the whole bank roll. After all, if your party is well-equipped they'll get more gold from the monsters they defeat, and if your party is killed, the saved gold won't do you any good anyway.
4. Experiment with items you find to determine their capabilities. Magic items are often the key to success, and remember, an item may be magical for only certain characters or classes, so trade the item between your characters.
5. Make sure that some characters have open space in their inventory, or your party won't be able to pick up new magical items in their travels.
6. Save your party to disk as soon as they capture a particularly interesting or powerful magic item. This way, even if disaster strikes, you'll still have the item.
7. The Sage can answer questions about the purpose behind some of the items you'll find in the higher level dungeons, but be prepared to pay a steep price.
8. Destiny Wand segments contain powerful magic. Each segment contains magic that creates its own specific effect. You will have to experiment with the segment to learn how to use the magic.
9. *The Destiny Knight* game disks and manual aren't

protected by magic shields or quick fixes. Don't leave them where little monsters can eat them.

10. Here's a *final* clue that may (or may not) help you:

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Beyond the Bard's Tale, as was told,
An epic great will now unfold
And in the quest, before thy sight,
A mortal man becomes the Knight.

Of wounds this man can never die;
His lips will never, voice the cry
Which doomed another, ages gone
Who now is trapped as evil's pawn.

Of puissant might and matchless brawn
The knight's fierce fate is plainly drawn
Upon the tome of life, in fact
And in this power lies the pact.

So seek the wand, and face the snare
Yet in no way can you prepare
For Zanta's wrath and endless guile -
Now try the quest, friend ... for a while.



COMMAND ◆ SUMMARY

THE DESTINY KNIGHT

COMMODORE 64/128

GETTING STARTED

Note: Make sure your Shift Lock is OFF, and you have no joysticks or cartridges plugged into your system. If you have a C64, insert the Boot disk and type Load "EA",8,1. If you have a C128, insert Boot disk and turn on the computer, and the program loads automatically. Press the Spacebar to leave the title page. When the prompt "Insert Character Disk and press a key" appears, insert Side 2 of the program disk. Press a key to see the Utilities Menu.

UTILITIES MENU

The Utilities Menu contains the following options that you use by pressing the corresponding key:

- S** to S(tart) the game.
- C** to C(opy) characters from one character disk to another. Follow the prompts as they appear. The disk you are copying from is the source disk, and the one you are copying to is the target disk.
- U** to update *Bard's Tale* characters to *Destiny Knight* format and save them to a *Destiny Knight* character disk. NOTE: You cannot transfer *Destiny Knight* characters to *The Bard's Tale*.
- M** to M(ake) a new Character disk.
- T** to transfer Ultima III characters to a *Destiny Knight* character disk.

The first thing you should do before starting the game is to make a backup copy of the character disk on the flip side of the boot disk.

MOVING ABOUT

- I** or **Return** - move forward
- J** or **Shift/Left-Right Arrow** - turn left
- K** or **Return** - kick a door open
- L** or **Left-Right Arrow** - turn right

VIEWING CHARACTERS

Press the number (0-6) of the character whose statistics you want to view. To make changes, press:

- E** to E(quip) a character with an item. You are prompted for the item number (1-8). Press 0 to unequip a character.
- T** to T(rade) an item. Type the item number at the prompt. To trade gold, type G, the amount of gold you want to trade, and the number of the character you want to give the item to.
- D** to D(rop) an item. Type the item number at the prompt. Dropped items are lost forever - you can't go back for them.
- P** to P(ool) all gold. This gives all the party's gold to the character being viewed.

The left-right cursor key moves you back to the first View Character screen, which lists gold, experience, and attributes. Press the Spacebar to leave the View Character mode.

COMMANDS

Combat Commands - When you're under attack, you have two sets of options. If attackers are more than 20' away, you can choose to F(ight), R(un), or A(dvance). If they're 10' away, you can only fight or run. (Note that you can't always run.) In combat, press:

- A** to A(ttack) all monsters within 10', using hand-to-hand weapons. (Available to party members in slots 0 through 3.)
- B** to sing one of 7 B(ard's) tunes for one combat round. (Available only to Bards.)
- C** to C(ast) a spell. Type in a spell code at the prompt. (Available to magic users only.)
- D** to D(efend). Lessens the chance of damage from an attacker.
- H** to H(ide) in the shadows. (Available only to rogues.)
- P** to P(arty attack). Voluntarily begins intra-party combat.
- U** to U(se) a magical item, or a weapon that is thrown or shot.

Left-Right CRSR speeds up combat message scrolling; **Shift/Left-Right CRSR** slows it down.

Noncombat Commands

- B** to sing one of the 7 B(ard's) tunes while wandering. (Available only to Bards.)
- C** to C(ast) a spell. At the prompt, type the number of the character who will cast the spell, then type the spell code.
- D** to D(rop) a special member from your party.
- E** to go up a portal. You must use a levitation spell. Works in dungeons only.
- N** to establish a N(ew order) for the party members. At the prompt, type the character numbers in their new order.
- P** to start intra-party combat at any time.
- U** to U(se) an item. Some items, like torches, must be activated with this command in order to work. Type the number of the character with the item at the prompt, then type the item from the list that appears. Some items run out of power after only one use. HINT: The Scry Site (SCSI) Magician spell works even in anti-magic zones.
- V** to turn sound on/off.
- W** to go down a portal. Works in dungeons only.
- ?** to learn the name of the street your party is on, and the



time of day.

Use the **Left-arrow** key in the upper-left corner of the keyboard to pause, and the **Spacebar** to resume.

HOW TO FORM PARTIES AND CREATE NEW CHARACTERS

You can create characters and form parties only in the Adventurer's Guild. To leave the Guild, type **E** for **E(xit)**. More commands available there:

C(heck) the roster of characters and party names contained on the Character disk. Party names are preceded by an *****. The characters that belong to a party may be anywhere in the list.

A (dd) a character to an active party, or to load a party. Type a character or party name at the prompt. Party names must begin with an ***** (e.g., ***ATEAM**). A party can contain up to 7 adventurers. You must have at least one real character still living to use the **E(xit)** command.

R to **R(emove)** a character from a party and save to disk.

N to establish a **N(ew)** marching order.

D to bring up a set of additional **D(isk)** options:

C to **C(reate)** a new character. Select the race and class for the character, then type in a character name - up to 15 letters and spaces. Press **Return** to enter the name. A disk can hold up to 30 characters.

S to **S(ave)** a party name. **IMPORTANT: This command does not save the characters themselves.** It only saves a roster of the currently loaded characters under the name you enter. The program automatically adds an asterisk to the name; type the asterisk when you want to reload the party.

D to **D(elete)** a character from disk to make room for another character.

R to **R(ename)** a character.

L to **L(eave)** the game, saving all current characters to disk.

E to **E(xit)** the disk options menu and return to the Guild.

Making a Character Disk - A character disk is a disk on which you store your game characters. The flip side of the program disk contains a completely outfitted and ready-to-go band of adventurers named ***ATEAM** - a good group to start with. To create a character disk with ***ATEAM**, use a blank disk, or one containing information you don't need. Insert the program disk with the label side down, and select **M**ake a disk to start copying. The entire process takes about 5 disk swaps; follow the onscreen instructions until "Copy Complete" appears. You may prefer to use a faster copy utility instead of **M**ake a disk. **Do not** write protect your new character disk, because the program writes information on the disk during the game. After you copy the character disk, turn off your computer and reboot the system.

Using A Character Disk - When the "Insert Character Disk" prompt appears, insert your copy of the character disk and press any key. When the Utilities menu appears, press **S** to start the game. Type **A** to **A(dd)** a character, then type ***ATEAM** to load the entire party. Type **E** to **E(xit)** the Guild and enter the town of Tangramayne. To find out more about creating and saving characters, read "How To Form Parties and Create New Characters".

SAFETY AND DEATH

Face it. Streets where you run into wandering Kobolds, Werewolves and Orcs are dangerous - especially at night. So don't be shy about spending the night in the Adventurer's Guild. When you leave the Guild, the clock is always set ahead to the next morning.

Don't despair if you lose a favourite ***ATEAM** member. Cut your losses by giving the dead character's gold and possessions to other team members (if possible). Save your surviving characters to disk, then quit and reboot. You can now load the character that was killed from your character disk - he only retains the possessions and experience points he had when you last saved him to disk.

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The Bard's Tale III THIEF OF FATE

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AS I LAY DYING ...

I pray my body does not fail me before I am able to complete this most important missive. I pray as well that, somehow, the heroes who once before saved Skara Brae will find this accounting and act upon it. I leave this record so those who come after will know what horrors that the Mad God Tarjan has perpetrated, and so that they will not be lulled into believing that Skara Brae was his sole target.

How can I describe that day. Nay, it did not begin like all others, for on that day we celebrated the victory over

Mangar that had so recently liberated our city. Bards from the world over arrived in Skara Brae to play and herald the brave deeds of those heroes who saved us. The townspeople danced in the streets with happiness, and the great festival filled all with an overwhelming joy of life and renewed hope for the future.

Then Mangar's Master, the Mad God Tarjan, arrived to reduce our day of celebration into a day of mourning. His shadow sank the city into pitiless black oblivion. Foul creatures that had festered in his flesh like maggots burst forth to assault fair Skara Brae. People ran, but could not run swiftly enough to escape. Tarjan's minions left none untouched.

Forgive the shakiness of my script, for life ebbs painfully from my body as I write. Tarjan, mocking my death curse, told me Skara Brae was merely one in a series of conquests he had long contemplated to complete his revenge. He laughed when I said heroes would come to destroy his mad plan, yet I sensed fear in his voice when I promised that the legendary Hawkslayer, and those who defeated Mangar, would return again to triumph. As payment for my threat, he gave a swift twist of his jewelled sword into my belly.

Tarjan must be stopped. Whosoever reads this, you must get word to the heroes. This will be their greatest challenge, for upon their efforts rests the fate of more than Skara Brae, more than the Six Cities of the plains. Their failure will mean the extinction of all life - save for the wretched Tarjan and his servile parasites. Pray for success ... and life renewed.

OBJECTIVES

You must assemble a group of adventurers who will travel to the seven dimensions in search of the source of Skara Brae's destruction. Along the way, you'll gather words, spells, and items that will help you in your final battle against the repugnant Evil One. If you successfully destroy the Evil One, Skara Brae will be released from the bond of ruin.

Using logic is the key to surviving in each of the dimensions. Let's say you're trekking around in some icy, arctic-like zone and a monstrous snow wolf steps onto your path, bares its teeth, and then proceeds to chew off your ankle. You have a bag of spells to choose from, but one type of spell would be *especially* effective. (Hint: trying to freeze the snow wolf in an ice storm is not the best choice.)

Throughout the game, you'll need to make important



decisions about how to accomplish certain tasks. You won't want to proceed in the usual "whatever works" method. It will pay to think it out.

GETTING STARTED - THE COMMAND SUMMARY CARD

The first thing you need to do is read the Command Summary Card, which tells you how to get *Thief of Fate* running on your computer. It also tells you how to use the disk utilities and how to transfer characters from *The Bard's Tale I, II, Ultima™ III, IV, and Wizardry™ I, II, III* (The option to transfer characters may not be available on all computers). In addition, it lists the keystroke commands you'll be using.

Once you load *The Thief of Fate* and start the game, the first place you'll be in is the Refugee Camp (See "Refugee Camp" for more details on this important place). From here, you'll create your characters and decide who you want in the party. After you select the party members, it's into the wilderness you go.

PRE-BUILT PARTIES

When you enter the Refugee Camp, you'll find a group of adventurers called "INTERPLAYERS" ready to do your bidding. They're not the most seasoned of adventurers, but they're good enough for you to sample *Thief of Fate* with. Use these characters to find out how commands work, what different races and classes do and, how it feels like to get repeatedly attacked, and, in general, what the Realm is like. When you're ready, you can create your own characters. Refer to the Command Summary Card to find out how to enlist their services.

CREATING CHARACTERS

Creating characters who can effectively do their jobs is one key to your success. Use the following guidelines to create your character:

1. Select a sex.
2. Select a race
3. On the next screen, you'll see the attributes. If you're not satisfied with these attributes, press <ESC> and you'll return to the screen with the races. Start over again.
4. If you're satisfied with the attributes, choose a class.
5. Name the character, and he or she will be saved on your character disk.
6. To use the character, you must add him or her to the party with the "Add a member" command.

SEX

Choose between male or female. Sex doesn't affect your abilities to carry out your tasks; it only affects how you look on your Character Profile screen.

RACES

Humans: Their strength and inventiveness make them

one of the best survivors. Never lacking in aggression, they can handle themselves in just about any adverse setting.

Elf: Fair of hair and skin, the Elves are slightly taller, faster, and more agile than humans. Although weaker, they make up for this by being more skilled in magical arts and war strategies.

Dwarf: Stout and short, these people are amazingly strong and healthy. Brightness, however, is not a shining attribute of theirs.

Hobbit: The Hobbit is deft and clever, which are ideal traits for thieving. Their favorite boast is "A locked door is soon no more."

Half-Elf: The result of an Elf and Human *friendship*, Half-Elves acquire their fair hair and light skin from Elves, and their physical bulk from Humans.

Half-Orc: Orcs are the henchmen of evil wizards who are capable of little more than following orders for physical dirty work. Half-orcs are tempered with Human blood, so while they're still dangerous, they aren't completely mindless drones forever in search of necks to wrench.

Gnome: Gnomes are much like Dwarfs, but a little more anti-social due to a deficit in beauty. Because they've spent so much time studying alone, Gnomes have developed a certain flair for magic.

CHARACTER ATTRIBUTES

As you create your characters, these attributes appear above the race categories at the top of the screen. They're your character's vital statistics. These values will determine how successful your character performs in his or her class (or "profession").

Strength (ST): Nobody really wishes to be light on might, but strength is especially important to fighters.

Intelligence (IQ): If you don't have brawn, then you better have brains. Magicians get bonus spell points for high intelligence scores.

Dexterity (DX): This helps determine how fleet of feet and nimble of hand you'll be. A high score makes you harder to hit and helps you land the first blow. For Rogues, the higher this value, the less likely they'll get their fingers snapped off in traps.

Constitution (CN): This represents your overall health. The higher this is, the more damage your opponent must inflict on you before you need to start thinking about death. Should you be blessed with strong constitution, you will get bonus hit points.

Luck (LK): Luck is ambiguous and unpredictable; you never know what alliance it has made with fate. One thing is known about luck: lucky souls are more likely to resist evil magic and avoid traps.

CLASSES

No one class, or profession, is nobler than the next. As the mix of strings on the Bard's mandolin makes for a richer sound, so will a mix of classes make for a richer journey. Create a party with no Rogues or Bards, and you'll have nobody to steal flowers for your grave and sing at your



funeral. While there are 13 classes to your choosing, only eight are available to the first-time adventurer.

Warrior: It's a rare weapon that this king of fighters can't handle. Warriors gain an extra attack capability for every four levels of experience after the first; a reward for becoming more adept in battle.

Paladin: This fighter swears to battle all evil and uphold honor and purity. Due to their virtuous nature, the Paladin can handle some enchanted weapons that others can't and also have greater resistance to spells cast on them.

Hunter: These are the skilled assassins. Their combat approach is to aim for the vital organs or nerve centre and do away with an opponent with as little swordplay as possible.

Monk: These are no ordinary, sombre, brown-robed, porridge eaters. Monks are actually adept fighters skilled in the ways of martial arts. While Monks with more experience prefer to fight with their bare hands, they can also use traditional weapons. A Monk's armor class improves as he or she gains levels.

Bard: Any Bard will tell you that music can do more than soothe the savage beast. The Bard can do a number of things from creating light to regenerating spell points with a mere stroke of the strings.

Rogue: This dexterous thief makes a living out of picking locks and neutralizing traps. If you plan on travelling without a Rogue, prepare to pay a high physical price for your spoils. A Rogue also has the ability to identify mysterious items. And perhaps most important, a Rogue can be an excellent killer due to his or her ability to sneak up close to an opponent before he or she attacks... and you'll soon find out just how important this thief is to your fate.

Conjurer: Conjurers have the ability to heal wounds and create physical phenomena like fire and light.

Magician: A Magician's speciality is to change the properties of physical objects, such as enchanting a sword, turning an enemy to stone, or making a dungeon wall vanish.

Sorcerer: These Mages weave weighty illusions, ones that a newly-made character surely couldn't handle. You must know at least three spell levels from the Magician and Conjurer classes.

Wizard: Rumor of the Realm is that these Mages have the power to summon and bind creatures of the supernatural, creatures who react foully to being dragged out of their worlds on someone else's whim.

Archmage: Archmages must have mastered all the spells of any three magic classes. With this hefty experience requirement, Archmages are undoubtedly the most auspicious among those who cast spells for a living.

Geomancer: Fighters who want to convert to a life of magic can become Geomancers. Once they choose to change, they can still use the armor, weapons, and magic items that the fighter classes use. Beware: Bards lose their songs, Warriors lose their multiple attacks, Hunters lose their critical hit ability, and Monks lose their armor class bonus and multiple attacks. It's part of the trade off.

Chronomancer: Chronomancers are the travel experts of the magic users. Before becoming one, a magic user must master all the spells of any three mage classes. And once you become a Chronomancer, you lose the power to use all the spells you previously learned. It may sound unfair, but the Chronomancer needs to focus all of his or her attention on the important dimension teleport spells. Don't think you can get around without this spellcaster, because you just can't.

TIPS FROM THE REFUGEE CAMP - CHARACTERS

- don't worry about losing a level 1 character; just make another one if he or she dies. However, when your characters reach level 3, regularly back up your character disk with your favorite disk copy utility or prepare to shed tears over a lost character.
- If your favorite character is killed, you can resurrect him or her with magic, or with gold if you can find a shrine that raises the dead. You can also turn off the computer, reboot, and reload your party from the point where you last saved them to disk (which means all the characters lose any gold or experience points they may have earned since the last time you saved them). Or, you can delete the dead character from your main character disk and replace that character from your backup disk.
- When you roll for attributes, shoot for 16's, 17's and 18's since they can make a big difference. For example, high dexterity gives you bonus armor protection and first-strike capabilities; luck often lets you survive if you accidentally spring a trap; constitution provides all characters with extra hit points; and high intelligence gives Mages bonus spell points in later turns.
- Certain races rely on certain attributes being strong. A mage who is strong but not intelligent is at a far greater disadvantage than a mage who is intelligent but weak.
- Develop a Sorcerer quickly to use in dungeons. Wizards, too, are important because they can summon extremely powerful special members. Work toward Archmagedom. You'll also need to prepare at least one character for the role of Chronomancer.
- Experiment with Hunters. They can often kill superior monsters quickly because of their critical hit capabilities. Rogues also have excellent critical hit abilities, but only when they hide in the shadows. And don't dismiss the monk as lightweights best left chanting in the monastery; after the sixth level, they're probably the best fighters of all the classes.
- You can always enlist the services of special members and save them to your party.
- Beware of certain magic squares. Keep an eye on your character's statistics while exploring. If you see that your character's spell or hit points are dropping for no apparent reason, your character is probably on a magic square that drains power - jump off the square before he or she is sapped of all strength.

VIEWING YOUR CHARACTERS

At almost any time during the game, you can call up a character to see what his or her status is and what he or she possesses. To do this, enter the character's number (To view a character's status *without* bringing up his or her picture, press <Shift> and the character's number.) On the first screen, you'll see the following:

Level: The higher the value, the better your character will perform in his or her role. All newly-made characters start out as level 1. As you gain more experience, you can advance in levels (see "Moving Up in Levels").

Sex, Race, Class, Attribute Values: You learned all about these when you created your characters.

Spell Points: this category only pertains to those who cast spells. It shows the most spell points you can ever have, or your *spell point potential*. Compare the SpPt value on the Onscreen Statistics against this to see how you're doing. For instance, if you 20 spell points, and the SpPt value is 18, then you have almost all of your maximum spell points. If, however, you're down to 3 SpPt, then you're almost out of power to cast spells. You'll have to wait until they regenerate. To regenerate spell points, you have to be under the healing ray of the sun. They don't regenerate at night, so cut back on unnecessary spell activity during this time. They also won't regenerate in dungeons unless you stand on a magic square, use a spell-regenerating magic item, or play a spell-regenerating Bard's song.

Experience: The more fights you get into (and live through) the more experience you'll gain. When you acquire enough experience points, you can move up a level. How many experience points you need depends on your class. The Old Man in the Review Board will let you know if you have enough, and if not, how much more you need.

Gold: the more the merrier. You acquire gold by killing your enemies and cleaning out their pockets. Gold lets you pay the Old Man his fee for advancement, bribe folks for clues, buy drinks, and do a number of other useful things. Don't worry about buying equipment - you can't. (Tarjan doesn't believe in free enterprise so he put Garth's Equipment Shoppe out of business with an awesome incendiary spell). You'll start out with the weapon and armor that you need. Whatever else you want, you'll have to find.

Pool Gold: Press P to pool gold, and *all* the other characters will give this character their gold.

Trade Gold: trade gold lets you trade gold to any other character on the roster. Press T, enter the roster number of whom you will give the gold to, and then enter how much.

Inventory: On the next screen, you'll see the character's inventory (the items he or she is carrying). See the "Items and Equipment" section for more details.

Special Information: On the third screen, you'll see any special information pertaining to your character. Rogues can view their ability percentages for things like disarming traps, identifying chests, hiding in shadows, etc. Bards

can view the number of tunes they have left. Magic users can view a list of their spells. Hunters show critical hit percentages. Not all characters will have this third screen of information.

ONSCREEN STATISTICS

The following information always shows on the screen next to your character's name:

Armor Class (AC): This is the level of protection that a character has against physical attack. For a totally unprotected character whose dexterity is low - which is about as bad as it gets - armor class is about ten. As a character's armor class improves, the number gets lower. There are also spells, songs, and items that you can use to lower armor class.

Hit Points (Hits): Hit points represent the amount of damage a character can take before dying. This number represents the character's potential at full health.

Condition (Cond): This is the character's total points for his or her current condition. Compare this value to hit points to determine what condition your character is in. For instance, if hit points is 20, and condition is 17, then you're in good shape because your actual health is close to your potential health. However, if your condition is 5, then you're much closer to death than to life.

Spell Points (SpPt): This is the number of spell points that a magic user has left. When it's down to zero, the magic user can't cast any more spells. Pray no monsters come your way ...

SPECIAL CHARACTERS

You may meet special characters during your travels, or summon them with a spell or magic article (the summoned characters are also known as illusionary characters). You can invite as many of these special characters to join your party - granted you have the space in your party. You can save special characters to disk once you return to the Refugee Camp.

Special characters choose their own method of attack and usually go after the first group of monsters that your party is facing. Illusionary characters disappear from the party ranks when they are killed or when a foe disbelieves its existence. If a nonillusionary special character is attacked by another party member for any reason, the special character immediately turns hostile and fights until defeated. Dead special characters can be resurrected and healed just like your regular characters.

Special characters can carry items for your party, but they can't find them or use them. Only the characters you made are capable of this. When special members are killed, anything they were carrying disappears, so don't have them carry your favorite family heirloom.

MOVING UP IN LEVELS

All newly made characters start out as level one. As you adventure, fight, and gain experience, you can go up in

levels. The higher your level, the better you'll perform in the profession you chose: magic users cast more spells, fighters fight more skilfully, thieves steal more successfully, and so on. To advance, you must go to the Review Board where the Old Man will review your accomplishments and let you know if you are fit for advancement.

Spellcasters need to advance in levels to acquire more spells. What spellcasters would wish to dedicate years of study only to dabble in the same handful of tepid spells all of their lives? The following table shows at what level spellcasters can use certain level spells. For instance, a Wizard with an experience level of 3 can only use spells up to the second level. Spellcasters have seven spell levels that they can acquire.

Experience	Spell Level
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5
11	6
12	6
13+	7

You can advance to a new, more powerful mage class once you learn enough spells from enough mage classes. Just how many spells and just which mage classes you must learn depend on which mage class you want to advance to. When you go to the Review Board, you'll find out exactly which classes you can advance to at that time.

For those seeking to change classes, your experience points will reset to zero, but your other attributes such as hit points, spell points, and gold remain unaffected. A warning to magic users: once you advance to a new mage class, you don't get the chance to learn the magic classes and spell levels that you skipped. For instance, if you become an Archmage without having studied the Sorcerer spells, you can't go back to learn those Sorcerer spells.

PLACES

Despite the fact that much of the Realm was crushed, some places still stand. The Scrapwood Tavern, for one, still does good business.

REFUGEE CAMP

Once, there was a home to travellers called the Adventurer's Guild. Wayfarers stopped there when they wanted to slake a thirst, engage in merriment, or just rest their weary feet. Now that the plague has descended and Skara Brae has been shattered, the Refugee Camp serves as the

gathering point for travellers.

Although lacking the niceities of the Adventurers' Guild (tables, heating, vermin-free bedding), you can still do the same things in the Refugee Camp. Come here to create characters, form a party, and save characters to disk. This is where you will begin every game and where you will be returned should all your party perish during the quest.

SCRAPWOOD TAVERN

Drink up! This is the only tavern in the vicinity. You may want to fill up a wineskin here so your Bard will not have to go thirsty in some of the more inhospitable, tavernless areas. While you're here, ask the barkeep how things are going ...

MAPPING

So your exploring efforts aren't wasted, or unnecessarily repeated, you should map your moves. Each "step" you take equals a graph box (which is ten feet from a character's point of view). To aid your mapping, *Thief of Fate* has an automap feature (refer to the Command Summary Card for the command). If you're outdoors, you'll see a description of where you are and the general time of day. If you're in a dungeon, you'll see a sketch of the corridors.

Explore and map every square in every maze. There are "Magic Mouths" that will give you hints. Mazes also contain one-of-a-kind magic items and spell regeneration zones. In addition to keeping you alive, carefully drawn maps will show the logical places for secret doors and rooms.

PLACES NO MORE

If you've travelled the roads of the Realm before in *The Bard's Tale I* or *II*, you'll remember casinos, temples, Roscoe's Energy Emporium, Garth's Equipment Shoppe, and Bedder's Bank for the Bold. During the destruction, all these places were put out of business, and remain closed to date. This means that you'll have to find alternatives to each institution. In some cases, there are no alternatives, so find what you can *and* prepare to live without.

REVIEW BOARD

Once, this housed the representatives from each of the ten different classes from all over the Realm. They were responsible for advancing adventurers with enough experience points to higher levels. During the dark days, all fled or perished in the attempt. Now, the Old Man sits on the Board, and he alone will answer to your call for advancement.

TIPS FROM THE REFUGEE CAMP - PLACES

- Your first adventure should be in the Mad God's dungeon in Skara Brae. Here you'll build your savvy for fighting, spellcasting, and adventuring.
- Avoid potential traps. Use the Trap Zap spell when in doubt. It will disarm any trap, including the Gas Cloud



trap, famous for its toxic fumes.

• **Make sure all members of your party are fully healed before entering a new dungeon.** You'll need all your strength for the next onslaught.

COMBAT SYSTEM

Whether or not fighting is your fare, prepare to partake in much of it. It offers the primary means by which you can build experience points. And without experience points, you won't advance far. Without advancement, you are little more than a hapless bunch, doomed to wander the world with a purpose forever unfulfilled.

You can't physically attack enemies more than 10 feet (10') away. If you feel compelled to fight, you'll have to advance. However, you can't advance on them if there is another group already within the 10' melee range. Whoever is closest in the 10' melee range are the lucky monsters who will get to do battle with your party first.

Combat is broken down into rounds. In each round, you need to enter a battle action for each party member:

Attack Foes: This sends you headlong into battle with weapons drawn. This is only available to the first four characters on the roster. Attacking a foe doesn't equip a character with a weapon; that must be done separately.

Defend: This lets you defend yourself during the round. You'll pass on the opportunity to perform any action, which may be a wise move if you're injured.

Party Attack: You will turn on a member in your party, including special members. Useful if one of your characters has been possessed and needs a good beating or if somebody who has joined your party is giving you trouble.

Cast a Spell: this lets the magic users cast a spell. Enter the spell code and, if necessary, specify your target.

Use an Item: You will use a magic item or missile weapon that you've prepared for use.

Bard Song: Instructs a bard to play a tune.

Hide in Shadows: Rogues will slip into the shadows to avoid combat. Your presence will go undetected as the combat round commences and you'll get to advance 10 feet. If you attack an enemy in the next round who is at your range or less, you have a good chance of getting a critical hit (one that kills) because you'll be striking at the monster from behind.

The first four characters in your party can be physically attacked by monsters and can also retaliate. The last three characters can only be attacked with magic, and can retaliate only with magic. The most powerful and dexterous characters and monsters usually strike first. In evenly matched battles, the outcome often depends on who lands the first blow (hope you have good dexterity). The monsters that you kill during combat are removed from your foe's ranks so their bodies don't pile up and interfere with battle. If anybody dies in your ranks, they are moved to the end of your party list. When combat ends, treasure and experience points are distributed among the survi-

vors.

You can increase or decrease the scrolling speed of combat messages. See the Command Summary Card for details on how to do this on your computer.

TIPS FROM THE REFUGEE CAMP - COMBAT

- Don't underestimate the value of dexterity. Use high dexterity and high level characters to attack especially fearsome monsters. Less dexterous characters may not survive long enough to get in the first strike.
- Remember, lower is better when it comes to armor class. Use spells or Bard songs to lower it further and give you an advantage during combat.
- If you're attacked by more than two groups of monsters, focus on the magic users first. If you can't kill all the magic-using monsters, cast magic-repellent spells to protect your party from illusions, possessions, and other spells.
- As a general rule, attack groups containing only one monster last, unless it contains a particularly deadly monster. In that case, get rid of it while your party has the strength to.
- Undead monsters such as zombies are especially troublesome. They can drain experience points, rapidly age characters, critically hit, or even turn characters to stone. Kill them quickly or be killed quickly.
- Keep a well-stocked supply of missile weapons (arrow, spears, etc) so you're prepared to attack monsters who hide behind other monsters.

ITEMS AND EQUIPMENT

A character can carry up to 12 items. There's a variety of items you can use, including weapons, shields, armor, helms, gloves, musical instruments, figurines, rings, and wands. With a few exceptions, you must equip the character with the item in order for him or her to use it (see your Command Summary Card for the Equip command). You can equip more than one item from each type, unless they're identical. For instance, you could equip a bow and a knife (two different weapons) at once, but you can't equip two bows (the same weapon) at once. Refer to the Command Summary Card to find out what the symbols in front of certain items mean.

There are hundreds of items you can find, and you just won't be able to carry them all. Some items you have to carry to progress in your quest; if everybody is shouldering a maximum load, be prepared to make critical choices about who will drop what.

About magic items. You'll find many - and need many - of these items during your quest. Some, like the magical weapons, will inflict extra damage on the opponent. Others, like magic keys, will permit passage into a special area. Many are necessary for you to complete the game with. Certain items can only be used by specific characters. For instance, only Bards can use magical musical instru-

ments. Someone else can carry it, but only the Bard will be able to use it.

TIPS FROM THE REFUGEE CAMP - ITEMS

- There are no cursed or bad items, but some may be useless.
- Experiment with anything you find to determine its capabilities. An item may only work with a certain class, so be sure to trade something that doesn't seem to work for a certain character. Some items will work only in certain areas or under certain conditions.
- If you can't pick something up, it may be because you're carrying a full load. Make your choice and drop something.
- Save your party to disk when they find something interesting or powerful. If disaster strikes, you can always reboot with your saved goodies.
- If you find an item and you can't figure out what it is, give it to the Rogue in your party to identify, or a mage who has a spell that identifies items.

MAGIC USERS

Without magic, the end of your quest will remain forever elusive. However, magic is not the adventurer's panacea. There are some places where magic won't work or you may meet monsters who will in response to a spell, laugh and then spit fire in your face. In such cases, only the simple act of knife-to-belly will work. But, when you do need a magic user, you have several who can answer your call.

BOOK OF SPELLS

This section lists and describes the spells known to exist for each of the six mage classes. The section is organized as follows:

Mage Class

Level

CODE PT. COST RANGE DURATION

Spell Name - a description of what the spell does and any special instructions for use.

The range of effectiveness is measured in number of game squares, with each square equivalent to 10 feet (10'). The following explains what each range affects:

View	line of sight
##'	anything in the direction the spellcaster is facing for the number of feet specified by ##.
Wall	a wall in the direction the spellcaster faces.
Level	The entire level that your party is on.
1 Object	A single object.
1 Foe	a single monster regardless of the number of your party faces.
Group	1 of up to 4 monster groups
All Foes	all the monsters your party faces.
Self	the spellcaster only
Party	your party

Char	the party member (character) you designate
Special	the special character you designate
∞	hits with full effectiveness up to the listed range, and at reduced effectiveness when it hits at double the listed range. For instance, if your spell has a range of 30' and you use against foes 60 feet away, the spell will hit with reduced effectiveness.
N/A	Not applicable; used where range is not a factor in the spell

In addition to a range, spells also have a duration or lifetime. The following explains how long each duration lasts:

Combat	until combat ends (when either you run away, you win, or the monster wins)
1 Move	exactly one move.
1 Round	the entire round of combat.
Short	a few minutes only.
Medium	several minutes
Long	twice as long as Short spells
Indef	until the party enters the Refugee Camp or an anti-magic zone.
Misc	has multiple or variable ranges
N/A	Not Applicable; the result of the spell is immediate.

CONJURER SPELLS

From fireballs to magic compasses, Conjurers can create objects and effects out of thin air. Conjurer spells take up a lot of energy to create even moderate effects; that's why these magic users don't involve themselves with huge magical productions.

Level 1:

MAFL 2 VIEW MEDIUM
MAGE FLAME - a small flame floats above the spell caster as he moves about, illuminating the immediate area.

ARFI 3 1 Foe (10') N/A
ARC FIRE - fiery blue flames spray from the spellcaster's fingers, inflicting 1-4 damage points, depending on the Conjurer's level

TRZP 2 30' N/A
TRAP ZAP - disarms any trap within 30 feet in the direction the spellcaster is facing. TRZP also works on chests for the same amount of spell points.

Level 2

FRFO 3 GROUP COMBAT
FREEZE FOES - binds your enemies in a magical force, slowing them down and making them an easier target for your itching sword.

MACO 3 N/A MEDIUM
KIEL'S MAGIC COMPASS - a compass of shimmering

magelight appears above the party, and shows the direction they face.

WOHL 4 CHAR N/A

WORD OF HEALING - with the uttering of a single word, this heals a party member from 4 to 16 points of damage.

**Level 3
LERE 5 VIEW LONG**

LESSER REVELATION - an extended "Mage Flame" spell which also reveals secret doors.

LEVI 4 PARTY SHORT

LEVITATION - partially nullifies gravity letting the party float over traps, or up or down through portals.

WAST 5 GROUP (20') N/A

WARSTRIKE - an electric spell where a stream of energy shoots from the spellcaster's finger, frying a group of foes for 5 to 20 damage points.

**Level 4
INWO 6 PARTY N/A**

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

FLRE 6 CHAR N/A

FLESH RESTORE - a powerful healing spell that restores 10 to 40 points to a party member, curing those stricken with insanity or poisoning.

**Level 5
GRRE 7 VIEW LONG**

GREATER REVELATION - operates like "Lesser Revelation", but illuminates a wider area for a longer period of time.

SHSP 7 GROUP (30')[∞] N/A

SHOCK-SPHERE - creates a large globe of intense electrical energy that envelops a group of enemies and inflicts 10 to 40 damage points.

**Level 6
FLAN 9 GROUP N/A**

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

MALE 8 PARTY INDEF

MAJOR LEVITATION - operates like Levitation, but it lasts until the spell is terminated by some event like the activation of an anti-magic square.

**Level 7
REGN 12 CHAR N/A**

REGENERATION - A health spell that revives all the hit points for one lucky member of the party.

APAR 15 PARTY N/A

APPORT ARCANE - teleports the party within a dungeon

to any location that's not protected by a teleportation shield.

FAFO 18 GROUP N/A

FAR FOE - pushes a group of foes 30 feet further away from your party, up to a total distance of 90 feet.

INSL 12 PARTY N/A

ELIK'S INSTANT SLAYER - materializes a slayer that joins your party. What's a slayer? The name speaks for itself....

MAGICIAN SPELLS

Magicians can bestow magical effects on common objects. This however, doesn't mean that the item becomes magical. It only takes on the magical effects for the duration of the spell.

**Level 1
VOPL 3 CHAR COMBAT**

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

QUFI 3 CHAR N/A

QUICK FIX - regenerates 8 hit points for a character, up to the character's maximum hit point level.

SCSI 2 PARTY N/A

SCRY SITE - causes a dungeon wall or wilderness pathway to reveal the party's location.

**Level 2
HOWA 4 1 FOE (10') N/A**

HOLY WATER - holy water sprays from the spellcaster's fingers, inflicting 6 to 24 points of damage on any foe of evil or supernatural origin.

MAGA 5 CHAR COMBAT

MAGE GAUNTLETS - makes the hands (or weapon) of a party member more deadly by adding 4 to 16 points of damage to every wound it inflicts on a foe.

AREN 5 30' SHORT

AREA ENCHANT - causes the dungeon walls within 30 feet (3 squares) of a stairway to call out if the party is headed toward the stairs.

**Level 3
MYSH 6 PARTY MEDIUM**

YBARRA'S MYSTIC SHIELD - causes the air in front of the party to form an invisible shield that's as hard as metal. The shield moves with the party.

OGST 6 CHAR COMBAT

OSCON'S OGRESTRENGTH - endows a specific party member with the strength of Elik's ogre for the duration of the battle.

STFL 6 GROUP (40')[∞] N/A

STARFLARE - an electrical spell that ignites the air around your enemies, scorching them for 10 to 40 damage points. A real hair curler.

**Level 4
SPTO 8 1 FOE (70') N/A**

SPECTRE TOUCH - drains a single enemy of 15 to 60 hit points as if it were touched lightly by death.

DRBR 7 GROUP (30') N/A

DRAGON BREATH - lets the spellcaster belch a breath of fire at a group of monsters, inflicting 8 to 64 points of damage on each monster.

**Level 5
ANMA 8 PARTY COMBAT**

ANTI-MAGIC - causes the ground to absorb a portion of the spells cast at the party by monsters, giving the party a chance to escape unharmed. This spell also aids in disbelieving illusions and shielding against magical fires such as Dragon Breath.

GIST 10 PARTY COMBAT

GIANT STRENGTH - Instills tremendous power in your party, increasing their strike ability by 10.

**Level 6
PHDO 10 WALL 1 MOVE**

PHASE DOOR - vaporizes any wall that's not protected by an Anti-Phase Door aura or spell into air.

YMCA 10 PARTY INDEF

YBARRA'S MYSTIC COAT OF ARMOR - works just like YBARRA'S MYSTIC SHIELD, but lasts indefinitely.

**Level 7
REST 25 PARTY N/A**

RESTORATION - regenerates the body of every party member to perfect condition; even cures insanity or poisoning.

DEST 16 1 FOE (10') N/A

DEATHSTRIKE - instantly kills a selected enemy, which certainly categorizes this spell as one that doesn't fool around.

ICES 11 GROUP/50' N/A

ICE STORM - Pummels a group of monsters with chunks of ice, causing 20 to 80 points of damage.

STON 20 CHAR N/A

STONE TO FLESH - Takes a character who has been turned to stone and restores him to his natural flesh state.

SORCERER SPELLS

Sorcerers rely on illusions in their magical repertoire. A neat and tidy mage class, Sorcerers prefer to work on

peoples' minds than with tangible (and dirty) objects or monsters.

**Level 1
MIJA 3 1 FOE (40')[∞] N/A**

MANGAR'S MIND JAB - casts a concentrated blast of electrical energy at one opponent inflicting 2 to 8 points of damage for each experience level of the spellcaster.

PHBL 2 PARTY COMBAT

PHASE BLUR - causes the entire party to become blurry in the eyes of the enemy, making your party tougher to strike.

LOTR 2 30' SHORT

LOCATE TRAPS - heightens the spellcaster's awareness for trap detecting. Works for 30' in the direction that the spellcaster is facing.

**Level 2
DISB 4 PARTY N/A**

DISBELIEVE - reveals an attacking illusion for the true nonphysical object that it is, causing it to vanish.

WIWA 5 PARTY N/A

WIND WARRIOR - creates the illusion of a battle-ready ninja in the ranks of your party. The illusionary ninja will fight until defeated or disbelieved.

FEAR 4 GROUP COMBAT

WORD OF FEAR - an incantation that causes a group of enemies to quake in fear, thus reducing their ability to attack and inflict damage.

**Level 3
WIOG 6 PARTY N/A**

WIND OGRE - like ELIK'S INSTANT OGRE, it summons a mean, illusionary ogre to join your party.

INVI 6 PARTY COMBAT

KYLEARAN'S INVISIBILITY SPELL - invoke this spell to render the entire party nearly invisible to the enemy.

SESI 6 30' MEDIUM

SECOND SIGHT - heightens awareness so the spellcaster can detect all traps and tricks that lie directly ahead.

**Level 4
CAEY 7 VIEW INDEF**

CAT EYES - endows the entire party with perfect night vision for an indefinite period of time.

WIDR 12 PARTY N/A

WIND DRAGON - creates an illusionary red dragon to join the ranks of your party.

**Level 5
DIIL 8 ALL FOES COMBAT**

DISRUPT ILLUSION - destroys any illusions among the

ranks of the enemy and prevents new illusions from appearing.

MIBL 10 ALL FOES (30') ∞ N/A

MANGAR'S MIND BLADE - an electric spell that strikes every opposing group within range with an explosion of energy capable of inflicting 25 to 100 points of damage.

Level 6

WIGI 11 PARTY N/A

WIND GIANT - creates an illusionary elemental giant that joins your party and fights up a storm.

SOSI 11 30' INDEF

SORCERER SIGHT - operates like the trap-detecting **SECOND SIGHT** spell, but lasts indefinitely.

Level 7

RIME 20 ALL FOES (40') N/A

RIMEFANG - Rakes enemies with shards of ice, inflicting 50 to 200 points of damage.

WIHE 16 PARTY N/A

WIND HERO - creates an illusionary hero with the power of hurricane winds to join your party.

MAGM 40 GROUP N/A

MAGE MAELSTROM - assaults a group of opposing spellcasters and may do one of the following: inflict 60 to 240 points of damage, turn them to stone, or kill them outright. However, because the maelstrom is illusionary in nature, a disbelieving enemy can totally disarm it.

PREC 50 ALL FOES N/A

PRECLUSION - Keeps the enemy from being able to summon any creatures.

WIZARD SPELLS

Wizards can summon and control supernatural creatures and energies. The Wizard has fewer spells to choose from than the other classes, but their potency makes up for it.

Level 1

SUEL 10 PARTY N/A

SUMMON ELEMENTAL - creates a fire-being from the raw elements of the universe to join and fight for your party.

FOFO 11 GROUP (10') N/A

FANSKAR'S FORCE FOCUS - lands a cone of gravitational energy on a group of your foes, inflicting 25 to 100 points of damage.

Level 2

PRSU 14 PARTY N/A

PRIME SUMMONING - coerces a powerful undead creature to unwillingly join your party.

DEBA 11 1 FOE (30') N/A

DEMON BANE - inflicts 100 to 400 points of damage on a single creature of evil or supernatural origin.

Level 3

FLCO 14 GROUP (30') N/A

FLAME COLUMN - creates a cyclone of flame that lashes out and delivers 22 to 88 points of damage to a group of your foes.

DISP 12 CHAR N/A

DISPOSSESS - returns a possessed party member to the normal state of consciousness.

Level 4

HERB 13 PARTY N/A

SUMMON HERB - summons Herb to join your party. Herb is pretty busy, but he'll hang out with your party for a while if you need him.

ANDE 14 CHAR COMBAT

ANIMATE DEAD - reanimates a dead character with living strength so he or she attacks enemies as if truly alive.

Level 5

SPBI 16 1 FOE N/A

BAYLOR'S SPELL BIND - if successful, this spell possesses the mind of an enemy and forces him or her to join and fight for your party.

SOWH 13 1 FOE (70') N/A

STORAL'S SOUL WHIP - whips out a tendril of psionic (mind) power to strike a selected foe, inflicting 50 to 200 damage points.

Level 6

GRSU 22 PARTY N/A

GREATER SUMMONING - operates like **PRIME SUMMONING** but causes a powerful elemental creature to appear and fight for the party.

BEDE 18 CHAR N/A

BEYOND DEATH - brings a dead character back to life and gives him or her one hit point as a welcome back gift.

Level 7

WIZW 16 GROUP (50') N/A

WACUM'S WIZARD WAR - an electric spell that creates a pyrotechnical storm over a group of monsters, inflicting 50 to 200 damage points.

DMST 25 GROUP (50') N/A

DEMON STRIKE - Unleashes the terrorizing power of demons into the enemy ranks, causing 200 to 400 points of damage.

ARCHMAGE SPELLS

Archmages are the wise ones who have learned at least all the spells for four of the previous mage classes. This gives the Archmage the ability to pick and choose from a huge batch of spells.

Level 1

HAFO 15 ALL FOES 1 ROUND

OSCON'S HALTFOE - if successful, this spell causes every attacking group to miss all their attacks during the next round.

MEME 20 GROUP N/A

MELEE MEN - pull an attacking group into melee range (10') regardless of how far they were when they began attacking.

Level 2

BASP 28 PARTY MISC.

BATCHSPELL - executes the following batch of spells: **GREATER REVELATION**, **YBARRA'S MYSTICAL COAT OF ARMOR**, **SORCERER SIGHT**, **MAJOR LEVITATION** and **KIEL'S MAGIC COMPASS**.

Level 3

CAMR 26 PARTY N/A

CAMARADERIE - has a 50% chance of calming all monsters in your party that have turned hostile.

Level 4

NILA 30 GROUP (60') N/A

FANSKAR'S NIGHT LANCE - launches a chilling missile against a group of foes, inflicting 100 to 400 damage points.

Level 5

HEAL 50 PARTY N/A

HEAL ALL - a Beyond Death spell that resurrects every dead party member (including those turned to stone), and heals all wounds, paralysis, and insanity.

Level 6

BRKR 60 PARTY N/A

THE BROTHERS KRINGLE - the brothers are always ready to help friends in trouble. Enough brothers appear to fill the empty slots in your party.

Level 7

MAMA 80 ALL FOES (90') N/A

MANGAR'S MALLETT - inflicts 200 to 800 bone-crushing damage points against every monster group you face.

CHRONOMANCER SPELLS

The key to distant lands, Chronomancers help the party move from dimension to dimension with their special teleport spells. They also have a number of vicious offensive spells.

Level 1

VITL 12 CHAR N/A

VITALITY - Invigorates a character by healing 4 to 8 hit points times the spellcaster's level.

ARBO 10 PARTY N/A

ARBORIA - Teleports the party to Arboria.

ENIK 10 PARTY N/A

EXIT NOW THAT I KNOW - Teleports the party from Arboria to the wilderness.

Level 2

WIFI 20 GROUP (20') N/A

WITHERFIST - crushes a group of enemies under a huge fist of power for 300 to 600 points of damage.

COLD 20 GROUP (80') N/A

FROST FORCE - Blasts the enemy with a deadly frost for 50 to 400 points of damage.

GELI 15 PARTY N/A

GELIDIA - Transports the party to Gældia.

ECUL 15 PARTY N/A

EXIT CAREFULLY UNDER LUCK - Transports the party from Gældia to the wilderness.

Level 3

GOFI 25 GROUP (80') N/A

GOD FIRE - A holy spell where blazing red fires are sent from the angry gods to roast the enemy for 60 to 240 damage points.

STUN 30 ALL FOES N/A

STUN - an electric spell that gives the enemy a high-voltage zap for 50 to 200 damage points.

LUCE 20 PARTY N/A

LUCENCIA - Transports the party to Lucencia.

ILEG 20 PARTY N/A

IF LEAVING EXIT GINGERLY - Transports the party from Lucencia to the wilderness.

Level 4

LUCK 45 PARTY COMBAT

LUCK CHANT - Increases your chances of hitting or defending by eight points.

FADE 50 FOE (30') N/A

FAR DEATH - A long-range spell that drops a distant foe dead in its tracks.

KINE 25 PARTY N/A

KINESTIA - Transports the party to Kinestia.

OBRA 25 PARTY N/A

OH BETTER RUN AWAY - Transports the party from

Kinestia to the wilderness.

Level 5

WHAT 60 1 OBJECT N/A
IDENTIFY - Cast this spell on something to find out just what the heck it is.

OLAY 60 1 CHAR N/A
YOUTH - Coats a character with a light, fragrant lotion to cure oldness.

OLUK 30 PARTY N/A
TENEBRASIA - Transports the party to Tenebrasia.

ECEA 30 PARTY N/A
EVERYONE CAN EXIT ALREADY - Transports the party from Tenebrasia to the wilderness.

Level 6

GRRO 65 1 CHAR MISC
GRAVE ROBBER - Casts Beyond Death and Regeneration for a life-giving combination of spells.

FOTA 70 ALL FOES MISC
FORCE OF TARJAN - Cast Witherfist and Sandstorm for a double offensive punch.

AECE 35 PARTY N/A
TARMITIA - Transports the party to Tarmitia.

KULO 35 PARTY N/A
KICK US LAMELY OUT - Transports the party from Tarmitia to the wilderness.

Level 7

SHSH 60 PARTY INDEF
SHADOW SHIELD - Casts a gray shadow around the party, and lowers their armor class by 4.

FAFI 100 ALL FOES N/A
FATAL FIST - Crushes the enemy under an unearthly gravitational force for 400 to 1500 points of damage.

EVIL 50 PARTY N/A
MALEFIA - Transports the party to Malefia.

LIVE 50 PARTY N/A
LIVE TO TELL ABOUT IT - Transports the party from Malefia to the wilderness.

GEOMANCER SPELLS

The most physically adept of all the spell casters, Geomancers can handle most weapons that fighters can. Their combative nature shows in their repertoire of predominantly offensive spells. To become a Geomancer, you must find the one special location that performs the rite of passage to this mage class.

Level 1

EADA 5 GROUP (40') N/A
EARTH DAGGER - Cuts down the enemy with holy daggers for 200 to 800 points of damage.

EASO 5 LEVEL N/A
EARTH SONG - Reveals all booby-trapped areas that can injure the party.

EAWA 8 LEVEL N/A
EARTH WARD - Casts the Trap Zap spell on the entire level.

Level 2

TREB 10 ALL FOES N/A
TREBUCHET - Fries all foes with wickedly hot flames for 150 to 600 points.

EAEL 15 PARTY N/A
EARTH ELEMENTAL - summons an Earth Elemental, which is a creature created from the raw elements of the earth.

WAWA 15 WALL MISC
WALL WARP - Works like Phase Door until the party leaves.

Level 3

ROCK 18 1 FOE (60') N/A
PETRIFY - turns an enemy up to 60 feet away into the hardest stone.

ROAL 20 LEVEL N/A
ROSCOE'S ALERT - Reveals to the party where the anti-magic areas are.

Level 4

SUSO 20 LEVEL N/A
SUCCOR SONG - Shows all heal-party squares, so your party can put an end to their weakness and pain.

SAST 25 ALL FOES N/A
SANDSTORM - With a violent swirl of sand, all foes are whipped back 60 feet.

Level 5

SANT 30 LEVEL N/A
SANCTUARY - Shows all mage regeneration squares, so your spellcasters can be refreshed.

GLST 40 1 FOE (90') N/A
GLACIER STRIKE - Impales the enemy with an icy stalagmite, causing 400 to 1600 points of damage.

Level 6

PATH 40 LEVEL N/A
PATHFINDER - An instant map, this shows the entire maze that the party's in.



MABA 50 GROUP (50') N/A

MAGMA BLAST - Burns a group of foes with a blast of hot, fiery magma for 300 to 1200 points of damage.

Level 7

JOBO 60 ALL FOES N/A
JOLT BOLT - Wrenches the earth below the enemy, smashing them to the ground and gives them a jolting electrical shock to cause 400 to 1600 points of damage.

EAMA 80 GROUP (50') N/A

EARTH MAW - Commands the ground beneath the enemy's feet to open wide and drop the foes in, so they're never seen again.

MISCELLANEOUS SPELLS

These spells are available to all magic users. The catch is that you've got to find them before you can use them.

GILL 10 PARTY MEDIUM

GILLES GILLS - This survival spell lets your party breathe underwater. It is cumulative in effect; casting it more than once will extend the amount of time you can spend underwater.

DIVA 250 ALLFOES/PARTY MISC

DIVINE INTERVENTION - This powerful spell earns its name by doing the following: 1) Turns illusionary characters into real characters; 2) Cures characters of all illnesses but age; 3) restores all hits points to the party. If you're in combat, it also does the following: 1) lowers your armor class, saving throw, to hit, and damage by 20 points; 2) increases your attack by eight points; and 3) casts Mangar's Mallet.

NUKE 150 ALL FOES N/A

GOTTERDAMURUNG - The finest in offensive obliteration, this spell annihilates the opponent for 2000 damage points.

THE BARD SONGS

The Bard has eight songs to sing. He or she starts the journey knowing six, and must find the other two. Since Bards can't make music without an instrument, and since whistling doesn't count, make sure they don't drop or trade away their livelihood.

There are two categories of songs: those played during exploration and those played during combat. Songs played during exploration are long-playing while those played during combat last only one round. Only one song can play at a time. If you're playing an exploration song, but suddenly need to play a battle tune, the exploration tune will stop playing for the duration of the battle, and start once battle is over. On the other hand, if you're playing an exploration song and start another one, the first song will end and the second will start.

A Bard can play as many tunes as he has experience

levels before his throat dries and fingers stiffen. For instance, if your Bard has five experience levels, he can play up to five tunes. To rejuvenate your Bard, give him or her a drink, be it water from a wineskin or ale from a tankard. Never forget, "When the going gets tough, the Bard goes drinking..."

- Sir Robin's Tune:** This lets you run away from attackers as long as the combat has not yet begun. During combat, this keeps the monsters from calling for additional help.
- Safety Song:** Sets up an anti-monster aura, so foes won't randomly attack you.
- Sanctuary Score:** Lowers the Bard's armor class level up to a maximum of 15 points.
- Bringaround Ballad:** In non-combat situations, this rejuvenates the Bard's hit points. During combat, this song will affect everyone in your party, including the Bard.
- Rhyme of Duetime:** In non-combat situations, this regenerates the mage's spell points. During combat, it gives the party an extra attack.
- Watchwood Melody:** This creates light so you can find your way around. May even work in anti-magic zones.
- Kiel's Overture:** In non-combat situations, this calls up a compass so you can get your bearings. During combat, this casts the monster-frying Trebuchet spell.
- Minstrel Shield:** In non-combat situations, this lowers your armor class. During combat, it partially shields your party so they only take half damage from monster attacks.

TIPS FROM THE REFUGEE CAMP - MAGIC

- Spell points are the life blood of the magic user. Don't venture too far into dungeons without full spell points. When you're down to a quarter of your maximum spell points, you should leave the dungeon before you're bled dry of your remaining spell points.
- Spell points don't regenerate that fast, so don't squander them away. Don't use a magic light spell when lighting a torch will do. Use your spells when you need them, like when that bad-breathed miasmal cur takes an interest in clawing your face off.
- Find those nasty traps. Second Sight and other Sorcerer sight spells can identify traps within 30 feet (3 squares). The Trap Zap spell disarms all traps within 30 feet.
- Play a long-lasting Bard's song before entering a tavern. It's like getting a free spell.
- In darkness zones try using a light spell or the Bard's Watchwood Melody song. Though spells won't last, it gives a brief flash of light which helps you get your bearings. This trick occasionally works with ordinary torches and lanterns.
- The screen flashes when your party gets teleported. Keep this in mind, because many dungeon corridors look alike and unless you catch the flash, you'll never know you were teleported.



COMMAND SUMMARY

The Bard's Tale III™: Thief of Fate™

COMMODORE 64/128

GETTING STARTED

Turn on your computer and insert the boot disk. Then type **LOAD """,8,1** and press **<RETURN>**. The game will automatically load. When you see the Bard strumming his mandolin, press **U** to get the Utilities Menu.

If you're new to Thief of Fate: The first thing you must do is make a copy of your boot disk and dungeon disks by selecting **B** from the Utilities Menu. Next, you need to create a character disk (see instructions below). When that's finished, put away your original disks and play with the copies you've made. *Thief of Fate* isn't copy protected, so it's easy to copy disks for yourself ... and hopefully only for yourself. (We don't want to be downers, but we've worked hard on this game for our lunch money. If your friends, relatives, co-workers or neighbors want a copy, won't you ask them to buy a copy for themselves? Thanks!)

If you've previously played Thief of Fate: You can still use any of the options from the Utilities Menu.

To abort any action you start, press **←**

UTILITIES MENU

- B** Backup a data disk. Follow the prompts as they appear. The disk you're copying *from* is the source disk, and the one you're copying *to* is the target disk. To create a character disk, see the instructions below.
- T** Transfer characters. Transfers *Bard's I, II or III* characters to a *Thief of Fate* character disk. Not all items will transfer.
- P** Play *Thief of Fate*. This takes you into the game.
- R** Return to introduction.

Making a Character Disk

The character disk is a disk that you store your game characters on. The character master disk is on the back side of the boot disk. To create a character disk, insert the boot disk with the label side down, and select **B**. Follow the onscreen instructions until "Copy Complete" appears. At this point, you're ready to start the game.

NOTE: Don't write protect your character disk because the program needs to write information onto the disk during the game.

CODE WHEEL

The code wheel gives you a number that lets you transport from the wilderness to the dimensions. When you're in the

right location *and* cast the right teleport spell, you'll see four words. Locate the first word on the edge of the inner wheel, the second word on the middle wheel, the third word on the outer wheel, and then line them up. Once they're lined up, look for the fourth word in the center of the inner wheel. Above it you'll see a numeric code; enter this code to transport to the new dimension.

PRE-BUILT PARTY

When you created your character disk, you also copied onto it a completely outfitted and ready-to-go band of adventurers called ***INTERPLAYERS**. Use this party to test the features of *Thief of Fate* and to get an idea of what type of party you'd like to build. To load this party, Press **A** while you're in the Refugee Camp, highlight ***INTERPLAYERS**, and then press **<RETURN>**. Press **E** to begin your adventure.

STARTING THE GAME

When the Utilities Menu appears, press **P** to start the game. If you're not using the Utilities Menu, you can press any key to start the game. Insert your character disk and press any key to start.

If you've previously played the game, you're asked "Do you wish to restore your last saved game?" If you answer "yes" you'll pick up where you last left off. If you answer "no", you'll start in the Refugee Camp.

THE REFUGEE CAMP

The Refugee Camp is the adventurer's hang out. Here you'll create characters, form parties, and do a number of other things. Here's a list of all your options.

- A** Add a member. Loads a single character or entire party onto the roster. Highlight the character or party you'd like to add and press **<RETURN>**. (Party names begin with an asterisk.) You can have up to seven members on the roster and you must have at least one living character to enter the wilderness.
- R** Rename a member. Highlight the character you'd like to rename and then enter his or her new name. (This option appears only if nobody is on the party roster.)
- R** Remove a member. Enter the number of the character you want to remove or press **R** again to remove them all. When you remove a character, you also save him or her to disk. (This option appears only if somebody is on the party roster.)
- C** Create a member. Select the sex, race and class for

the character. Then type in a character name - up to 15 characters long - and press **<RETURN>**. A disk can hold up to 30 characters and party names.

- D** Delete a member. Highlight the character or party name that you want to delete by pressing or and press **<RETURN>**. Press **Y** to confirm deletion or **←** to abort.
- S** Save the party. **IMPORTANT:** This command does not save the characters themselves. It only saves the characters currently on the roster under a party name. All party names begin with an asterisk.
- L** Leave the game. Press **<RETURN>** to save all the characters on the roster to disk and leave the game.
- E** Enter wilderness. This lets you leave the Refugee Camp and head into the wilderness.

MOVEMENT COMMANDS

Use the following commands to move your party around:

- I** or **<Return>** - move forward
- J** or **←** - turn left
- K** or **<RETURN>** - kick a open a door or enter a building
- L** or **→** - turn right

COMBAT COMMANDS

When you're under attack, you have two sets of options. If the attackers are 20 feet (20') away or farther, you can choose to fight, run or advance. If they're 10 feet (10') away, you can only fight or run.

- A** Attack foes. Attack any monsters within 10'. This is available to party members numbered 1 through 4.
- D** Defend. Lessens the chance of damage from an attacker.
- P** Party attack. Initiates intra-party combat.
- C** Cast a spell. Enter a four-letter spell code at the prompt. (Available only to magic users.)
- U** Use an item. Use a magic item or missile weapon (one that is thrown or shot).
- H** Hide in shadows. (Available only to Rogues.)
- B** Bard Song. Plays one of the eight Bard songs. (Available only to Bards.)

Press **→** to speed up scrolling of the combat messages or **←** to slow it down.

NON-COMBAT COMMANDS

- B** Sing one of the Bard's tunes. Enter the number of the Bard who will play and the number of the tune he will play. (Available only to Bards.)
- C** Cast a spell. Enter the number of the character who will cast the spell and then type in a four-letter spell code.
- D** Drop a special member from your party. Enter the number of the special member you want to drop.
- E** Ascend through a portal. You must use this with a levitation spell. Works in dungeons only.
- N** Establish a New order for the party members. At the prompt, enter the number of the character whom you want in slot 1, the number of the character whom you

want in slot 2, and so on until all the slots are filled.

- S** Save party. This saves your party where they're at in the game with all their current possessions, skill levels, experience, etc. If you exit the game, the next time you load it you're asked, "Do you wish to restore your last saved game?" Answer "yes" to pick up where you left off. Answer "no" to start back at the Refugee Camp. **NOTE:** Unless you took the party back to the Refugee Camp *and* removed them after you last saved, answer "yes". Otherwise, you'll be playing with the characters *less* the experience and items they gained since the last time you removed these characters at the Refugee Camp (the experienced-ladened characters are still sitting out there in the wilderness!)

If you want to transfer your characters to another disk, you must return to the Refugee Camp *and* remove the party from the roster. If you don't do this, your experienced party won't be saved back at the Refugee Camp - the only place from which you can transfer characters.

- U** Use an item. Some items, like torches, must be activated with this command in order to work. Enter the number of the character with the item, then highlight the item from his or her inventory list. Some items run out of power after one use.
- V** Toggle sound on and off.
- W** Descend through a portal. You must use this with a levitation spell. Works in dungeons only.
- ←** Toggle pause on and off.

AUTOMAPPING

You can use the automapping feature in the wilderness or in a dungeon. If you're in the wilderness, press **?** to find out where your party is and the time of day. If you're in a dungeon, press **?** and then **<RETURN>** to see the corridors you've been through.

VIEWING CHARACTERS

Enter a number (1 to 7) for the character whose statistics you want to view. (Press **<SHIFT>** and a number to call up the stats *without* the picture.) Here's some options you can choose from when you're in this mode:

From the first screen:

- P** Pool gold. Pools all the party's gold and gives it to the character you're viewing.
- T** Trade gold. Gives gold to another character. Enter the number of the character to whom the gold will go, and how much.

From the second (Inventory) screen

An item with **next** to it means that it's equipped, so the character is ready to use it. **next** to an item means that the character can't use it; he or she can only carry it until it is discarded or traded to someone who can use it.

Highlight any of the items and press **<RETURN>**. You then have the following options:



- U** Unequip the item. This unequips the item so the character can trade or discard it. When it's unequipped, the character can't use it.
- T** Trade the item. Enter the number of the character to whom you want the item to go.
- D** Discard the item. NOTE: Once you discard an item, it's lost forever, so be sure you want to drop it before you drop it!
- E** Equip the item. This equips the item so the character can use it.
- I** Identify the item. This lets a Rogue identify any item that you highlight. (Available only to Rogues.)



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