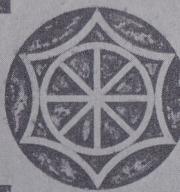


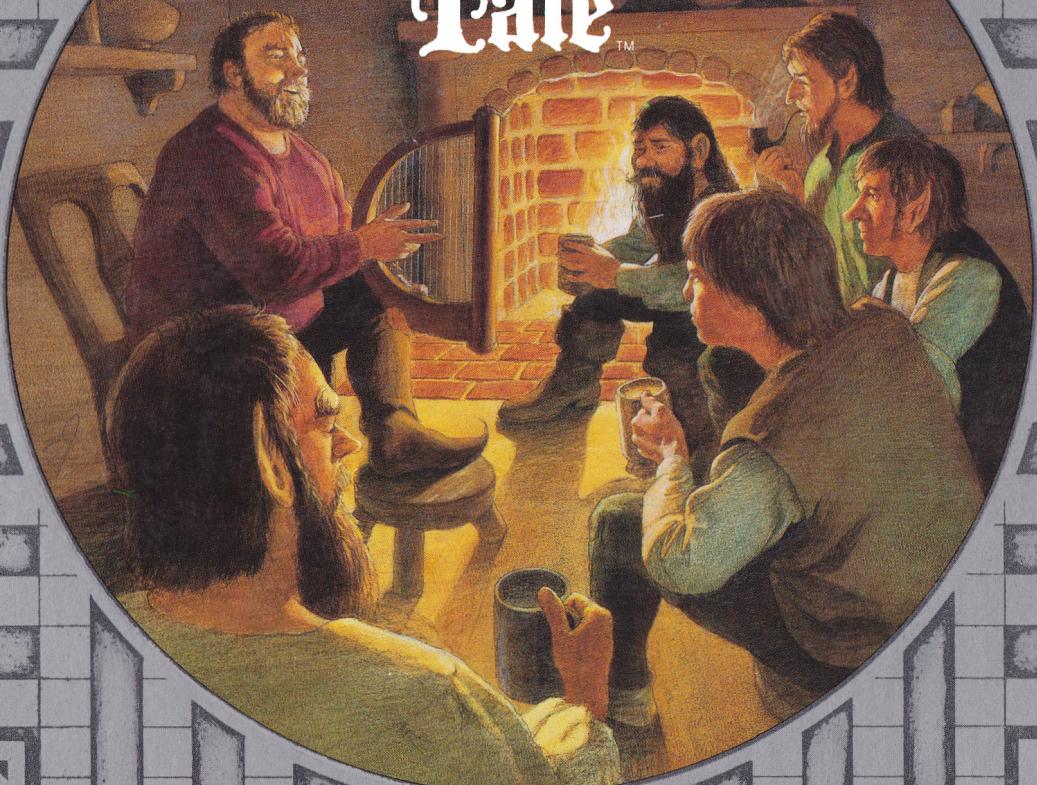


TALES OF THE UNKNOWN™

VOLUME 1



The Bard's Tale™



APPLE IIGS

512K; 1 player

3.5 Disk Drive required

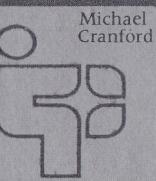
Blank Disk Required

THE BARD'S TALE

1283



ELECTRONIC ARTS™



Interplay
Productions

Michael
Cranford

Skara Brae



THE MAP OF SKARA BRAE

- 1 ... GUARDIAN STATUE
- 2 ... LOCKED GATE
- 3 ... KYLEARAN'S TOWER
- 4 ... MANGAR'S TOWER
- 5 ... CITY GATES
- I ... INN
- T ... TEMPLE
- M ... MAD GOD'S TEMPLE
- AG ... ADVENTURER'S GUILD
- G ... GARTH'S EQUIPMENT SHOPPE
- S ... HORSE STABLE

Game Concept, Design and Program Design: Michael Cranford Scenario Design: Michael Cranford, Brian Fargo.

Additional Design: Roe Adams III Graphics: David Lowery

Music: Lawrence Holland

Producer: Joe Ybarra

Package and Manual Copy:

Michael Cranford, Bing Gordon Author and Screen Photography:

Frank Wing

Photography: Kit Morris

Package Design: Michael LaBash

Cover Painting: Eric Joyner

Map Art: Don Carson

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Package Design

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THE LEGEND OF SKARA BRAE

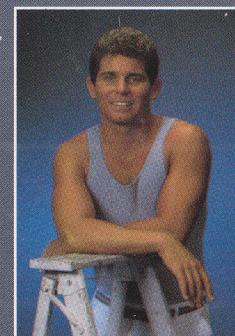


ong ago, when magic still prevailed, the evil wizard Mangar the Dark threatened a small but harmonious country town called

Skara Brae. Evil creatures oozed into Skara Brae and joined his shadow domain. Mangar froze the surrounding lands with a spell of Eternal Winter, totally isolating Skara Brae from any possible help. Then, one night the town militiamen all disappeared.

The future of Skara Brae hung in the balance. And who was left to resist? Only a handful of unproven young Warriors, junior Magic Users, a couple of Bards barely old enough to drink, and some out of work Rogues.

You are there. You are the leader of this ragtag group of freedom fighters. Luckily you have a Bard with you to sing your glories, if you survive. For this is the stuff of legends. And so the story begins...



Michael Cranford of Interplay Productions has an elegant programmer's touch. You can't see it in this picture of him, but you can see it in The Bard's Tale. He previously programmed the Apple version of Donkey Kong and the Commodore 64 version of Super Zaxxon.



*"They Disbelieved My Wind Dragon.
They Possessed My Greater Demon.
Now It's Up to The Bard and His Magic Fire Ho*

6 GALLANT HEROES CORNERED

First you explored the city. Then the cellars and sewers below. Now you're trapped in Harkyn's Castle. 7 levels conquered and still 9 to go.

CHALLENGE YOUR MAGIC SKILLS

Command 4 different classes of Magic User: Conjuror, Magician, Sorceror and Wizard, each with unique spells. And the Bard who makes magic with his music. 85 spells in all. But choose well—the wrong spell and you're history.

You are startled by a grim snarl. Before you, you see 1 Red dragon.

Will your stalwart band choose to (F)ight or (R)un?

Character Name	AC	Hits	Cnd	SpPt	Cl
BRIAN THE FIST	-9	101	101	0	Pa
EL CID	-9	96	96	0	Ba
MARKUS	-3	83	83	0	Ro
MERLIN	-1	96	96	114	Wi
SIR GRADY	2	64	64	77	So
OMAR	0	62	62	121	Ma

There's a fire in Harkyn's Castle—and the Dragon is breathing it right at you.

You are on Main Street.
It's now early morning.

Character Name	AC	Hits	Cnd	SpPt	Cl
BRIAN THE FIST	-9	101	101	0	Pa
EL CID	-9	96	96	0	Ba
MARKUS	-3	83	83	0	Ro
MERLIN	-1	96	96	114	Wi
SIR GRADY	2	64	64	77	So
OMAR	0	62	62	121	Ma

3-D scrolling city map features Taverns & Temples, Towers & Guardian Statues.

MERLIN
Race: Elf Class: Wizard
St:15 IQ:18 Dx:18
Cn:16 Lc:15
Lvl: 4 SpPt:114
Exper: 93421
Gold: 23883
IPOOL GOLD!

Character Name	AC	Hits	Cnd	SpPt	Cl
BRIAN THE FIST	-9	101	101	0	Pa
EL CID	-9	96	96	0	Ba
MARKUS	-3	83	83	0	Ro
MERLIN	-1	96	96	114	Wi
SIR GRADY	2	64	64	77	So
OMAR	0	62	62	121	Ma

85 Magic Spells, like Revelation, Animate Dead, Summoning & Sorceror Sight.

You face east, and are:
0 levels above,
10 squares north
1 square east of
the entry stairs.
Press a key to
continue onward.

Character Name	AC	Hits	Cnd	SpPt	Cl
BRIAN THE FIST	-9	101	101	0	Pa
EL CID	-9	96	96	0	Ba
MARKUS	-3	83	83	0	Ro
MERLIN	-1	96	96	114	Wi
SIR GRADY	2	64	64	77	So
OMAR	0	62	62	121	Ma

There are sixteen different 3-dimensional full color mazes like Harkyn's Castle.

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

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128301

ELECTRONIC ARTS™

BIGGER BETTER JUST AS GOOD

Pushes the power of your computer to its limits. So it's fast. It's big. And there's plenty of power for 3-D scrolling, full color mazes, amazing sound effects and animated color monsters.

Excellent game design. Each level is demanding—and different. There are more monsters, mazes, "specials", logic puzzles, & magic items than you've ever seen in a game like this before.

So it's "just as good" as you hoped a Dungeon Fantasy game could be.