

# BARD'S TALE II

## *The Destiny Knight*



**M**ichael Cranford's sequel pits you against another Evil Wizard, Lagoth Zanta, employing the same interface and graphic display as the original game. Before confronting him you must round up seven segments of a magical scepter called the Destiny Wand. A piece is hidden in one of the "Death Snare Puzzle Rooms" found in each of seven dungeons. Unless you solve the puzzle within a time limit, your entire party gets killed. Some puzzles involve typing in passwords learned in other areas of a maze, while others require you to follow specific patterns while traversing a dungeon. Few can be solved by pure logic alone.

**THE GAME TAKES PLACE** in a world larger than its predecessor, with six towns, 25 dungeon levels and an outdoors wilderness area to explore. Mapping is a major part of gameplay. A new combat system now features ranged combat, so you'll need long-range weapons or magic to hit foes up to 90 feet away. This offers tactical challenges not present in the original game. There are also lots of new spells and Bard songs, plus a variety of fresh monsters and a special character class, the ArchMage. Characters from *Bard's Tale* can be transferred in, as well as those from *Ultima III* and *Wizardry* (Apple version only), and a starter maze is available for training fresh ones.

## The Walkthrough

### Character Development

You'll definitely need a Bard, and must develop an ArchMage or two as soon as possible. If creating a fresh team, use a Bard, two gnome or human spellcasters, and the rest dwarf or human Paladins. (This combo is especially potent later in the game; if already involved, use the rename option described below to duplicate the good characters). To develop a team quickly, complete the Starter Maze for 400,000 experience points. You can also earn lots of points by killing Mar Mages, often found in Dargoth's Tower.

If using a *Bard's Tale* team that has a Spectre Snare, duplicate this powerful weapon and give it to any fighter but a Monk. Do this by copying the character disk and changing the names of characters you want to duplicate, then saving them to the copy of the disk. Load them back, swap character disks and load the ones with their original names back. (To duplicate an Archmage from *Bard I*, transfer him with the update option and rename him, then repeat the process). When down to a few arrows, sell them to Garth and buy a full set of ten. Magic items running low on charges will be recharged if sold and

rebought. To amass a fortune, go to the bank and deposit all gold. Withdraw it, but before entering an account number, insert another character disk. After completing the transaction, put the original disk back in, withdraw the account and deposit it. This doubles your gold. With a spare character and all this gold, you never have to worry about your party getting slaughtered.

## **Magic and Combat**

If your team is strong enough to disbelieve illusions, advance on spellcasters and slay them with fighters, saving spell points for other foes. Equip spellcasters with mage staves to replenish spell points while in a maze. A conjurestaff cuts the cost of spellcasting in half. Aram's Knife and the Sword of Zar are great ranged weapons. The zzgo spell will teleport you into any dungeon. In combat it heals the party, boosts armor and hit probability, and casts Mangar's Mallet.

## **Before We Begin**

Stay in Tangramayne until you have at least a seventh level magic user. You'll need the APAR spell for the rest of this solution. When referred to a map, look for an "x" as your starting position in the maze. With the C-64 version, always back up the character disk before entering Garth's, for read/write errors may sometimes freeze the program. After finding a valuable item, always exit the dungeon and save, then duplicate the character who has it.

## **The Dark Domain**

To win the 400,000 point bonus, your team must be less than level 13 and magic users cannot have changed class already. And do not cast a safety or APAR spell on the way out (after rescuing the Princess).

**Level One:** Go 8-N, 13-E, 2-N, 1-E and north to the stairs at 21N, 14E.

**Level Two:** Follow the map to (1), watching out for the spinner at 7N, 2E. At (1), ask the winged creature to join you. Then backtrack to the portal at (2). Cast LEVI and descend.

**Level Three:** Go west to (1) and you'll be teleported to a spinner at (2). When you can see part of a door, advance and follow the map back to (1) and on to (3), then around to (4). Answer nbohbs. Then go to (5) and head south to (6) and say pass. Go west to the stairs.

**Level Four:** Follow the map to (1), which ports you to (2). Then go north and cross the bridge with the winged creature's assistance. At the double doors, stand in front of the right one and have your Bard

sing #7. Go north to fight the Dark Lord at (4), then east to rescue the Princess at (5). (Drop the Winged Creature if you don't have room for her). Go one to (6) and get teleported to (7). Follow the map and walk, do not APAR, out of the dungeon, once you have the Princess. Then head for the Review Board.

## **The Tombs**

Here you may have up to six party members. You'll need 50,000 gold (100,000 in the early C-64 version). To reach the Tombs, exit the Ephesus Guild and go 3-S, 2-E, 6-S and 4-W. Then 2-N, 2-E, and enter the temple.

**Level One:** Teleport to 20N, 19E, 0D. (You get teleported down a level).

**Level Two:** Go 1-N and 17-W (to door). Go 1-S and 2-W. Go south through the door, 1-E and 2-S. You'll be on a spinner. Hit the space bar till you see a door straight ahead, advance three, then go 17-E (to wall) and 1-S. Go 10-W and buy the key at 10N 8E. Go 10-E (to wall), 1-N, 16-W and 1-N. Then 5-E and 1-N. Go 2-E and 1-N, then 1-E, 1-N, 1-E, 1-N and 1-W and take the stairs down.

**Level Three:** Go 2-S, 9-W, 6-S (to wall). Recast light spell and go west to the wall. Go south to a wall, then east through the door. Turn right and advance, turn right and go west through the door. Take doors in west walls of this and next six rooms, stopping at 2N, 16E. Turn right and take north door, then follow winding hall to door at 4N, 21E. Go through the door and get teleported into the first Snare of Death.

**Snare of Death:** From 10N, 3E, go one space, read message and turn left. Go to the room at the end of the hall, where three alcoves are found. (Watch out for the spinner in the room's center). In the left one (11N, 10E) is an pme xbssjps. Ask him to kpjo and put him at the ifbe of the party. Get everyone to esjol from the qpjtpofe gpvoubjo in the njeemf bmdpwf (9N, 12E). Then fight the upyjd pof in the other alcove (7N, 10E). After victory, heal your party as soon as possible. Check everyone's inventory for the upsdi; give it to the pme xbssjps. Turn around and, hugging the left wall, return to 10N, 3E. After the message, you'll be at 9N, 3E. Go seven steps down the hall and turn left. Advance once, turn left and advance again to 10N, 8E. Get the scepter segment and teleport -10N, -8E, -2U. Go up stairs and exit.

## **Fanskar's Fortress**

This is in the wilderness southwest of Colosse, 26N and 17E of the Sage's Hut. Go upstairs and 14-N (to a wall). Turn right and go four spaces. Turn left

and go one space, then left and go one. Recast all spells. Go 3-W, 6-N, 4-E, 1-S and 2-W to 20N, 2E. Go 4-S, 2-E, 1-N to 17N, 4E, which teleports you to 17N, 7E. Go 1-S, 2-W. Move once each: N, E, N, E. Go 3-N. Move 1-E and 5-S to 16N, 8E and go east through the door. Next move 1-N and 3-E. Go 1-S, 1-E and 1-S.

Now move 4-E, and 6-N. Go 1-E and 6-S, then 3-E and 2-N. Go 2-W and 4-N. Move 1-E and kill Fanskar at 21N, 20E. Go 1-E and get teleported into the Snare of Death. Turn left and go one space, turn right and go a space. You're on a spinner facing the left door, so hit the space bar till you see a door right in front of you, then enter the door and get teleported to 5N, 13E. Turn till you see a door, then advance three times and grab the segment. To exit, advance again, turn right and go four spaces. Turn left and go nine spaces to the 0E hall, then south to the stairs at 0N, 0E.

### Dargoth's Tower

This is in Phillipi. Exit the Guild, go 3-E, 3-N, 3-E, 3-S and enter the Tower.

Level One: Go 8-N and 16-E to 8N, 16E. Go 3-S, 2-W, 2-N, 2-W and 3-S to 4N, 12E and get teleported to 17N, 21E. Turn around and go north to stairs up.

Level Two: Go west to a wall, 1-S and 12-W. Then 5-S to 12N, 4E and go 1-E, 1-N, 2-E, 2-N, 1-W, 1-N, 3-E, 4-S, 1-W, 1-S, 3-E, 1-S, 1-E, 2-S, 1-E, 3-N, 2-E, 3-N, 1-W, 1-S, 1-W to 13N, 12E. Examine and defeat the seven statues to pass the Battletest. APAR - 13N, -13E, -1D to the main exit. Teleport 6N, 2E, 2U.

Level Three: Type these words, one by one, each followed by the return key: `fbsui`, `dpgnqbtffe`, `gpvoubjo`. Go 1-E and 1-N, then 1-W and 2-N to 9N, 2E. Cast levitate to go up.

Level Four: Follow the map to (1) at 12N, 11E. The next room is full of spinners, so use the map and SCSI to get back on the trail if you step off this route: 4-E, 2-N and 2-E. Go 3-N, 1-E and 1-N to 17N, 18E. Go 1-N and you're on a spinner at 18N, 18E. Cast SOSI or an equivalent and hit space bar until a message says stairs are near; then hit return and take stairs up.

Level Five: Go 2-S, 2-E and 1-S, then west to a wall and north to the corner at 21N, 14E and recast spells. Then go 11-W to 21N, 3E and move 3-S, 1-E, 1-S, 1-W, 1-S, 3-E. Then 3-S, 1-W, 1-S. (Before proceeding, make sure each member has room for one item). Now go 4-E to 12N, 9E. Type these words in this sequence, each followed by the return key: `xbufs`, `mjft`, `tmbwf`, `hpme`, `ibuf`, `spptufs`,

`mbshf`, `fbsmz`, `cbse`, `xpnfo`. You'll be teleported to 5N, 20E in the Snare.

Snare of Death: Lots of spinners here. Turn right and advance one space south through the door. Using the map to get your bearings, go 1-S and 2-E through the door in the opposite (southeast) corner to (1), the room where you hear laughter. Follow the map to (2). Type `ibwpl` and hit return. You'll be teleported to (3). Turn so you can see a door and move one space. Then turn to see a door again and go two spaces, back into the first room you entered. Turn right, move a space, turn left and go a space. This room also has spinners, and again you must reach the door (4) in the opposite corner. (Make sure you have room for at least one item before proceeding). Go through it and you'll find the segment at (5). Teleport to -5N, -17E, -4U. Take the stairs down.

### Maze of Dread

Besides a wand segment, this maze also contains the Sword of Zar, a powerful weapon that always returns after you throw it. (To get it, you must have passed the Battletest in Dargoth's Tower). Exit Thessalonica's Guild and go 3-N, 3-E, 3-N and 1-W. Type `esfbe`, advance and take the stairs.

Levels One and Two: Make sure a character has room for an item, then teleport to 15N, 10E, 1U. Say `efs` to get the sword. Teleport -14N, 11E and 0D to the elevator at 1N, 21E and press three.

Level Three: When you appear in the elevator again, press E and go 9-W to (1) at 1N, 11E, then follow the map to (2) at 8N, 21E. Go 4-W to 8N, 17E and get teleported into the Snare Room.

### Snare of Death

You're at 16N, 4E (3). Turn right (north) and go to (4) at 17N, 7E. Answer `endurable`. Go to (5) at 19N, 7E, which teleports you to 19N, 10E. Make sure a character has room for an item, then turn right and get scepter. Teleport -19N, -10E, -2D to exit.

### Oscon's Fortress

With more than four characters in the party you can't solve this dungeon. Take two fighters and two spellcasters. Build them up first so they can run from fights. You'll also need an item of Kazdek, obtained by saying `lbæfl` to the stone man in the hut north of Thessalonica and east of Phillipi. Then go to `Dpsjoui` and exit the Guild, go 2-W and 8-N. Then 7-E, 3-N and enter the building.

Level One: Go 2-N and read message. Then 5-N and teleport 0N, 3E, 0D. Type these words: `gjsf`, `lsjmm`, `tjmfodf` following each with a carriage

return. Then teleport 11N, -3E, 0D to 18N, 11E. Go 1-S, 1-W, 2-S to 15N, 10E and teleport -3N, 0E, 0D to 12N, 10E. Take the stairs up.

**Level Two:** Recast all spells and go north quickly through the passage. When you reach Oscon's Mirror Room, go 1-N, 1-E and 2-N. Fight Fred and go 1-N. From here move 2-E and 1-N. Turn right and go a space to 5N, 14E, turn left and go 7-N. Recast all spells and go 2-N. Then 2-W and 2-N. From here, go 2-E, 3-N, 1-W, 1-N and 1-E. Now go 1-N and 5-E. Go 1-S, 1-E, 1-N. Go 1-E and then south to 20N, 21E. Say *efswbl* and fight the Last Destroyer. Then go 1-N, 1-W, 1-S, 1-W, 1-N and 5-W, then 1-S. Go 1-W, 1-S, 1-E and 3-S. Go 2-W and 2-S. Go 2-E, 3-S, turn right and go 5-W. Turn right again and go 7-N to 18N, 9E. Turn left and go 6-W. Turn right and go three, then left and go three to the stairs at 21N, 0E. Go up stairs.

**Level Three:** Go 7-S, then forward as fast as possible through this passage. Don't turn around or you'll die. Exit the door at the hall's end and you'll be safe. Head east until you hit a spinner at 0N, 3E. Press the space bar until you see a wall on the right-hand side. Now hit return and advance to 0N, 10E. Turn left and go 2-N. Turn right and 1-E. Recast spells and go 1-S, 2-E to another spinner at 1N, 13E. You want to go through the east door in the north part of the room, so use SCSI to work your way there. Then go 1-E through the door, 3-S and 2-W to 0N, 12E. Go 1-S, 6-W and 2-S to the portal at 19N, 6E. Cast LEVI and go up.

**Level Four:** There are two spinners in each hallway here. Cast SCSI each time you get off a spinner to see which way you're headed. If facing the direction stated below, you're on-course. Go west through the hall to arrive at 19N, 0E. Go 1-S and east to the door. After reaching the door, go 10-S and 7-W to 8N, 13E, then recast a light spell. Go 1-N, 4-W, 1-S and 1-W. Move 1-N and 2-W. Go 1-N through the door. In the middle of this passage is another spinner at 10N, 8E. Step on it and hit the space bar until you're not facing a wall, then go two spaces. If you were facing the right way, you'll wind up in the Snare. If not, return to the spinner and try again.

**Snare of Death:** Turn right (south) to face the door, then go three spaces to 11N, 11E. Say *spdl*. Turn around and go one space. Turn right and go two, then turn left and go two. Turn right and go a space to 14N, 14E. Say *tdjtts*. From here, turn around and go a space, then turn right and go two spaces. Turn left and go four. Turn left and go two spaces. Turn right and go one to 14N, 8E. Say *qbqfs*. Do a *ofx psefs* and put *spdl gjstu, qbqfs tfdpoe*, and *tdjtts uijse*, followed by the *sftu* of the

*qbqfs*. Turn around and go a space, then turn left and go two. Turn right and go two spaces, then turn left and go one to 17N, 11E. Turn around and go a space, then turn left and go two. Turn right and go four spaces. Turn right and go two. Turn left and go two to get the segment at 10N, 11E. Go a space and teleport -9N, -11E, -3D. Exit the tower. Before removing *spdl, tdjtts* and *qbqfs* from the *qbqfs*, get their treasure and the segment if one of them has it.

## The Grey Crypt

This is completely anti-magic, but you can cast SCSI. Take a Bard who can sing many songs. To reach the Crypt, return to Tangramyne's Guild and exit, then leave the city and go 4-N, 6-E, 1-N, 1-E, 1-N, 1-E, 3-N, 2-W and 1-S to 31N, 8E of Sage's Hut. Answer grey.

**Level One:** Play Bard Song #7 to reveal secret doors, and replay it when it fades. It's very easy to get lost in here, so refer to the maps and go to (1) at 4N, 20E. Turn right and go 5-E, then left and go one to (2) at 5N, 3E. You'll be teleported to (3) 13N, 3E.

Follow the map to (4), the door at 6N, 14E, and go north through it. Then take the path east to (5) at 15N, 21E, which teleports you to (6). Follow the map to (7), through the long halls and a series of doors, and answer wize one. Now go back to (2) through the south door at 7N, 14E and get ported to (3) again. Return to the door at (4) and go west this time, heading for the stairs at (\*), 18N, 0E.

**Level Two:** Follow the map to V at 5N, 1E, where you must fight the Vampire Dragon. (Use Sword of Zar or other special weapon). Then turn left and go one, turn right and go one to 6N, 0E, which teleports you into the Snare.

**Snare of Death:** This is a calculated sequence, the only way to solve this puzzle. First you must destroy a spinner. You won't immediately be told you're in the Snare, so turn right. Go one space, turn around and go seven spaces to 0N, 12E. (By going here you just eliminated a spinner found in a critical area of the Snare). Consult the map. Find the Grey Mage (g) and Blue Mage (b) and: Go to the Grey Mage, then to (A). Go to the Blue Mage, then to (B). Go to the Grey Mage, then to (C). Go to the Blue Mage, then to (D). Do this a total of three times to complete the Snare.

Take the stairs to Level Two and follow the map back to (5) and over to (7) again. This time answer death sword. Turn around and go to (1), then backtrack to 0N, 0E and exit.

## The Destiny Stone

To reach this dungeon, go to Colosse and exit the Guild. Go 4-E, 2-N, 1-W, 2-N, 1-E, 2-N, 5-W, 1-N, 2-W, 1-S and west until you meet a strange mage. Say **gsffaf** and hit return, then **qmfbtf** and hit return. Enter the Stone. Maps are included for the first and third levels.

**Level One:** Follow the map to 14N, 7E and heal your team. Then on to (a) at 20N, 6E, which teleports you to (b). Follow the hall to (c) at 16N, 8E and say near to the mage. You're teleported to (d), at 13N, 8E. Follow map to (e), watching for spinners as you go. Take stairs up.

**Level Two:** You start at 3N, 17E, facing west in a small room. (Don't leave the room, for the doors are all one-way). Turn right and go a space. Turn right and go a space to 4N, 18E and fight the knight. Leave the statue, turn right and go one to 3N, 17E. Turn left and go one to get teleported to level three. (If you accidentally exit the room, you can return by way of four other rooms that are connected with one-way teleports. Go to 2N, 21E and go south into the room, then to 1N, 19E to get ported to the next room. Walk around in there and you'll get ported to the third room, where a teleport at 21N, 0E sends you to the final room. A teleport at 20N, 19E leads to the original room, right on the square that teleports you to level three—if you've already slain the knight statue).

**Level Three:** Follow the map from your starting point (x) at 3N, 18E to the (\*) at 16N, 19E, which ports you to (1) in the Snare.

**The Snare of Death:** Follow the maps to get through this one, which requires treading a different path through the maze seven times. (Use Bard Song 7 for light). Your original position in the Snare is 4N, 9E, marked by a boldfaced one. First trip: Follow the trail to (a) and answer **tibz**. This is wrong, but ports you to (b), where you go to the spinner at 10N, 9E. Be sure you have room for a new party member, then go 1-W to (c) and answer **afo nbtufs**. Put the **afo nbtufs** at the **ifbe** of the **qbsuz** and go east to (d), which ports you to (e), then over to (f) and answer **hbmf**. Give the **sjoh** you receive to the **afo nbtufs**. Now go to (g), at 7N, 18E, the starting point for each trip through the maze. Follow the dotted line on map one of the Snare (shown in the map of Level Three), which takes you to (i). This ports you back to 4N, 9E to start over. (You may find it easier, from (g), to follow the first set of arrows on the last page of the game manual).

**Second Trip:** Look for the boldfaced two as your starting point on the next map, or if using arrows from manual. (Note that the letters in the maze represent different locations this time). First go to (a) and get ported to (b), then walk to (c) for a clue. Turn around and walk to (d) and get ported to (e). Now go to (f) but this time say **tupsn gjtut**. You'll get ported to (g). Walk to (h) and follow the maze map or next set of arrows from the manual back to (i), which ports you to your original position at 4N, 9E.

**Third-Sixth Trips:** After completing each trip through the maze, move on to the next map, using the boldfaced numbers as a guide. Follow this route: (a), where you say **tupsn gjtut**, (b) and (c). Then follow the next map or set of arrows through the maze to (d), which ports you to 4N, 9E so you can start over.

**Seventh Trip:** Follow the a-b-c-d route, but this time you'll be teleported from d) to (e), where you answer **bslbtu**. Enter the north door to obtain the segment at (f).

## Lagoth Zanta

Give all the segments to an Archmage and go to the **ufnqmf** of **obso**, located just to the **tpvuifbtu** of **Dpsjoui**. Have the one with the segments approach the altar to become the Destiny Knight. Make sure your team is fully stocked with armor, weapons, staves and the like, then drop in on the **Tbh'f't ivu**. There you'll meet Lagoth Zanta. In the battle, have one spellcaster use the Scepter or cast Mangar's Mallet. The other should cast Heal each round to make sure everyone survives.

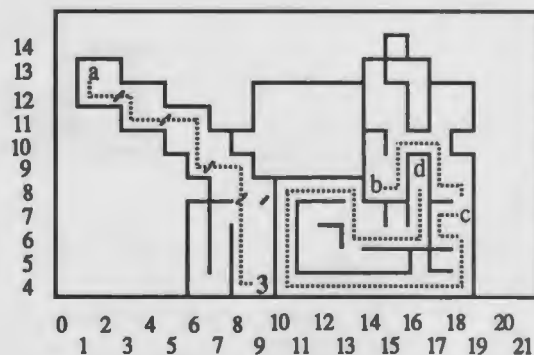
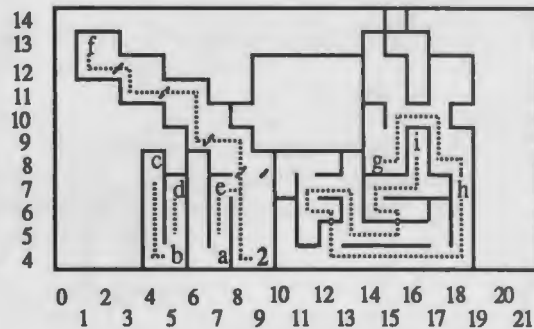
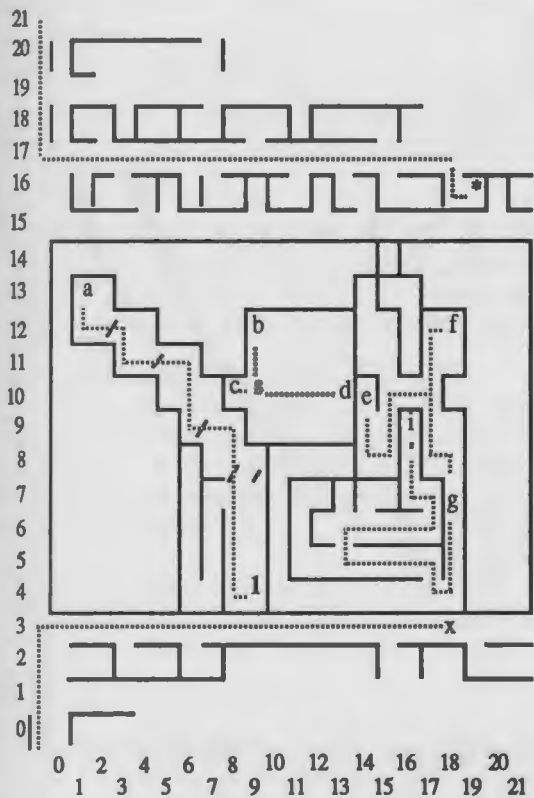


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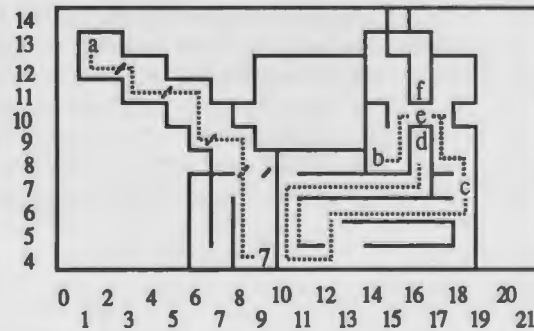
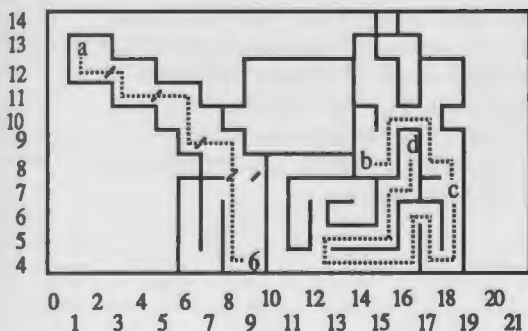
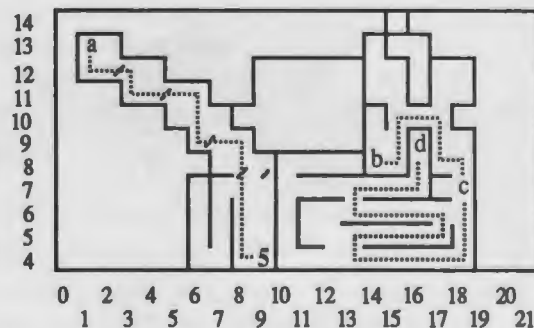
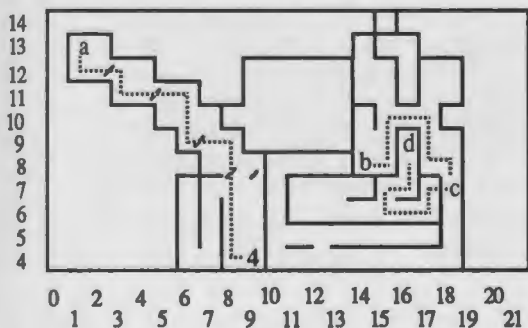


V = Vampire Dragon   g = Grey Mage   b = Blue Mage  
1 teleports to 4   2 teleports to 3   y teleports to z  
2 = destroys spinner   x = entrance, stairs up





## Destiny Stone: Level 3 and Snare of Death





# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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