

# THE BARD'S TALE

**T**he Bard was author Michael Cranford's contribution to the genre, a character who casts spells by singing one of six tunes. As you seek the evil wizard Mangar, hoping to free the town of Skara Brae from his ichor-stained grip, you'll need all the magic you can get. Fortunately, you can draw from three magic classes and 83 spells. Portrayed with 3-D graphics, the sixteen mazes are full of traps, teleporters and monsters, plus type-in-the-answer riddles to solve. Excellent spot animation brings the monsters to life. You can create fresh characters, or import veterans from *Ultima III* or *Wizardry*. With its well-designed combat and magic system, *Bard's Tale* is a breeze to play—the problem is staying alive, for this is one killer of a role-playing game. Best-suited for hard-core hack and slayers who love to map mazes, *Bard* will keep the most experienced adventurer busy for months.

## The Walkthrough

To find Mangar you will need the name of the Mad God, his eye, the Silver Square, Triangle and Circle, and the Onyx Key. Although the Master Key isn't vital, it will save you a lot of time when you reach Mangar's Tower.

### Character Development

A Bard and three spellcasters are essential. Your characters will need to be at least 12th level to complete the game. One way to build them up is to slay the Samurai on Rakhir Street. Heal seriously wounded characters, go back and kill him again. When all your characters are up to level ten, advance them quickly by defeating the Berserkers at 5N, 12E, 2U in the Castle, which nets about 60,000 experience points per character. Summon a Red Dragon with at least 100 hit points, put two LO armor class fighters behind him, and have your Spellcasters toss MIBL spells. DRBR is also handy, and your Bard should sing a three or a five.

To equip the party quickly, use the dummy scam to raise 1,000 gold. Then copy the character who's got it to another disk, restart using the second disk, and create a new character. Give the gold to him and copy him to the first character disk, then have him hand his gold to the first character, who now has 2,000. Keep doubling the gold this way until you've got 100,000 to store safely with a character on a back-up disk.

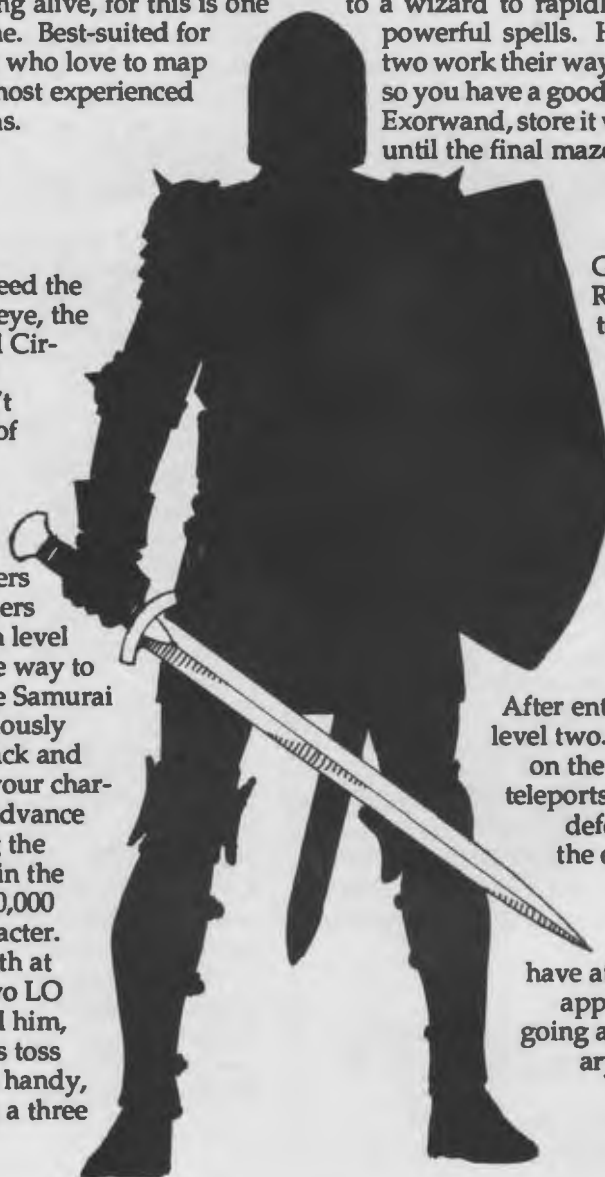
Spellcasters must be developed carefully to get an ArchMage as soon as possible. Start with a Magician and have him learn three spell classes, then switch him to a sorcerer and learn three more, then to a wizard to rapidly acquire the game's most powerful spells. Have another spellcaster or two work their way through all the spell classes so you have a good mix of spells. If you find an Exorwand, store it with a character on the roster until the final maze.

### The Sewers and The Mad God's Temple

Go to the Scarlet Bard Inn on Rakhir Street and order wine to get into the Cellars. Teleport or walk to 4N, 3E, 2D to find the name of the Mad God. Then APAR -4N, -3E, -2D to the stairs. Go to the Mad God's temple on the east side of the Grand Plaza. Inside, speak the name you just learned.

### The Catacombs of Skara Brae

After entering, APAR 8N, 11E, 1D to level two. Take the stairs down to (1) on the map and walk to (2), which teleports you to (3). At (4) you must defeat the Witch King to obtain the eye. (If you don't get it, that means you don't have any room in your inventory for it. Make sure you have at least one empty slot before approaching the Witch King, or going after any of the other necessary items.) To exit, teleport to the stairs: -19N, -20E, -2D.



### **Harkyn's Castle, Level One**

To get the Crystal Sword (useful against the Crystal Golem), APAR 0N, 19E, 0U. To return to the stairs, APAR 19N, -19E, 0U. (There is a Spell Point Regeneration square at 11N, 15E.)

### **Harkyn's Castle, Level Two: The Silver Square**

From (1) at the top of the stairs go to (a), then north to (2) and around to (3), where you must answer a riddle. The answer is vampire. Go east and you'll be teleported to (4) for the Silver Square.

### **Harkyn's Castle, Level Two: The Mad God's Statue**

Get your party healed up before returning to the Castle, where you'll find the Mad God by teleporting 1 N, -1 E, 2 up from the main entrance. Approach the statue and kill him. You will be teleported behind the walls of Kylarean's Tower.

### **Kylarean's Tower**

Enter the tower by going south, then west into the reddish building. Then go west from (1) to (a), where you are teleported to (b). From (c) you are moved to (2), a spinner at 12 N, 11 E. Go to the Magic Mouth at (d). Answer *tupof hpmfn*, and you will be teleported to (3). Go to the Magic Mouth at (4) and answer *tjojtufs*, then follow the trail to (5). Here (20 N, 2 E), you will find the Silver Triangle.

Backtrack and go to (6) to defeat the Crystal Golem, then go through the south door to (e) and over to (f). Move south through the winding hall to 2 N, 21 E and go west at the door (g). (If you enter the south door you'll be lost forever!) Go to (7), which teleports you to (8), then stroll up to (9) and meet Kylarean to get the *pozy lfz*. One step north returns you to the stairs leading out of the Tower.

### **To Mangar's Tower**

Before continuing, you'll need one or two Wizards who know level five spells to deal with the demons. Death Strike is also useful, and take an Exorwand if you have one stored away. Enter the cellars and APAR 16N, 17E, 3D. Take the stairs that go "a long way up." You will emerge outside Mangar's Tower. Enter the center building. You'll be booted out if you don't have Kylarean's onyx key. The first two or three levels of Mangar's Tower should be completed in one session. Take at least 50,000 gold with you.

### **Mangar's Tower, Level One**

There is nothing of any value on this level, which is full of traps. Teleport one level up: APAR 15N, 4E, 1U.

### **Mangar's Tower, Level Two**

At this spot you can obtain the Silver Circle by answering the riddle: circle. Now APAR to -15N, -4E, 1U to the third level. (There is a Spell Point Regeneration square at 11N, 15E.)

### **Mangar's Tower, Level Three**

This one holds eight vital objects: the seven words of the Mad One and the Master Key. (The Master Key allows you to go through the locked gates of Kylarean's Tower and Mangar's Tower so you no longer have to go through the Sewers to reach Mangar's Tower). To get the master key, APAR 12N, 19E, 0U. Give 50,000 gold to the old man for the *nbtufs lfx*.

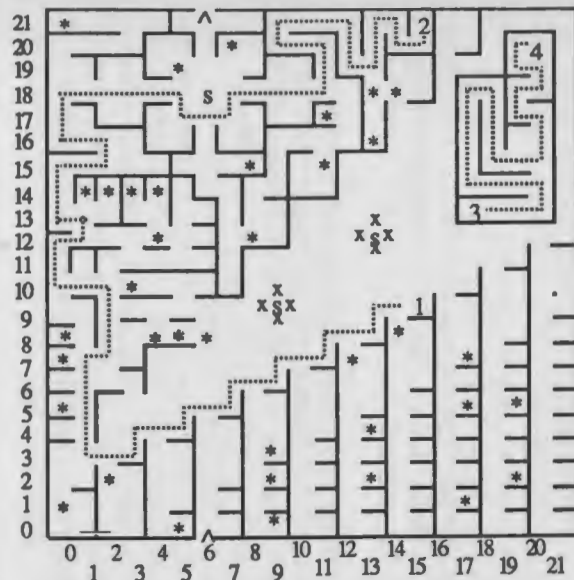
Now APAR -8N, -9E, 0U. Here you must type in the seven words of Mangar—*mjf xjui qbtjpo boe cf gpsfwfs ebnofe*—one at a time, hitting return after each word. This opens the secret stairs, which are found by teleporting to 5N, -7E, 0U. Take the stairs up. You may need to leave the Tower before proceeding to the level four. To return to this location from the main entrance: (a) APAR 4N, 10E, 2U (b) type in the seven words (c) APAR to 5N, -7E, 0U. (d) take the stairs up.

### **Mangar's Tower, Level Four**

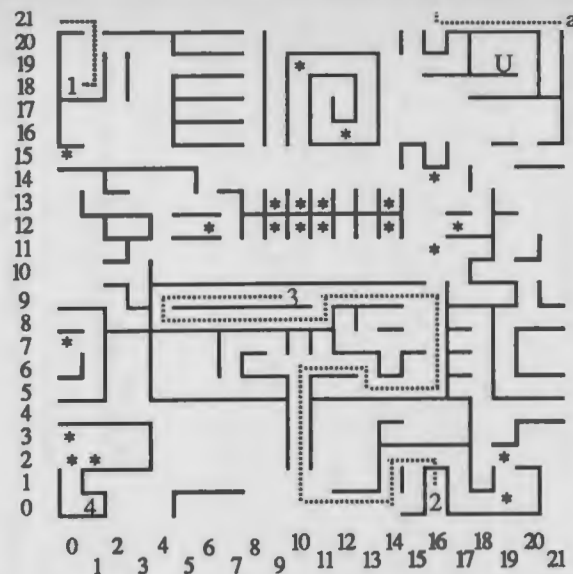
From (1) open the coffin at (2) and kill the Vampire Lord. Then go to the first Spinner. Spin till you face the east wall, then follow the corridor until you are teleported to position (3). Go north till you hit another Spinner. Spin till you see the west wall in the immediate distance, then move to (a) and kill the Red Dragons. Go north and get teleported to (4). Move to (5) and go east once. (When you do, all the doors turn into walls and the walls into doors!) You'll be teleported to (6). Go east once, west twice and you'll be teleported to (7) at 14 N, 12 E. Now go to (8) and cast LEVI. Type "E" to go up through the portal to level five. If you get lost, the portal is at 0 N, 0 E, 3 up. Watch the ceiling for it.

### **Mangar's Tower, Level Five**

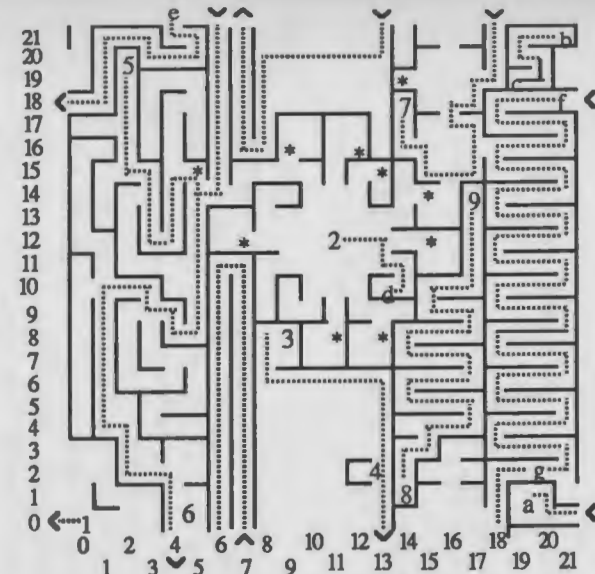
From (1) go to (a) and you'll be teleported to (2). After defeating the Storm Giants enroute to (3), one of your characters will be possessed. You can save him with an Exorwand, or kill and then resurrect him. Go to (3), where you are moved to (4). Head for the pool at (5) and dive in to reach (6). Go north until you encounter Spectres. Run from them if you can and continue north. (You can't pass 15 N, 10 E without the triangle, square and circle). You will find Mangar at (6). Use Death Strike on him. After he's dead you can get the Death Snare by moving north to (7). To exit, APAR -20N, -10E, -4U. Save your characters for the sequel.



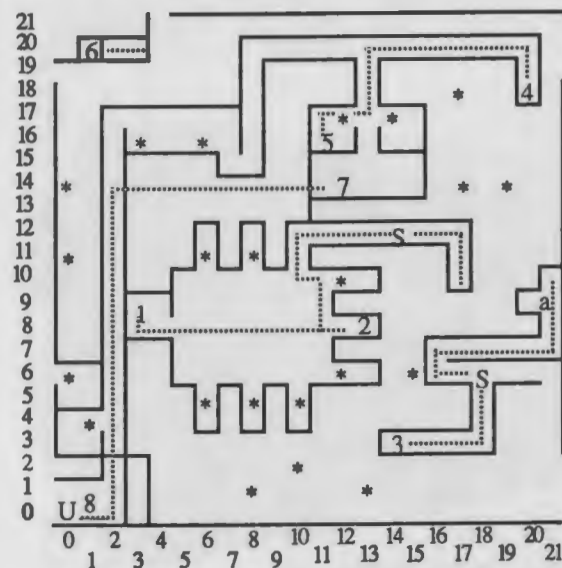
The Catacombs, Level Three



Harkyne's Castle, Level Two



Kylarean's Tower



Mangar's Tower, Level Four

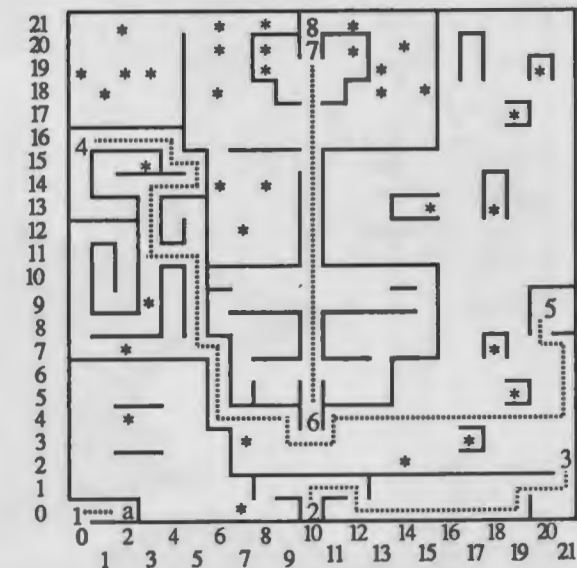
# Bard's Tale

## KEY:

\*: Chest

S or s: Portal up

Traps, doors and other features  
do not appear on these maps.



Mangar's Tower, Level Five

# 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

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)