

THE DESTINY KNIGHT™



AMIGA 500, 1000*, 2000

512K*Requires Kickstart 1.2

Mouse required

Blank disk required

BARD'S TALE II: DESTINY KNIGHT 1313



ELECTRONIC ARTS™



Interplay
Productions

When The Going Gets Even Tougher...

Another wolf! Your magic sword cleaves him mid-snarl, and he drops in a fur-pile at your feet. There's a slime-ball conjurer just out of reach who'll keep summoning these slobbering missiles until your sword arm drops off. Unless you can figure out a way to get at him.

When you put Mangar out to pasture, all you really wanted was a bottomless mug and an ace up your sleeve. So what are you doing out here in the gnarly wilderness, knee-deep in wolf meat, itching to put an arrow through the Adam's apple of some spell-caster?

It must be your Destiny.



Wander Mage

"Death and drek!" you curse, as you once again meet your match. You see 4 Wander Mages (10').

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

| | Character Name | AC | Hit | Pts | Spl | Pts | Cl |
|---|----------------|----|------|------|------|------|----|
| 0 | BROOM | 1 | 71 | 71 | 0 | 0 | Ha |
| 1 | MIKO TASHEKA | -6 | 52 | 52 | 0 | 0 | Mo |
| 2 | SCYTHE | 1 | 19 | 19 | 0 | 0 | Mo |
| 3 | AMON THULE | 2 | 22 | 22 | 0 | 0 | Ro |
| 4 | SHAKESPEARE | 5 | 43 | 43 | 0 | 0 | Ba |
| 5 | ELISE ROMAN | 7 | 35 | 35 | 44 | 44 | Mo |
| 6 | PHENGLEI KAI | 2 | 2790 | 2790 | 2271 | 1485 | An |

- 50% Bigger Than Bard's Tale
- More animated color monsters —over 100 kinds of monsters in all.
- Dozens of new spells—79 in all.
- 25 dungeon levels.
- 6 entire cities.
- A vast wilderness to explore.
- A bank and casino.
- More strategy in melee encounters—the weapons and spells you choose depend on the enemy's range.
- Summon and name monsters to become a permanent part of your party.
- A Sage to give you clues.
- Six different guilds for saving games.
- Optional use of Bard's Tale characters. Bard's Tale experience not required.



Between the six cities lies an immense wilderness. It's a mapping challenge never before seen in a fantasy game, and a whole new way to get lost.



A new class of magic user, the Archmage has 8 powerful spells like Heal All, Fanskar's Night Lance, and the legendary Mangar's Mallot.



There are 25 different full-color scrolling mazes like Fanskar's Castle.

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and 90-day warranty on the recording media. See warranty statement enclosed.
The software programs themselves, which are provided AS IS. Screen shots represent
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