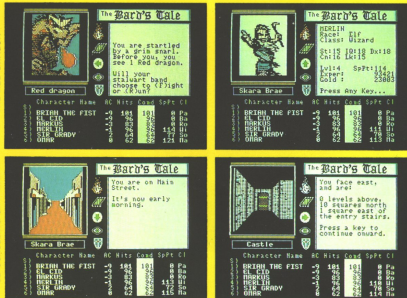


"THEY DISBELIEVED MY WIND DRAGON...THEY POSSESSED MY GREATER DEMON...NOW IT'S UP TO THE BARD AND HIS MAGIC FIRE HORN..." First you explored the city. Then the cellars and sewers below. Now you're trapped in Harkyn's Castle. 7 levels conquered and still 9 to go... Command 4 different classes of Magic User: Conjuror, Magician, Sorcerer 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... 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 colour mazes, amazing sound effects and animated colour 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.

THE RED DRAGON

3D SCROLLING CITY MAP



85 MAGIC SPELLS

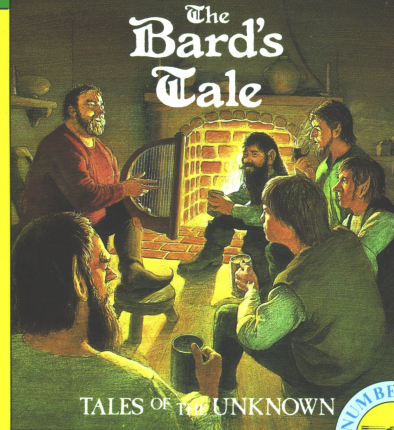
16 DIFFERENT MAZES

These screen shots represent C64 version. Other versions may differ.

THE BARD'S TALE VOL 1 ELECTRONIC ARTS



AMIGA 512 K



TALES OF THE UNKNOWN

Interplay Productions  
Michael Cranford



ELECTRONIC ARTS



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

THE LEGEND OF SKARA BRAE

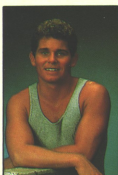


Long ago, when magic still prevailed, the evil wizard Mangar the Dark threatened a small but harmonious country town called Skara Brae. Evil creatures oozed into Skara Brae and joined his shadow domain. Mangar froze the surrounding lands with a spell of Eternal Winter, totally isolating Skara Brae from 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.



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Home Computer Software

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# THE BARD'S TALE

## Making a Character Disk

Before you start playing *The Bard's Tale* for the first time, you need to make a character disk on which to store your games. To make a character disk, put an initialized blank disk in your disk drive. Click the new disk icon to select it, then choose **Rename** from the Workbench Menu and name the disk :

**BARDS TALE CHARACTER DISK (Be sure to use this exact wording!)**

After you've renamed the character disk, put the Workbench disk back into the drive. Double click the **Preferences** icon, then turn on the CLI gadget and select **Save**. Open the System drawer and double-click the CLI icon there. Type:

**Copy from BARDSTALE:Members to RAM:**

and press return. A series of prompts asks you to switch disks. When the copy is complete, put the Workbench disk back in the drive and type:

**Copy from RAM:#? to "Bards Tale Character Disk:":**

Again, the program prompts you to switch disks. When the copy is complete, so is your character disk. To start playing *The Bard's Tale*, put your program disk in the drive and reboot the Amiga by pressing **Control/R-Amiga/L-Amiga** simultaneously. If you have two drives, put the character disk in drive 2.

## Getting Started

If you've already created your character disk, you can use Kickstart 1.2 to start your Amiga. When the Workbench prompt screen appears, eject Kickstart and insert the **Bard's Tale** program disk. (If your computer is already on, reboot by pressing **Control/R-Amiga/L-Amiga** simultaneously, and insert the **Bard's Tale** disk.) The program loads automatically: click the left mouse button when the title screen appears, and in a moment, you'll find yourself at the Adventurer's Guild in Skara Brae.

Your *Bard's Tale* character disk now contains a completely outfitted and ready-to-go band of adventurers named **\*ATEAM**. In addition, you can create other parties and store them on the character disk. To use the **\*ATEAM**, select **Add a member** from the **Main Menu**. The list that appears shows all parties and characters stored on the disk. Click on **\*ATEAM**. When the party is loaded, the **Main Menu** reappears.

Because your **Bard's Tale** disk is copy-protected, you cannot make backup or working copies of the disk. Be sure to always keep the disk write-protected.

## During Play

Several conventions apply throughout the game:

Click the **left** mouse button to make selections and give commands. The **right** mouse button is your **Help** key: use it to view a summary of keyboard commands.

Game information and menus appear in the white requester in the upper right of the screen. To select from this screen, click on the option you want, or type the first letter. You make all game decisions—except direction of travel—from this box.

Information about your characters appears in the cast list at the bottom of the screen. When the white requester asks you to select a character for any reason, move the pointer to the character's name and click—or type the first letter of the name.

**Note:** Infrequently, you may get a read/write error during play. If this happens, click **Retry**. The Amiga DOS screen appears (though you are still in the *Bard's Tale* program). Click the front-back gadget in the upper right corner to move the Amiga DOS screen to the background, and the *Bard's Tale* reappears where you left off.

## Main Menu

You only have access to the **Main Menu** while you're in the *Adventurer's Guild*. Your options are:

**Add a member** — Adds members from other parties on your disk to the current party. You can also use it to recombine characters into entirely new parties. The requester that appears contains all the parties and characters saved to the disk; party names are preceded by an \*. Click on the name of the party or character you want to use.

**Remove a member** — Removes a member from your current party and saves him to disk.

**Create a member** — Creates a new character. The prompts that follow this command ask you for the new character's race, class, and name (up to 15 characters). Answer the prompts either by clicking your selection or typing the selection number.

**Delete a member** — Deletes a character from your party. **Caution:** when you use this command, the character disappears forever!

**Save Party** — Saves the entire party to disk under a single party name. Party names are preceded by an \* on the disk menu.

**Leave Game** — Exits the *Bard's Tale*. When you select this option, you're offered a "yes/no" choice before you actually leave the game. A "no" answer returns you to the **Main Menu**. If you want to save your characters, make sure you do it before you give this command. A "yes" answer takes you to the Amiga DOS screen. If you want to re-enter the game from here, type **BARSTALE** and press return.

**Enter the City** — Leaves the *Adventurer's Guild* and starts play.

## Safety and Death

Face it. The sort of streets where you run into wandering Kobolds, Werewolves and Orcs are dangerous—especially at night. 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.

## Moving About

When you place the pointer in the view window in the upper left of the screen, it turns into a directional arrow. As you move the arrow, it points out the various directions you can travel: ahead, around corners, into buildings, through doors. Click to indicate that you want to go in the direction currently indicated by the arrow. You can also control your motion with the keyboard arrows.

## Viewing Characters

To view a character, point to his name on the cast list and click, or type the number that corresponds to his place in the marching order (1-6). Character information appears in the white requester, along with the options to **Trade Gold**, **Pool Gold** or **Continue**. The **Continue** command is followed by the equipment list, from which you can (T)rade or (D)rop items, or (E)quip the character. Press **T**, **D**, or **E**, or click on the desired option.

## Combat Commands

During battle, your characters' actions and options appear in the white information requester. You can respond by clicking the option you want, or pressing:

**F** to Fight

**R** to Run

**P** to start intra-Party combat at any time.

**A** to Attack monsters in the first two ranks, hand-to-hand. (Available to the first three party members.)

**D** to Defend. This lessens the chance of damage from a monster in that round.

**U** to Use a magical item. The character must be equipped with the item in advance.

**B** to sing one of six Bard's tunes for one combat round. You can also press the function key that corresponds to your Bard's character number. (Available only to Bards.)

**C** to Cast a spell. Type the first letter of (or click on) the spellcaster's name, then select the spell code from the list that appears. You can also press the function key that corresponds to your spellcaster's character number, then type the spellcode and press **Return**. (Available to magic users only.)

**H** to Hide in the shadows. (Available only to rogues.)

**>** to speed up message scrolling rate

**<** to slow down message scrolling rate

## Other Adventuring Commands

The following commands are available while you're peacefully exploring the streets of Skara Brae:

**C** to Cast a spell. Type the first letter of (or click on) the spellcaster's name, then select the spell code from the list that appears. You can also press the function key that corresponds to your spellcaster's character number, then type the spellcode and press **Return**. (Available to magic users only.)

**P** to start intra-Party combat at any time.

**B** to sing one of six Bard's tunes while traveling. You can also press the function key that corresponds to your bard's character number. (Available only to Bards.)

**E** to Elevate up a portal. The party must have a levitation spell in operation. Works only in dungeons.

**D** to go Down a portal. Works only in dungeons.

**?** to learn the name of the street your party is on, and the time of day.

**N** to establish a New marching order for your party. Click on the name of character you want to move. Click again on the position in the cast list you want the character to occupy. All other characters will move up or down to accommodate the new placement.

**T** to Pause and Resume the game.

**U** to Use an item. Some items, like torches, don't work until you activate them with this command; others run out of power after only one use.

**V** to turn sound on or off.

## Creating and Saving Characters

You can create characters and form parties only at the *Adventurer's Guild*. To create characters, form your own parties, remove characters, or rearrange their marching order, use the **Main Menu** commands described above.

## Limited Warranty

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## Credits for Amiga Version

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Illustrations: Todd Camasta  
Music: Dave Warhol  
Data Compression: Jay Patel  
Additional Testing: Tom Norwood  
Producer: Joe Ybarra  
Package copy: Michael Cranford, Bing Gordon  
UK Manual: Joss Ellis, Michael Cranford, Bing Gordon  
European Package: Grapplegroup Ltd.  
Cover Painting: Eric Joyner  
Map Art: Don Carson

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