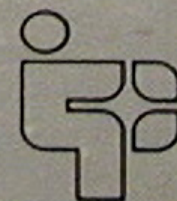


THE DESTINY KNIGHT



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 Mages

"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	CI
0	BROOM	-6	71	11	0000	0000	0000
1	MIKO TASHEKA	-6	52	52	0000	0000	0000
2	SCYTHE	-6	19	19	0000	0000	0000
3	AMOM THULE	-6	22	22	0000	0000	0000
4	SHAKESPEARE	-6	43	43	0000	0000	0000
5	ELISE ROMAN	-6	35	35	4000	4000	4000
6	PHENGLEI KAI	2	2790	2790	2271	1485	2271

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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