

THE BARD'S TALE III

THIEF of FATE™



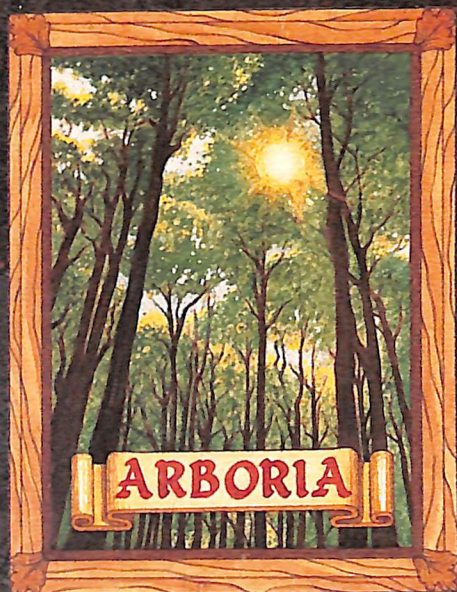
Interplay
Productions



ELECTRONIC ARTS®

COMMODORE C64 & 128*
1541 or 1571 Disk Drive
64K; *in C64 emulation mode
Blank disk required

BARD'S TALE III: THIEF OF FATE 1503



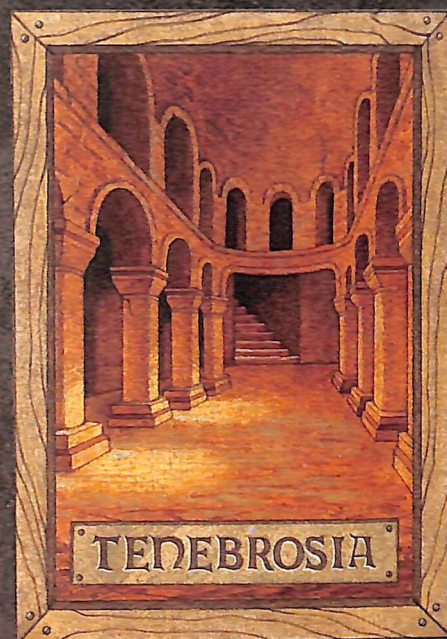
Valarian's Bow and the Arrows of Life
are only two of the prizes you'll gain
from the strife.



Spells will cost you dearly to cast,
so find where Umbrech is hidden real fast.

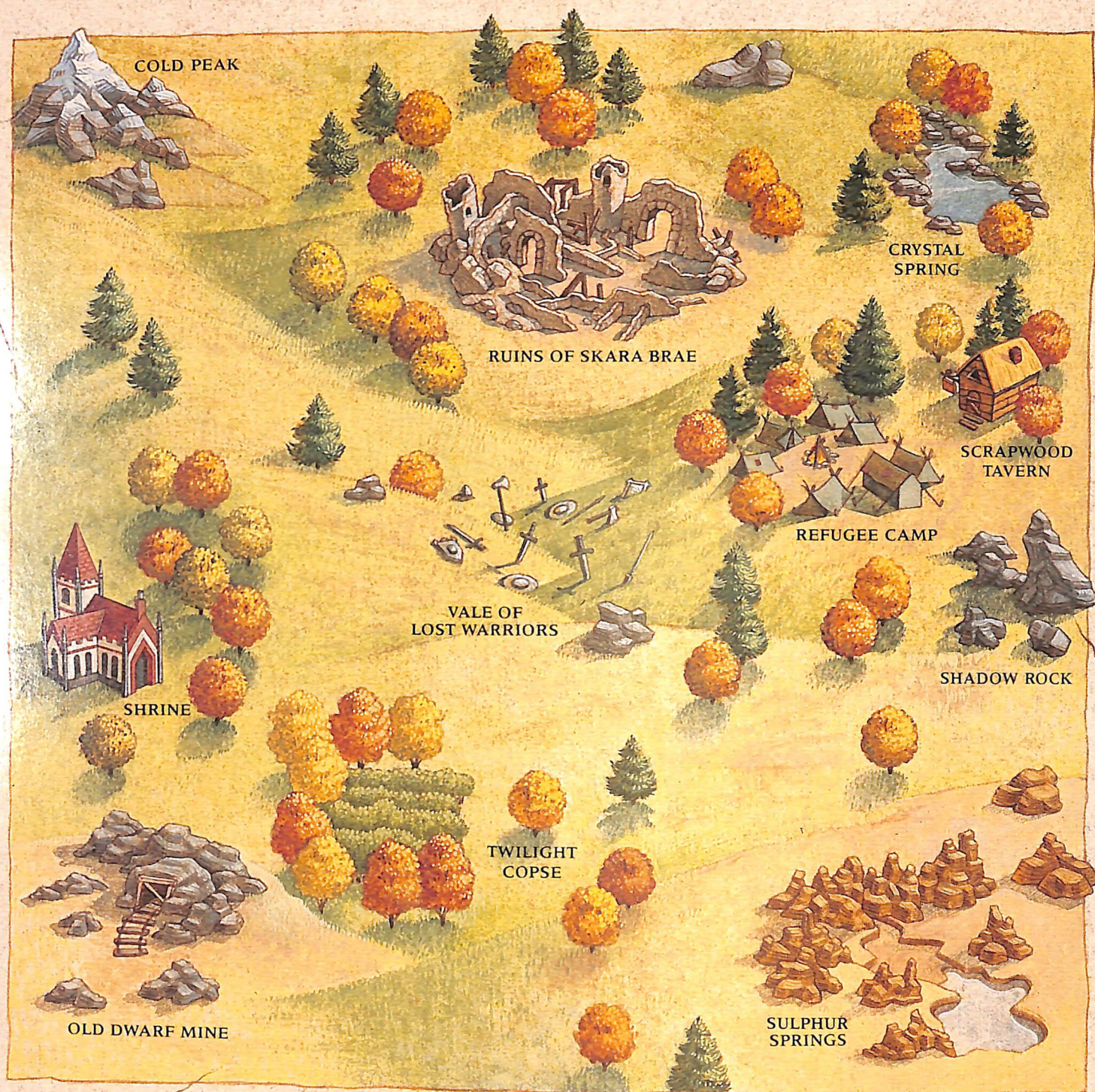


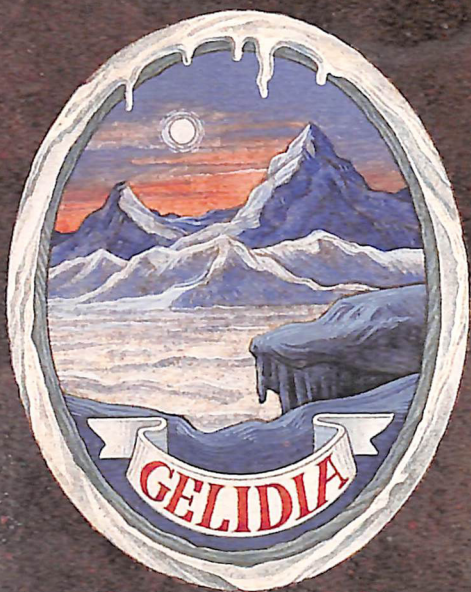
Red monsters are trouble,
but blue ones are double.



Blackscar is where you'll want to go,
before the shadows deepen your woe.

THE WILDERNESS





The ice storm whips up a terrible chill,
so hurry to Lanatir or be frozen still.



Evil evil, from the cracks they teem,
when will you wake from
this nightmarish dream?



Travel in time and between the wars,
survive the battles and
the Strifespear is yours.

The Mad God ravaged Skara Brae
It lies in ruins unto this day
Death is assured to all who dare
Invade his domain to challenge him there.

Ancient runes have long foretold
Of a thief worth thrice his weight in gold
He moves in shadow across the land
With the fate of the world in his nimble hands.

Director:

Brian Fargo

Programming:

Bill Heineman

Producer:

Dave Albert

Assistant Producers:

James Bailey

Chris Wilson

Game Design:

Michael A. Stackpole

Brian Fargo

Bill Heineman

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Maps:

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Productions, Inc.
Package Design©1988
Electronic Arts

About Our Company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this program, are evidence of our intent. If you'd like a product brochure, please send \$1.00 and a self-addressed, stamped envelope to: Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404.



ou've heard "When the going gets tough, the Bard goes drinking," right? Well, when the programming gets tough, the tough line up for a group picture. And it has to get pretty tough for these software game vets to take a break from creating monsters who would love nothing more than to pick a fight with you.



Seen from left to right:
Michael A. Stackpole
Todd J. Camasta
Bill Heineman

Your fighters are all thumbs, your mages speechless, and your bard is scared sober. Things are looking pretty bleak...

Skara Brae is in ruins. Roscoe's Energy Emporium stands vacant. The Equipment Shoppe went under so quickly Garth was crushed. Your Bard hasn't stopped whimpering since he realized all the taverns were closed....

Someone—or some *thing*—has sealed the city's fate with an evil so vast, so unspeakable, that a host of Paladins and an army of Archmages are out-matched. Hard times call for subtlety. Smaller is better. Sneakier is better. What the world needs now is a thief.

The Thief of Fate.

Character	AC	Hits	Cond	SpPt
1 Ironpants	-21	659	659	0
2 Greenbolt	-42	621	621	31
3 Backstabber	-24	417	417	0
4 El Cid	-28	738	738	0
5 Corvin	-9	589	589	169
6 Lorini	-12	410	410	389
7 Redbeard	-9	471	471	371

Over 500 monsters, each deadlier than the last.

Better than Ever!

- New auto-map feature lets you leave your scribe at home.
- Enhanced Save Game allows you to take a breather anywhere.
- Not copy protected. Faster than Bard's Tale I or II.
- Seven kinds of spellcasters—including new Chronomancers and Geomancers—thirteen character classes in all, male or female.
- Over 100 spells—including Magma Blast, Earth Maw, and Far Death.
- Over 500 kinds of monsters want to meet you. Some might even join your party.
- 84 dungeon levels to explore, 7 dimensions to conquer.
- Colorful, animated graphics so real you'll want to tickle the dragon's chin.
- Optional use of Bard's Tale I and II characters, but no previous experience required. Includes starter dungeon to bring you up to speed.

Character	AC	Hits	Cond	SpPt
1 Lefty	-4	384	112	0
2 Ironpants	-21	659	659	0
3 Greenbolt	-42	621	621	33
4 Backstabber	-24	417	417	0
5 El Cid	-28	738	738	0
6 Corvin	-9	589	589	181
7 Lorini	-12	410	410	338

Your Rogue's special abilities are just part of the new arsenal of tricks, spells, and artifacts at your disposal.

Character	AC	Hits	Cond	SpPt
1 Ironpants	-21	659	659	0
2 Greenbolt	-42	621	621	33
3 Backstabber	-24	417	417	0
4 El Cid	-28	738	738	0
5 Corvin	-9	589	589	138
6 Lorini	-12	410	410	278
7 Redbeard	-9	471	471	332

Over 80 full-color, scrolling mazes to test the mettle of your hardest party. Good thing you can save the game at any location...

Character	AC	Hits	Cond	SpPt
1 Lefty	-4	Dead	0	0
2 Ironpants	-21	659	523	0
3 Greenbolt	-42	621	483	0
4 Backstabber	-24	417	273	0
5 El Cid	-28	738	532	0
6 Corvin	-9	589	371	47
7 Lorini	-12	410	272	287

Lost in the maze? Just check out your auto-map.

Electronic Arts provides a limited ninety-day warranty on the recording media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS. Made in the U.S.A. Screen shots from the Apple II version. Other versions may vary. Apple II is a registered trademark of Apple Computer, Inc.


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