

TALES OF THE UNKNOWN™

VOLUME I

The Bard's Tale™



Michael
Cranford



ELECTRONIC ARTS™



Interplay
Productions

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
- S... HORSE STABLE

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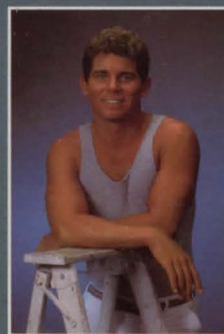
THE LEGEND OF SKARA BRAE



ong 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.

*"They Disbelieved My Wind Dragon.
They Possessed My Greater Demon.
Now It's Up to The Bard and His Magic Fire Horn..."*

**6 GALLANT HEROES
CORNERED**

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.

**CHALLENGE YOUR
MAGIC SKILLS**

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.



**BIGGER. BETTER.
JUST AS GOOD.**

Written in 100% assembly language, over 400K worth. So it's fast. It's big. And there's computing power left over for 3-D scrolling, full-color mazes and animated color 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.

So it's "just as good" as you hoped a Dungeon Fantasy game could be.

There's a fire in Harkyn's Castle—and the Dragon is breathing it right at you.



3-D scrolling city map features Taverns & Temples, Towers & Guardian Statues.



85 Magic Spells, like Revelation, Animate Dead, Summoning & Sorcerer Sight.



There are sixteen different 3-dimensional full color mazes like Harkyn's Castle.

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 free product brochure, please send a self-addressed, stamped envelope to: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

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