TALES OF THE UNKNOWN

VOLUME 1

The Bard's Tale

ELECTRONIC ARTS

Michael Cranford
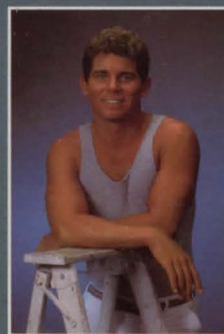
Interplay Productions

Skara Brae

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.

"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: Conjurer, Magician, Sorceror 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.

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

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.

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

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

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

ELECTRONIC ARTS ™