

BARD'S TALE 3 - HINTS

THE CATACOMBS: The catacombs are entered by saying TARJAN to the priest in Kara Brae. Exploration reveals the name of the true one, CHAOS.

INTERBRAE: Say CHAOS to the priest to enter Unterbrae. There are three riddles, and the answers are BLUE (level 1), SHADOW (level 2) and SWORD (level 3). On level 4, go N.E.N.E.E.S.S.E.E.E.N.N.W.N.N.W.W.N to pass the first ward. The second ward is passed by going straight to one of the side walls and following it north. The final battle against Brilhasti Ap Tarj is difficult but rewarding.

CRYSTAL PALACE: Use a wineskin to collect as much of the water of life as possible.

VALARIAN'S TOWER: On the third level, drop an acorn in the hole and then use the water of life.

ENTERING PIT: Kill Tsotha normally and the Rightsear will absorb his soul. Take his head and his heart.

SACRED GROVE: This can only be entered by giving Tsotha's head to the king. When you enter the tomb, place the heart in the bowl, use the water of life and wait for something to happen. You can then gain access to Valarian's Bow and the Arrows of Life.

ICE KEEP: Before coming here you should visit the outpost and read Alendar's diary. On the first level say 'ALENDAR' to make the stairs appear. In each of three corners there is the entrance to a tower - you need a lens from each one. They are entered by casting the correct combination of spells. When you have the three lenses it should be obvious where to use them (first level of the Keep, Mummy!).

GREY TOWER: Cast these spells in the north-west corner to gain entrance: INWO, WIHE, FOFO, INVI. Enter the broken cross on the fourth level by casting APAR into the flaw.

WHITE TOWER: Cast these spells in the north-east corner to gain entrance: LEVI, ANMA, PHDO. The lens is on the fourth level.

BLACK TOWER: Cast these spells in the south-east corner to gain entrance: MAFL, SHSP, FEAR, SUEL, SPBI. Again, the lens is on the fourth level.

ICE DUNGEON: This can be entered only after you have used the three lenses in the right place in the Keep. The answer to the question on level 2 is CALA, which will allow you through to the Wand of Power and the Sphere of Lanatir.

VIOLET MOUNTAIN: Kill the dragon on the second level. You will receive a key to Cyanis' Tower. You should also collect some of the dragon's blood in a wineskin.

TARMITIA: Fight Werra and 6 Black Slayers will appear - it is best to run from them, at which point you can safely collect Werra's Shield. Don't worry about the Strifespear - it's in Malefia

MALEFIA: The on-screen map is useless here as some parts of each level are inaccessible except via the other levels. You should map all the portals, stairs and teleports on the first three levels to find routes through to the more difficult to reach areas. Your task is to free the six gods by using the weapons named after them. There is one on level 1, two on level 2 and three on level 3. Once all are free a door opens allowing access to the central core and four of the toughest battles of your life. When you reach Tarjan, it is best not to kill the Black Slayers, but to keep them away with SAST spells while your rogue speaks up through the shadows to kill the mad god. Then finish off the Slayers with a few NUKE spells and you will be rewarded with quite a nice closing sequence.

EQUIPMENT: There's a lot of equipment in Bard's Tale 3, most of which is quite useful. I have found that the best weapon for fighters is a Stoneblade, as it automatically stones an opponent if it hits. Bard's should aim for a Thundersword and for Rogues a Misericorde is useful. Magic users should always carry a Mage Staff as it allows their spell points to always recharge at a faster rate. Other useful things are Speedboots, which allow you to run from any battle, and a Nospin ring, which nullifies the effect of all spinners.

FINAL HELP: I have tried to keep this brief so as to spare Michael Spiteri's copying costs. If there is anything not covered here (and there must be), or if you need help in either of the first two Bard's Tale games, feel free to write to me (with an SAE) at the address below:

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BARD'S TALE
* III *

CYANIS' TOWER: Use the Crystal Key to unlock the door. Cyanis is on the fourth level and can be dealt with in two ways - either cast a healing spell or else wait until he attacks you. Whichever you do you will receive a magic triangle.

POMBS: Before entering you should make sure you have five roses - red, blue, yellow, white and rainbow (There is a bush near the city which is not blooming). Use the water of life and then the dragon's blood on it to make a rainbow rose. The stairs to level 2 are blocked - use of the magic triangle will fix this. When you are asked for flowers on level 2, you should use the appropriate rose. The order of use should be white, blue, red, yellow, rainbow. After you use the last flower you will gain access to the Crown of Truth and the Belt of Alliria.

PEROFISTS: Say 'ICEBERG' to Hawkslayer. You should go to both the Private Quarters and the Barracks before attempting to tackle the Workshop.

BARRACKS: Exploration will reveal a Right Key here.

PRIVATE QUARTERS: There are two things here - a Left Key and a message from Ferofist which refers to the number of times each key should be turned.

URMECH: There is a locked door in the floor on level 1. You should turn the Right Key 18 times and the Left Key 15 times. On level 3, use the GILL spell to prevent yourself from dying in the oil. On level 4, show pity to Urmech - you can then collect the Hammer of Wrath and Ferofist's Helm. Urmech will also turn any of your fighters into Geomancers if you wish.

SHADOW CANYON: Your task here is to find the Shadow Lock. The only access to this is by casting PHDO in the right place (ie about halfway up on the eastern side of the canyon).

FAR QUARRY: There is only one safe path through the maze of traps. (W10,S12,E8,N4,W3,N and collect some tar in a wineskin.

DARK COPSE: There is a ring of trees in the middle of the copse which you cannot enter. Use the tar to burn down a tree and collect the Shadow Door.

SCEADU: Find The Middle of Nowhere and drop the door. Using the lock will open a hole in the ground. Sceadu is not where you would expect him to be, and should be killed quickly. You can then collect the Helm of Justice and Sceadu's Cloak (NB - To gain access to most of level 2 you will have to cast PHDO on the correct sections of wall. These are N10,E7 of the portal down).

TIME ZONES: There are eight time zones and the name of the war god in each must be told to the death's-head in that zone. Whenever a god is named correctly the name of the next one is given. The zones and their gods are: Rome, MARS; Hiroshima, SUSA-NO-O; Troy, ARES; Nottingham, ST GEORGE; K'un Wang, YEN-LO-WANG; Stalingrad, SVARAZIC; Wasteland, SDIABM. When you return to Berlin you should say TYR and then WERRA.