

Update for the Ultimate RPG Archives

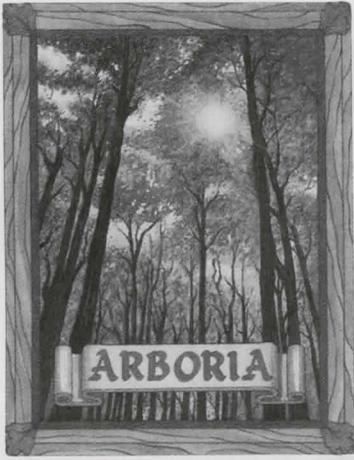
These maps will allow you to bypass the copy protection in The Bard's Tale™ I and II. Use the map of Skara Brae to find your way around in The Bard's Tale™: Tales of the Unknown™ and the map of the Wilderness to navigate The Bard's Tale™ II: The Destiny Knight™. A cracked executable has been put on the CD and will be automatically installed when you install The Bard's Tale™ III: Thief of Fate™. Running this executable will allow you to press <Enter> to bypass any of the teleportation alignment codes that come up during game play. This will automatically enter the correct response and send you to the correct area of the game. We have provided you with the map and inside box panels for The Bard's Tale III as well. We wish you well in your future adventures!

The Bard's Tale™ : Tales of the Unknown™ SKARA BRAE



The Bard's Tale™

THE WILD



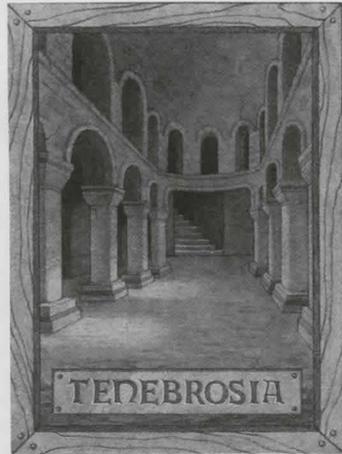
Valarian's Bow and the Arrows of Life are only two of the prizes you'll gain from the strife.



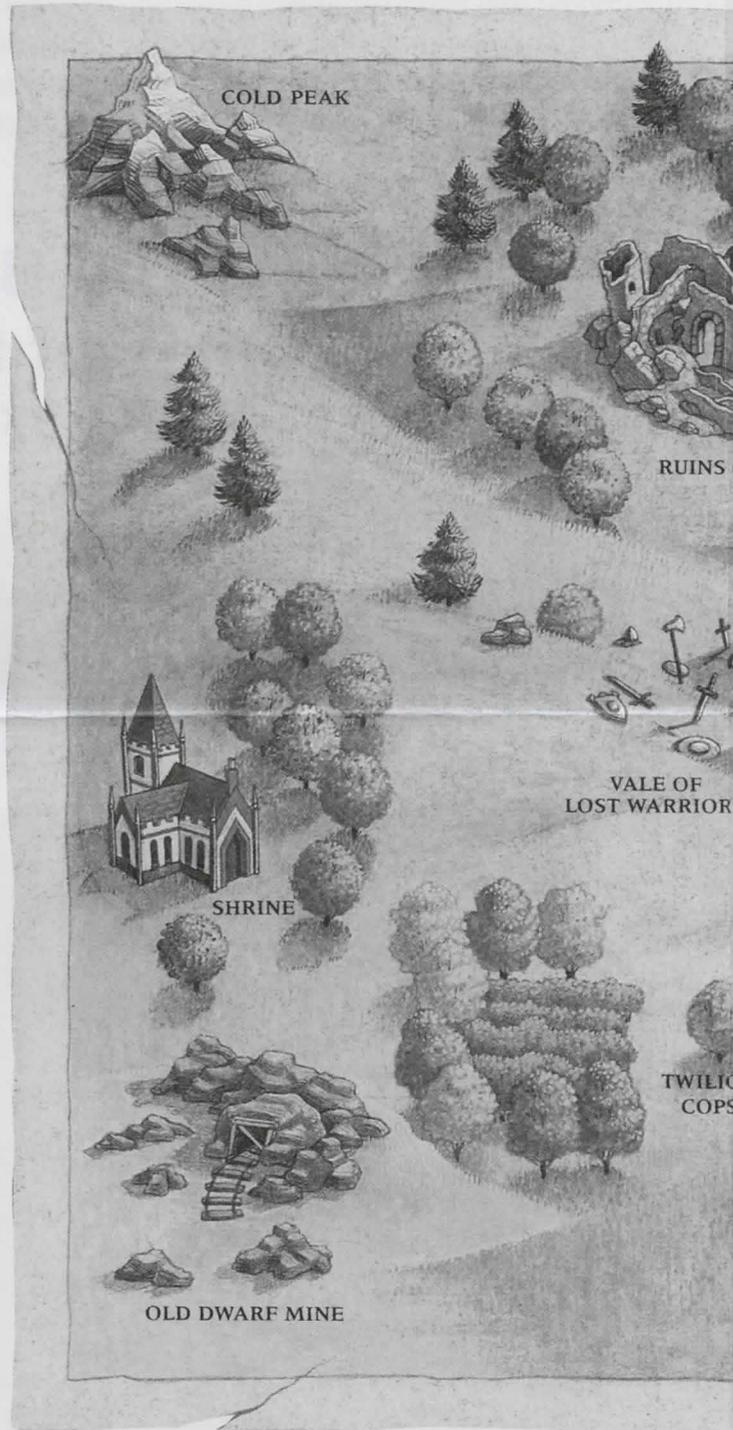
Spells will cost you dearly to cast, so find where Umbrech is hidden real fast.



Red monsters are trouble, but blue ones are double.



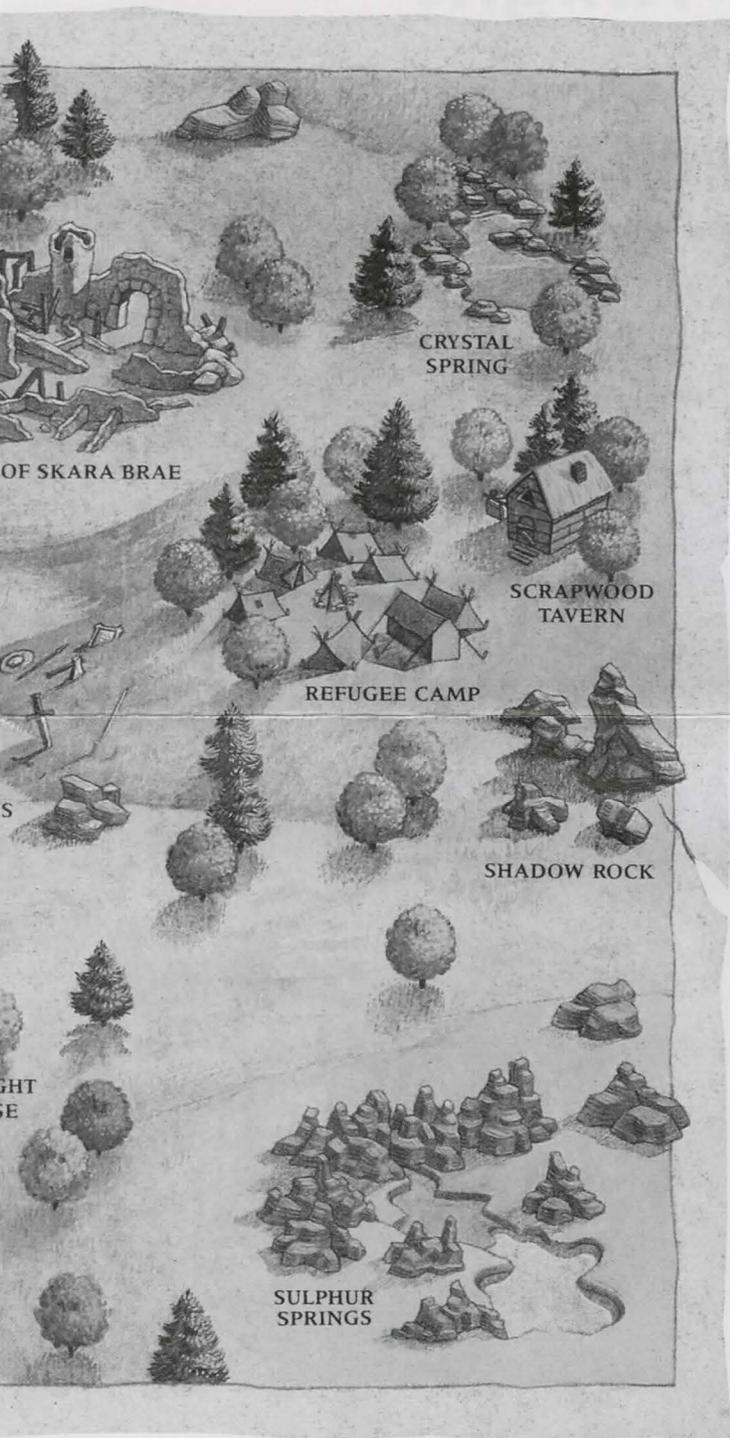
Blackscar is where you'll want to go, before the shadows deepen your woe.



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

III: Thief of Fate™

WILDERNESS



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



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



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

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.

The Bard's Tale™ II: The Destiny Knight™

THE WILDERNESS

