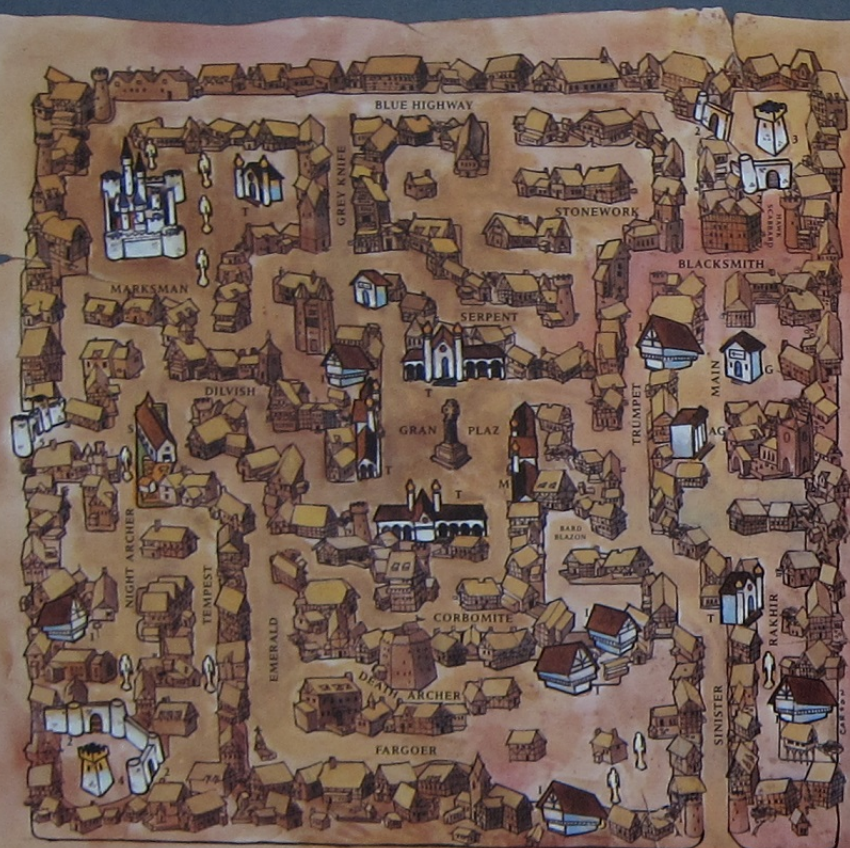


Skara Brae



APPLE II GS

THE BARD'S TALE™

A Special Request: *The Bard's Tale* is one of the most sophisticated games available for your Apple II GS. We ask that you take extra care to follow onscreen prompts, read the instructions thoroughly before starting any new procedure, and double-check to make sure you're using the right disk at the right time. Also, please don't remove the game disk during play unless you're instructed to: your computer may react strangely. We hope you enjoy your sojourns in Skara Brae!

Getting Started

Your *Bard's Tale* disk is copy-protected: you cannot make backup or working copies. Be sure to always keep the disk write-protected. To do this, move the tab in the corner of your disk so the hole is open.

Disk Drives — Before you turn on your Apple II GS, hook up the disk drives you plan to use. If you use more than one drive, string them in a "chain:" that is, connect the first 3 1/2" drive to your computer, and connect the second drive to the first one. If you plan to transfer characters from another Apple II fantasy game, add a 5 1/4" floppy disk drive at the end of your chain of drives (or, if you have a controller card, connect the card to slot 6 and hook the drive directly up to the card).

Control Panel — When you've hooked up the drives, turn on the computer. Before you begin playing *The Bard's Tale*, make sure your Control Panel is set correctly: it won't be accessible during the game. Press Control/Open Apple/Escape to enter **Desk Accessories**. Now select Control Panel, then Slots. Set the Startup Slot to 5, and Slot 5 to Smart Port. The computer automatically assigns the first drive to slot 5, drive 1 (from here on, we'll call this your *primary drive*). If you're chaining a second 3 1/2" drive from the first one, the second drive is automatically assigned to slot 5, drive 2 (which we'll be referring to as your *secondary drive*).

If you've hooked up a 5 1/4" floppy disk drive, the drive is automatically assigned to slot 6, drive 1. If the 5 1/4" drive is part of a chain connected to your CPU, set slot 6 to Disk Port; if the 5 1/4" drive is hooked directly to a controller card, set slot 6 to Your Card.

Make a Character Disk — Before you play *The Bard's Tale* for the first time, you need to make a character disk on which to store your games. Be sure you have a blank, formatted disk on hand (refer to your ProDOS manual to find out how to format a disk).

Load your Apple II GS System Disk:

- To load from the Program Launcher, double-click **Basic.System** on the Main Menu.
- To load from the desktop, click the **System Disk** icon, then double-click the **Basic.System** folder.

When the drive stops spinning, remove the System Disk and replace it with the *Bard's Tale* program disk. Type run make.player, press Return, and follow the onscreen prompts. When the new character disk is done, replace it with the *Bard's Tale* program disk, and press Return. The game loads automatically.

Load the Game — If your computer is on, and you've already made your character disk, put your program disk in your primary drive. Press Control/ Open Apple /Reset simultaneously to reboot your computer. If you have two 3 1/2" drives, put the character disk in the secondary drive.

If your computer is off, you can load *The Bard's Tale* automatically by simply putting the program disk in the primary drive and turning on the computer. Click the mouse button when the title screen appears. From the Transfer Screen, click Start Bard's Tale GS (or press S on the keyboard), and follow the screen prompts — in a moment, you'll find yourself at the Adventurer's Guild in Skara Brae.

Your *Bard's Tale* character disk contains a completely outfitted and ready-to-go band of adventurers named *ATEAM. In addition, you can create and store other parties on the character disk. To use the *ATEAM, select (A)dd a member from the Main Menu. The list that appears shows all parties and characters stored on the disk. Click on *ATEAM. When the party is loaded, the Main Menu reappears.



THE BARD'S TALE



The Manual

About Fantasy Role Playing Games

The Bard's Tale is a fantasy role-playing game. First in a series of Tales of the Unknown, this one is set in the city of Skara Brae.

Like other fantasy role-playing games, there are three objectives you will be trying to accomplish. How you do this is up to you...

Your most important goal is to complete the quest built into the game. In *The Bard's Tale* the city of Skara Brae is threatened by an evil mage called Mangar. You must find Mangar and "persuade" him to release the once-harmonious city from his evil control.

But Mangar is protected by layers of obstacles, mazes and evil henchmen. Your second goal is to develop characters capable of surviving these barriers. These characters are your alter ego in *The Bard's Tale*. They act according to your commands, but over the course of the game they change, much as real people do over a lifetime. They improve their skills in magic, combat, stealth, etc. They amass wealth and treasured objects. And they worry about dying too soon.

Your third goal is to explore the entire world of *The Bard's Tale*. There are numerous goodies, puzzles, and special places in Skara Brae. Part of the fun is finding them, and discovering the layout of this fantasy world. How do you get into the walled off towers? What's in the castle? Where are the legendary catacombs of Skara Brae?



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So turn the page and get started. Skara Brae awaits.

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THE BARD'S TALE

by Interplay Productions



ELECTRONIC ARTS

Apple IIGS, 512K

Apple IIGS System Disk required

Mouse required; Blank disk required

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