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THOLIE'S TALE

Newly arrived on the Isle of Gelnor, an adventurer entered the remote town of Pelnor. From the deteriorating condition of the once-prosperous shops, it was clear that things were amiss — just the place where a courageous person might seek a worthy quest.

The adventurer hailed a passing citizen. "Where might I find information about your town and land?"

Looking furtively over his shoulder, the man tersely replied, "Ask for Tholie at the inn," before scurrying away.

Sure enough, the adventurer found the town's storyteller sitting at the back of the smoky, dimly lit commonroom.

"Hail," greeted the adventurer, as he took a seat on the rough-hewn bench. "I've come to Gelnor to seek my fortune. Can you tell me the tales of this land?"

"Why certainly," said the old gnome. He waited for the adventurer to buy him a tankard of brew and a meatpie before commencing his tale in a soft sing-song voice.

"In the beginning, there was a barren vastness, filled only with stars and light, and it was called the Astral Plane.

"Within this vastness, a place was created wherein dwelt Zeus and his followers. The magical River Styx flowed 'round it all, and it was called the Olympic Plane.

"Next, the earth and all things on it, living and dead, were created, and it was called the Material Plane—"

"I already know the legends of how the world began!" interrupted the adventurer. A look of disgust and disbelief made its way across the youthful face. "I want to know about Gelnor and what's happening now. Are there adventures, fortunes, for the likes of me?"

"Ha!" Tholie briskly retorted. "Ever heard of the evil ones, called Black Knights? There are adventures a-plenty with them, forsooth!"

The adventurer face lit up, and he leaned toward the storyteller. "Yes! Tell me about the Black Knights!"

Tholie continued, "The Isle of Gelnor is divided by a chain of mountains into two regions. The west is the traditional domain of human and humanoid beings — with a few renegade orcs and lizard men — dedicated to order and goodness; the east is inhabited by more exotic creatures — dragons, trolls, and giants. These regions have been waging war throughout the history of this great land. Pelnor, the town we are now in, lies in the northwest corner. . . ."

"Black Knights! What about the Black Knights?" demanded the adventurer, interrupting once again.

"Patience!" roared Tholie. His fist banged the table. "I'm getting there!"

"Since the Great Invasion by the evil sorcerer Nikademus, the Isle of Gelnor has been terrorized by his merciless Black Knights. (The citizens of this land hold such fear and enmity for these intruders that it has even overshadowed their hatred for each other.)

"To maintain their reign of terror, the Black Knights travel from town to town, demanding sacrifices and homage. Though they travel in small bands, no Gelnorian can yet claim to have defeated one.

"Any unfortunates who are espied by these evil ones must surrender all their money or die. Worse still, the Black Knights may bring the wrath of the gods upon those who oppose them. Few are willing to take the risk."

"Defeating the Black Knights and destroying Nikademus is just the quest I need to win my fame and fortune," exclaimed the adventurer. "Where can I find them?"

"No one knows where Nikademus can be found, but you can start with the Black Knights. You're bound to run into them if you travel in Gelnor."

Jumping up, the adventurer turned to leave. "I shall gather a band of fellow seekers at the adventurer's Guild forthwith."

"A few words of advice," Tholie called out. "Whatever your success, it is rumored that new Black Knights are spawned in a fortress somewhere in Gelnor. Godspeed, and may your sword be swift and the gods be with you."

ADVENTURERS' CHARACTERISTICS

Adventurers, who can be created in the Guilds of each town, come in a variety of races and classes (professions). In addition, each adventurer has a set of attributes. Race, class, and attributes combine to make each character a unique individual.

RACES

Race refers to a character's biological species. In PHANTASIE, adventurers can be selected from the following races:

HUMANS stand between 5½ to 6 feet tall and tend to be equally good at most professions.

DWARVES are shorter and stouter than humans. They have great strength and constitution (their brawn makes up for their lack of brain).

ELVES are an attractive race, with lithe, slightly-smaller-than-human bodies. They have higher-than-average dexterity and intelligence, but less strength.

GNOMES are like dwarves, only shorter. While not quite as strong, they do demonstrate greater dexterity.

HALFLINGS are small, like dwarves, but not as stout: they have greater mental power and less physical power.

RANDOM CREATURES are generally disliked by humans, so they must pay hefty training fees. They can only be thieves or fighters. When you select "Random Creature," your character will be chosen from one of the following:

Gnolls are very strong, tall, dog-faced humanoids covered with fuzzy, yellow-brown hair.

Goblins, very dexterous and ugly creatures, stand about 4 feet tall. They have large fangs, pointed ears, and foul breath.

Kobolds are small, old, dwarvish types, about 2 feet tall with gnarled faces. They have low strength but high dexterity and constitution.

Lizard Men stand about 7 feet tall. Though humanoid, they are reptilian in appearance with scales along their bodies, a heavy tail (useful in fighting), claws, and a forked tongue.

They are as strong as gnomes but not as bright, and they have good swimming skills. **Minotaurs** look like humans with a bull's head and tail. They have great strength.

Ogres are large (8 feet), ugly humanoids, with squashed noses and protruding jaws. They are one of the strongest, but dimmest witted, of the races.

Orcs are ugly goblin-types, and they are strong, with good constitutions.

Pixies are tiny fairy creatures (2 feet tall), with pointed ears and transparent wings. Their dexterity and intelligence run high.

Sprites are charming, sociable, fairy-like creatures. Because of their great dexterity and lack of strength, they make better thieves than fighters.

Trolls — with their thick, green, leathery skin — are renowned for their height (7 feet), strength, clumsiness, and stupidity.

CLASSES (Professions)

Class refers to an adventurer's profession or occupation. You can choose from among six classes:

FIGHTERS perform best in combat. Humans, dwarves, and random creatures make good fighters.

MONKS are average in combat, but they know combat spells and have some thieving skills. Humans, elves, and hobbits do well.

PRIESTS are fair in combat, but they have many defensive and healing spells. The better priests are human.

RANGERS are very good in combat, and they know some priestly spells. Humans and dwarves make good rangers.

THIEVES are good with traps, locks, and hidden items; but they perform poorly in combat. Their fighting skills are helped by the fact that they can hit a monster no matter where it is, due to their stealth. Hobbits, gnomes, and some of the random creatures make excellent thieves.

WIZARDS are chiefly spellcasters. While poor in hand-to-hand combat, they know many offensive spells and are extremely important in encounters with monsters. Humans and elves do the job best.

INDIVIDUAL ATTRIBUTES

Five attributes are generated by the program after a new adventurer's race and class have been chosen. The value of each attribute ranges from 3 to 22, and the average depends upon the character's race and class. Each attribute determines a different capability:

STRENGTH (STR) refers to physical strength, and it is crucial for hand-to-hand combat. Fighters need a lot of strength to wield high-level combat equipment.

INTELLIGENCE (INT) is the mental prowess necessary for learning and casting spells. Wizards, priests, and monks must have a high intelligence.

DEXTERITY (DEX) means physical agility in handling weapons and conjuring spells, and especially in dodging attacks from monsters. Each profession needs good dexterity, especially fighters and spell casters.

CONSTITUTION (CON) refers to a character's endurance, and it affects the number of hit points a character can have (see Mortality and Hit Points in the ENCOUNTERS section).

CHARISMA (CHA) means having a charming personality and good looks. A character's charisma affects the price of training and spells (one further reason that many low-charisma random characters must pay more).

INTERACTION OF CHARACTERISTICS

A character's race and class affect the individual attributes. Each attribute can have a value ranging from 3 to 22. The charts below show, to some degree, how these characteristics interact with each other:

Attribute Modifiers by Class

	STR	INT	DEX	CON	CHA
Fighter	12	8	11	10	9
Monk	10	10	11	10	10
Priest	10	12	10	10	10
Ranger	10	11	10	10	11
Thief	8	10	12	10	9
Wizard	6	13	8	10	11

Maximum Value for Attributes by Race

	STR	INT	DEX	CON	CHA
Human	18	18	18	18	18
Dwarf	20	17	17	19	17
Elf	17	19	19	17	18
Gnome	19	17	18	19	17
Halfling	16	18	20	18	17
Gnoll	20	13	17	21	11
Goblin	17	14	18	17	11
Kobold	17	15	19	19	13
Lizard	19	14	17	18	13
Minotaur	20	14	16	19	12
Ogre	21	14	16	19	13
Orc	19	16	17	18	14
Pixie	16	18	21	16	17
Sprite	16	18	22	16	17
Troll	22	13	15	20	12

TOWNS: Starting (and Ending)

After choosing "1-START IN PELNOR" on the initial menu, you will be in Pelnor, one of the 11 towns of Gelnor. It is in these towns that you will gather a band of noble, stout-hearted adventurers to take exploring; buy equipment, training, and spells; rest and refresh yourself; take care of money matters — all those concerns of daily life. Every town in Gelnor offers safety from monsters and provides the same amenities.

Each Gelnorian town operates in exactly the same manner, and they are identified by their name and number. Pelnor is Town #1.

Playing Hint: Game play always begins and ends in a town.

The Town Menu shows two types of commands: places to go and things to do.

TOWN MENU: GO TO

The top menu gives the commands that will take you to the various locations within the town walls:

Key Place	Key Place
A Armory	N Inn
G Guild	B Bank
M Mystic	L Road out of town

The first place a new game player should visit is the Guild, where you can gather together a band of adventurers (see ADVENTURERS' CHARACTERISTICS section).

GUILD is where characters are generated and then formed into parties. As many as 37 characters can be generated, but a party can have no more than 6 adventurers.

GUILD MEMBERS commands are used to create new adventurers and add them to a party:

Key Result

- L List all Guild members in Gelnor
- P Purge a Guild member
- N Create a new Guild member
- R Rename a Guild member
- A Add a Guild member to a party

NEW MEMBERS are created one at a time, and they should be carefully chosen. You must find the optimal mix of classes and races (see ADVENTURERS' CHARACTERISTICS section).

First, select the race of the new member by hitting the appropriate number, then choose the class.

Playing Hint: The following roster is recommended for a first-time party:

- 2 Spellcasters (wizards, monks) — humans or elves
- 1 Healer (priest, ranger) — human or dwarf
- 1 Thieftly type (thief, monk) — gnome, halfling, or random creature
- 2 Combatants (fighters, rangers) — humans, dwarves, or random creature

Once you have selected the race and class for a character, the program will assign number values to the individual attributes. If you find the attributes acceptable (hit Y or N), you will type in the character's name.

Next, the full list of statistics for the new character will be shown. (See I)nspect, under TOWN MENU: OTHER OPTIONS, for a full explanation.) When you have finished studying the display, hit the SPACE BAR to be taken back to the Guild Menu.

Playing Hint: Once generated, adventurers cannot get training in combat or spellcasting, nor can they leave the Guild for other parts of the town, until AFTER they have joined a party.

L)IST MEMBERS will give you a display that looks something like this:

```

-- GUILD MEMBERS --
#  NAME      CLASS TOWN #  NAME CLASS TOWN
1  LEFTY     TH      1
2  SWAT      TH      1
3  HOBY      TH      1
4  FRANCIS   MO      1
5  ZANDOR    WI      1
6  DELD      WI      1
7  FOLNAR    PR      1
8  CHIP      MO      1
9  GRUNFELD  FI      1
10 ABBOTT    MO      1
11 SANARA    PR      1
12 ALI      TH      1
13 ARENTINO  RA      1
14 MINOS    FI      1

38  FIRE     FI      0
39  WATER   FI      0
40  EARTH    FI      0
    
```

The list shows all the Guild members of Gelnor, including each character's Guild number, name, class, and current residence (Pelnor is Town #1). The last three characters — FIRE, WATER, and EARTH — are the elementals that spellcasters may call into combat, using the SUMMON ELEMENTAL spell. Notice that they are fighters, that they also have Guild numbers, and that they live in Town #0 (not found in the Material Plane).

Playing Hint: Be sure to make a note of each character's (and elemental's) Guild number, since the program will require the number, not name, when he or she is added to a party and when a game is continued at a later date (see ENCORE: Continuing Saved Games).

When you have finished with the list, hit the SPACE BAR to go to the Guild Menu.

A)DD MEMBERS to a party by giving the Guild number (not name — see L)IST MEMBERS) of the character you want to add to the party. A party can have up to 6 adventurers. When characters join a party, a new party number is assigned to each one. As long as the character is in a party, the party number will be used to answer prompts by the program.

Playing Hint: If you plan to use the SUMMON ELEMENTAL spell during your next adventure, you should add the elementals to the party while you're still at the Guild.

R)ENAME MEMBERS lets you give a Guild member a new name. Characters cannot be renamed while they are members of a party.

PARTY MEMBERS options can only be used by characters that have been added to a party:

Key	Result
S	Learn new spells
T	Train for the next level
D	Drop a party member off at the Guild

S)PELLS tells you which new spells can be learned by the character and how much they will cost. The spell will be identified by its number, not its name (see **MAGIC** section). If there are no numbers after **POSSIBLE SPELLS:**, then no new spells can be learned at this time.

T)RAINING is the most effective way for a character to go up a level. When you enter the training arena, you will be told how many experience points are required and how much the training will cost.

Playing Hint: Characters must be carrying gold pieces (GP) to pay for learning new spells and for training. With new party members, this means going to the Bank (see **B)ANK**), making a withdrawal, then returning to the Guild.

D)ROP FROM PARTY allows you to eliminate a character from the party and send him or her back to the Guild.

E)XIT GUILD takes you back to the Town Menu, when you hit E.

B)ANK has an account for each adventurer, and there are bank branches in every Gelnorian town. Money transactions can be made in any of these locations.

All the gold assigned to characters when they were generated was automatically deposited in their accounts. Before buying equipment and items at the Armory or buying spellcasting lessons and training at the Guild, gold needs to be withdrawn from the bank. Characters should take out enough to cover wilderness expenses, too — stays at inns, bribes, or purchases in the dungeon. Each of these costs about 250 GPs.

When entering a bank, the amount of gold pieces the party is carrying will be displayed (which will be 0, if a party has just been formed).

The following options will be given:

Key	Result
W	Withdraw money
D	Deposit money
E	Exit

W)ITHDRAW GOLD PIECES allows each party member to withdraw gold from his or her account. Once withdrawn, the gold is pooled and carried by the party. Only the party's total number of GPs will be shown after withdrawals. A party can carry up to 65,000 GPs.

D)EPOSIT CARRIED GOLD allows you to split the party's gold among the individual members, then to deposit each share into the appropriate person's account. First you will be asked how many shares each party member gets (1, 2, or 3). Then the number of GPs deposited into each account is displayed. A bank account for a single character can hold a maximum of 65,000 GPs.

E)XIT BANK takes you back to the Town Menu.

A)RMORY stocks weapons, armor, shields, scrolls, magic potions, and healing potions — depending upon what is in inventory at any given time.

The Armorer buys his inventory from adventurers who enter town and sell the treasures they found during their journeys. The items are placed in the store and resold at a slightly higher price. Armories should be checked for changes in their stock.

Playing Hint: Rings, scrolls, and other treasures found in the Armory stay there for future visits. Combat weapons and potions, however, may appear and disappear between visits.

When you enter the Armory, you will be asked who is shopping. Give the character's number. Then hit L to list the inventory. You will see the following display:

```

+-----+
4  SM SHIELD      2 GP   4 PTS
21 CLOTHING      1 GP   1 PTS
23 LEATHER       11 GP  3 PTS
49 MACE          37 GP  4 PTS
51 SM AXE        68 GP  5 PTS
128 SCROLL 8    121 GP
+-----+
-- MINOS 1200 GOLD --
L)LIST ITEMS      C)ONTINUE LIST
B)UY ITEM        A)NOTHER SHOPPER
COMMAND:        E)XIT ARMORY
  
```

The number in the first column is the item number, to be used when you **B)UY ITEM**; the third column shows the price; and the fourth column shows the point value of combat equipment (see **TREASURES** section for an explanation of what the items can do).

The following shows what each command means:

Key	Result
L	List the items currently in stock
C	Continue the listing or repeats the list again
B	Let the current shopping character buy an item
A	Allow another party member to shop
E	Take the party back to the Town Menu

If you get the message, **YOU CAN'T PURCHASE THAT**, it means that you don't have enough money or that the item has sold out, even though it's still listed (did someone just buy it?).

Playing Hint: A character can only use one weapon, armor, and shield at a time, and they are never lost or stolen. If the character buys or finds new equipment, it should have a higher point value than the one already owned. Whatever the equipment is, make sure the character has enough strength (STR) to use it — even the club (point value is 4) may be too strong for a weaker character (see **Combat Equipment** in the **TREASURES** section). If the equipment is too strong for the current shopper, the item will be marked **UNUSABLE**.

M)YSTIC gives an overall score for the party, so you can determine its strength. When you have finished, hit the **SPACE BAR**.

INN is where characters can have their hit points and magic restored to their maximum limit. Inns located in towns are free, and each stay lasts about two weeks. In addition, independent inns are located throughout the Isle of Gelnor, and they cost 250 GPs (plus tax) per stay.

Playing Hint: Characters who have cast spells during their adventures may find their maximum limit for magic has been raised after resting at an inn.

L)EAVE TOWN puts you on the road outside town (see **ADVENTURES** section).

TOWN MENU: OTHER OPTIONS

Besides visiting the various merchants in a town, characters can perform certain activities shown on the lower portion of the Town Menu:

Key	Result
C	Cast a spell
U	Use an item that a character is carrying
D	Distribute and sell items (after an adventure)
I	Inspect the statistics of a party member
S	Save game

I)NSPECT PARTY MEMBERS gives the statistics for a character in the party. You will be asked for the number of the character you wish to inspect, then you will see a display something like this:

```

PAPAST
LEVEL 1  PRIEST  HUMAN  OKAY

STRENGTH 14      AGE 24
INTELLIGENCE 16  HIT POINTS 4/5
DEXTERITY 12      MAGIC 7/7
CONSTITUTION 13  GOLD IN BANK 49
CHARISMA 14      EXPER. POINTS 0
LUCK 12          SCORE 2

SKILLS:
ATTACK 49  SPOT TRAP 15  CLUB (4)
PARRY 29   DISARM TRAP 8   ROBES (2)
SWIM 27   FIND ITEM 12     SM SHIELD (4)
LISTEN 12  PICK LOCK 6

SPELLS: 1
  
```

The first two lines display the character's name, level, class, race, and health status.

INDIVIDUAL ATTRIBUTES are listed in the first column, along with **LUCK** (a randomly assigned value from 8 to 13). These figures determine how certain tasks are performed (see **ADVENTURERS' CHARACTERISTICS** section for a full explanation).

AGE starts affecting characters' attributes as they reach their "declining years." Each race has a different lifespan: elves live about 3000 years; dwarves and gnomes about 200 years; humans, about 80 years; and the others, about 40 to 50 years.

HIT POINTS indicate the amount of damage a character can sustain before dying. The number after the / shows the total number of hit points the character has; the number before the / shows the current status (it will go down whenever the character gets damaged and will

go back up when rested or healed). When the character's hit points reach 0, he or she is dead (see Mortality and Hit Points in the ENCOUNTERS section).

MAGIC shows the number of points that can be used for spellcasting, and different spells use up differing amounts of magic points (see MAGIC section). The number after the / shows the total allowed the character, the number before the / shows the number left (it will go down each time the character casts a spell and go back up when rested or after taking a MAGIC potion).

GOLD IN BANK is the amount of gold the characters has, which has been deposited in the bank. It does not include any of the character's gold that is currently being carried by the party. All characters start with 256 gold pieces (GP).

EXPER. POINTS refers to the amount of experience the characters has. Experience points are earned by killing monsters, and they determine the character's level, which in turn determines maximum hit points, maximum magic, number of spells that can be learned, etc.

SCORE shows the character's general playing strength.

SKILLS include attack (striking foe in combat), parry (defending yourself in combat), swimming ability, listening for monsters, spotting traps in dungeons, disarming traps, finding treasure, and picking locks. The numbers show the percentage chance of being successful in these activities — **ATTACK 48** means a 48% chance of being successful in hitting (attacking) a monster.

EQUIPMENT lists the weapon (club), armor (robes), and shield. The numbers after the combat items show their point values — the higher the number the more effective the item. As other items are collected or bought at the armory, they will be listed here. Players can carry only 9 items at a time.

SPELLS: gives the spell number of those spells the character has learned. Spell 1, for example, is Healing 1 (see MAGIC section).

When you have finished studying the character's statistics, hit the **SPACE BAR** to go back to the Town Menu.

C)AST SPELL can only be done with those spells allowed in town, such as transportation and heal (see MAGIC section).

U)SE ITEM lets an adventurer use one of the items that he or she is carrying — read a scroll, take a magic or healing potion, and find the unusual properties of an item. After giving the unusual properties of an item. After giving the character's number (not name), a list of his or her items will be shown, then you choose the one to be used.

Playing Hint: Scrolls can only be used (read) in a town.

D)ISTRIBUTE AND SELL ITEMS lets the members of the party gather up all their equipment — old items the party started out with and new items found or bought during their adventures — and distribute them to party members or sell them to the Armory.

The items carried by the party will be listed, along with the characters who can use each one. Items are listed from best to worst — first magical, then non-magical. As the cursor flashes next to each item, type the number of the character who will get that item or type 7 to sell it.

Playing Hints: Make sure all party members are present before you distribute and sell items — and do this before you save a game.

Remember that each party member can only carry up to 9 items at a time.

S)AVE GAME is always accomplished in a town. Make sure you have the Guild number of the characters you are saving, because you will need to use them when you begin again (see **ENCORE:** Continuing Saved Games).

ADVENTURES

Your adventures are now beginning. You will travel across the fair Isle of Gelnor and perhaps explore a dungeon or two . . . maybe more. Good luck in your quest.

Messages will be displayed from time to time. The first one reads, **A TOWN. ENTER?** It requires a yes/no answer (hit Y or N). For other messages that need a different response, hit the appropriate number or the first letter before the). For

example, this message might be displayed:

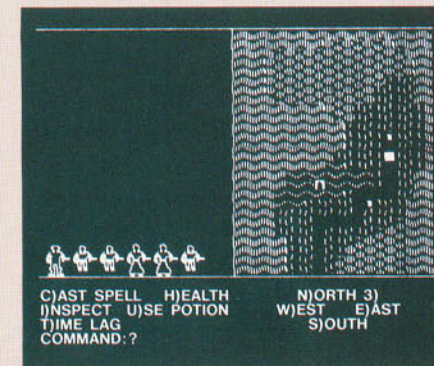
THIEF SPOTS A TRAP
D)ISARM OR L)EAVE

Hit D for disarm or L for leave. (If you choose to disarm it, you will be asked who will do it. Give the character's party number.)

If no response is required for a message, hit **RETURN** to erase it.

WILDERNESS TRAVEL

When your party leaves town and enters the wilderness, a map of the area you are in will be displayed (see terrain key on back cover of rule-book), along with pictures of the party members and a list of command options.



Commands available are as follows:

Key	Result
C	Cast a spell
H	Display health of each party member
I	Inspect the party and each member
U	Allow a party member to use a potion
T	Alter melee speed and toggles sound
3	Move north one square*
N	Move north one square*
E	Move east one square
S	Move south one square
W	Move west one square

*Movement has been made more convenient with the 3 command for north; you use the 3-E-S-W diamond configuration on the keyboard.

C)AST SPELL only works for non-combat/wilderness spells and everywhere spells (see MAGIC section).

H)EALTH displays the hit points and magic points for each party member.

I)NSPECT displays the party's statistics, the statistics and items carried by each party member, and any newly acquired items.

U)SE POTION allows a character to use a magic or healing potion on himself or any other member of the party. When asked who is using the potion, give the character's party number, not name. Then a list of the character's potions will be displayed. Pick the potion, then give the party number of the character to receive it.

T)IME LAG allows you to speed up or slow down melee action. Choose a number between 0 and 9 (0 is the fastest, 9 the slowest). You will also be asked if you want sound; answer Y or N.

MAP of Gelnor is divided into 16 sections. If your party moves off the edge of the map, the next section will be displayed.

CROSSING WATER, either rivers or lakes, means the party members must swim or cross a bridge. Characters with poor swimming abilities may sustain damage (thereby reducing their hit points).

INNS are scattered over the Isle of Gelnor, in addition to being found in each town. These independent inns, though, cost 250 GP plus tax for a single stay of two weeks. Like the inns in town, they restore each character's magic and hit points to their maximum limit. Sometimes they increase spellcasters' maximum magic points.

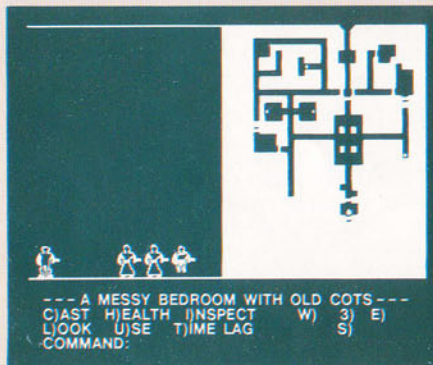
DUNGEON EXPLORATION

When the party nears a dungeon, you will be asked if you want to enter. Answer Y or N. If you enter, you will be asked to turn your disk over, so the dungeon program can be loaded into the computer.

Once loaded, the program will ask you if you want to leave. Answer Y or N.

When the party enters the dungeon, the wilderness map is replaced by the dungeon map,

which gets revealed as the party passes through each area:



-  = party
-  = room
-  = item
-  = corridor
-  = column
-  = door

The command line has a new option:

Key Result

- L Look at a larger area

L)OOK lets you "see" a larger area than you could otherwise. Some rooms, though, may be even larger than the area you can see with this command.

LISTEN skills are automatically employed by party members when they approach a door. If they hear monsters, a message is shown, and you have the option of turning back.

PICK LOCK, FIND ITEM, SPOT TRAP are also automatically attempted at the appropriate times. Success depends upon the party members' skill levels for these tasks.

DISARM TRAP is an option available when traps are spotted. If you want the trap disarmed, you will be asked who will do it. Give the character's party number (usually a thief, who has good disarm-trap skills).

LEAVING THE DUNGEON is done through the same door used when the party entered. On leaving, you will be asked if you want to save its current status. Hit Y or N.

Playing Hint: When you enter a dungeon for the second time, the monsters may be prepared for you — new locks installed and new monsters recruited. There is a limit, however, to what can be done with short notice; if you return soon after you left, the monsters you killed might still be dead.

ENCOUNTERS

Your party will inevitably encounter monsters, whether in the wilderness or a dungeon. While they may not be hostile, they will never be helpful. The risk is high — death to the unprepared and inexperienced.

MELEE

When the party and the monsters come face to face, a message will flash on the screen: AN ENCOUNTER. Next, you will see this display:

#	NAME	ATTACKS	MAGIC	HIT	PTS	STATUS
1	MINOS	1	5/5	8/10		OKAY
2	ARENTINO	1	6/6	5/9		OKAY
3	ALI	1	4/4	4/8		OKAY
4	SANARA	1	7/7	4/5		OKAY
5	ABBOTT	1	7/7	4/5		OKAY
6	GRUNFELD	1	5/5	12/12		OKAY

RANK 1	5	ORC(S)
RANK 2	2	KOBOLD(S)
RANK 3	1	ORC(S)

PARTY OPTIONS 1)FIGHT 2)ACCEPT SURRENDER
3)GREETINGS 4)BEG FOR MERCY 5)FLEE?

The top of the screen lists the party members, how many strikes each character can get into a single attack, each person's magic status, hit-point status, and general health.

The middle section lists the monsters and how many are in each rank or row. Rank 1 is the row closest to the party members, and most attacks will only be on these monsters.

The bottom section of the screen lists the options for the party as a whole:

Key Result

- 1 Fight the monsters
- 2 Accept the monsters' surrender
- 3 Greet the monsters
- 4 Beg mercy from the monsters
- 5 Run away

FIGHT starts combat between party members and the monsters.

ACCEPT SURRENDER, if the monsters do surrender, allows you to take the monsters' gold and items.

GREETINGS, if they are accepted by the monsters, allows the party to pass unharmed.

BEG FOR MERCY lets the party surrender its gold and some newfound items, then go free.

FLEE, if successful, allows the party to avoid combat. If unsuccessful, the monsters will continue to attack.

Combat takes place in melee rounds. In a single round, each party member will have individual options:

Key Result

- 1 Thrust with weapon
- 2 Attack with weapon
- 3 Slash with weapon
- 4 Lunge with weapon
- 5 Cast combat spell
- 6 Parry with shield
- 7 Redo options

ATTACK means taking two normal swings at a nearby monster (Rank 1).

THRUST means taking one hard, solid swing, which is more likely to hit and does 1 to 2 more points of damage than an attack.

SLASH means taking 3 or 4 quick swings, each of which is less likely to hit than an attack, and does 1 to 2 points less damage.

LUNGE allows fighters to take one swing at a monster in Rank 2.

CAST prompts you for the spell number you want.

PARRY is a defensive move, where the character uses a shield.

REDO lets you give a new command to a party member. You are given this option again, when all party members have been assigned a move.

Playing Hint: The best strategy is to thrust or lunge at monsters who are hard to hit and attack or slash at those who are easily hit.

Due to their stealth, thieves can thrust, attack, or slash monsters in any rank. You will see each melee round enacted on the left section of the map screen, with each action recorded.

At the end of melee, you will make your choices for the party members' next melee round. The action continues until the monsters are all dead, have run away, or surrendered — or until the party has begged for mercy or fled.

EXPERIENCE POINTS AND GOLD are displayed at the end of combat — the number of experience points earned from the encounter and any gold retrieved from the monsters. These will be divided among individual party members when they enter a town.

TREASURE might be found, if the monsters had any and if a party member has good find-item skills for locating them in dungeons. (Monsters defeated in the wilderness and who surrender in the dungeons automatically give away their treasure.) You will be asked if you want to keep the treasure item (see TREASURES section). Answer Y or N. Items can be distributed and used when you enter a town. The party can carry up to 90 items they find while exploring.

NIGHT ENCOUNTERS periodically occur in the wilderness. At that time, whoever is on watch will hopefully hear the monsters and awaken the other party members. Otherwise, party members will wake up in the middle of combat. A priest or high-level ranger can speed up the process by casting an Awaken spell (see MAGIC section).

(continued on page 13)

MORTALITY AND HIT POINTS

Each time a monster hits a character or other damage is sustained, the hit points will go down. When they reach 0, the character is dead (although he or she might be brought back to life by a high-level priest using a RESURRECT spell).

Hit points can be restored by taking a HEALING POTION (see TREASURES section), a HEALING spell cast by a priest or ranger (see MAGIC section), and a rest in an inn. Depending upon the amount of damage the adventurer has taken, a combination of methods might be necessary to restore full health.

The maximum number of hit points allowed depends on the character's constitution, class, and experience level. The chart below shows averages for each profession by level.

MONSTERS

The Isle of Gelnor has its share of monsters — 80 different types, all willing and able to do battle with adventurers. Each type of monster has its own unique personality and set of attributes. These include how many are likely to appear at one time, attack and defense skills, amount of damage that can be inflicted on the victims, experience points and levels, magic power, hit points, size, "niceness," and amount of gold and treasure carried.

Some of these monsters will not have good attack skills but will defend very well, come in large packs, and be able to inflict much damage

with the few attacks they accomplish. Others will have great attack skills but poor defense skills, yet the damage done to the victim by each hit will be low. High-level monsters, of course, will have good attack and defense skills, lots of magic to throw at adventurers, and enough hit points to fend off adventurers for many melee rounds.

First-time adventurers may take comfort; easily conquered monsters are around. Skeletons, giant ants, and giant bees, for example, have medium attack skills (45% to 50%), inflict damage on their victims of 1 to 7 points, and only have a few hit points. Attack these monsters with alacrity.

On the other hand, low-level adventurers might want to avoid the vipers. These 10-foot snakes are quite agile, making their attacks successful 80% of the time. Their thick skins give them 20 hit points, and their treacherous fangs can inflict from 1 to 14 points of damage.

Magic users appear harmless, since their scrawny bodies afford them a mere 7 hit points and their attack skills are only 50%. Beware, however. Their magic is strong; and, if they get off one or two combat spells, your party could be depleted of several members.

As you explore more and more of Gelnor with stronger and stronger parties of adventurers, you will encounter monsters of increasing strength and power. Some have hit points in the hundreds, attack skills of 100% or more, and extremely high defense skills. Needless to state, one does not wrangle with Black Knights, gods, or other high-level beings carelessly. Be warned!

Hit Points by Class and Level for Adventurers with 10 Constitution

	LEVEL														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
FIGHTER	10	20	32	44	56	70	82	94	106	120	130	140	150	160	170
RANGER	8	18	28	40	50	60	72	84	96	110	120	130	140	150	160
PRIEST	8	12	20	30	40	50	60	70	80	90	98	106	114	122	130
MONK	8	10	18	22	32	44	54	62	70	80	88	96	104	112	120
THIEF	6	10	18	22	32	40	48	54	60	70	78	86	94	102	110
WIZARD	6	8	12	16	22	28	34	38	44	50	56	62	68	74	80

MAGIC

Magic is an integral part of the PHANTASIE experience, and it is especially useful in fighting monsters. The dexterous use of hand-to-hand combat and offensive combat spells may be the only way to defeat the foe.

When spells are conjured and cast, they use up the spellcaster's magic points. Spells can cost from 1 to 4 magic points for each use, depending upon the spell. Magic points can be restored by drinking MAGIC potions and resting at inns.

SPELL DESCRIPTIONS

Spells fall into three general categories, each with several subcategories.

COMBAT SPELLS can only be used during encounters with monsters. They last only for the duration of combat. There are two types of combat spells:

Passive magic always works and, whenever possible, counteracts any previously cast spells. For example, if an evil wizard throws a WEAKNESS 4 spell the party, a STRENGTH 3 spell will cancel it. If an additional STRENGTH spell of any kind is cast, it will cancel the STRENGTH 3 spell.

Active magic's effectiveness depends upon the spellcaster's magic power and experience level, as well as the strength of the target. Active spells may have a cumulative effective. A second FEAR spell, for example, can cause the victim to be even more afraid (but a second SLEEP spell will not deepen a trance).

NON-COMBAT SPELLS are used when no monsters are being encountered. There are three types:

Town spells can only be cast in one of Gelnor's towns.

Wilderness magic must be worked in the wilderness.

Dungeon spells can be cast in dungeons.

EVERYWHERE SPELLS can be cast at any time and in any place — in combat or non-combat situations, and in town, in dungeons, or in the wilderness.

Spells available in PHANTASIE are listed in the next column.

Spell #	Magic Pts.	Name	Type*
1	1	HEALING 1	E
2	2	HEALING 2	E
3	3	HEALING 3	E
4	4	HEALING 4	E
5	1	FIREFLASH 1	C/A
6	2	FIREFLASH 2	C/A
7	3	FIREFLASH 3	C/A
8	4	FIREFLASH 4	C/A
9	1	QUICKNESS 1	C/P
10	2	QUICKNESS 2	C/P
11	3	QUICKNESS 3	C/P
12	4	QUICKNESS 4	C/P
13	1	STRENGTH 1	C/P
14	2	STRENGTH 2	C/P
15	3	STRENGTH 3	C/P
16	4	STRENGTH 4	C/P
17	1	PROTECTION 1	C/P
18	2	PROTECTION 2	C/P
19	3	PROTECTION 3	C/P
20	4	PROTECTION 4	C/P
21	1	CONFUSION 1	C/A
22	2	CONFUSION 2	C/A
23	3	CONFUSION 3	C/A
24	4	CONFUSION 4	C/A
25	1	WEAKNESS 1	C/A
26	2	WEAKNESS 2	C/A
27	3	WEAKNESS 3	C/A
28	4	WEAKNESS 4	C/A
29	1	BINDING 1	C/A
30	2	BINDING 2	C/A
31	3	BINDING 3	C/A
32	4	BINDING 4	C/A
33	1	MINDBLAST 1	C/A
34	2	MINDBLAST 2	C/A
35	3	MINDBLAST 3	C/A
36	4	MINDBLAST 4	C/A
37	1	FLAMEBOLT 1	C/A
38	2	FLAMEBOLT 2	C/A
39	3	FLAMEBOLT 3	C/A
40	4	FLAMEBOLT 4	C/A
41	1	CHARM	C/A
42	2	SLEEP	C/A
43	3	TELEPORTATION	C/A
44	4	RESURRECTION	E
45	1	NINJA 2	C/P
46	2	FEAR	C/A
47	3	DISSOLVE	C/A
48	4	SUMMONS ELEMENTAL	C/P
49	1	DISPELL UNDEAD	C/A
50	2	NINJA 1	C/P
51	3	AWAKEN	C/A
52	4	MONSTER EVALUATION	N/WD
53	1	VISION	N/W
54	2	TRANSPORTATION	N/T

*Spell types include the following: E = Everywhere; C/P = Combat, passive (not cumulative); C/A = Combat, active (cumulative); N/WD = Non-combat, wilderness or dungeon; N/W = Non-combat, wilderness only; N/T = Non-combat, town only.

AWAKEN (#51) rouses all sleeping party members or neutralizes a Sleep spell.

BINDING (#29-#32) inhibits the movement of opponents, so those affected are easier to hit. These spells are progressive, so Binding 3 is more powerful than Binding 2 and Binding 1 combined. They are particularly effective against flying creatures and monsters that are difficult to see.

CHARM (#41) makes monsters so friendly, they forget they are in combat.

CONFUSION (#21-#24) makes it difficult for monsters to use their magic. These spells are progressive, so Confusion 3 is more powerful than Confusion 1 and Confusion 2 combined. Confusion 4 is so effective that its victims will be completely unable to do any spellcasting.

DISPELL UNDEAD (#49) affects skeletons, zombies, ghosts, and other creatures who have returned from the grave. They may flee or simply dissolve.

DISSOLVE (#47) causes monsters to slowly dissolve away into nothing.

FEAR (#46) frightens the monsters into running away in terror.

FIREFLASH (#5-#8) shoots a powerful blast of flame at one monster close to the spellcaster, causing the following damage:

- Fireflash 1 — 1-10 points damage
- Fireflash 2 — 1-30 points damage
- Fireflash 3 — 1-60 points damage
- Fireflash 4 — 1-100 points damage

FLAMEBOLT (#37-#40) delivers one bolt of magical flame at each monster and does damage to its hit points (although some of the effect is absorbed by its armor):

- Flamebolt 1 — 1-7 points damage
- Flamebolt 2 — 1-15 points damage
- Flamebolt 3 — 1-31 points damage
- Flamebolt 4 — 1-66 points damage

HEALING (#1-#4) restores hit points to one party member:

- Healing 1 — 1-9 hit points
- Healing 2 — 1-27 hit points
- Healing 3 — 1-57 hit points
- Healing 4 — 1-99 hit points

MINDBLAST (#33-#36) transmits a powerful blast of psychic energy to the monsters and causes damage to their hit points:

- Mindblast 1 — 1-5 points damage
- Mindblast 2 — 1-11 points damage
- Mindblast 3 — 1-41 points damage
- Mindblast 4 — 1-81 points damage

MONSTER EVALUATION (#52) determines the approximate experience level of nearby monsters. Although it occasionally yields inaccurate results, it is a good spell to cast immediately upon entering a dungeon and at regular intervals in the wilderness.

NINJA (#45 & #50) transforms the spellcaster into a fighter of superhuman ability. Although Ninja 1 costs more magic points, it is not as powerful as Ninja 2.

PROTECTION (#17-#20) increases the effectiveness of each party member's armor by putting a magic aura around it:

- Protection 1 — +1 point
- Protection 2 — +3 points
- Protection 3 — +6 points
- Protection 4 — +10 points

QUICKNESS (#9-#12) makes all party members move faster, so they can swing more times during an attack:

- Quickness 1 — 10% increase
- Quickness 2 — 25% increase
- Quickness 3 — 45% increase
- Quickness 4 — 70% increase

RESURRECTION (#44) attempts to raise one party member from death. The shock of dying, however, will permanently lower the constitution of the victim by one or two points.

SLEEP (#42) causes the opponents to fall into a daze, and they cannot attack, parry, or cast spells.

STRENGTH (#13-#16) makes the party members stronger, increasing the amount of damage opponents take when they get hit:

- Strength 1 — 1-2 extra points of damage
- Strength 2 — 1-4 extra points of damage
- Strength 3 — 1-7 extra points of damage
- Strength 4 — 1-11 extra points of damage

SUMMON ELEMENTAL (#48) calls up Earth, Fire, or Water (one spell summons one elemental) to fight for the party. The elemental will only serve a party of six adventurers. What's more, elementals must be added to your party while you are at the adventurer's Guild in one of the towns.

TELEPORTATION (#43) teleports the party safely away from the combat.

TRANSPORTATION (#54) inter-dimensionally transports the party from one town to another.

VISION (#53) gives the spellcaster the ability to see in all directions for hundreds of miles. It is particularly useful for mapping vast unknown areas.

WEAKNESS (#25-#28) causes monsters to lose strength, so they do less damage when they hit party members. The strength of the spell depends on how powerful the monsters are and which spell was used (1, 2, 3, or 4).

SPELLS BY CLASS AND LEVEL

Each class of adventurer can learn spells, though for some classes, a high level of experience is required. The following chart shows which spells (designated by their number) are available to be learned at which level, arranged by class. Although spells may be available for learning, how many spells a character can actually learn depends upon his or her intelligence, as well as class and level.

Spells Available at Different Levels by Class

	LEVEL														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
WIZARD	5	13	6	7	21	25	8	34	11	35	15	36	12	16	47
	9	41	10	14	54	33	37	45	38	-	39	48	-	40	-
	-	-	-	-	-	50	46	51	-	-	-	-	-	-	-
PRIEST	1	21	2	25	3	18	23	4	7	8	31	24	32	20	48
	51	29	17	42	22	30	26	43	19	37	34	27	39	28	-
	53	-	49	-	-	-	-	-	44	-	-	-	-	-	-
RANGER	1	17	25	2	29	3	18	4	6	30	26	22	33	37	23
	5	-	49	-	52	-	51	-	21	-	42	-	44	-	-
MONK	5	50	6	45	53	7	13	8	33	9	34	14	35	10	36
	-	-	54	-	-	-	48	-	-	-	-	-	-	-	-
FIGHTER	-	-	52	-	-	9	-	-	13	-	-	11	-	-	15
THIEF	-	-	-	41	-	-	42	-	-	18	-	-	8	-	-

Maximum Magic Points at Different Levels by Class

	LEVEL														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
WIZARD	10	11	11	12	13	14	14	15	16	16	17	17	18	19	20
PRIEST	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
RANGER	8	9	10	11	12	13	14	15	16	17	18	18	18	18	19
MONK	10	10	10	11	11	11	12	12	12	13	13	14	16	18	20
FIGHTER	7	7	8	8	9	9	10	10	11	12	13	14	15	16	18
THIEF	6	6	7	7	8	8	9	10	11	12	13	13	14	14	15

TREASURES

Treasures are held by monsters and retrieved by adventurers. Some items can be found in the Armory, since adventurers are allowed to DIS-TRIBUTE AND SELL their captured treasures whenever they enter a town. Needless to state, Armories in different towns may carry different inventories (see TOWN section).

Treasures fall into four general categories, classified by their use.

COMBAT EQUIPMENT

Combat equipment includes shields, armor, and weapons. Each of these items requires the owner to have a minimum strength level for that item: higher level equipment can only be used by higher strength characters. The following charts list the items, their point values, and the strength requirements of the adventurer using them.

Shields				Armor			
Item #	Point Value	Strength Req'd	Type	Item #	Point Value	Strength Req'd	Type
1	1	1	Glove	21	1	2	Clothing
2	2	2	Wooden shield	22	2	4	Robes
3	3	3	Wooden shield +1	23	3	6	Leather
4	4	4	Small shield	24	4	8	Hard leather
5	5	5	Small shield +1	25	5	10	Ring mail
6	6	6	Small shield +2	26	6	12	Scale mail
7	7	7	Small shield +3	27	7	14	Chain mail
8	8	8	Medium shield	28	8	16	Splint mail
9	9	9	Medium shield +1	29	9	18	Banded mail
10	10	10	Medium shield +2	30	10	20	Plate mail
11	11	11	Medium shield +3	31	2	0	Cloth +1
12	12	12	Large shield	32	3	0	Robes +1
13	13	13	Large shield +1	33	4	2	Leather +1
14	14	14	Large shield +2	34	5	4	Leather +2
15	15	15	Large shield +3	35	6	6	Ring mail +1
16	16	16	Giant shield	36	7	8	Ring mail +2
17	17	17	Giant shield +1	37	8	10	Chain mail +1
18	18	18	Giant shield +2	38	9	12	Chain mail +2
19	19	19	Giant shield +3	39	10	14	God robes (magic)
20	20	20	God shield (magic)	40	11	16	God armor (magic)

Weapons

Item #	Point Value	Attributes Req'd*	Type	Item #	Point Value	Attributes Req'd*	Type
41	0	2	Stick	71	3	2	Small mace +1
42	1	4	Knife	72	4	4	Dagger +1
43	1	6	Small club	73	4	6	Small mace +2
44	2	8	Small staff	74	5	8	Dagger +2
45	2	10	Small mace	75	6	10	Dagger +3
46	3	12	Dagger	76	7	12	Staff +1
47	3	14	Small flail	77	7	14	Dagger +4
48	4	16	Club	78	8	16	Flail +1
49	4	18	Mace	79	9	18	Spear +1
50	5	20	Small hammer	80	10	20	Axe +1
51	5	22	Small axe	81	10	22	Sword +1
52	6	24	Staff	82	11	24	Sword +2
53	6	26	Short sword	83	12	26	Sword +3
54	7	28	Flail	84	13	28	Large Axe +1
55	7	30	Hammer	85	13	30	Sword +4
56	8	32	Pitch fork	86	14	32	Sword +5
57	8	34	Spear	87	15	34	Sword +6
58	9	36	Axe	88	16	36	Halbred +1
59	9	38	Sword	89	16	38	Sword +7
60	10	40	Heavy mace	90	17	40	Halbred +2
61	10	42	Maul	91	18	42	Halbred +3
62	11	44	Trident	92	19	44	Sword +10
63	11	46	Large spear	93	19	46	Halbred +4
64	12	48	Large axe	94	20	48	Halbred +5
65	12	50	Morning Star	95	21	50	Halbred +6
66	13	52	Pike	96	22	52	Halbred +7
67	13	54	Long sword	97	22	54	God knife (magic)
68	14	56	Spetum	98	23	56	God mace (magic)
69	14	58	Bardiche	99	24	58	God axe (magic)
70	15	60	Halbred	100	25	60	God sword (magic)

*Attributes Req'd refers to the values for STR and DEX needed to use the weapon. The number is derived from: STR x 2 + DEX.

POTIONS

Potions are liquid substances, carried in vials, and taken by mouth (that is, you drink them). There are two types in PHANTASIE:

HEALING POTIONS (#101-#110) restore a character's hit points. They come in ten different strengths; the higher the number, the more points are restored:

Healing 1 — 1 pt.	Healing 6 — 35 pts.
Healing 2 — 4 pts.	Healing 7 — 49 pts.
Healing 3 — 9 pts.	Healing 8 — 64 pts.
Healing 4 — 16 pts.	Healing 9 — 81 pts.
Healing 5 — 25 pts.	Healing 10 — 100 pts.

MAGIC POTIONS (#111-#120) restore a character's magic points. They also come in ten different strengths, and work like Healing Potions:

Magic 1 — 3 pts.	Magic 6 — 18 pts.
Magic 2 — 6 pts.	Magic 7 — 21 pts.
Magic 3 — 9 pts.	Magic 8 — 24 pts.
Magic 4 — 12 pts.	Magic 9 — 27 pts.
Magic 5 — 15 pts.	Magic 10 — 30 pts.

SCROLLS

A secret society has recorded important events concerning the Isle of Gelnor and its demise. The 20 scrolls have been scattered throughout the land — some hidden, some left in the care of trusted citizens (many of whom, unfortunately, have met with foul play). To the wise and knowledgeable, their contents hold the keys to restoring Gelnor to its former glory.

Playing Hint: Scrolls can only be read (used) in town (see Use Items in TOWN section).

MORE TREASURES

OBJETS D'ART AND OTHER VALUABLES of vast wealth are said to be hoarded by Black Knights and monsters alike — gems, precious minerals, and glorious works of art — in addition to gold. One hears of magnificent sapphires, a golden ring of incredible workmanship, a large gold statue fashioned after an ox and encrusted with jewels...

RINGS AND WAND, according to rumors, are described in several scrolls, and they are significant to the plight of Gelnor.

ENCORE:

Continuing Saved Games; Backing Up Characters

CONTINUING SAVED GAMES

If you have previously saved a game and if you choose 2 - CONTINUE SAVED GAME on the initial menu, you will be asked which party member you want.

Since PHANTASIE allows several parties to be exploring concurrently, different characters may be located in different towns. To determine which character or party you now want to continue playing, the program needs to know which character you want (which also calls up the party he or she is a member of).

Give the **Guild number of the character you want to call up.** You will be taken straight to the town where that character was residing at the close of the last game. Proceed from there (see TOWNS section).

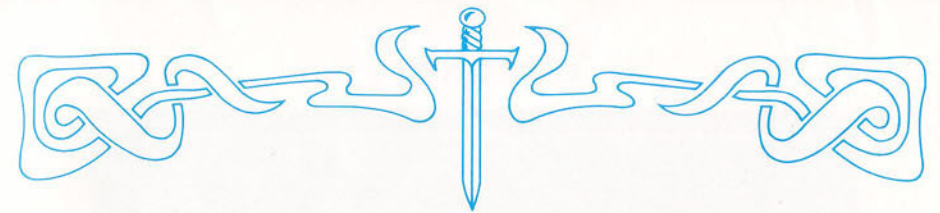
BACKING UP CHARACTERS

To back up characters onto a separate disk, boot the back side of the game disk, labeled DUNGEON DISK. You will now be prompted to turn the disk over and to hit any key. When you do that, the following commands can be used:

Key	Result
1	Continues the game where you left off
2	Initializes a blank disk
3	Transfers characters to backup disk
4	Transfers characters from backup disk
5	Starts a new game, from scratch

First, use 2 to initialize (format) a blank disk. Next, either use 3 to copy a character from the game disk to your back-up disk, or use 4 to copy a character from a back-up disk to your game disk.

If you choose 5 to start a new game, you will see this prompt: STARTING NEW GAME WILL ERASE OLD CHARACTERS OKAY? (Y/N) If you say Y, your old characters will be erased and the dungeons reset — just as if you had bought a new game. N will leave you at the same menu and wait for another choice.



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If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: STRATEGIC SIMULATIONS, INC., 883 Stierlin Road, Building A-200, Mountain View, CA 94043-1983.

Or call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.).

