

READ THIS CARD FIRST!

PHANTASIE II

INTRODUCTION

Ferronrah, an island of great beauty and magic, lies just south of the Isle of Gelnor. Once a metropolis with a thriving trade industry and a major naval power, it now appears to be under some grave calamity. A mysterious cloud hangs over the island — and no one has left or entered the island since the cloud first appeared, 40 years ago.

In a small fishing boat just off the coast of Gelnor, an adventurer studies the dark cloud over Ferronrah. His companion, an old, old man, skillfully hauls in his net of fish. "On my mother's grave, that is the work of Nikademus," he mutters.

"What? Nikademus?" the adventurer asks.

"Aye, an evil sorcerer — the one that nearly destroyed my beloved Gelnor. 'Tis a wicked, beastly time on Ferronrah, you can be sure 'o that. No one leaves the island, but rumours drift here. Ferronrah once had the prettiest fleet of boats I ever saw — sleek and fast — all gone now. The monsters destroyed them, the bloody, g—"

"Never mind the boats, man!" the adventurer exclaims. "What about the people? Where are they?"

"No one knows for sure, but it seems Nikademus has acquired new slaves. There was a message — now this has been passed through many lips — that the slaves are being forced to produce weapons. They say Nikademus is planning to invade other lands."

The adventurer leans forward. "How can you be so sure it's the work of Nikademus?"

"I know a sorcerer when I see one!" cries the old man. "One night a few years back, I was fishing off the coast of Ferron-

rah near Pippicott. A great sou'wester caught me and pulled me toward Pippicott and nearly capsized my bonnie ship. After the storm quieted, I started to sail home, but suddenly my legs buckled and my eyes misted over. I could na' eat 'o drink. And over my boat lay the cloud, the one you see at Ferronrah now." The adventurer studies the cloud again and feels the hair raise on his neck. "I drifted for nearly a week, sure I would die. Then one morning, I drifted clear of the cloud. I think I lived because of my time with the Pippicott Monk brotherhood. They taught me a spell or two, and I could handle a staff with the best of them. But some of the old strength must have been with me — that and the fact that Nikademus had other work to do," he said darkly.

The old man's rheumy eyes look hard at the adventurer. "I'm too old to match swords with Nikademus. He'll only be conquered by a person of great bravery, strength, and valour — not by some young milksop like you."

The adventurer leaps to his feet, nearly flipping the boat in his indignation. "A milksop! Why, I'm the finest adventurer alive! My sword is like lightning and my spells would wither even Nikademus! I ought to cut your throat for that insult, old man. Instead, I'll prove to you my cunning and skill. I shall free Ferronrah from Nikademus's evil power."

"The way to Ferronrah is fraught with peril," warns the old man, his eyes reflecting some inner amusement. "Are you sure?"

"I am ready."

Quietly, the old man turns the boat, its bow pointing to Ferronrah. He begins to row. The black cloud looms ever nearer.

Phantasie II utilizes the same rules as Phantasie I with the following changes. If you are not familiar with Phantasie rules, please read the enclosed rule book first and then also the version card for your computer.

For your convenience, Phantasie II is not copy-protected. You should make a back-up copy of both sides before you begin play. Any of the commercially available disk copiers should be able to copy the program.

Transferring Characters from Phantasie I

Those of you who have played Phantasie I and still have your characters saved may use them in Phantasie II by booting the dungeon side of the Phantasie II disk and selecting Option 6) Transfer characters from Phantasie I to Phantasie II. *Warning: This process will have the following adverse effects:*

Your characters must pay all items except the wand of Nikademus. They must also pay the majority of their money and will lose most of the experience they have accumulated and all spells except for any divine spells (#55 and above). Wizards will keep spell #5 and Priests spell #1. If you decide to use your old characters in Phantasie II then "transfer characters" should be the first thing you do. At this point, you may wish to train the characters at the guild as they will be at level 0 but have enough experience to improve. Any characters you have created beforehand on the Phantasie II disk will be erased by the transfer process.

Changes in Phantasie II from Phantasie I Documentation

- Scrolls (p. 19): In Gelnor (Phantasie I), there were 20 scrolls scattered about the land. In Ferronrah (Phantasie II), there are approximately 15.
- Rings and Wand (p.19): In Phantasie I, 9 rings and a wand played an important role. In Phantasie II, amulets and an enchanted orb are the important artifacts.
- Combat/Rock Tossing (p. 10): The combat menu of Phantasie II contains a new feature: 7) Toss Rock. Rocks may be thrown at any enemy rank. Each character has an unlimited supply of rocks. Accuracy with this new weapon depends on the Toss Rock skill level of each individual character.

New Terrain Features

- Molten Lava: Appears as an orange wave pattern. Extremely dangerous to travel through the intense heat; almost always causes damage to your characters. No encounters.
- Mist: Appears as an area of blue dots. A fine mist shrouds these areas, making travelling difficult. Undead and insect encounters abound.
- Dark Voids: Dark areas considered dangerous to travel through. Again, undead and insects flourish in these areas.



CREDITS

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