PHANTASIE III
The Wrath of Nikademus™

TABLE OF CONTENTS

COMMAND CARDS — LAST PAGES

The adventurer strode in through the front gate, past the giant cracked doors, and up to a merchant who leaned against an empty pickle barrel. "Merchant, where am I, anyway?" he asked.

The merchant perked up at the question. "Why, you're in lovely Pendragon," he cried, "Crossroads of Scandor, hub of commerce, and jewel of civilization."

The adventurer looked around at the crumbling mortar on the high towers and the slump-shouldered tread of the citizenry. "Is this a jewel or a piece of glass?" he asked. "What has befallen this metropolis?"

"You are sharp," the merchant replied. "Pendragon, nay all of Scandor, is but a shadow of its former glory. Travel is dangerous, the populace is fearful, and even the cows no longer give milk. The monsters rise from the hills and the pounding boots of the conqueror are not far from our ancient gates."

"Monsters? A conqueror?" questioned the adventurer. "Who is it that threatens the entire continent of Scandor?"

The merchant glanced one way, then the other. In a whispered voice he said, "The evil sorcerer Nikademus has finally come to these shores."

"But Nikademus's plans on the islands of Gelnor and Ferronrah were thwarted!" the adventurer cried, "and his crystal on the Pookny Islands has been shattered!"

"Ah, a historian!" mused the merchant. "Those were but the first two acts of Nikademus's foul play. The finale is to be enacted here on Scandor. Nikademus has learned from these losses. His power is now such that he can sway even the purest to evil. His army has swelled to far larger than Scandor's disorganized forces. If only there was a force to stop Nikademus.

Even a small group, with sufficient courage, might do it. But, alas, none of sufficient caliber have appeared." The merchant sighed, "I suppose Scandor is doomed!"

"Never!" roared the adventurer. "I myself have the courage of a lion! With some stout fellows I am sure we could rout this pretender Nikademus!"

"How bold you are," said the merchant, "perhaps you could find other bold fellows at the Guild Hall."

"I shall go there at once!" cried the adventurer with determination. He moved to stride off toward the Guild Hall but then stopped and turned. "But Scandor is a great continent and I am a newcomer here. How am I to find Nikademus?"

"The Pendragon Archives just to the south were once the finest collection of scrolls and knowledge in the civilized world," said the merchant. "Though they say that the scribes have gone mad and the archives overrun, perhaps you could find more information there. Try to find a wise man named Filmon; he is almost a legend in these parts."

"I thank you for your information, merchant," the adventurer said. "I am off to gather a hearty band to free Scandor!"

"Luck be with you!" the merchant yelled as the adventurer squared his massive shoulders and strode away. The merchant smiled to himself; another crazy soul off on the impossible quest. But someone, someday, had to defeat Nikademus or all of Scandor would fall. Who was to say that this adventurer wouldn't be the one?

INTRODUCTION

Welcome to PHANTASIE III, the third adventure in the epic battle against the evil sorcerer Nikademus. You need not have played either PHANTASIE I or II to get full enjoyment from PHANTASIE III.

In PHANTASIE III you will control a party of 6 adventurers. They will start as raw beginners, but as they adventure through the wilderness and into dungeons they will grow in power, skill, and wealth. During the course of their adventures the party will gather scrolls and meet beings who can give clues to the source of the calamity befalling the continent of Scandor. The adventurers can use their knowledge and power to bring about a resolution to Scandor's plight.

This rule book will be your guide to using PHANTASIE III on your computer. If you've already played a number of fantasy/quest games in the past then you can turn to the Quick Start Section in Appendix I. If you've already played PHANTASIE I or II then just turn to the Differences Between PHANTASIE III and PHANTASIE I & II Section in Appendix II to catch the changes that have been made in the new game. If you haven't played any of these games before, don't worry! This rule book will give you complete instructions on how to play the game, and some hints on how to win it!

The rules begin with the General Rules that apply to PHANTASIE III on all computers. The Computer Specific Instructions refer to changes in the game that help take best advantage of each different computer. Finally, the Quick Start and Differences Sections will help old hands get into playing the game as quickly as possible. So let's get started — there are quests to be completed and great deeds to be done!

ADVENTURERS

The basic unit in PHANTASIE III is a party of six adventurers. The party will move together, fight together, and gain experience and treasure together. Adventurers who have been badly injured can be dropped from the party and new, inexperienced adventurers added whenever the party is in a town. The capabilities of the party will depend on the powers and skills of the adventurers it contains.

Each adventurer is defined by his race, his class or profession, his individual attributes, and his skill percentages. These allow great individualization among the adventurers. Many of these factors interact; high attributes lead to high skill percentages and Dwarf Fighters tend to be stronger than Halfling Wizards. The descriptions and effects of the different races, classes, attributes, and skills follow.

RACES

An adventurer's race refers to his biological species. Adventurers in PHANTASIE III can be selected from among the following major races:

Humans: medium size humanoids who look like you do in the mirror. They tend to be equally good at all professions.

Dwarves: shorter than humans, but tougher. They make up for their lack of speed and charm with muscle and grit.

Elves: lithe, thin, beautiful creatures who make up for their lack of muscle with grace and intelligence.

Gnomes: like dwarves, only shorter. Not quite so clumsy, but not quite so strong either.

Halflings: very short, fast, and tougher than they look. Halflings are surprisingly intelligent and worthy adventurers.

Random Creatures

Some adventurers come from the less civilized humanoid races, referred to here as random creatures. Nobody actually likes the members of this motley crew so they must pay much larger training fees and stay in the back rooms at the inn.

1

Random creatures tend to have low Charisma scores, and can only be Fighters and Thieves. If you select a random creature your adventurer's race will be chosen from among the following:

Gnolls: dog faced humanoids, and proud of it. Gnolls are strong and tough, but ugly and not very bright.

Goblins: loathsome little guys; short like gnomes but with few of their advantages.

Kobolds: very short, quick, and tough little monsters. Kobolds aren't very bright or beautiful, but they can be survivors.

Lizard Men: 7 foot, scaly hunks of muscle. Lizard men are humanoid ... barely ... with great tails, claws, and a forked tongue. They eat like pigs but swim like lizards.

Minotaurs: powerful humanoids with the head of a bull, or is that powerful humanoids who are bull headed? Either way, Minotaurs are tough, but not quick, strong, but not smart.

Ogres: huge, ugly humanoids who are very strong, but not as strong as trolls, and tough, but not as tough as trolls. Of course they are also smarter, more agile, and prettier than trolls ... which isn't saying much.

Orcs: like a gnoll, but not as tough or strong but more intelligent and prettier.

Pixies: small fairy creatures with pointed ears and transparent wings. Pixies are physically puny, but they are very quick and intelligent.

Sprites: fairy-like creatures who are even quicker than Pixies. Their high dexterity makes them effective thieves.

Trolls: just about the biggest, strongest, toughest, stupidest, clumsiest, and ugliest creature around. What more can I say?

CLASSES

Each adventurer specializes into one of six classes or professions. These classes define what the character is especially good at and what he specializes in. The six classes are:

Fighters: the sword and shield of the party. Fighters are the masters of melee combat. Humans, Dwarves, Gnomes, and some random creatures make the best fighters.

Monks: jacks of all trades and masters of none. Monks are average fighters, know some thieving skills, and have a few combat spells. Because of the low number of spells they can learn, they must pick their spells carefully. Humans, elves, and halflings make good monks.

Priests: medic! Priests are average in combat but have many defensive and, most important, healing spells. Make sure the party priest is on your side! Humans make the best priests.

Rangers: have sword, will travel. Rangers are almost as good in combat as fighters, and know a number of priestly spells. Humans and Dwarves make good Rangers.

Thieves: masters of the five-finger discount! Thieves are poor melee fighters, but excellent bowmen and skilled professionals. With their stealth they can sneak into the second rank and hit monsters fighters can't easily get to. They are also great at spotting and dealing with traps and treasure. Humans, Halflings, Gnomes, and some of the random creatures make good thieves.

Wizards: "nothing up my sleeve ..." Wizards are the masters of magic. They get the most spells and Magic Points. They are poor in melee combat, but are masters of offensive spells and are very important in encounters with monsters. Humans and elves make good wizards.

ATTRIBUTES

Each adventurer has 5 main attributes that are based on his race and class. The value of each attribute ranges from 3 to 22. Each attribute determines a different capability. The attribute's common abbreviation is listed after the attribute's name.

Strength (STR): physical strength, ability to use heavy weapons and equipment, and damage in melee combat. Fighters need as much Strength as they can get.

Intelligence (INT): mental prowess and the basis of the ability to cast spells. Wizards, Priests, and Monks need a very high Intelligence.

Dexterity (DEX): physical agility and the basis of hitting and, more important, not getting hit by melee attacks. Dexterity also helps determine what weapons an adventurer can use, how good some of his skills are, and how well he can conjure a spell. Everybody needs Dexterity.

Constitution (CON): endurance, physical toughness, and a modifier on the number of Hit Points an adventurer has. The higher the adventurer's Constitution, the more Hit Points he has, and the longer that he might live!

Charisma (CHA): good looks, charm, and how to win friends and influence people. Charisma affects the cost of a character's training and learning new spells. Another reason why yucky random creatures pay more for training.

HOW ATTRIBUTES ARE DETERMINED

When a new adventurer is created, his attributes are equal to a random value modified by the adventurer's class and race. The following charts give the Attribute Modifiers by Class and the Maximum Attribute by Race.

Attribute Modifiers by Class

	STR	INT	DEX	CON	CHA
Fighter	+2	-2	+1	0	-1
Monk	0	0	+1	0	0
Priest	0	+2	0	0	0
Ranger	0	+1	0	0	+1
Thief	-2	0	+2	0	-1
Wizard	-4	+3	-2	0	+1

Maximum 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

SKILLS

Each adventurer has nine skills, each rated with a percentage chance. Situations and opponents can reduce these percentage chances so that the actual probabilities can vary widely. Each time an adventurer goes up a level he can increase his training in three of his skills. The skills are:

Attack: the adventurer's chance to hit an opponent in melee. An enemy may have a defense which subtracts from this and some maneuvers may reduce the chance, so high-level adventurers will often have Attack skill over 100.

Parry: the adventurer's chance to get his shield in the way when he does a parry maneuver. It also makes the character harder to hit even when not parrying.

Swim: the adventurer's chance to cross a water square without taking damage from drowning.

Listen: the adventurer's chance to hear monsters coming. If the party hears the monsters, it can attempt to flee or be fully prepared when the encounter comes.

Spot Trap: the adventurer's chance to spot a trap that has been set for the party. Once a trap has been spotted the party can do something about it.

Disarm Trap: the adventurer's chance to disarm a trap once it has been spotted. Only one adventurer will attempt the disarm at a time.

Find Item: the adventurer's chance to spot treasure and goodies after a battle. Monsters who surrender give their items over freely, but dead monsters tell no tales.

Pick Lock: the adventurer's chance to pick the lock on a door in a dungeon. The locks on some doors can not be picked and must be opened in some other way.

Fire Bow: the adventurer's chance to hit his target when firing a bow. Some monsters have defenses that reduce this chance.

SOCIAL CLASS

Each adventurer has a social class which denotes his place in society. The four social classes are: Peasant, Laborer, Craftsman, and Noble. Humans, Elves, and Dwarves tend to be in the higher classes. The adventurer's class determines how much gold he gets to start and how much he gets for going up a level; the higher the social class the more gold the adventurer receives.

TOWNS

STARTING AND ENDING

Each session of PHANTASIE III begins and ends in a town. The party will begin in town number 1, Pendragon. Each town is identified by a name and number. Towns provide a number of facilities for the party and serve as havens from monsters.

Each town operates exactly the same way. In each the adventurers will find the same facilities: a Guild where they can train and find fellow adventurers; a Bank where they can keep their money; an Armory where they can buy equipment; a Mystic from whom they can find out how far along on the quest they've come; and an Inn where they can rest and heal. Adventurers can also perform several maintenance functions in towns such as Casting a spell, Using an item, Distributing items among the party, Inspecting an adventurer in detail, or Saving the game.

Actions in town are controlled by the Town Menu. The Town Menu is divided into two sections: places to go and things to do.

TOWN MENU: GO TO

The top menu gives the commands that take the party to the various locations in town: The Guild, The Bank, The Armory, The Mystic, The Inn, and Leave town. New players must go to The Guild to gather the adventurers for a party.

THE GUILD

The Guild is where adventurers are generated and formed into parties. Dozens of different adventurers can be recorded in the guild, but only six will be in a party at a time.

The Guild Menu contains two kinds of commands: Guild Commands and Party Commands. The Guild Commands provide the following options:

Guild Commands
* Create a New member of the Guild
* List the members of the Guild
* Purge an adventurer from the Guild
* Add a member of the Guild to the party.

New Member: this option creates new members of the guild one at a time. New members should be carefully chosen. You must find the optimal mix of classes and races to survive and complete the quest. A reasonable beginning party has been pre-generated and pre-equipped and is listed as the first 6 members of the Guild. You may choose to use these adventurers or create your own.

Once the race and class of the adventurer have been selected his attributes will be displayed. If the attributes are acceptable the adventurer will be assigned a name and listed on the Guild roster. Then the adventurer's full list of statistics will be shown along with his starting equipment (See Town Menu: Inspect for a full explanation of the display).

List: this option shows all of the Guild members and the following information: Their Number in the guild (Apple only), their name, their class, and the number of the town where they are now. The last three names on the list: Mud, Mist, and Air are not adventurers at all. They are the ELEMENTALS that a wizard or monk summons with the Summon Elemental Spell. Notice that they are fighters, that they have guild numbers, and that they reside in town 0 which is not found on the material plane. One Elemental can be added to the party. It does not count as a member and simply defines which ele-

mental will come when the summoning spell is cast.

Purge: this option drops an adventurer from the guild list, from the party, and out of the game, never to be seen again. Use with caution.

Add to Party: this option will add an adventurer from the Guild list to the party. The adventurer will still be listed on the Guild List.

Party Commands
* Spells
* Training
* Drop From Party
* Rename a Party Member

Spells: this option allows an adventurer to attempt to learn new spells. The number of spells the adventurer can learn, the cost of each attempt to learn the spell, and the specific spell numbers the adventurer can choose from will be listed. The cost of learning the spell comes from the party treasury, not the adventurer's bank account. If there are no numbers after "POSSIBLE SPELLS:", then the adventurer can learn no new spells at this time.

Training: this option allows an adventurer who has gained enough Experience Points to go up a level and increase his skill percentages. When training the adventurer will be told how many experience points he needs to go up a level; or, if he has enough experience points, then how many gold pieces will be required to pay for the training. Gold to pay for the training comes out of the party treasury and not the adventurer's bank account.

When the adventurer has enough experience points and gold, the training can begin. The adventurer will gain additional Hit Points for going up a level. He will also get to train up three of his skills. Each skill will be listed along with its current value and its new value after training. The adventurer may train in the same skill more than once, but the advantage gained is decreased each time. After all training the party should get out of the Guild and into the Inn to rest up their Hit Points to their new maximum.

Drop From Party: this option takes the adventurer off of the party roster. The adventurer is still on the Guild list and can be put back into the party any time the party is in the same town.

Rename: this option allows the player to change the name of a member of the party.

Exit Guild: this option returns the Adventurers to the Town Menu.

THE BANK

The Bank has an account for each adventurer, and there are Bank branches in every Scandorian town. Adventurers can withdraw or deposit money at any branch.

When each adventurer is created he is given an amount of gold in his account. Before an adventurer can buy equipment at the Armory or Spells at the Guild his gold needs to be withdrawn from his account and put into the party treasury. A party in the wilderness should carry enough gold to cover stays at independent inns, bribes, or purchases in the dungeon. Each of these costs about 250 gold.

When adventurers first enter the Bank, the amount of Gold the party is carrying is displayed along with the following options:
* Withdraw Gold Pieces
* Deposit Carried Gold
* Exit Bank

Withdraw Gold Pieces: this option allows each adventurer to withdraw gold from his account and put it into the party treasury. From there on only the total gold carried by the party will be shown. A party can carry up to 65,000 Gold Pieces.

Deposit Carried Gold: this option allows the adventurers to divide the party's gold into shares and deposit it into their bank accounts. Each adventurer will get either 1, 2, or 3 shares of the party's gold and the value of each share will be displayed. An adventurer's bank account can hold a maximum of 65,000 Gold Pieces. A small banking fee will be charged at every deposit.

Exit Bank: this option returns the adventurers to the Town Menu.

THE ARMORY

The Armory is actually a general purpose store that stocks weapons, armor, shields, scrolls, potions, and other treasures. The armorer buys his inventory from crazy adventurers who come into town to sell the treasures they found on their journeys. Other adventurers can then purchase the treasures and equipment from the armorer (at a profit to the armorer, of course).

The stocks of scrolls and other treasures in the armory remain for future visits. However, the stocks of weapons and potions can change each time the party enters.

When the party enters the Armory, one adventurer is defined as the buyer. A list of the Armory Commands will be displayed. To make purchases list the Armory inventory. The list will show the Item Number (used to buy the item), the Item Name, the Cost (in Gold Pieces), and the Point Value of Weapons and Equipment. If the buyer does not have the necessary minimum attributes to use an item, the Item will be listed as Unusable.

The Equipment Section gives the description of the items available in the Armory. To complete a purchase, choose the Buy Item option and the Item Number. The Item will be added to the adventurer's inventory and the money will be subtracted from the party treasury.

Remember that an adventurer can only use one weapon, one shield, one suit of armor, and one bow. This equipment is never lost, stolen, or destroyed. Armor and Shields have a minimum Strength Requirement. Bows and Weapons have a minimum Combination of Strength and Dexterity. Magic Armor and Weapons have lower requirements.

A complete list of the options at the Armory include:

- List Items
- Continue List
- Buy Item
- Another Shopper
- Exit Armory

List Items: this option lists the first dozen items in the Armory's inventory.

Continue List: this option lists the next dozen items in the Armory's inventory. If the Armory has a lot of items in its inventory the adventurers may need to use the Continue List option several times to see all the items.

Buy Item: this option purchases the item and puts it in the adventurer's inventory. If the adventurer gets a "You Can't Afford That" message, the price is higher than the amount of gold in the party treasury.

Another Shopper: this option allows the party to change the adventurer who is shopping.

Exit Armory: this option takes the party to the Town Menu.

THE MYSTIC

The Mystic will give the party an overall score that represents how far they have proceeded on the quest and a rating of how experienced the adventurers are.

THE INN

Adventurers who stay at the Inn have all of their Hit Points and Magic Points restored to their maximum. Inns located in towns are free, while independent inns in the wilderness cost 250 Gold per stay. Characters who have cast spells while in the wilderness may have their maximum number of Magic Points increased.

LEAVE TOWN

The Leave Town Option takes the party into the wilderness.

TOWN MENU: OTHER OPTIONS

Adventurers can perform a number of other actions in town. The actions we can talk about include Casting a Spell, Using an Item, Distributing Items among adventurers, Trading Items among adventurers, Inspecting an adventurer, and Saving the Game.

Cast a Spell: this option allows an adventurer to throw those spells that can be used in town such as healing or transportation (see list of Magic Spells for details).

Use an Item: this option allows an adventurer to read a scroll, quaff a potion, or find the unusual properties of an item. Some items, like scrolls, can only be used in town. The adventurer carrying the item to be used is specified. An inventory of the items that adventurer is carrying is displayed. Input the number of the appropriate item to use it.

Distribute and Sell Items: this option allows the party to gather all of its equipment into one big pile and distribute it among the party. Anything the party doesn't want can be sold to the Armory.

The Items carried by the party will be listed, along with which adventurers have the necessary attributes to use the Item. Items are listed from best to worst in each category, first magical items and then non-magical items.

It is a good idea to have all six of the party members together before you redistribute items. It is also a good idea to redistribute items to their proper owner before saving the game. Remember that each adventurer can only carry nine items at a time.

Trade Items: this option allows an adventurer to give one of his items to someone else in the party, or to sell one of his items to the Armory. If only a few items are involved, it is faster to trade Items than to redistribute them.

First define the adventurer with the item to be traded. A list of all of the items in his inventory will be listed. Then specify the item number to be traded and the party number of who the item will be traded to. An adventurer may sell the item to the Armory by trading it to adventurer 7.

Inspect Party Member: this option gives the statistics for an adventurer in the party. Define the adventurer to be inspected and his statistics will be displayed.

The display includes the adventurer's full name, his continent of origin, his level, race, class, physical status, and social class. The display also includes a list of the adventurer's attributes, skill percentages, spells, general statistics, and equipment. After the display of the adventurer's statistics, a display of the state of the adventurer's body parts is listed.

Attributes: these are listed in the first column along with a LUCK score (randomly determined from 8 to 13). These attributes are the basis of how many tasks are performed (See description under Individual Attributes).

Skills: these are listed in two columns under the attributes. The nine skills include: Attack, Parry, Swim, Listen, Spot Trap, Disarm Trap, Find Item, Pick Lock, and Fire Bow. The numbers list the percentage chance to perform a task based on the skill, such as SWIM 45 means a 45% chance to swim without taking damage (see description under Skills).

Spells: the number representing the spells the adventurer knows are listed under the skills. SPELLS 1 5 means the adventurer knows Healing 1 and Fireflash 1.

Age: the age of the adventurer in years. Age adversely affects an adventurer's attributes after he reaches his declining years. Each race has a different life span; elves live about 3000 years, dwarves and gnomes live about 200 years, humans live about 80 years, and most others croak off after only 40 to 50 years.

Hit Points: two numbers: the adventurer's current hit points / the adventurer's total hit points. The current hit points will fall when the adventurer is damaged and rise again when the adventurer is healed or completes a stay in the Inn (See Mortality and Hit Points in the Encounters Section).

Magic: two numbers again: the adventurer's current Magic Points / the adventurer's total Magic Points. The current Magic Points will fall as the adventurer throws spells and rise again when the adventurer takes a magic potion or completes a stay in the Inn.

Gold in Bank: the number of Gold Pieces the adventurer has in his bank account. This does not include any Gold the party is carrying.

Experience Points: the number of Experience Points the adventurer has accumulated by killing monsters. The number of Experience Points an adventurer needs to go up a level depends on his race, attributes, and class. The adventurer's level determines his maximum hit points, maximum number of spells that can be learned, etc.

Score: how far the adventurer has progressed along the quest.

Equipment: this lists the weapon, armor, shield, bow and equipment that an adventurer carries. The point value of the combat equipment is listed in brackets – the higher the number, the more effective the equipment. An adventurer can carry a total of nine items.

Body Parts: the state of the adventurer's Head, Torso, Arms, and Legs is listed. Each area can be Okay, Injured, Broken, or Gone. Injured Body Areas can be cured with rest in the Inn. More drastic problems can be cured with high level Healing Spells or powerful Healing Potions.

SAVE GAME

The Save Game option can only be accomplished in a town. Every time the party leaves a town the game is saved automatically. If you're playing on an Apple, make sure you remember the Guild Numbers of the adventurers in your party; you'll need them to restart a saved game.

BEGINNING THE ADVENTURE

Once the adventurers leave town they will embark upon their quest. They will wander through the untamed wilderness, inside horrid dungeons, and even into alternate planes of good and evil.

When not in town the adventurers will be shown on a complete display that is split into several different areas. The upper area shows the adventurers themselves. This area includes the adventurer's name, class, current : maximum number of Magic Points, current : maximum number of Hit Points, and a stick figure represent-ion of the adventurer showing the status of his Head, Torso, Arms, and Legs. Each body area can be: Okay (O), Injured (I), Broken (B), or Gone (G) (See Melee for a full description of the effects of injuries on Body Areas). The adventurer's status is also listed; the adventurer can be: Okay, Down, Sleeping, Dead, or Out (uncon-scious).

The center of the screen is split into two different windows. The left window includes messages and terrain descriptions. The right window will show the Ranks and Status of monsters when the adventurers are in combat.

The lower part of the screen is split into three different windows. The left window shows a map of the area of wilderness or dungeon the adventurers are in. The adventurers are assumed to have maps of the wilderness, so all terrain in the area is shown. The map of the dungeon will be blank until the adventurers explore it. The center window shows the menu of options the adventurers have at this time. The right window shows the figures of the adventurers and the monsters that they encounter (See Melee for more information on Combat).

THE WILDERNESS

The area outside of towns and dungeons is called the Wilderness. The Wilderness display always shows a map of the area the adventurers are in along with the regular party information. The Wilderness menu includes the following options:

Wilderness Menu
• Cast
• Inspect
• Use
• Time Lag
• Move North
• Move South
• Move East
• Move West

Cast: this option allows an adventurer to cast non-combat or wilderness spells (See Magic section for details).

Inspect: this option displays the time the party has been out of town, the Experience Points earned since the last time in town, the number of Gold Pieces the party is carrying, and the items the party has acquired since the last time in town. It will also display an individual adventurer's basic stats, including Hit and Magic Points, Spells known, usable Potions carried, and Attack, Parry, Swim, Listen, and Fire percentages.

Use: this option allows an adventurer to use a potion he is carrying, either on himself or on another party member. The adventurer with the item is specified and then a list of his potions is displayed. The adventurer selects the appropriate potion from his list and then selects the recipient (See the items section for the effects of potions).

Time Lag: this option changes the speed of melee action: 0 speeds it up and 9 slows it down. The sound may also be turned on and off at this time.

Move North, South, East, West: Moves the party one square. North is at the top of the map.

The Map of Scandor is divided into 25 sections that are identified by A–E (West to East) and I–V (North to South). As the party moves off the map, a new map will be displayed.

The adventurers must attempt to swim any water obstacles on the map, be they lakes, seas, or rivers. If any adventurer fails his swimming percentage, then he flounders and takes damage. Adventurers with few Hit Points are in real danger of drowning when crossing water.

Independent Inns are scattered about Scandor. These provide the same rest and healing as the Inns in towns, but they charge 250 Gold Pieces (plus tax).

DUNGEONS

When the party enters the square with a dungeon, the dungeon will be identified and the party asked if it wants to enter. A Yes answer puts the party in the dungeon. You will have to put in the dungeon disk if you are playing an 8-bit version of PHANTASIE III. Once in the dungeon the party is given a chance to leave. A No answer keeps the party in the dungeon.

In the dungeon the Wilderness map is replaced by a blank dungeon map. Only those areas that the party has previously explored will be shown on the map. As the party explores, the layout of the dungeon will be revealed.

DUNGEON MENU

The Dungeon Menu has the same features as the Wilderness Menu plus a new option: Look. All of the options function just as they do in Wilderness Menu.

Look: this option reveals the layout of the dungeon for several squares in each direction. It will not see through walls. Some rooms are so big that a Look option will not reveal the entire area.

SKILLS IN THE DUNGEON

Listen: adventurers automatically listen at doors in the dungeon. If the adven-

turers hear anything they are given the option to turn back.

Pick Lock, Spot Item, and Spot Trap: these skills are automatically attempted at the appropriate times. Success depends on the adventurer's percentages in these skills.

Disarm Trap: whenever a trap is spotted, the party is given the option of trying to disarm the trap or leave. Only one adventurer will get the chance to disarm a trap (normally a Thief or Monk who has a high Disarm percentage).

Leaving the Dungeon: the party may only leave the dungeon at an exit. Whenever the party gets to an exit, it will be given an opportunity to leave. A Yes answer puts the party back in the Wilderness. When the party leaves the dungeon, you will be given the choice of saving the dungeon status or not.

When adventurers enter a dungeon for the second time, the monsters may be ready for them; new traps may be set, new locks on the doors, and new monsters may be in the dungeon. Monsters can only do so much redecorating in a short time, however, and if the party returns shortly after it left, then the monsters it has killed might still be dead.

ENCOUNTERS

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

When the party encounters monsters you will will see: MONSTERS APPROACH on the screen. Then the picture of the monsters, their name, rank and status will appear. Monsters in rank 1 are closest to the party. Finally the Encounter Menu will appear. The Encounter Menu includes the following options:

Encounter Menu
• Fight
• Accept Monster's Surrender
• Greet Monsters
• Beg for Mercy from Monsters
• Flee

Fight: this option takes the adventurers directly into melee, no quarter is asked for or given (see Melee rules).

Accept Surrender: this option demands surrender from a depleted group of the enemy. If the enemy surrenders, the party gets all of their items and gold.

Greet: this option greets the monsters in the hopes of avoiding combat. If the monsters don't respond, then the battle is on!

Beg for Mercy: this option puts the adventurers down on their knees, begging the monsters not to hurt them (not a bad idea when a party of first levelers run into a horde of Vampires or Devils or . . .). If the monsters accept the party's surrender they take all of the party's gold, some of its new items, and then leave.

Flee: this option puts "fleet" in the adventurer's feet. If the adventurers are successful in fleeing, they will avoid combat; if they are unsuccessful the monsters get free shots.

MELEE

If the party or the monsters decide to fight, each adventurer will choose his tactics from the combat menu. Each adventurer has the following options:

Combat Menu

- Thrust
- Attack
- Slash
- Lunge
- Aim
- Spell
- Parry
- Fire
- Other
- Front
- Middle
- Back
- Time Lag
- Redo

Thrust: this option lets the adventurer take one hard, accurate swing at a monster. It has the greatest chance of hitting and does 1-2 points more damage than normal.

Attack: this option lets the adventurer take two normal swings at the monsters. If an adventurer does not have a high enough attack percentage to Attack, he will Thrust instead.

Slash: this option lets the adventurer take three or four quick swings at the monsters. Each individual blow is less likely to hit and does 1-2 points less damage than normal. If an adventurer does not have a high enough attack percentage to Slash he will Attack instead.

Lunge: this option is only for fighters; it lets a fighter take one normal swing at a monster in the second rank. If a non-fighter attempts a Lunge he will Thrust instead.

Aim: this option lets the adventurer take one swing aimed at the monster's head or torso. An aimed blow has less chance of hitting than a normal attack. If the adventurer does not have a high enough attack percentage to Aim his blow, he will Thrust instead.

Spell: this option allows an adventurer to cast any of his everywhere or combat spells. The adventurer will have to specify the spell number, and target when necessary.

Parry: this option lets the adventurer attempt to parry with his shield. A successful parry will be displayed by the adventurer raising his shield on screen. A successful parry makes the adventurer harder to hit and reduces the effects of enemy attacks.

Fire: this option lets the adventurer fire his bow. If there is more than one rank of monsters, then the rank to be attacked must be specified.

Other: this option opens up a mini-menu of movement and utility options. After moving the adventurer may still assign a combat option from the Combat Menu. These options include:

Back: this option puts the adventurer at the back of the party where he is the least likely to hit with, or be hit by, melee attacks. Being at the back does not affect spells or bows.

Middle: this option puts the adventurer in the middle of the party's fighting ranks where his chance to hit and be hit are normal.

Front: this option puts the adventurer at the front of the party's fighting ranks where he has the greatest chance to hit and be hit by melee weapons.

Time Lag: this utility function defines how long combat messages will remain on screen. The time lag can range from 0 (the fastest) to 9 (the slowest). The sound may also be toggled on and off at this point.

Redo: the "woops" option. This option allows the whole party's combat options to be reset. When the entire party's combat options have been assigned, the Redo option will be given again.

Thieves, because of their stealth and trickery, have an advantage in melee; they can thrust, attack, or slash at monsters in any rank, not just the first.

After all of the adventurers' options have been recorded, this round of combat begins. Each figure will act as his turn comes around. The effects of the adventurer's and monster's actions will be displayed in the center-right hand window. The effects on the character's hit points and body areas will be displayed at the top of the screen.

At the end of every combat round the monsters will reorganize. If they are losing badly, they may attempt to flee. If the fight continues, the Encounter Menu will be displayed again and an additional round of combat may occur. Combat will continue until all the monsters are dead, the party is dead, the party accepts the monsters surrender successfully, the party flees successfully, or the party begs for mercy successfully.

AFTER THE BATTLE

After each battle, the amount of experience points and gold the adventurers earned is displayed. The gold is put into the party treasury and the experience will be divided among the adventurers when they reach a town.

If the fight took place in the wilderness, the monsters surrendered, or the adventurers make their Spot Item percentages, the party may find some treasure (monsters defeated in the wilderness or who surrender in the dungeon automatically give up all of their treasure). A general description of each item found is displayed and the party may decide to keep or discard the item. Items can not be used until they are distributed in a town. The party can carry up to 90 items that they find while exploring.

Some fights occur at night while the party is asleep. The party is assumed to mount a watch. If the character on watch makes his Listen percentage, then he can wake the party before the monsters attack. Otherwise the sleeping adventurers will have to wake up during the melee. A priest or high level ranger can speed up the process by casting spell 51, Awaken (See Magic).

MORTALITY: HIT POINTS AND BODY AREAS

Everything can die; it's a part of the adventuring business. Whenever a monster or adventurer sustains damage, he loses some of his hit points. When his hit points reach 0 he is dead (though a high level Priest might bring him back to life with spell 44, Resurrection).

The number of hit points an adventurer has is based on his Level, Class, and Constitution. The Hit Point Chart shows the number of Hit Points an adventurer

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

with a Constitution of 10 would have at any given class and level.

An adventurer's hit points can be restored to maximum in several different ways. First, any stay at an Inn in town or an independent Inn in the wilderness will heal all of an adventurer's hit points. Second, spells 1-4, Healing 1-4, can be cast by a Priest or Ranger. Each spell heals a random number of points with the higher numbered spells healing many more points than the lower numbered versions. Finally, a Healing Potion (rated from strength 1-10) will restore a given number of Hit Points per dose. Any of these methods may be used in combination.

Each character and monster has 6 Body Locations: Head, Torso, Left and Right Arm, and Left and Right Leg. These Locations may be Okay (O), Injured (I), Broken (B), or Gone (G). In the Wilderness, the condition of each part of the body is shown in a stick figure diagram under the character's status.

Healing spells and potions can Heal Body Areas as well as Hit Points. Each Healing spell or Potion will heal the most vital area it can. Each area Gone counts as 1 Broken and 1 Injured area or 3 Injured areas. Each Broken area counts as 2 Injured areas. The following chart lists the effects of different strength Healing spells and potions.

HEALING POTION	HEALING SPELL	AREAS HEALED
1-3	I	1 Injury
4-6	II	1 Break or 2 Injuries
7-9	III	1 Gone, 1 Break & 1 Injury, etc
10	IV	More than 1 Gone

Hit Points are used separately from Body Areas. A character can die from having his Head or Torso removed, or from enough hit points to an arm to kill him. It is possible for an adventurer to have all of his Hit Points, but have a limb Gone. It's also possible to have no damaged limbs, but be low on Hit Points.

Staying at an Inn cures all of an adventurer's Hit Points, and will cure 1 Break or 2 Injuries. A visit to the Inn of a town is

still free. A visit to an independent Inn costs 250 Gold.

Spells 5-8 (Fireflash) and 37-40 (Flamebolt) attack a specific Body Area. Spells 33-36 (Mindblast) only affect the monster's Hit Points.

Different weapons have different chances to hit different Body Areas. Bows have the best chance to hit the vital Head or Torso Areas. Spells have an equal chance to hit all Body Areas. Hand Held weapons have the worst chance to hit a vital area, especially against very tall monsters. The Aim Blow combat option allows an adventurer with a hand weapon to aim at a vital location at the cost of only taking one blow and a reduced chance to hit.

When a Body Area is Broken, it restricts an adventurer's choice of actions. An adventurer may not fire a bow if any of his Arms or Legs are Broken. An Adventurer may not cast a spell or swing a weapon if his Right Arm is Broken or Gone. Parry is the only combat option for an adventurer with a Broken Right Arm.

MONSTERS

The land of Scandor is filled with monsters of all types. Most would happily lunch on ground Wizard any day! Each monster has its own unique personality and set of characteristics. These characteristics include how big a pack the monsters run around in, their attack, damage, defense, armor, hit points, and any special powers and spells the monsters know. Also, each monster can carry different amounts of gold and treasure and is worth different amounts of experience. Finally, different monsters will have different reactions when interacting with adventurers.

Beginning adventurers should be careful of very powerful monsters. But, don't worry, there are a number of creatures that your party can take on with a reasonable chance of survival.

Monsters are the stuff of legend and rumor so a Monster Reputation Table is included to represent knowledge the adventurers have before the quest. Of course, not all monsters have been mentioned in the legends, and not all rumors are true!

The Fighting proficiency ratings relate to low level adventurers (it doesn't actually

Monster Reputation Table

MONSTER NAME	FIGHTING SKILL	REPUTATION	MONSTER NAME	FIGHTING SKILL	REPUTATION
Skeleton	Low	Bad	Wight	High	Bad
Barbarian	Med	Neutral	Wild Cat	High	Neutral
Drip Slime	Med	Bad	Wild Dog	High	Neutral
Giant Bee	Med	Bad	Zombie	High	Bad
Kobold	Med	Neutral	Gnome Mage	High	Neutral
Lesser Wizard	Med	Good	All Beasts	V High	Bad
Orcs	Med	Neutral	All Dark Things	V High	Neutral
Scribe	Med	Good	All Dragons	V High	Neutral
Sniverling	Med	Neutral	All Giants	V High	Neutral
Troll Baby	Med	Good	All Lords	V High	Neutral
Any Undead	High	Bad	Asp	V High	Neutral
Baby Dragon	High	Good	Death Fly	V High	Neutral
Cobra	High	Neutral	Demon	V High	Bad
Constrictor	High	Bad	Devil	V High	Bad
Dwarf	High	Good	Forest Elf	V High	Neutral
Ghoul	High	Bad	Giant Wasp	V High	Neutral
Goblin	High	Bad	Great Troll	V High	Neutral
Gremlin	High	Neutral	High Demon	V High	Bad
Illusionist	High	Neutral	High Devil	V High	Bad
Killer Bee	High	Neutral	High Ranger	V High	Good
Panther	High	Good	King Cobra	V High	Neutral
Priest	High	Good	Leopard	V High	Neutral
Ranger	High	Neutral	Spirit	V High	Bad
Small Devil	High	Bad	Vampire	V High	Bad
Sting Beetle	High	Neutral	Wizard	V High	Good
Viper	High	Neutral	Wolf	V High	Neutral
Viper Moth	High	Neutral	Wraith	V High	Bad

matter if beginners run into a Demon or a High Demon, they're chutney either way)! A beginning party can take on Low and Medium (Med) quality monsters in about even numbers and expect to win. A party can only expect to win against high proficiency monsters if the party heavily outnumbers them. A beginning party should do everything in their power to not fight the very high (V High) proficiency monsters. When the adventurers have all gained several levels, they can come back and try to mop up a gaggle of giants (fat chance)!

MAGIC

Magic is the fertilizer that makes PHANTASIE III bloom. It is an important weapon against monsters and the basis of the heroes' power in the latter parts of the game. There are deeds to be done and battles to be won that can only be achieved with magic. The proper combination of

melee, bowfire, and spells in combat is the basis of success in PHANTASIE III.

Every class of adventurers has some capacity to throw spells. Spells can be thrown in town, in the Wilderness, in dungeons, and in combat. Magic spells are identified by their Spell Number, Magic Point Cost, Name, and Type. Each time any adventurer casts a spell, it costs him between one and four Magic Points depending on the spell. The adventurer's Magic Points are restored by resting in an Inn or by drinking a Magic Potion.

Each adventurer gets a number of Magic Points based on his class and attributes. Whenever an adventurer rests in an Inn after using Magic Points, he has a chance for his maximum Magic Points to increase. The maximum number of Magic Points an adventurer can have depends on his class and level and is given in the Maximum Magic Points Chart.

All adventurers can eventually learn

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

some spells, but some classes require a high level before any spells are available. The total number of spells an adventurer can learn is limited by his class, level and Intelligence. Thus, classes that have many possible spells but who can only learn a few, such as Rangers and Monks, should be very choosy about which spells they learn.

Spells are divided into a number of different categories depending on where the spells can be used and how they interact. The different types of spells are:

Combat Spells: these spells can only be used during melee with monsters. They last only for the duration of the combat. There are two kinds of Combat Spells:

Passive: these spells always work, and whenever possible, they counteract any previously cast spells. Thus if an enemy wizard casts a Slow spell at the party then a party wizard could override it with a Quickness spell.

Active: the effectiveness of active spells depends upon the spellcaster's magic

power and experience level as well as the strength of the target. Active spells may have a cumulative effect. A second Fear spell, for example, can cause the victim to be more afraid then the first spell. A second Sleep spell will not deepen a sleeping target's trance, however.

Non-Combat Spells: these spells can be used only out of combat. There are four types of Non-combat spells:

Town: these spells can only be cast in a town.

Wilderness: these spells can only be cast in Wilderness.

Dungeon: these spells can only be cast in the dungeon.

Everywhere Spells: these spells can be cast anywhere at anytime.

The Spells Available Table lists the spell numbers an adventurer can learn at each level. The Spell Table lists the spells and their details in spell number order. Finally, the Spell List is organized alphabetically and describes each spell in detail.

Spell Table

SPELL #	MAGIC PTS	NAME	TYPE*	SPELL #	MAGIC PTS	NAME	TYPE*
1	1	HEALING1	E	31	3	BINDING 3	C/A
2	2	HEALING 2	E	32	4	BINDING 4	C/A
3	3	HEALING 3	E	33	1	MINDBLAST 1	C/A
4	4	HEALING 4	E	34	2	MINDBLAST 2	C/A
5	1	FIREFLASH 1	C/A	35	3	MINDBLAST 3	C/A
6	2	FIREFLASH 2	C/A	36	4	MINDBLAST 4	C/A
7	3	FIREFLASH 3	C/A	37	1	FLAMEBOLT 1	C/A
8	4	FIREFLASH 4	C/A	38	2	FLAMEBOLT 2	C/A
9	1	QUICKNESS 1	C/P	39	3	FLAMEBOLT 3	C/A
10	2	QUICKNESS 2	C/P	40	4	FLAMEBOLT 4	C/A
11	3	QUICKNESS 3	C/P	41	1	CHARM	C/A
12	4	QUICKNESS 4	C/P	42	2	SLEEP	C/A
13	1	ARROW FLAME 1	C/P	43	3	TELEPORTATION	C/A
14	2	PARTY ARROW FLAME 1	C/P	44	4	RESURRECTION	E
15	3	ARROW FLAME 2	C/P	45	1	NINJA 2	C/P
16	4	PARTY ARROW FLAME 2	C/P	46	2	FEAR	C/A
17	1	PROTECTION 1	C/P	47	3	DISSOLVE	C/A
18	2	PROTECTION 2	C/P	48	4	SUMMON ELEMENTAL	C/P
19	3	PROTECTION 3	C/P	49	1	DISPEL UNDEAD	C/A
20	4	PROTECTION 4	C/P	50	2	NINJA 1	C/P
21	1	CONFUSION 1	C/A	51	3	AWAKEN	C/A
22	2	CONFUSION 2	C/A	52	4	MONSTER EVALUATION	N/WD
23	3	CONFUSION 3	C/A	54	2	TRANSPORTATION	N/T
24	4	CONFUSION 4	C/A	55	3	ACCURACY	C/P
25	1	WEAKNESS 1	C/A	56	4	PARTY ACCURACY	C/P
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				

* Spell Types Include: E = Everywhere, W = Wilderness, D = Dungeon, T= Town, C = Combat, N = Non-combat, P = Passive (not cumulative), A = Active (cumulative).

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	-
	-	55	-	-	-	50	46	51	-	-	-	-	-	-	-
	-	-	-	-	-	-	56	-	-	-	-	-	-	-	-
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	-
	-	-	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	56	7	13	8	33	9	34	14	35	10	36
	55	-	54	-	-	-	48	-	-	-	-	-	-	-	-
FIGHTER	-	-	52	55	-	9	-	-	13	56	-	11	-	-	15
THIEF	-	-	-	41	-	-	42	-	-	18	-	-	8	-	-

SPELL LIST

Accuracy and Party Accuracy (#55, 56): these spells raise one adventurer's, or the whole party's, Fire Bow percentage to 250.

Arrow Flame and Party Arrow Flame (#13-16): these spells increase the accuracy and damage of bow fire for one adventurer, or the whole party. Arrow Flame 1 increases accuracy by +50 percent and Bow Point Values by +15. Arrow Flame 2 increases accuracy by +100 percent and bow point values by +25.

Awaken (#51): this spell rouses all sleeping adventurers or neutralizes a sleep spell.

Binding (#29-32): these spells inhibit the movement of monsters, making them easier to hit. The spells are progressive so that a Binding 3 is stronger than a Binding 1 and Binding 2 combined. Bind-

ing spells are particularly effective against flying creatures and monsters that are difficult to see.

Charm (#41): this spell makes monsters so friendly that they forget that they are in combat, until they are attacked.

Confusion (#21-24): these spells make it difficult for monsters to use their magic. The spells are progressive so that a Confusion 3 is stronger than a Confusion 1 and Confusion 2 combined.

Dispel Undead (#49): this spell causes skeletons, zombies, ghosts, and other creatures back from the dead to flee or simply dissolve.

Dissolve (#47): this spell causes monsters to simply dissolve away to nothing.

Fear (#46): this spell frightens monsters into running away in terror.

Fireflash (#5-8): these spells shoot a blast of flame at one monster. The spell causes the following damage according to the level of the spell:

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

Flamebolt (#37-40): these spells shoot a sheet of flame that attacks every monster in the combat. The attack is reduced by the monsters' armor, however. The spell causes the following damage according to the level of the spell:

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

Healing (#1-4): this spell restores hit points and cures Body areas for one adventurer. The spell restores the hit points and cures body areas according to the level of the spell:

Healing 1   1-9 hit points
  Cure 1 Injury
Healing 2   1-27 hit points
  Cure 1 Break or 2 Injuries
Healing 3   1-57 hit points
  Cure 1 Gone, 1 Break & Injury, etc.
Healing 4   1-99 hit points
  Cure more than 1 Gone

Mindblast (#33-36): this spell transmits a powerful blast of psychic energy at the monsters. The spell causes the following damage according to the level of the spell:

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

Monster Evaluation (#52): this spell determines the approximate experience level of nearby monsters. Although it occasionally yields inaccurate results, it is a good idea to cast this spell immediately upon entering a dungeon and occasionally in the wilderness.

Ninja (#45 & 50): this spell transforms the spellcaster into a fighter of super-human ability. This spell gives the caster high attack, defense, and damage abilities regardless of his actual armor or weapons. Ninja 2 is more powerful than Ninja 1, even though Ninja 1 costs more magic points.

Protection (#17-20): this spell increases the effectiveness of each party member's armor. The amount of additional armor depends on the level of the spell:

Protection 1   +1 point of armor
Protection 2   +3 points of armor
Protection 3   +6 points of armor
Protection 4   +10 points of armor

Quickness (#9-12): this spell makes the party members move faster so that they can swing more times during an attack. The speed increase depends on the level of the spell:

Quickness 1   +10% speed increase
Quickness 2   +25% speed increase
Quickness 3   +45% speed increase
Quickness 4   +70% speed increase

Resurrection (#44): this spell attempts to raise an adventurer from the dead. The shock of dying will permanently lower the victim's Constitution one or two points, however.

Sleep (#42): this spell causes opponents to fall into a daze where they cannot attack, parry, or cast spells.

Summon Elemental (#48): this spell summons up an elemental that the party has previously loaded in at a guild. The elementals are listed on the guild roster and one of them must be loaded in at a guild before he can be summoned in combat.

Teleportation (#43): this spell will teleport the party out of a combat.

Transportation (#54): this spell will transport the party interdimensionally from one town to another.

Weakness (#25-28): these spells cause monsters to lose strength and so do less damage when they hit adventurers. The spell is progressive so that Weakness 3 is more powerful than Weakness 1 and Weakness 2.

Divine Spells (#57+): these spells may only be acquired during the course of the game for special purposes.

TREASURE

Treasure is one of the great rewards for the hearty adventurer in PHANTASIE III. Treasures such as magic weapons, precious gems, and ancient scrolls with clues to Scandor's plight abound in the Wilderness and dungeons. Unfortunately, the party will have to fight for treasure, as almost all of these items are guarded by monsters.

There are four types of treasure in PHANTASIE III: Combat Equipment, Potions, Scrolls, and Other Valuables. Some items will help the adventurers on their quest. Other items will be sold at Armories in towns for gold. Each type of treasure is its own reward.

COMBAT EQUIPMENT

Combat equipment in PHANTASIE III includes shields, armor, melee weapons, and bows. Each item has a set of attribute requirements, normally based on Strength. Only adventurers with high attributes can use heavy equipment. Note that magical equipment has lower attribute requirements than normal equipment of equal strength. Each type of equipment is listed with its item number, its point value, its attribute requirements, and its name.

Shields

ITEM #	POINT VALUE	STRENGTH REQUIRED	TYPE
1	1	1	Glove
2	2	2	Wooden Shield
3	3	3	Wooden Shielf +1
4	4	4	Small Shield
5	5	5	Small Shield +1
6	6	6	Small Shield +2
7	7	7	Small Shield +3
8	8	8	Medium Shield
9	9	9	Medium Shield +1
10	10	10	Medium Shield +2
11	11	11	Medium Shield +3
12	12	12	Large Shield
13	13	13	Large Shield +1
14	14	14	Large Shield +2
15	15	15	Large Shield +3
16	16	16	Giant Shield
17	17	17	Giant Shield +1
18	18	18	Giant Shield +2
19	19	19	Giant Shield +3
20	20	20	God Shield (Magic)

Armor

ITEM #	POINT VALUE	STRENGTH REQUIRED	TYPE
21	1	2	Clothing
22	2	4	Robes
23	3	6	Leather
24	4	8	Hard Leather
25	5	10	Ring Mail
26	6	12	Scale Mail
27	7	14	Chain Mail
28	8	16	Splint Mail
29	9	18	Banded Mail
30	10	20	Plate Mail
31	2	0	Cloth +1
32	3	0	Robes +1
33	4	2	Leather +1
34	5	4	Leather +2
35	6	6	Ring Mail +1
36	7	8	Ring Mail +2
37	8	10	Chain Mail +1
38	9	12	Chain Mail +2
39	10	14	God Robes (Magic)
40	11	16	God Armor (Magic)

Bows

ITEM #	POINT VALUE	STRENGTH REQUIRED*	TYPE
41	1	0	Self Bow
42	2	2	Self Bow +1
43	3	4	Self Bow +2
44	4	6	Short Bow
45	5	8	Short Bow +1
46	6	10	Short Bow +2
47	7	12	Medium Bow
48	8	14	Medium Bow +1
49	9	16	Medium Bow +2
50	10	18	Compound Bow
51	11	20	Compound Bow +1
52	12	22	Compound Bow +1
53	13	24	Gnome Bow
54	14	26	Long Bow
55	15	28	Long Bow +1
56	16	30	Long Bow +2
57	17	32	Crossbow
58	18	34	Old Bow
59	19	36	Crossbow +2
60	20	38	God Bow

*Attributes required is based on Strength + Dexterity.

Melee Weapons

ITEM #	POINT VALUE	STRENGTH REQUIRED*	TYPE
61	1	3	Knife
62	2	6	Dagger
63	3	9	Club
64	4	12	Mace
65	4	15	Small Axe
66	5	18	Staff
67	6	21	Short Sword
68	6	24	Flail
69	7	27	Hammer
70	8	30	Spear
71	9	33	Axe
72	9	36	Sword
73	10	39	Heavy Mace
74	11	42	Trident
75	12	45	Large Spear
76	12	48	Large Axe
77	13	51	Pike
78	14	54	Long Sword
79	15	57	Bardiche
80	15	60	Halbred
81	2	3	Knife +1
82	3	6	Knife +2
83	4	9	Club +1
84	5	12	Club +2
85	7	15	Flail +1
86	8	18	Flail +2
87	9	21	Spear +1
88	10	24	Sword +1
89	11	27	Sword +2
90	13	30	Sword +4
91	14	33	Sword +5
92	15	36	Sword +6
93	16	39	Halbred +1
94	17	42	Halbred +2
95	19	45	Sword +10
96	20	48	Halbred +5
97	21	51	Halbred +6
98	22	54	God Knife (Magic)
99	23	57	God Mace (Magic)
100	25	60	God Sword (Magic)

*Attributes required is based on
2 x Strength + Dexterity.

POTIONS

Potions are magic concoctions that adventurers drink to restore hit points, damaged body areas, or spent magic points. There are two different kinds of potions: Healing Potions and Magic Potions.

Healing Potions (#101-110): these potions will restore a number of hit points to an adventurer and help heal damaged body areas. Healing Potions come in ten

different strengths; the higher the level the greater the power of the healing:

Healing 1   1 pt. healed
　1 Injury healed
Healing 2   4 pts. healed
　1 Injury healed
Healing 3   9 pts. healed
　1 Injury healed
Healing 4   16 pts. healed
　1 Break or 2 Injuries healed
Healing 5   25 pts. healed
　1 Break or 2 Injuries healed
Healing 6   36 pts. healed
　1 Break, or 2 Injuries healed
Healing 7   49 pts. healed
　1 Gone, 1 Break & Injury, etc. healed
Healing 8   64 pts. healed
　1 Gone, 1 Break & Injury, etc. healed
Healing 9   81 pts. healed
　1 Gone, 1 Break & Injury, etc. healed
Healing 10 100 pts. healed
　More than 1 Gone healed

Magic Potions (#111-120): these potions will restore a spell caster's magic points. They also come in ten different strengths; the higher the level the greater the number of magic points restored.

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

SCROLLS

A number of people have recorded important information on scrolls that are scattered throughout Scandor. Some of the scrolls are available at Armories in towns; others are closely guarded by monsters. All together these scrolls hold many of the secrets of the enemy and how he may be defeated. Remember that adventurers may only read scrolls by using the Use Item command in a city.

OTHER VALUABLES

Many other valuable treasures exist in the PHANTASIE III universe. These treasures include gems, objects d'art, and one-of-a-kind masterpieces.

APPLE-SPECIFIC INFORMATION

APPLE II SERIES

This section lists specific instructions for playing PHANTASIE III on Apple II+, IIe, IIc, IIGS (in Apple II emulation mode), and other Apple compatible computers. The General Rules for playing PHANTASIE III are given in the preceding pages.

LOADING THE GAME

Place the game disk, label side up, into your disk drive. Turn your computer on. The system will boot and the title page will be displayed. Hit any key to get to the Initial Menu.

PHANTASIE III is designed so that you only need the original game disk to begin each game. You must make a Player disk and a Dungeon disk that will be used in normal play. The system will prompt you when you need to make any disk changes.

Place the game disk, with the label facing up, into your disk drive. The labeled side is called the Boot Disk, the unlabeled side is called the Utility Disk. Turn on your computer and the program will autoboot. When you get to the title page everything is Okay. Hit any key to proceed to the Initial Menu.

The Initial Menu includes five different commands. These commands are:

INITIAL MENU

KEY	COMMAND
1	Start in Pendragon
2	Continue Saved Game
3	Demo
4	Utilities
5	Computer Type

Start In Pendragon: use this option to start the game once you've made up your own Player and Dungeon disks.

Continue Saved Game: use this option to continue a previously saved game.

Demo: use this option to view a demonstration of PHANTASIE III.

Utilities: use this option to get to the Utilities Menu for making new Player and Dungeon Disks, transferring characters, backing up characters, etc. This is the first place you want to go before playing the game.

Computer Type: use this option to toggle between the Apple II and Apple compatible versions of the program. Try the Apple version first; if you have problems with your compatible then try the Other computer type.

Go from the Initial Menu to the Utilities Menu. Make sure you have two blank single sided disks ready (or one disk that has been notched so that you can flip it to use both sides) so that you can make your own Player and Dungeon Disks.

UTILITIES MENU

KEY	COMMAND
1	Make Player and Dungeon Disks
2	Other Utilities

Make Player and Dungeon Disks: this option takes you to the Disk Making Utility Menu.

Other Utilities: this option takes you to the Other Utilities Menu. These Utilities are not available until you have made a Player Disk.

DISK MAKING UTILITY MENU

KEY	COMMAND
1	Make Player Disk
2	Make Dungeon Disk
3	Exit

Make Player Disk: this option creates a Player Disk that will include the adventurers, the wilderness, and the towns used when Playing PHANTASIE III. Because of the amount of information on this disk it takes almost a dozen disk swaps to copy everything from the Game Disk to the new Player Disk.

Make Dungeon Disk: this option creates a Dungeon Disk that includes the dungeons used in PHANTASIE III. This disk will also take almost a dozen passes to create.

Exit: this option gets you back to the Utilities Menu.

Once you've made your Player and Dungeon Disks you can Exit back to the Initial Menu and Start in Pendragon to begin the game.

The Other Utilities Menu is used to Backup your characters onto another disk, or to transfer characters from PHANTASIE

I or II into PHANTASIE III. You do not need to backup your characters during normal game saves. Backup is only necessary if you are worried about losing data from your Player Disks.

OTHER UTILITIES MENU

KEY COMMAND
1 Continue Game
2 Initialize Backup Disk
3 Transfer Characters To Backup Disk
4 Transfer Characters From Backup Disk
5 Start A New Game
6 Transfer Characters From PHANTASIE I Or II

Continue Game: this option puts you back at the Initial Menu.

Initialize Backup Disk: this option initializes a blank disk so that it may be used as a Backup Disk.

Transfer Characters To Backup Disk: this option will transfer your characters to an already initialized Backup Disk.

Transfer Characters From Backup Disk: this options takes the characters from an already generated Backup Disk and puts them onto the Player disk.

Start A New Game: this option resets the entire game to the same condition as when it was new. It also erases your characters from the Player Disk. The computer will remind you of this by saying STARTING A NEW GAME WILL ERASE OLD CHARACTERS OKAY? (Y/N). A Y will erase the characters and reset everything. An N will put you back to the Other Utilities Menu.

Transfer Characters: this option allows you to transfer characters from PHANTASIE I or II for use in PHANTASIE III. If you decide to use old adventurers in PHANTASIE III then the transfer is the first action you should take after making your Player and Dungeon Disks. *Warning: this process will have the following adverse effects:*

The transfer process will erase any characters already created in PHANTASIE III. Your characters will lose all of their items except the Wand of Nikademus. They also lose the majority of their money, experience points, and accumulated spells. They will retain any Divine spells (#57 and above) and their normal beginning spell by class.

The transferred characters will begin at level 0, but should have enough remaining experience and money to train up several levels. At the start of the game these characters should go to the bank, withdraw their money, and then go to the Guild and train.

PLAYING THE GAME

Each session of PHANTASIE III begins and ends in a town. The Town Menu will take the adventurers to the various locations in the town.

TOWN MENU: GO TO

KEY COMMAND
A Armory
G Guild
M Mystic
N Inn
B Bank
L Leave Town

After choosing a Go To option you will see a new list of commands for each location:

ARMORY MENU

KEY COMMAND
L List first items in the Armory inventory
B Current shopper buys an item
C Continue list of Armory Inventory
A Change to another shopper
E Exit Armory

GUILD MENU

Party Members:
KEY COMMAND
S Attempt to learn new spells
T Attempt to train levels and skills
D Drop adventurer from party

Guild Members:
KEY COMMAND
L List Guild members
N Create new Guild member
R Rename Guild member
A Add Guild member to party
E Exit Guild

BANK MENU

KEY COMMAND
W Withdraw gold pieces
D Deposit gold pieces
E Exit Bank

While in town the adventurers may perform a number of utility functions that are in the lower part of the Town Menu.

TOWN MENU: OTHER OPTIONS

KEY COMMAND
C Cast a spell
U Use an item
D Distribute and sell items among party members
T Trade Items among party members
I Inspect a party member
S Save Game

Every time you leave town the game is automatically saved. If you stop the game while outside a town you can continue it again from the last town the party was in.

Once the party is out of town, you are given the Adventure Menu. The adventure menu is the same in the dungeon as in the Wilderness with the addition of a command for looking around.

ADVENTURE MENU

KEY COMMAND
C Cast a spell
I Inspect a party member
U Use an item
T Set time lag in combat and toggle sound on/off
L Look at larger area (in dungeon only)
3,N Move 1 square North*
W Move 1 square West
E Move 1 square East
S Move 1 square South

* Both the 3 and the N key will move North so that the 3-E-S-W diamond can be used.

Whenever the party meets a group of monsters an Encounter Menu is displayed. After every round of combat the Encounter Menu will be displayed again, just in case you want to change your mind.

ENCOUNTER MENU

KEY COMMAND
1 Fight the monsters
2 Accept the monster's surrender
3 Greet the monsters
4 Beg for mercy from the monsters
5 Flee from the monsters

When the party gets into combat you can set each adventurer's tactics from the Melee Menu.

MELEE MENU

KEY COMMAND
1 Thrust with melee weapon
2 Attack with melee weapon
3 Slash with melee weapon
4 Lunge with melee weapon
5 Aim melee weapon at vital body area
6 Cast a spell
7 Parry with shield
8 Fire bow
9 Other options

OTHER OPTIONS MENU

KEY COMMAND
1 Move to forward rank
2 Move to middle rank
3 Move to back rank
4 Set time lag in combat and toggle sound on/off
5 Redo all adventurers' options from start

TERRAIN

PHANTASIE III uses two different kinds of maps: Wilderness maps and dungeon maps. Each map is displayed in the lower left corner of the screen and each uses different terrain. The terrain in the Wilderness includes:

The Party: this square marks the location of the party on the map.

A Town or Inn: this small square represents towns and independent Inns in the wilderness.

Dungeons: this forbidding opening is the adventurer's invitation to death and danger.

Paths: the open areas are the most easily traveled, but have the greatest variety of encounters.

Deserts: this represents hard, open desert. Easy traveling with mostly humanoid encounters.

Grasslands/Forests: this represents more closed terrain. Harder traveling with more insect and slime encounters.

Mountains/Hills: this represents vertical terrain, extremely difficult to travel through. Wild animals abound here.

Rivers/Lakes/Seas: this represents large water barriers. Adventurers must swim through these squares or take damage from drowning. No encounters here though.

The terrain in the dungeon includes:

The Party: the same small square as in the Wilderness.

Doors: a barrier to movement and sighting. Some doors are locked.

Corridor: paths through the dungeon. Watch out for wandering encounters here.

Rooms: open areas in the dungeon. Some rooms are lairs for monsters.

Items: these small dots represent interesting items or people in the dungeon. Moving on top of the dot activates the encounter.

Secret Doors: these aren't shown on the map; they look just like walls. But if the party attempts to move through what looks like a wall and makes it, you'll know that they've found a secret door.

SAVING THE GAME

To save the game use the S option from the Town Menu. Be sure to record the Guild Number of one of the adventurers in your party; you will need the number when you continue the game.

To restart the game use Option 2, Continue Saved Game, from the Initial Menu. Choose one of the adventurers in the party from the Guild List presented. You will end up at the Town Menu of the Town that the adventurer was in when the game was saved. The number of the town the adventurer is in is listed to the left of his name.

BACKUP DISKS

The PHANTASIE III Boot and Utility Disks are copy protected, but are only used at the beginning of each game. The Player, Dungeon, and any Backup disks are unprotected and can be reproduced with any good copying program.

APPENDIX I: QUICK START

For those that want to jump right in and "Test Drive" PHANTASIE III you can use these quick start instructions.

1) Before you can begin play you must create 2 disks: a Player disk and a Dungeon disk. Check the Machine Specific Instructions for your computer for information on creating the disks.

2) After you have made the disks get back to the Starting Menu. Choose "Start in Pendragon" to begin the game.

3) Once in the town go to the Guild to get adventurers to form a party. In the Guild the List Members command will show you six adventurers that are already in the guild. These adventurers are beginning characters, but are already pre-generated and pre-equipped. They also form a reasonably balanced party to start. Apple II players should note the guild numbers (1–6) that represent these adventurers.

Hit the space bar to return to the Guild Menu. Use the Add Members command to add the Adventurers from the Guild to your party. Now exit the Guild.

4) Go to the Bank and Withdraw about 500 gold to cover expenses while you travel. Exit the Bank.

5) Next go to the Armory. Choose a character to be the buyer and then List the items available. Continue the list until the scrolls appear. Buy a couple of scrolls. Exit the Armory. Choose the Use Item command and the character who bought the scrolls. Then choose the scrolls from the list. The information on the scrolls should give you an idea on what is going on in Scandor and a clue as to where you might want to go.

You are now ready to begin your adventure. Leave the town and good luck.

HOW TO ANSWER QUESTIONS

Many questions in the game have a menu of different options. If the menu is numbered, then input the number to make your choice. If the names on the menu include a ")" then input the letter to the left of the bracket to make your choice. If a question gives you a choice such as "Disarm or Leave" then input the first letter of your choice. Many questions want a Yes or No answer; simply hit "Y" or "N" to make a choice. If a screen does not ask a question, but leaves a blinking cursor, hit RETURN to continue.

Whenever you refer to an adventurer outside of the guild lists, you use the adventurer's number in the party. So, after you say you want to disarm the trap you will specify the adventurer (1–6) that attempts the disarm.

When you are outside a town you can move four different directions on the map. Atari ST, Amiga and Macintosh users can use their mouse. Commodore and Atari 800 users can use their joysticks. Apple users use the diamond of keys:

$$W \overset{\text{3}}{\underset{\text{S}}{+}} E$$

where 3 represents North, W West, E East and S South. You may also use N to represent North, if you like.

This should be enough to get you started into the world with the sample party. When you run into a situation you don't understand look up the rule covering that specific situation. When you feel you understand the game and how it works you can go back, make up your own party, and go for the gusto.

APPENDIX II: DIFFERENCES BETWEEN PHANTASIE III AND PHANTASIE I & II

Players who have already gone through PHANTASIE I or PHANTASIE II will recognize most of the rules for PHANTASIE III. But, several new rules have been added to PHANTASIE III, including an expanded combat system, additional spells, and revised screen layouts. What follows is a summary of these changes.

Going Up Levels: each time a character goes up a level he can receive training in three skills. A chart lists the character's current level in each skill, and the effect of training in that skill. The character will also receive an amount of Gold that depends on his social class.

Social Class: each character has a social class: Peasant, Laborer, Craftsman, or Noble. Humans, Elves, Dwarves, Gnomes, and Halflings tend to be of the higher classes. Social Class affects starting money and money received for advancing a level.

Trading: while in town adventurers may trade items without having to redistribute them using the Trading option.

Bows: bows have replaced thrown rocks as every man's ranged weapon. It is easier to hit an opponent with a bow, and Armor is less effective vs. them. Thieves get a free +30 to their Fire Bow Skill. Elves receive a +15 to Fire Bow Skill.

Body Locations: each character and monster has 6 Body Locations: Head, Torso, Left and Right Arm, and Left and Right Leg. These Locations may be Okay (O), Injured (I), Broken (B), or Gone (G). In the Wilderness the condition of each part of the body is shown in a stick figure diagram under the character's status.

Healing: healing spells and potions can Heal Body Areas as well as Hit Points. Each Healing spell or Potion will heal the most vital area it can. Each area Gone counts as 1 Broken and 1 Injured area or 3 Injured areas. Each Broken area counts as 2 Injured areas. The following chart lists the effects of different strength Healing spells and potions.

HEALING POTION	HEALING SPELL	AREAS HEALED
1-3	I	1 Injury
4-6	II	1 Break or 2 Injuries
7-9	III	1 Gone, 1 Break & 1 Injury, etc
10	IV	More than 1 Gone

Hit Points are used separately from Body Areas. A character can die from having his Head or Torso removed, or from enough hit points to an arm to kill him. It is possible for an adventurer to have all of his Hit Points, but have a limb Gone. It's also possible to have no damaged limbs, but be low on Hit Points.

Staying at an Inn cures all of an adventurer's Hit Points, and will cure 1 Break or 2 Injuries. A visit to the Inn of a town is still free. A visit to an independent Inn costs 250 Gold.

Spells 5–8 (Fireflash) and 37–40 (Flamebolt) attack a specific Body Area. Spells 33–36 (Mindblast) only affect the monster's Hit Points.

Different weapons have different chances to hit different Body Areas. Bows have the best chance to hit the vital Head or Torso Areas. Spells have an equal chance to hit all Body Areas. Hand Held weapons have the worst chance to hit a vital area, especially against very tall monsters. The Aim Blow combat option allows an adventurer with a hand weapon to aim at a vital

location at the cost of only taking one blow and a reduced chance to hit.

When a Body Area is Broken, it restricts an adventurer's choice of actions. An adventurer may not fire a bow if any of his Arms or Legs are Broken. An Adventurer may not cast a spell or swing a weapon if his Right Arm is Broken or-Gone. Parry is the only combat option for an adventurer with a Broken Right Arm.

Monster Status: during combat three things will be listed about enemy monsters: their Rank, their Name, and their Status. The Status of a monster can be: Unconscious (U), Sleeping (S), Down (D), and Okay (K). As an example 3 Gnomes in the 2nd rank who are Sleeping, Unconscious, and Down would be listed as:

        2   GNOME(S)   S U D

Sleeping adventurers and monsters are automatically hit in combat. Down adventurers and monsters are much easier to hit than Okay targets, but can still dodge.

Adventurer Positions in Combat: during combat an adventurer can assume one of three positions: Back, Middle, or Forward. A character who is Forward has an increased chance to hit with hand weapons, but an even greater chance to be hit by the monsters. A character who is Back is harder for the monsters to hit, but has an even harder time hitting the monsters with a hand weapon.

An adventurer's position has no effect on his chance to hit with a Bow. An adventurer's combat modifiers for position are calculated relative to the rest of the party. If all of the adventurers are Back, then none of them get any bonuses or penalties.

Mapping: Scandor is divided into a 5 × 5 area referenced by a grid labeled A – E West to East and I – V North to South. Other planes, dimensions, have their own labels. All areas are already mapped so spell 53 (Vision) is unnecessary.

APPENDIX III: TIPS & HINTS

Playing PHANTASIE III is a big job; there are hundreds of details to keep track of. This section includes a few hints on "good" ways to handle some of those details. You'll have to experiment to find your own personal "best" solution to the game..

FORMING A PARTY

The right combination of adventurers is half the battle in PHANTASIE III. When you choose an adventurer's race and class you define the chance of getting particular: attributes, not the attributes themselves. High attributes make surviving and advancing levels much easier.

Strength: fighting types need every point they can get. Often the only advantage of random creatures is a chance for high STR. Don't take a random creature though unless its other Attributes are okay too.

Intelligence: all spellcasters need INT; limited spellcasters like Monks and Rangers need every point they can get. Limited spellcasters receive very few Spells Available, they shouldn't waste them on middle level junk like FIREFLASH 2 or HEALING 2 when very powerful 3 and 4 point spells are just a couple of levels away.

Dexterity: great for everyone but especially for low Hit Point types like Thieves and Wizards. Try high DEX wizards with no armor in the back rank. They are very difficult for the enemy to hit.

Constitution: again everybody needs CON, but low Hit Point types need it the most. Don't get seduced by a high INT and a low CON.

Charisma: random creatures with very low Charisma can get prohibitively expensive to train; watch out! High CHA is a secret advantage of Humans, Elves, and Wizards.

The next thing you have to worry about is equipping the party. You always want the biggest weapons your fighting types can handle. Grab any bow of 4 points or better for Thieves and Monks who are out of magic points. Buy the heaviest armor you can get for Fighters in the front ranks, none for Wizards in the back ranks.

Buy all the low level healing potions you can find. After a couple of levels you'll need all the medium power Magic Potions you can grab. Magic Weapons are normally too expensive to buy; find them instead. Finally, buy, read, and keep track of every scroll you can get your hands on; they're the key to the whole puzzle in Scandor.

FIGHTING

Your party will be doing lots of fighting in PHANTASIE III, so you had better find good strategies from the start. There are three things to worry about when fighting: Encounter Strategy, Adventurer Position, and Melee Tactics.

At the Encounter Menu you have to figure out your Encounter Strategy. Use the Monster Reputation Table to decide if you want to fight or not. Trying to greet possibly friendly monsters doesn't cost you anything, even if they decide to fight. Don't try to Accept Surrender right away, it only works after you've killed a percentage of the enemy. And don't be afraid to Beg for Mercy, especially if you're not currently carrying much gold. The party should only try to flee if it is out-matched and heavily loaded with gold and goodies. Remember, if you flee and fail the monsters get free shots at your characters.

If you're going to fight, then you need to worry about everyone's position. Fighters should be placed in the forward rank where they have the highest chance of striking. Spell casters and bowmen can be in the back rank, where they are less likely to be hit. Note that the ranks are relative positions. If everyone occupies the back rank, then no one gains any protection.

When battle starts, each adventurer has a choice of tactics. Fighters can choose between 1 and 3 swings. Against normal monsters take as many swings as you can. Against flying monsters or ones that are hard to see take only a few. Thieves with good bows (4+ points) can do as much damage as they can in melee; keep them in the back rank with the Wizards. Wizards should be careful not to overkill the enemy and waste Magic Points; sometimes it's best to parry and let the Fighters take care of a few monsters.

THE QUEST

No matter where the party goes on its quest it always comes back to its base, Pendragon. Begin by going into the Pendragon Archives just south of the town. Work your way through the archives until you find the wise man Filmon. He will direct you on how to begin your quest. After each adventure go back and consult Filmon again for directions to the next part of the quest.

While you're on your quest be careful about exploring the dungeons you find. Be ready to retreat if your party gets too beat up, but explore enough so that you're sure you didn't miss anything. Try to go through the adventure in something resembling the proper sequence; if you try to take low level adventurers through some of the later dungeons they'll get eaten alive!

Finally, don't take the program too literally. A limb that's "Gone" is probably just so broken that normal rest won't fix it. Monsters that are "Unconscious" are just so groggy that they can't fight. PHANTASIE III is packed with flavorful details; enjoy them for the color they add and don't pick too many nits. And remember: The race is not always to the swift, or the battle to the strong . . . but God fights on the side with the most artillery! Good luck!

COMMODORE 64™ VERSION

GETTING STARTED

Before playing the game, make a copy of the Dungeon Disk onto a blank disk. If you have a copy program, use it to make this copy. If not, refer to the UTILITIES section of this card. There is no "Test Drive". You must make a backup copy of the Dungeon Disk before you can play the game.

To load the game, place the Boot Disk in the drive. Turn on the computer, type **LOAD"*",8,1** , press the RETURN key, and insert your Dungeon Disk (the one you copied from the master disk) when prompted by the computer.

If you have not created a character, you will automatically start the game in the town of Pendragon. If you have created characters, you may choose which character's town you will start the game in.

Most of the game play is as described in the rules book. The few exceptions are given below.

TOWNS

To select an option in a town, type the first letter of your choice. Note that "I" is used differently than explained in the rules book. The letter I is used to access the Inn menu instead of to inspect a character. To inspect a character, type V for view.

When you save a game in town, your characters are saved to the disk. To restore characters to their last saved state, simply reboot.

MOVEMENT

In addition to the normal movement keys, you may use a joystick (CONTROL PORT 1) or the cursor keys to move your party.

DUNGEONS

The LOOK option is always on in the dungeons.

UTILITIES

The utility options are on the Dungeon Disk. To use the utilities, boot the Dungeon Disk (instead of the Boot Disk) by inserting the Dungeon Disk in the disk drive and typing **Load"*",8,1** and then pressing the RETURN key.

Instructions for using the utilities are in the rules book in the Apple-Specific Information section. There are differences:

--There are no Transfer Characters to or from Backup Disk options. To backup characters, use the Guild Save Game Option and insert a backup Dungeon Disk when asked for the Dugeon Disk.

--There is no Initialize Disk option in this version. If you do not have a disk copy program, you can make a copy of any Dungeon Disk by using the Make Dungeon Disk option. You can make as many copies of the Dungeon Disk as you like.

Copyright 1987 By Strategic Simulations, Inc.

ST VERSION

STARTUP:
1. Make a copy of each disk.
2. Place your copy of the Game Disk in the drive and turn on the machine. The game will boot automatically.
3. When the initial Menu Screen appears, use the mouse to indicate your choice and click on it.
4. Click on OK.

TOWN:

All town menus are accessed by the mouse.

To access an option from a Town Menu:

1. Press down on the left button when the cursor is over the desired menu title.

2. Continue to hold down the left button until your choice on the menu is highlighted.

3. Release the button.

The Guild Options are always available from the Guild Menu.

All other building menus are accessible by either highlighting the choice in the Town Menu or by clicking on the building's doorway.

Clicking on the Guild's doorway will access the Training Option.

The Bank has two options: Withdraw all Gold and Deposit Gold. In the ST version, the party is limited to a maximum of one billion (1,000,000,000) in gold, rather than the 65,000 in gold stated in the general rulebook.

When depositing gold, you will be asked how much you wish to deposit. Enter the desired amount of gold you wish to deposit by using the number keys on the keyboard. The party gold is held in common instead of each character having a private account.

WILDERNESS:

The Wilderness is not divided into separate screens. The Wilderness map will scroll with the party as it moves around the continent. Movement is entered through either the mouse or use of the cursor (arrow) keys.

STRATEGIC SIMULATIONS, INC.

DUNGEONS:

More than one Dungeon may be saved at a time. Saving a Dungeon does not erase the previous Dungeon saved. Because of this change from other version, an option has been added.

After you choose to enter a Dungeon, you may choose to enter it in either its saved or original status. To enter the Dungeon in its saved state, click OK at the Previously Saved Dungeon Option. To enter the Dungeon in its original state, click Cancel at the Previously Saved Dungeon Option. Note: Certain items appear only once in the game. If you choose to restore a Dungeon to its original state, these items will not be restored.

SPEED:

The Speed Option in the Wilderness and Dungeons replaces the Time Lag Option. You may choose between Slow, Normal, and Fast speeds. This option only affects the speed of combat.

COMBAT:

When you choose to fight, you may change a character's defaulted action by clicking the character's name and then selecting the Option you want executed. When all choices have been made, you enter combat by clicking the Fight! box.

SAVING THE GAME:

To save the game, click on the Save Option in the File Menu in Town. This is the only time a game will be saved.

KEYBOARD:

Most options can be chosen from the keyboard as well as by clicking on the option. Pressing the O key is the same as clicking on OK. Pressing the C key is the same as clicking Cancel.

All Town Options are preceded by letters. Pressing these letter keys is the same as clicking on the options.

COPYRIGHT 1987 by Strategic Simulations, Inc. All Rights Reserved.

AMIGA VERSION

STARTUP:

1. Make a copy of the disk.
2. Place kickstart V1.2 in your drive and turn on your computer.
3. When prompted to put in Workbench, put in your copy of Wrath of Nikademus.
4. When initial menu screen appears, click on your choice.
5. Click on OK.

TOWN:

All town menus are accessed by the mouse.

To access an option from a Town Menu:

1. Press down on the left button when the cursor is over the desired menu title.
2. Continue to hold down the left button until your choice on the menu is highlighted.
3. Release the button.

The Guild Options are always available from the Guild Menu.

All other building menus are accessible by either highlighting the choice in the Town Menu or by clicking on the building's doorway.

Clicking on the Guild's doorway will access the Training Option.

The Bank has two options: Withdraw all Gold and Deposit Gold. In the ST version, the party is limited to a maximum of one billion (1,000,000,000) in gold, rather than the 65,000 in gold stated in the general rulebook.

When depositing gold, you will be asked how much you wish to deposit. Enter the desired amount of gold you wish to deposit by using the number keys on the keyboard. The party gold is held in common instead of each character having a private account.

WILDERNESS:

The Wilderness is not divided into separate screens. The Wilderness map will scroll with the party as it moves around the continent. Movement is entered through either the mouse or use of the cursor (arrow) keys.

STRATEGIC SIMULATIONS, INC.

DUNGEONS:

More than one Dungeon may be saved at a time. Saving a Dungeon does not erase the previous Dungeon saved. Because of this change from other version, an option has been added.

After you choose to enter a Dungeon, you may choose to enter it in either its saved or original status. To enter the Dungeon in its saved state, click OK at the Previously Saved Dungeon Option. To enter the Dungeon in its original state, click Cancel at the Previously Saved Dungeon Option. Note: Certain items appear only once in the game. If you choose to restore a Dungeon to its original state, these items will not be restored.

SPEED:

The Speed Option in the Wilderness and Dungeons replaces the Time Lag Option. You may choose between Slow, Normal, and Fast speeds. This option only affects the speed of combat.

COMBAT:

When you choose to fight, you may change a character's defaulted action by clicking the character's name and then selecting the Option you want executed. When all choices have been made, you enter combat by clicking the Fight! box.

SAVING THE GAME:

To save the game, click on the Save Option in the File Menu in Town. This is the only time a game will be saved.

KEYBOARD:

Most options can be chosen from the keyboard as well as by clicking on the option. Pressing the O key is the same as clicking on OK. Pressing the C key is the same as clicking Cancel.

All Town Options are preceded by letters. Pressing these letter keys is the same as clicking on the options.

COPYRIGHT 1987 by Strategic Simulations, Inc. All Rights Reserved.

STRATEGIC SIMULATIONS, INC.

IBM Version

Starting a Game

1. Start your machine using DOS 2.1 or higher.
2. Make a copy of the game disk and set aside the originals.
3. If you are going to play the game on a hard disk, follow the directions under "Putting the Game on a Hard Disk."
4. Format a blank disk.
5. Place the copy of the game disk in Drive A and the formatted disk in Drive B (if you have one). Type **Makedata** and hit return.
6. Label the formatted disk "Data Disk."
7. Replace the copy of the game disk if necessary. Then type **Main** and hit return.
8. To play a saved game, go to the options menu and choose "Load Game."

Putting the Game on a Hard Disk

1. Boot up your machine.
2. Place your copy of the game disk in Drive A and type **Makehard**.
3. From now on the game is in the C:\PH3 directory.
4. To reach the directory type **cd C:\PH3**.
5. While in this directory, type **Main** to start the game.
6. Answer yes to the question, "Are you playing off the hard disk?"

Playing the Game

No pregenerated characters exist on the disk on the IBM version. To access the various menus in town, move the highlight bar to the appropriate menu and hit return. Then move to the item you desire with the up and down arrows and hit return.

The Esc key will exit you from most menus.

All other rules are as stated in the rulebook.

STRATEGIC SIMULATIONS, INC.

Copyright 1988 by Strategic Simulations, Inc.

Spell Table

SPELL #	MAGIC PTS.	NAME	TYPE*	SPELL #	MAGIC PTS.	NAME	TYPE*
1	1	HEALING 1	E	31	3	BINDING 3	C/A
2	2	HEALING 2	E	32	4	BINDING 4	C/A
3	3	HEALING 3	E	33	1	MINDBLAST 1	C/A
4	4	HEALING 4	E	34	2	MINDBLAST 2	C/A
5	1	FIREFLASH 1	C/A	35	3	MINDBLAST 3	C/A
6	2	FIREFLASH 2	C/A	36	4	MINDBLAST 4	C/A
7	3	FIREFLASH 3	C/A	37	1	FLAMEBOLT 1	C/A
8	4	FIREFLASH 4	C/A	38	2	FLAMEBOLT 2	C/A
9	1	QUICKNESS 1	C/P	39	3	FLAMEBOLT 3	C/A
10	2	QUICKNESS 2	C/P	40	4	FLAMEBOLT 4	C/A
11	3	QUICKNESS 3	C/P	41	1	CHARM	C/A
12	4	QUICKNESS 4	C/P	42	2	SLEEP	C/A
13	1	ARROW FLAME 1	C/P	43	3	TELEPORTATION	C/A
14	2	PARTY ARROW FLAME 1	C/P	44	4	RESURRECTION	E
15	3	ARROW FLAME 2	C/P	45	1	NINJA 2	C/P
16	4	PARTY ARROW FLAME 2	C/P	46	2	FEAR	C/A
17	1	PROTECTION 1	C/P	47	3	DISSOLVE	C/A
18	2	PROTECTION 2	C/P	48	4	SUMMON ELEMENTAL	C/P
19	3	PROTECTION 3	C/P	49	1	DISPEL UNDEAD	C/A
20	4	PROTECTION 4	C/P	50	2	NINJA 1	C/P
21	1	CONFUSION 1	C/A	51	3	AWAKEN	C/A
22	2	CONFUSION 2	C/A	52	4	MONSTER EVALUATION	N/WD
23	3	CONFUSION 3	C/A	54	2	TRANSPORTATION	N/T
24	4	CONFUSION 4	C/A	55	3	ACCURACY	C/P
25	1	WEAKNESS 1	C/A	56	4	PARTY ACCURACY	C/P
26	2	WEAKNESS 2	C/A				
27	3	WEAKNESS 3	C/A	* Spell Types include: E = Everywhere,			
28	4	WEAKNESS 4	C/A	W = Wilderness, D = Dungeon, T = Town,			
29	1	BINDING 1	C/A	C = Combat, N = Non-combat, P = Passive			
30	2	BINDING 2	C/A	(not cumulative), A = Active (cumulative).			

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	-
	-	55	-	-	-	50	46	51	-	-	-	-	-	-	-
	-	-	-	-	-	-	56	-	-	-	-	-	-	-	-
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	-
	-	-	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	56	7	13	8	33	9	34	14	35	10	36
	55	-	54	-	-	-	48	¬	-	-	-	-	-	-	-
FIGHTER	-	-	52	55	-	9	-	-	13	56	-	11	-	-	15
THIEF	-	-	-	41	-	-	42	-	-	18	-	-	8	-	-