

WIZARDWARE GROUP, INC.

The following information will assist you in answering questions which may be asked in the PHANTASIE, and PHANTASIE III: THE WRATH OF NICKADEMUS games.

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PHANTASIE

- 1. What is the item number of \_\_\_\_\_? Answer: (See Weapon Table on reverse side)
- 2. What is the name of Spell \_\_\_\_\_? Answer: (See Spell Table on reverse side)

PHANTASIE I & III

**COMBAT EQUIPMENT**

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

**POTIONS**

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

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

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

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

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

PHANTASIE III: THE WRATH OF NICKADEMUS

- 1. How many types of status are there for a monster? Answer: 4
- 2. How many skills are there for an adventurer? Answer: 9
- 3. When an adventurer goes up a level, he can train how many times? Answer: 3
- 4. The "slash" option lets an adventurer swing at least how many times? Answer: 4
- 5. What "strength" is required for a medium shield? Answer: 8
- 6. What is the attribute required value for a short blow? Answer: 6  
A dagger? Answer: 6
- 7. How many different social classes are there? Answer: 9
- 8. A Flamebolt I spell can do up to how many points of damage? Answer: 1 - 7
- 9. What are a thieves maximum magic points at level 5? Answer: 8

PHANTASIE

SPELL TABLE

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

Spell types include the following: E = Everyday; C/P = Combat passive (first number only); C/A = Combat active (cumulative); N/WC = Non-combat, wizard's only; N/W = Non-combat, wizard's only; N/T = Non-combat, tower only.

Spells Available at Different Levels by Class

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

WEAPON TABLE

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

Weapons

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