

Phantasie II

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he second in the trilogy of *Phantasie* games, this one has the same graphic style and game system of the first, but with a couple of new spells, combat features, and ingenious puzzles. In it you must free the land of Ferronrah by travelling to the Netherworld. To do so, you must end the curse of Nikademus by destroying the Orb. Instead of Black Knights, you will run into the Minions of Pluto, eight powerful Beasts you must slay in order to obtain their Amulets and Runes. Although tougher than its predecessor, fans of *Phantasie I* were equally enthusiastic about this game.

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The Walkthrough

Character Creation

If you want or need to create new characters, use two Wizards, two Monks and two Priests—but make sure one has excellent lock-picking ability. Dungeon B is the best place to rack up lots of experience points in the early stages. Characters transferred into *Phantasie II* with the provided utility will lose all equipment, levels, and gold. To avoid this, delete the file named "CHAR22" from the copy of your *Phantasie II* character disk. Copy file "CHAR2" from the first game's character disk to the second one and rename it "CHAR22". Your original party will be intact when you start the game. However, this might mean you won't encounter some of the Beasts. Inspect your characters immediately, and if they already have Beast Rune 1, for example, you won't meet that monster. You can still finish the game, but it won't be as much fun. For the most entertainment, create new characters. (You could at least import your *I* characters and sell their God Knives, Shields and potions to an armory, then delete "CHAR22" from the disk and copy the original one from the program disk onto your character disk and create new characters.)

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General Tips

The criteria for winning are to learn the eight Beast Runes (by slaying Beasts and examining amulets) and to find and destroy the Orb (by taking it to the Netherworld and feeding it to the Ice Dragon). Each character does not need all eight Runes, as long as your group possesses them in some combination. All the time-saving tricks in the *Phantasie I* walkthrough work here too. Dungeon B (The Castle) is the best one for fresh characters to earn points. The only place you can earn lots of experience points in a single battle is by killing Pluto in Dungeon G, which calls for at least level 13-14 characters.

Don't fool with the Beasts until your crew is up to level ten and the spellcasters know spell #8, Fireflash 4. When you're ready, their locations

are: 1 and 2, random; 3, on uif jtmboe opsuifbtu of Qjqqbdpu; 4, on the island opsuixftu of Gfss-pisbi; 5 and 6, on the btusbm qmbof; 7, in Dungeon G; and 8, in Dungeon H. Sometimes Beast 1 can be found by going to the place where you killed 3 or 4. In version 1.0 of the Commodore version, you may have trouble finding Beast 2. If so, bash around in Dungeon C about three-quarters of the way down, then exit without saving. Immediately reenter the dungeon (say yes right away) and complete the Dungeon as described below. Beast 2 should appear around the southern gate.

Dungeon A: The Kobold Village

From (1), outside the village, go to (2) if you need gold. Then see the gnome at (3) and write down the ovncfs, which is needed to get in to the Netherworld's first level.

Dungeon B: The Castle

This is the best place for low-level characters to earn experience points. Later use the machine at (2) to teleport to the 1st and 2nd levels of the Netherworld.

Dungeon C: Straw Hut

Go directly to (2) without pushing any buttons, then qvmm the mfwfs there. Next pull the lever at (3), then head for (4) and push the button once. Go to (5), press the button, return to (4) and push that button twice. At (6), push the button, return to (4) and push it twice. Now head due east. Ifbm fwfszpof before talking to Filmon (7). You must agree or you'll never finish the game. Exit west after killing the beast. In at least one version this creature may not appear. If that happens, don't worry because your main interest is the scroll and information Filmon gives you after the battle, which he does even if the animal is a no-show.

Dungeon D: Summer Palace

At (1), say qsjodfft. Rescue her at (2), then kvnq in qju at (3) to escape the guards and exit north from (4).

Dungeon E: Cold Wet Cavern in Netherworld, Level One Go to (2) and check out the tjy qppmt marked 'Y' to get spell 57. (Avoid the others.) At

(3) dpqz the ovncfs, needed to teleport from Dungeon B to Netherworld's second level.

The Astral Plane and the Forgotten Temple

To get here, use the nbdijof in Dungeon B (visit Dungeon A for correct number, 47) and follow the main map to find the Vortex, then swim the Styx River. Keep casting spell 57 until you find Beasts 5 and 6 on the Astral Plane. If you have enough potions left after finishing Dungeon E, you can save time by going to the Gpshpuufo now to get the number needed in Dungeon H, then return to town 7. Otherwise, visit town 7 and get healed, then exit and get teleported to the Material Plane, go to Dungeon B and return. Then head for the Temple.

Dungeon F: Netherworld Cavern, Level One

If you still have the Orb from *Phantasie I* you don't need to visit this one. To avoid lava, teleport from town 7 to town 8 and nbsdi fbtu to the dungeon. (Don't exit 7, though, unless you want to return to the Material Plane.) Keep entering the pool at (2) until you're teleported to (3). Enter that qppm until you wind up at (4), then take secret passage west. At (5) get the Orb and go to (6). Enter the pool and retrace your steps via the other pools to exit.

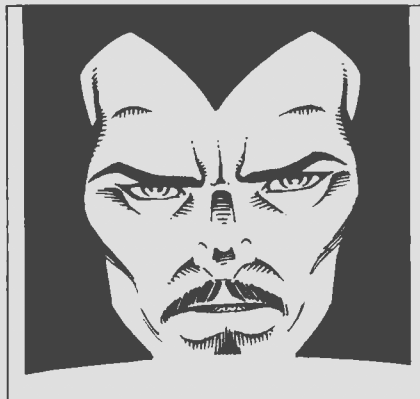
Dungeon G: Pluto's Smallest Castle

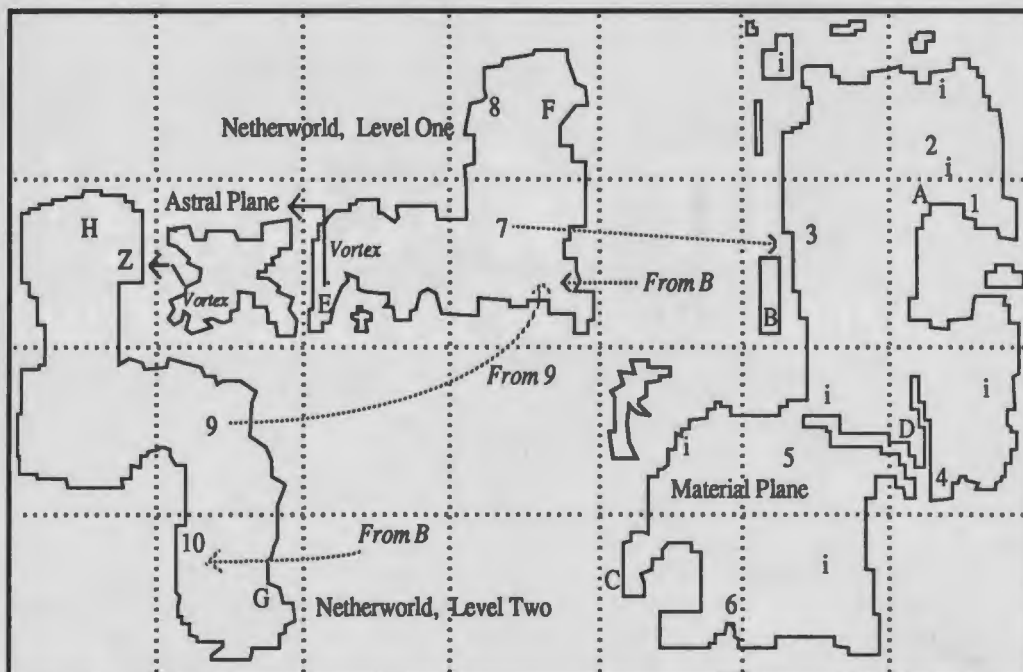
Reach this area from Dungeon B by using the number from Dungeon E (66) at the machine. Enter the njeemf epps on the west side. (If your position in the maze doesn't match the map, exit and try another door until it does.) Don't go all the way fbtu from (1) or you

get smashed by Pluto. Just move fbtu uxjdf and slay the Cloud Giant, then take the secret passage north. This is a good dungeon for earning experience points, but the only goal here is to slay Beast 7 at (2). The map to Dungeon H is also here, but obtaining it entails heavy-duty combat. You'll find directions below. (But if you insist, exit from (2), go north and follow the Troll to get the scroll. Fight your way south, then west, south, east and south to the stairs and jump in the pit.)

Dungeon H: Pluto's Menagerie

To get here, walk from town #10 to town #9 (Demoniac). From atop the town, move 21 west,





Phantasie II Ferronrah

Numbers: The Townes

A-H the dungeons as labeled
on following maps

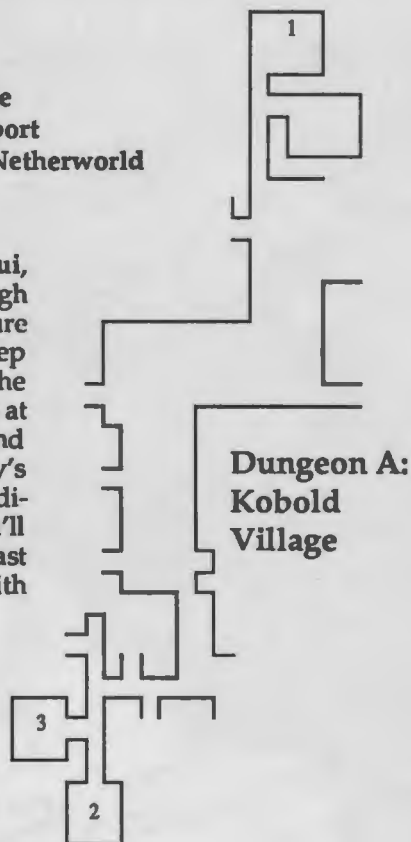
i: Inns

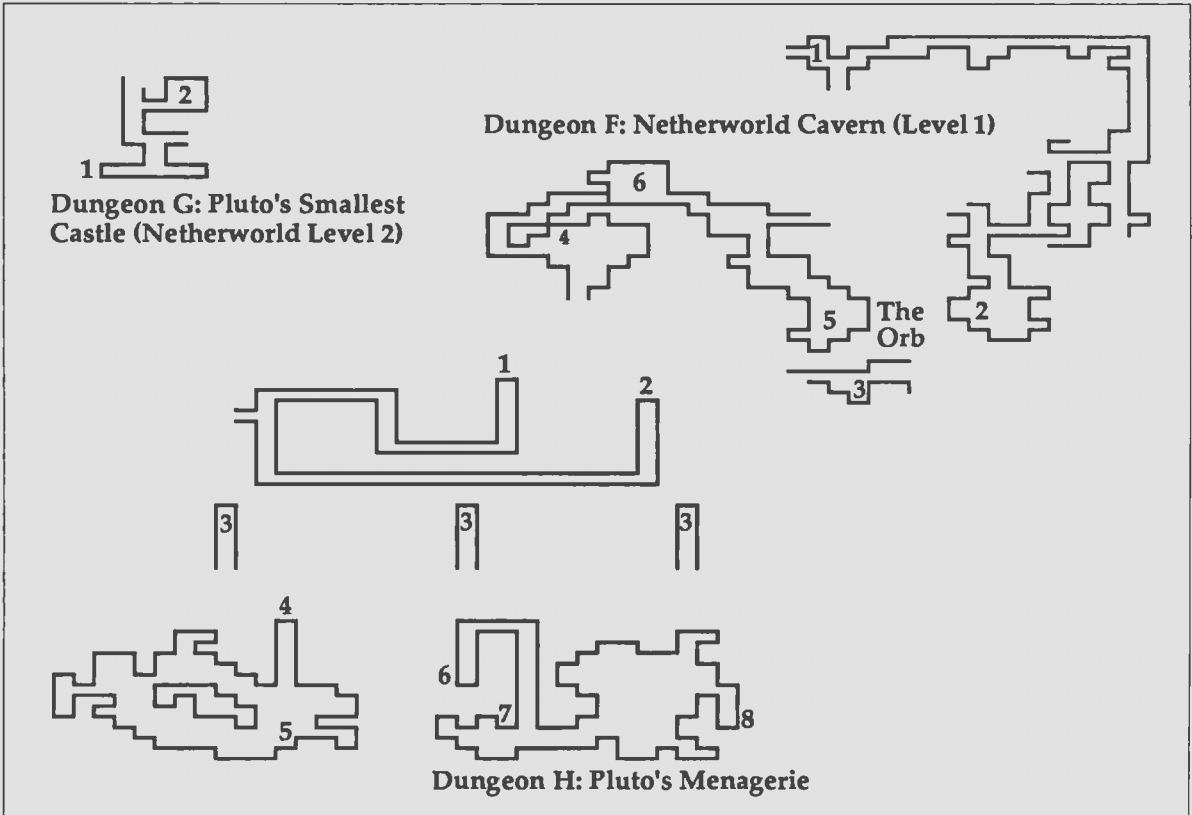
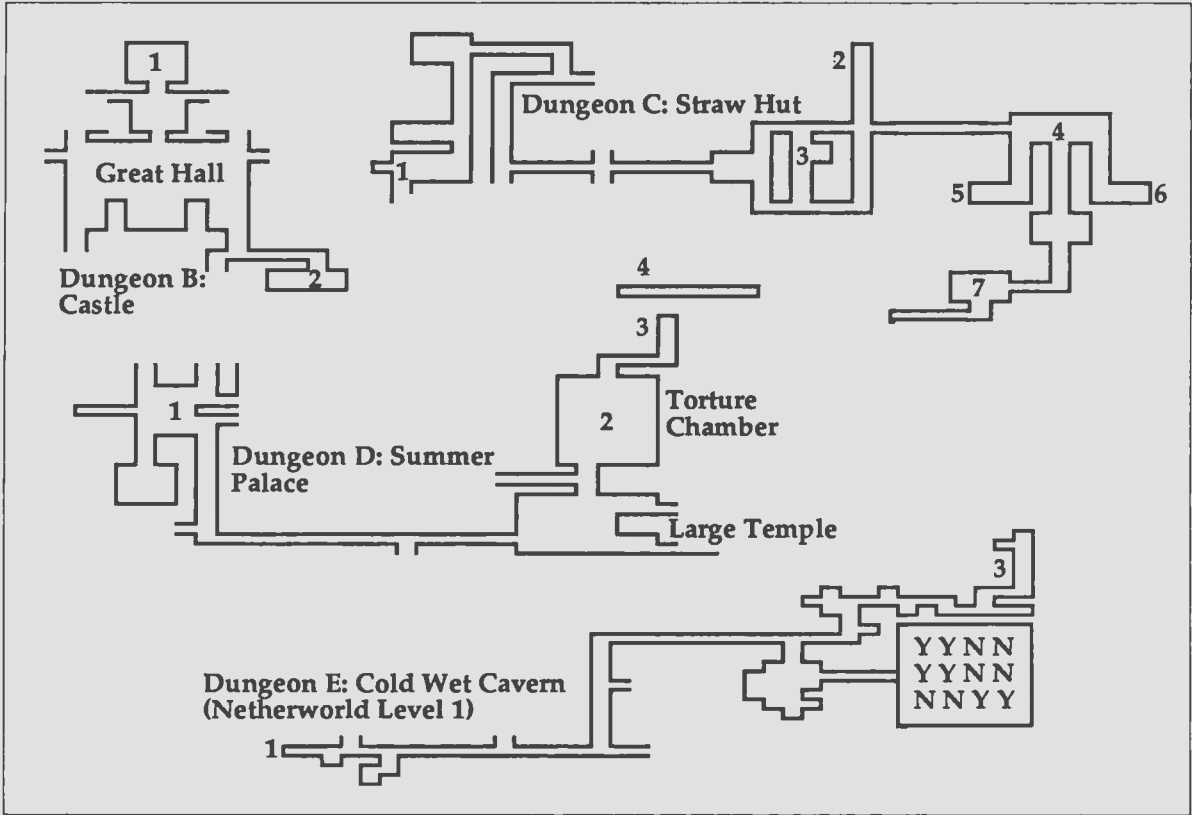
Z: Forgotten Temple

Dotted Lines: Teleport
paths exiting the Netherworld
towns

9 south, 5 west, 6 north, 6 west, 10 north, 7 east, 7 opsui, 8 west, 7 north and 9 east. Dungeon H is a deadly, tough dungeon that will require more than one trip. (Be sure to tbowf the evohfpo each time you leave.) Keep pressing buttons at (2) until you arrive at (4). The results of all the buttons are random, so if you arrive at (3) or (6), move one away, then back to the button and hit it again. When you reach (4), be sure your party's health and magic points are at their maximum immediately after passing the gjstu epps to the tpuvi. You'll face Beast 8 around (5). It will be a long fight, so cast Charm, Protection and Weakness while attacking with Gjsfgmbti.

After defeating him, reverse the above directions to return to Demoniac and examine the Amulet. Then teleport to town 10 and xbm1 cddl to the evohfpo. Hit more buttons until you reach (6), then use the number from the Lost Temple (83) to get past (7). At (8), ep xibu uif Qsjodfft upme zpv up ep!





The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)