

**O**n the island of Gelnor, you'll lead a band of up to six to defeat the Black Lord. To accomplish this feat you must retrieve the nine Rings of Power and five runes from various mazes, which calls for puzzle-solving as well as monster-slaying. On the aerial view map and in the mazes, your party is depicted by a single icon. In dungeons, the overhead view begins as a blank screen that is fleshed out as you move around. Messages and scrolls furnish clues, and bumping into little dots will trigger other events and opportunities to solve puzzles by making menu selections. During combat, your crew lines up at the bottom of the screen and faces the enemy, all portrayed with lo-res graphics, simple animation and and sound effects. The program runs slowly, and the Commodore

version takes forever to load dungeons and towns.

Combat is easy. After setting each member's attack style or one of the 58 spells, your choices remain in place in the next round, when you can just punch the "continue fighting" option (unless you want to change an order). The weak point is a clumsy distribution routine that makes you dole out every item carried by the party in order to assign them to people—you can't just trade things back and forth. The interface varies for each version: Apple is keyboard; Commodore and Atari 800 version have color-coded, joystick-controlled menus that mean virtually no typing; Macintosh doesn't allow mouse control but ST does. All will print handy character stats, and character generation in this intermediate level game is fast and convenient.

# Phantasie I

## The Walkthrough

### Character Creation & Development

If you're not planning to go on to the sequel, include two fighters in your party, one of whom should be a thief and the other a Minotaur. Then add two priests and a sorcerer. But fighters are useless in the advanced stages of Phantasie II, so if you expect to use your I characters in it, the optimal party consists of three priests, two sorcerers and a thief. (The thief is vital for entering certain locations). When creating characters, make intelligence the top priority, followed by constitution. Put charisma at the bottom of the list. The dummy scam (creating characters named A-E, forming a party and having them pool the gold to the one who will be in the real expedition) works in this series. Use this repeatedly to amass enough gold to buy the best possible equipment before setting out. Dungeon D is a good place to find magic potions and weapons.

### Character Development

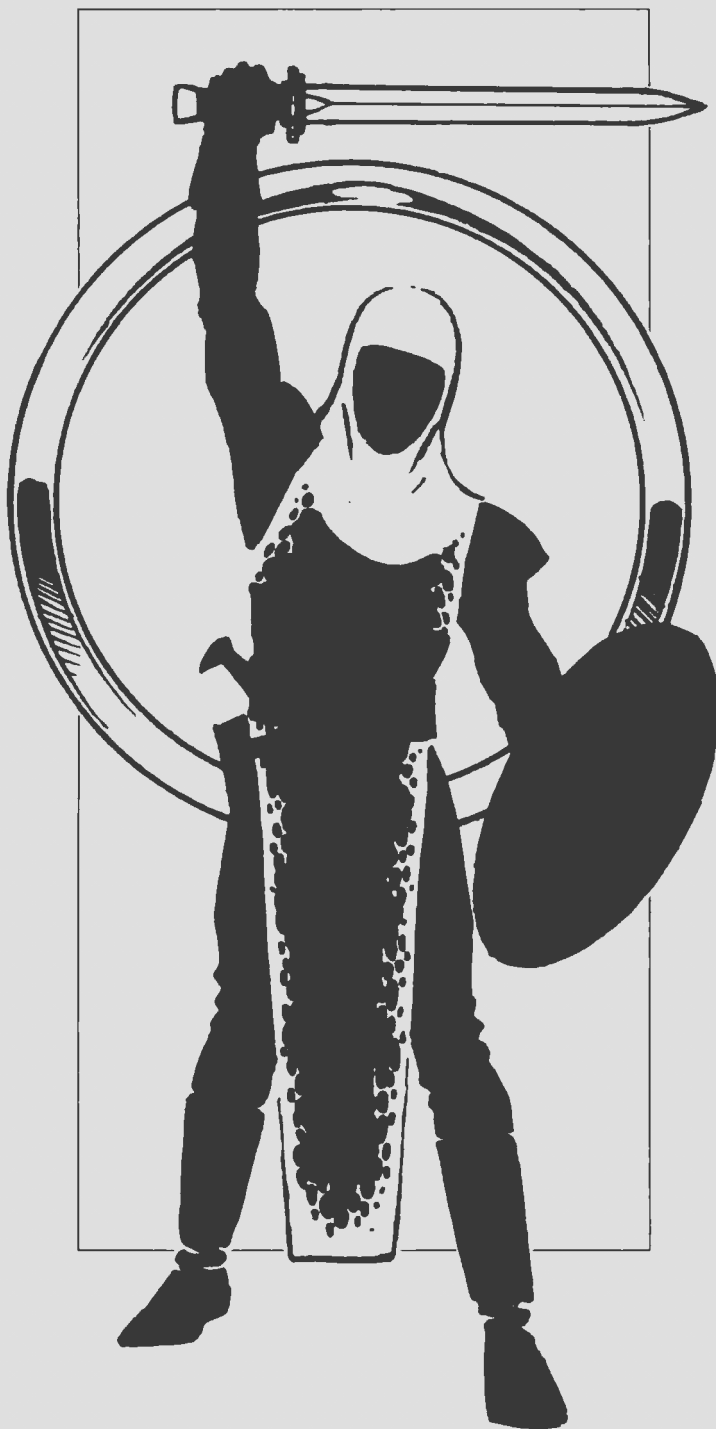
Wizards need more points to advance, so give them three shares when dividing up the loot. Give two to the priests and one to any other class. As soon as you have the Teleport spell, start zipping over to town #11 for the cheapest training. When learning new spells in the later stages, the following are unnecessary or almost useless: Binding, Monster Evaluation, Ninja, Quickness, Strength and Summon Elemental. (Keep this in mind during combat too). If a character gets killed, it's usually better to restart a saved game than to resurrect him. Otherwise his constitution will be permanently lowered and he'll get fewer hit

points when advanced. After most of your characters reach level ten, visit Dungeon D and kill the Minor Deity—you get about 30,000 experience points per adventurer, and can repeat this by not saving the dungeon when you leave. If planning to play Phantasie II, definitely use this method to elevate everyone to level 13-15. Also, monsters in the vicinity of town #11 are worth more experience points than those in other areas.

### Time-Saving Tricks

Potions are the key to saving time. Always take lots of them into the dungeons. This trick will enable you to duplicate the potions you own. (This won't duplicate your gold, but later in the game you'll have more than you can spend). First make two copies of your scenario disk (the boot side of the program). Label one the "good" disk, the other "dummy." After accumulating lots of potions, sell everything you want duplicated to a town with few items (to save time buying them back later). Pineville (#2) is good. Teleport to Greenville (#3), remove the good disk and insert the dummy. Teleport to #4, insert the good disk, and teleport back to #2. Buy back the potions and insert the dummy. Teleport to #3, insert the good disk and continue playing. Whenever you're low on potions, return to town #2 and buy what you need—just be sure to insert the dummy disk before teleporting out of town.

When you teleport, the program writes the transactions into that town's inventory. By inserting the



dummy disk, you trick the program into deleting the items you buy from it rather than from the good disk. You can use this trick to duplicate rare weapons and armor and outfit the entire party with them. Sell one to town #2 and leave the good disk in before teleporting. Return and buy the item, insert the dummy and follow the first method to return and buy it again. Then go back and sell both items to town #2, inserting the good disk before leaving. When you return, there will be twice as many of them, and you can buy them and repeat the process to double the quantity.

#### On with the Quest

Follow the alphabetical sequence of the maps, which guides you through the tough dungeons gradually. (The maps show only the essential regions). Be sure to stop at the pool near Pineville and the other two when you are nearby. The program can save the state of only one dungeon at a time, so if you want to restore a saved dungeon to its original state just enter another one and save it when you leave. If you've already saved Dungeon I, this may be necessary to follow that section of the walkthrough.

#### Dungeon A: Door in Hillside

Go to (2) and `qvm mfwfs` to open access to (3). At (3), walk around room and write down the words that are on the wall and armor. Go to (4) and push the button to unlock door to (5), where you may `ubml up uif Pme Nbo boe hfu uif Bjs Svof`.

#### Dungeon B: Small Cathedral

From (1), go to (2) and get teleported to (3). Walk to (4) and `cvso uif cpy` to get the `Fbsui Svof`. If it won't burn, return later when your levels are higher. `Epo'u tbz zft` to the Crone at (5). Tell her what you wrote down in `Evohfpo B`. At (6) you'll be teleported to the exit.

### Dungeon C: Greenville Cave

At (2), rescue the nbo and write down his words and the number. If you rescue the nbjefo, she just gives you a tdsppmm. Get the Gjst Svof at (3).

### Dungeon D: Outside Woodville

At (2), qstft uif ovncfst you learned in Dungeon C. Tell Old Priest what Mpse Xppe't vodmf said (tusbujdp). Tell Kilmor (3) what you xspuf epxo jo Evohfpo C, room 5 (ojtdptobu). He'll give you a number that when pressed at (2) opens access to (4). Do it and visit (4) now. Next, your Thief must be able to open all the doors at (5), where you'll learn the number that, when pressed at (2), opens opsui ppvoubjo (6). Go to (6) and get teleported to (7), where you can npwf tpvui and get the Hpe Lojgf, the most powerful weapon in either *Phantasia*. Exit at the passage marked 'X', not available until you teleport from (6). After most of your party reaches level 10, return to the special (\*\*\*\*) and ebnbhf uif jepm to score tens of thousands of experience points. Don't save the dungeon and this can be repeated.

### Phantasia

Teleport to Phantasia (#8) and buy Sjoh ovncfs ojof from the Armory. (If you don't know the Teleport spell, revisit the first four dungeons until one of your sorcerers is able to learn it). From Phantasia, go opsui until you're level with the qppm. Go east to enter it, then return to Phantasia, which has vanished. Nbsdi xftu once, then due south to the next screen to escape the ocean area. Then on to the next qppm near town #7 before traveling to Dungeon E. Lffq uif sjoht, since you'll need them to pass a test in a later dungeon. For inventory purposes, you can sell them to a town and buy them back when you're ready.

### Dungeon E: Lord Wood's Castle

At (2), copy the message, which is a nbq up sppn uisff. Follow the map to (4) and dpqz uif ovncfs there. At (5), you will get the Xbufs Svof—only if you have already visited all uisff qppmt.

### Dungeon F: J.R. Trolkin's Castle

From (1), hp tpvui and get teleported to the cell (2). Follow secret passage to (3) and qvmm bmm uisff mfwfst. Destroy the traitor at (4), grab the Sjohtat (5) and pick up the key at (6). Head for the Arena (7) and go all the way east, then north to exit.

### Dungeon G: Bleeb Island

Enter the red pool at (2) to activate green pool at (3), which you then enter and get teleported to (4). Walk

to (5) and foufs uibu qppm, then return to (4) and enter the pool to teleport to (3). Walk to (6) and enter the pool, which ports you to (7). Trek to (8), enter the pool and then slog down to (9), where the pool teleports you to (10). Enter the pool at (10) and wind up at (11). Walk to (12) and qvti hssffo. Answer hssffo at (14). Answer sfe/hssffo at (15). Answer red at (16) and get the treasures, which are three more rings.

### Dungeon H: Dosnebian Temple

One of your party must be a njopubvs to enter this dungeon. At (2), speak the words from Tdsppmm ojofuffo. If you don't know them, use secret passage one step north, then east. Efgbdf uif jepm at (3), which opens to the door to (4). Go to (5) and rescue everyone, starting at the bottom cell and working your way up. The key you got at (5) opens the doors to (6) and the exit.

### Astral Plane

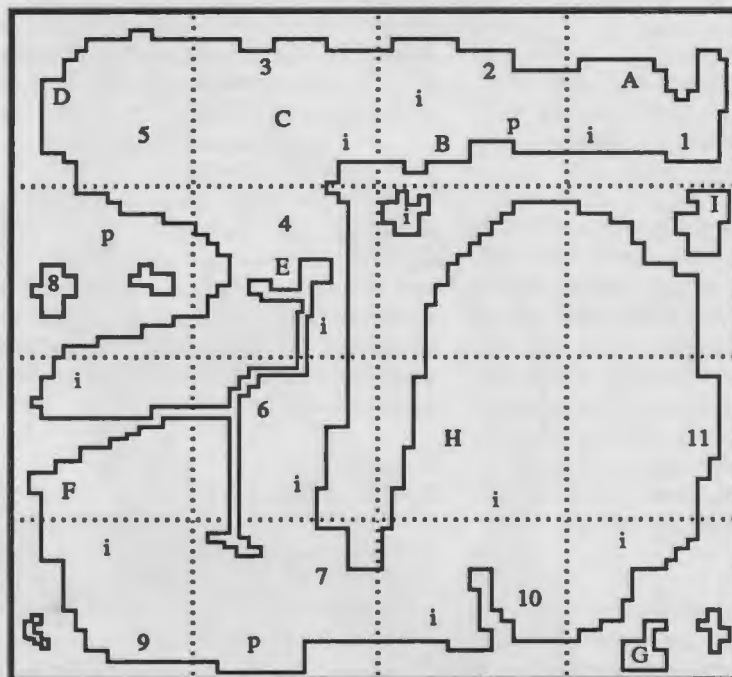
By now you should have entered the three pools and collected all nine Rings and the four Runes. Check with the Nztujd to be sure you're ready to "wjtju uif hpet." Go to any town and teleport to the town xiptf ovncfs zpv xspuf epxo jo Evohfpo F, Room #4. Exit the town, Olympia, (you're now on the Astral Plane), move one step right and go due south to cross the River Styx. Move four south and eight east to the fortress. (It's not mapped here because there are no puzzles or secret doors). Inside visit all six rooms and pass the test in each one, which requires having all four runes and the Rings. Depending on how well-developed your party is, you may not need all nine Rings, but it's best take them all just in case. Then go south until you meet Zeus. Xpstijq ijn and he'll give you the Hpe Svof.

### Dungeon I: Dark Lord's Castle

You must have the Hpe Svof to enter. From (2), you'll be teleported to (3). Go north and eftuspz bmm uisff jufnt in the room. (Uif Ebsl Mpse esbxt ijt qpxfs gspn uifn, tp epo'u tufbm uifn). And epo'u tju on the throne. Attack the Dark Lord at (5), and he'll throw the wand north (only if you eftuspzfe his stuff). Go opsui and get the wand and treasure at (6), then south. Xbwf uif xboe to reach (7). Go to the room's north side to get the scroll and talk with the Mage. Tell him you want to buubdl uif Ebsl Mpse. He'll teleport you to (8), and you can go to 'X' for the Final Confrontation. After completing Dungeon I (and the game), you'll get your first Divine spell (#58), which, if cast when you first enter a dungeon, gives you a tip on what to expect there.



# Phantasie I: Gelnor



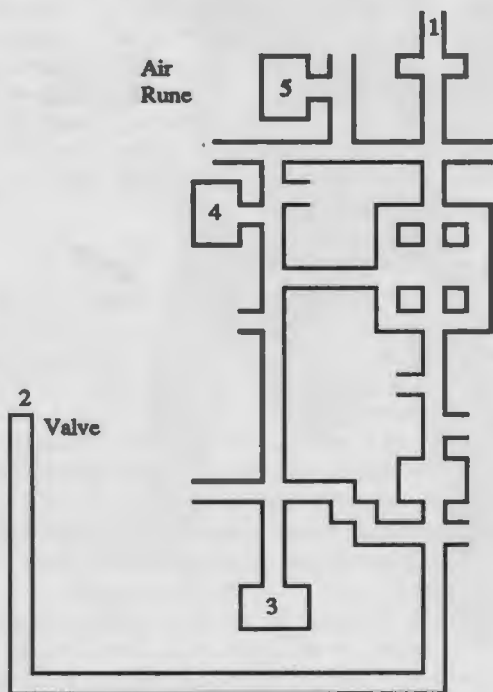
## Key:

Numbers:  
Correspond to  
those of the  
towns.

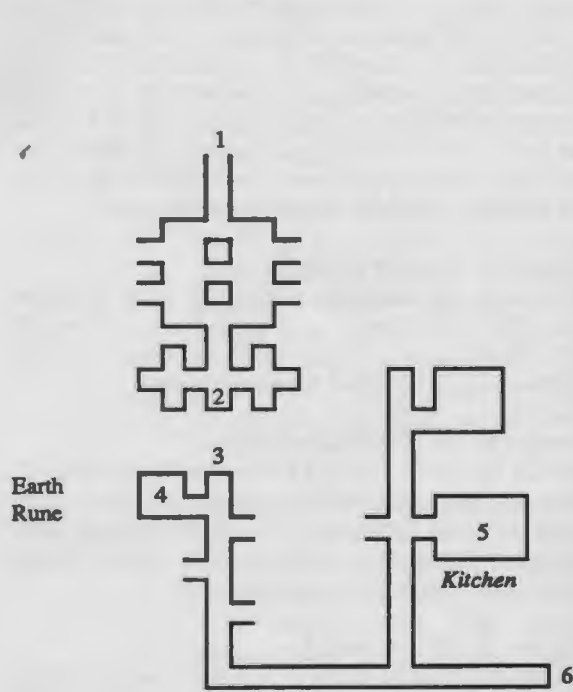
A-I: Dungeons  
as labeled in the  
following maps

p: Magic Pools

i: Inns

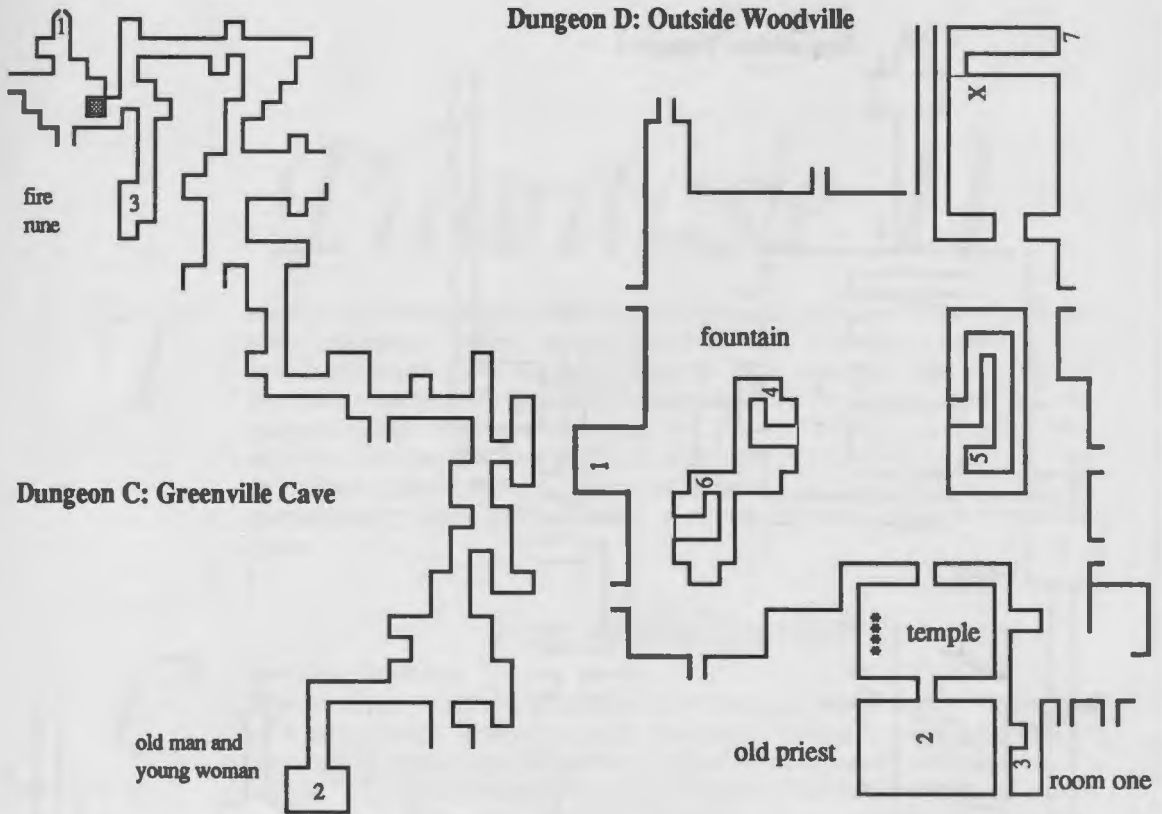


Dungeon A: Door in Hillside



Dungeon B: Small Cathedral

### Dungeon D: Outside Woodville



### Dungeon C: Greenville Cave

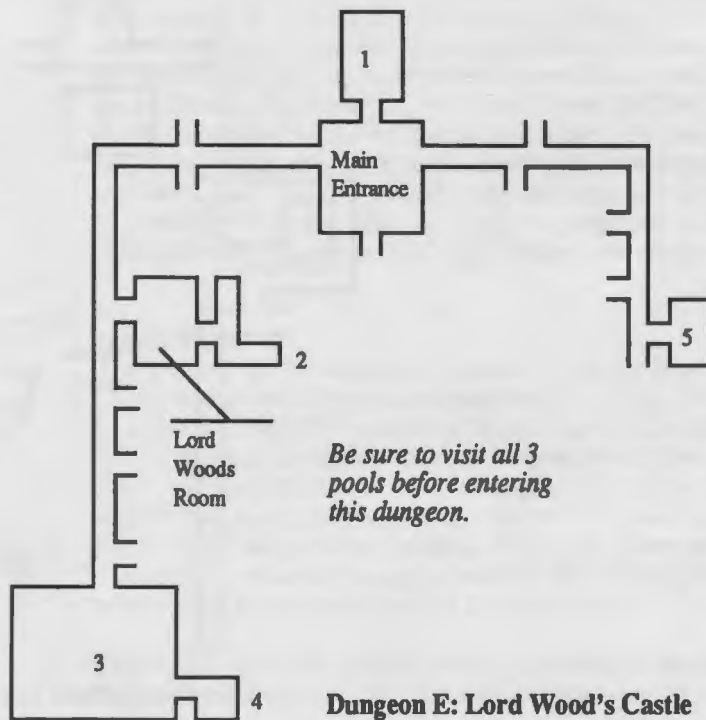
old man and  
young woman

fountain

temple

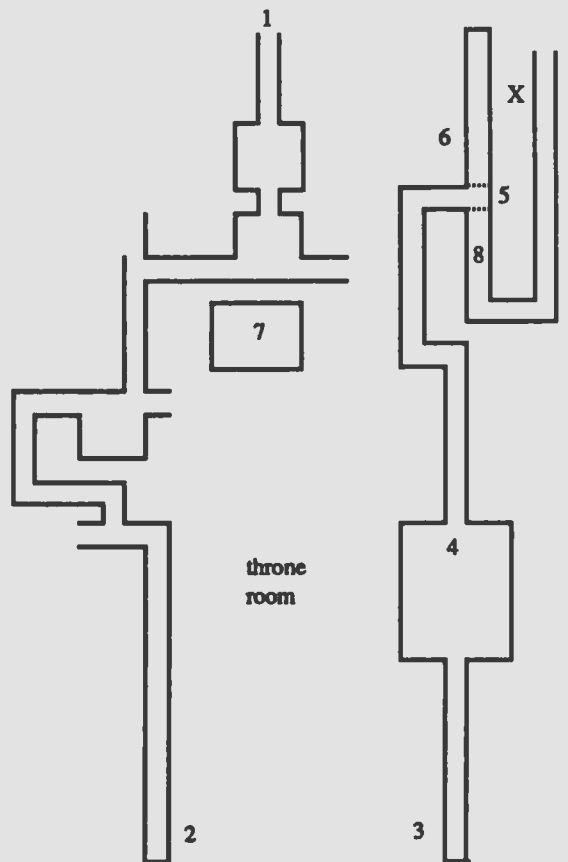
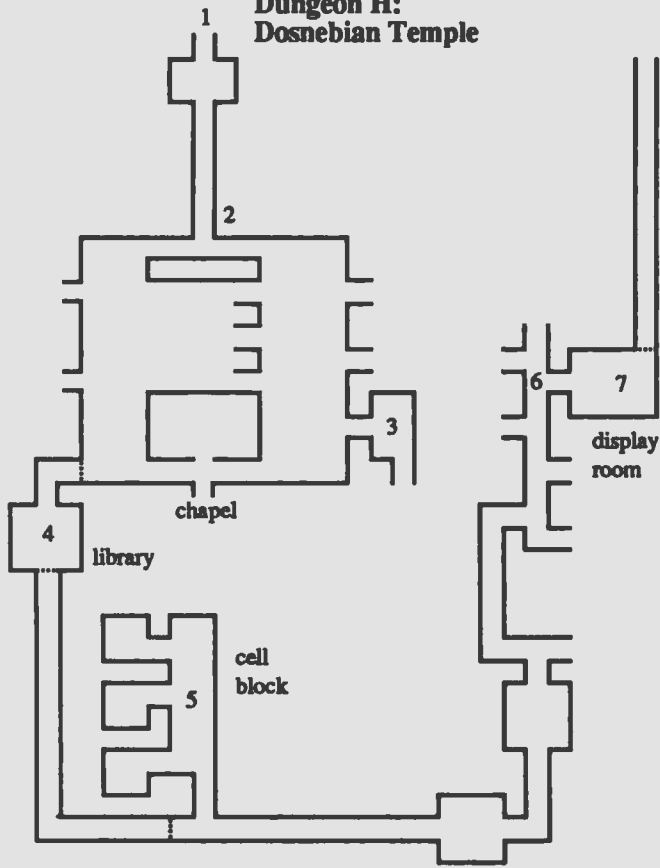
old priest

room one



### Dungeon E: Lord Wood's Castle

# Dungeon H: Dosnebian Temple



# Dungeon I: Dark Lord's Castle

# 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.)