PHANTASIE

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INSTRUCTION MANUAL
PHANTASIE &
PHANTASIE III:
THE WRATH OF NICKADEMUS

WIZARDWORKS

Amiga™

LOADING THE GAME

Insert Kickstart (1.2) into the internal disk drive. When the message appears to insert Workbench, insert the Phantasie Game Disk. The game will boot automatically.

Initial Menu Command

Select one of the following options with the mouse and click the left button.

> START IN PELNOR
> CONTINUE SAVED GAME

Town Menu

The Town menus operate as described in the ATARI ST section of the rulebook.

Adventure Commands

When the outside of towns, place the mouse arrow on the OPTIONS and press the right mouse button. Then select the desired command.

SAVING THE GAME

To save the game, you must be in a Town. Use the Town OPTIONS or Auto Save.

Utility Commands

To use the Amiga™ Phantasie Utility Commands, you must have the CLI (Command Line Interface) available on Workbench Version 1.2.

To make the CLI available, boot Kickstart 1.2 and insert Workbench 1.2 as prompted. Double click on the Workbench Icon. When the window opens, double click on Preferences.

When the Preferences screen comes up, find the CLI (Middle Left Side) and turn it "ON." When CLI is "ON," click on the Save Square (Right Side).

After the change is saved, you will be returned to the Workbench screen. Double click on "System." When the System Window opens, a CLI Icon is displayed. Pull the CLI on to the Workbench window. CLI is now ready for use.

To Use the Utilities Commands

Open Workbench 1.2. Double click on CLI. When the CLI window is open, type PHANT:BACKUP. Insert the original game disk when prompted.

When using the utilities, remember to insert the proper disk (Backup, original, copy) as required.

To return to the game, press "Control" and the two "A" (Amiga) keys to either side of the spacebar simultaneously.

PHANTASIE™

IBM Version:

You should make a copy of your disk before beginning.

STARTUP: Boot your system using DOS 2.1 or greater. If you do not already
have the A prompt (A>), type "A:" and hit Enter.Place your game disk in the
drive A, type "ph" and hit Enter.

Features of the IBM version:

- Choices are made by highlighting the desired item and hitting Enter. Use the
  arrow keys to highlight.

- A menu can be exited by choosing the "exit" option or by hitting the Esc key.

- Messages which remain on the screen can be cleared by hitting any key. The
  sound may be turned off from the Options menu.

- When in town, if you choose the "Autosave" option, the game will be auto-
  matically saved each time you leave town. It will remain on until you
  toggle it off or you reboot.

- When in the bank, if you don't want to withdraw all of a character's money,
  use the Backspace key to erase the amount listed and then enter the amount
  you wish to withdraw using the keyboard.

- When outdoors or in a dungeon, the menu bar can be obtained by hitting the
  Enter key. Hitting the Esc key makes it disappear. The speed of combat
  can also be adjusted on these menus and will remain at the chosen speed until
  a new speed is set or you reboot.

COMMODORE 64/128 Version:

The game can be played using either a joystick or the keyboard. If using a
joystick, plug it into port 2. Select options by highlighting them using
the joystick or the cursor keys. Once the option is highlighted, it may be
selected by pressing the fire button, the SPACE BAR or the RETURN key.

Loading the Game:

To load the game, place the disk in the disk drive with the label up. Turn
on the computer, type LOAD"*",8,1 and the game will automatically boot.

Initial Menu Commands:

Select one of two options:

1.   Start in Pelnor
2.   Continue saved game

Town Menu:

GO TO
The town menu gives the command that will take you to the various locations within the town walls:

OPTION	RESULT
GUILD	Creating and training characters
ARMORY	Buying equipment
BANK	Depositing and withdrawing gold
INN	Resting and distributing
MYSTIC	Getting scores
EXIT	Leaving town

Guild:

Guild(4) is where characters are generated and then formed into parties. A maximum of 21 characters can be generated. All Guild members are displayed on the screen when ADD. RENAME, and PURGE Guild member commands are used.

GUILD MEMBER commands are used to create new adventurers and then add them to the party:

OPTION

ADD members to a party by highlighting the member you wish to add, then press the fire button, SPACE BAR or RETURN key. The member will be added to the party which is displayed at the top of the screen. Once you have all the members you want (maximum of 6), highlight NO to leave this option.

NEW option creates a new member one at a time. Select the race of the new member by highlighting and then press the SPACE BAR, or the RETURN key. Next, choose the class of the new member in the same manner. Once you have selected the race and class of the new member, the program will assign number values to the individual attributes. If you wish to keep the character, highlight YES; if not, NO, and press the fire button, SPACE BAR or RETURN key. The name you assign to the character cannot exceed nine letters.

INSPECT option appears in the Guild, not under the Town Menu: Other Options. The INSPECT option may be used to inspect not only your party members, but also all the Guild members as well.

PARTY MEMBER commands can only be used by characters that have been added to the party:

OPTION	RESULT
SPELLS	Learn new spells
TRAINING	Train for next level
DROP	Drop off a party member at the Guild

SPELLS option takes you to the numerical menu. To change the spell number, move the joystick to increment the number up or down in units of one or ten.

Press the button when the spell you wish to learn is shown. You may also input the number from the keyboard and type RETURN.

EXIT is not assigned to the E key. Select EXIT by highlighting it, then press the fire button, etc.

BANK

Remember to first highlight the option you wish to select, then press the fire button, SPACE BAR or the RETURN key. Once you have selected DEPOSIT or WITHDRAW, a numerical menu is shown. Move the joystick until the desired amount shows, then press the button. (Hint: Move the joystick once to -1 to show the maximum amount.) You may also type the amount on the keyboard and press RETURN.

ARMORY

When you enter the Armory, you will be asked who is shopping. Highlight the party member you wish to do the shopping, then press the fire button, etc. You will see a list of items on the lower half of the screen, along with the Armory commands:

Option	Result
BUY	Let the highlighted character buy an item
ANOTHER SHOPPER	Allow another party member to shop
EXIT ARMORY	Take the party back to the Town Menu

The LIST and CONTINUE the listing options are eliminated since all items in stock are listed on the screen once you designate the shopper.

INN

INN(6) is the only place where you may distribute and sell items

MYSTIC

MYSTIC(6) gives an overall score for the party, so you can determine it's strength. When you have finished, hit the fire button, etc. to return to the Town Menu.

TOWN MENU: OTHER OPTIONS

Key	Result
C	Cast a town spell
U	Use an item that a character is carrying
G	Save a game
P	Print out certain attributes of each party member

ADVENTURE COMMANDS

Wilderness Travel

When your party leaves a town and enters the wilderness, a map of the area you are in will be displayed, along with a small legend indicating which section of Gelnor your party is currently traveling in and a list of command options. Pictures of your party members will not be displayed until an Encounter.

Commands available are as follows:

INSPECT	Inspect the party and each member
USE POTION	Allow a party member to use a potion
HEALTH	Display the health of each party member
CAST SPELL	Cast a spell
MOVE	(moving one square)
north	Move north one square
west	Move west one square
east	Move east one square
south	Move south one square

Remember to highlight the option you wish to select, then press the fire button, etc.
* To select the direction you wish to move:

Joystick. Move joystick in direction you wish to move. Hold it in the given direction to move your party continuously, one square at a time. Press fire button to return to Adventure Menu.

Keyboard. Press arrow keys or 3,N,W,E,S keys. Press SPACE BAR or RETURN key to return to Adventure Menu.

CAST SPELL will take you to the Numerical Menu. Select your spell using the joystick and press the button to enter the selection.

DUNGEON EXPLORATION

When your party nears a dungeon, you will be asked if you want to enter. Highlight YES or NO and press the fire button, the SPACE BAR or the RETURN key.
Once the dungeon program is loaded, the program will ask you if you want to leave by taking the exit. Once again, highlight YES or NO, and press the fire button, etc.

When your party enters the dungeon, the wilderness map is replaced by a scrolling dungeon map. Again, pictures of your party members will not appear until an Encounter.

ENCOUNTER COMMANDS

When the party and the monsters come face to face, a message will flash on the screen: AN ENCOUNTER. After a picture of your party members and the monsters is shown, you will see a display.

The top of the screen lists the party members, how many strikes each character can get into a single attack, hit point status and each person's magic status. The health status of each member is color coded according to

the legend in the middle of the screen.

The monsters are listed according to rank, quantity and type at the bottom of the screen.

The middle right section of the screen lists the options for the party as a whole:

BEG MERCY	Beg mercy from the monsters
THREATEN	Threaten the monsters and accept their surrender
GREETINGS	Greet the monsters
FIGHT	Fight the monsters
FLEE	Run away

Options for the individual party members appear as follows:

THRUST	Thrust with weapon
ATTACK	Attack with weapon
SLASH	Slash with weapon
LUNGE	Lunge with weapon
SPELL	Cast combat spell
PARRY	Parry with shield

The individual combat option chosen in one turn of combat remains unchanged until you modify it.

SAVING THE GAME

To save a game, you must be in a town. Choose G for Game Save and press the RETURN key.

Utility Commands:

BACKING UP CHARACTERS

Load the backside of the disk. You will see the following menu:

1 Play game
2 Transfer characters to backup disk
3 Transfer characters from backup disk
4 Start new game from scratch
5 Initialize disk

To back up a character (your disk must be initialized first), press 2 and the RETURN key. You will be asked to insert your boot disk. After some time, you will be asked to insert your backup disk. After completing the backup process, the program will return to the original menu.

Adventurers, who can be created in the Guilds of each town, come in a variety of races and classes (professions). In addition, each adventurer has a set of attributes. Race, class, and attributes combine to make each character a unique individual.

RACES

Race refers to a character's biological species. In PHANTASIE, adventurers can be selected from the following races:

HUMANS stand between 5 1/2 to 6 feet tall and tend to be equally good at most professions.

DWARVES are shorter and stouter than humans. They have great strength and constitution.

ELVES are an attractive race, with lithe, slightly-smaller-than-human bodies. They have higher-than-average dexterity and intelligence, but less strength.

GNOMES are like dwarves, only shorter. Not quite as strong, they demonstrate greater dexterity.

HALFLINGS are small, like dwarves, but not as stout; they have greater mental powers and less physical power.

RANDOM CREATURES are generally disliked by humans, so they must pay hefty training fees. They can only be thieves or fighters. When you select "RANDOM CREATURE", your character will be chosen from one of the following:

-Gnolls are very strong, tall, dog-faced humanoids covered with fuzzy, yellow-brown hair.
-Goblins, very dexterous and ugly creatures, stand about 4 feet tall. They have large fangs, pointed ears, and foul breath.
-Kobolds are small, old, dwarvish types, about 2 feet tall with gnarled faces. They have low strength but high dexterity and constitution.
-Lizard Men stand about 7 feet tall. Though humanoid, they are reptilian in appearance with scales along their bodies, a heavy tail, claws and a forked tongue. They are as strong as Gnomes but not as bright, and they have good swimming skills.
-Minotaurs look like humans with a bull's head and tail. They have great strength.
-Ogres are large (8 feet), ugly humanoids, with squashed noses and protruding jaws. They are one of the strongest, but dimmest witted, of the races.
-Orcs are ugly goblin-types, and they are strong, with good constitutions.
-Pixies are tiny fairy creatures (2 feet), with pointed ears and transparent wings. Their dexterity and intelligence run high.
-Sprites are charming, sociable, fairy-like creatures. Because of their great dexterity and lack of strength, they make better thieves than fighters.
-Trolls - with their thick, green, leathery skin - are renowned for their height (7 feet), strength, clumsiness and stupidity.

ENCOUNTERS

Melee:

When the party and the monsters come face to face, a message will flash on
the screen: AN ENCOUNTER. Next, you will see a display.

The top of the screen lists the members, how many strikes each character can
get into a single attack, each person's magic status, hit point status and
general health.

The middle section lists the monsters and how many are in each rank or row.
Rank 1 is the row closest to the party members, and most attacks will only
be on these monsters.

The bottom section lists the options for the party as a whole:

FIGHT starts combat between party members and monsters.

ACCEPT SURRENDER (if monsters do not surrender) allows you to take the
monsters' gold and items.

GREETINGS (if they are accepted by the monsters) allows the party to pass
unharmed.

BEG FOR MERCY lets the party surrender its gold and some newfound items,
then go free.

FLEE (if successful) allows the party to avoid combat. If unsuccessful, the
monsters will continue to attack.

Combat takes place in melee rounds. In a single round, each party member
will have individual options.

ATTACK means taking two normal swings at a nearby monster (Rank 1).

THRUST means taking one hard, solid swing, which is less likely to hit and
does 1 to 2 more points of damage than an attack.

SLASH means taking 3 or 4 quick swings, each of which is less likely to hit
than an attack, and does 1 to 2 points less damage.

LUNGE allows fighters to take one swing at a monster in Rank 2.

CAST prompts you for the spell number you want.

PARRY is a defensive move, where the character uses a shield.

REDO lets you give a new command to a party member. You are given this option
again, when all party members have been assigned a move.

Playing Hint: The best strategy is to thrust or lunge at monsters who are
hard to hit and attack or slash at those who are easily hit.

Do to their stealth, thieves can thrust, attack or slash monsters in any rank.

You will see each melee round enacted on the left section of the map screen, with each action recorded.

At the end of melee, you will make your choices for the party members' next melee round. The action continues until the monsters are all dead, run away or surrendered - or until the party has begged for mercy.

EXPERIENCE POINTS AND GOLD are displayed at the end of combat - the number of experience points earned from the encounter and any gold retrieved from the monsters. These will be divided among the individual party members when they enter a town.

TREASURE might be found ,if the monsters had any and if a party member has good find item skills for locating them in dungeons. You will be asked if you want to keep the treasure item. Items can be distributed and used when you enter a town. The party can carry up to 90 items they find.

NIGHT ENCOUNTERS periodically occur in the wilderness. At that time, whoever is on watch will hopefully hear the monsters and awaken the other party members. Otherwise, party members will wake up in the middle of combat. A priest or high-level ranger can speed up the process by casting an Awaken spell.

Mortality and Hit Points:

Each time a monster hits a character or other damage is sustained, the hit points will go down. When they reach 0, the character is dead.

Hit points can be restored by taking a HEALING POTION, a HEALING spell cast by a priest or ranger, and a rest at an inn. Depending upon the amount of damage the adventurer has taken, a combination of methods might be necessary to restore full health.

The maximum number of hit points allowed depends on the character's constitution, class and experience level. The chart below shows averages for each profession by level.

Monsters:

The isle of Gelnor has its share of monsters - 80 different types, all willing and able to do battle with adventurers. Each type of monster has its own personality and set of attributes. These include how many are likely to appear at one time, attack and defense skills, amount of damage that can be inflicted on the victims, experience points and levels, magic power, hit points, size, "niceness", and amount of gold and treasure carried.

Some of these monsters will not have good attack skills but will defend very well, come in large packs and be able to inflict much damage with a few attacks they accomplish. Others will have great attack skills but poor defense skills, yet the damage done to the victim will be low. High-level monsters, of course, will have good attack and defense skills, lots of magic and enough hit points to fend off adventurers for many melee rounds.

First time adventurers may take comfort; easily conquered monsters are around. Skeletons, giant ants and giant bees have medium attack skills (45% - 50%), inflict damage on their victims of 1-7 points, and only have a few hit points. Attack these monsters with alacrity.

On the other hand, low-level adventurers might want to avoid the vipers. These 10-foot long snakes are quite agile, making their attacks successful 80% of the time. Their thick skins give them 20 hit points and their treacherous fangs can inflict from 1 to 14 points of damage.

Magic users appear harmless, since their scrawny bodies afford them a mere 7 hit points and their attack skills are only 50%. Beware. Their magic is strong; and if they get off one or two combat spells, your party could be depleted of several members.

As you explore more and more of Gelnor with stronger and stronger parties of adventurers, you will encounter monsters of increasing strength and power. Some have hit points in the hundreds, attack skills of 100% or more and extremely high defense skills. One does not wrangle with Black Knight, gods, or other high-level beings carelessly.

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

MAGIC

Magic is an integral part of the PHANTASIE experience, and it is especially useful in fighting monsters. The dexterous use of hand-to hand combat and offensive combat spells may be the only way to defeat the foe.

When spells are conjured and cast, they use up the spellcaster's magic points. Spells can cost from 1 to 4 magic points for each use, depending upon the spell. Magic points can be restored by drinking MAGIC potions and resting at Inns.

Spell Descriptions:

Spells fall into three general categories, each with several subcategories.

COMBAT SPELLS can only be used during encounters with monsters. They last

only for the duration of combat. There are two types of combat spells:

- Passive magic always works and, whenever possible, counteracts any previously cast spells. For example, if an evil wizard throws a WEAKNESS 4 spell at the party, a STRENGTH 3 spell will cancel it. If an additional STRENGTH spell of any kind is cast, it will cancel the STRENGTH 3 spell.

- Active magic's effectiveness 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.

- Non-Combat Spells are used when no monsters are being encountered. There are three types:
  - Town spells can only be cast in one of Gelnor's towns.
  - Wilderness magic must be worked in the wilderness
  - Dungeon spells can be cast in dungeons.

EVERYWHERE SPELLS can be cast at any time and in any place - in combat or non-combat situations, and in a town, in dungeons or the wilderness.

Spells available in PHANTASIE are listed as follows:

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

* Spell types include the following: E = Everywhere. C/P = Combat, passive (not cumulative). C/A = Combat, active (cumulative). N/WD = Non-combat, wilderness or dungeon. N/W = Non-combat, wilderness only. N/T = Non-combat, town only

AWAKEN (#51) rouses all sleeping party members or neutralizes a SLEEP spell.

BINDING (#29-#32) inhibits the movement of opponents, so those affected are easier to hit. These spells are progressive, so BINDING 3 is more powerful than BINDING 2 and BINDING 1 combined. They are particularly effective against flying creatures and monsters that are difficult to see.

CHARM (#41) makes monsters so friendly, they forget they are in combat.

CONFUSION (#21-#24) makes it difficult for monsters to use their magic. These spells are progressive, so CONFUSION 3 is more powerful than CONFUSION 1 and 2 combined. Confusion 4 is so effective that it's victims will be completely unable to do any spellcasting.

DISPEL UNDEAD (#49) affects skeletons, zombies, ghosts and other creatures who have returned from the grave. They may flee or dissolve.

DISSOLVE (#47) causes monsters to dissolve away into nothing.

FEAR (#46) frightens the monsters into running away in terror.

FIREFLASH (#5-#8) shoots a powerful blast of flame at one monster close to the spellcaster, causing the following damage:

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

FLAMEBOLT (#37-#40) delivers one bolt of magical flame at each monster and does damage to its hit points (although some of the effect is absorbed by its armor):

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

HEALING (#1-#4) restores hit points to one party member:

  Healing 1 - 1-9 hit points
  Healing 2 - 1-27 hit points
  Healing 3 - 1-57 hit points
  Healing 4 - 1-99 hit points

MINDBLAST (#33-#36) transmits a powerful blast of psychic energy to the monsters and causes damage to their hit points:

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

MONSTER EVALUATION (#52) determines the approximate experience level of

nearby monsters. Although it occasionally yields inaccurate results, it is
a good spell to cast immediately upon entering a dungeon and at regular
intervals in the wilderness.

NINJA (#45 & #50) transforms the spellcaster into a fighter of superhuman
ability. Although Ninja 1 costs more magic points, it is not as powerful
as Ninja 2.

PROTECTION (#17-#20) increases the effectiveness of each party member's
armor by putting a magic aura around it:

  Protection 1 - + 1 point
  Protection 2 - + 3 points
  Protection 3 - + 6 points
  Protection 4 - + 10 points

QUICKNESS (#9-#12) makes all party members move faster, so they can swing
more times during an attack:

  Quickness 1 - 10% increase
  Quickness 2 - 25% increase
  Quickness 3 - 45% increase
  Quickness 4 - 70% increase

RESURRECTION (#44) attempts to raise one party member from death. The shock
of dying, however, will permanently lower the constitution of the victim by
one or two points.

SLEEP (#42) causes the opponents to fall into a daze, and they cannot attack,
parry or cast spells.

STRENGTH (#13-#16) makes the party member stronger, increasing the amount of
damage opponents take when they get hit:

  Strength 1 - 1-2 extra points of damage
  Strength 2 - 1-4 extra points of damage
  Strength 3 - 1-7 extra points of damage
  Strength 4 - 1-11 extra points of damage

SUMMON ELEMENTAL (#48) calls up Earth, Fire, or Water to fight for the party.
The elemental will only serve a party of six adventurers. Elementals must
be added to your party while you are at the adventurer's Guild in one of the
towns.

TELEPORTATION (#43) teleports the party safely away from the combat.

TRANSPORTATION (#54) inter-dimensionally transports the party from one town
to another.

VISION (#53) gives the spellcaster the ability to see in all directions for
hundreds of miles. It is particularly useful for mapping vast unknown areas.

WEAKNESS (#25-#28) causes monsters to lose strength, so they can do less
damage when they strike. The strength of the spell depends on how powerful

PHANTASIE III
THE WRATH OF NIKADEMUS™

Welcome to the epic battle against the evil sorcerer Nikademus.

You will control a party of six adventurers. They will start as raw recruits
but as they adventure through the wilderness and into the 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 a resolution to Scandor's plight.

IBM version: (see Phantasie instruction manual)

Commodore version:

Before playing the game, make a copy of the Dungeon Disk. There is no "Test
Drive". You must make a backup copy of the Dungeon Disk before you play the
game.

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

If you have 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 is explained in the rule book with a few exceptions:

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.

DIFFERENCES BETWEEN PHANTASIE and THE WRATH OF NIKODEMUS:

Players who have already gone through PHANTASIE will recognize most of the
rules. But several new rules have been added to THE WRATH OF NIKODEMUS.

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, Crafts-
man, 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 re-
distribute 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
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 the 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

CLASSES (PROFESSIONS)

Class refers to an adventurer's profession or occupation. You can choose from among six classes:

FIGHTERS perform best in combat. Humans, dwarves and random creatures make good fighters.

MONKS are average in combat, but they know combat spells and have some thieving skills. Humans, elves and hobbits do well.

PRIESTS are fair in combat, but they have many defensive and healing spells. The better priests are human.

RANGERS are very good in combat, and they know some priestly spells. Humans and dwarves make good rangers.

THIEVES are good with traps, locks and hidden items; but they perform poorly in combat. Their fighting skills are helped by the fact that they can hit a monster no matter where it is, due to their stealth. Hobbits, gnomes and some of the random creatures make excellent thieves.

WIZARD'S are chiefly spellcasters. While poor in hand-in hand combat, they know many offensive spells and are extremely important in encounters with monsters. Humans and elves do the job best.

INDIVIDUAL ATTRIBUTES

Five attributes are generated by the program after a new adventurer's race and class have been chosen. The value of each attribute ranges from 3 to 22, and the average depends upon the character's race and class. Each attribute determines a different capability:

STRENGTH (STR) refers to physical strength, and is crucial for hand-to hand combat. Fighters need a lot of strength to wield high-level equipment.

INTELLIGENCE (INT) is the mental prowess necessary for learning and casting spells. Wizard's, priests and monks must have a high intelligence.

DEXTERITY (DEX) means physical agility in handling weapons and conjuring spells and especially in dodging attacks from monsters.

CONSTITUTION (CON) refers to a character's endurance and it affects the number of hit points a character can have.

CHARISMA (CHA) means having a charming personality and good looks. A character's charisma affects the price of training and spells (one further reason that many low-charisma random characters must pay more).

INTERACTION OF CHARACTERISTICS

A character's race and class affect the individual attributes. Each attribute
can have a value ranging from 3 to 22.

Maximum Value for 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

TOWNS: STARTING AND ENDING

After choosing "START IN PELNOR" on the initial menu, you will be in Pelnor,
one of the 11 towns of Gelnor. It is in these towns that you will gather a
band of noble, stout-hearted adventurers to take exploring; buy equipment,
training and spells; rest and refresh yourself; take care of money matters-
all those concerns of daily life. Every town in Gelnor offers safety from
monsters and provides the same amenities.

Each Gelnorian town operates in exactly the same manner, and they are
identified by their name and number. Pelnor is #1.

Playing Hint: Game play always begins and ends in a town.

The Town Menu shows two types of commands.

TOWN MENU: GO TO

The top menu gives you the commands that will take you to the various
locations within the town walls.

The first place a new player should visit is the Guild, where you can
gather together a band of adventurers.

GUILD is where the characters are generated and then formed into parties.
As many as 37 characters can be generated, but a party can have no more
than 6 characters.

GUILD MEMBERS commands are used to create new adventurers and add them to a party. Members may also be deleted from a party or renamed.

- List all Guild members in Pelnor
- Purge a Guild member
- Create a new Guild member
- Rename a Guild member
- Add a Guild member

NEW MEMBERS are created one at a time. You must find the optimal mix of classes and races. Note: First select the race and then choose the class.

Playing Hint: Recommended for first-time party:

2 Spellcasters (wizards, monks)-
1 Healer (priest, ranger)- human or dwarf
1 Thief type (thief, monk)-gnome, halfling, or random creature
2 Combatants (fighters, rangers)-humans, dwarves or random creatures

Once race and class are selected, the program will assign number values to the individual attributes. If you find the attributes acceptable, you will type in the characters name.

Next, the full list of statistics for the new character will be shown. When you have finished studying the display, you may go back to the Guild Menu.

Playing Hint: Once generated, adventurers cannot get training in combat or spellcasting, nor can they leave the Guild for other parts of the Town, until AFTER they have joined a party.

LIST MEMBERS shows all the Guild members of Gelnor, including each character's Guild number, name, class and current residence. The last three characters - FIRE, WATER, and EARTH - are the elements that spellcasters may call into combat, using the SUMMON ELEMENTAL spell. Notice that they are fighters, that they also have Guild numbers, and that they live in Town #0 (not found in the Material Plane).

When you have finished with the list , return to the Guild Menu.

ADD MEMBERS to a party by giving the Guild number of the character you want to add to the party. A party can have up to 6 adventurers. When characters join a party, a new PARTY number is assigned to each one. As long as the character is in a party, the party number will be used to answer prompts by the program.

Playing Hint: If you plan to use SUMMON ELEMENTAL spell during your next adventure, you should add the elements to the party while you're still at the Guild.

RENAME MEMBERS lets you give Guild members a new name. Characters cannot be renamed while they are members of the party.

PARTY MEMBERS options can only be used by characters that have been added to

a party. Members may learn new spells, train for the next level, or be dropped off at the Guild.

SPELLS tells you which new spells can be learned by a character and how much they will cost. The spell will be identified by it's number, not it's name. If there are no numbers after POSSIBLE SPELLS:, then no new spells can be learned at this time.

TRAINING is the most effective way for a character to go up a level. When you enter the training arena, you will be told how many experience points are required and how much the training will cost.

Playing Hint: Characters must be carrying Gold Pieces to pay for learning new spells and for training. With new members, this means going to the Bank, making a withdrawal, then returning to the Guild.

DROP FROM PARTY allows you to eliminate a character from the party and send him back to the Guild.

EXIT GUILD takes you back to the Town Menu.

BANK has an account for each adventurer, and there are bank branches in every Gelnorian town. Money transactions can be made in any location.

All the gold assigned to characters when they were generated was automatically deposited in their accounts. Before buying equipment and items at the Armory or buying spellcasting lessons and training at the Guild, gold needs to be withdrawn from the bank. Characters should take out enough to cover wilderness expenses, too - stays at inns, bribes or purchases in the Dungeon. Each of these costs about 250 GP's.

When entering a bank, the amount of gold pieces the party is carrying will be displayed (0, if a party is just formed).
Options:

- Withdraw money
- Deposit money
- Exit

WITHDRAW GOLD PIECES allows each party member to withdraw gold from his or her account. Once withdrawn, the gold is pooled and carried by the party. Only the party's total number of GP's will be shown after withdrawals. A party can carry up to 65,000 GP's.

DEPOSIT CARRIED GOLD allows you to split the party's gold among the individual members, then to deposit each share into the appropriate person's account. First you will be asked how many shares each person gets (1,2,or 3). Then the number of GP's deposited into each account is displayed. A bank account for a single character can hold a maximum of 65,000 GP's.

EXIT BANK takes you back to the Town Menu.

ARMORY stocks weapons, armor, shields, scrolls, magic potions and healing potions - depending upon what is in the inventory at any given time.

The Armorer buys his inventory from adventurers who enter town and sell treasures they found on their journeys. The items are placed in the store and resold at a slightly higher price. Armories should be checked for changes in their stock.

Playing Hint: Rings, scrolls and other treasures found in the Armory stay there for future visits. Combat weapons and potions, however, may appear and disappear between visits.

When you enter the Armory, you will be asked who is shopping. Select the appropriate character. Then list the inventory. You will see a display listing the commands and the items available for sale.

The number in the first column is the item number, to be used when you BUY ITEM; the third column shows the price; the fourth column shows the point value of combat equipment.

The following actions must be taken in the Armory:

- List items currently in stock
- Continue the listing or repeat the list again
- Let the current shopping character buy an item
- Allow another party character to buy an item
- Take the party back to the Town Menu

If you get the message, YOU CAN'T PURCHASE THAT, it means that you don't have enough money or that the item is sold out, even though it's still listed.

Playing Hint: A character can only use one weapon, armor and shield at a time, and they are never lost or stolen. if a character buys or finds new equipment, it should have a higher point value than the one already owned. Whatever the equipment is, make sure the character has enough STR to use it- even the club (point value is 4) may be too strong for a weaker character. If the equipment is too strong for the current shopper, the item will be marked UNUSABLE.

MYSTIC gives an overall score for the party, so you can determine its progress in the adventure.

INN is where the characters can have their hit points and magic restored to their maximum limit. Inns located in towns are free, and each stay lasts about two weeks. In addition, independent inns are located throughout the Isle of Gelnor, and they cost 250 GP's (plus tax) per stay.

Playing Hint: Characters who have cast spells during their adventures may find that their maximum limit for magic has been raised after resting at the Inn.

LEAVE TOWN puts you on the road outside town.

TOWN MENU: OTHER OPTIONS

Besides visiting the various merchants in a town, characters can perform

certain activities shown on the lower portion of the Town Menu.:

- cast a spell
- use an item that a character is carrying
- distribute and sell items (after an adventure)
- inspect the statistics of a party member
- save game

INSPECT PARTY MEMBERS gives the statistics for a party member. The display
includes the character's name, level, class, race and health status.

INDIVIDUAL ATTRIBUTES are listed in the first column, along with LUCK.
These figures determine how certain tasks are performed.

AGE starts affecting a characters' attributes as they reach their "declining
years." Each race has a different lifespan: elves live about 3000 years;
dwarves and gnomes about 200 years; humans, about 80 years; and others, about
40 to 50 years.

HIT POINTS indicate the amount of damage a character can sustain before dying.
The number after the "/" shows the total number of hit points the character
has; the number before the "/" shows the current status (it will go down
whenever the character gets damaged and goes back up when rested or healed).
When the character's hit points reach 0, he or she is dead.

MAGIC shows the number of points that can be used for spellcasting, and
different spells use up differing amounts of magic points. The number after
the "/" shows the total allowed the character; the number before the "/"
shows the number left (it will go down each time the character casts a spell
and back up when rested or after taking a MAGIC potion).

GOLD IN BANK is the amount of gold the character has, which has been deposited
in the bank. It does not include any of the character's gold that is currently
being carried by the party. All characters start with 256 gold pieces.

EXPER.POINTS refers to the amount of experience the character has. Experience
points are earned by killing monsters, and they determine the character's
level, which in turn determines maximum hit points, maximum magic, number
of spells that can be learned, etc.

SCORE shows the character's general playing strength.

SKILLS include attack, parry, swimming ability, listening for monsters,
spotting traps in dungeons, disarming traps, finding treasure and picking
locks. The numbers show the percentage chance of being successful in these
activities - ATTACK 48 means a 48% chance of being successful in hitting
a monster.

EQUIPMENT lists the weapon, armor and shield. The numbers after the combat
items show their point values - the higher the number the more effective the
item. As other items are collected or bought at the Armory, they will be
listed here. Players can carry only 9 items at a time.

SPELLS gives the number of those spells the character has learned.

When you have finished studying the character's statistics, hit the SPACE
BAR to go back to the Town Menu.

CAST SPELL can only be done with those spells allowed in town, such as
transportation and heal.

USE ITEM lets an adventurer use only one of the items that he is carrying
- read a scroll, take a magic or healing potion, and find the unusual
properties of an item. After giving the character's number (not name), a
list of his or her items will be shown. You then choose the one to be used.

Playing Hint: Scrolls can only be used (read) in a town.

DISTRIBUTE AND SELL ITEMS lets the members of the party gather up all their
equipment - old items the party started out with and new ones found or bought
during their adventures - and distribute them to party members or sell them
to the Armory.

The items carried by the party will be listed, along with the characters who
can use each one. Items are listed from best to worst - first magical, then
non-magical.

Playing Hint: Make sure all party members are present before you distribute
and sell items. Do this before you save a game.

SAVE GAME is always accomplished in a town. Make sure you have the Guild
number of the characters you are saving, because you will need to use them
when you begin again.

ADVENTURES

Wilderness Travel:

When your party leaves town and enters the wilderness, a map of the area will
be displayed, along with pictures of the party members and a list of command
options. The area near your starting point is known to you and visible. When
you travel to unknown lands, the map is blank. When you pass through, it
becomes visible.
Options available are as follows:

CAST SPELL only works for non-combat/wilderness spells and everywhere spells.

HEALTH displays the hit and magic points for each party member.

INSPECT displays the party's statistics, the statistics and items carried by
each party member, and new items.

USE POTION allows a character to use a magic or healing potion on himself or
any other member. When asked who is using the potion, select the appropriate
character. Then a list of character's potions will be displayed. Pick the
potion, then select the character to receive it.

TIME LAG allows you to speed up or slow down melee action (except for

Commodore users). Choose a number between 0 to 9 (0 is the fastest). You will also be asked if you want sound.

MAP of Gelnor is divided into 16 sections. If your party moves off the edge of the map, the next section will be displayed.

CROSSING WATER, either rivers or lakes, means the party members must swim or cross a bridge. Characters with poor swimming abilities may sustain damage.

INNS are scattered over the Isle of Gelnor, in addition to being found in each town. These independent inns, though cost 250 GP plus tax for a single stay of two weeks. Like the inns in town, they restore each character's magic and hit points to their maximum limits. Sometimes they increase spell-casters' maximum magic points.

Dungeon Exploration:

When the party nears a dungeon, you will be asked if you want to enter. Answer Y or N. If you enter, you will be asked to turn your disk over, so the dungeon program can be loaded into the computer. (This is for the Commodore users only.) Once loaded, the program will ask you if you want to leave. Answer Y or N.

When the party enters the dungeon, the wilderness map is replaced with the dungeon map, which is revealed as the party passes through each area.

The command line has a new option: Look at a larger area.

LOOK lets you "see" a larger area than you could otherwise. Some rooms, though, may be even larger than the area you can see with this command.

LISTEN skills are automatically employed by party members when they approach a door. If they hear monsters, a message is shown, and you have the option of turning back.

PICK LOCK, FIND ITEM, SPOT TRAP are also automatically attempted at the appropriate times. Success depends upon the party members skill levels for these tasks.

DISARM TRAP is an option available when traps are spotted. If you want the trap disarmed, you will be asked who will do it. Select a member (usually a thief who has good disarming skills).

LEAVING THE DUNGEON is done through the same door used when the party entered. On leaving, you will be asked if you want to save its current status.

Playing Hint: When you enter a dungeon for the second time, the monsters may be prepared for you - new locks installed and new monsters recruited. There is a limit to what can be done with short notice; if you return soon after you left, the monsters you killed might still be dead.

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 at 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. Pary 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: RANK, NAME, and STATUS. The Status of a monster can be :
Unconscious (U), Sleeping (S), Down (D) and Okay (K).

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 monsters. A character who is Back is harder for the monsters to
hit, but has 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 penalities.

MAPPING: Scandor is divided into a 5 x 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 ares are already mapped so spell 53 (Vision) is
unnecessary.

TIPS AND HINTS
_____

FORMING A PARTY

The right combination of adventures is half the battle. 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 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 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 to worry about is equipping the party. You will want the biggest weapons your fighting types can handle. Grab any bow of 4 points or better for Thieves or 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.

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; find them instead. Finally, buy, read, and keep track of every scroll you can get your hands on; they are the key to the whole puzzle in Scandor.

FIGHTING

Your party will be doing lots of fighting, so 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 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, you need to worry about everyone's position. Fighter's should be placed in the forward rank where they have the highest chance of striking. Spellcasters 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 a 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 it's 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 don'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 are Unconscious are just so groggy that they can't fight.

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!

CUSTOMER SERVICE

If you have any questions regarding this program, please send a stamped self-addressed envelope with your question or problem to: Wizardworks Customer Service , 5354 Parkdale Drive Suite #104, Minneapolis, MN 55416. You may also call (612) 544-8581 or Fax (612) 546-2806 between the hours of 10:00am-3:00pm central standard time. Please ask for the customer service department and have as much information about your problem as possible (ie. machine type, DOS version, memory, color or monochrome, printer type etc.).

PHANTASIE III
The Wrath of Nikademus™

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.

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.