

PHANTASIE

SUPPLEMENTAL RULES FOR THE COMMODORE 64™ VERSION

GETTING STARTED

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

The game can be played by using either a joystick or the keyboard. If you are using a joystick, plug it into port number two.

Most of the menus have been modified to enhance playability. Most of the key assignments have been eliminated with the exceptions of keys C,U,G,P which have been assigned under the TOWN Menu, and 3,N,W,E,S which have been assigned under the ADVENTURE menu for directional moves.

To select an option appearing on any of the game's menus, you simply first highlight that option by using either the joystick if the joystick is used, or the standard cursor keys if the keyboard is used. Once the option is highlighted, it may be selected by pressing the fire button, or the SPACE BAR, or the RETURN key.

All other differences between the C-64 version and the Apple version are documented in the following pages. The numbers in parentheses refer to the page number in the Phantasie Rulebook.

TOWNS

TOWN MENU (3):

The town menu gives the commands 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



To select an option:

joystick

use joystick to move arrow to town location, then press fire button

keyboard

press cursor keys to move arrow to town location, then press SPACE BAR or RETURN key

GUILD (4): is where characters are generated and then formed into parties. A maximum of 21 characters can be generated, and not 37 characters as in the Apple version.



GUILD MEMBERS commands are used to create new adventurers and add them to a party:

Option	Result
ADD	Add and Guild member to a party
NEW	Create a new Guild member
RENAME	Rename a Guild member
PURGE	Purge a Guild member

NEW option creates a new member one at a time. Select the race of the new member by highlighting the race you want, then pressing the fire button, the SPACE BAR, or the RETURN key. Next, choose the class of the new member by highlighting the class you want, then press the fire button, or the SPACE BAR, or the RETURN key. Once you have selected the race and class for a character, the program will assign number values to the individual attributes. If you wish to keep the character, highlight YES, if not, highlight NO, and press the fire button, or the SPACE BAR, or the RETURN key. The name you assign to a Guild member cannot be longer than 9 characters.

LIST Guild members option is eliminated; all Guild members are displayed on the screen when ADD, RENAME, and PURGE Guild members commands are used.

ADD members to a party by highlighting the member you wish to add, then press the fire button, or the SPACE BAR, or the RETURN key. The member will be added to the party which is displayed on the top of the screen. Once you have all the members you want (maximum of six), highlight NO to leave this option. Each Guild member or party member is not assigned a number, as in the Apple version.

RENAME members works the same as in Apple version.

INSPECT option appears in the Guild, and not under the TOWN MENU: OTHER OPTIONS, as in the Apple version. 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 a party:

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

Remember to highlight the option you wish to select, then press the fire button, or the SPACE BAR, or the RETURN key.

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.

TRAINING works the same way as in Apple version.

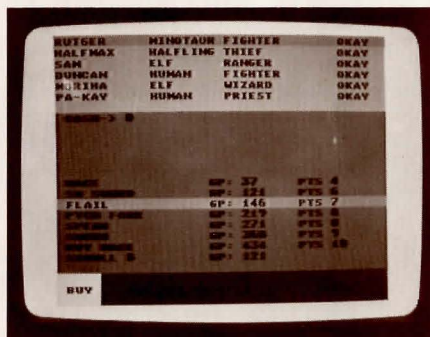
DROP works the same way as in Apple version.

EXIT is not assigned to the E key. Select EXIT by highlighting it, then press the fire button, or the SPACE BAR, or the RETURN key.

ARMORY (5): stocks weapons, armor, shields, scrolls, magic potions, and healing potions — depending upon what is in inventory at any given time.

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, or the SPACE BAR, or the RETURN key. You will see a list of items on the lower half of the screen, along with three ARMORY commands:

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



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

BANK's (5): function is the same as the Apple version. The following options will be given:

Option	Result
WITHDRAW	Withdraw gold pieces
DEPOSIT	Deposit carried gold pieces
EXIT	Take the party back to the Town Menu

Remember to first highlight the option you wish to select, then press the fire button, or the 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 maximum amount). You may also type the amount on the keyboard and press RETURN.

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

Option	Result
DISTRIBUTE	Distribute and sell items
EXIT	Take the party back to the Town Menu

Remember to first highlight the option you wish to select, then press the fire button, or the SPACE BAR, or the RETURN key.

MYSTIC (6): gives an overall score for the party, so you can determine its strength. When you have finished, hit the fire button, or the SPACE BAR, or the RETURN key to return to the TOWN MENU.

EXIT works the same way as in Apple version.

TOWN MENU (6): OTHER OPTIONS

Besides visiting the various merchants in a town, characters can perform certain activities shown on the middle right side of the screen:

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

Remember to highlight the option you wish to select, then press the fire button, or the SPACE BAR, or the RETURN key.

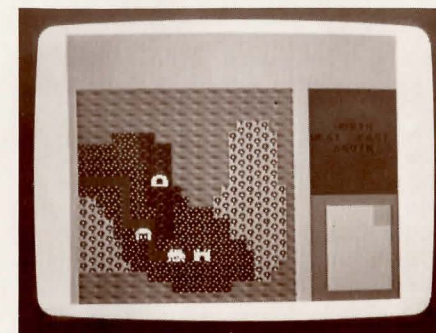
The DISTRIBUTE option has been moved to the Inn commands, and the INSPECT option has been moved to the Guild commands.

ADVENTURES

Messages will be displayed from time to time which will require an answer from you. Remember to first highlight the response you wish to choose by using either the joystick or the standard cursor keys, and the select the highlighted response by pressing the fire button, the SPACE BAR, or the RETURN key.

WILDERNESS TRAVEL (8):

When your party leaves town and enters the wilderness, a map of the area you are in will be displayed on the left side of the screen (see terrain key on back cover of the rulebook), 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:

Option	Result
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, or the SPACE BAR, or the RETURN key.

* To select the direction you wish to move:

Joystick

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

Keyboard

Press cursor 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 your selection.

All other ADVENTURE commands work the same way as in the Apple version.

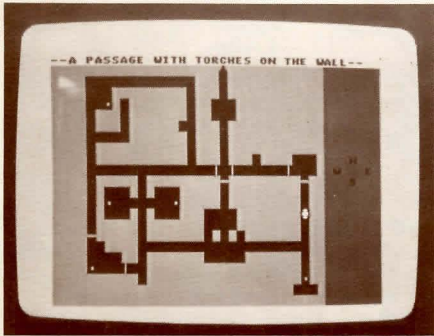
Due to evil forces which shook this land, the fair isle of Gelnor is relocated 90 degrees clockwise, and the T command for altering the melee speed was destroyed.

DUNGEON EXPLORATION (8):

When your party nears a dungeon, you will be asked if you want to enter. Highlight YES or NO, and press the fire button, or 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, or the SPACE BAR, or the RETURN key.

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



ENCOUNTERS (9)

MELEE:

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 this 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 on the bottom of the screen.

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

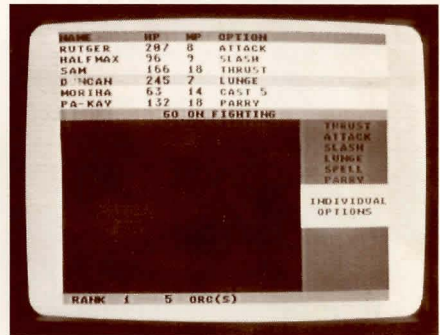
Option	Result
BEG MERCY	Beg mercy from the monsters
THREATEN	Threaten the monsters and accept their surrender
GREETINGS	Greet the monsters
FIGHT	Fight the monsters
FLEE	Run away

Remember to highlight the option you wish to select, then press the fire button, or the SPACE BAR, or the RETURN key.

All the ENCOUNTER party option commands work the same way as in the Apple version.

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

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



Remember to highlight the option you wish to select, then press the fire button, or the SPACE BAR, or the RETURN key.

The REDO option has been eliminated since a new move can be reassigned to each party member even after all party members have been assigned a move.

All the ENCOUNTER individual combat options work the same way as in the Apple version. However, the individual combat option chosen in one turn of combat remains unchanged until you change it.

CREDITS

C-64 Program Conversion by LDW Software

C-64 Rules Supplement by Karen E. Lee

This program was compiled using INSTA-SPEED, a product of MICROSCI CORPORATION, Santa Ana, CA.