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Commodore 64 ▼



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Guide and Walkthrough (C64) by ASchultz [Donate](#)

Version: 1.0.0 | Updated: 12/20/2001

★ Highest Rated Guide

Phantasie FAQ(Commodore 64)
version 1.0.0
Copyright 2001 by Andrew Schultz schultza@earthlink.net
With notes on the Apple and PC versions

Please do not reproduce for profit without permission. This game is part of my effort to help preserve the memory of old classic games. If you send me a polite note addressing me by name and asking specifically for this FAQ, it will probably be accepted.

Maps should be coming soon for the entire Phantasie series.
<http://members.fortunecity.com/cartographics>

*****AD SPACE*****

If you think this FAQ is a rusty tin can on the side of the Information Superhighway, this web page is a wrecked car that fell off the shoulder into a ditch:
<http://www.geocities.com/SoHo/Exhibit/2762>

More on games some people possibly vaguely remember:
<http://www.geocities.com/SoHo/Exhibit/2762/games/games.htm>

=====

OUTLINE

INTRODUCTION AND QUIRKS

APPLE VS. COMMODORE

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GETTING BETTER





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OLYMPIA-W

OLYMPIA-E

DUNGEONS

DUNGEON 1 : JUST OUTSIDE PELNOR

DUNGEON 2 : CATHEDRAL

DUNGEON 3 : LIZARD MEN'S CAVES

DUNGEON 4 : WOODVILLE

DUNGEON 5 : LORD WOOD'S CASTLE

DUNGEON 6 : J. R. TROLKIN'S CASTLE

DUNGEON 7 : BLEEB'S DUNGEON

DUNGEON 8 : DOSNEBIAN CLERICS' TEMPLE

DUNGEON 9 : GODS' FLOATING CASTLE

DUNGEON 10 : NIKADEMUS'S CASTLE





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I actually would prefer the Apple version to the PC counterpart if it did not turn out all buggy. The Commodore version which you can find on Arnold works better, and I've been able to solve the game with that.

STATISTICS

CHART OF TOTAL SQUARES

	PHANTASIE	PHANTASIE II	PHANTASIE III	
OVERWORLD	26*20*16 =8320	26*20*9 =4680	75*50 =3750	
OTHERWORLD	26*20*2 =1040	26*20*8 =4160	18*9*2+30*15 =774	
DUNGEONS	39*34*10 =14260	39*34*8 =10608	30*24*10 =7200	
TOWNS	11	10	17	*
INNS	12	7	8	*
SCROLLS	20	14	15	*
TOTAL	23620	19448	11724	

APPLE VS. COMMODORE

Shay Addams's QUEST FOR CLUES tipped me off that the Phantasie map is rotated 90 degrees on the Commodore from the original Apple. It's the same on the PC as on the Commodore. The monster attributes and items all seem the same, however.

ABOUT THIS DOCUMENT AND HOW IT WAS WRITTEN

This document will not attempt to explain basic rules. You can find manuals at project64.c64.org, www.theunderdogs.org, and likely many other places I don't know about. I am largely concerned with details, i.e. if you do X, Y happens, or the best/most convenient way to solve puzzle Z is to do W.

Sadly there was no PC version of Phantasie, so I had to make do with the Apple for data extraction. I mentioned the, err, quirk above and every effort has been made to ensure that traces of it are ironed out in this FAQ.

The text map is actually for the Apple, where it is easier and more logical to extract sectors than the Commodore. Yes, the rotations made things a bit tough, but with appropriate fudging of variables(they'd send my HS computer-science teacher into a tizzy. Oh well!) I changed the Apple maps to look like Commodore ones. The dungeon maps are for the Apple but when I ran through the game they equated over 99.99% with the Commodore.

This document tries to explore the details of the game, so it may be light on overall improving your characters. A brief run-through showed that the Phantasie series is really rather moderate, and it is relatively easy to improve without getting squashed.

ITEM MANIFEST



Theunderdogs.org and project64.c64.org have more detailed info as to



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4(hex 0x04).SM SHIELD
5(hex 0x05).SM SHLD+1
6(hex 0x06).SM SHLD+2
7(hex 0x07).SM SHLD+3
8(hex 0x08).MD SHIELD
9(hex 0x09).MD SHLD+1
10(hex 0x0a).MD SHLD+2
11(hex 0x0b).MD SHLD+3
12(hex 0x0c).LR SHIELD
13(hex 0x0d).LR SHLD+1
14(hex 0x0e).LR SHLD+2
15(hex 0x0f).LR SHLD+3
16(hex 0x10).GIANT SH
17(hex 0x11).GNT SH +1
18(hex 0x12).GNT SH +2
19(hex 0x13).GNT SH +3
20(hex 0x14).GOD SHLD

Begin armor.

21(hex 0x15).CLOTHING
22(hex 0x16).ROBES
23(hex 0x17).LEATHER
24(hex 0x18).H LEATHER
25(hex 0x19).RING MAIL
26(hex 0x1a).SCALE ML
27(hex 0x1b).CHAIN ML
28(hex 0x1c).SPLINT ML
29(hex 0x1d).BANDED ML
30(hex 0x1e).PLATE ML
31(hex 0x1f).CLOTH +1
32(hex 0x20).ROBES +1
33(hex 0x21).LEATHER+1
34(hex 0x22).LEATHER+2
35(hex 0x23).RING ML+1
36(hex 0x24).RING ML+2
37(hex 0x25).CHAIN +1
38(hex 0x26).CHAIN +2
39(hex 0x27).GOD ROBES
40(hex 0x28).GOD ARMOR

Begin weapons(non-magic.)

41(hex 0x29).STICK
42(hex 0x2a).KNIFE
43(hex 0x2b).SM CLUB
44(hex 0x2c).SM STAFF
45(hex 0x2d).SM MACE
46(hex 0x2e).DAGGER
47(hex 0x2f).SM FLAIL
48(hex 0x30).CLUB
49(hex 0x31).MACE
50(hex 0x32).SM HAMMER
51(hex 0x33).SM AXE
52(hex 0x34).STAFF
53(hex 0x35).SH SWORD
54(hex 0x36).FLAIL
55(hex 0x37).HAMMER
56(hex 0x38).PTCH FORK





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65(hex 0x41).MORN.STAR
66(hex 0x42).PIKE
67(hex 0x43).LNG SWORD
68(hex 0x44).SPETUM
69(hex 0x45).BARDICHE
70(hex 0x46).HALBERD

Begin weapons(magic.) Note that the lower magic weapons are not as powerful as the higher non-magic ones.

71(hex 0x47).SM MACE+1
72(hex 0x48).DAGGER+1
73(hex 0x49).SM MACE+2
74(hex 0x4a).DAGGER+2
75(hex 0x4b).DAGGER+3
76(hex 0x4c).STAFF +1
77(hex 0x4d).DAGGER+4
78(hex 0x4e).FLAIL +1
79(hex 0x4f).SPEAR +1
80(hex 0x50).AXE +1
81(hex 0x51).SWORD +1
82(hex 0x52).SWORD +2
83(hex 0x53).SWORD +3
84(hex 0x54).LRG AXE+1
85(hex 0x55).SWORD +4
86(hex 0x56).SWORD +5
87(hex 0x57).SWORD +6
88(hex 0x58).HALBERD+1
89(hex 0x59).SWORD +7
90(hex 0x5a).HALBERD+2
91(hex 0x5b).HALBERD+3
92(hex 0x5c).SWORD +10
93(hex 0x5d).HALBERD+4
94(hex 0x5e).HALBERD+5
95(hex 0x5f).HALBERD+6
96(hex 0x60).HALBERD+7
97(hex 0x61).GOD KNIFE
98(hex 0x62).GOD MACE
99(hex 0x63).GOD AXE
100(hex 0x64).GOD SWORD

Heal potion X heals X^2 points.

101(hex 0x65).HEAL POT1
102(hex 0x66).HEAL POT2
103(hex 0x67).HEAL POT3
104(hex 0x68).HEAL POT4
105(hex 0x69).HEAL POT5
106(hex 0x6a).HEAL POT6
107(hex 0x6b).HEAL POT7
108(hex 0x6c).HEAL POT8
109(hex 0x6d).HEAL POT9
110(hex 0x6e).HEALING10

Magic potions heal three times their point value in magic points.

111(hex 0x6f).MAGIC 1
112(hex 0x70).MAGIC 2
113(hex 0x71).MAGIC 3
114(hex 0x72).MAGIC 4





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121(hex 0x79).SCROLL 1
122(hex 0x7a).SCROLL 2
123(hex 0x7b).SCROLL 3
124(hex 0x7c).SCROLL 4
125(hex 0x7d).SCROLL 5
126(hex 0x7e).SCROLL 6
127(hex 0x7f).SCROLL 7
128(hex 0x80).SCROLL 8
129(hex 0x81).SCROLL 9
130(hex 0x82).SCROLL 10
131(hex 0x83).SCROLL 11
132(hex 0x84).SCROLL 12
133(hex 0x85).SCROLL 13
134(hex 0x86).SCROLL 14
135(hex 0x87).SCROLL 15
136(hex 0x88).SCROLL 16
137(hex 0x89).SCROLL 17
138(hex 0x8a).SCROLL 18
139(hex 0x8b).SCROLL 19
140(hex 0x8c).SCROLL 20

The items below help you to solve the game.

141(hex 0x8d).RING I
142(hex 0x8e).RING II
143(hex 0x8f).RING III
144(hex 0x90).RING IV
145(hex 0x91).RING V
146(hex 0x92).RING VI
147(hex 0x93).RING VII
148(hex 0x94).RING VIII
149(hex 0x95).RING IX
150(hex 0x96).--WAND--

The items below are treasures. Your best bet to find them is to kill Black Knights. Of course if you can do that, you probably won't need the cash, but it's always fun to pick up more doohickeys.

151(hex 0x97).QUARTZ
152(hex 0x98).CRYSTAL
153(hex 0x99).KEY
154(hex 0x9a).BRONZE
155(hex 0x9b).COPPER
156(hex 0x9c).SAPPHIRE
157(hex 0x9d).JADE
158(hex 0x9e).SILVER
159(hex 0x9f).EMERALD
160(hex 0xa0).RING
161(hex 0xa1).RUBY
162(hex 0xa2).GOLD
163(hex 0xa3).NECKLACE
164(hex 0xa4).BRASS
165(hex 0xa5).ORB
166(hex 0xa6).GOLD CUP
167(hex 0xa7).BRACELET
168(hex 0xa8).STATUETTE
169(hex 0xa9).CROWN
170(hex 0xaa).EAR RINGS





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179(hex 0xb3).GOLD FOX

180(hex 0xb4).GOD RING

MONSTER MANIFEST

In future versions of Phantasie, the attributes are coded as bytes, but in this one they are still encoded as text. Therefore there is the possibility for attributes above 65535. I've got a partial list of monster attributes below.

MONSTER NAME	MAX	SZ	EXP	PTS	HP	TREAS
SKELETON	20	0	1	0	-75	
BANTIR	5	1	147	10	35	
DRIP SLIME	6	1	90	1	0	
SKUM	2	1	409	15	90	
GIANT ANT	6	1	107	4	0	
GIANT BEE	6	1	71	3	0	
VIPER	1	2	732	20	200	
COYOTE	3	1	167	11	0	
ORC	6	1	90	6	25	
KOBOLD	6	1	50	5	15	
RANGER	3	1	235	12	65	
SCRIBE	6	1	86	3	30	
APPRENTICE DEVIL	4	1	388	20	200	
ZOMBIE	4	1	280	12	111	
GHOUL	6	1	154	5	70	
CENTIPEDE	6	1	325	10	0	
STING BEETLE	5	1	227	10	0	
BEAR	2	1	507	15	0	
BADGER	3	1	381	8	0	
BABOON	4	1	150	5	70	
GOBLIN	2	1	850	20	350	
BARBARIAN	4	1	220	9	100	
ILLUSIONIST	2	1	367	6	150	
MAGIC USER	4	1	465	7	200	
LARGE SKELETON	2	1	1792	22	600	
WIGHT	2	1	1820	20	200	
DEATH FLY	1	1	3342	56	0	
SQUISHY GUNK	3	1	1186	14	0	
KILLER BEE	4	1	815	8	0	
SNAKE	3	2	1018	12	0	
BABY DRAGON	2	2	2075	16	300	
TIGER	3	1	1130	14	0	
LIZARD MAN	6	1	654	8	225	
TROLKIN	6	1	941	13	325	
WITCH DOCTOR	6	1	1081	10	375	
PRIEST	6	1	976	10	350	
DEVIL	2	2	6639	30	500	
WRAITH	2	2	5411	32	800	
GIANT HORNET	1	1	7794	63	0	
HISSING SKUZ	5	1	2215	14	0	
DEATH BEETLE	4	1	2628	10	0	
ASP	1	3	5939	56	0	
GREEN DRAGON	2	2	5330	37	325	
WERE BEAR	6	1	2012	13	400	
OGRE	2	1	5064	34	500	





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FIRE ELEMENTAL	1	4	15354	77	1
ORANGE DRAGON	1	2	30607	87	2200
WERE WOLF	3	1	5085	18	500
TROLL	2	1	11658	42	1300
WARRIOR	4	1	4301	19	500
MASTER ILLUSIONIST	2	2	17622	24	1000
HIGH RANGER	3	1	12547	27	800
HIGH DEMON	1	2	41671	96	1800
HIGH DEVIL	1	2	45692	110	2000
KILLER CRUD	1	1	24839	83	0
KILLER WASP	1	1	29291	97	0
SPIRIT	3	2	12747	25	0
WATER ELEMENTAL	1	2	29095	101	0
DRAGON KING	1	4	53091	133	2200
STORM GIANT	1	4	32560	115	1800
TITAN	1	4	44614	122	2000
GREAT TROLL	1	2	24258	98	1300
WIZARD	4	2	24979	24	700
OVERLORD	3	2	26099	37	1000
BLACK LORD	1	2	252003	375	99999
MINOR DEITY	1	3	197319	333	60000
ZEUS	1	4	1191676	666	999999
J. R. TROLKIN	1	2	21381	125	3000
BLACK KNIGHT	2	4	7892	85	2500
OLD MAN	1	1	220	24	300
SPLAT BEAST	4	1	1424	19	321
ORANGE DRAGON	1	2	80	1	0

Apple and Commodore statistics appear identical in Phantasie although I may have overlooked typos--the major monsters, however, are equivalent.

SCROLLS

As you go through the game, you will encounter several scrolls that will give you hints as to what to do in the game. I've listed them in their entirety but of course they can be major spoilers.

****NOTE: THESE SCROLLS ARE EXTRACTED FROM THE APPLE. THE DIRECTIONS WILL BE INCORRECT. ROTATE THEM FOR THE COMMODORE.****

Scroll 1:(1st dungeon)

```
+-----+
THE HISTORY OF GELNOR      *
PART I                     *
FOR MANY YEARS THE ISLAND OF *
GELNOR REMAINED ISOLATED FROM THE *
REST OF THE WORLD. ITS PEOPLE WERE *
BUSY WITH THEIR OWN PROBLEMS AND *
PAID LITTLE ATTENTION TO OTHER *
PLACES. THIS ISOLATION ENDED NEARLY *
ONE HUNDRED YEARS AGO.          *
THE EVIL SORCERER NIKADEMUS *
BROUGHT HIS GREAT ARMY OF MEN AND *
BEASTS DOWN UPON GELNOR. THIS GREAT *
FORCE LAID WASTE TO THE LAND AND *
IT'S PEOPLE. IN A FEW SHORT DAYS IT *
SEEMED THAT THE BATTLE WAS ALMOST *
```





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PART 2

IN THE LAST DAYS BEFORE THE
FALL OF GELNOR THE GREATEST WIZARDS
OF THE LAND GATHERED TOGETHER AND
DEVELOPED A PLAN TO STOP THE FORCES
OF NIKADEMUS. WITH THE AID OF THE
GODS THESE NINE WIZARDS FORGED NINE
MAGICAL RINGS. THEY PLANNED TO CON-
FRONT NIKADEMUS HIMSELF WITH THEIR
COMBINED POWER.

NIKADEMUS, HOWEVER, LEARNED OF
THEIR PLANS AND SENT HIS ARMY TO
THEIR HIDEOUT. ALL OF THE WIZARDS
WERE CAPTURED AND ALL OF THE RINGS
WERE TAKEN. NIKADEMUS AND HIS ARMY
THEN FINISHED DEVASTATING GELNOR.

+-----+

Scroll 3:(1st dungeon)

+-----+

THE HISTORY OF GELNOR

PART 3

AFTER THE SORCERER NIKADEMUS
HAD CONQUERED GELNOR HE DECIDED TO
TAKE HIS GREAT ARMY ONWARD TO CON-
QUER OTHER LANDS.

BEFORE HE LEFT, HOWEVER, HE
PUNISHED THOSE WHO HAD DARED
TO OPPOSE HIM. HE CAST A POWERFUL
CURSE UPON THE NINE WIZARDS WHO HAD
PLOTTED AGAINST HIM. THEIR BODIES
BECAME SHRIVELED AND BLACK, THEIR
MINDS WERE ROTTED AND FILLED WITH
EVIL. THEY NOW RIDE THROUGH THE
LAND AS BLACK KNIGHTS TERRORIZING
THE CITIZENS. ALL WHO MEET THEM
MUST SURRENDER ALL THEIR MONEY OR
DIE. THE BLACK KNIGHTS CONTINUE TO
RULE THE LAND AND COLLECT MONEY FOR
NIKADEMUS TO THIS DAY.

+-----+

Scroll 4:

+-----+

THE GELNOR TIMES

WHATS INSIDE?

TROUBLE FOR LORD WOOD.....PAGE 3*
GNOME HUNT TOMORROW.....PAGE 4*
MAMA TROLL'S ELF SOUP RECIPE...PAGE 7*
DRAGON ISLAND DISCOVERED.....PAGE 8*
WEATHER SUMMONED FOR TODAY.....PAGE 9*

+-----+

Scroll 5:

+-----+

TROLKIN CASTLE TO GET MAGIC DOORS *
FILMON THE SAGE REPORTED TODAY *





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Scroll 5:

```
+-----+
      THE MAGIC POOLS      *
      MANY, MANY YEARS AGO, IN THE *
      DAYS BEFORE NIKADEMUS INVADED, *
      THE GODS CREATED THREE MAGICAL *
      POOLS. THE POOLS BRING GOOD *
      FORTUNE TO THOSE WHO VISIT THEM. *
      THE FIRST POOL CAN BE FOUND IN *
      THE NORTHWEST PART OF GELNOR. THE *
      SECOND LIES SOMEWHERE IN THE EAST.*
      THE THIRD POOL LIES EAST OF THE *
      STAR BY THE MYTHICAL TOWN OF *
      PHANTASIA. IT IS PROTECTED BY *
      MAGIC AND IS NEARLY AS DIFFICULT *
      TO GET TO AS IT IS TO LEAVE. *
+-----+
```

[Commodore: first pool in northeast, second in south, third north of the star]

Scroll 6:

```
+-----+
      J. R. TROLKIN      *
      MANY YEARS AGO WHEN NIKADEMUS *
      WAS INVADING GELNOR THE MEN AND *
      BEASTS PUT ASIDE THEIR DIFFERNECES*
      AND JOINED TOGETHER TO FIGHT HIM. *
      NINE GREAT WIZARDS DEVELOPED A *
      BRILLIANT PLAN TO STOP HIM. *
      A LOWLY TROLKIN, WHO WAS AN *
      OFFICER IN THE COMBINED ARMY OF *
      GELNOR, TOLD NIKADEMUS OF THE *
      PLAN, THUS IT FAILED. *
      AS A REWARD FOR THIS ACTION *
      THE TROLKIN WAS GIVEN A GREAT *
      CASTLE AND DUBBED J. R. TROLKIN *
      BY NIKADEMUS. J. R. TROLKIN AND *
      HIS MEN HELP THE BLACK KNIGHTS TO *
      THIS DAY. *
+-----+
```

Scroll 7:

```
+-----+
      THE NINE RINGS      *
      WHEN NIKADEMUS OVERTOOK THE *
      ISLAND OF GELNOR, MANY YEARS AGO, *
      HE CONFISCATED NINE MAGICAL RINGS.*
      THE MAKERS OF THESE RINGS WERE *
      GREAT WIZARDS WHO INTENDED TO USE *
      THEM TO DESTROY HIM. *
      SINCE HE COULD NOT HARM THE *
      RINGS, NIKADEMUS PUT THEM WHERE *
      THEY COULD BE KEPT SAFELY. THREE *
      HE LEFT AT THE CASTLE OF J. R. *
      TROLKIN AND THREE HE GAVE TO THE *
      CLERICS OF DOSNEBIA. THE OTHER *
+-----+
```





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IN THE HILLS SOUTHWEST OF THE *
CITY OF PELNOR THE DWARVEN DUNGEON *
CAN BE FOUND. IT WAS ONCE THE *
CENTER OF A SMALL COMMUNITY OF *
DWARVES. *

ABOUT FIFTEEN YEARS AGO ORCS *
INVADED THE COMMUNITY AND DEFEATED *
THE DWARVES. THEY STILL OCCUPY THE *
DUNGEON AND THE SURROUNDING AREA. *

IT IS SAID THAT ONLY THE LEADER*
OF THE DWARVES, KILMOR, AND A FEW *
OTHERS ESCAPED FROM THE ORCS. *

*

+-----+

[On Commodore: the dungeon is northwest.]

Scroll 9(1st dungeon:)

+-----+

THE TEMPLE OF THE GELNOR PRIESTS *
ABOUT 140 MILES SOUTHEAST OF *
PINEVILLE, ALONG THE SHORES OF THE *
GREAT BAY, LIES THE TEMPLE OF THE *
GELNOR PRIESTS. *

IT IS RUMORED THAT THE HIGH *
PRIEST OF THE TEMPLE HAS THE POWER *
OF PROPHECY, BUT FEW HAVE BEEN *
ALLOWED TO SEE HIM. *

THE GELNOR PRIESTS ARE VERY *
PEACEFUL AND KIND. MANY WEARY *
TRAVELERS HAVE TAKEN REFUGE AT THE *
TEMPLE OVER THE YEARS. *

+-----+

[On Commodore: the dungeon is southwest.]

Scroll 10:

+-----+

CAVES OF THE LIZARD MEN *
AT THE EDGE OF THE GREAT WEST-*
ERN FOREST, ABOUT 60 MILES EAST *
OF GREENVILLE, LIE THE CAVES *
OF THE LIZARD MEN. THE LIZARD *
MEN ARE VERY HOSTILE AND PRIM- *
ITIVE. THEY OFTEN RAID NEIGH- *
BORING COMMUNITIES OF HOBBITS *
AND ELVES, TAKING LOOT AND *
PRISONERS. *

OTHER EVIL CREATURES LIVE IN *
THE CAVES AS WELL AS THE LIZARD *
MEN. *

+-----+

[On Commodore: Great Northern forest, south of Greenville]

Scroll 11:

+-----+

WOODVILLE *





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CITY OF GELNOR, BUT HAS RECENT-
LY FALLEN TO NEGLECT. THIEVES *
AND DERELICTS ROAM THE STREETS *
OF WOODVILLE NOW. *

+-----+

[On Commodore: In the Western part of Gelnor]

Scroll 12:

+-----+

CASTLE OF LORD WOOD *
IN THE MOUNTAINS IN THE CENTRAL *
PART OF GELNOR LIES THE CASTLE OF *
LORD WOOD. IT IS AN ORNATE MARBLE *
CASTLE WITH THE SMALL TOWN OF *
HOBBITON 80 MILES TO THE NORTHWEST. *
LORD WOOD IS A PROTECTOR OF *
GOOD AND THE CASTLE HAS BEEN A PLACE*
OF SAFETY FOR MANY YEARS. RECENTLY,*
HOWEVER, EVIL CREATURES FROM THE *
EAST HAVE BEEN CROSSING THE MOUN- *
TAINS AND ATTACKING THE CASTLE AND *
THE SURROUNDING AREA. *

THESE CREATURES, SUCH AS TROLLS,*
GIANTS AND UNDEAD HAVE BEEN ORGAN- *
IZED BY THE BLACK KNIGHTS TO TERROR-*
IZE THE CITIZENS OF GELNOR. *

+-----+

[On Commodore: should say "Halflingor 80 miles to the northeast" but
doesn't]

Scroll 13:

+-----+

CASTLE OF J. R. TROLKIN *
THE TROLLS AND TROLKIN WHO *
MAKE UP THE ARMY OF J. R. TROL- *
KIN ARE VERY HOSTILE AND WELL *
TRAINED. FEW UNINVITED GUESTS *
RETURN FROM THE CASTLE. *

THE CASTLE OF J. R. TROLKIN *
LIES IN THE SOUTHERN PART OF *
GELNOR, NEAR THE GREAT RIVER. *
IT IS A LARGE STONE CASTLE THAT *
IS VERY WELL GUARDED. *

+-----+

[On Commodore: Western part of... the river]

Scroll 14:

+-----+

DUNGEON OF THE BLEEBES *
ACCORDING TO LEGEND THE *
BLEEBES ARE FUN LOVING LITTLE *
CREATURES WHO LIKE PUZZLES AND *
JOKES. THEY COME IN THREE *
COLORS, BLUE, RED, AND GREEN. *



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Scroll 15:

```
+-----+
      TEMPLE OF THE          *
      EVIL DOSNEBIAN CLERICS *
      FAR TO THE SOUTH OF STAR- *
      VILLE, ON THE SHORES OF THE *
      GREAT BAY, THE TEMPLE OF THE *
      EVIL DOSNEBIAN CLERICS CAN BE *
      FOUND. LITTLE IS KNOWN OF *
      THESE POWERFUL CLERICS EXCEPT *
      THAT THEY ARE ALLIED WITH THE *
      MINOTAURS.             *
      THE ONLY INTRUDER EVER TO *
      RETURN FROM THE TEMPLE SAID, *
      "ENRAGE THE SMALL ONE."    *
+-----+
```

[Commodore: To the west of Starville]

Scroll 16:

```
+-----+
      THE FORTRESS OF THE BLACK *
      KNIGHTS IS LOCATED ON A LARGE *
      ISLAND IN NORTHERN GELNOR. IT *
      IS THE PLACE FROM WHICH THE *
      BLACK KNIGHTS MAINTAIN THEIR *
      REIGN OF TERROR.             *
      IT IS SAID THAT NIKADEMUS CAN *
      CREATE NEW BLACK KNIGHTS AND *
      SEND THEM TO THE FORTRESS.    *
      FORTRESS OF THE BLACK KNIGHTS *
      THE LEADER OF THE BLACK *
      KNIGHTS IS THE BLACK LORD WHO *
      ALWAYS STAYS WITHIN THE FOR- *
      TRESS. HE CARRIES THE WAND OF *
      NIKADEMUS AND OTHER ARTIFACTS OF*
      POWER. NO MORTAL HAS EVER SEEN *
      HIM AND LIVED TO TELL OF IT.  *
+-----+
```

[Commodore: Eastern Gelnor]

Scroll 17:

```
+-----+
      FILMON THE SAGE          *
      CONGRATULATIONS MY FRIENDS, *
      FOR YOU HAVE RECOVERED THE WAND *
      OF NIKADEMUS. THIS IS THE FIRST *
      STEP IN THE BATTLE TO REMOVE THE *
      BLACK KNIGHTS FROM GELNOR.      *
      BUT NIKADEMUS AND HIS TERRIBLE*
      ARMY ARE STILL IN FULL FORCE IN *
      OTHER PLACES. FOR GELNOR IS BUT *
      A TINY ISLAND IN THIS GREAT LAND. *
      THE STRUGGLE BETWEEN GOOD AND *
      EVIL WILL CONTINUE IN OTHER PLACES*
      AND OTHER TIMES. YOU BRAVE ADVEN-*
```





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Yes

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FROM FILMON THE SAGE *
THE BLACK LORD SEEMS TO DRAW*
HIS POWER FROM HIS HOARD OF *
MAGIC GEMS AND THE WAND OF *
NIKADEMUS. IF THESE WERE DES-*
TROYED HE WOULD PROBABLY BE *
MUCH LESS POWERFUL. HOWEVER, *
THE WAND CAN BE USED BY MOR-*
TALS AS A VERY POWERFUL WEA-*
PON AGAINST EVIL, SO IT SHOULD*
NOT BE DESTROYED IF POSSIBLE. *

+-----+

Scroll 19:

+-----+

REPORT NUMBER TWO *
FROM FILMON THE SAGE *
THE TEMPLE OF THE EVIL DOS-*
NEBIAN CLERICS IS A VERY DANGER-*
OUS PLACE. TO ENTER WITHOUT *
SUSPICION YOU MUST KNOW THE *
SECRET WORDS: "REVEN TONEM" THE *
TEMPLE IS GUARDED BY THE MINO-*
TAUR GOD. HE WILL ONLY LET YOU *
ENTER IF HE FINDS ONE OF YOUR *
PARTY MEMBERS ACCEPTABLE. *
IF YOU MOVE THE SMALLEST *
STATUE IN THE TEMPLE A SECRET *
DOOR WILL OPEN. IT LEADS TO *
THE LIBRARY. *

+-----+

Scroll 20:

+-----+

REPORT NUMBER ONE *
FROM FILMON THE SAGE *
IN J. R. TROLKIN'S CASTLE *
THERE IS A SECRET CONTROL ROOM *
WHICH CAN BE ACCESSED FROM ONE *
OF TWO SECRET PASSAGES. THE *
FIRST STARTS IN J. R. TROLKIN'S *
ROOM. *
THE OTHER STARTS BETWEEN THE *
ARENA AND THE JAIL CELL. FROM *
THIS ROOM VARIOUS GATES AROUND *
THE CASTLE CAN BE OPERATED. *

+-----+

WALKTHROUGH

GETTING BETTER

The introductory strategy where you create characters, pool gold, and destroy them works pretty well. Of course with pooling, etc. they will have some gold left over, but you can always withdraw their money from the bank and split it up again. You'll lose some gold in rounding down, but you won't need much to start.





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attained as well as runes and rings found.

Running through dungeons quickly, resetting them, and trying over is a good way to improve as well. It takes less internal game time, and you will figure out where the forced and tough combats are. In addition special items can be re-duplicated as you pass through again.

My blanket starting party for Phantasie is: 2 dwarf fighters, 2 elf priests, and 2 elf wizards. Obviously in Phantasie I you will need a character of a different race, but that is off in the future and only temporary anyway. Remember clerics can develop offensive spells too, so if they get low on learning, wait a bit until they can learn fireflash 3/4. The spell attacking every monster is not always useful as often it does much less damage than the concentrated one.

Inns are usually a waste of gold, but later when you get rich and are trying to get through a dungeon they're easier to walk back to than towns. However, you won't be able to identify and/or sell your items to improve your party.

GETTING AROUND

Age probably should not be a serious problem in Phantasie, but it is a nagging one, especially for people like me who get the creeps thinking about mortality in general. I've included some tips on how to move around the continent of Gelnor quickly so you spend minimal time on a quest. It seems that time passes quickly in dungeons but each unit of movement costs one day. Given this, it's pretty clear that you can save a lot of time with the Town Transport spell. I've included a list of important locations and the nearest towns with their numbers below to help you if you wish to get somewhere quickly.

Important location	Closest/best town
-----+-----	

"Beginner" dungeon	northwest of Gelnor(1)
Cathedral	southwest of Pineville(2)
Lizard Men's Caves	south of Greenville(3)
Woodville	west of Greenville(3)--in different sector
Lord Wood's Castle	south of Halflingor(5)
JR Trolkin's Castle	west of Splitwater(6)--in different sector
Bleeb's dungeon	east of Northford(10)--in different sector
Dosnebian Clerics	east of Splitwater(6)--in different sector
Zeus's castle	1 east then south of Olympia(99)--in different sector
final dungeon	south of Pelnor(1)--swim to get there
Pool # 1	southwest of Pineville(2)
Pool # 2	southwest of Trollport(7)
Pool # 3	east of Phantasia(8)

[these directions are for the Commodore/PC]

Here's a list of which towns to find where.

Coordinates are standard (x,y) with Pelnor in the far northeast.

Pelnor(1)-(3,3)
Pineville(2)-(2,3)
Greenville(3)-(1,3)
Halflingor(4)-(1,2)





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GETTING THROUGH

Here come the spoilers. They completely ignore the information you need to figure all this out, so be warned this solution cuts stuff out. The first dungeon you face will be relatively simple. Off to the west you have a pair of rooms with a button and a lever. Pull the lever in the west room, and that will unlock the unmovable door leading to the room above. Talk to the old man, and he will give you the earth rune. To the south there will be some information which will help you along in the game.

In general you will be given multiple-choice puzzles which, if you answer incorrectly, can be redone if you reset the dungeon. Better yet, if you have save states on the emulator, you can check what each option does(incidentally, this method helps when writing FAQs.) It cuts down on the challenge of the game, but it also adds a different, powerful magic to it. I guess.

The second dungeon may actually need to be saved for later. The transporters behind the secret doors(experiment a lot by running into walls) are annoying to deal with, but one will push you to the bottom center. Just to the west is the air rune room. If you can burn the box you will get it, but if you're not strong enough, go find the pools and the other runes. To leave go to the end of the hallway.

The third rune is found in the Lizard Men's cave. It's right near the entrance(south, east, south,) but you'll need to defeat two tough fire elementals, each in a separate battle, to reach the person holding it.

The fourth rune is the water rune. It's in Lord Wood's castle and is rather tricky to pick up. You need to have visited the other three pools aboveground first. For one you'll have needed to cast town transport to Phantasia(8) and then stepped on the square which looked different from the rest of the sea. If you can, look in the Phantasia armory while you're there. You should notice a very interesting item.

In the meantime we've skipped over Woodville, which has some useful and interesting clues. It's the weirdest of the dungeons, with a lot of town-like activity going on, and you can even fight a deity if you are silly or strong enough to.

Now that you've got the runes you can start hunting for the dungeons. JR Trolkin's place is first. You'll get thrown in a cell, but be on the lookout for secret doors(at some places there are several in a row) and if you can get to JR's room in the bottom, there's a nice treasure hoard behind. Rings 1-3 are there.

Now go visit the Bleebs. These guys throw tricky little logic puzzles at you. Remember that the blue pools damage you, the red ones activate green pools, and the green ones teleport you. Write down all the advice you get and examine it for contradictions. You can eliminate an assumption by saying "If bleebs of color X tell the truth, then Y, then Z which is impossible." At the end you get multiple choice questions. If you don't pass them, you're kicked to a one-way exit, but you can just go back and try again having saved the dungeon. But you'll feel better if you figure the puzzle out. Three rings here.

The Dosnebian Clerics--oh those tricky Dosnebian--are next. Here you'll need a minotaur in your party. Don't worry if he gets killed. Even having a dead minotaur will get you in the front door. The object here is to find Lord Wood. There's a prison cell with three prisoners at the bottom of the screen, and that's where you'll find him. You'll get two rings from him, which makes eight from the dungeons, plus the



BOOKMARK

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The final dungeon has some combats and some multiple choice, but it is not so bad. You basically want to destroy Nikademus's wealth when you come across it, and you'll need to fight through some black knights. When asked, run after Nikademus. You'll need to defeat the Black Lord, his henchman, at the end of it all to win. Filmon congratulates you afterwards.

OVERWORLD MAP WITH SECTORS

In general, as you progress in a counterclockwise spiral, you approach more important sectors. Of course you can cut across the water when your players get to be good swimmers as well.

GENERAL LEGEND

P = magic pool

[illegible]



BOOKMARK

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Yes

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"The Star" is the name of the inn. The very nasty Dosnebian Temple is the dungeon here. Swim west for the closest town to it.

Sector (2,0)

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Northford(10) is the town here. The inn is "The Stone Plow Inn." Monsters are significantly tougher here, and at this point you are entering the large peninsula where all monsters are significantly tougher, curving around Gelnor's northern inlet.

By the way, Northford isn't very north, is it? That's what happens when you rotate the map without changing names. Ah well, they caught Hobbiton.

Sector (3,3)

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BOOKMARK

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This sector is not totally pointless, as the town here, Starville(11), is somewhat close to a couple of dungeons. However it is not one of the more happening places on the map, so I will let it pass with little comment.



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No

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Yes

No

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OVERVIEW: This first dungeon is not a bad introduction. It contains secret doors, traps, and doors to pick. There are also some treasures and the originations of part of the story line. The general run-around-and-touch-everything-to-solve paradigm is in evidence here, although all you strictly need to do is to pick up the Earth Rune in the locked room, so if you want to walk through quickly, you can do so. Later on you may see some information in Kilmor's room if you don't want to cheat and look in this FAQ. It leads to an information trail.

To get through quickly, go south, west, and south. The room to the west has a button you should push. Now retreat but go north before you reach the door. To the left you'll find the earth rune. Now you can return south through the large hall and visit Kilmor's after shutting off the valve at the end of the bottom hallway--if washed downstream just look for a secret door to the south. You'll get items and the words "NIFLE SCRO."

Specialized ledger:

- a : A PLAIN, EMPTY STONE ROOM
- b : A LIBRARY FILLED WITH SCROLLS, with the treasure reading THERE ARE THREE SCROLLS HERE, IN A LANGUAGE YOU CAN READ.
- c : STORAGE ROOM WITH ROTTEN FOOD
- d : A KITCHEN WITH CRUDE UTENSILS
- e : A LARGE HALL WITH GREAT COLUMNS
- f : A MESSY BEDROOM WITH OLD COTS
- g : KILMOR'S ROOM. The treasure here says ON A TABLE ARE SOME ITEMS.
- h : A STORAGE ROOM WITH LITTLE OF VALUE
- i : AN ABANDONED GUARD ROOM

? : will be washed downstream to 0 until you have pulled the lever(THE BRIDGE COLLAPSES AND THE PARTY PLUNGES INTO THE COLD MURKY WATER. AND IS WASHED DOWNSTREAM.)

AFTER YOU GO THROUGH THE DOOR IT CLOSSES AND LOCKS.





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1 : THE CAVERN STOPS HERE. THE WATER IS BUBBLING UP THROUGH A SMALL HOLE IN THE FLOOR.
2 : THE CAVERN STOPS HERE EXCEPT FOR A THIN CRACK THROUGH WHICH THE WATER EXITS.
3 : THERE IS A LEVER HERE. A SIGN READS: "USE ONLY IN EMERGENCIES" 1-PULL LEVER 2-LEAVE
4 : THIS ROOM CONTAINS A SET OF ARMOR AND A WEAPON WITH "KILMOR" WRITTEN ON THEM.
5 : ON THE WALL HERE IS WRITTEN: "NIFLE SCRO" [backwards of ELFIN ORCS]
6 : THERE ARE ABOUT 250 GOLD PIECES HERE THAT APPEAR TO BE COATED WITH LIQUID. 1-TAKE THEM 2-LEAVE
7 : THERE IS AN OLD MAN SITTING HERE. 1-ATTACK HIM 2-TALK TO HIM 3-LEAVE
(choose 2:) HE SAYS, "THERE ARE FOUR KINDS OF RUNES, EARTH, AIR, WATER AND FIRE. THE RUNES REPRESENT GREAT POWER. I AM THE KEEPER OF THE AIR RUNE WHICH I NOW PRESENT TO YOU." HE CASTS A STRANGE SPELL.
8 : HERE IS A GATE WHICH YOU CAN NOT OPEN NO MATTER WHAT YOU TRY. until you push the button
(choose 1:) AS YOU APPROACH THE GOLD IT FADES AND YOU ARE ATTACKED.
9 : There is a button on the wall. 1-Push it 2-Leave
(choose 1:) You hear a noise in the distance.
A : THERE IS A LEVER ON THE WALL. 1-PULL THE LEVER 2-LEAVE SELECT 1 OR 2
(choose 1:) A LOUD ALARM BEGINS RINGING AND YOU HEAR SOMEONE APPROACHING.
B : THE PASSAGE CROSSES A CAVERN WHICH CONTAINS A SMALL MURKY STREAM.
C : TO THE SOUTHWEST YOU HEAR ORC VOICES.
D : YOU SEE SOME VERY SURPRISED ORCS.
E : THERE IS A SCROLL HERE ON A TABLE. 1-READ IT 2-BURN IT 3-LEAVE
(choose 1:) IT SAYS SOMETHING IN ORCISH ABOUT A VALVE.

miscellany:

--THERE IS A CHEST HERE. 1-OPEN ITTHE CHEST 2-LEAVE IT
--THERE IS A HUGE IRON DOOR HERE. 1-OPEN IT 2-LEAVE
--THE PARTY IS WASHED DOWNSTREAM BY THE HEAVY CURRENT.

DUNGEON 2 : CATHEDRAL

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Would you recommend this Guide?

Yes

No

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OVERVIEW: This dungeon has a few teleports and starts using secret doors more heavily. It's not too hard to keep track of what teleport goes where, and you also have the introduction of in-dungeon items(keys to open certain doors.) You may even have to reset this dungeon, and you may want to pick up the treasures again. The main point is to get the Earth Rune, but it's not quite clear to me how to. Once you know how to get it it is easy to check if your party is good enough to get in and out.

An Elegant Marble Hallway is where you begin. It's also seen behind the secret doors by the transporters and leading to the stone room preceding the High Priest's room. The big room on top is the small elegant temple of marble with "priest's room with little of value" off to the sides. Other passages are "hallway carved from stone."

On the right side is an empty stone room past the secret door, with the teleportation room to the lower left and a small stone cell everywhere else.

In the northwest a coffin room is below the transport room, with a small crypt at the bottom.

In the south you have a strange misty room, the maid's bedroom(with three scrolls,) janitor's room, storage room with little of value, small neat kitchen, and finally the bathroom.

In the far south is the natural cavern(after you let the old man unlock it.)

To get through quickly, go to the directly-south teleporter. The first door to the left has the earth rune--check if you're ready for it. The next door to the left has a secret passage where you should wait and watch the man. There's a key behind that. Get the key and then circle around to the right--a gnome is there and tell him "nifle scro" as you found in the first dungeon. Hit the teleporter back and go to teleporter C. You can unlock the door and go to the right to avoid the priests and visit the high priest.

! : Orc/kobold combat

= : need key to enter here--orcs' opens the top one, the key in the southeast open the priests' door. THE DOOR IS LOCKED [AND CANNOT BE OPENED/BUT YOUR KEY OPENS IT]

A : transports you back to center of transport hub(a)

B : transports you to the northwest(b)

C : transports you to the southwest(c)

D : transports you to the northeast(d)

E : transports you to the south(e)

F : transports you to the south(f)

. : empty coffin

1 : A PRIEST SITTING HERE SAYS , "WOULD YOU GIVE A SMALL OFFERING?" 1-NO





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5 : SOME SLY LOOKING ORCS SAY , "WOULD YOU LIKE TO BUY A SECRET?" 1-
ATTACK THEM 2-"YES" 3-LEAVE THEM
[choose 2:] THEY TAKE YOUR MONEY AND HAND YOU A KEY.
6 : THE PASSAGES AHEAD CONTAIN MANY BLACK DOORWAYS.
7 : TO THE SOUTH IS A LARGE ROOM WITH MANY COFFINS ALONG THE WALLS.
8 : THE ROOM IS EMPTY EXCEPT FOR A LOCKED BOX. 1-PICK LOCK 2-BURN BOX 3-
LEAVE
[choose 1:]
NO ONE IN THE PARTY CAN PICK THE LOCK.
[choose 2:]
[not good enough:] THE BOX WILL NOT BURN.
[good enough:] THE BOX BURNS BRIGHTLY, A MAN STEPS OUT OF THE SMOKE
AND SAYS, "YOU ARE NOW WORTHY TO HAVE THE EARTH RUNE." THEN HE CASTS A
SPELL AND DISAPPEARS.
9 : A SIGN ON THE DOOR READS, "KEEPER OF THE EARTH RUNE"
@ : AN OLD MAN IS SWEEPING WITH A BROOM. 1-ATTACK HIM 2-IGNORE HIM
[choose 2:] HE UNLOCKS A SECRET DOOR ON THE SOUTHERN WALL AND WALKS
IN.
: AN OLD GNOME COOKING HERE SAYS "I LIKE ADVENTURERS, DO YOU KNOW THE
GREAT KILMOR ?" 1-"NO" 2-"YES" 3--"IFLIN ROCS" 4-"NIFLE SCRO" 5-"FINLE
CORS" 6-"FLINI SCRO"
[choose 1:] "YOU SHOULD MEET HIM", HE SAYS.
[choose 2:] "ISN'T HE WONDERFUL?", THE GNOME ASKS.
[choose 3, 5, 6:] THE GNOME IGNORES YOU.
[choose 4:] THE GNOME REPLIES, "TELL HIM THAT NISCOSNAT SAID HELLO"
% : SOME TROLKINS SAY, "IF YOU LET US GO WE WILL SELL YOU A VALUABLE
SCROLL." 1-BUY THE SCROLL 2-LEAVE 3-ATTACK
^ : A KEY HANGS ON THE WALL HERE. [you get treasure]
& : THE DOOR IS GUARDED BY ROBED MEN. 1-BRIBE THEM 2-ATTACK THEM 3-LEAVE
[best to take the secret door around them]
* : A DISTINGUISHED PRIEST IS SITTING HERE. 1-ATTACK 2-TALK TO HIM
[choose 2:] THE HIGH PRIEST SPEAKS: "I HAVE A MISSION FOR YOU MY
FRIENDS. THE UNCLE OF THE GREAT LORD WOOD HAS BEEN CAPTURED. YOU MUST
RESCUE HIM AND TAKE HIM TO THE TEMPLE IN WOODVILLE. THESE TWO SCROLLS
WILL AID YOU." HE HANDS YOU TWO SCROLLS

DUNGEON 3 : LIZARD MEN'S CAVES

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Would you recommend this Guide?

Yes

No

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XXv   XXXXXkXXXXXXXX 5 XXXXXXXXXXXX
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XXXXX ~~~  XXXXXXXXXXXXXXXXXXXX
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OVERVIEW: The main item in here is shockingly easy to get and to leave if your party is strong enough. The item is the fire rune, and you may want to have learned fireflash 4 before going in. Once you've learned it, this is the sort of combat where you should use it mercilessly. The information trail continues here, and there is some nice treasure behind a secret door or two.

In southwest there is a twisty maze of rock and rubble below (2). Below (Y) combat and the secret door is a passage carved from stone with a fighting arena you can look into, followed by small bedrooms with old cots, a training area with a glass case containing mostly wooden items, and a sloppy, dirty kitchen. Then the northeast part, not including the traps, is a passage carved from stone. In the southeast you have a storage room with tasty food accessible by secret door and a small torture chamber where you can get some info. There's a meeting room with a large table far to the south. In the northeast there is also an underwater passage leading to a warrior's skeleton.

To get through this quickly, go south to a wall, east, north, east and south. Nail the fire elementals and get the rune. Towards the southeast you can find a torture chamber where you should rescue the man, who will give you information on what to do in Woodville.

Traps: rocks and gravel fall from the ceiling, floor caves.

! : fire elemental combat

0 : IN THE PASSAGE TO THE SOUTH YOU SEE A HUGE FIERY MASS AND A DEEP, EERIE VOICE WHISPERS, "GO AWAY WEAK ONES."

Y : encounter with lizard men(multiple groups)

Z : encounter with death fly/bantir

a : encounter with squishy gunk

1 : keeper of the fire rune. AN OLD MAN WITH AN ORANGE ROBE IS SITTING HERE. HE SAYS, "YOU ARE NOW WORTHY TO BEAR THE FIRE RUNE." HE STARTS CHANTING AND WAVING HIS ARMS AND CASTS A SPELL.

2 : A SMALL CREVICE, WHICH YOU COULD FIT THROUGH, LEADS SOUTH.

3 : THE CEILING CAVES IN. YOU ARE TRAPPED. [pushed south, one-way passage]

4 : THROUGH A CRACK YOU CAN SEE DOWN INTO A FIGHTING ARENA.

5 : AS YOU ENTER THIS ROOM AN ALARM SOUNDS AND LAVA BEGINS POURING IN. A DISTINGUISHED MAN AND A BEAUTIFUL MAIDEN ARE CHAINED TO THE WALLS BUT YOU CAN NOT SAVE BOTH. 1-RESCUE THE MAN 2-RESCUE THE MAIDEN 3-LEAVE

[1:] THE MAN SAYS, "THANK YOU, I AM THE UNCLE OF LORD WOOD, REMEMBER THIS: 'STRATICON UBLE AND 48'" THEN HE COLLAPSES AND DIES.

[2:] THE MAIDEN SAYS, "THANK YOU, I AM CHARISTA, AS A REWARD I GIVE YOU THIS." SHE HANDS YOU AN ITEM WRAPPED IN CLOTH. [you get treasure]

[if you try to go back:] THE ROOM IS FULL OF LAVA.



BOOKMARK

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Yes

No

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Unused: THE BODY OF AN ELFIN FIGHTER LIES HERE.

DUNGEON 4: WOODVILLE

```

      X      X x X      X      X      X
      a      X      X      X      ~      X
      X      X      X      H      X      X
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      X X      X      XXXX XXXXXXXXXXXXXXX
e| Xg X      X      X
XXX X-XX      |      X
      X      X      ' ' ' ' ' '      X      b X
f|      X      ' ' ' ' ' '      XXXXXXXXX
XXX      'XX.XX'      X      X      X
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g|      X      'XX.MX' ' ' ' '      X      X      X
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      X      7 X      ' ' ' ' ' '      X      XXXXX
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L KJI      . . . . .fX
      X      X      XXXXXXXXXXXXX
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      4X      X      X      X      2 XjX
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      X      |      X      X
XXXX      XXX-XXX-XXX      X X      X      X      5 X
      3|      X      X      X      X      X      X      X
      X      X      X      X      X      X      6      X
      X      X      b      X      c      X      X
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
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OVERVIEW: Ah, Woodville. Once a great place, now it merely boasts many ways to get thrown in jail or be attacked by deities. There are even seedy alleys. Even the beautiful fountain is infested with monsters. But there are a lot of scrolls here if you look around. This is one of the more lively and detailed dungeons in the game. The rough alley in back of the tavern is a great place to test your abilities. The fountain actually has two entrances. An information trail started in the original dungeon ends here with a mission to rescue Lord Wood. This is probably the first dungeon you'll stumble on that doesn't have a rune. In fact, the game can be solved without ever visiting it, but you have important scrolls you need to read along the way.

In the southwest are two private homes with the inn. It has rooms 1,



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There are three different codes for the buttons. They are 79, 45 and 48. The third lets you talk to the priest, the other two open up secret doors in the fountains. No critical items to find here but some good scrolls.

a : encounter with orc, kobold, ogre
b : encounter with illusionist, sorcerer, magic user
c : encounter with lord
d : encounter with giant hornet
f : encounter with encounter with green dragon
g : encounter with bear, werebears
h : encounter with high demon, skeleton
i : encounter with high devil
j : encounter with spirits
. : dark alley
' : near the fountain
% : A TITAN SAYS, "YOU HAVE SERVED LONG ENOUGH." HE OPENS THE DOOR, TAKES YOU OUT, FINES YOU 500 GOLD, AND LETS YOU GO.
1 : FOUR HILL GIANTS PLAYING CARDS SNEER AT YOU. 1-ASK TO JOIN 2-SNEER BACK 3-LEAVE
[1:] THEY LAUGH AND THROW THE CARDS IN YOUR FACE.
[cards thrown at you, minimal damage. I've heard of card sharpers so maybe these are sharp cards or something.]
[2: encounter with hill giants]
2 : FOUR CUTE ELVES AT THE TABLE SMILE AT YOU. 1-ATTACK 2-SMILE BACK 3-LEAVE
[1:] A KNIGHT FROM THE BAR PROTECTS THEM.
[encounter with lord/rangers]
[2:] THEY SAY, "WE ARE STAYING AT THE INN IN ROOM THREE." THEN THEY LEAVE.
3 : WHEN YOU ENTER YOU ARE ARRESTED BY A TITAN FOR TRESPASSING.
[thrown in jail]
4 : A DWARF HERE SAYS, "I AM KILMOR, MAY I HELP YOU?" 1-"NISCOTTAN SIAID HELLO" 2-"SINTANCOS SIAID HELLO" 3-"NISCOSNAT SAID HELLO"
[1:] HE SAYS, "YOU CAN ENTER THE FOUNTAIN IF YOU FIRST GO TO THE TEMPLE AND PUSH 75."
[2:] 23 instead of 75.
[3:] 79 instead of 75. See Lizard Men's dungeon for the right one.
[did you notice? Sine/Cosine/Tangent spelled backwards?]
5 : THERE IS A NICE LOOKING ITEM HERE. 1-STEAL IT 2-LEAVE
[1: you get a nice treasure]
6 : THERE IS A NICE LOOKING ITEM HERE. 1-STEAL IT 2-LEAVE
[1: you get thrown in jail]
7 : THERE IS A STATUE OF A GOD HERE. 1-BREAK IT 2-LEAVE
[break it, conflict with minor deity]
8 : THERE IS A STATUE OF A GOD HERE. 1-BREAK IT 2-LEAVE
[break it, thrown in jail]
9 : THREE DWARVES THANK YOU FOR THEIR FREEDOM.
A : WRITTEN ON THE WALL HERE ARE THESE WORDS "THE SACRED NUMBER IS 45"
B : A LARGE TAVERN WITH FOUR TABLES. SOME ROWDY HILL GIANTS ARE SEATED TO THE NORTHWEST AND ELVES TO THE SOUTHEAST.
C : A HALFLING[hobbit on the Apple] AT THE BAR SAYS, "ANOTHER BRANDY PLEASE."
D : A GNOME AT THE BAR SAYS, "THIS IS A SPOOKY TAVERN."
E : A TROLKIN AT THE BAR SAYS, "DID YOU HEAR WHAT HAPPENED TO LORD WOOD?"



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K : THE PREIST SAYS, "SELECT THE SECOND DIGIT."

[if you get it wrong, you are hit with two KICKIN' spells, and Zeus attacks you.]

[there are three right answers; the first one, that Kilmor gives you, unlocks the upper fountain. The second, found in the town records, opens a secret wall to the right fountain. The third is found if you rescue the old man, when he also tells you what to say to the priest.]

L : AN OLD PRIEST STANDING HERE SAYS, "GOOD WORK MY FRIENDS, WHAT DID LORD WOOD'S UNCLE SAY?" 1-"WE DIDN'T RESCUE HIM" 2-"STRATICON UBLE" 3-"TRASTICON BLUE"

[2:] HE SAYS, "THIS INFORMATION WILL BE OF GREAT VALUE, NOW YOU MUST GO INTO UNKNOWN LANDS TO FIGHT THE BLACK KNIGHTS, THIS SCROLL WILL GUIDE YOU TO LORD WOOD WHO WILL HELP YOU. BE CAREFUL OF J. R. TROLKIN."

[1:] (well go and rescue him you idiots)

M : teleport to N. A secret door appears one square to the west of N.

DUNGEON 5: LORD WOOD'S CASTLE

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+====++~ X 8 XX 9 XXXXXX R XX
++++++==X 1X XX XXXXX XRXXXXX
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Yes

No

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On the left side of the elegant marble hallway you have Lord Wood's Room above two master bedrooms. In back there's a large dark closet leading to a clue and some scrolls.

On the right side is a messy library with scrolls everywhere, a storage room, the magic pool keeper's room, and barracks with double doors.

On the south side is a room filled with smelly animals and a dark closet(lots of 'em here.)

Below the main entrance is a great hall and an ordinary kitchen, with a secret door to

There's a secret door through a simple stone hallway down to an empty cell.

At the south is a detention area with four small cells; one has a special lock. East of it you have a garbage pit with some fights. West of it is a bit of a maze where you need to find the path to a storage room with an important clue.

If you want to walk through quickly, the water rune is on the right-hand side. If you wish to rescue the old man, go south from the entrance and hit a secret door to the west. At the bottom you'll find the key as treasure. You can also take a chance on the maze in the corner, but there is only information with some gold there.

L : encounter with asp

M : encounter with giant hornet

N : encounter with drip slime, squishy gunk, hissing skuz

O : encounter with lords

P : encounter with ogre, kobold, orc

Q : encounter with bantirs/devil

R : encounters with wraith/skeleton

^ : stairs

+ : safe square in corner puzzle

= : damage square in corner puzzle. THE FLOOR OPENS AND YOU FALL TO A STONE SURFACE AND SLIDE TO A SMALL ROOM. [to the small cell at .]

. : where you fall from =

! : DOWN THE HALL YOU SEE SEVERAL OGRES HAVING A MEETING. THEY SEE YOU AND RUN UP THE HALL. [orc/ogre encounter]

1 : THERE ARE SEVERAL BAGS OF GOLD HERE AND THESE WORDS ARE ETCHED INTO THE WALL: "TO VISIT THE GODS TELEPORT TO TOWN 99"

2 : AN OLD MAN STANDING HERE SAYS, "I GIVE THEE THE WATER RUNE, THE MOST SACRED OF THE ELEMENTAL RUNES."

3 : TO THE SOUTH IS AN ENORMOUS ROOM WITH SEV SEVERAL LARGE TILES COVERING THE FLOOR.

4 : [if you haven't been to all three pools] AS YOU ENTER THIS ROOM A LARGE WAVE SUDDENLY WASHES YOU BACK INTO THE HALL.

5 : AN OLD MAN SITTING HERE TELLS YOU, "ALL IS NOT WEELL WITHIN."

6 : A BUTLER GREETES YOU SAYING, "WELCOME TO THE CASTLE OF LORD WOOD, HIS LORDSHIP ISNOT IN BUT YOU MAY WANDER AROUND AND MAKE YOURSELVES AT HOME."

7 : YOU ARE IN A LARGE ROOM CONTAINING FOUR JAIL CELLS.

8 : TWO ELVES IN THIS CELL TELL YOU , "THE KEY TO THE OTHER CELL IS WEST OF THE GREAT HALL."

9 : A GOBLIN GRATEFULLY THANKS YOU FOR HIS FREEDOM.

* : YOU CAN NOT FIND ANY WAY TO OPEN THIS CELL DOOR. THERE IS AN OLD MAN SLEEPING INSIDE.

y : A BUNCH OF ROWDY SOLDIERS YELL, "GO AWAY PUNKS." 1-LEAVE 2-STAY





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Yes

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d : A MEAN LOOKING OLD MAN SAYS, "LEAVE!" 1-LEAVE 2-STAY AND TALK
[2 : encounter with old man]
e : A SIGN ABOVE THE PASSAGE TO THE EAST READS: "KEEPER OF THE MAGIC
POOLS"
f : THE OLD MAN AWAKENS AND SAYS, "THANK YOU BRAVE ADVENTURERS, I AM
LORD WOOD'S AIDE AND HAVE BEEN IMPRISONED HERE SINCE THE CASTLE WAS
OVERTAKEN BY J. R. TROLKIN."
"LORD WOOD", HE CONTINUES, "HAS GONE TO THE TEMPLE OF THE EVIL
DOSNEBIAN CLERICS, TRYING TO OBTAIN THREE OF THE NINE RINGS NEEDED TO
DEFEAT NIKADEMUS."
"YOU SHOULD GO TO THE CASTLE OF J. R. TROLKIN TO GET THREE OTHER
RINGS. TO AIDYOU I GIVE YOU THESE." HE SAYS HANDING YOU FOUR SCROLLS.
"REMEMBER," HE WARNS, "THE CASTLE IS WELL GUARDED."

DUNGEON 6: J.R. TROLKIN'S CASTLE

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OVERVIEW: JR Trolkin's castle, once you are thrown in and trapped, is



Would you recommend this Guide?

Yes

No

Hide ×

You start outside a large stone castle. There's nothing you can do to avoid getting gassed and dumped in the jail cell. Secret doors are the way to go here. A bunch of dirty stone hallways with secret doors may lead you to some intriguing places. Generally if you feel trapped start walking into walls and eventually you'll miss. Sorta like flying in the _Hitch-Hiker's Guide_. Past the bloody fighting arena south of the cells you have a monster storage area with dirty smelly barracks in each direction. You can also see the arena viewing areas if you go off to the side, but off to the south is J. R. Trolkin's room, with a trophy room with human and elven heads for the un-squeamish to visit. Beyond the trophy room is a weapons room--that shouldn't make you uncomfortable, but the torture room beyond it may. There's also a secret passage below leading to an encounter in a damp cavern.

Below Trolkin's there is some treasure you can't access until you've been to the secret control room to the left. There's a large key in the storage room to the northwest if you leave your cell and pass the guardroom, which has a storage room with trapped barrels to the south.

To get through the dungeon quickly, after you're thrown in the cell, find the secret door to the south, then push west as you go south. In the secret control room, flip all three levers. Go east to fight JR, south to get the rings, then push up. You'll need to go through the arena, right, up and back left to the main gate.

/ : cannot be opened at all.
\ : cannot be opened at all.
G : encounter with blue ooze
H : encounter with warrior, barbarians
I : encounter with trolls, kobolds
J : encounter with J. R. Trolkin
K : encounter with giant ant, giant bees, pythons
1 : A STRANGE GAS FILLS THE AIR. EVERYONE FAINTS AND YOU WAKE UP IN A LOCKED CELL.
2 : YOU ARE IN A FIGHTING ARENA WITH MENACING MONSTERS TO THE SOUTH.
3 : YOU SEE A CROWD OF NASTY MONSTERS WATCHING YOU FROM ABOVE. SOMEONE SHOUTS, "LET THE FIGHT BEGIN."
4 : YOU ARE IN A SECRET PASSAGE. YOU HEAR GUARDS CHASING YOU.
5 : THERE ARE THREE LEVERS HERE. PULL #1/PULL #2/PULL #3/LEAVE
[throw lever 1: open up door at %]
[throw lever 2: open up door at ^]
[throw lever 3: open up door at &]
[all three levers are safe to throw, so do it all at once.]
6 : THERE IS A LARGE OAK BARREL IN THIS CORNER.
[open it: smoke damage]
7 : [have key:] YOUR LARGE KEY OPENS THE DOOR.
[don't have key:] HERE IS A LARGE OAK DOOR WHICH YOU CAN NOT OPEN BY ANY MEANS.
8 : Rings I-III are on A SMALL GLOWING PEDESTAL in the MESSY CLOSET.

DUNGEON 7: THE BLEEBES

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XXXXXXl  XxhI XxXl  XXgM XXXXXi  X
XXXXXX e XX  XCX  XX  XXXXXv  X
XXXXXX XXXX  XXCX  XXXX  XXXXXXCX
XX          BCD          XX XX
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Would you recommend this Guide?

Yes

No

Hide ×

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Xl X V Xl X X XXXX X Xg X XX
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: Z : X X
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OVERVIEW: This is one of the most interesting dungeons in the entire series. The logic puzzle is really quite nice although I feel it may have small flaws. There's relatively little danger here once you learn which pool does what. There are green, blue and red blebs, and I've put a solution with full reasoning at the end of this. If you miss a puzzle you are kicked to the square room not connected with the rest of the place; however, you can reset and walk in again and take another multiple choice. You won't feel as accomplished, and if you do so, I encourage you to go through the reasoning that leads to the correct answer. Or what should be the correct answer. Or consider why this puzzle is a bit iffy, so if you missed the answer in the first place, it won't bug you any more.

All in all, Blebs are cool, and since we're never given pictures of them, they feel that much more mysterious.

Red smoke and green smoke are the traps, even when you jump into pools.

The rooms are tricky to annotate here because they are so small. Therefore I needed to settle on a new convention instead of a paragraph-style description. I decided to annotate hallways directly in the map. A capital letter below denotes the start of a certain colored hallway. If there's a huge intersection the hallway will be fully labeled. In addition the rooms have a marking in the upper left corner, or as close as I could get. This corresponds with the key below. Lots of red/green/blue/plain changes.

If nothing else works, jump in all the green and red pools and eventually you will wind up at the room in the lower left. Enter through the left door and face the king bleb. See below for the





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Yes

No

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i : GREEN ROOM
j : LARGE ROOM WITH MANY DOORS
k : RED, GREEN AND BLUE THRONE ROOM
l : PLAIN STONE ROOM
" : blue pool(damage)

V : encounter with bantir/demons
W : encounter with Vampire
Y : encounter with Ghosts/ghouls
Z : encounter with sting beetles/blue oozes
a : encounter with giant ant/python
b : encounter with fire elemental
c : encounter with orange dragons
d : encounter with were wolf/were bear
e : encounter with master illusionist
f : encounter with high rangers

H : A RED BLEEB SAYS, "GREEN BLEEB ALWAYS LIE."
I : A BLUE BLEEB SAYS, "GREEN BLEEB TELL LIES AND TRUTHS."
J : A BLUE BLEEB SAYS, "ALWAYS LISTEN TO RED BLEEB BUT DON'T TRUST THEM."
K : A GREEN BLEEB SAYS, "RED BLEEB SOMETIMES LIE."
L : A GREEN BLEEB SAYS, "BLUE BLEEB TELL LIES AND TRUTHS."
M : A BLUE BLEEB SAYS, "BLUE POOLS ARE HARMFUL."
N : A RED BLEEB SAYS, "RED POOLS SOMETIMES TELEPORT."
O : A GREEN BLEEB SAYS, "GREEN POOLS TELEPORT."

S : IN THE ROOM AHEAD YOU CAN HEAR, BUT NOT SEE, TWO BLEEB OF DIFFERENT COLORS.
T : THE FIRST BLEEB SAYS, "PUSH THE BUTTON WITH MY COLOR, WHICH IS RED."
U : THE SECOND BLEEB SAYS, "IF I WERE RED I WOULD TELL YOU TO PUSH THE BLUE BUTTON."

0 : teleport to exit room.

! : A RED DOOR.
@ : A BLUE DOOR.
: A GREEN DOOR.
% : A RED BLEEB SAYS, "USE THE GREEN DOOR."
^ : A BLUE BLEEB SAYS, "AVOID THE BLUE DOOR."
& : A GREEN BLEEB SAYS, "AVOID THE RED DOOR."

2 : A LARGE BLEEB SITTING ON A THRONE HERE SAYS , "HELLO ADVENTURERS, WE BLEEB ARE THE GUARDIANS OF THREE OF THE RINGS, YOU MUST ANSWER THREE QUESTIONS BEFORE YOU CAN HAVE THEM."
3 : A RED BLEEB SAYS, "WHAT TYPE OF BLEEB SOMETIMES LIES AND SOMETIMES DOESN'T." 1-"BLUE" 2-"GREEN" 3-"RED"
4 : A GREEN BLEEB SAYS, "IF TWO BLEEB OF THE THE SAME COLOR DISAGREE THEY ARE WHICH COLOR." 1-"GREEN OR BLUE" 2-"RED" 3-"BLUE" 4-"RED OR GREEN"
5 : [APPLE:]A GREEN BLEEB SAYS, "WHAT TYPE OF BLEEB WOULD NEVER SAY THAT I SOMETIMES LIE." 1-"RED OR BLUE" 2-"RED" 3-"BLUE OR GREEN" 4-"GREEN" 5-"BLUE" The answer is 2 here.
[COMMODORE:] A blue bleeb says, What kind of bleeb would never say that it sometimes lies? red/blue, red, blue/green, green, blue. The answer is #5(blue) here as well, really, but the Commodore accepts 2.



Would you recommend this Guide?

Yes

No

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** Assume red bleebs tell the truth. Then green bleebs are liars from statement H. Consequently blue bleebs must tell lies some of the time.
 ** Look at statement L. The green bleeb is telling the truth here, and we have a contradiction.
 ** Therefore blue bleebs are the truth-tellers, statement J pins red bleebs as liars, and green bleebs are "moderates."
 Of course you could tell this from M, N and O(truth, lie and truth, pinning reds as liars and using statement H) but this way is more abstract and challenging.

Now for the puzzle of %/^/&. The red bleeb, a liar, says use the green door. The blue bleeb, a truth teller, says avoid the blue door. So you use the red door. On this occasion the durn two-faced green bleeb told you a stinkin' LIE!!

Now for the first puzzle I disagree with. See T and U for the parameters.

-->The first bleeb is green. He can't be red or he'd be telling the truth about his color. Similarly he can't be blue or he'd be lying. I think you can also assume that you shouldn't push red since the whole statement must be taken as a lie, but that's a fuzzy area. It's not the first.

-->The second bleeb is red. If he were blue, he'd be lying because there are two wrong answers; "If I were red I would tell you to push the blue button." However reds might tell you to push the red if the green were correct or green if the red were correct. So reds wouldn't necessarily tell you to push the blue. You're supposed to eliminate the red and blue but the logic isn't at all clear.

Now "If I were red, I would tell you to push the blue button" is tough to figure out. Is he giving instructions or just stating a fact? It seems like the second, and if it is, then the blue button may be the right one to push. It still works out. Remember, he's lying about what he'd tell you to do--which would be lying. The double negatives kick in here but we can't eliminate the green button from consideration either. Aigh.

The last puzzle is relatively easy. See 3, 4, and 5 for the text.

**The first question you should know. We've established that it's 2.

**The second is a bit tougher. Obviously green works, but you may not have noticed that red works as well. For instance you went through the red door to get here. Red bleeb # 1 says "Go through the green door." Red bleeb # 2 says "Go through the blue door." Both are lying, and they don't agree.

**The third is not too bad either. "What type of bleeb would never tell the truth?" The red. 2. But it seems that this answer was not corrected in the translation to the Commodore, even though the bit about putting a blue bleeb instead of a green one in the blue room was.

POOL TRANSPORT

u < - > v

t = red pool that enables the pool at 6.

x = red pool that enables the pool at 7.

w = red pool that changes z's destination.

6 < - > y once the pools are activated.

7 < - > z once 7 is activated.

z - > large room with many doors(SW) once you've jumped in pool w.

(Note: dashing around into all the non-blue pools you find will





Would you recommend this Guide?

Yes

No

Hide ×

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XXXXXXXXX XXXX XXX X X X X XX
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"All right, you Dosnebian! Let's break it up in there!" Them Dosnebian are tough customers--a surly bunch--and you'll need to bust out the mad skillz to get past 'em.

OVERVIEW: This one is pretty nasty. First of all, the temple won't allow you in without a minotaur. You probably haven't developed a minotaur, so you'll need a new one, and he should probably be a fighter. This effectively cuts your party down by one unless you want to spend time building him up--on the bright side he can get killed on the way here and they'll still let you in. There are a lot of red herrings, and you may want to go through it twice. Figuring out which statue to break(it's not obvious) or finding the short way to the cells is tough. You need to poke around a bit to find a key. Then you may get in trouble when you do pick up the two rings. This is the first dungeon with black knights in evidence.

Guard rooms in upper left and lower right. Ordinary marble hallways at the entrance and by the jail cells. Small stone hallways in the southeast and past the secret door. There are four side chapels with





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To get through, say "reven tonem" at the front door(if you goof, find the secret door to the right) and circle around. Break the minotaur statue and go to the lower left secret door. Follow the passage around and go north after the secret door. Rescue Lord Wood(lowest cell) first and then everyone else. Go up and the second door on the right has what you want. You can leave through a door in the upper right.

Traps: spirit tries to take life energy
/ : you need a special key to open this
\ : won't open until the first door is opened
} : secret door created after you rescue woman at (4).
o : YOU ARE ON A PULPIT. THERE IS A SMALL CORD HERE. 1-PULL IT 2-LEAVE
[1:] A GONG SOUNDS AND FIGURES BEGIN TO ENTER THE TEMPLE. [encounter with scribes] [encounter 1 square after with overlords]
p : Large statue of a god. 1-deface it 2-leave
[1: encounter with minor deity]
q : A SMALL STATUE OF A MINOTAUR. 1-DEFACE IT 2-LEAVE
[1: You hear a noise in the distance] [secret door in lower left of temple]
r : A ENORMOUS STATUE OF A GOD. 1-DEFACE IT 2-LEAVE
[1: encounter with Zeus]
s : A LARGE STATUE OF A BLACK KNIGHT 1-DEFACE IT 2-LEAVE
[1: damage from smoke]
H : encounter with asp, priest, magic user
I : encounter with wizard
J : encounter with overlords
K : encounter with high demon
L : encounter with high devil
M : encounter with spirits
N : encounter with titan, giant ants
O : encounter with orc and great troll
1 : [no minotaur in party] THE DEEP RESOUNDING VOICE OF A MINOTAUR SPEAKS FROM ABOVE: "YOU ARE NOT WORTHY TO ENTER THIS TEMPLE"
[minotaur in party] THE MINOTAUR GOD SPEAKS, "YOU ARE ALLOWED TO ENTER THIS GREAT TEMPLE."
2 : THERE IS A LARGE GATE HERE. A VOICE DEMANDS, "SPEAK THE SACRED WORDS AND ENTER." 1-"STRATICON UBLE" 2-"REVEN TONEM" 3-"TIMON PROTUN" 4-"SULP EPPA" 5-"KILMON"
3 : golden key is here
4 : A DAMSEL IS CHAINED TO THE WALL AND THE WATER IS UP TO NECK LEVEL.
1-LEAVE 2-SAVE HER
[2:] SHE THANKS YOU AND SAYS, "AFTER YOU FIND THE RINGS YOU MAY LEAVE THROUGH A SECRET DOOR." [secret door opens in northeast]
5 : THERE IS A DWARF TIED UP HERE. 1-LEAVE 2-FREE HIM
[2:] HE SAYS, "THANK YOU, I AM KILMOR." HE HANDS YOU A KEY AND SAYS, "USE IT WELL." [find the ring room with this]
6 : THERE IS A MAN HERE, GAGGED AND TIED. 1-LEAVE 2-FREE HIM
[2:] HE SAYS, "THANK YOU, I AM LORD WOOD." HE HANDS YOU A SCROLL AND SAYS, "PLEASE RESCUE THE DWARF IN THE NEXT CELL.", THEN HE DISAPPEARS.
7 : AN ALARM SOUNDS AND WATER BEGINS FILLING
THE CELL BLOCK, YOU HEAR MUFFLED SCREAMS FROM THE THIRD CELL.
8 : once you take the treasure, AN ALARM SOUNDS AND MANY GUARDS ENTER THE ROOM.



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OVERVIEW: Zeus's castle is not terribly hard to get through. All the rooms are easily visible, and your progress is pretty much determined before you've even entered. There are six rooms, each with a test your party must pass; only one of these is an active test. Once you pass them all, the door will open to visit Zeus in the bottom part. Pray to him(attacking is a bad idea) and you will receive the God Rune. This allows you to enter the final dungeon without fear.

You have a throne room of gold and silver below the strange misty hallway.

It should be clear what to do from the legend, but if not, make sure you have all four runes and nine rings. These will help you pass five tests. The dispell undead test should help you pass the combat test.

** LEGEND **

1 - room with heavy winds, where you pass if you got the air rune
 2 - room with dirt floor, where you pass if you got the earth rune
 3 - room of flame, where you pass if you got the fire rune
 4 - small room full of mist, where you pass if you have all nine rings
 5 - room of water, where you pass if you got the water rune
 6 - small room full of mist, where you pass if you manage to defeat the following monsters:
 ! - high devil.
 @ - spirit.
 Z - Zeus. You will have an option of discourse with him but it's best to pray.

DUNGEON 10 : BLACK LORD'S FORTRESS

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OVERVIEW: there aren't a lot of dead ends or pitfalls, but your party had better be good because there are lots of demons hanging around. Without the God Rune they won't get through the first door but then they need to search around for the teleporter to the right side where they must chase the Black Lord. If they rip up enough stuff they'll get to him, after which they can attack him. Filmon the sage may help out if you make a wrong turn.

Until the very end you walk through a bunch of dark eerie stone passages connecting guard rooms. The far east has "inside a fissure in the earth" and below it is a simple throne room. You are sent to a strange misty room after you accomplish your mission. There's a teleport in one of the lower passages that leads to a very linear endgame.

To get through this level, hang a left when you hit the wall. Keep pushing down and left until you can't any more. The passages down and to the right will lead to a teleporter. Fight through some more combats, destroy the gems, gold and throne, and keep pushing up. At the intersection you want to attack the Black Lord. You can go north to recover the wand.

C : encounter with black knights
D : encounter with water elementals
E : encounter with spirits
F : encounter with high devil
G : encounter with high demon/bantirs
S and Y teleport back to one square above each other.





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2 : THERE IS A GREAT DEAL OF GOLD HERE. 1-TAKE IT 2-DESTROY IT
[2:] IT IS DESTROYED.

3 : THERE ARE MANY GEMS HERE. 1-TAKE THEM 2-DESTROY THEM
[2:] IT IS DESTROYED.

4 : THERE IS A LARGE EMPTY THRONE HERE. 1-SIT IN IT 2-DESTROY IT 3-LEAVE
[1: party takes damage]
[2:] IT IS DESTROYED.

5 : You see the black lord several feet ahead of you. He waves his wand
and a lightning bolt comes forth toward you. [party takes damage]

6 : THE BLACK LORD IS STANDING HERE AT THE END OF THE PASSAGE WAITING
FOR YOU. 1: ATTACK HIM 2: WAIT 3: BRIBE HIM
[1, having destroyed gold and gems:] THE BLACK LORD WAVES HIS WAND
AND CASTS A SPELL. THE EARTH TREMBLES AND SPLITS INTO A NORTH-SOUTH
FISSURE. HE TOSSES HIS WAND TO THE NORTH AND RUNS SOUTH.

7 : The wand is here. 1-destroy it 2-wave it 3-think
[1: party takes mega damage]
[2: sent to Filmon's in the center]
[2 or 3, or without destroying gold/gems:] HE CASTS A SPELL WITH HIS
WAND AND DISAPPEARS.

1 : After defeating the Black Lord, you are transported to Olympus and
read Zeus saying "WELL DONE, MY SMALL FRIENDS. YOU HAVE REMOVED A GREAT
EVIL FROM GELNOR. YOUR QUEST IS OVER, NOW GO AND REST TO PREPARE YOU FOR
THE NEXT ADVENTURE. I GRANT YOU YOUR FIRST DIVINE SPELL. YOU WILL LEARN
LATER HOW TO USE IT PROPERLY." [PC version has "in Phantasie II" tacked
on to it. This is a bit ironic, as there never was a Phantasie II for
the PC, only for the Commodore, which doesn't have this.]

CHEATING

Tsk, tsk. This section contains spoilers so please be careful.

First of all I should mention that cheating attributes up to a ridiculous level can backfire. You may not be able to learn spells, and training may cost 15000 gold for the first level; cost of training varies with the abilities you've acquired. Improving attributes to 99 and skills to 255 also frequently caused the Apple version to flip out when I went into encounters. I recommend 40 across the board and giving one person 255 skills.

Even though the Apple does not work, understanding it will help you to capture a wrinkle with the Commodore. I consider the starting offset for each character to be at the place where the name starts. This makes it easier to search for the character's name in a hex dump as the names appear on the hex dump. I suspect that the information for the character starts at 0x83 before the name itself. Each character takes up 170(0xaa) bytes and the characters are often(about 170/256 of the time) spread out over different sectors. On the Apple, sectors cycle as follows:

start at y000 -> y700 -> ye00 -> y600 -> yd00 -> y500 -> yc00 -> y400 ->
yb00 -> y300 -> ya00 -> y200 -> y900 -> z000

(this is standard for BASIC and also assisted my text-mapping of the game's various areas.)

If a character is broken in two sectors and you can't figure it out just see where the previous/next slot's sector is and change the hex





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move backwards another two bytes. That is because in each 256-byte block the Commodore has two initializing bytes at the beginning. Alternatively you can just move up from the start. In any case numbers appear to be ac/54 away from each other instead of aa/56 away. In addition, the sectors jump around a bit more randomly with the Commodore. I created a bunch of characters named "AA01" through "AA21" and was able to produce the byte values.

On the Apple, for characters 38-40 you have fire, water and earth elementals. These characters are 22-24 on the Commodore.

Here's where to start the hacking in case you can't remember the slot names.

COMMODORE CHEATS

#	NAME	START
1	f787	f704
2	f833	f7ae
3	f8dd	f85a
4	f989	f906
5	fa35	f9b0
6	fadf	fa5c
7	d98b	d908
8	e337	d9b2
9	e3e1	e35e
10	d78d	d70a
11	e139	d7b4
12	e1e3	e160
13	d58f	d50c
14	df3b	d5b6
15	dfe5	df62
16	d391	d30e
17	dd3d	d3b8
18	dde7	dd74
19	d293	d210
20	dc3f	d2ba
21	dce9	dc66
22	e695	e612
23	da41	e6bc
24	daeb	da68

APPLE CHEATS

#	NAME	START
1	4283	4200
2	492d	42aa
3	49d7	4954
4	5081	49fe
5	572b	50a8
6	57d5	5752
7	5e7f	57fc
8	5629	5ea6
9	56d3	5650
10	5d7d	56fa



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19	5a77	53f4
20	5221	5a9e
21	52cb	5248
22	5975	52f2
23	601f	599c
24	60c9	6046
25	6773	60f0
26	6e1d	679a
27	6ec7	6e44
28	6671	6eee
29	6d1b	6698
30	6dc5	6d42
31	656f	6dec
32	6c19	6596
33	6cc3	6c40
34	646d	6cea
35	6b17	6494
36	6bc1	6b3e
37	636b	6be8
38	6a15	6392
39	6abf	6a3c
40	6269	6ae6

Here are the bytes to hack in a hex editor. Search for the name if you forget the slot. Note the "from name start" negative values. I've sometimes put notes there but if there aren't any just change the hex byte to the desired value. I'd generally advise not giving more than 99(x63) as three-digit numbers could goof up the display slightly.

	FROM	FROM
	NAME	SLOT
ATTRIBUTE	START	START
Strength	-0x82	0x01
Intelligence	-0x81	0x02
Dexterity	-0x80	0x03
Constitution	-0x7f	0x04
Charisma	-0x7e	0x05
Luck	-0x7d	0x06
Age	-0x7c	0x07 This is actually Age - 17.
Max SP	-0x7b	0x0a
Cur SP	-0x7a	0x0b
Max HP	-0x79	0x0c
Cur SP	-0x78	0x0d
Gold	-0x77	0x0e [this is 2 bytes, high/low]
Attack cur	-0x6f	0x14
Attack pos	-0x6e	0x15
Score	-0x49	0x2a [on 1...100 scale]
Experience	-0x50	0x33 [this is 3 bytes, high->low]
Race	0x20	0xa3 (see below for values)
Item 1	0x15	0x98 [NOTE: The C64 has a convention
Item 2	0x16	0x99 [where 0's(no item) are first, then
Item 3	0x17	0x9a [item number appears in
Item 4	0x18	0x9b [increasing order. This doesn't seem
Item 5	0x19	0x9c [to upset game play but you should
Item 6	0x1a	0x9d [probably abide by the rules.]
Item 7	0x1b	0x9e [see item section of FAQ for which





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4 = GNOME
5 = PIXIE
6 = SPRITE
7 = OGRE
8 = GNOLL
9 = TROLL
a = KOBOLD
b = ORC
c = GOBLIN
d = LIZARD MAN
e = MINOTAUR
f = UNDEAD

You can save a game, change to a certain race, and back, which may help for certain puzzles.

To change a special item(less risky than outright editing) you can do the following:

- 1) buy scroll 1(easy to find)
 - 2) open up the image in a hex editor. Just after your character's name there should be the number x79 with descending numbers after it. That is scroll 1.
 - 3) add to that number. To see scroll 14, add 0xd, i.e. put 0x86. Save the game. You can now read scroll x86.
- See my section on special items to get any other item you want. Of course you can do this to more than one item at a time and even get ring nine this way.

There is also a less technical process for duplicating items.

Shay Addams's "Quest for Clues" describes the process as follows, although first you will need to make a backup "dummy" disk. If you have an emulator, this is not hard, and in fact you can try this trick with two backups first so you don't ruin your main game if something goes wrong:

1. enter town A
2. sell off the items you want to duplicate
3. teleport to town B
4. remove main disk, insert dummy
5. teleport to town C
6. remove dummy, insert main disk
7. teleport to town A
8. buy the new items that have mysteriously appeared in the town armory's inventory!

ERRATA

You can bring a fighter over from, say, Olympia to Pelnor with just the two month delay--never mind that he couldn't make it by himself!

The world of Phantasie is very modern. Not only do you have roads well in advance of other RPG's, but there are banks. And they even have bank fees! That's right. Every time you distribute the gold(which you must do when you enter a town) the gold gets rounded down to the nearest multiple of the total number of shares. In fact you may even find that, if you try to split up 6000 gold equally among 6 people, you wind up with 999 gold each. Too bad society isn't advanced enough to have



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VERSIONS/CREDITS

1.0.0 submitted to GameFAQs.com on 12/20/2001. I believe this is a very adequate first draft although I imagine errors always seem to leak through.

Thanks to theunderdogs.org for the manual and PC images, project64.c64.org, ftp://arnold.c64.org, ftp://ftp.apple.asimov.net, Evin's Apple Emulator Page(which is sadly part down now) and Delorie GPP freeware that allowed me to extract information from the files. Also kahei's hex editor(www.kahei.com) helped me to locate lots of data.

Shay Addams's _Quest for Clues_ book was invaluable when it came to checking my work. I frequently referred to it and although I have not directly quoted anything from it besides the duplication cheat, it has still been a huge help and has probably influenced my solution in ways unimaginable. At the very least it saved me a lot of time as a great reference guide.

View in: [Text Mode](#)



Old school guide/map writer. Also the author of text adventures Ailihphilia, Shuffling Around/A Roiling Original (anagrams,) Very Vile Fairy File, Quite Queer Night Near, The Problems Compound, Threediopolis and Fourdiopolis.

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