# **Ultima: Exodus Hints and Tips**

by James Dziezynski

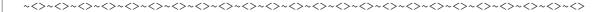
NO! Your guide to:

Updated to v1.4 on Jun 16, 2005

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Ultima Exodus: Dzzy Strategies # 4
For the NES by FCI
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My site: www.afreehome.com/dzzy/dzzyland.htm
ULTIMA EXODUS: FAQ AND WALKTHROUGH
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Version 1.0 The TEST page
Version 1.1 A few updates: The pray command answered and where to find
the pick!
Version 1.2- Answered a few more questions regarding the picks and
Version 1.3 (5/7/00)-Changed the simple fact this game is by FCI and
not Capcom. Added a few actual questions I have received.
VERSION 1.4- (9/12/00) Added all the lists of characters, items, spells,
weapons and armor-- everything but the walkthrough which should be up within
two weeks!!
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III. Spells-Abracadabra! Also a primer on how to get spells--
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Hey there—This is going to be the beginning of my Ultima Exodus FAQ and walkthrough. I am utterly amazed there are no FAQ's out there for this game (and to think, there are probably lots of people out there with the strategy guide, something I have never had access to!) So I am doing it the old fashioned way: playing through it. Feel free to send in questions you may have. This is a VERY basic FAQ and it will grow over time! (For now it's a basic FAQ) I last played through it in 1989, so forgive me if my memory is a bit fuzzy.\*\*NOTE: I played through it again for the sake of the walkthrough in July, 2000. Gotta keep the memories straight ~<>><>~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>

I.FAQ's-<weird AL> I wanna know, I wanna know! </weird AL>\*
(from NATIONAL MIDNIGHT STAR off of WEIRD ALL IN 3-D)

Q-What is the best party to have? What characters make the best group? A-The best party is a BALANCED party. A good starting party would be: (human) Ranger or (Bobit) Paladin/(elf) Thief/ (bobit) Cleric/ (fuzzy) Wizard.

Q-What characters should I avoid?

A-The Barbarian and Alchemist both lack good qualities. Use them only for extra challenge. The Fighter is not that great either because he has no dexterity and no magic ability.

Q-What is the best race for each character?
A-Fighter=Dwarf, Cleric=Bobit, Wizard=Fuzzy, Thief=Elf, Paladin=dwarf or human, Barbarian=Dwarf, Lark=human, Illusionist=bobit, Druid=bobit or fuzzy, Alchemist=fuzzy, Ranger=human.

Q-What the heck is a fuzzy anyways?
A-I'm not sure but they are have a lot of intelligence.

Q-How do I earn experience in the beginning of the game? A-Equip your front-row fighters with blow guns and use your magic users to cast REPEL and UNDEAD to boost Exp points. Earn a lot of exp points this way but keep your level at 3 or 4; any higher brings out tough creature you will not do that well against this early. Make sure to let your fighters kill a few enemies to earn exp points.

Q-Help! I got to level 5 and I can't go any higher!! And the mean monsters have come out and are beating the crap out of me!! HELP!! A-As mentioned in the previous question, keep your levels low until you visit Ambrosia and boost your levels up. At level 3 the pirate ship appears on the ocean but the ground enemies are still pretty weak. A good time to save money, hi jack their ship and head to ambrosia.

# Q-So what is Ambrosia?

A-A delicate food considered the feast of the GODS. Also a reference in the poem Kubla Khan by Samuel Coleridge defines AMBROSIA as the food of paradise. It's also a desert my friends Jody's Aunt brings to picnics. She said it tastes, "Ok, not great."

Q-Ok, Mr. Smarty pants English major, what is it in Ultima? A-Ohhhh-Ambrosia is a hidden continent you reach by hi-jacking a boat and driving it into the whirlpool. Ambrosia is key to the game because it houses the temples where (for a generation donation of 100 gp) you can raise your attributes. There are also some other neat things in Ambrosia.

Q-Right, like the flower. What do I do with that?

A-When you find the flower (to the middle left from where you start, then down) GET it with all four of your characters. Return to Sosaria via the Boat/Whirlpool and visit Sherri (the big, scary pink Rosie O'Donnell look-a-like) in the Royal City. Have each of your characters GIVE her a flower and you will receive the COMPASS HEART from her. This is an essential item because it allows you to return to Lord British's castle at any time (even battle!!) This makes trips to Ambrosia a lot easier because you can return at any time. The bad news is you can only use each compass heart once; the good news is you can keep picking flowers and everytime you give one to Sherri she will give you another compass heart! She's got billions of 'em! A must have for increasing your levels.

Q-Ok, so I have the Ambrosia thing down. It's still early in the game, how do I know what attributes to raise with my hard earned money? A-Raising your MAGIC users (i.e Wizard, Druid) is a great start so that they will learn the powerful spells to whoop up on the stronger enemies. Raising your THIEF's dexterity is a great idea as well, because it makes it easy for you to steal treasure chests in certain cities where you can earn money fast. Mo' money, mo' levels! Eventually build up your WILL power users (Clerics and such), then strength.

Q-And the temples are...? A-Generally-

Intelligence-upper right, then left, across lake.

Dexterity-Middle right, down. This is a tough one to get to. The easiest way to get there is to go to the LEFT and down to battle the pirates and get their boat (as if you were going back to Sosaria). You will probably have to get a powerful Cleric or Wizard to battle the Man O wars you will encounter on the way over. When you reach the other side, go up to the left of the pirate ship, and you will find the shrine.

Strength-Left, down Wisdom-Right, down.

Q-So what town is it that you can steal lots of gold?
A-In Death Gulch, you need one key and a thief with high dexterity. The Mark of Fire helps to steal a little more money. When you get to the second open area, go down and to the left and you will find a bunch of treasure chests ripe for the picking! Using the stop spell on guards if you get caught is a good idea to avoid unnecessary battles. Use the compass heart to warp out of the town if you get caught.

Q--So what about the dungeons? A-The Dungeons are essential b

A-The Dungeons are essential because only in their cavernous depths can you find the marks of heroes. You can also find special items, such as the pick in the Dungeon of death. There are assorted springs and other items to be found as well. DO NOT ENTER THE DUNGEONS UNTIL YOU HAVE BEEN TO AMBROSIA!! You need to have fairly strong levels as the enemy's toughness does not correspond to your level, as in the overworld. Making maps is always a good idea.

Q-Maps!! Ooo! Ooo! Do you have some??!!

A-Check out my Ultima info on www.afreehome.com/dzzy/game.htm I have great links to Stefen Wuepping's complete Ultima site (in German) and some of his maps on my site.

O-What and where is DAWN??

A-Dawn is a hidden city that only appears when both moons are new (not there) - To access Dawn, go to the river inlet above Montor West and line your self up with the river inlet pointing west. Go three steps into the forest and hit the B button until the moons are both new. Dawn will appear right in front of you.

Q-What does he pick do for me?

A-The pick allows you to get the MYSTIC armor and MYSTIC weapon, which are simply buried in the ground! Where? Steal the gold pick counter in the guild in Dawn and use it to get the mystic aromor on a small island just south of the Montors. Get the Silver pick in the Dungeon of Death and find the mystic weapon near the island town ( Grey I believe) to the North of Sosaria.

Q-Ok, so where do I learn the PRAY command? I heard that helps you out somehow.

A-You must have the fire mark and walk across some fire rivers in the town of Yew. Talk to the man hanging out past the fire and he will give you the pray command.

Q-What is that big snake all about?

A-I assume that is the guardian of Evil or Exodus. Use the silver horn to get rid of him.

Q-Where do I get the cards?

A-Earn the cards by praying at the shrines. Use these cards to seal Exodus in the final castle.

NEW NEW NEW (5/7/00)

Q-How can I get the boat to travel to Ambrosia? I don't even SEE a boat!

A-to get the boat, a few conditions must first be met. Number one, you MUST have a character of level 5 exp. (or higher) in your party. This is highest level you can reach before finding the Mark of Kings, so it's a pretty good bet you will have a Wizard or Cleric at level 5 before other characters. Once you reach this level, grey and black pirate ships will appear randomly in the ocean. A good way to get one near the shore closest to you is to enter and exit a town until one is there. Once you encounter a boat, defeat the pirates and the boat will turn Orange, indicating it is yours to use! Remember, you have to talk to Lord British to get your level up, which goes up one level per 100 exp points you earn.

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Before you get to choose what characters you will be using, you have to assign a race to determine their base attributes and max attribute levels. Here's a run down:

\*=highest possible attribute level

BOBIT-Thankfully not the Loreena Bobbit type, but a sort of magical creature

that excels in the WILL POWER magic system (MORE ON MAGIC IN THAT SECTION.) Bobits make decent fighters and superior Clerics. They also fare well when made into a character who can use both WILL POWER and MAGIC POWER systems.

Guaranteed to leave vital organs where they belong!

MAX STATS:

STRENGTH=75

WISDOM=99\*

INTELLIGENCE=75

DEXTERITY=50

FUZZY-This oddly named fellow is a real

noodle-armed-poodle-skirt-wearing-choir-boy, but a heck of a braniac. This unshaven-fellow has awesome Intelligence, superior dexterity, but the strength of Urkel. Makes for good Wizards.

MAX STATS:

STRENGTH=25 (haha!)

WISDOM=75

INTELLIGENCE=99\*

DEXTERITY=99\*

DWARF-As in most games, the dwarf is the powerhouse of the troop. He has high strength and dexterity, making him the best choice for Fighters and Barbarians; he also isn't a bad choice for a Paladin either. (Though given the fact Dwarves almost ALWAYS have beards, perhaps HE should have been called the FUZZY).

MAX STATS:

STRENGTH=99\*

WISDOM=75

INTELLIGENCE=50

DEXTERITY=75

ELF-The wispy elf excels in dexterity, making him a good choice for Thieves. Not a bad choice for MAGIC SYSTEM based fighters either--well except for maybe those silly pointed shoes and commitment to make cookies in that big tree with E.L Fudge and the rest of the Keebler family. (Ernie is a great name for elves!)

MAX STATS:

STRENGTH=75

WISDOM=50

INTELLIGENCE=75

DEXTERITY=99\*

HUMAN=Again, as with most games, the human is your average joe, excelling at nothing but with no weaknesses either. Just because we don't wear silly shoes or hats doesn't mean we should just be given the lowly term of "average". Oh well- the human is a good choice for RANGERS or DRUIDS.

MAX STATS:

STRENTH=75

WISDOM=75

INTELLIGENCE=75

DEXTERITY=75

There are eleven friendly faces to choose from when making your party in Ultima, some better than others. For an early RPG, Ultima gives you a lot of freedom in who can be in your party--you can have multiple members of the same occupation, name your characters, and even completely delete them if you hate their guts. In listing the characters, I've included a usefullness ranking as well; this is there to indicate just that: what this member contributes to the party ( and I don't just mean corn chips and beer.)

The obvious edge to a fighter is his raw phyical power! He can wear every piece of armor and equip every weapon but don't bother allocating any wisdom or intelligence— he's as dumb as a bag of doorknobs. Increasing his dexterity will improve his chances of hitting the enemy, plus he has high HP so he's a good addition to the front line. Most people will have a fighter in their party the first time through the game.

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PALADIN=9

MAGIC=Half of the WILL POWER system

WEAPONS=All

ARMOR=Cloth, Leather, Bronze, Iron, Mystic

BEST RACE=Bobit

The Paladin is another great front line fighter despite the fact she is wearing pink armor and carrying a heart shaped shield. Much like the fighter, she can use any weapon though she cannot equip the Steel or Dragon Armor. The Paladin's greatest asset is her ability to cast WILL POWER spells, which can be used primarily for healing and opening troublesome treasure chests safely. At higher levels, she can also cast spells that aid in dungeon travel, such as SINK, RISE, and MOVE.

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ILLUSIONIST=2

MAGIC=Half of the Will Power.

WEAPONS=Dagger, Mace, and Mystic Weapon

ARMOR=Cloth, Leather, and Mystic Armor.

BEST RACE=Bobit

Let's face it: the Illusionist sucks on toast. This shepard lookin' wanna-be is a pathetic fighter and a limited magic user (especially contrasted to the Paladin, who has the same magic ability but also very good fighting attributes.) Most people only use the Illusionist to raise the challenge of the game or as a pity-member in a strong party. Not a good choice for actually accomplishing the games harder objectives.

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BARBARIAN=4

MAGIC=NONE

WEAPONS=All

ARMOR=Cloth, Leather, Mystic

BEST RACE=Dwarf

CLERIC=10

MAGIC=All of the will power system

WEAPONS=Dagger, Mace, Mystic

ARMOR=Cloth, Leather, Bronze, Mystic

BEST RACE=Bobit

The Cleric is one of the must have characters of Ultima! Her powerful healing

magic also is complimented by a few highly powerful offensive spells that wreck havor on high level foes, especially sea monsters. Not only that, but she has great Dungeon spells. An Uber character and a must have for her awesome healing powers!

The other "must have" character. While a Wizard is worthless in hand-to-hand battle, he excels in strong attack-based magic. Almost all of his magic is made for whomping opponents, so place him in the back row and let him unleash on high level enemies. When equipped with the Mystic Sword, he can somewhat hold his own in hand to hand battle.

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DRUID=7

MAGIC=HALF of both MAGIC and WILL POWER system

WEAPONS=Cloth, Mace, Mystic

ARMOR=Cloth, Mystic

BEST RACE=Fuzzy

BEST RACE=Bobit. Fuzzy

The Druid is a balanced magic user, though at his highest levels he can only use half of each of the magic/will system. He is hampered by an utter lack of armor and weapon use, but if you are focusing on a magic based party, he will help with both Magic and Will power spells.

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THIEF=9

MAGIC=none

WEAPONS=Dagger, Mace, Sling, Axe, Blowgun, Bronze Sword, Mystic ARMOR=Cloth, Leather, Mystic

BEST RACE=Elf

The wily Thief is not strong offensively or defensively, making it difficult to raise his levels. The whole reason to make a thief is to steal a lot of money and save a LOT of time getting your stats up at the shrines. Because of his advanced dexterity, you will be thankful for this gloved fellow when the time comes to get serious against high level monsters!

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LARK=8.5

MAGIC=Half of MAGIC power system

WEAPONS=ALL

ARMOR=Cloth, Mystic

BEST RACE=Human, Bobit

Some people like using the versatile LARK as the front person in a balanced party. Her mastery of weapon use along with the addition of MAGIC power system spells rank her as a quality point fighter along with the Paladin or Ranger—and she can play such lovely songs on her fancy harp!

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ALCHEMIST=1.0

MAGIC=Half of Magic Power system

WEAPONS=Dagger, Mystic

ARMOR=Cloth, Mystic

BEST RACE=Fuzzy, Elf

Well, every game needs its stink-o-rific character and the Einsteinesque Alchemist is the man for the job. In ancient times, Alchemists were scientists

who were determined to find a way to convert lead into gold. This has absolutely no application to Ultima! An utter weakling who can use only the weakest weapons and armor, his magic spells aren't too much to write home about either—a few of the weaker Magic system spells. If you are in the mood for a challenge, add this bottom dweller to your party for added difficulty.

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RANGER=9.5

MAGIC=HALF of MAGIC and WILL system spells

WEAPONS=Dagger, Mace, Sling, Axe, Blowgun, Bronze Sword, Spear, Broad Axe, Bow, Iron Sword, Mystic

ARMOR=ALL

BEST RACE=Bobit, Human

The Ranger is my favorite lead character. He is a strong fighter and a skilled magic user, with the ability to cast half of each system of the spells. While the strongest spells he can cast are those using 35 Magic Points, this can be VERY useful in Dungeons and for emergency healing situations. Walker, Texas Ranger rules!

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III. SPELLS

# A-MAGIC POWER SYSTEM

A word on how spells work; MAGIC spells rely solely on your characters INTELLIGENCE for development; in other words there is no need to distribute WISDOM to your MAGIC-only warriors. Strength and dexterity will slightly aid accuracy.

Now there are a few questions people have when getting stronger level spells: to get higher level spells, one must pay gold at the Shrine of Intelligence. The more intelligence you have the more spells you will have available (if your character has the ability to learn higher level spells, which is pretty much limited to the Wizard.) Don't forget the select button will switch to page two of your higher level spells!

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REPEL

MP's=0

LOCATION=BATTLE

EFFECT=A great free spell that is a dynamic way to earn EXP. points against easy enemies such as orcs and goblins. If one waits to talk to Lord British until after defeating waves and waves of these foes, you will be able to power up easily! Will hurt whole groups of ORCS and GOBLINS.

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MISSILE

MP's=5

LOCATION=BATTLE

EFFECT=A decent low level projectile attack that will usually inflict about 25 points of damage to an enemy. A good finish-off attack or an assault spell against weaker foes. Hits a single foe at a time.

LIGHT

MP's=10

LOCATION=DUNGEONS

EFFECT=This spell will illuminate dungeons for a short period of time.

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DESCEND
MP's=15
LOCATION=DUNGEONS
EFFECT=This spell will lower the party down one level in the dungeons.
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ASCEND
MP's=20
LOCATION=DUNGEONS
EFFECT=This spell will raise the party up one level in the dungeons.
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FLAME
MP's = 25
LOCATION=BATTLE
EFFECT=A stronger version of the missile attack; a good mid-level attack that
hits a single enemy.
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TRANS
MP's=30
LOCATION=SURFACE
EFFECT=TRANS allows you to warp to overworld locations in Sosaria.
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PST
MP's = 35
LOCATION=BATTLE
EFFECT=A very strong fireball-type attack; will usually kill the single enemy
that it is aimed at.
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BRIGHT
MP's=40
LOCATION=DUNGEONS
EFFECT=This illuminating spell will keep things lit up longer than the measley
"LIGHT" spell.
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CLERIC
MP's=45
LOCATION=ANYWHERE
EFFECT=Allows a Wizard to cast spells from the WILL POWER system ( a maximum
strength Wizard as a FUZZY with 99 MP can cast Cleric spells as high as LARGE
HEAL.) A somewhat unnecessary spell.
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POISON
MP's=50
LOCATION=BATTLE
EFFECT=A medium strength spell that hits multiple enemies for respectable
damage. Good against mid level foes.
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KILL
MP's=55
LOCATION=BATTLE
EFFECT=An ultra-powerful fireball that will destroy the intended target most of
the time; hits one enemy directly in line with your spell caster. It's not just
a clever name!
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STOP
MP's=60
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#### LOCATION=ANYWHERE

EFFECT=Stops time for everyone except the party; a great spell for escaping from town guards or to freeze a stronger-than-thou opponent in the heat of battle.\*\* NOTE=WILL NOT WORK IN EXODUS CASTLE!

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PSTKTLL

MP's = 65

LOCATION=BATTLE

EFFECT=A multi-hit version of the PSI spell; especially effective against BALRONS and DEVILS

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MP's = 70

LOCATION=BATTLE

EFFECT=Brings ALL enemies you are facing close to death. A great spell to weaken your opponents; follow up with a non-magic user to finish them off and earn valuable EXP. points (such as a Thief or Barbarian).

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MP's=75

LOCATION=BATTLE

EFFECT=THE MOTHER OF ALL ATTACK SPELLS!!! This golly-whomper of a spell will instantly destroy ANY foe it makes contact with. Of course if it misses, the enemy will be fit as a fiddle.

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#### B-WILL POWER SYSTEM

The WILL POWER SYSTEM can be harnessed by the PALADIN, CLERIC, ILLUSIONIST, DRUID, and RANGER though the true master of these spells is the CLERIC. While the low-to-mid level WILL POWER spells are primarily for healing and effects, the high level spells offer a few very strong offensive attacks!

Unlike the MAGIC POWER spells, WILL POWER SPELLS depends on WISDOM to boost the number available to your user; thus if you have an exclusive WILL POWER user there is no need to allocate any points to their intelligence (I KNOW it seems mean, but they are just stats, my friend!) So on with the spells, shall we?!

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UNDEAD

MP's=0

LOCATION=BATTLE

EFFECT=Kills Skeletons and Ghouls and doesn't cost a thing to cast! Use the "don't level up" tip given in the MAGIC SPELL "REPEL", except on the undead monsters. \*\*NOTE: check TIPS N TRICKS FOR A SUPER DUPER ACCURACY TRICK! ~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>

OPEN

MP's=5

LOCATION=ANYWHERE

EFFECT=Lets you open a treasure with no risk of getting hit by a trap, though it sometimes fails to actually open the chest. DOES NOT work on doors, only

HEAL

MP's=10

LOCATION=ANYWHERE

EFFECT=Creates a small kiddy pool filled with pudding that your characters smear on their bodies and re-inact "LORD OF THE FLIES." Wait...no, it simply restores a small amount of hit points to an individual character. What was I thinking?

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GLOW
Mp's=15
LOCATION=DUNGEONS
EFFECT=GLAMOUR magazine states: Men sweat, women glow. Well, I'm not sure if
female persperation is the illuminating ingredient, but in any case this spell
will light a dark dungeon for a short while.
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RISE
MP' s=20
LOCATION=DUNGEONS
EFFECT=Teleports your party up one level while in dungeons. Also serves as a
quick and easy way to raise your soufflé! HAHA
~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>
SINK
MP's = 25
LOCATION=DUNGEONS
EFFECT=Provides a sturdy place to wash your dishes OR teleports your party down
one level in the dungeons.
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MOVE
MP's=30
LOCATION=DUNGEONS
EFFECT=Use it as a WARP spells to move to a new part of the dungeon; a little
unpredictable.
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CURE
MP's = 35
LOCATION=Anywhere but BATTLES
EFFECT=NOT the horrible, horrible, awful, manic depressive band featuring that
fat clown Robert Smith, but a useful spell to extract poison from a character.
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SURFACE
MP's=40
LOCATION=DUNGEONS
EFFECT=Teleports the party from anywhere in the dungeon to ground level.
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STAR
MP's = 45
LOCATION=DUNGEONS
EFFECT=STAR is simply a more powerful illuminating spell!
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HEAL (2)
MP's=50
LOCATION=ANYWHERE
EFFECT=Confused? This is the second time HEAL appears on your list of spells;
this one appears on page two (the page you get when you hit the select button
after opening the spells menu) and heals an individual for a large amount of
Hit Points.
MAP
MP's = 55
LOCATION=ANYWHERE but towns and battles.
EFFECT=In dungeons, this spell will chart the floor you are currently on. When
on the continents of SOSARIA or AMBROSIA, it will provide a general map with
your location marked by a swirling icon.
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BANISH
MP's=60
LOCATION=BATTLE
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EFFECT=An extremely powerful fireball spell that will often kill the most powerful foes in a single hit; hits one at a time.

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RAISE

MP's = 65

LOCATION=ANYWHERE but BATTLE

EFFECT=ATTEMPTS to bring a dead character back to life; if it fails the character will turn to ASH! D'oh! Time to hit reset!

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DESTROY

MP's=70

LOCATION=BATTLE

RECALL

MP's = 75

LOCATION=ANYWHERE except BATTLE

EFFECT=Will revive any dead character, even those who have been turned to ASH--obviously a great spell to have!

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IV-WEAPONS, ARMOR, AND ITEMS

Shall we start with the weapons?

WEAPONS-

\*NOTE-- there are two main types of weapons

HAND TO HAND-Weapons you can only use when you are right next to an enemy; these include swords, axes, and the like.

PROJECTILE-Weapons that can be fired at a distance; much more effective than hand to hand weapons.

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DAGGER

PRICE=5 gp

DAMAGE LEVEL=1

WHO CAN USE: ALL

The dagger is nearly worthless and won't kill even the weakest opponent unless they are already weakened. The good thing is you lose it once you use it-- a projectile weapon.

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MACE

PRICE=30 gp

DAMAGE LEVEL=2

WHO CAN USE: EVERYONE BUT WIZARD AND ALCHEMIST

Another krunky weapon (not the spray but a spiked club.) Only good in hand to hand combat with monsters and even then it kind of sucks. Outside of the Mystic weapon, it is the strongest weapon your Cleric can wield.

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SLING
PRICE=60 gp
DAMAGE LEVEL=3
WHO CAN USE=Figher, Paladin, Barbarian, Thief, Lark, Ranger
Somewhat weak, but a good beginning projectile weapon if you don't have enough
gold for a blowgun. Unlike the dagger, it can be used as many times as you like
without running out.
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AXF.
PRICE=125 gp
DAMAGE LEVEL=4
WHO CAN USE=Fighter, Paladin, Barbarian, Thief, Lark, Ranger
The axe is a weak hand to hand weapon and one better left alone.
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BLOWGUN
PRICE=350 gp
DAMAGE LEVEL=4
WHO CAN USE=Fighter, Paladin, Barbarian. Thief, Lark, Ranger
A decent projectile weapon and the best choice for the Thief. Deals a medium
amount of damage
BRONZE SWORD
PRICE=200 gp
DAMAGE LEVEL=5
WHO CAN USE=Fighter, Paladin, Barbarian, Thief, Lark, Ranger
While a more powerful weapon for the Thief, it lack the versatility to be
effective. As with all swords it is a hand to hand weapon.
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SPEAR
PRICE=250 gp
DAMAGE LEVEL=6
WHO CAN USE=Fighter, Paladin, Barbarian, Lark, Ranger
While it has the same weaknesses as other hand to hand weapons, it is the most
powerful weapon you will find in non-hidden town shops.
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**NOTE= ALL WEAPONS FROM HERE ON OUT CAN ONLY BE FOUND OR PURCHASED AT DAWN
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BROAD AXE
PRICE=400
DAMAGE LEVEL=7
WHO CAN USE=Fighter, Paladin, Barbarian, Lark, Ranger
A pretty strong hand to hand weapon only available at DAWN's shop. You'll
probably pass this one up for a more powerful projectile weapon.
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BOW
PRICE= 1050 gp
DAMAGE LEVEL=7
WHO CAN USE=Figher, Paladin, Barbarian, Lark, Ranger
The best weapon for a Ranger and a swell choice for any other character who is
skilled enough to use it.
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IRON SWORD
PRICE=800 gp
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DAMAGE LEVEL=8

WHO CAN USE=Fighter, Paladin, Barbarian, Lark, Ranger

Not the sequel to ACCLAIM's Wizards and Warriors, but a meaty hand weapon. It's ok for what it is.

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GLOVE

PRICE=1200

DAMAGE LEVEL=8

WHO CAN USE=Fighter, Paladin, Barbarian, Lark

Oddly, this iso-toner related weapon is stronger than most swords. Chances are this is another weapon you will pass up due to its inefficentcy.

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HALBERD

PRICE=2700 gp

DAMAGE LEVEL=9

WHO CAN USE=Fighter, Paladin, Barbarian, Lark

A powerful hand to hand weapon; a decent choice but not as versatile as the silver bow

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STLVER BOW

PRICE=6550

DAMAGE LEVEL=9

WHO CAN USE=Fighter, Paladin, Barbarian, Lark

In my opinion, the best weapon out there and the hefty price tag seems to agree with me. The strongest projectile wepaon, the Silver Bow is a great addition to your armory if you have the patience to raise the money to acquire it.

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SUN SWORD

PRICE=4550

DAMAGE LEVEL=10

WHO CAN USE=Fighter, Paladin, Barbarian, Lark

This is the most powerful weapon that can be purchased, but check out the FAQ section above for a free and easy way to get a more powerful sword...

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MYSTIC SWORD

PRICE=N/A

DAMAGE LEVEL=10

WHO CAN USE=ALL

Not only is it free, but even the lowly Alchemist can swing this mighty weapon with some force! To get it, use the SILVER PICK found in the DUNGEON OF DEATH and head to the islands around grey and use the PICK to find an unlimited supply of MYSTIC SWORDS!!!

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ARMOR-

There is not much in the way of ARMOR in ULTIMA and more experienced adventurers can get the games best armor very early on if they know how...

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Go Naked if it makes you happy! Of course it offers NO protection but you will feel more earthy

CLOTH PRICE=75 WHO CAN USE=ALL A lightweight and very basic armor everyone can use. Well, its better than being naked.\*

\*UNLESS YOU ARE SALMA HAYEK

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Leather

PRICE=195

WHO CAN USE=ALL BUT Wizard, Lark, and Alchemist

Leather is slightly stronger than cloth, but is not that much more efficient at defending you.

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BRONZE

PRICE=575

WHO CAN USE=Figher, Paladin, Cleric, Ranger

The best armor for a cleric outside of the Mystic Armor; not a bad choice if you have the money for it.

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TRON

PRICE=2500

WHO CAN USE=Fighter, Paladin, Ranger

While it offers good medium protection, the high price tag may make it an item you'd be better off without.

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PRICE=6130

WHO CAN USE=Fighter, Ranger

Pricey! This armor is strong but really takes dedication to save up the funds to equip your Fighter or Ranger.

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DRAGON

PRICE=8250

WHO CAN USE=Fighter, Ranger

THE most expensive item in the game ( at a somewhat odd price.) Super strong, but as mentioned with an earlier armor, there is a stronger armor available for

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MYSTIC ARMOR

PRICE=Free

WHO CAN USE=EVERYONE!

The MYSTIC armor is the strongest armor out there and can be used by one and all! To obtain it, steal the GOLD PICK from the GUILD in Dawn and explore the small islands in the southern oceans of Sosaria

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ITEMS-

There are not many items and admittedly most are superfluous-- still, the game can't be beat without a few of these important sundries...

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TORCH
PRICE=5 for 30 gp
The Torch will light up the dungeons for while if you want to save magic points
or have drained your magic powers fighting foes.
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KEY
PRICE=50
Keys are needed to complete your quest. Bring along 7 or 8 minimum if you want
to thoroughly explore Ambrosia.
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CEM
PRICE=75
The magic crystal GEM will provide you with both overworld and dungeon maps;
however they go away after one use.
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SAND OF TIME
PRICE=90
Much like the STOP spell, this item will briefly halt time for everyone except
the party making a perfect accessory for running away from surly town guards.
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TENT
PRICE=100
Use the TENT to recover Hit Points after hard battles
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SILVER PICK
PRICE=N/A
Hidden on the 8th level of the DUNGEON OF DEATH, this miner's tool can be used
to dig up the MYSTIC WEAPON.
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GOLD PICK
PRICE=N/A
The GOLD PICK must be stolen from a GUILD in Dawn ( don't feel quilty, you ARE
saving the world here.) It is used to uncover the Mystic Armor.
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SILVER HORN
PRICE=N/A
Take a deep breath and blow into the horn RIIIICCCCOOOLLLLAAAA!!!! PRAY in the
CIRCLE of light in YEW to obtain this important item feared by RED SNAKES
everywhere!
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COMPASS HEART
PRICE=N/A
This is a VITAL ITEM that makes your life sooo much easier. Get it by giving
the Ambrosia Flower to the Rosie O'Donnel-esque Sheri in the Royal City. She
has an unlimited amount of them so as long as you have flowers for her she will
always have a COMPASS HEART FOR YOU. The COMPASS HEART enables you to warp back
to Lord British's Castle from anywhere in the game! Cool, huh?
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AMBROSIA FLOWER

PRICE=N/A

PRICE=50 hit points

Deep in the dungeons lay the four marks: Force, Fire, Snake, and Kings. Have EACH CHARACTER stamp their arm with the branding iron to earn the following attributes:

FORCE=Lets you walk over the BLUE FORCE FIELDS without taking any damage

FIRE=Allows you to cross lava without taking any damage.

SNAKE-Gives you clearance to enter the final castle of Exodus

KINGS=A proof of your bravery, you are free to raise your levels above 5 once you talk to Lord British with this shiny tattoo on your arm!

CARDS

PRICE=N/A

\*Remember to press SELECT to access the second important page of commands!

Talk-Easy enough! Choose this command to tlak to anyone except monsters!

Magic-This opens us the magic menu and will list the spells available to your character. be careful using this one in battle because once you choose it you can't go back (for example, if you accidently choose magic when you want to fight, you are committed to casting a magic spell).

Fight-An interesting command! Besides letting you beat up the baddies, you can choose to fight any character you come across in the game! That's right! Cast DESTROY on old women! Blast the annoying little girls with PSI KILL! Just remember when you attack people in the town it will prompt guards who are among the strongest enemies in the game!

Status-Not only lets you check in on your stats but this is the screen that will let you know what marks/cards/special items you have obtained. Also used to equip weapons and armor.

Tools-Simply lets you use your tools.

Give-This command lets characters trade possessions amongst themselves.

Get-Use the GET command anytime you want to open a treasure chest. GET will also work across counters in town, if you feel like robbing a merchant.

Climb-Another rather basic command—when confronted with a ladder, use it to ascend or descend.

Food-The FOOD command evenly divides the total food in the group amongst the team members. When your food runs down to zero, you will start losing HP's with

every step so keep your party well fed!!

Gold-This lets you transfer GOLD between members in your party  $\square$  Horse-If you laid down the ducets to purchase horses, this command will allow you to mount or dismount them.

Order-Selecting ORDER allows you to change the order of characters in your party. Your first two characters will be your "wall" in combat, so put your beefier characters up front.

Bribe-This command can be learned at Devil's Guard from the Pink girl in the hospital. Use it to get pesky guards out of your way.

Pray-Once you have the MARK OF FIRE, visit the Priest standing on the other side of a fire blocked bulding to learn this powerful command. It enables you to get the Silver Horn and the Cards.

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#### WALKTHROUGH

#### \*Where to start? What to do?

Ultima can be a very imposing game for one without the instruction manual; your mission is vague, your characters confusing, and the enemies awfully repetitive. If you power up too quickly, your guys get beaten on bad and it's hard to know whats going on! That's why I'm here you lucky gamer you! Now let's start at the beginning:

To play through the game the first time, you'll need a solid party. For this walkthrough I will be using what I call the default party. This consists of

RANGER-Human THIEF-Elf CLERIC-Bobit WIZARD-Fuzzy

While are have the option to switch up, I'd strongly suggest this group. If you want to put a fighter or paladin in place of the ranger, go for it. Keep the other three members.

Once you have named your characters and formed the party, you will go to a little cut scene in front of lord British. He commands you to destroy the nebulous "Exodus," an evil that is spreading throughout the land. HOW to actually destroy Exodus is up to you; the King is about as helpful to you as a bag of moldy cottonballs. In any case, the game is on and it's time to get to work!

# \*BREAKING IN THE GRUNTS

Putting ULTIMA into a linear format won't be easy, but I'll do my best! Your characters start off with the nearly-useless weapons (one-time use daggers) and flimsy armor! Thanks again for nothing Lord British! Thankfully, your characters each come with 100 gp each—when you enter your first town you will be able to pool it to purchase at least one good weapon. BUT— before that, test your mettle with some of the grey and black monsters roaming around the countryside.

These foes are the easiest in the game and as long as you have not gotten your levels upgraded from Lord British you will always get one of four foes: orcs,

goblins, skeletons, or ghouls. These bad guys are easily defeated by your Wizard, Cleric, or Ranger. Ghouls and Skeletons will go down when UNDEAD is cast upon them and Orcs and Goblins will fall to the REPEL spell. Both UNDEAD and REPEL cost no MP to cast and each foe defeated will yield 3 exp points for REPEL monsters and 4 exp for UNDEAD monsters. Since these foes usually come in large groups, this is a good way to power up your magic users early in the game.

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The undead and repel spells are very powerful against these enemies, which can cause an imbalance in exp points with your thief. Make a point to leave some so your thief can get some exp too.

A helpful tip when fighting these foes learning how to cast your spell at the right time so it hits everytime. Look at the enemies' animation; each monster has two frames of movement. To hit these guys every time cast your spell as follows:

Orc-When his club is in the DOWN position. Goblin-When his stick is raised. Ghoul-When his mouth is open. Skeleton-When his sword is raised.

# SECTION I

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The Royal City: Getting used to an Ultima based economy

As with any RPG, your duty here is to be social and talk to all the fine citizens of the Royal City. Remember that townsfolk often hang out on the border of the town so be sure to thoroughly explore the around the outside edges as well! One of the more notable characters you will encounter is the husky Sherri, who stands around flailing her chubby arms in the air near the lake to the bottom right. She will ask you, "Think me beautiful.?" Of course you DON't but say yes anyway; she'll tell you to bring flowers next time you see her. Keep this tid bit of information on the back burner for now.

There are also four shops in Royal City; a grocer who simply sells food to keep the party healthy; a pub where the more you drink the more information you will get; and armory and weapons stores. Your priority at this point is to equip your Thief with a BLOWGUN so pool your gold together and buy him one! This gives him a moderately strong projectile weapon. If you have enough gold leftover pick up a blowgun for your Ranger as well. The Cleric and Wizard can not use projectile weapons so don't worry about them for now— their spells do a good enough job anyway.

Exploring Sosaria: First Priorities

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After getting projectile weapons for your Ranger and Thief, it's time to explore the world. You will notice Sosaria is relatively small and most towns are very easy to get to. Here's a run down of the features you will encounter on the overworld map:

Meadows: The easiest places to travel over, these allow your characters to move at full speed and do no inhibit visibility.

Forests: The forests look like pine trees on the map; once you are immersed in them you will lose any visibilty beyond the square you are facing. They also make you walk a little slower giving enemies more time to close in on you!

Mountains: Mountains cannot be passed over and can often shield dungeons or hidden towns.

Water: You need a boat to cross the briny deep. No surprise here.

Towns: Also, nothing too tricky about towns-- step on one to enter it.

Dungeons: Dungeons look like caves; at this point you do not want to enter any dungeons!

Moongates: The swirling moon gates serve as warp points in Sosaria. You must access the moon gates to reach certain dungeons and towns.

Castles: There are only two in the whole game; Lord British's castle and the the ominous Castle of Exodus which is surrounded by water and lava ( you come across the latter only if you warp through the moon gates.)

At this point, there are also a few towns you cannot reach that are slightly off shore on islands. Don't worry about them for now.

After getting into a few battles and using the WILL POWER spell OPEN to reap the gold, you will notice your food is slowly going down. Make sure to keep your food levels high enough so that you won't be draining HP's away form otherwise healthy characters. Not every town has a grocer however, the Royal City DOES so keep it in mind when you are hungry!

With battle comes experience; in Ultima your characters will gain levels whenever they amass 100 exp points. You can then speak to Lord British, who will raise your level for every 100 points you have gained ( you may have to talk to him multiple times to reach your max level.) A few things happen when your level gets raised:

- --Your MAX HP is increased ( not your MP though).
- -- The enemies you will encounter get stronger.
- --At level 5, the Black and Grey pirate ship will appear on the high seas. You can then battle the pirates for control of thier ship.

It is important to try to balance out EXP between your 4 team members equally. Do not talk to Lord British until everyone is at least at 500 exp points. While that number is easy to obtain with your Ranger, Cleric, and Wizard (thanks to the Repel and Undead spells) it can be a challenge leaving enemies behind for the Thief to knock out with the Blow gun. If you get certain characters' levels too high too quickly, it will be much harder for your Thief ( and later Ranger) to get exp points off the easily defeated Repel and Undead monsters. Not only that, but you could end up with magic characters with 500 + hp and a non-magic

user with 150 hp; bad news when facing strong enemies. Repel and Undead monsters are easy EXP and will go away when your levels get too high; earn as many EXp off them before moving on.

With that in mind, Feel Free to explore the world! Don't enter any dungeons just yet, you'll just get squashed and most likely lost.

# SONG INTERLUDE:

(sung to the ITCHY AND SCRATCHY theme song)
You're Lost
And Squashed
You're Lost and Squashed and Lost
Lost Lost Lost

Squashed Squashed Squashed Going to Dungeons too EARLLLYYY!

While there are 5 other cities besides the Royal City and Lord British's castle that you can visit (for now-- there is one hidden city and one you need to access the moon gates to reach.) Chances are you will want to explore south first so the first cities we'll go in depth into are the twin cities of Montor east and west. These are the two cities located on opposite sides of the inlet directly south of Lord British's Castle. Let's start with Montor West (thats the one on the left for you...not as adept with navigation!)

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MONTOR WEST: HOME OF THE JAILBIRDS

- ~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>~<>
- -Pub
- -Grocery Store
- -Weapons Shop
- -Armor Shop
- -\*Jail

There are a lot of folks to talk to in Montor West; the unique building you will find here is the Jail. Unfortunately you cannot be granted an audience with the prisoners unitl you learn the BRIBE commmand in Devil Guard. Sorry! For now, talk to the local yokels; if you want to donate enough GP at the pubs you can get some vague hints about various goals in the game.

\*=Unique/or important aspect of city.

- ~<>~<>~<>~<>~<>~<>~<>~<>
- -Weapons shop
- -Armor shop
- -Pub

The people you speak to here all seem to have attended the "University of Ambiguous Information." Such clues as "The marks will help you" and "The Mystic Sword is powerful" may seem vague for now, but keep them on the back burner. Other than that there is nothing too spectacular in this port city. Make sure to explore the outer walls to get a few more clues from meandering villagers.

- -Grocery Store
- -Pub
- -Guild

- -Casino
- -Weapons Shop
- -Armory (Tresure Chests)

Grey offers your first chance to at two new merchants: the guild and the casino. The guild offers several useful items you cannot get in normal shops: torches, tents, the sand of time, gems, and (most importantly) magic keys. Prices are as follows:

Torch-5 for GP \*Relatively useless, as they blow out easily and spells last longer.

Sands of Time-90 GP  $^*$ A nifty item that stops time for everyone except the part for about seven seconds; good for escaping angry town guards or to stop advancing enemies.

 $Gem-75\ GP\ *This$  item has a one time use and provides an overhead map or both the overworld and dungeons.

Magic key-50 GP \*You will need lots of keys along the way, especially if you indulge in the money making scam in Death Gulch (more on this later).

Tent-100 GP \*Restores a bit of hit point energy for the party.

Grey also gives you the chance to play the ever-engrossing game of Rochambeau, also known as ROCK-SCISSORS-PAPER. You can gamble against the house, but like any game of chance, don't get greedy. This game is more of a novelty than anything else.

The weapon shop, pub, and grocery store are nothing new, but it is worth your while to be social with the locals. You'll also find a guarded treasury with nine chests; you cannot get in and steal them until you can bribe the guard with 200 GP. Even then you run the risk of getting caught and facing the powerful town toughs in battle. Grey doesn't offer much in the way of escape, so you might be better off leaving this booty alone. After taking in your share of this moat surrounded town head North to the fantastic town of Moon.

- -Hospital
- -Grocery Store
- -Temple
- -Pub

Moon is a fairly pious city and the residents are hospitable. Healing is the name of the game here; not only is there a hospital to sure colds and the such, but should a resurrection fail the temple offers a fool proof way to revive any character, even one turned into ashes. Be wary though, the Temple will charge a hefty tab for reviving the undead (they must be part of the H.M.O's). You can also meditate with the Priest if i is peace of mind you seek (I honestly don't know what Meditating does for you, sorry!) Though it goes without saying, make sure you make small talk with all the people.

- -Grocery Store
- -Hospital
- -Temple

# -\*Circle of Light

Yew can be found directly east of Moon (or West of Lord British's Castle) in a densely wooded area. The entrance is on the left side and the actual town will be hidden from few until you are one square away from it. Travel is hard in Yew because the tall trees black out most of your screen. As a general guide look in the general direction for these places:

- -Crosses/Priests gathering area-- Bottom Left
- -Circle of Light-Bottom Right
- -Temple-Slightly above the Circle of Light
- -Hospital-Upper Right
- -Grocery-Straight Up, Middle

The Circle of Light is a vital place to your game, though you will not be able to utilize it's true power until you get the MARK OF FIRE. Since the Mark of Fire is hidden deep within the dungeons, don't worry about it. Don't try to cross the Fire Field that guards the Priest in the Temple either— without the Mark of Fire you'll be roasted toasty. Keep these places in mind though.

There are people hidden in the trees; if you feel ambitious go hunt them out. At this point, YEW's secrets will remained locked.

Remember to visit the Inn often as it the only place where you can save your game. There are many secrets hidden in the Castle that require keys and safe crossing of damage zones. For now let them be; just remember the three main areas:

- -Lord British- Speak to him to raise your levels (but not quite yet!)
- -Inn-Go up, take your forst left on the yellow path and voila! Saved game! -Hospital-Upper right, then down- Cures Colds, etc.

Now that you have explored the easy-to-access cities and encountered foes, your party should have the following attributes:

Ranger-Blowgun, Leather Armor Thief-Blowgun, Leather Armor Cleric-Mace, Leather Armor Wizard-No Weapon, Cloth Armor

Because you set your levels high enough for your Cleric, Wizard, and Ranger to have ample spells, you should be doing ok in that area. Hopefully, you are balancing out experience points evenly amongst your team member and YOU HAVE NOT TALKED TO LORD BRITISH YET!!! Wait a while more and keep fighting monsters before raising your levels (try to get about 600-700 exp each if you have the patience!) Are you remembering to keep your food levels up? The easiest to reach grocery store is right in Royal City. I personally like to keep my levels above 200 for each character, though I am often guilty of having the food for some of my characters slip down as low as 20!! D'oh! You still have a long way to go before finding "The lost Ambrosia" and entering the dungeons. Your next step is to explore the harder to reach towns (though there is one that you will not able to reach until you have captured a boat.)

To reach these towns, you must utilize the moon gates, the waxing and waning circles at the top-left hand corner of your screen. You can increase the cycles of the moon by repeatedly pressing the B button, but keep in mind this will use up food (it does also serve to restore MP.) Moongates appear in several places on the continent, but will always lead to each other when entered at the same moon stage. (I'll explain this more later.) There is also a hidden city that does not require moon gates, but does involve the Moon Cycles. If you are ready, on to section 2!!

# SECTION 2: AS PROMISED IN THE PREVIOUS PARAGRAPH

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There are three cities that rely on the Moongates: Death Gulch, Devil Guard, and Dawn. Dawn is the only truly "hidden" city; it's also the easiest to reach if you know how--let's start there.

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DAWN: THE SACRED CITY CHOCK FULL OF SECRETS

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Dawn is not hard to find if you know where to look. The easiest way to locate Dawn is as follows:

- -Head to the area of the Montor Cities; namely Montor West. You will see a river flowing up into the main land; walk your party so that they are ONE STEP LEFT OF THE LEFT MOST ARM OF THE RIVER! THIS MEANS THE NEXT SQUARE ON YOUR RIGHT IS THE RIVER ITSELF!
- -Procede to walk five paces to the left and stand still, you should be in the woods now.
- -Press the B button until there are two new moons (no moons at all!) Dawn will magically appear out of thin air in the space to the left. Enter it quickly! It will only be there while the Moon Cycle is at two new moons!
- -Weapon Shop
- -Armory
- -Guild
- -Stable
- -Inn
- -Pub
- -Fortune Teller
- -Grocery Store
- -Hospital

Dawn is the Brigadoon City of Ultima; it disappears without a trace when the moon cycles return to thier normal waxing and waning. It is brimming with vital clues, sells the best weapons and armor, and even has an Inn where you can save your game! In fact, the only type of buildings not found in Dawn are Casinos (no big loss there!) and temples.

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