

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 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.

Q-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 armor 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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II. Characters

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:

STRENGTH=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 usefulness 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.)

**USEFULNESS SCALE=(based on 1-10)

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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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PSI
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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GLOW

MP's=15

LOCATION=DUNGEONS

EFFECT=GLAMOUR magazine states: Men sweat, women glow. Well, I'm not sure if female perspiration 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

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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.

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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

SLING

PRICE=60 gp

DAMAGE LEVEL=3

WHO CAN USE=Fighter, 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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AXE

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

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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=Fighter, 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

- Casino
- Weapons Shop
- Armory (Treasure 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.

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MOON: THE LUNAR CITY

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- 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 cure 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.

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THE CITY OF YEW: A MOST HOLY CITY IN NEED OF A FEW GOOD LUMBERJACKS

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- Grocery Store
- Hospital
- Temple

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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 THE CIRCUIT OF HIDDEN CITIES

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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.