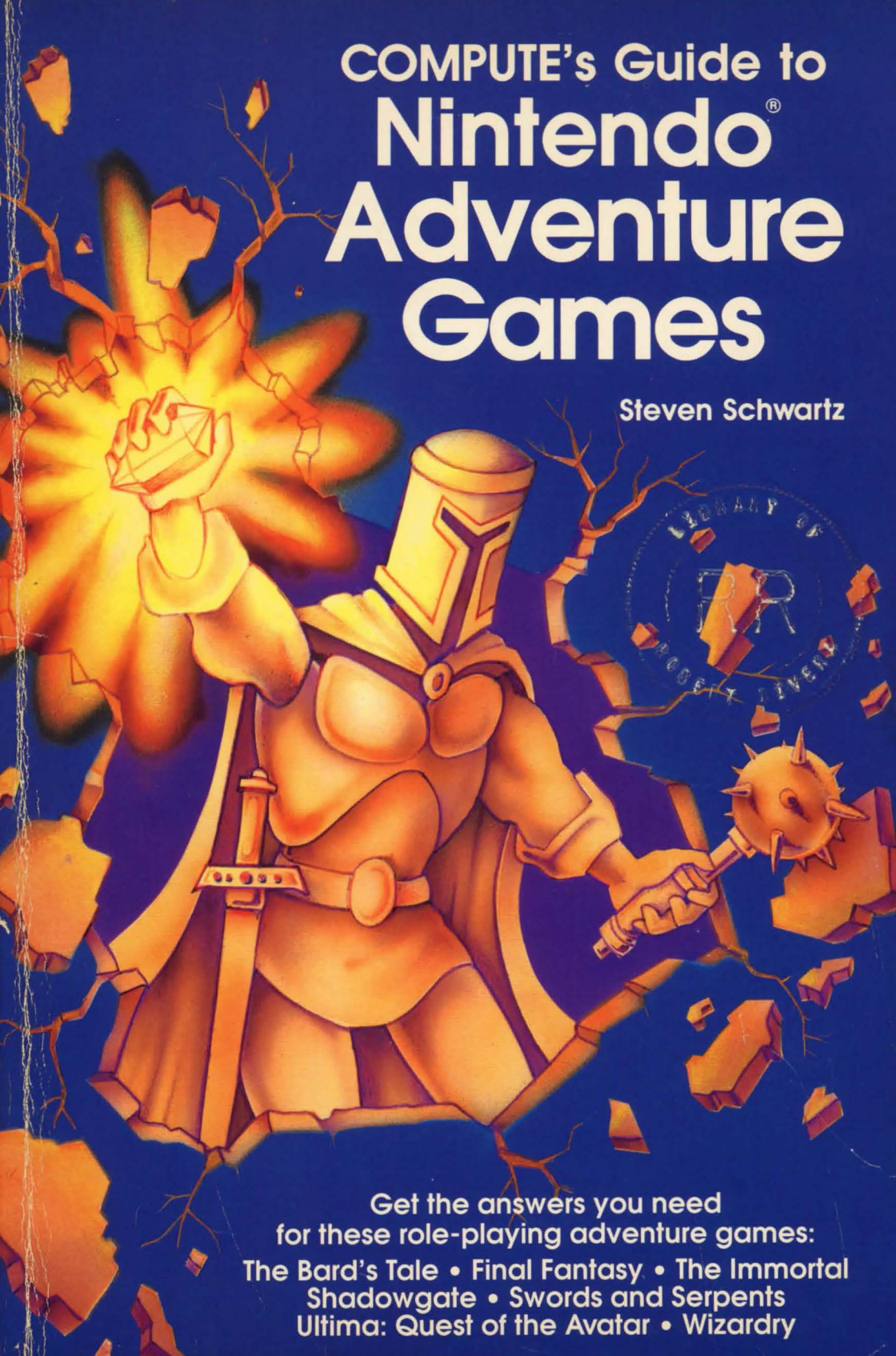


# COMPUTE's Guide to Nintendo<sup>®</sup> Adventure Games

Steven Schwartz



Get the answers you need  
for these role-playing adventure games:  
The Bard's Tale • Final Fantasy • The Immortal  
Shadowgate • Swords and Serpents  
Ultima: Quest of the Avatar • Wizardry



**COMPUTE's**  
**Guide to**  
**Nintendo<sup>®</sup>**  
**Adventure**  
**Games**

Steven A. Schwartz

COMPUTE Books  
Greensboro, North Carolina



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Finally, Digital Vision was kind enough to provide a ComputerEyes Video Digitizer. All screen captures were done with this marvelous device.

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# Preface

This book is different from my other game books. Although I've reviewed and written about hundreds of computer games over the past 13 years, this book deals exclusively with my favorites—*fantasy role-playing games* (RPGs). Unlike action and arcade games, RPGs demand intelligence, thoughtful strategies, and concentration. Eye/hand coordination plays only a minor role, if any. What action there is often takes place in the player's mind, rather than on the screen. And like a good novel, such games can't be completed in an evening. Because of their great depth and breadth, a good RPG can keep you entertained for days, weeks, or—in some cases—months before you meet the final challenge.

A fantasy RPG has several key elements. First, you play the role of one of the characters in the game. You make every decision to fight, run, and explore. Those decisions directly affect the character's progress toward the goal and his or her personal development. Second, the world in which the game takes place is usually fictitious and populated by imaginary creatures such as monsters, dragons, and subhuman races of people (the fantasy element). Finally, there is a specific goal which you must attain to complete the game. Usually this is something like rescuing a princess, defeating the evil wizard, and/or making the kingdom safe once again for decent folk, restoring goodness and light, and so on.

Because tastes vary, I've included several types of RPGs in the book. *The Bard's Tale*, *Swords and Serpents*, *Wizardry*, and *Ultima: Quest of the Avatar* are traditional RPGs. In each, you direct a party of adventurers on a well-defined quest. In all but *Ultima: Quest of the Avatar*, your time will be spent almost exclusively within one or several dungeons laid out on a rectangular grid. Mapping is a key component of the game.

Another element that these four games share is that of "experience building." Initially, your party will be composed of poorly equipped novice fighters and spellcasters. As you accumulate experience through successful combat, your characters' hit points, magical abilities, dexterity, and other traits will continually improve. Your

actions—like those of a commanding general—will determine how quickly your characters advance.

*Final Fantasy* is a task-oriented RPG. Many of the people and creatures that you meet will ask you to perform special tasks before they'll hand over magical items or some information that is critical to the quest. Although many of the dungeons are quite large, mapping doesn't really play a part. The irregular shapes of the dungeons make them extremely difficult to map.

*The Immortal* and *Shadowgate* are a special breed of RPG. "Ordered puzzle-solving" is the name of the game. *Ordered* because you can't roam freely as you are allowed to do in most RPGs; that is, you must do this before you can do that. *Puzzle-solving* because you will be stopped cold until you provide the answer to the riddle, figure out how to get the mystic sword without being fried by the dragon, or determine what objects must be used in combination to open the magic lock.

Unlike my general Nintendo books (*COMPUTE's Guide to Nintendo Games* and *Nintendo Secrets*), the tips in this book go much further than offering a little boost to get you going again. *Because RPGs are some of the toughest games to beat, I wrote this as an answer book. It reveals the location of every key item, gives the answer to every puzzle, and provides maps of every dungeon level.* Where possible, game-busting secrets have been placed at the end of each game chapter, so you won't see them if you don't want to.

If you simply read straight through a chapter, you are guaranteed to ruin the game for yourself—it's like flipping to the final page of a murder mystery when you're only halfway through a book. The best way to use this book is as a reference when you're stumped or stalled, and to check on progress toward the final goal.

If you have comments, suggestions for changes or improvements, or just want to say hello, I'm always pleased to hear from readers. I can be reached in care of the publisher: COMPUTE Books, 324 West Wendover Avenue, Greensboro, NC 27408.

*Steven Schwartz*

*July 1991*



# The Bard's Tale

Like many of the role-playing games that have recently become available for the NES, *The Bard's Tale* was originally a computer game for the Apple II and IBM PC. If you already conquered the computer version, you'll still want to try its Nintendo counterpart. Much of the fun of RPGs is the mapping—and all the maps have been changed for the Nintendo release. Although the game has been down-sized considerably (smaller and fewer dungeons, spells, and character classes), the changes make *The Bard's Tale* easier for younger adventurers to tackle.

The object of the game is to defeat the evil magician Mangar and end the perpetual winter that has fallen over the land of Skara Brae. To do this, you must assemble a party of adventurers and—through successful combat—build their character attributes, improve their armor and weapons, and then gain admittance to Mangar's Tower. Even playing full-time, you'll find that it takes a week or more to completely map the 15 mazes and reach Mangar.

## ASSEMBLING A PARTY

Although you'll be tempted to try out some esoteric mixes of character classes—eliminating those that you think are unnecessary—you'll find that the most appropriate mix is one character of each class (Warrior, Hunter, Bard, Rogue, Sorcerer, and Wizard). If you really want to get rid of some of these, the only one you probably won't miss is the Rogue. Once you have the Trapzap spell, you'll be able to use it to open most treasure chests without getting blown to bits. Be aware, though, that in addition to his trap-avoiding abilities, the Rogue is a pretty fair fighter.

The Wizard is an essential character. His ability to cast high-powered healing spells and devastating attack spells makes him indispensable. If you decide to eliminate your Rogue, you might consider creating *two* Wizards.

The Warrior and Hunter are valued for their fighting prowess. Having one of each assures you of being able to immediately use the

## The Bard's Tale

special armor and weapons you find in the mazes. And although the Wizard is powerful, you'll need some able-bodied fighters to protect him and help whittle down the enemies.

The Bard's main talent is his musical ability. He can sing songs that change your party's armor class, avoid enemies, freeze enemies, and occasionally *capture* an enemy and make him fight for you. After he develops, the Bard's fighting abilities are second to none.

The Sorcerer is a strange character. Although he has some important spells—such as Sorcerer Sight—and can create wind creatures, you'll find that after the first half of the game, few enemies react to his spells. He's a so-so fighter and can't wear protective armor. He's most useful for special occasions, since he's adept at healing many ailments and protecting your party from the undead.

### Arming Yourself

After creating the first six characters, you won't have nearly enough gold to properly outfit your party with weapons and armor. Normally, you'd have to earn the money by destroying enemies, but there's a shortcut if you're in a hurry. Create temporary characters, add them to the party, and transfer their gold to the members you intend to keep. Then delete the temporary characters and create some more. Continue this process until you have the arms you need.

## LEAVING THE GUILD

At the start of each new playing session, there are several things you should automatically do. (If you don't, you'll be sorry.)

### In Skara Brae

- Have your Sorcerer create the strongest wind creature that he can.
- Use the Change Order Advance command to set the highest-numbered character that you want to allow to attack enemies—it's automatically reset to three whenever you restart. If you have a Sorcerer and a Wizard in slots 5 and 6, you'll normally want to set Advance to 4, allowing your Rogue to fight, too.



## In the Dungeons

When you enter a maze area, there are several other actions you should routinely perform:

- Have the Sorcerer cast a Sorcerer Sight spell so you'll know what's ahead of you.
- Have the Wizard cast a Lesser Revelation or Greater Revelation spell so you won't be roaming around in the dark. Without these spells, you'll have to wander blindly or resort to less satisfactory torches.
- Have the Bard strike up a long-lasting protective tune. The Seeker's Ballad will lower everyone's armor class. Wayland's Watch makes it difficult for enemies to find you, and seems to lessen the damage that they do.

Listen carefully and keep your eyes on the screen. If any of these spells or songs run out, stop and recast them immediately. Be sure not to use up all the Bard's songs. You'll need one left to sing the Traveller's Tune and whisk the party back to the Adventurer's Guild.

## RETURNING TO THE GUILD

When you return home after a hard session in a dungeon, it's a good idea to do the necessary "clean-up work" before saving the game.

- Visit the temple. Heal and cure any deceased or diseased party members. Don't use any of the Restore commands at this time.
- Go to the Review Council and use the Advancement command to see if any of your characters have reached a new level. If they have, their hit points and magic points will automatically be brought to full strength.

While in the Review Council, use the Talk Acquire Spells command for your Wizard and Sorcerer. If they've had an advancement, they may be eligible to buy new spells. If any characters did *not* earn an advancement, return to the temple and use the Restore All command.



## The Bard's Tale

- Drop in at a tavern and buy the Bard a root beer to restore his singing voice. The Drawnblade is nearby.
- Go to Garth's Equipment Shoppe. Identify all unknown items (those with a "?" in their name) and sell off the things you don't need.

### SPECIAL ITEMS AND SPELLS

As you acquire new weapons, armor, spells, and special items, you'll find that it takes experimentation to learn what—if anything—they're good for. Here are a few of the more important—and less obvious—ones.

#### Protection Spells

- Corrosion and Armor Collapse are both effective in making enemies easier to hit—and kill.
- Invincible will make a character virtually impossible to defeat, but will sap his or her hit points. At the end of combat, it's not unusual for the character to die.

#### Special Attack Spells

- Use Holy Water against undead enemies, such as skeletons.
- Use Disbelieve to eliminate enemy wind creatures.
- Demon Strike is only useful against demons. Unfortunately, it doesn't work against all classes of demons.
- Quake Call is an *extremely* dangerous spell. First, it seldom works, so you may be wasting your magic points. Second, in some cases, the resulting avalanche will kill you rather than your enemies.
- During combat, the Badh'r Kilnfest song can be used to capture an enemy and make it fight for you. It only works on some characters, though. You'll have to experiment to discover which ones.

#### Healing Spells

- Rejuvenation can cure old age.
- Flesh Restore handles poisoning.
- Inspect cures characters that have been possessed by a Doppler or Mimic.

### Items

- When used, the Wizwand adds back some of your Wizard's lost magic points.
- The Death Ring delivers a critical hit to most enemies.
- The Dag Stone and Gold Ring don't seem to have uses.

### Armor and Weapons

- No party members can use all types of armor and weapons. You'll have to trade these items among the members and see which ones each character can Equip. When doing this, note the character's armor class (AC) before and after equipping the item. If it doesn't get lower, you may be better off giving it to a different character. Try various armor combinations until you find the lowest one for each member of your party.
- In order of increasing effectiveness, armor types include normal, Mithril, Adamant, and Diamond.
- The Elf Cloak adds a layer of protection for many character classes.
- The Bard's weapons are all musical instruments—until you find a Bard Sword.
- When you sell special weapons to the Equipment Shoppe, they remain available for resale. Although you'll only receive a fraction of their value and have to buy them back at full price, it's good to know that they're still around.

### CURING POSSESSED CHARACTERS

An encounter with a group of Dopplers or Mimics will frequently leave one of your members possessed. Unlike a normal possession (indicated by POSS on the character's status line), the only indication that the character is indeed possessed is that when he or she launches an attack, one of your own party members gets hit. Keep an eye on the number of Dopplers and Mimics present, too. If one disappears without being killed, it's because it has suddenly entered the body of one of your party members.

If a character becomes possessed or "NUTS" during normal combat, be sure to choose the Guard option for him on each combat turn. Once the enemies have been eliminated, strip the affected



## The Bard's Tale

member of armor and weapons and then initiate inter-party combat. To cure the member, you must reduce his or her hit points to 1.

### GENERAL PLAYING TIPS

- The order in which your party is arranged can make a big difference. The closer to the front, the more frequently a member will be attacked. In general, your party will last longer if you place the Warrior and Hunter in the first two slots, the Bard and Rogue in the next two slots, and follow up with your Sorcerer and Wizard. For the same reason, you should try to keep the special slot filled. Let your enemies beat on an imaginary wind creature or a captured enemy instead of on you.
- When the Sorcerer doesn't have a useful attack spell to cast, try a Battle Skill or an Image of Terror.
- If you aren't in over your head (entering dungeons that you aren't prepared for), you'll usually find that the wind creatures you create are more powerful than the enemies you can capture. And some enemies, such as giants, cannot be captured at all.
- Try the Use command with new items that you find in the mazes. Some have magical powers. Be aware that using some items in this way will destroy them. After using the Frost Horn, for instance, you may leave your Bard without an instrument to play. And without an instrument, the Bard can't make any more music. (Bring along a spare.)
- Some dungeons are filled with teleport squares, making it difficult to tell where you are. If you don't seem to be getting anywhere or if the inset map suddenly changes, cast a Scry Sight spell or use a Kiel's Compass to check your location.
- It's okay to let your party die. You'll be instantly transported back to the Adventurer's Guild. Be sure to have cash on hand, though. It takes 300 gold to restore each deceased adventurer.

### ABOUT THE MAPS




I love mapping. But if you aren't into it, you'll find the following maps helpful in negotiating the realm of Skara Brae. The maps are



presented in the order in which they should be explored. They show the locations of walls, doors, and stairways. Important locations are marked with a boldface letter (A, B, and so on).

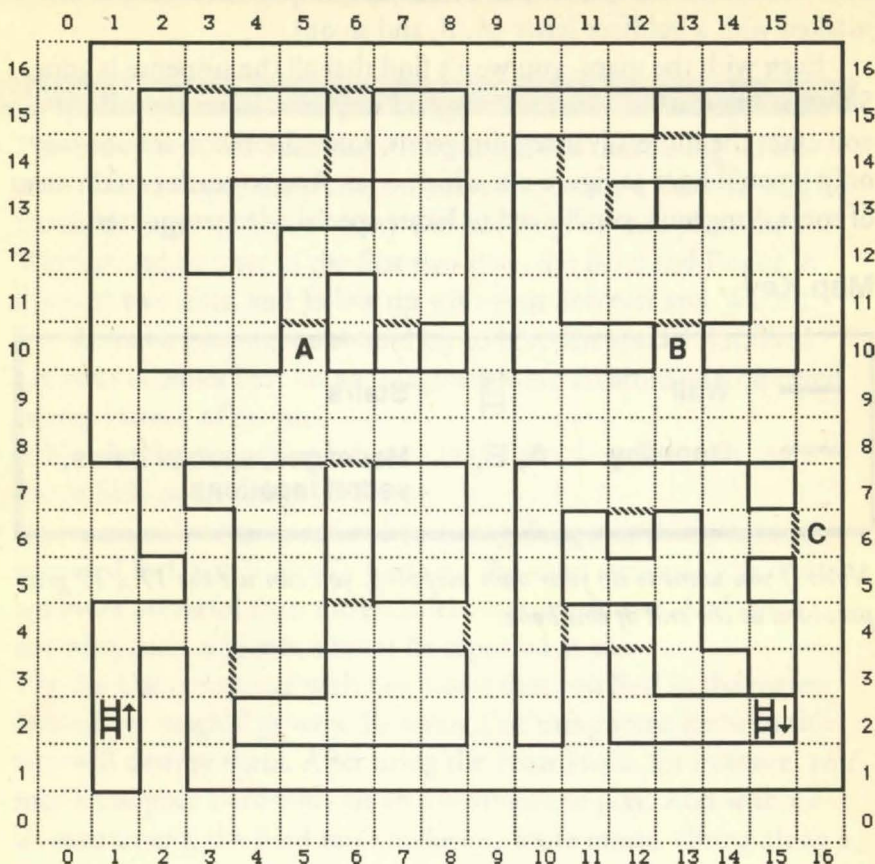
Even with the maps, you won't find that all the suspense is gone. Some of the marked locations are good surprises; some are bad. As you enter the more advanced dungeons, some doorways are one-way only—you'll have to figure out which ones. And to reach certain areas of some dungeons, you'll need to locate special teleport squares.

## Map Key

	Wall		Stairs
	Doorway	A, B, ...	Messages, special items, secret locations

*Note: If you want to do your own mapping, you can use the 17 x 17 grid provided at the end of this book.*

## CELLAR OF THE SCARLET BARD

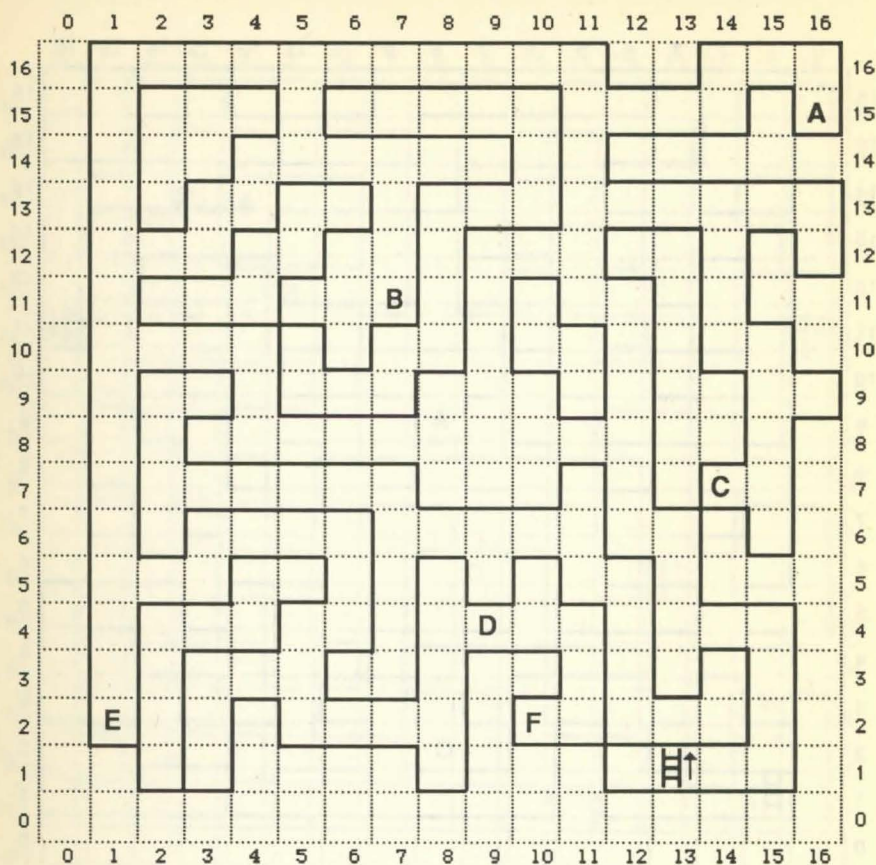


### Map Notes

- A. Cheap grape juice room
- B. Good grape juice room
- C. Message

*To get to the Scarlet Bard, you must pass a statue of a Wizard. Once inside, see if the barkeep has any grape juice—no one else seems to.*

## SEWER



## Map Notes

A, B, C. Messages

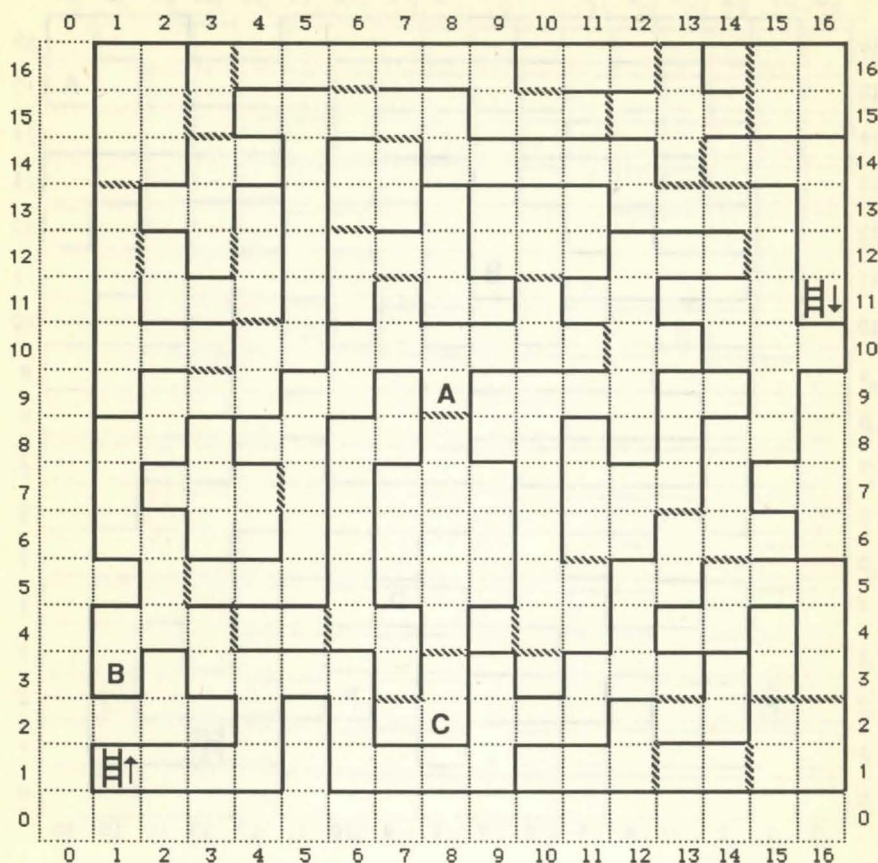
D. Statue of Spider

E. Exit to Skara Brae—the secret entrance to Mangar's Tower

F. Hereticproof—admits party to the Catacombs



## CATACOMBS 1

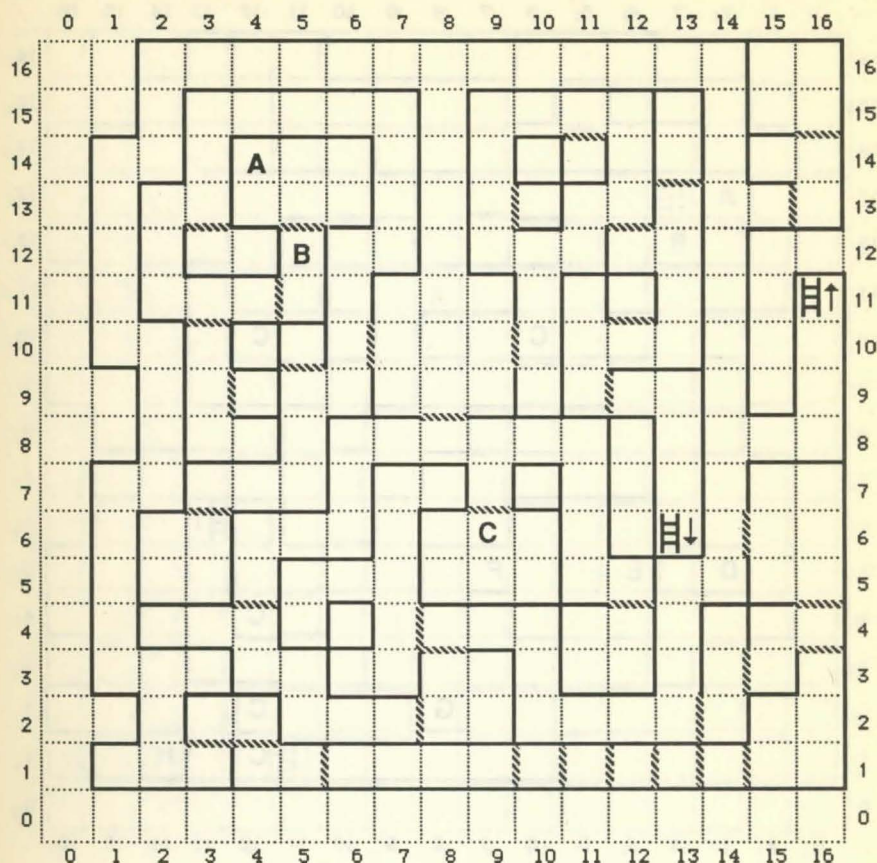


### Map Notes

- A. Crypt—mass Zombie zone
- B, C. Messages

*To gain admission to the Catcombs, one of your party must have a Hereticproof. Many doors in this level are one-way only.*

# CATACOMBS 2

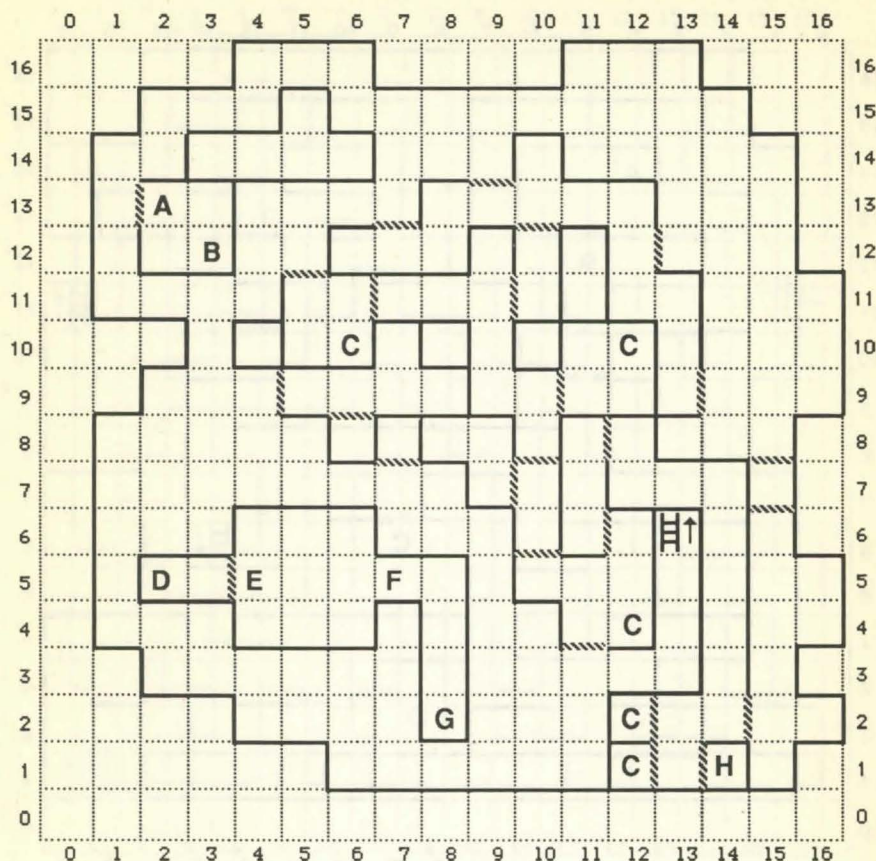


## Map Notes

- A. Message
- B. The Room of Priests
- C. Message

*Beginning with this level, you'll find useful weapons, armor, and other items in the treasure chests.*

## CATACOMBS 3



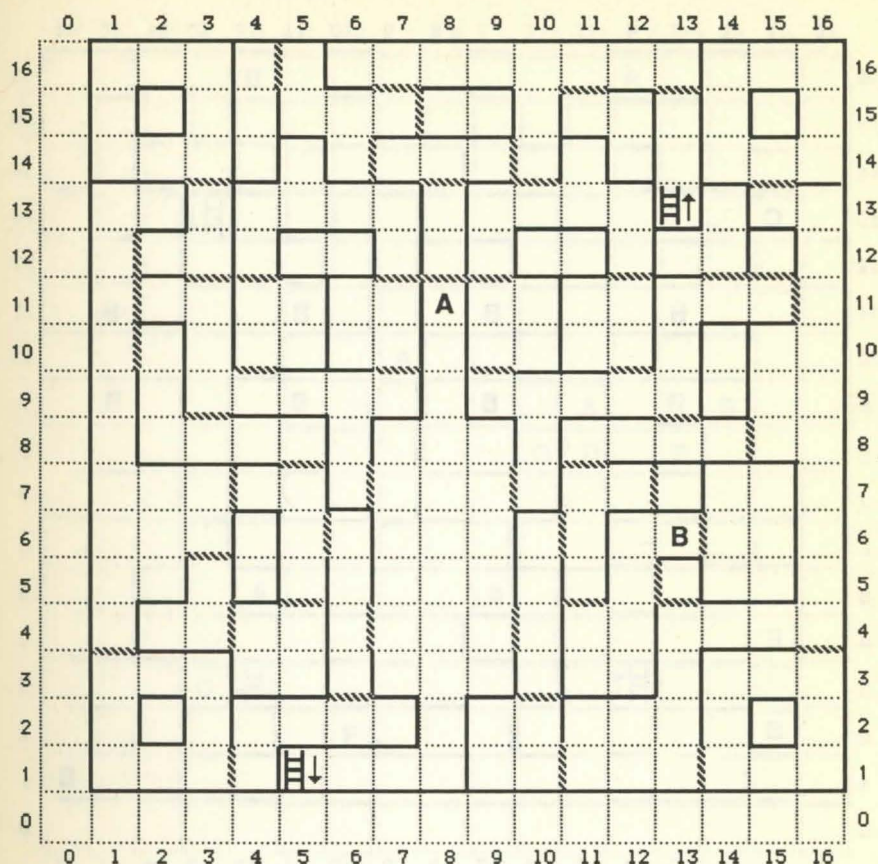
### Map Notes

- A. Message
- B. If you step in any square marked C, you will teleport here
- D. If you step in spot H, you will teleport here
- E. Aildrek's burial chamber
- F. Aildrek—beat him to gain the Crystal Eye
- G. Exit to Skara Brae

*The Mage Doll creates a Wizard to fight for you.*



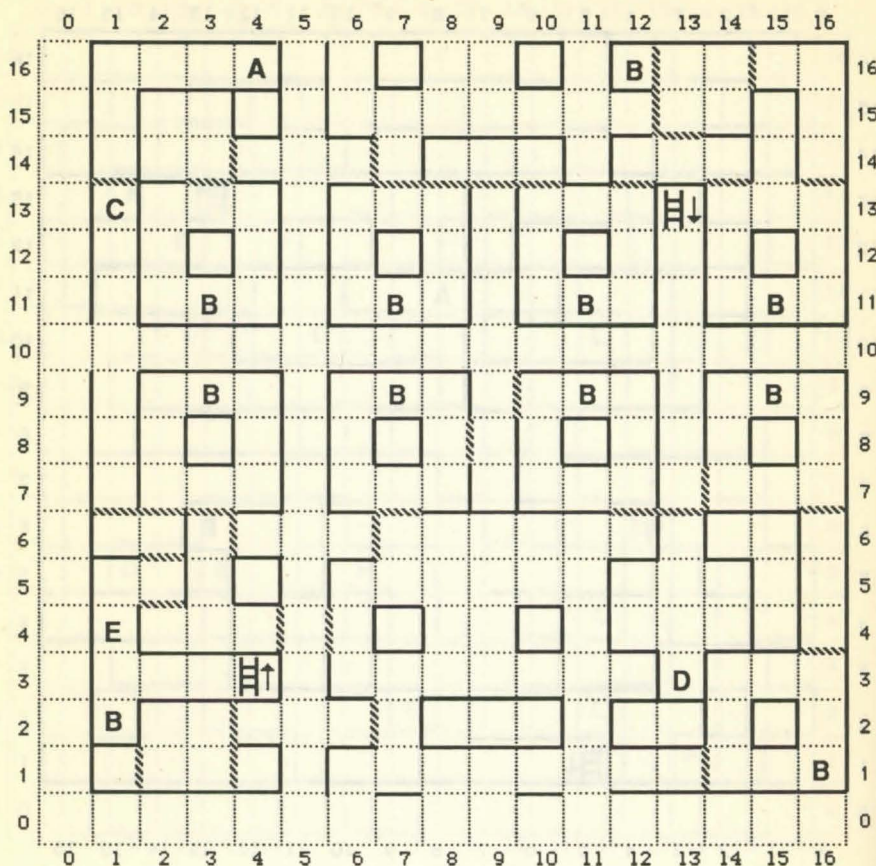
# CASTLE 1



## Map Notes

- A. Ruined throne—have a seat
- B. Room of Sentinels

## CASTLE 2

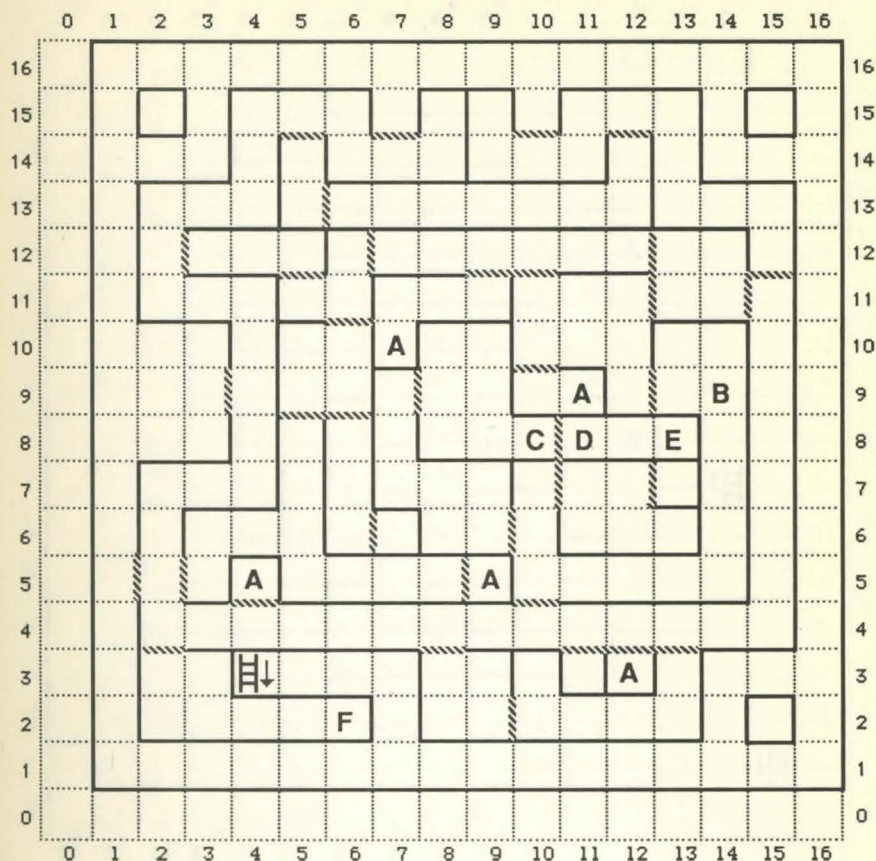


### Map Notes

- A. After defeating the Grey Dragon, you'll gain a Crystal Fighter figurine
- B. Go to the prison! (Takes you to D, the prison)
- C, E. Message

*This level wraps from side to side and top to bottom.*

# **CASTLE 3**

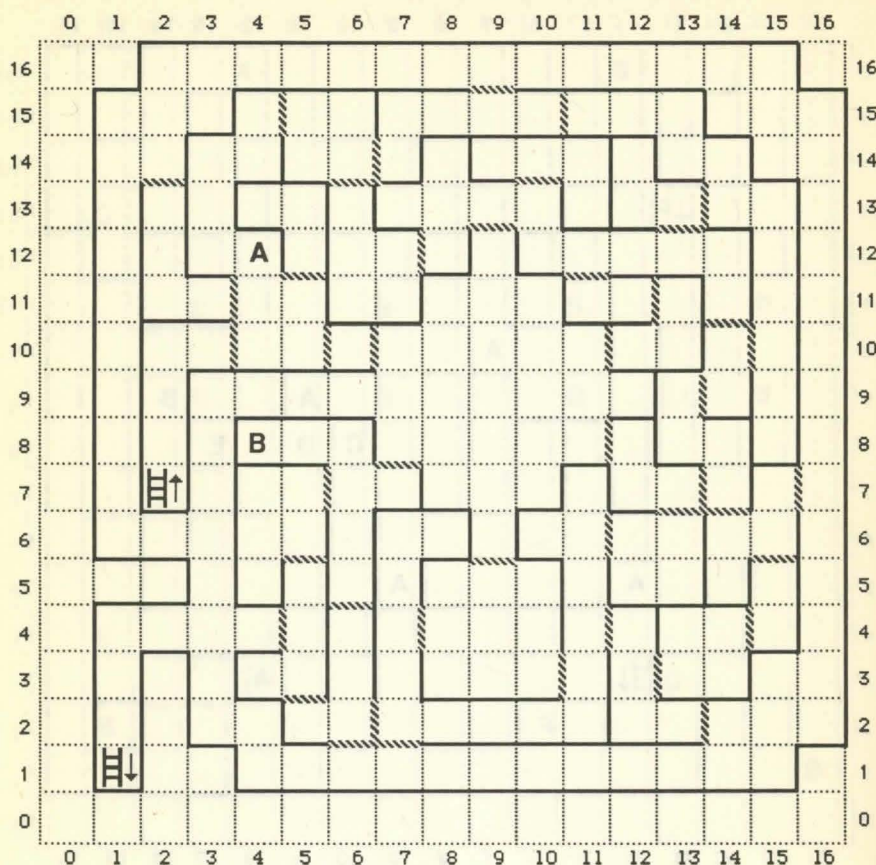


## **Map Notes**

- A. Leave! (Teleports you to F)
- B. Message
- C. Trajan
- D. Message
- E. Exit to Skara Brae

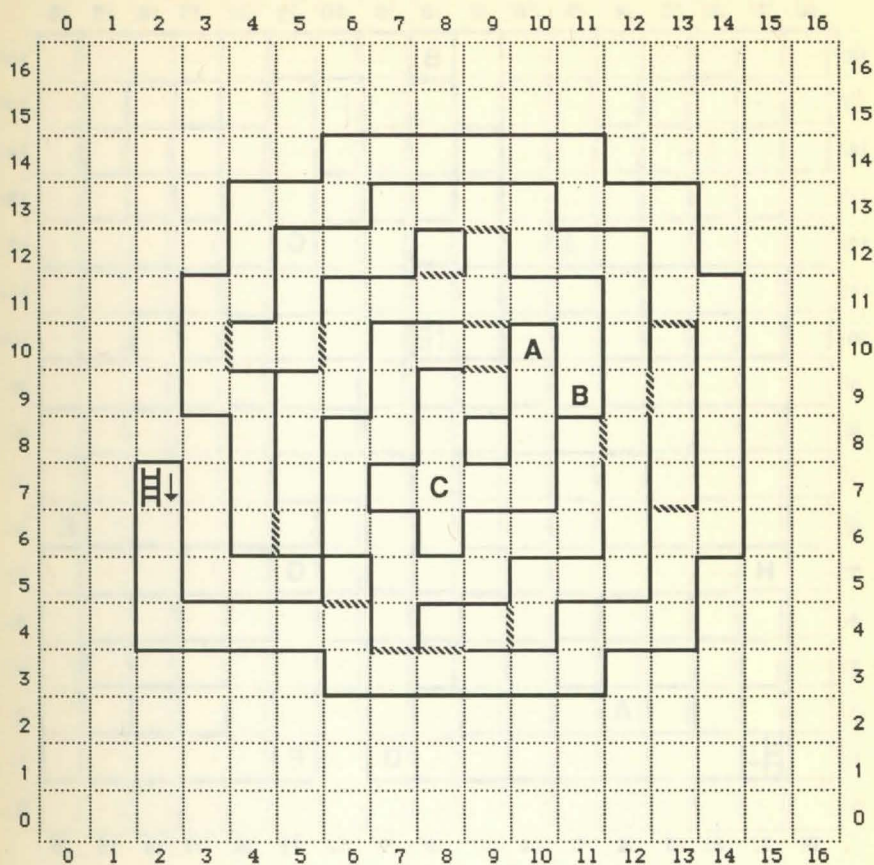


# KYLEARAN'S TOWER 1



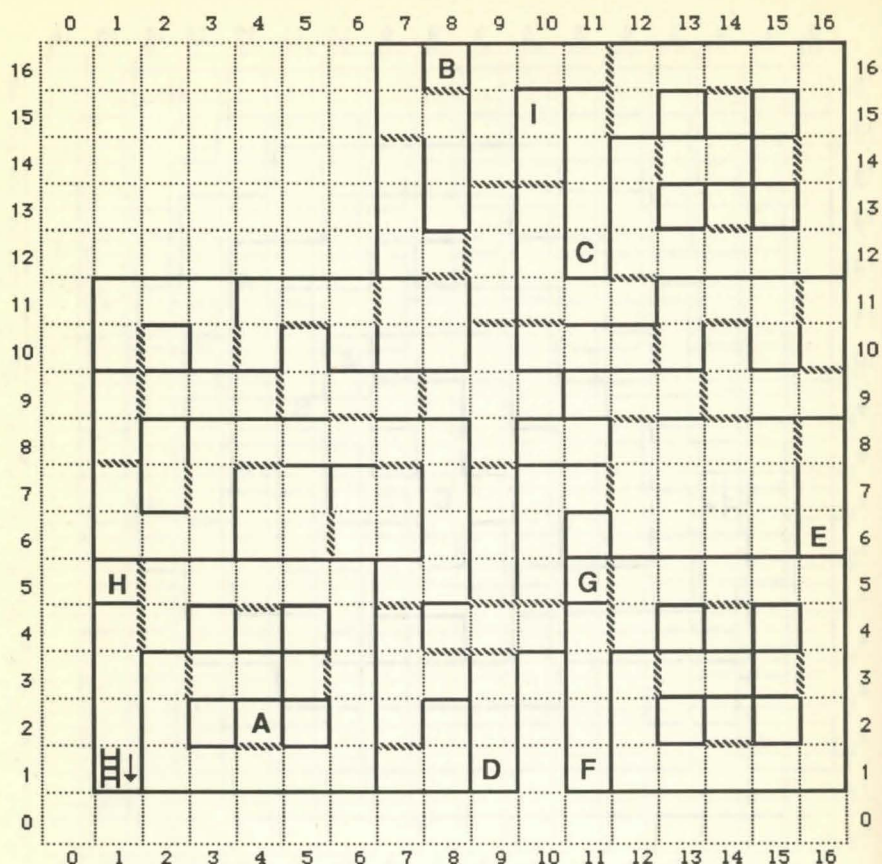
## Map Notes

- A. Crystal statue—Use the Crystal Fighter to remove its magic powers
- B. Message

**KYLEARAN'S TOWER 2****Map Notes**

- A. Exit to Skara Brae
- B. Message
- C. Kylearan—gives you the Jade Key

## MANGAR'S TOWER 1



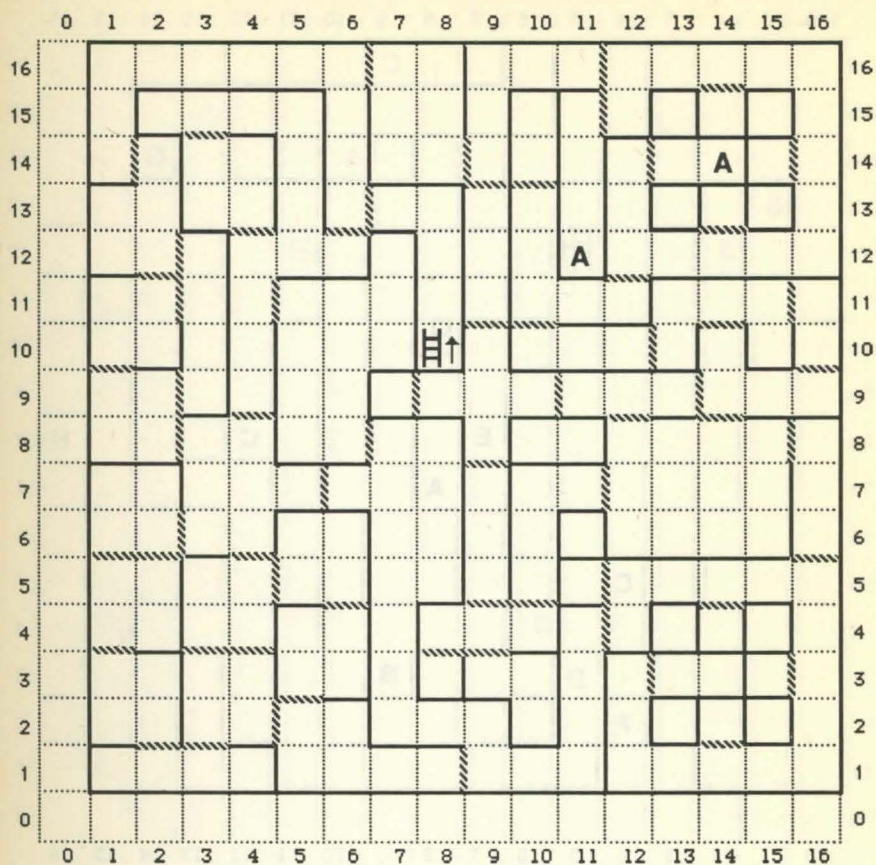
### Map Notes

- A. Teleport square to B
- C. Teleport square to D
- E. Teleport square to F
- G. Teleport square to H
- I. Teleport square to level 2

*There are two entrances to Mangar's Tower—through the front gate and up from the Sewer. Some walls in this level are fake. You can walk right through them.*



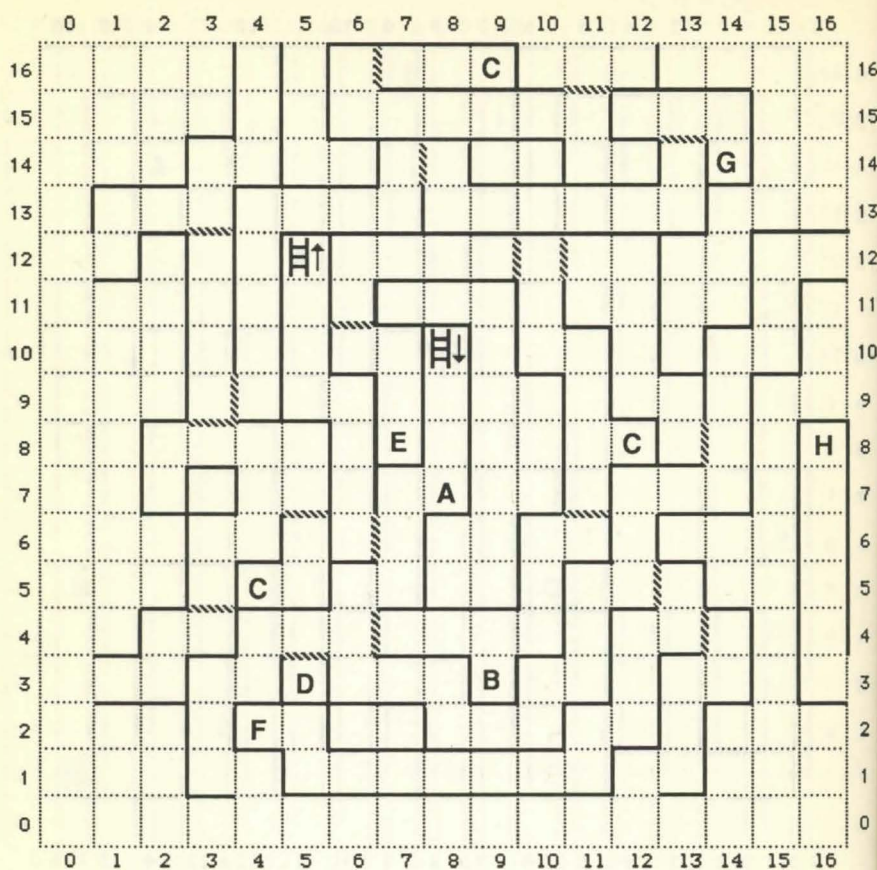
## MANGAR'S TOWER 2



## Map Notes

A. Teleport square back to level 1

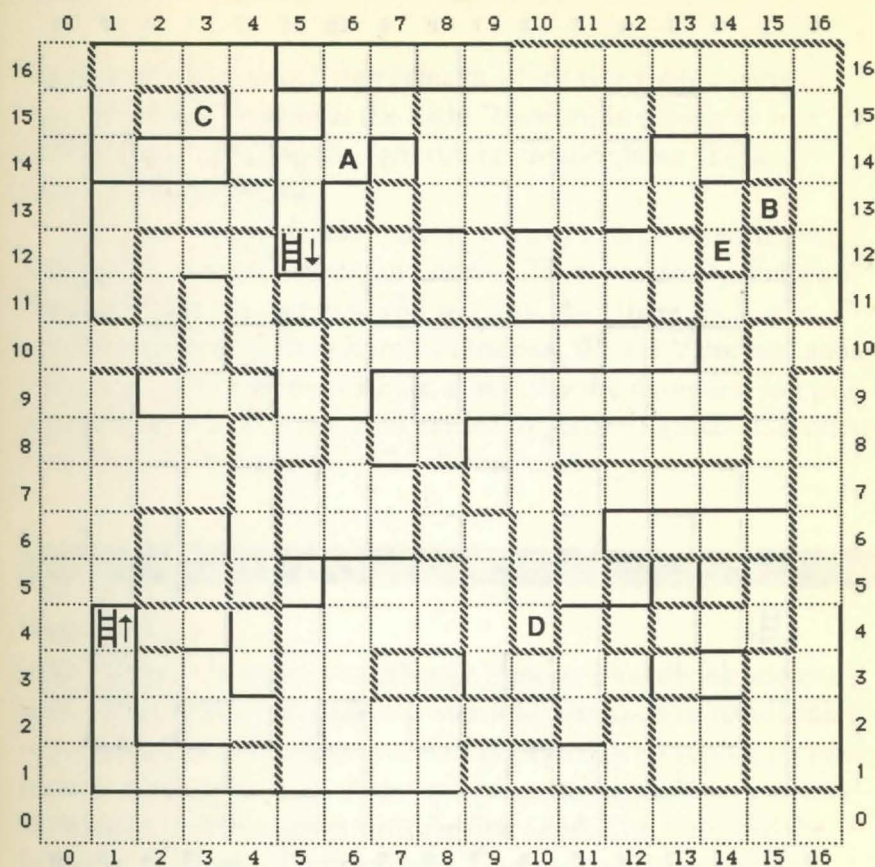
*Mind Storm is a good spell to use against Golems.*

**MANGAR'S TOWER 3**

**Map Notes**

- A. Message
- B. Passageway to the next level—To gain access, you must press the marks in the correct sequence (Dragon, Fire, Crystal, Sword)
- C. Teleport square to D
- E, F, G, H. Explanation of the marks

*This level wraps from side to side and top to bottom.*

## MANGAR'S TOWER 4



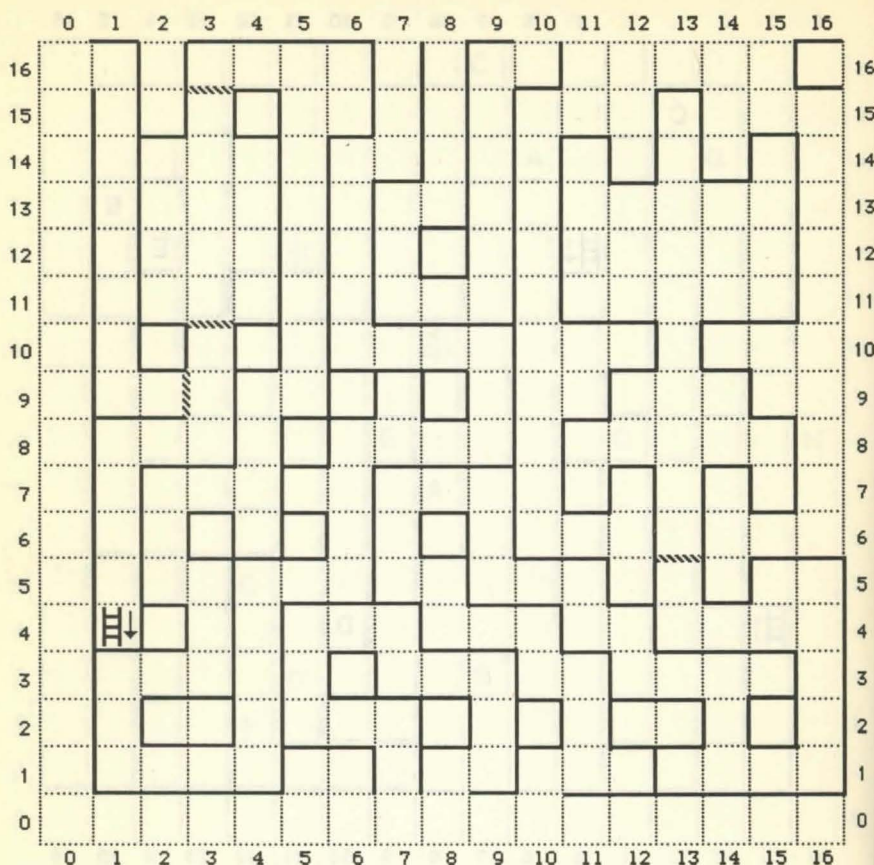
## Map Notes

- A. Message
- B. Teleport square to C
- D. Teleport square to E

*This level wraps on all sides. Doors can turn into walls and vice versa, depending on which side of an area you're standing. If you can't get anywhere, enter point B.*



## MANGAR'S TOWER 5



### Map Notes

No locations are marked in this level. All you have to do is find and defeat Mangar.

*This level wraps on all sides. To make things easier on your party and to retain as much magic as possible, sing Wayland's Watch as you explore the level. The fewer enemies you meet, the more strength and magic you'll have for battling Mangar.*

# Final Fantasy

*Final Fantasy* is a role-playing game in which you guide a party of four adventurers, known as the Light Warriors, in a quest to save their world by restoring the light to four mystic globes. This, of course, is no simple task.

There are vast lands with varying terrains to explore, including woodlands, swamps, deserts, and oceans. There are deadly dungeons filled with treasures and powerful weapons. And there are hordes of horrible monsters, such as Zombie Dragons, Wizard Vampires, and Frost Giants. As with most RPGs, as you slay the monsters, you gain experience points and earn gold needed to purchase goods. The quest is entertaining and offers a well-balanced challenge.

## GAME CONTENTS

### Handbook

Included with the game is an 80-page explorer's handbook and two poster-sized sheets with vital reference information. The handbook is very thorough and provides you with information on setting up your party, combat techniques, maps, and game strategies. It covers everything up to your encounter with the first fiend, The Lich, and the following journey to Crescent Lake. This book picks up where the manual ends, starting with Gurgu Volcano.

### Monster I.D. Chart

The accompanying sheets are also useful. The Enemy Identification Chart shows all 136 types of enemies you may encounter and provides statistics on each. For every monster, the chart lists hit points, damage it can inflict, and the special attacks it can use. In battle, you should constantly refer to this chart to compare the strength of the enemies against your own.

### Weapons/Armor Chart

There are many weapons and armor types your characters can use. The provided chart is an excellent reference on how best to use them.



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Most importantly, you are told who can use which items—different character occupations can use different weaponry. Each item's attack or defensive value is also shown.

You should use these charts as you come across new weapons or armor to determine if any member of your party can upgrade from the item he or she is currently using. Since each member is only able to hold four items, you will be forced to either sell or drop a lot of them. Again, check the chart to be sure that the item you're discarding isn't more powerful than the one you're picking up.

### Map Sheets

Two map sheets are also included. One shows the layouts of the first four dungeons you must conquer in your quest. Although items or "Bosses" aren't indicated, clues to their locations can be found in the game handbook.

The second map gives a complete overview of the game world. It presents an ordered checklist of the places you'll have to visit to complete much of the game.

### PARTY SELECTION

The first thing you must do to enter the world of *Final Fantasy* is to put together a group of four warriors. Basically, you are assembling a fighting team, and the only real differences between the character occupations are their strengths and weaknesses in combat. When assembling the party, you should consider each character's attacking and defensive abilities, and how the members can work together as a team. There are many alternative parties you can create when choosing from the six occupations.

**Fighter.** The fighter is extremely effective in armed combat. As his level increases, he is able to deliver multiple hits and cause very high damage to enemies. In the higher rounds, the fighter can slay some of the mightiest beasts with a single attack.

**Thief.** Thieves are also good in armed combat, but not the equal of fighters. Because of their agility, however, they can be vital members. Their quickness enables them to lead the party to escape when you decide to run from a fight.



**Black Belt.** These martial arts masters use their hands as weapons and, as a result, are severely limited in their ability to use weapons and armor. At the start of the game, they have less attacking power and are far more vulnerable than other fighters.

**Black Mage.** While these characters have the lowest effectiveness in weapon attacks, they more than make up for it with the burning, freezing, and withering damage they can cause with their powerful magic. Your party will be saved many times by your Black Mage as he wipes out a horde of attacking creatures with only one spell.

**White Mage.** White Mages are proficient in armed combat and can also use powerful magic. While most spells that they can cast are defensive, this ability can be crucial at times. In earlier levels, the facility for battling the undead is one of the White Mage's strongest points. In higher levels, their protection, heal, and resurrection spells often mean the difference between victory and defeat.

**Red Mage.** The Red Mage is a well-rounded character with fairly strong combat ability, and can use both black and white magic. However, he is limited in his choice of higher-level spells.

## Class Change

A factor to consider as you select your party is the Class Change. This happens later in the game. When it does, your members' abilities are altered. Refer to the magic and weapons charts to see which new abilities each occupation acquires when it changes. Keep Class Change in mind when picking up and discarding weapons, since some weapons may be used by certain characters only after they change.

## The Ideal Party

The different combinations of characters offer many party possibilities. If you were to select a party of all magicians, for example, they'd be almost impossible to develop at first, but incredibly powerful at higher levels. If you chose all fighters, they would be great in combat, but astronomically expensive to arm.

There is no such thing as an "ideal" party. The different groupings all present unique challenges, different strategies, and diversity in game play. You should experiment with combinations, playing several test games before making your final choice and starting your quest.

Your best bet for an enjoyable game is to pick a well-balanced party whose different abilities can be used effectively as a team.

A suggestion for a strong party would be one that includes a Fighter, Thief, Black Mage, and White Mage. This combination will give you good combat ability and the full range of powerful magic. The inclusion of a thief, as opposed to a second fighter, provides greater agility for retreat.

### GENERAL PLAYING STRATEGIES

- **Order of Party Members.** In this game, you are able to set the party's marching order. This makes a difference when you get into a fight. The characters leading your group tend to receive more of the attacks and damage, so it's a good idea to have the stronger, well-armored ones in front.
- **Check the Chart!** Whenever you run into some beasties, you should consult the Enemy Identification Chart. Check the enemies' hit points and attack abilities to see if you can survive a battle with them. If you decide to fight, refer to the chart again to see what forms of attack will be effective, as well as what the enemies can do to you.
- **Plan Your Attack.** During battles, you choose which monster each character will attack. It is important to either spread out or concentrate your attacks, depending on the situation. If there is a group of attacking creatures and one is really tough, you should have most of your characters attack it and quickly eliminate it before it wipes you out. If you encounter a large group of enemies whose members are all about the same strength, you should spread out your attacks to reduce their numbers.
- **Building Experience Points and Gold.** Whether you need to earn experience points to raise your levels or you want to save up a lot of gold, you should do so near a town. That way, when you've been hurt, you can march right into the town and power up. Experiment with different areas to find creatures you can defeat that yield high experience points and gold.
- **Stock Up for the Trip Ahead.** Once you've raised your party members to the desired levels, be sure to purchase the most power-



ful weapons and magic available. These things may cost a lot, but they're worth it. You should always be well stocked with heal potions before assaulting a dungeon. It's also a good idea to bring along a few cure and soft potions, too.

- **Using Items.** Before dropping anything, be sure to see if you can use it as an item. This option is only briefly mentioned in the handbook, but can produce some surprising results. For example, if you use the Fight command while holding Thor's Hammer, you'll strike one enemy. But if you use it as an *item*, you'll cast a lightning spell against the entire attacking party! You can use the White Shirt to make your party hard to hit or use the Heal Staff to partially restore everyone's hit points.
- **Strategic Saving.** Each time you get up to strength, you should use one of the options to save the game. If what you're attempting isn't successful, you'll be ready to try again—fully powered. Whenever you complete an objective, you should also save your game as soon as possible. You wouldn't want to get wiped out by an unexpected encounter with some strong monsters and then have to do it all over again.

## THE TOWNS

The only havens as you progress through the hostile wilderness of *Final Fantasy* are the various towns you'll find. The towns are far more than places to rest from battle, though.

### Stuff You Can Get

Weapons, armor, magic, and other necessary items are all for sale within the towns. Once you begin dungeon exploring, you'll find plenty of weapons and armor, but quite often there will be some items which you'll need to buy. Magic spells, for instance, cannot be found. They must be bought in towns. Towns also have shops where you can purchase potions for restoring hit points, curing poisoned party members, or reversing the effects of "turn to stone" spells.

### Saving Your Game

The main method of saving your game and replenishing hit points and magic is to stay at one of the inns you'll find in every town. You



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can also buy tents, cabins, and houses which allow you to save your game in wilderness areas. Each also restores varying amounts of hit points and magic power.

### Resurrection

In addition to replenishing your resources, you can also revive slain party members, providing at least one member is alive and able to return to town.

### Information

Lastly, it is in the towns (and in this book) where you'll get the information that will guide you on your quest. To complete the game, you'll have to carry out many difficult tasks. As you reach new towns, the information you obtain will direct you, telling the tasks you must carry out at that time.

### COMBAT TIPS

- If members of your party are slain, make use of their weapons and armor by trading them to members who are still alive. After the deceased are revived, give them back their equipment.
- Maximize everyone's hit points immediately after a battle. This is essential in higher levels when a surprise encounter with some mighty monsters could be bad news if everyone isn't at full strength.

### DUNGEON EXPLORATION

- Each dungeon is quite large and, in addition to the main objectives you need to accomplish, there are armaments, gold, and items to snatch up. The dungeons are also filled with monsters that will do their best to stop you. The chances of completely exploring most dungeons in one attempt—and surviving—are quite slim. Plan to make multiple trips.
- Explore a section at a time. First, get any weapons, gold, or items you can find, and then leave the dungeon and save your game.

Return outfitted with the new arms you found and continue your exploration.

- Run from fights as often as possible. Just move along quickly, completing your explorations. As you get deeper into the dungeons, running will become more difficult and eventually impossible. You'll learn to recognize when you will be able to run, and plan your strategies accordingly.
- Closely monitor your hit points, and save enough to enable you to get out of the dungeon. Later in the game, you can use an Exit spell to warp out. This will let you explore until your hit points are almost exhausted. However, you'll still need either sufficient strength to get to the nearest town, or a tent, cabin, or house so you can save your game near the dungeon.
- Your party must be strong enough to conquer the dungeon. If you find yourself getting wiped out every time you tackle a particular dungeon, you probably need to raise your levels. As you know, this will give party members more hit points, greater weapon attack effectiveness, and the ability to use stronger spells.

## PLAY CHECKLIST

The following is a complete checklist for the game. All the towns, castles, and dungeons are shown in the order you should visit them, as well as your primary objectives in each place. If you can't complete some of these tasks, refer to the dungeon strategies that follow or to the "Super Secrets" section at the end of this chapter. It's important to note that locations which do not have specific tasks indicated should still be visited, since they're good sources of information, weaponry, and supplies.

- ☐ 1. Town of Coneria
- ☐ 2. Temple of Fiends—defeat Garland and rescue the princess
- ☐ 3. Return to Coneria—have the king build the bridge, giving you access to the northern lands
- ☐ 4. Matoya's Cave
- ☐ 5. Town of Pravoka—obtain ship
- ☐ 6. Castle of Elf



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- ☐ 7. Town of Elfland
- ☐ 8. Dwarf Cave
- ☐ 9. Northwest Castle
- ☐ 10. Marsh Cave—obtain crown and return it to the King of Northwest Castle
- ☐ 11. Return to Northwest Castle—obtain Crystal by defeating Astos
- ☐ 12. Return to Matoya's Cave—obtain herb
- ☐ 13. Return to Elfland—wake up prince and obtain the Mystic Key
- ☐ 14. Revisit the following locations and check out all the locked doors, which you can now open with the Mystic Key: Temple of Fiends, Castle of Elf, Northwest Castle, Marsh Cave, Coneria, and the Dwarf Cave
- ☐ 15. Dwarf Cave—have Nerrick open a new passage for boat by giving him TNT
- ☐ 16. Melmond
- ☐ 17. Titan's Tunnel
- ☐ 18. Earth Cave
- ☐ 19. Return to Titan's Cave—pass through tunnel and out onto the peninsula, where you'll find Sarda's Cave
- ☐ 20. Sarda's Cave—obtain rod
- ☐ 21. Return to Earth Cave—defeat First Fiend, the Lich
- ☐ 22. Town of Crescent Lake—obtain canoe
- ☒ 23. Gurgu Volcano—defeat Second Fiend, Kary
- ☐ 24. Ice Caves—obtain the Floater
- ☐ 25. Ryukahn Desert—obtain airship
- ☐ 26. Cardia Islands—talk to dragons
- ☐ 27. Castle of Ordeal—obtain Rat Tail
- ☐ 28. Return to Cardia—Class Change!
- ☐ 29. Town of Onrac
- ☐ 30. Town of Gaia
- ☐ 31. Caravan—obtain bottle to free fairy in Gaia
- ☐ 32. Return to Gaia—obtain Oxyal for submarine
- ☐ 33. Return to Onrac—use submarine to gain access to Sea Shrine
- ☐ 34. Sea Shrine—obtain Slab; defeat Third Fiend, the Kraken
- ☐ 35. Return to Melmond—have Slab deciphered
- ☐ 36. Lefein—obtain chime to gain access to Mirage Tower



- ❑ 37. Waterfall—obtain Cube to gain access to Sky Castle
- ❑ 38. Sky Castle—obtain Adamant, then leave
- ❑ 39. Return to Dwarf Cave—obtain Excalibur
- ❑ 40. Return to Sky Castle—defeat Fourth Fiend, Tiamat
- ❑ 41. Return to Temple of Fiends—travel back in time

## STRATEGIES FOR SPECIFIC DUNGEONS

### Gurgu Volcano

This dungeon is deep in the mountains. You must travel far upstream to reach it. You should bring several houses to replenish your strength once you get there, and to use each time you must leave the dungeon to revitalize the party.

Once inside, gather the silver weapons and armor on the second level. Then continue down to the fourth level, where you'll find the Ice Sword and the Flame Shield, and to the fifth level, where the Flame Armor is kept. These three items are essential in your fight against Kary. Outfit your strongest fighter with them in preparation for the battle. When you confront Kary, your magic users should protect the party with Afir, and attack with Ice spells.

### Ice Cave

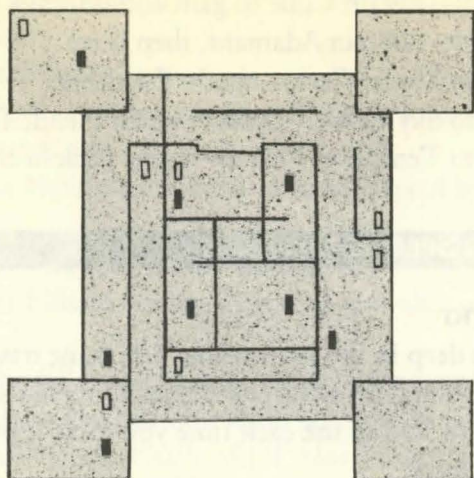
Since this dungeon is also deep in the mountains, you should again bring along some houses that you can set up outside the entrance when you need them.

Clean out the dungeon one level at a time, but beware of the sorcerers and mages who can Rub your party out of existence. If you should encounter any of these nasty magic users, don't attempt to run. Protect the party immediately with a Mute or a Rub Spell, and attack with everything you've got.

To obtain the Floater, you must reach the bottom level and find the stairway that leads back to a new section of the first floor. It's on this level that you'll discover the path to the Floater.

### Castle of Ordeal

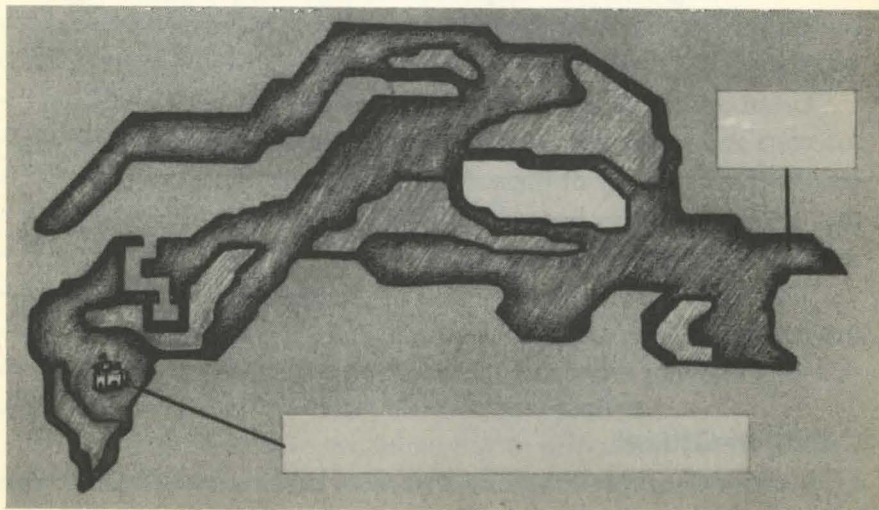
This castle is far into the woods. You must land your airship and cross a lot of wilderness to get to it. There are only two places to land in this area. Park yourself at the closer of the two, as indicated below.



Land the airship at the spot indicated and then head for the Castle of Ordeal.

Once you reach the castle, set up a house to recover from the long trip. This dungeon must be completed in one attempt, so you won't have the option of leaving to replenish yourself. Keep at least one house in reserve for when you exit. You can use it before starting your trek back to the airship.

Inside the castle, you'll find an area filled with pillars. You must touch the correct ones in order to proceed.



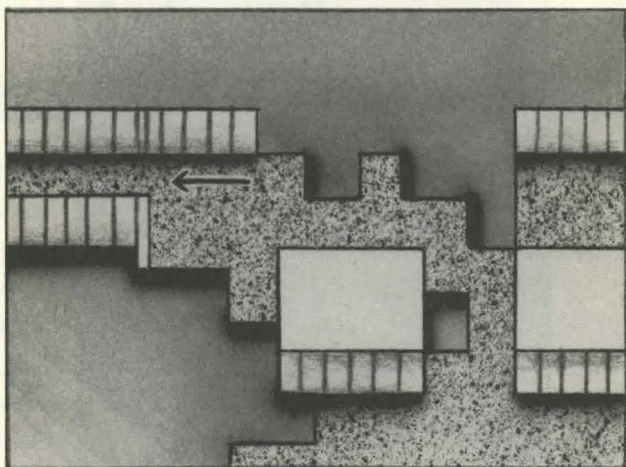
Touch the marked pillars and you can continue your explorations.



## Sea Shrine

This is a very large dungeon that will take several trips to complete. Once you arrive, check out the first level. Then take the stairway at the upper right corner and proceed upward. Be sure to completely explore each level as you go. The uppermost level is free from enemies and has all kinds of goodies stored there. This is also where you can find the Slab, but it's a little tricky (refer to the illustration below).

If you take the pathway that leads off to the left at the top of the illustration, you'll come back from the right and arrive at the room with the Slab. After cleaning out the upper levels, you'll be ready to descend—first to explore, and then to take on Kraken.



Pathway to the Slab

When you reach the mighty Water Fiend, be prepared for a major battle. The Water Fiend's multiple hits (up to eight blows at one time) will probably mean curtains for several members of your party. Don't despair. Use the Opal Armor and attack with Lit3 to improve your chances of success.

## The Mirage Tower and Sky Castle

These two areas are huge and contain many useful items. You'll have to go in and out several times to completely explore and gather everything. You should have the Exit Spell at this point, so you can warp out if things get too hairy.

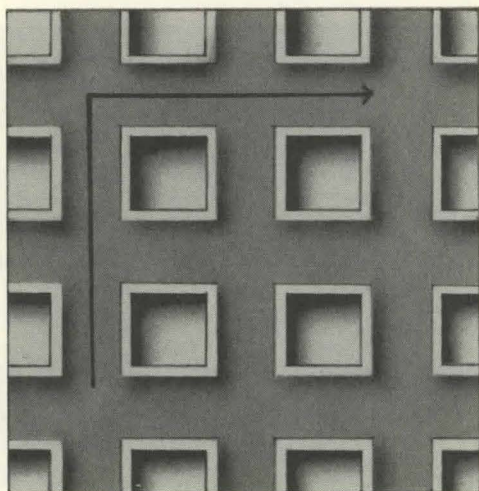


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First, clean out the Mirage Tower as you ascend to the top. There you'll find a Blue Dragon guarding the transporter to the Sky Castle. Slay him and you can go through by using the Cube.

**Excalibur!** Once you reach the second level of the Sky Castle, you'll find the Adamant in a room down to the left. Leave at once and return to the Dwarf Cave where the Smith will forge this precious metal into the mighty Excalibur. You can put it to good use as you continue the exploration of Tiamat's fortress in the sky.

When you reach the fourth level of the Sky Castle, you'll find yourself in a loop zone where you'll keep going around in circles. To get through the area, follow the simple path below.



Correct path through the Sky Castle maze

Successfully getting past the fourth level will bring you to the final level of the castle. To reach Tiamat, you must survive a long walk down a corridor filled with monsters. To stand a chance against the Sky Fiend, use protective spells, such as Arub and Invz. Even with such protection, you'll have a hard time beating this five-headed monstrosity. Good luck!

### A Blast into the Past

Finally, you must reenter the Temple of Fiends and touch the black globe. You'll be transported 2,000 years back in time. There you'll face all four Fiends again, followed by Chaos himself.

## The Final Quest

To get to Chaos, you must cover a lot of ground. First, go to the third level and find the secret passage which leads back down and into the dungeon. As you reach each stairway down to the next level, you'll find it guarded by one of the Fiends. After getting past the four Fiends, you'll be ready for Chaos.

**You're in BIG Trouble Now!** If you manage to get this far, you probably won't be in great shape. You may have only one party member left. That doesn't matter. You'll still have to face the toughest monster in the game. So what if you manage to whittle off a thousand hit points and Chaos instantly regenerates them? You can handle it! The entire world of *Final Fantasy* depends on you.

## SUPER SECRETS

- Can't find the Lich? Try using the rod on the plate in the floor to gain access to the lower levels of the Earth Cave.
- If you need a canoe, talk to the Circle of Sages. They hang out in the woods near the town at Crescent Lake.
- There's an eighth-level Magic Shop on the outskirts of Lefein.
- To get the Cube, find the room that is located in the lower left-hand corner of the maze-like zone behind the waterfall.
- To find the Caravan (where you can purchase the bottle to free the fairy in Gaia), do the following: Fly your airship to the desert west of Onrac and park next to it. Then walk to the center of the separate, smaller sand area on the northern edge of the larger desert.
- To find the secret passage on the top floor of the final castle, play your lute in the throne room.





# The Immortal

Players will find *The Immortal* a refreshing change of pace from the standard RPG. In addition to dungeon exploration and puzzle solving, it includes elements of the quest and action adventure genre of games. As you wander, play is viewed from a unique three-quarter perspective. And rather than describe battle scenes, the combat is live action. You control every swing of the sword. You'll need both a keen intellect and quick fingers to master the challenges presented.

The game begins in the uppermost level of the massive dungeon. Your goal is to rescue the great wizard Mordamir, who is held captive somewhere far below. As you travel through the dungeon, you will find that there is more going on than meets the eye. You'll be inexorably drawn into the magical events occurring in the dungeon and called upon to aid its inhabitants.

Devious and deadly traps have been set to halt your progress. In addition to these physical obstacles, you'll also run into a few decidedly unfriendly creatures who will want to bash your brains in, swallow you whole, or dissolve you into a puddle of fizzy goo. Don't despair. You'll find plenty of useful items and meet many friendly creatures who will be willing to help out.

The dungeon is conquered one level at a time. To clear each level, you must locate the exit and get through it. There aren't any handy little exit signs pointing the way, however. It's quite the opposite. The exits are difficult to locate, and you'll have to figure out how to open many of them once you do find them. Passwords are awarded at the end of each level.

## GENERAL PLAYING TIPS

- Search the floors and bodies of fallen enemies. Not all treasures are in treasure chests.
- Watch for strange spots on the floor. Indentations are worm holes. Large dark patches are dirt (good spots for planting things). Floor tiles that rise and fall are weapon triggers. Small dark shapes that flit about are bats. Dark moving squares are Shade shadows.

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- The short tubes sticking out of the ground are flame jets, and will instantly incinerate you if you touch them.
- Experiment with items. You'll never know what some items are for unless you try them out. Many are level-specific; that is, if you don't use them, they'll disappear at the end of the level.

### Mortal Combat

The combat sequences in *The Immortal* are very different from typical Nintendo fight scenes. Whenever you run into an enemy, you switch to the battle screen where you and your opponent are shown standing toe to toe, ready to do battle.

- You can attack with quick jabs and swings of your sword, as well as dodge your adversary's attacks. The more you swing and stab, the more fatigued you'll become. If your opponent is strong, you'll need to rest between attacks. As you dodge, your fatigue level lessens. The more your foe swings at you, the more tired he will become. If you can repeatedly dodge your opponent, his fatigue level will become very high and he'll attack much slower. You can then easily overpower him with a quick flurry of blows.
- If you're about to die and still have a Continue remaining, do as much damage as possible while you're still standing. When you confront this enemy again, you'll find that his stamina has been reduced by the previous encounter with you.

### LEVEL 1

The first several rooms will acquaint you with some of the common dungeon hazards. Worm holes, fireballs, and fire traps will impede your progress as you fight your way past the first subhuman opponents. You'll obtain the following handy items for your troubles: 70 gold, Dunric's ring, a bag of spores, a charm spell, two keys, a bag of bait, a note, and a bottle. Be sure to stop at the candle in the first room to pick up part of the story line.

- The arrow room may not have any enemies in it, but it doesn't need them. The deadly barrage of arrows is more than enough to



stop most adventurers. If you take the correct route, though, it's possible to get through the room without setting off the arrows. Tiles that move up and down will trigger the arrows if stepped on. Step carefully to avoid becoming a pin cushion. Another method is to bolt through the room, dodging the flying arrows as you run. This method is actually the easier of the two.

- To avoid the traps in the small blue room, take a diagonal shortcut to the exit through the patch of dirt.
- Next, you'll find yourself in a darkened room. There are several Shades skittering about the floor, completely undetectable in the inky darkness. Although fireballs provide some light, you can make things easier still by lighting one of the torches on the wall with a shot from your wand. Don't miss the amulet!
- There's not much in the next room; just a secret passage that will lead you to the exit of this level—once you discover how to make it appear.

## LEVEL 2

- At the start of this level, you'll need to outmaneuver a green slime while grabbing the gem and the sword. (You must collect *three* red gems before clearing the level.) Leave this room through the door on the upper left.
- Buy the slime potion from the man sitting in the corner. It's essential to completing the level. Then deal with the pesky will-o'-the-wisps by casting the charm spell on them. Once charmed, they'll be your friends and will attack enemies on command. The stone on the floor may come in handy, so you'd better grab it.
- Gather the will-o'-the-wisps together and leave through the upper door. The guards outside the goblin king's chamber are prime targets for your new allies. Enter the hallway where the guards wait and launch your sparkly compatriots at them. (Go just far enough so you can clearly see one of the guards. Stand still as the Wisps do their work or you'll attract the guards' attention.)
- After subduing the guard inside the chamber, stay away from the king or it's "spear city." You can approach him after using one of



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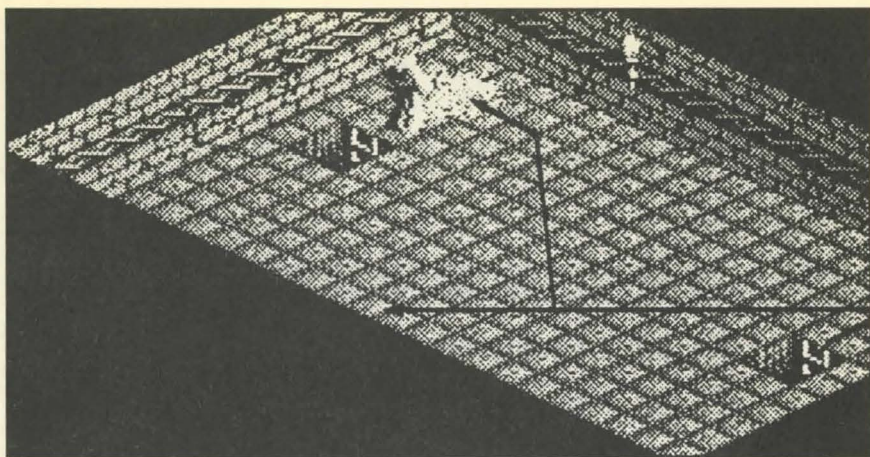
your items. Record the king's deathbed words and leave, cutting a quick path through the bottom exit in the will-o'-the-wisp room.

- The dwarf will help by providing the second red gem, although you'll have to persuade him to part with it.
- If you've picked up everything you've come across so far, you already have the third gem. It's concealed within an item. To change it into a gem, move into the hallway where you'll find another green slime skulking in the shadows. The slime can be used to reveal the gem. (If you need recharging, take a nap first.)
- Once you have all three gems, you're ready to solve the riddle of the final room. You'll have to do something special with the gems. Let the words of the king guide your actions.

### LEVEL 3

At the start of the third level, you'll find yourself in a large chamber on the edge of a deep chasm. As you may have guessed, your goal is on the other side, but you'll have to take the long way around.

- The ladder on the left leads to a couple of rooms that hold items, as well as some beasts to battle. After dealing with these areas, return to your starting point and descend the ladder on the right.
- After eliminating the testy troll and filching his ritual knife, move quickly to avoid damage from the many hazards in this room.
- An audience with the king of the goblins? That's right, he's alive. He'll let you continue on your journey—as long as you gave him the water when he asked for it earlier.



You'll have to step carefully to avoid the spikes and nab the gem as you make your way to the exit of this small room. The black arrows show the correct path.

- In the next few rooms, you'll be beset by trolls. The first pair can be avoided with clever use of the ritual knife. The next two must be fought—and they're tough. (If you don't feel like fighting, a deftly placed troll bomb can stun them, allowing you to stroll past.)
- To reach the exit, you must use the fiery transporter device. Its operation requires proper use of the recently acquired gem.

#### LEVEL 4

Level 4 contains one of the toughest challenges in the game. To traverse two of its hazard-filled rooms, you'll have to use a flying carpet. This is tricky to do. It's best to take it slow, moving by making only the lightest taps on the control pad. (If you want to slow down or stop completely, tap in the opposite direction.)

- The first carpet room contains an important item. You'll need to do some fancy flying to reach it. (Curious about what happens if you tackle this level on foot? Give it a try—the worms haven't eaten today!)
- The next room contains a special hidden item. It isn't needed to complete the game, but it does provide a comical twist.



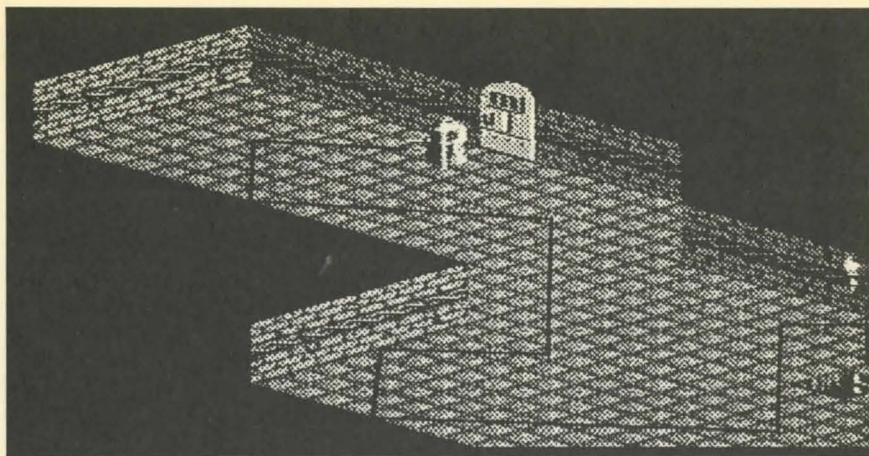
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- After clearing the carpet rooms, stop and talk to Ana. She'll give you some information and offer to swap rings.
- The last room of this level has another of Lindli's special locks. Think about Ana's clue. Could it have a meaning other than the obvious one?

### LEVEL 5

- Upon arriving in this level you'll be approached by a goblin who wants to talk, not fight. Before following him, be sure to pick up the egg.
- The goblin leaders will fill you in on their plan to destroy the evil Norlac, a vicious water monster that bars the way to the deeper levels of the dungeon. However, their plan calls for you to be live bait!
- There's a merchant in the room to the right of the goblin leaders. He'll sell you a potion to get small. Use it to go through the tiny crack in the wall.
- The potion will solve one problem, but leave you with another. You're poisoned! When you return to normal size (assuming the trolls don't crush you), overpower them and open the treasure chest. The bottle inside contains an antidote for poison.
- The flying nasties in the next room are a pain in the neck. Take them out with fireballs to claim the key to the next room.
- Even with the aid of the worm sensor, the red room is extremely difficult to cross. The following map provides the assistance you'll need. (The directions in the treasure chest clue refer to directions on your control pad.)





Even with the map, it'll take practice to get this right. If you have the coffee pot in your inventory, don't use the worm sensor. You'll be able to take a detour down the ladder for a surprising encounter.

- To get past the mystic lock, you'll need to find a way to hold the door trigger down while you go through the exit. Hatch the egg and then...

## LEVEL 6

Your next task is to defeat the Norlac—one of the hardest parts of the game. After listening to Dunric's final words and dealing with a couple of troublesome trolls, you'll be ready to face this tentacled terror.

Like the flying carpet, it takes time to master wine-barrel rafting. Practice a little, getting used to navigating the barrel. Concentrate on building speed on the straightaways and taking quick turns around corners.

- Getting the Norlac to chase you is easy enough. Just get close and it'll follow. One way to do this is to go barreling into the chamber as fast as you can, and then bounce off the wall below the Norlac. This will quickly send you out the way you came in. As you leave, veer slightly toward the Norlac to get its attention. This will give you a head start. (If you can't manage this maneuver, a small

## The Immortal

counterclockwise loop starting below and in front of the Norlac works almost as well.)

### LEVEL 7

- After being rescued from a watery grave by a helpful goblin, you'll soon find yourself facing a fierce, fire-breathing dragon. Careful use of the blink and fire protection spells can get you through his scorching attacks. You can then summon Mordamir with the mystic amulet.

### SUPER SECRETS

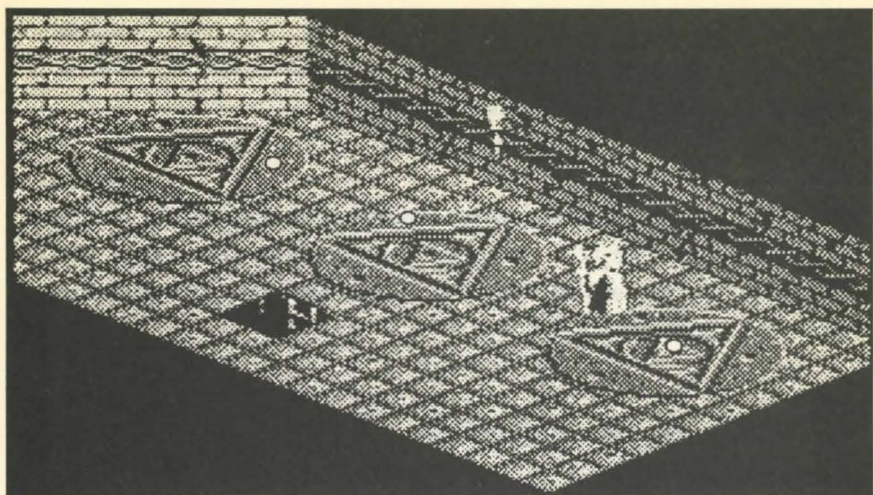
#### Level 1

- The amulet room contains many pit traps. Get to the amulet by moving around the outside edge of the room, along the wall. Once you pick it up, move straight out into the room at a 90-degree angle to the wall, and then march straight to the door.
- Near the end of level 1, hold the amulet up to the light and a hole in the floor will open. (The beam of light looks like a white cane leaning against the wall.) Do *not* read the spell.

#### Level 2

- You'll have to ask *twice* before the slime potion vendor will lower his asking price to one that you can afford.
- Sprinkle the dust of compliance on the dwarf to change his attitude.
- To disable the goblin king, plant your spores in the patch of earth. Leave the room quickly to avoid being spored yourself.
- The third red gem is encased in the stone you picked up. Dropping it into the slime will dissolve the outer layers of rock, revealing the gem inside. It would be wise to rub some anti-slime potion on your boots before attempting this.



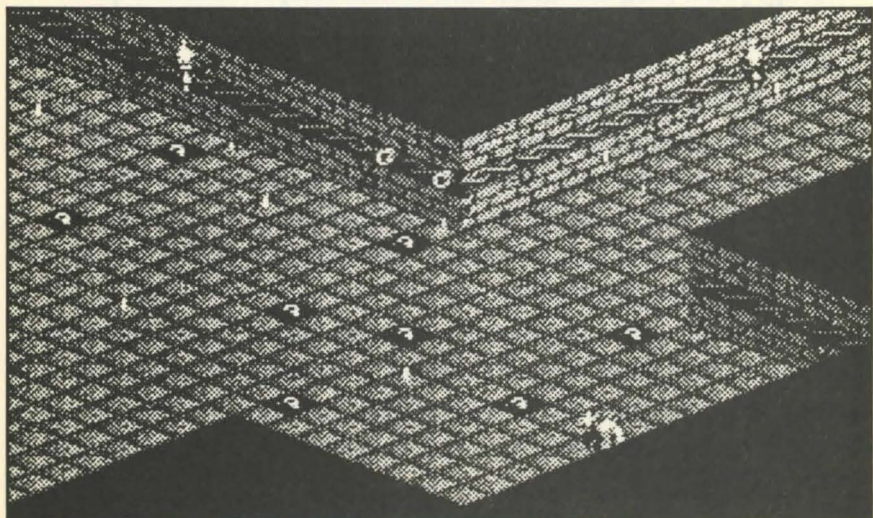


You must drop the three gems into the holes in the floor designs—in the correct order. Working from left to right, place one gem to the right, left, and in the center of the three designs.

### Level 3

- When the flame turns green, step in and then drop your gem.

### Level 4



The second flying carpet room contains a hidden pot of coffee. (Ride to the spot shown here.) In the next level, take the coffee pot to where the game designers are waiting and they'll give you the spell of infinite body odor. You'll find them by descending the ladder in the red worm room, but only if you haven't used the worm sensor.



## The Immortal

- Opening Lindli's lock at the end of the level 4 has nothing to do with the rings in your inventory. You need to run three clockwise rings around the design on the floor.

### Level 5

- Place the bait on the floor trigger and the lizard hatchling will land there. This will keep the exit door open and allow you to go through. (If there are bats around, be careful where you toss your fireballs. *Lizards* can die, too!)

### Level 6

- If you have the spell of infinite body odor, you won't have to fight the trolls at all. The stench will overpower them.
- The hardest part of this white water raceway comes in the last few corners. You may think you're in the clear—well ahead of your submerged foe. Then suddenly it's tentacle time! The secret to completing this gauntlet is to bounce off the wall across from the ladder and carefully direct your rebound with a couple of light taps on the control pad. If you do it right, you'll clear the last corner and get sucked into the whirlpool along with the Norlac. If you do it wrong, you'll snag the ladder and almost escape—but not quite.

### Level 7

- When facing the dragon, use the blink spell to dodge its first six blasts. (The timing between blasts is fixed. Once you learn the pattern, you won't have too much trouble.) The fire protection spell will let you avoid the next torching. It takes effect as soon as you leave the subscreen and doesn't last very long, so be sure to wait until the last second before casting it.
- Use the statue spell to survive Mordamir's mystic lightning bolts. It can be cast six times. Like the dragon, Mordamir's attacks also come in a fixed pattern. When he tells you that you're doomed as long as he holds the amulet, take it from him with the magnet spell.

## Passwords

With practice and the tips offered here, most players should be able to complete *The Immortal*. If you're really stuck, though, here are some passwords that will let you start at any level.

Level	Password
2	ry9ys10006y90
3	4r5v621000x10
4	183x631001x60
5	y97x443002x60
6	sry0y67000ry0
7	v131y770038y0





# Shadowgate

*Shadowgate* is a unique type of RPG, popularized by Kemco-Seika. Rather than hacking your way through innumerable monsters and trying to raise experience points, you'll find yourself confronted with riddles to unravel, hidden items to discover, and secrets to decipher. You interact with objects and creatures by selecting commands from an onscreen menu, such as Use an item, Speak a spell, and so on.

To assist you in your venture into Castle Shadowgate, the following pages contain a complete playing guide in the form of a checklist. Said to be written by the original architect of the ancient structure, it includes details of all its dangerous traps and tricky passageways.

## USING THE PLAY CHECKLIST

### Map of Castle Shadowgate

The centerpiece of this guide is an annotated map of the castle. Rooms are numbered to correspond to the hints and tips below. While you're free to roam around and explore, there is a definite order in which the rooms should be completed. By tackling the rooms in the order indicated in the Play Checklist, you'll be sure to have the items needed for each challenge.

### The Items

Gathering items is an essential part of the game—from simple objects, such as rocks and broomsticks, to magical ones like mystic spheres and enchanted staffs. Many are extremely well hidden. Some are useless. This guide will tell you about every concealed item and offer hints concerning how to find each one. You won't have to waste time searching for things that aren't there.

### Secret Passages

To make your way around the castle, you'll need to discover and use hidden passageways. You'll be told which rooms contain them and given clues on how to open them. You'll also be steered clear of dead ends and false exits.

## GENERAL PLAYING TIPS

### Using Items

To Use an item, select this command, click on the item in the Goods list, and then point to the object or creature on which you'd like to use the item. Items can also be Used on other objects in your Goods list. (See "Torches," below, for an example.) Note that the pointer, at times, is a bit more accurate than you'd expect. When trying to open a door with a key, you must hit the keyhole precisely if you expect it to work. If you don't achieve the intended effect, move the pointer a little and try again.

### Moving

There are two ways to move through doorways and other openings. First, you can select Move, and then click the pointer on one of the boxes in the Map window. You can also move by selecting Move and clicking directly on the door or opening within the View window. The latter technique is the only way to get through one special opening in the game.

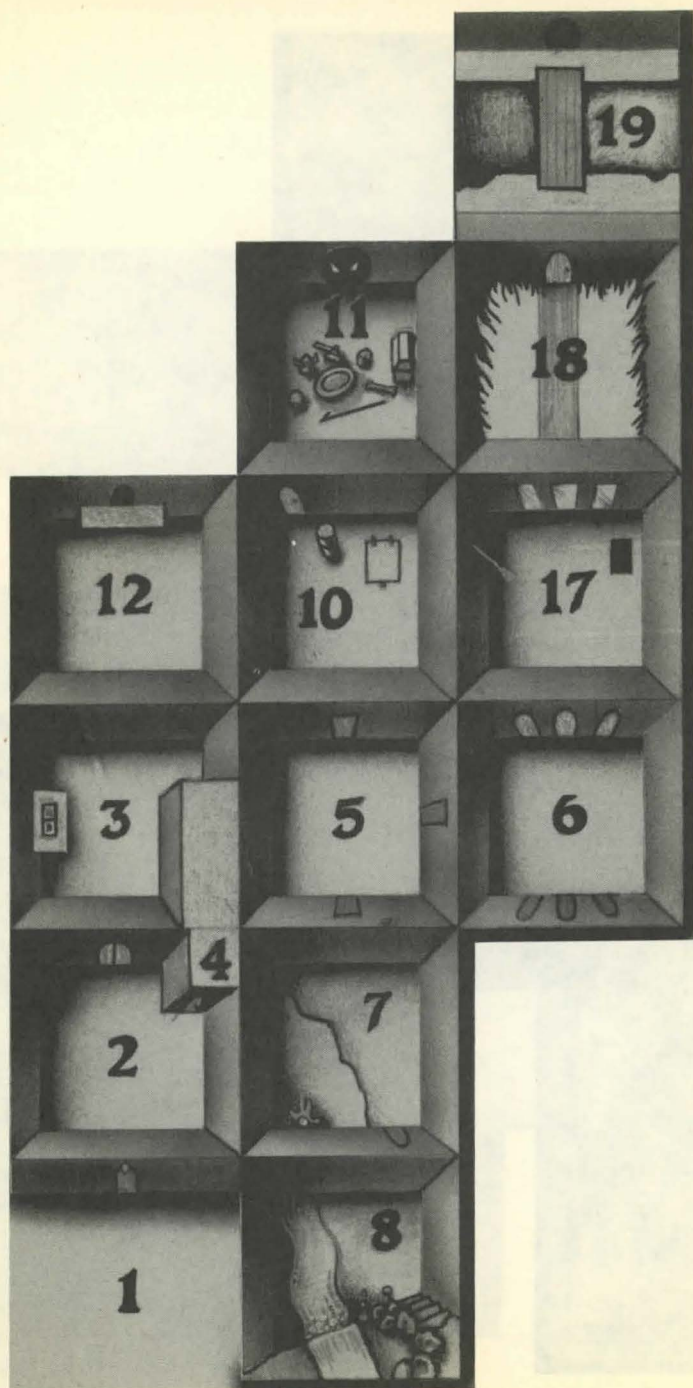
### Torches

Torches are critical to your survival. Without their illumination, you're certain to perish. You must always keep at least one torch burning—although you can keep two lit at a time, it's a wasteful practice. Watch it closely; it will get smaller and dimmer as it burns. Before it burns out, Use it on one of the other torches in the Goods list (for example, Torches=3). Torches can be found throughout the castle. Be sure to Take all the ones you find.

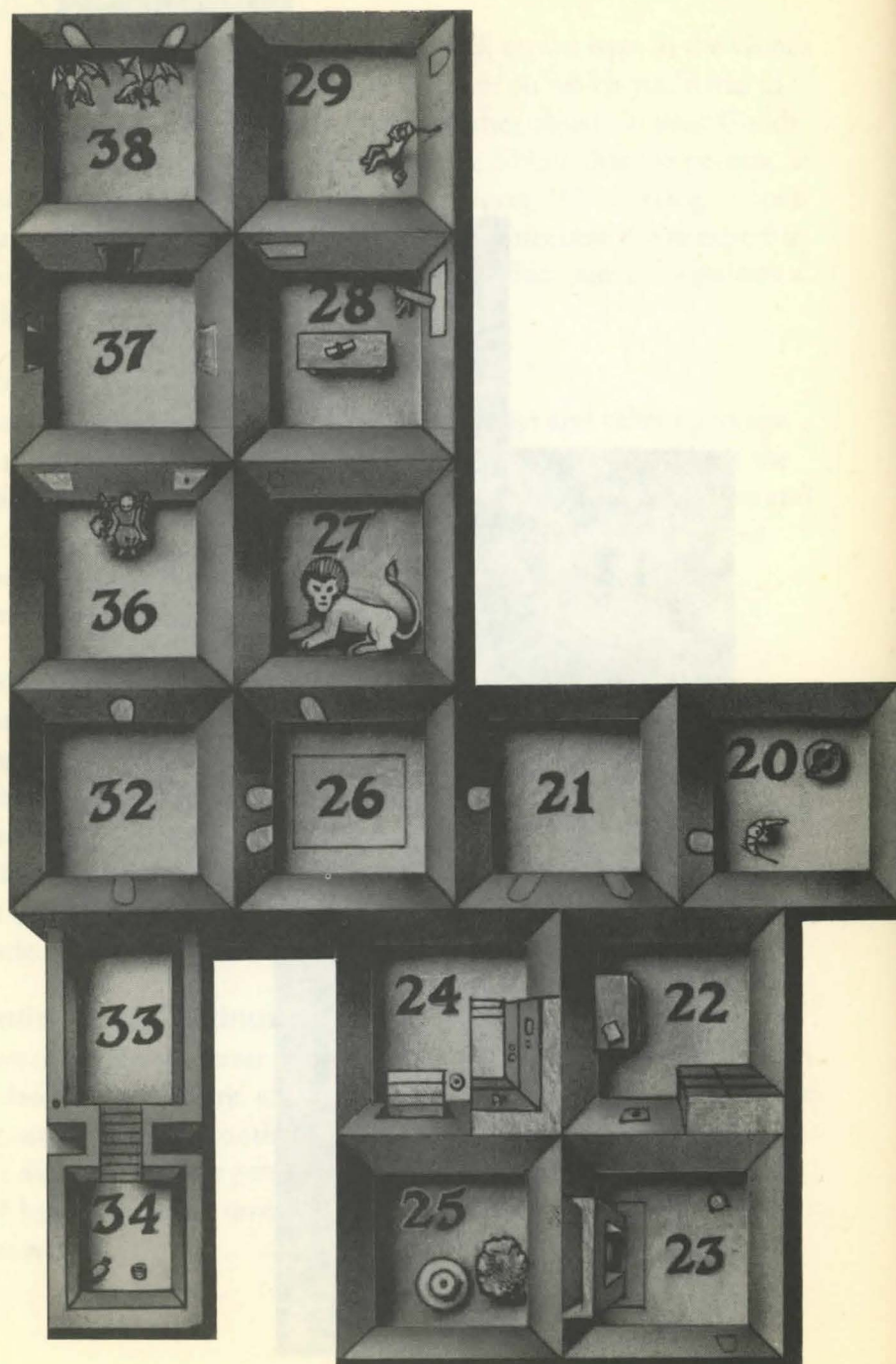
### Saving and Continuing

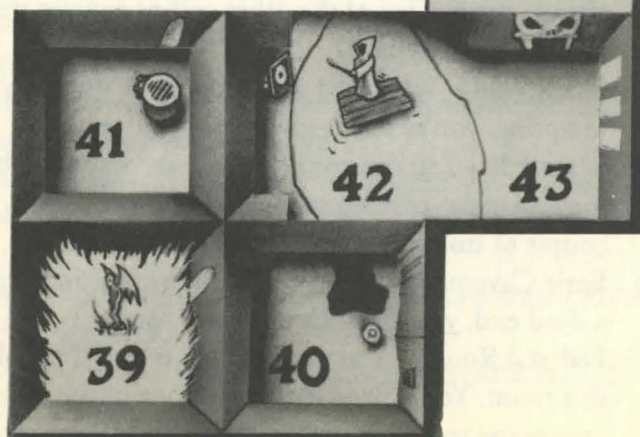
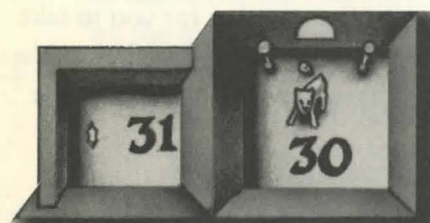
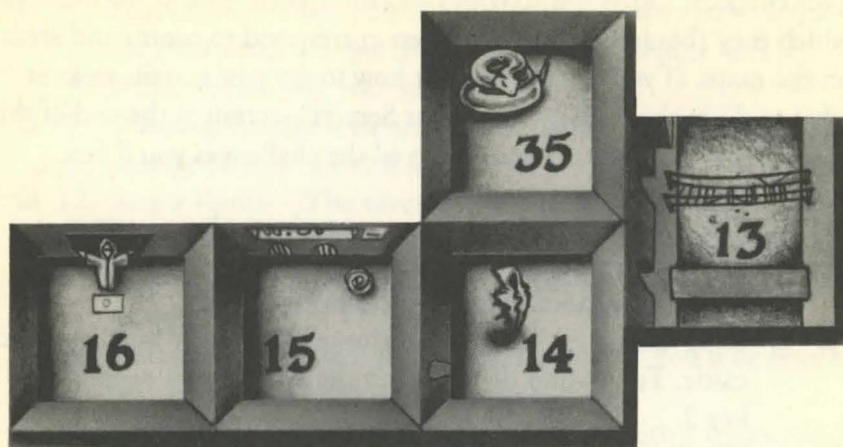
Save the game whenever you achieve a significant advancement, such as defeating a creature, solving a puzzle, or finding an important item. Although you can Continue indefinitely from the spot in which you last died, if the game gets turned off by mistake, you may find yourself having to repeat several hours of play just to get back to where you were.

THE CASTLE MAPS









**PLAY CHECKLIST**

This checklist shows the activities you must perform and the order in which they should be done. Numbers correspond to rooms and areas on the maps. If you can't figure out how to get past certain areas or what to do in them, there's a "Super Secrets" section at the end of this chapter that contains the answers to all the challenges you'll face.

- ☐ 1. The Front Door—This is the start of your long journey through the treacherous castle. If you like, you can go right in, but you should probably locate key 1 first.
- ☐ 2. Long Corridor—This arched stone passageway leads into the castle. To get into the closet on the right, you'll need to find key 2.
- ☐ 3. Winding Passage—At the foot of the stairs, you'll find an ancient book that holds key 2, but you'll have to be very careful to get it. There are also two torches for you to take. One of these will be listed separately from the other torches on your Goods list and will have a special use later in the game.
- ☐ 4. Closet—This small storage area holds a couple of handy weapons (a sword and a sling). There are no hidden items.
- ☐ 5. Hallway—This is just a simple hallway that provides access to three other areas. Go through the door that's straight ahead.
- ☐ 6. Coffin Room—There are six coffins here, one of which is already open. Two of the other coffins contain items (bag 2 and the regal scepter).
- ☐ 7. Shark Pool—While the skeleton and its brass key may be tempting, you're not ready to try for it yet.
- ☐ 8. Waterfall—You can continue past the waterfall, but not up the avalanche-covered staircase. Before you leave, pick up a couple of stones. You may need them later.
- ☐ 9. Eerie Cavern—While this secret room behind the waterfall is a dead end, you can pick up Bag 1 here.
- ☐ 10. Pedestal Room—You can obtain a mystical purple sphere in this room. You'll need the help of one of the objects in bag 1. Ignore the trap door and move on to the next room.



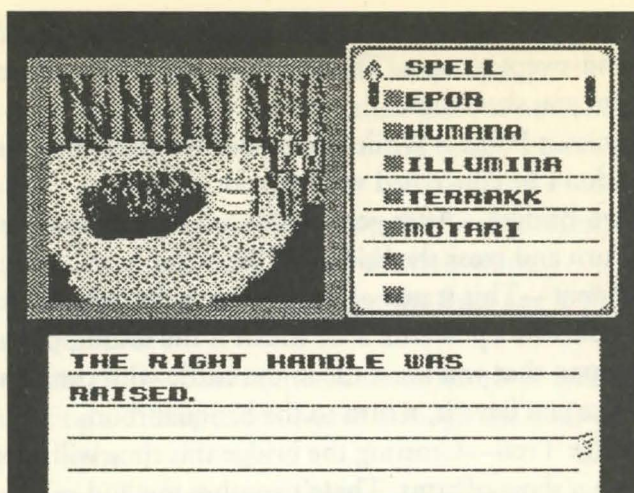
- ☐ 11. Dragon's Lair—You can't kill the dragon or open the chest, but it is possible to pick up everything else in the room.
- ☐ 7. Shark Pool—Since you last passed this room, you've acquired the item needed to get the key from the skeleton. Get it before continuing your explorations.
- ☐ 3. Winding Passage—Return to this hallway and use the secret passage (if you can find it).
- ☐ 12. Arrow Room—The silver arrow can be yours easily enough, but it's not possible to take the torches. There's a secret passageway here, too, but it's not through the opening above the arrow.
- ☐ 13. Two Bridges—Cross the bridge on the left. You'll be returning later to check out the other one.
- ☐ 14. Wraith—This specter can be vanquished with a tricky use of a couple of your items. You can then take the coat and advance into the next room. Ignore the high passage shown on the movement box. There's no way to get up there.
- ☐ 15. Epor Room—In addition to the objects you can gather from the shelf, there's a spell for you to master. You'll need to find a hidden passage and do some more exploring before climbing the rope.
- ☐ 16. Wizard's Chamber—Open the granite slab and you'll receive a surprise visit from a wizard. He'll offer you some advice and a new spell.
- ☐ 17. Hall of Mirrors—The rope provides easy entry into this room. You can pass through the mirrors (actually, *one* of them).
- ☐ 18. Fire Room—The Fire Drake is a formidable foe, but you can cool him down easily enough.
- ☐ 19. Bridge Troll—You don't have the gold that the persistent troll demands. See if you can find a way for him to get your point.
- ☐ 20. Cyclops—Vanquish the Cyclops and then search for the hidden gauntlet.
- ☐ 21. Long Hallway—This drafty passage has three exits. Start with the first door on the left.

- ❑ 22. Library—This room is loaded with stuff. Be sure to completely examine the desk and the bookshelf.
- ❑ 23. Fireplace—There's more here than just the obvious items scattered about the room. Key 6 and bottle 5 are hidden here, too.
- ❑ 24. Laboratory—You can obtain supplies in this room, but you'll have to search carefully to find the holy water.
- ❑ 25. Acid Fountain—You need to get the flute and a well-hidden ring, but how?
- ❑ 26. Banquet Hall—This immense room has three exits, each requiring a different key. Move through the door on the upper right.
- ❑ 27. Sphinx—This leonine guardian won't harm or attack you. But if you can't answer its riddles, it'll stop you from passing into the next room. If you don't have what it requests, you may have to go get it.
- ❑ 28. Observatory—You can have a look around by using the telescope, but that's all it's good for. After picking up scroll 5 and the star, concentrate on locating a hidden rod.
- ❑ 29. Tower Room—As you've probably guessed, the creature before you is not a helpless damsel. When you know what she really is, you'll be able to figure out how to slay her. The blade you see lying on the floor is one of the parts of a mighty weapon.
- ❑ 30. Hellhound—Go back through the banquet hall and exit through the door on the upper left. This will lead you to the chamber where a hellhound stands guard over a horn. You can send this hot-tempered hound back to where it came from if you use the correct "weapon."
- ❑ 31. Turret—Eliminate the blue dragon and the talisman will be yours.
- ❑ 32. Hallway—The door on the lower left of the banquet hall will take you into this stone corridor. Search the banquet hall for the key that unlocks the door. Once you're in the hallway, take the left doorway.



- ❑ 33. Balcony—A powerful magic wand can be obtained on this wind-swept parapet. The lightning offers a clue as to which item you should use.
- ❑ 34. Lookout Point—While you'll need the coins that are in bag 3, don't be concerned with the pot of gold.
- ❑ 13. Two Bridges—After your recent acquisitions, you're ready to return and cross the bridge on the right.
- ❑ 35. Serpent—This statue of a fearsome snake holds a great secret. It conceals a powerful staff which is the second piece of the weapon that you must use in the battle with the Behemoth. Once you have it, return to the banquet room.
- ❑ 19. Bridge Troll—Crossing the bridge this time will take more than a show of arms. There's another method of passing without paying, and you'll have to discover it.
- ❑ 36. Throne Room—After passing through the lower door in the banquet hall and then hanging a right, you'll be confronted by the skeleton king. Figure out what he wants if you'd like to proceed.
- ❑ 37. Hallway—Get some torches here and then move on. The side passage is a dead end.
- ❑ 38. Gargoyle Chamber—Start by exploring the doorway on the right.
- ❑ 39. Lava Pool—It may seem impossible to get to the far side of this room, but there's a way to activate a mechanism that will raise a walkway to the door.
- ❑ 40. Lever Room—This cave contains the final piece of your mega-weapon. To get it, you must operate the three levers in the correct sequence. While you may not have recognized it, you've already seen the combination.



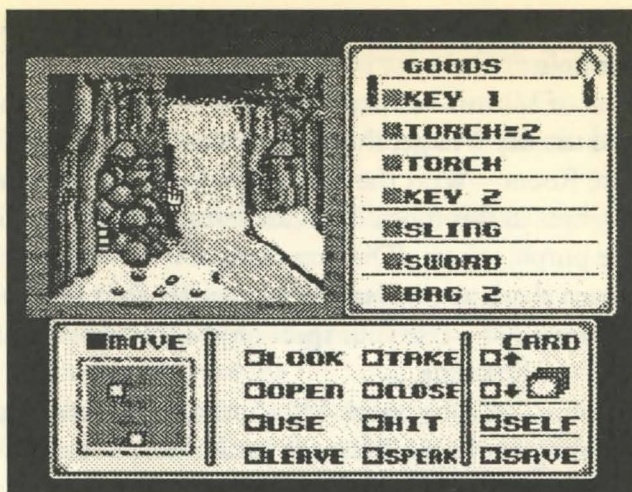


This is how the levers will look when you're through.

- ☐ 38. Gargoyle Chamber—You won't be allowed to simply meander through the left door without incurring the gargoyles' wrath. You'll have to put them out of commission first.
- ☐ 41. Wishing Well—The door in this room doesn't lead anywhere, so you'll have to climb down into the well.
- ☐ 42. Ferryman's Domain—Summon the ferryman and pay his fee.
- ☐ 43. Skull Room—Behind the ominous skull is the lair of the evil Warlock. To get in, you'll need to use the talisman and one other item.
- ☐ 44. Wizard and the Dragon—This is your final challenge. The Warlock Lord stands defiantly before you, as the Behemoth's roars shake the cavern. You'll need to properly wield your magic staff to save the world from darkness. But don't worry; it's only a game.

### SUPER SECRETS

- ☐ 1. Front Door—The key is hidden behind the skull.
- ☐ 3. Winding Passage—The key to the closet is in the book.
- ☐ 6. Coffin Room—To find the scepter, put the torch to the mummy.

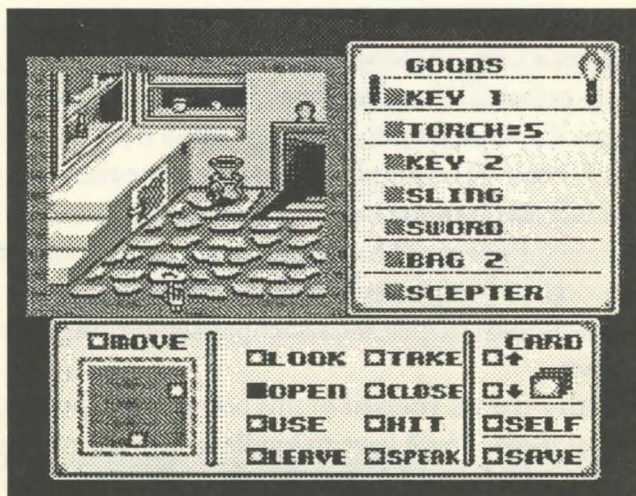


To enter the secret room behind the waterfall, indicate your move by pointing to the black space to the left of the waterfall (8).

- ☐ 9. Eerie Cavern—Bag 1 is hidden behind the loose rock on the wall. One good punch will set it free.
- ☐ 10. Pedestal Room—To get the purple sphere, put the white gem into the hole in the wall.
- ☐ 11. Dragon's Lair—As long as you start with the shield, you can safely gather all the other items in the room. (Do it in two passes if you prefer not to be roasted!)
- ☐ 7. Shark Pool—The purple sphere will freeze the pool, giving you safe access to the key.
- ☐ 3. Winding Passage—The secret passage can be uncovered with a punch to the right section of the wall.
- ☐ 12. Arrow Room—Open the secret passage by using one of the torches.
- ☐ 14. Wraith—To rid yourself of this bothersome spook, use the special torch. You'll have to kindle it with the torch you already have lit.
- ☐ 15. Epor Room—You can learn the Epor spell by reading the sign *twice*. The secret passage is on the far wall. Its outline is visible in the brickwork of the wall.



- ☐ 16. Wizard's Chamber—To open the wall, put the blue gem in the hole.
- ☐ 17. Hall of Mirrors—Shatter the middle mirror with the hammer and use key 3 to get through the door.
- ☐ 18. Fire Room—Wear the cloak to protect you from the sweltering heat in this room. You can defeat the Fire Drake by using the purple sphere. (Did you remember to retrieve it from the frozen shark pool? *You need to thaw the ice a little to loosen it.*)
- ☐ 19. Bridge Troll—Use your spear on the troll when you meet him the first time.
- ☐ 20. Cyclops—A sling attack will eliminate this creature. To make the sling work, you'll have to load it with a stone. To obtain the gauntlet, crank up the bucket and peek inside.
- ☐ 22. Library—You must open the desk drawer to find most of the items. Put on the glasses and you'll be able to read the book that's on top of the desk. To open the secret passage, place the red gem in the hole in the wall.
- ☐ 23. Fireplace—The hidden items are in the blue globe. Casting the Terrakk spell will crack it for you.

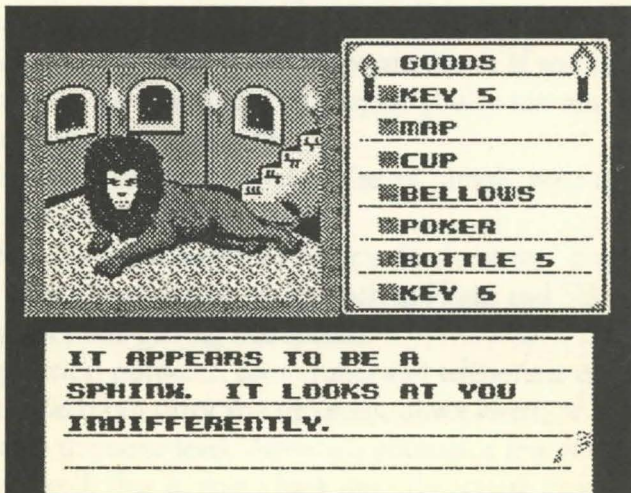


Move this stone in the laboratory (24) to reveal the holy water.

- ☐ 25. Acid Fountain—Use the gauntlet to protect your hand from this corrosive liquid. Once you get the flute, play it and you'll discover the ring.



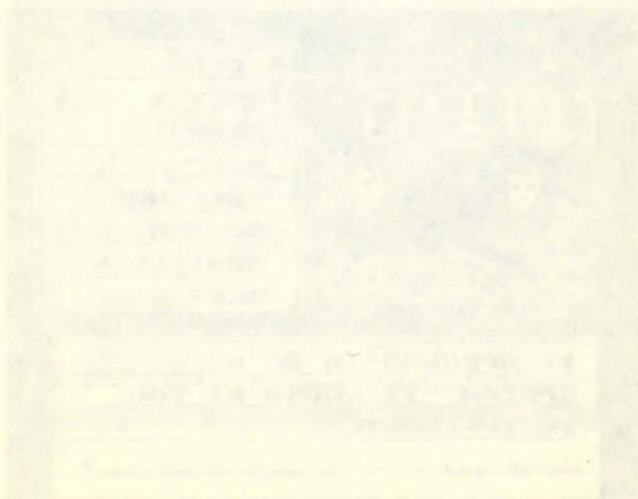
- ☐ 28. Observatory—The lightning rod is behind the wall map.
- ☐ 29. Tower Room—Use the silver arrow to permanently close the slaving jaws of the werewolf.
- ☐ 30. Hellhound—The holy water will remove this threat and allow you to get the horn.
- ☐ 31. Turret—Launch the star and blow the blue dragon out of the sky.
- ☐ 26. Banquet Hall—Burn the rug to uncover key 4.
- ☐ 33. Balcony—Fit the lightning rod into the hole and stand back.
- ☐ 13. Two Bridges—Drinking the liquid in bottle 2 will make you light enough to cross the dilapidated bridge.
- ☐ 35. Serpent—To transform the statue into the staff, zap it with your wand.
- ☐ 19. Troll—Cast the Humana spell to breeze right by this pest.
- ☐ 36. Throne Room—Opening the secret passage is a two-step process. First, give the king his scepter, and a panel in the wall will slide open. Place the ring in the hole to complete the procedure.
- ☐ 38. Gargoyle Chamber—Use the Illumina spell to temporarily blind the gargoyles with a burst of light.
- ☐ 39. Lava Pool—The Motari spell will solve your problem here.



The markings on the stairway in the Sphinx's chamber show the correct combination for setting the levers in the Lever Room (40).

## Shadowgate

- ☐ 41. Wishing Well—To survive your dive into the well, first make a wish by tossing in a big coin.
- ☐ 43. Skull Room—To open the door in the skull, put the talisman into the hole in the left column below the picture of the sword. Once it's in place, blow the horn.
- ☐ 44. Wizard and the Dragon—To assemble the super staff, use the blade and then the orb on the staff.



*Shadowgate* is a product of Kemco-Seika.

# Swords and Serpents

*Swords and Serpents* distinguished itself as being the first fantasy role-playing game to let up to four persons play at the same time. In the single-player game, one person controls all four members of the party. In the two-player version, each player controls two party members. To play with four people—each controlling one member of the party—you'll need a four-player controller adapter, such as the NES Satellite or the NES Four Score. If you don't feel like springing for the adapter, don't worry. *Swords and Serpents* is still a fun game for one or two players.

## GENERAL PLAYING TIPS










- Record everything that's said to you. You'll need that information to complete your missions and the final quest.
- Some doors swing in only one direction.
- Some solid-looking walls are actually secret doorways. Try walking through every wall.
- It sometimes takes a key to get past a door. Search for one of the same color and then Use it on the lock. Make a record of the spots where you find keys and other important items. If you discard them by mistake (or do so deliberately because you've run out of room), you can go back for duplicates.
- If you can't remember the level you're on, simply press the Select button and choose "Entire Group."
- Magic fountains and temples restore your characters' magic points. Be sure to cast long-lasting spells, such as Flight and Shield, before entering. (It's like getting free spells!)
- For all practical purposes, zoom tubes and teleporters can be treated the same. Each can carry you up levels, down levels, or to a different spot within the same level. Although unusual, a few of them allow two-way travel; that is, going back onto the square may return you to the other end of the tube or teleporter.



## Swords and Serpents

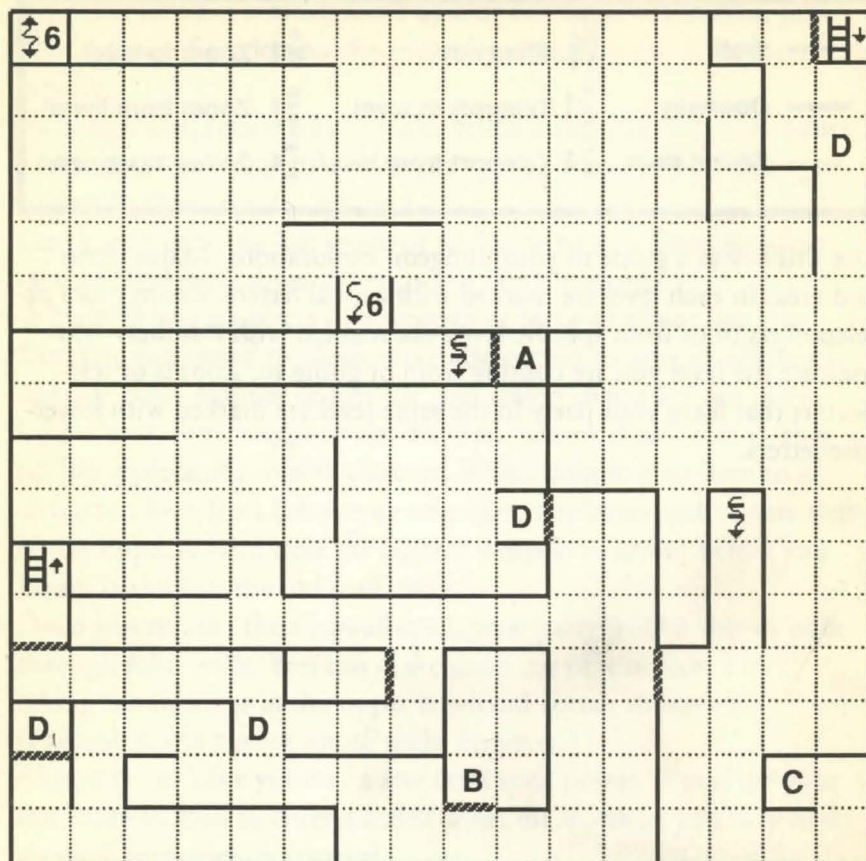
- As your party gets tougher, you may grow tired of painstakingly planning each character's attack—particularly when you return to the easier levels. To move more quickly through such battles, just hold down a direction on the control pad and hit the A button rapidly.
- Although it seldom seems to make much difference, some monsters really are more vulnerable to certain types of attacks. Try hitting spiders in their legs, for instance.
- Don't wait until the last moment to decide to run. Enemies often take a few parting shots at you as you flee the room.
- Whenever you acquire a new weapon or piece of armor, use the Examine command to check it out. Be certain to note its efficiency, damage class, number of foes hit, and which characters can use it. Like armor, some weapons also have an "armor class;" that is, they act like a piece of protective armor. When assigning an item to a character, look for a balance among these attributes and be sure that it's an improvement over the current weapon or armor before you Equip it and toss the old stuff away.
- Once you acquire the Passwall spell, your party will be able to walk through solid walls. You can make good use of it in level 1 by taking the shortcut in the upper left-hand corner to level 6. (Passwall doesn't work on *all* walls, however.)
- Always try to leave yourself a few extra spell points. If you use your last Passwall spell to enter a sealed zone, for instance, you may find yourself permanently trapped.
- As you near the end of the game, you'll discover that attack spells are less important than they previously were. Even magic casters can do a fair amount of damage in normal fight mode.
- Hopelessly trapped? Try the "Last Resort" option in the Attributes menu. Although you'll forfeit your gold, all characters will be instantly whisked to the nearest temple and completely healed.

## Map Key

 Wall	 Stairway	 1 Zoom to level
 Doorway	 1 Teleport to level	 1 Zoom from level
 Secret door	 1 Teleport from level	 1 2-Way Teleporter

Use this key as a guide to your dungeon explorations. Major items and areas in each level are marked with capital letters. Zoom tubes or teleporters to or from specific levels are marked with numbers—to indicate the level you are coming from or going to. Zooms or teleporters that leave your party in the same level are marked with lower-case letters.

**LEVEL 1—DESTINY AWAITS**

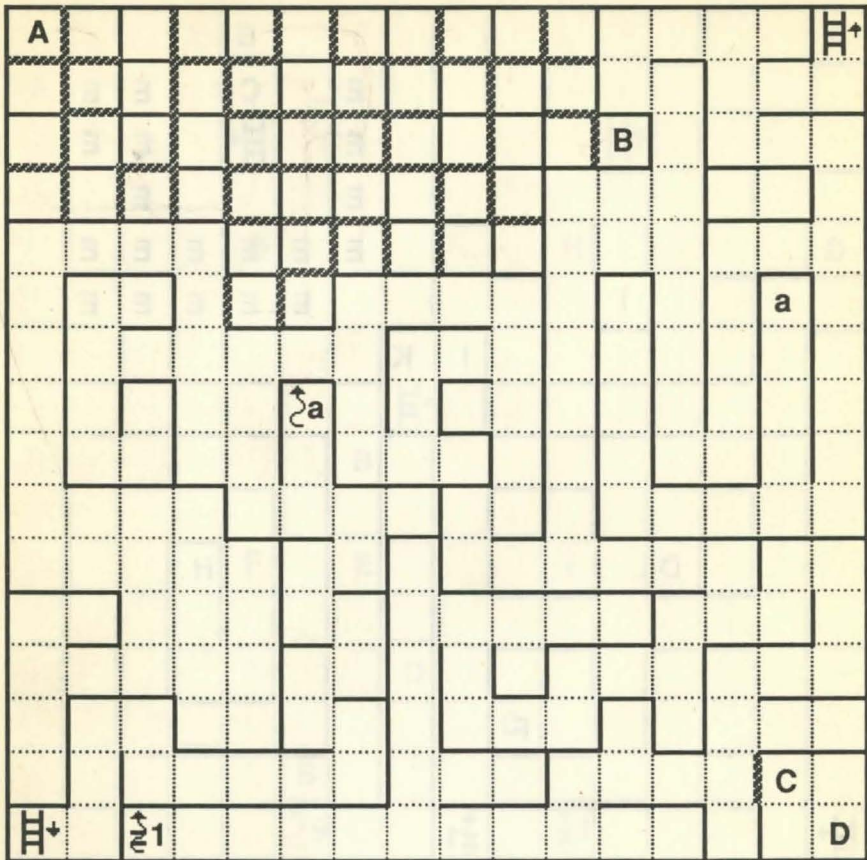


**Map Notes**

- A. Temple
- B. Armory
- C. Sting spell
- D. Message

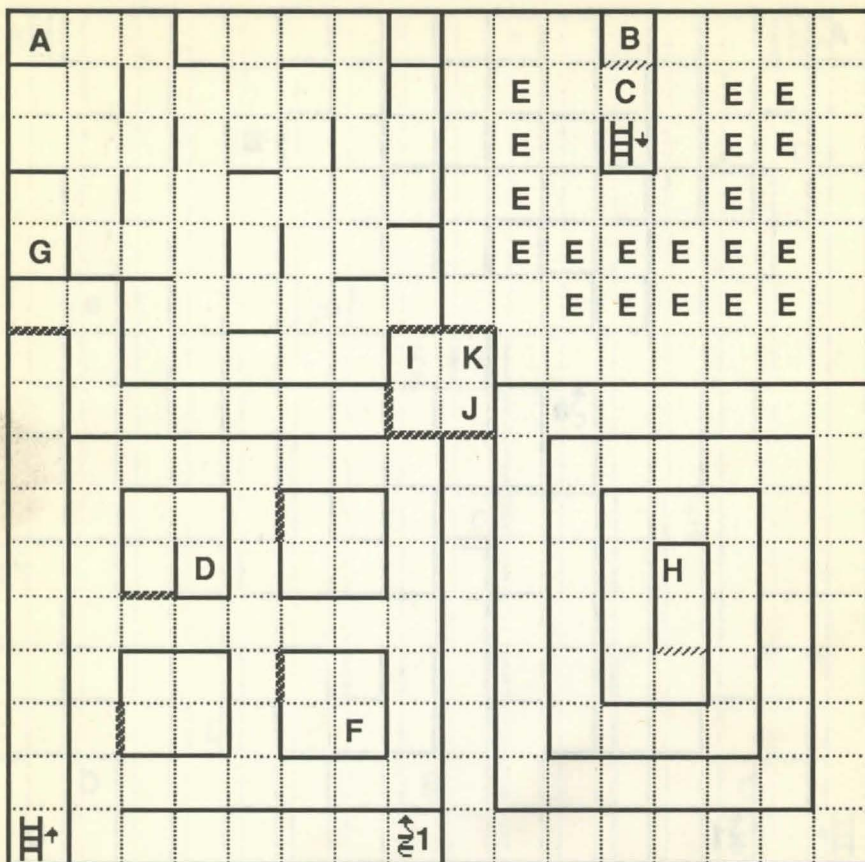
*There are several general zoom tube returns on this level, including one situated at the main stairway. Returns can be reached from more than one level.*



**LEVEL 2—WHO'S ZOOMIN' WHO?****Map Notes**

- A. Shield spell
- B. Plus 1 sword
- C. Gold lock
- D. Ruby glasses

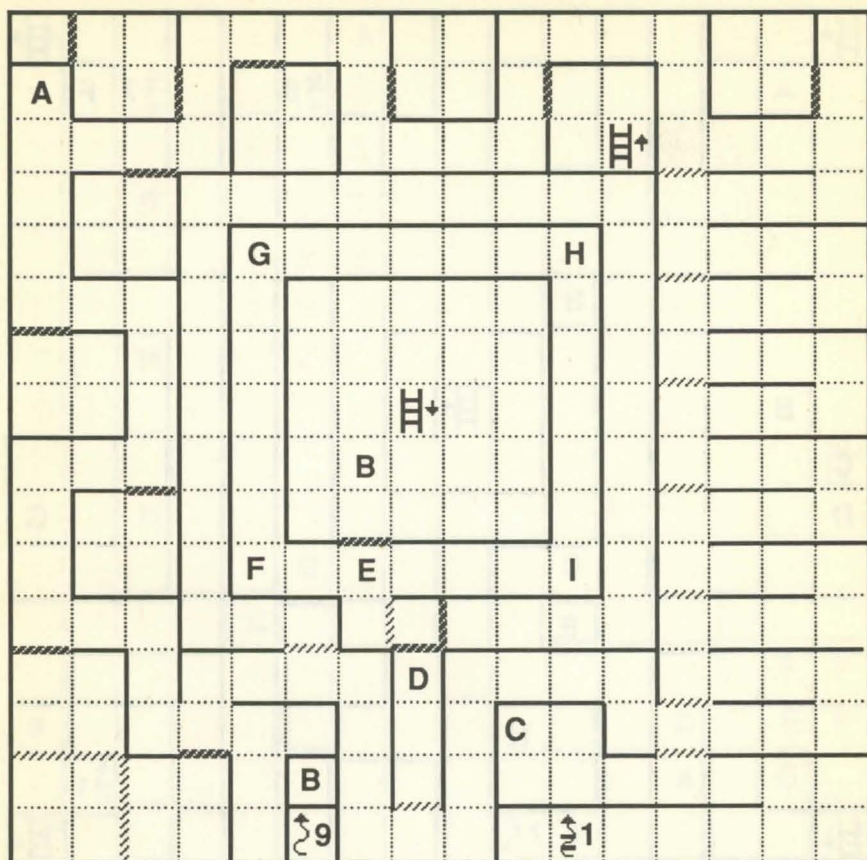
*Level 2 contains the first within-level teleporter (shown by "a" above).*

**LEVEL 3—THE THRESHOLD****Map Notes**

- A. Deadeye spell
- B. Gold key
- C. Magic fountain
- D. Horseshoe
- E. Pain
- F, G, H. Remote triggers for door I, J, and K

*Since you probably don't have the Flight spell yet, prepare for some damage in the upper right corner of this level. Use the Magic Fountain to replenish your magic casters' healing powers.*

## LEVEL 4—SECRET SQUARE

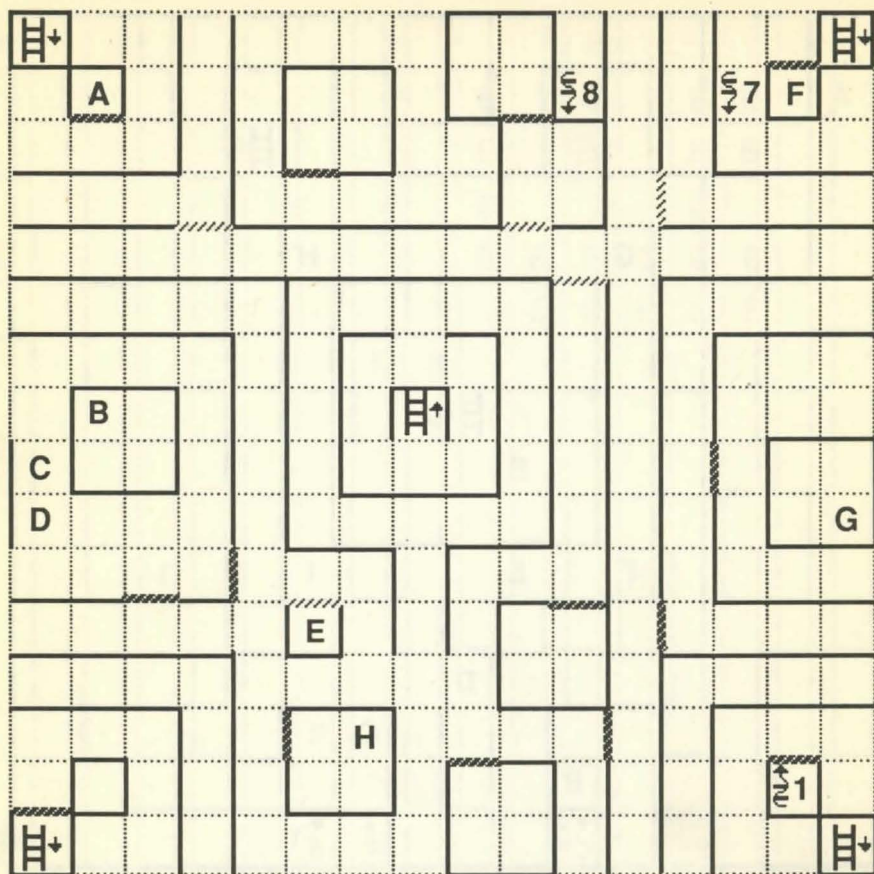


## Map Notes

- A. Strength spell
- B. Magic fountain
- C. Death Mist spell
- D, E. Locked doors
- F, G, H, I. Trigger points for door at E

*If you can't figure out how to unlock the door at point D, see the "Super Secrets" section at the end of this chapter.*

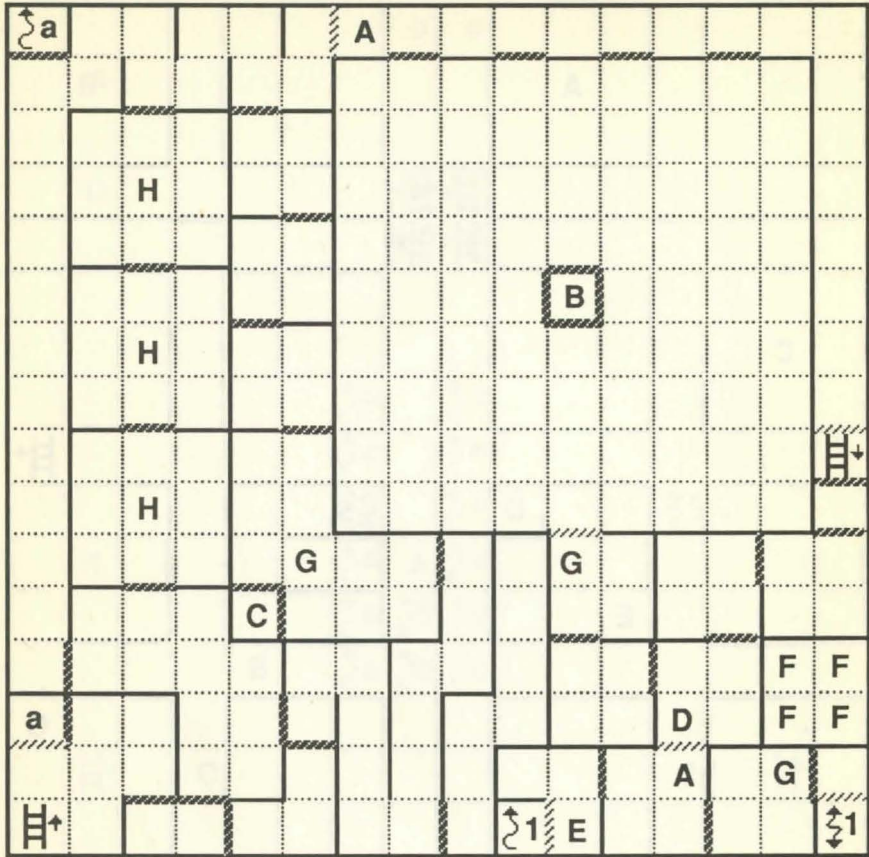


**LEVEL 5—THE HAVEN****Map Notes**

- A. Armory
- B. 400 gold
- C. Magic fountain
- D. Passwall spell
- E. Flight spell
- F. Temple
- G. Glow cloak
- H. Message

*Because the level wraps on all sides, it's easy to lose your bearings. Many doors are one-way only. All of the corner stairways will take you to level 6, but only one can be entered without the Passwall spell.*

**LEVEL 6—SHOCKING TRUTH**

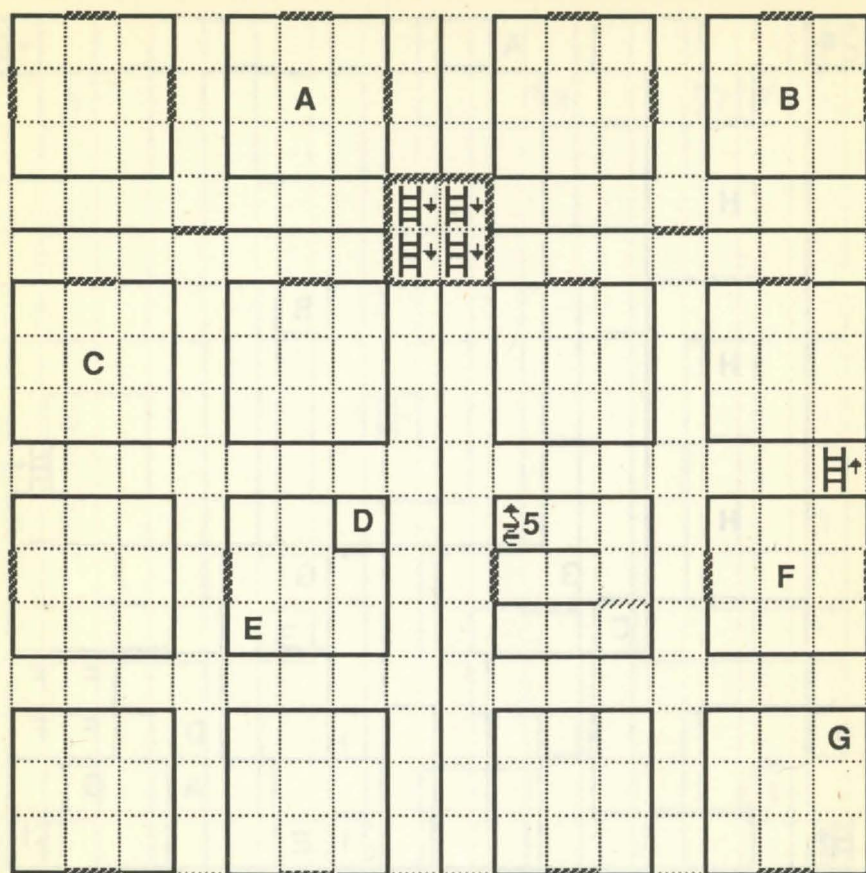


**Map Notes**

- A. Magic fountain
- B. Thunder spell
- C. Brass key
- D. Ruby Shield
- E. Ruby Ring
- F. Major Heal spell
- G. Message
- H. Electric floor

*The area around point B is electrified! Use the Flight spell to avoid being zapped.*

## LEVEL 7—DEATH



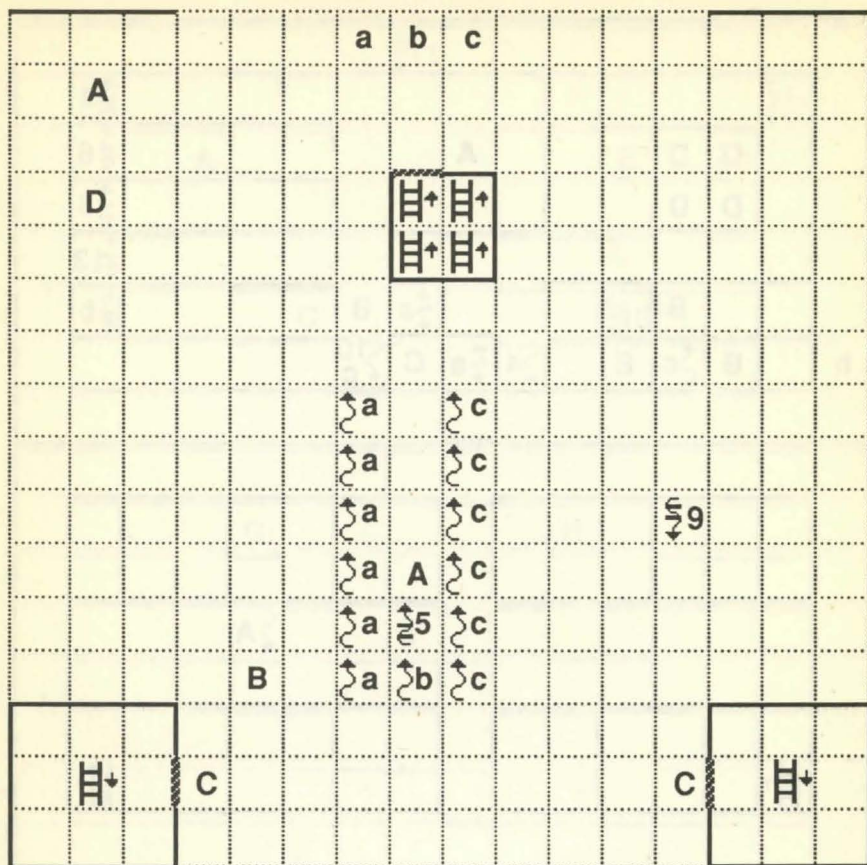
## Map Notes

- A. 500 gold
- B. Ruby Helmet
- C. Mithrel chain
- D. Ruby Crown
- E. Magic fountain
- F. Stun spell
- G. Message

*This level wraps on all sides and most rooms look alike. It's worthwhile to explore it carefully, though. Two of the Ruby items can be found here.*



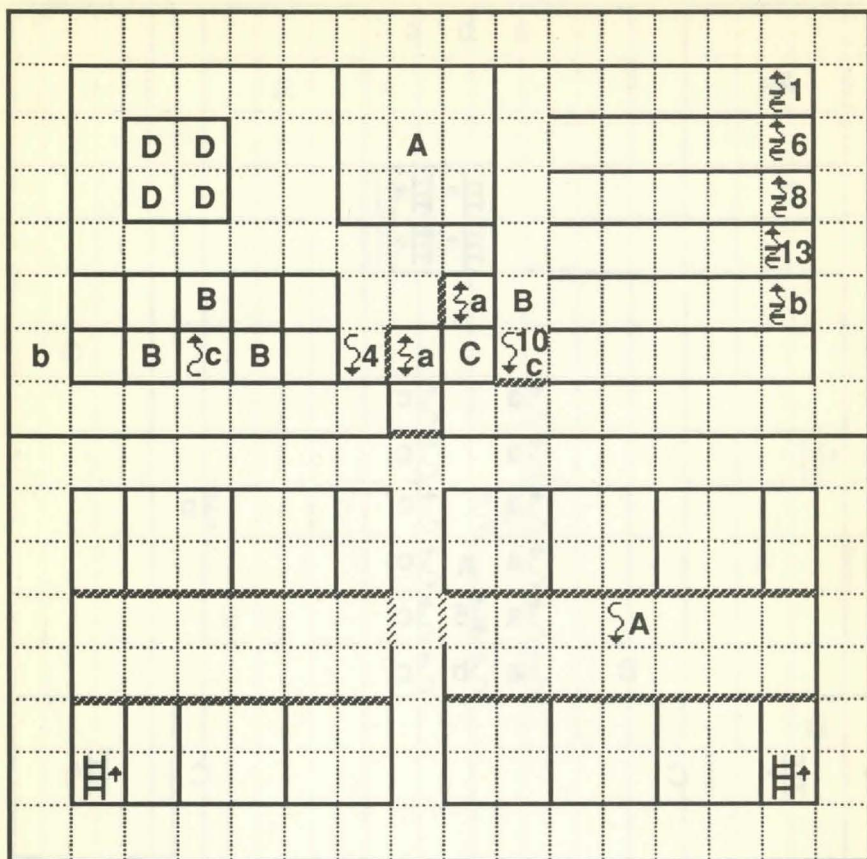
## LEVEL 8—REBIRTH



## Map Notes

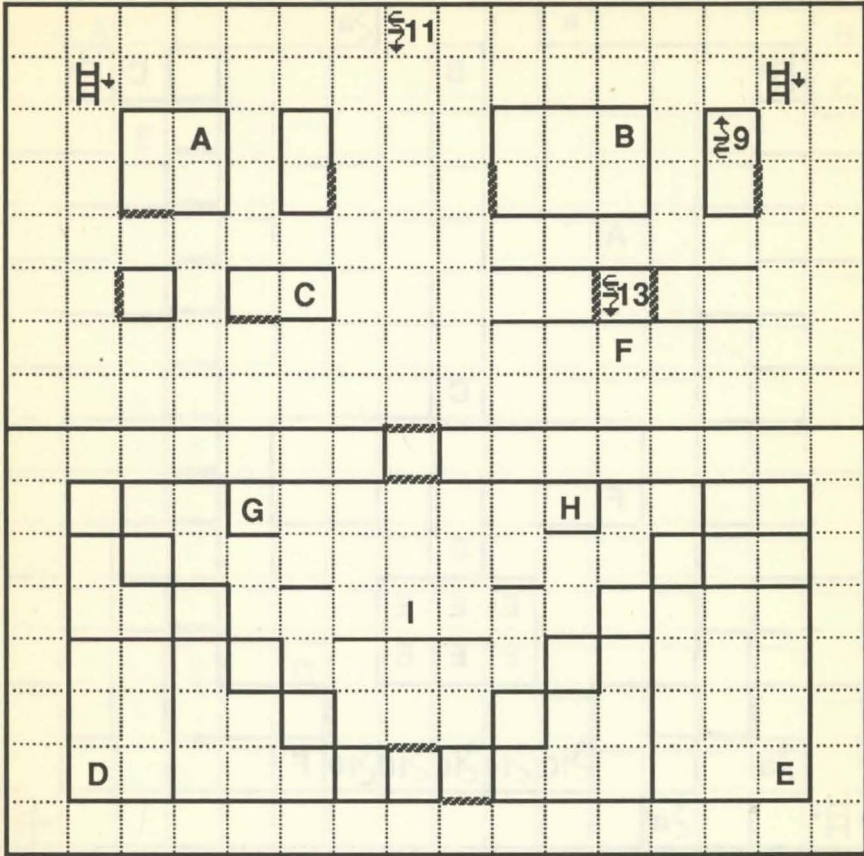
- A. Magic fountain
- B. Major Heal spell
- C. Brass lock
- D. Message

*This level is filled with large open spaces, invisible barriers, and teleporters, making it extremely difficult to map. Passwall spells, however, can be used to move through most barriers. Use the horseshoe where you find the "short pole in the sand" and you'll receive a big bonus.*

**LEVEL 9—END OF THE BEGINNING****Map Notes**

- A. 1,000 experience points
- B. Magic fountain
- C. 200 gold
- D. Poison gas

*Use a Passwall spell to enter the A bonus area and to explore the rest of this corner of the level. Don't use your last Passwall to enter area D or you'll regret it! Be careful of the outer corridors in the lower half of the level. The icy winds will do great damage to your party unless you fly over them. Notice that there isn't a stairway leading down to level 10. You'll have to zoom to level 13 in order to reach 10.*

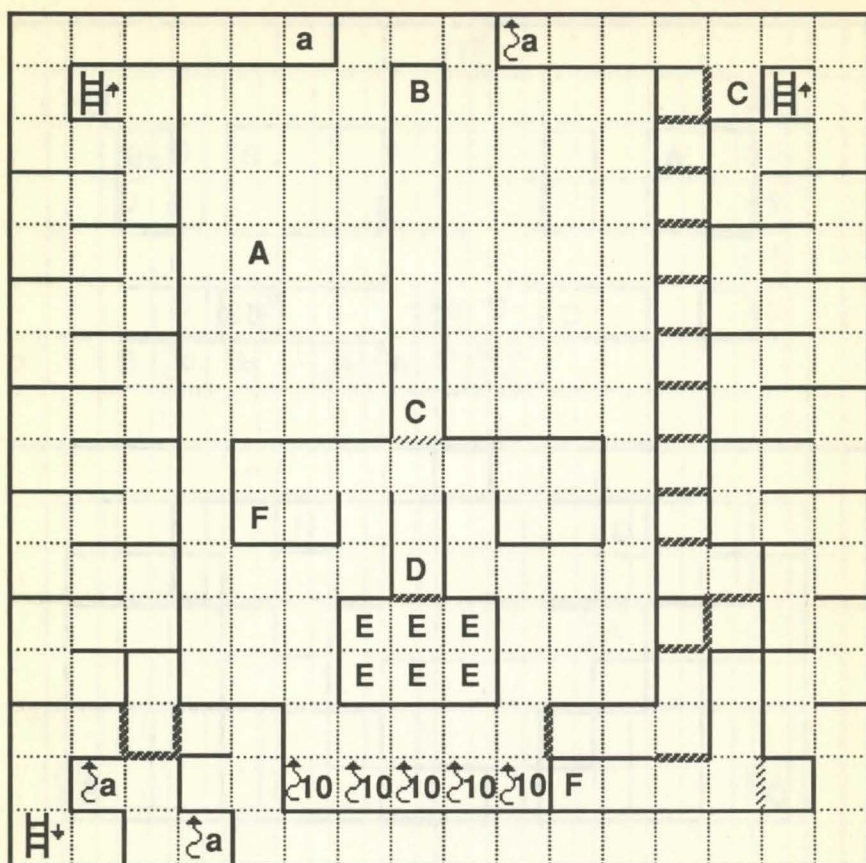
**LEVEL 10—BEGINNING OF THE END****Map Notes**

- A. Armory
- B. Message
- C. Temple
- D. Fire sword
- E. Fire shield
- F. Message
- G. Back!
- H. Forth!
- I. Special instructions

*You'll be permanently trapped in the bottom half of this level unless you can decipher the message at point I.*



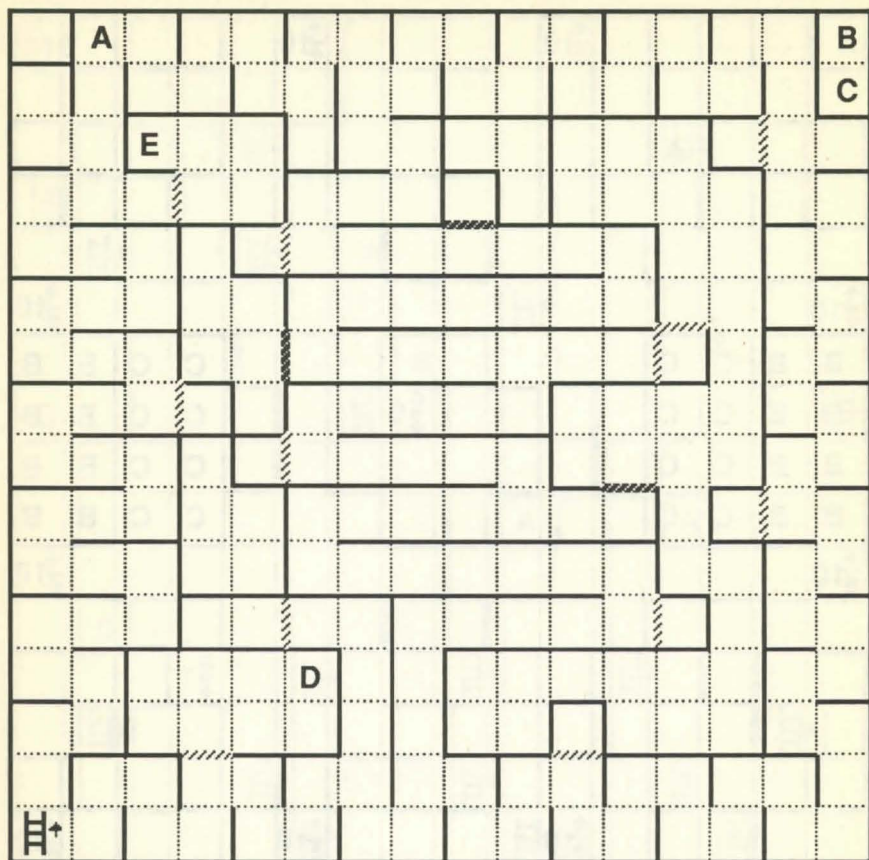
## LEVEL 11—THE SWORD



### Map Notes

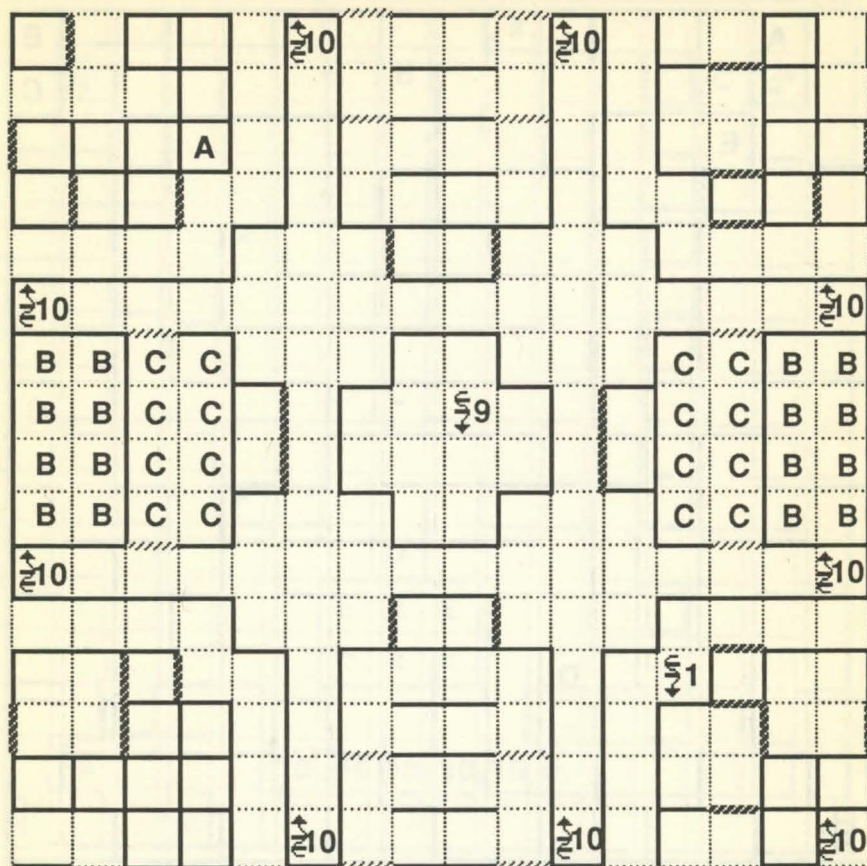
- A. 200 gold
- B. Ruby sword and lock trigger
- C. Magic fountain
- D. Locked door
- E. 500 gold
- F. Message

*Beware of the column of boxes down the right side of this level. Each one is an enemy stronghold.*

**LEVEL 12—BLACK CRYSTAL****Map Notes**

- A. Viper spell
- B. Regenerate spell
- C. Magic fountain
- D. Black Crystal
- E. Message

*Level 12 is for exploring only, since there's no way out other than the way that you entered. Be sure to pick up the Black Crystal and read the message at point E.*

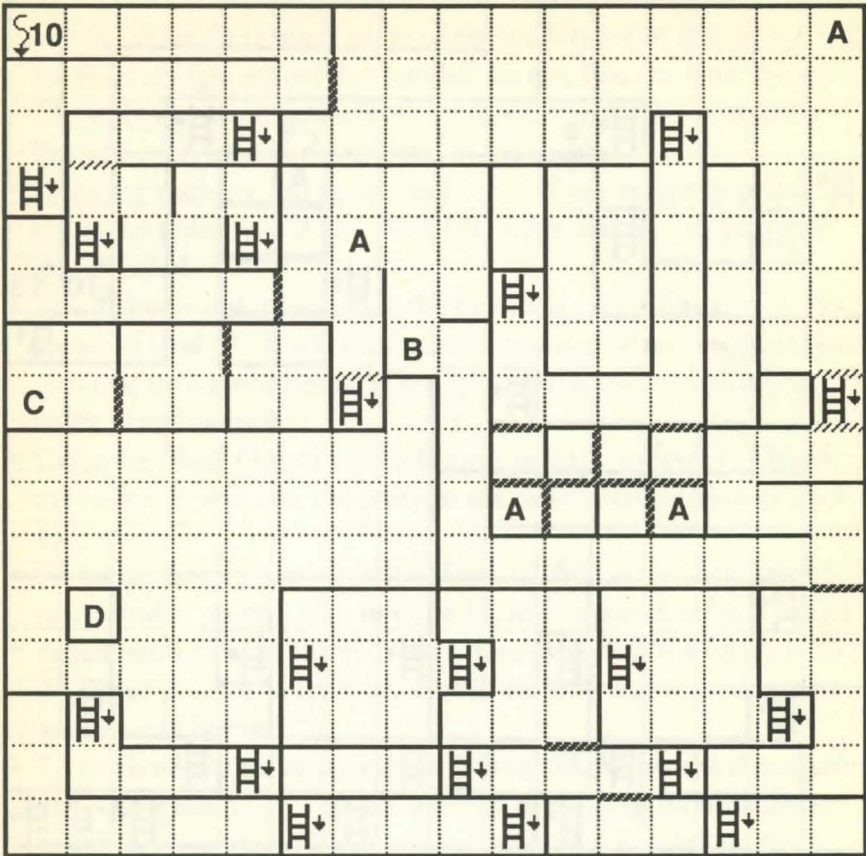
**LEVEL 13—SECRET**

**Map Notes**

- A. Ruby Amulet
- B. 200 gold
- C. Pain

*To explore the corners of this level, you'll need the Black Crystal. (See "Super Secrets" if you're not sure what to do with it.) Charge up your spell points before entering.*



LEVEL 14—OVER

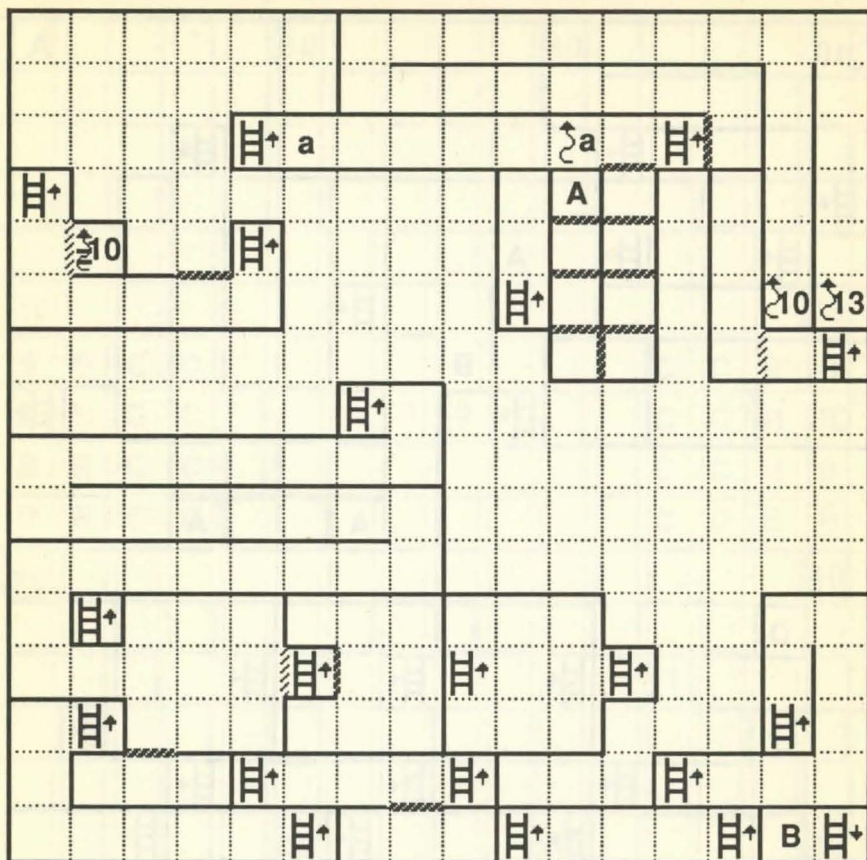


**Map Notes**

- A. Message
- B. Magic fountain
- C. Phalanx spell
- D. 200 gold

*You've had it easy so far. In level 14, the enemies are harder to hit, do more damage, and travel in larger packs. Get your running shoes on.*

## LEVEL 15—UNDER



### Map Notes

- A. Crystallize spell
- B. Magic fountain

*Check the map carefully and you'll see that there's only one staircase to level 16. Be sure to get the Crystallize spell before leaving. Once you reach the correct exit, try to complete level 16 on your own. If you give up, refer to the map in the "Super Secrets" section that follows.*

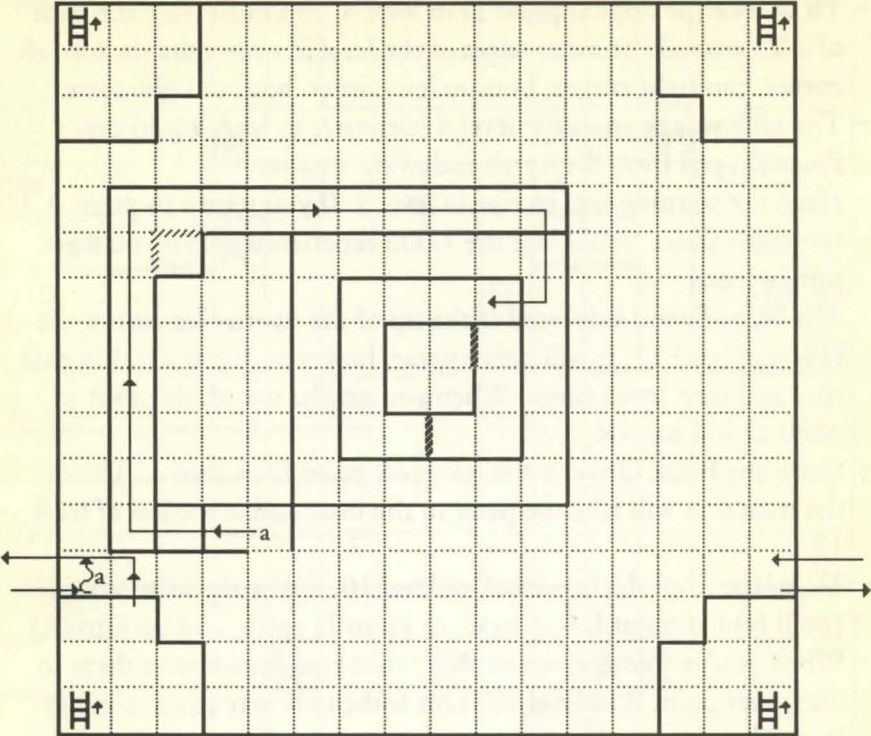
## SUPER SECRETS

- To unlock the door at point D in level 4, you must trace the path of a 'Z' around the outer edges of the level in order; that is, top left corner, top right corner, bottom left corner, bottom right corner.
- The only way to enter the level 4 teleporter to level 9 is to cast a Passwall spell from the north end of the square.
- Heed the warning you receive in level 9. If you return to point A too many times, you'll lose the 1,000 experience points you were just awarded.
- The Ruby Sword is located at the tip of the sword-like area in the center of level 11. It will only appear, however, if you stand in that spot and turn seven times. When you get the sword, the door at point D will unlock.
- Carry the Black Onyx to the left-most point D in level 1. This is the trick that will take the party to the inaccessible section of level 13.
- To escape from the lower half of level 10, follow the instructions you'll find at point I. (Go to G, to H, to H again, and back to G.)
- When you've found all seven Ruby treasures, return with them to the upper point B in level 10. This is the only way you can get to level 14 and beyond.
- To reach the object of your quest in level 16, follow the directions that were given to you by the old man in the maze *in the order in which they were given*. If you still can't figure it out, follow the arrows in the map below.

*Note: The reversal that takes you to the teleporter is accomplished by taking two steps forward and one step backward. (Turning around isn't the same as going backward!)*



LEVEL 16



*Swords and Serpents* is a product of Acclaim Entertainment, Inc.

# Ultima: Quest of the Avatar

*Ultima: Quest of the Avatar*, FCI's second *Ultima* title for the Nintendo Entertainment System, continues the high quality set by its predecessor. It's a massive game, rich in role-playing detail, that will challenge your intellect, intuition, and stamina.

The goal of the game is to view the sacred Codex of Knowledge, restoring order to the land of Britannia. You must first complete a series of epic tasks. The most important of these challenges is your quest to become an Avatar. Through your actions, you must prove yourself worthy in eight Virtues to have this honor bestowed upon you.

## A BRIEF OVERVIEW

### Gathering Information

As with most role-playing games, gathering information is one of the basic elements of *Quest of the Avatar*. It's a good idea to get a notebook to keep track of everything you hear.

You'll be given clues on almost every aspect of the quest, but it's not always easy to put the pieces together. Sometimes you'll be directed to find someone in a far off town to get the information you seek. Other times, you'll need to talk to the same person more than once. Occasionally, you'll even have to *buy* information.

### Britannia at a Glance

The size of the world is impressive. You'll have to do lots of exploring and fight many battles in the course of your quest. The landscape of the main continent and its surrounding isles are dotted with places you can visit.

### Towns

The towns, villages, and castles are the main sources of information and supplies. Be sure to explore each one completely and watch for

## Ultima: Quest of the Avatar

hidden passages. They can be detected by a slight variation in the brickwork.

### **Shrines**

Once you are worthy in the eight Virtues, you must worship at each of the holy temples in order to become an Avatar. The Ankhs will assist you by providing ways to strengthen your Virtues.

### **Dungeons**

Scattered around the surface of this world are the entrances to seven formidable dungeons, not to mention the hidden passage to the final gauntlet—the Great Stygian Abyss.

## **STARTING OUT ON YOUR QUEST**

### **Creating a Character**

To begin the game, you create a character by answering a series of questions. The questions present situations dealing with the Virtues, and offer choices as to how you would react. This allows you to build a character that reflects your personality. This will be your main character, around which you will build a party. However, you must face the challenge of the Abyss alone.

Using the game manual, you may wish to review the eight character classes and their strengths and weaknesses, and then choose your main character based on his or her abilities. You can experiment with the opening questions until you end up with the character you want.

### **Virtues**

There are many challenges awaiting you. The most important and hardest of these to master are the Virtues. To prove yourself worthy of viewing the Codex, you must always follow the path of the Avatar, constantly striving to better yourself in the eight Virtues. Actions taken in the game directly affect your Virtues. It's important to always choose the proper course of action in order to raise—rather than lower—their levels.

Frequently check your progress with Hawkwind at Britannia Castle. He'll inform you of the current level of each Virtue. The



Virtues require time to develop, and mistakes will make it take even longer. If you think you did something that may have lowered their levels, check with Hawkwind before saving the game. If you should ever damage your Virtues, remember that *you don't have to save*. You can simply turn off the NES and restart from the previous save.

### DOS AND DON'TS OF THE ASPIRING AVATAR

Here are some general tips to help speed up the process of becoming an Avatar. Deviate from them and you'll regret it!

- **Compassion.** Be generous to the needy.
- **Honor and Valor.** Never run from battle or attack the defenseless.
- **Spirituality.** Talk with Hawkwind often, as well as with any Ankhs that have something to say.
- **Sacrifice.** Give blood at the healer.
- **Humility.** Talk to the old man in Trinsic and help him if he asks. It's also important to talk to any monsters that don't attack you.
- **Honesty and Justice.** These Virtues are the hardest to raise to Avatar level. First, you'll need to answer questions regarding them correctly. This isn't always easy, since many are trick questions. You must also be fair when purchasing or selling items. Always give or accept the offered amount. Never open the treasure chests of others without their consent. Buying herbs is an important part of these Virtues, and you'll have to buy lots—enough initially to max out your supplies.

### ITEMS YOU MUST OBTAIN

In addition to the normal supplies and armaments you can buy to outfit your party, there are many special items you must find.

### Companions

While they aren't objects, part of the quest is to gather seven adventurers to join your cause. The party may consist only of you and three others. Other companions that agree to help will wait for you in

## Ultima: Quest of the Avatar

Britannia. Should you need their services, you can return there and change the party roster.

### The Runes

There are eight Runes, one per Virtue, that will allow you to enter each of the corresponding shrines. Since you must worship at the shrines to become an Avatar, it's vital that you recover these stone tablets. Most are hidden in the towns. While initially easy to find, they become more difficult to locate as the game progresses. Here are some clues:

- **Compassion (Britain).** Speak to a few people and you'll be told where to look.
- **Justice (Yew).** Talk to Ramus to find out where the Rune is. You'll have to purchase a key before you'll be able to obtain it.
- **Honor (Trinsic).** Chat with the old man a couple of times, and he'll tell you where to search.
- **Valor (Jhelom).** Once you have the key, you can explore the lower levels. Talk to Nostro.
- **Honesty (Moonglow).** The inquisitive girl can help you find the Rune.
- **Sacrifice (Minoc).** The Rune is in a toasty spot. Be careful when you search for it.
- **Spirituality (Britannia).** This Rune is hidden somewhere on the first level of the great Castle. Perhaps it's behind a secret passage.
- **Humility (Paws).** Someone in Vesper can tell you where to look.

### The Stones

The eight stones will form the three mystic keys, which will grant you access to the Codex. The stones will also be used as you descend into the lower levels of the Abyss. Two are hidden on the surface world, while the remaining six are somewhere in the perilous dungeons.

- **Black Stone of Humility.** Enter the Moongate near Moonglow when the moons are in the proper phase.
- **White Stone of Spirituality.** This stone cannot be retrieved until you possess the balloon.



## Other Items

- **Bell, Book, and Candle.** These three seemingly ordinary objects have no function by themselves. Used together, however, they will open the passage to the Abyss. Information on their whereabouts can be found in the Castles of Truth, Love, and Courage. Different members of the Antos family can assist you.
- **Book of Truth.** This treasured tome is hidden somewhere in Lycaenum. Father Antos can tell you more.
- **Candle of Love.** Brother Antos of Empath Abbey knows the town in which the candle is hidden. When you get there, speak to the boy in the woods.
- **Bell of Courage.** Go to Serpent's Hold and chat with Sister Antos. She'll tell you where to look, but won't be very specific.
- **Magic Key.** This little item isn't hidden, but it is expensive. It will open all locked doors you come across while exploring. It's well worth the trip to Buccaneer's Den to get it.
- **Sextant.** This navigational tool can be used to record the coordinates of different locations so that you can find them easily when you wish to return. The barkeep in Jhelom may be able to help you find it.
- **Horn.** You can learn where to search for this in either Buccaneer's Den or Cove. You can use the horn to help gain entrance to a well-guarded shrine.
- **Exotic Armor and the Sword of Paradise.** These two powerful items are for Avatars only. Once you're an Avatar, you'll know where to get them.
- **Skull of Mondain.** While it's easy enough to get this evil artifact, you don't need it. If you do retrieve it, don't use it!

## HOW TO GET THERE FROM HERE









Because of the powerful monsters roaming the countryside, travel is extremely hazardous. You'll have to master the available forms of travel in order to effectively cover more ground.



## Moongate Travel

The Moongate lets you jump from place to place across the continent and to smaller islands. When the moons are in the proper phase, a portal will appear near one of the eight main towns. Step in and you'll instantly be transported to another location.

The location of the portal and its destination can be determined by the onscreen display of the moons. The moon on the left (Trammel) tells where the portal will appear; the moon on the right (Felucca) tells where the portal will take you. Each portal has three possible destinations—determined by the phase of Felucca. Refer to the manual for a complete explanation of the Moongate. You can use the chart below as a handy reference.

<b>Moonglow</b>		<b>Minoc</b>	
<b>Britain</b>		<b>Trinsic</b>	
<b>Jhelom</b>		<b>Skara Brae</b>	
<b>Yew</b>		<b>Magincia</b>	

## Pirate Ships

To cross the vast oceans of Britannia and reach areas outside of the range of the Moongate, you must hijack a pirate ship. By waiting on the shoreline, you're bound to attract pirates. After defeating them, you can board their ship and sail away. When you land, don't worry about losing the ship. It will wait where you leave it. You can grab as many ships as you need and leave them conveniently anchored outside of major towns and villages.

## The Balloon

The balloon will allow you to travel anywhere, as long as you have the wind spell to direct it. How can you get it? Simply trek through Dungeon Hythloth to its exit at ground level.

**BEAST BASHING****Combat**

Fighting is a combination of hand-to-hand and long-range combat. Powerful spells are available both to your party and to the attacking monsters. Considering each character's different abilities, the many possible party combinations, and the different groupings of monsters, you can see that combat techniques can vary greatly depending on your current situation.

Party members should fight as a team and help each other out. When confronted by a group of monsters at close range, for instance, allow well-armored characters to take damage as they assist weaker ones. Characters with powerful long-range weapons should help fellow party members who are outnumbered. Experiment with different combinations of weapon and magic attacks to see what works best.

**Magic**

There are many spells you'll be able to use, but it takes work to acquire some of them. To use a spell, you must first have it listed in your spell book. The Book Service of Moonglow will gladly enter a spell into your book, as long as you know its ingredients. Citizens of Britannia can help by telling you spell recipes or by referring you to someone else who has the information. Once a spell is listed in your book, be sure you have enough magic power and the herbs needed to cast it.

Replenish your herb supplies often if you plan to use your spellcasting abilities. Most herbs can be purchased from the local herb shop, but you may have trouble obtaining a few of them. Here are some tips:

- **Manroot.** Try using the Select button in the right herb shop.
- **Fungus.** The barkeep in Trinsic will help you—for a price.



## A TRAVELER'S GUIDE

### Britain

Britain is an excellent choice for a main base of operations. It's centrally located and offers easy access to many key locations.

### Britannia

The great castle is vital to the campaign. It's home for Hawkwind and the King, as well as the resting place for characters you aren't currently using. This is also where you can gain entrance into the Dungeon Hythloth and, through its lowest levels, access to the other six dungeons.

### Yew

In the town of Justice, you will find Judge Talfour seated in his regal courtroom. Getting him to judge you an innocent man is an important step in raising your Virtues. If he judges you adversely, don't save the game. Instead, raise your levels and approach him again.

If you can find Flamis, be sure to talk to him. His name is a clue to where you should look.

### Minoc

Once you obtain the Scale of Exodus, bring it to Zircon the Smith and he'll forge a mighty weapon for you. Only a fighter will be able to use it, however.

### Vesper

This out-of-the-way town has a guild that offers some important items. Not everything they sell is on display, though.

### Buccaneer's Den

This place has plenty for the prospective shopper. Weapons, supplies, herbs—they're all here. All that's needed is the right amount of gold. There's good information, too, but it's not all free.

### Cove

Cove contains vital information and a special hidden item. The problem, though, is finding Cove and figuring out how to get there. A barkeep can help you out—for a fee.



### Empath Abbey

Empath Abbey is home of the Exotic Armor (for Avatars only).

### Lycaeum

In addition to the mystic book, there's another honor awaiting the Avatar in the castle's upper levels. There's also a giant telescope, which will show you a complete map of the world.

## THE DUNGEONS

The seven dungeons will truly test your party's abilities. Each is very large and filled with terrible creatures. Since the dungeons hold the mystic stones needed to complete your quest, you *must* conquer them.

*Each dungeon level is an 8 x 8 grid. If you decide to map them, turn to the final chapter in this book ("Map Templates") for blank maps.*

### Chests Galore

There are ample rewards for descending into these dangerous places—namely, money. Each dungeon has at least one level that is almost entirely filled with treasure chests for the taking.

### Jewels and Springs

You'll also come across springs of fresh flowing water and large jewels set in ornate stands. The springs are useless. The water either has a bad effect or no effect at all. The jewels however, are magic and *extremely* useful. They'll raise the attributes of anyone who touches them. You must be careful, though, since they give an extremely damaging jolt of energy in the process. The amount of damage received and attributes affected vary.

### Fake Walls

Once you enter a dungeon, play changes to a first-person perspective. You see through the eyes of your character as you proceed down each dark, subterranean corridor. Don't let your eyes deceive you. Some walls are false; you can walk right through them.

### Secret Rooms

The dungeons contain secret rooms that will instantly display a battle screen when entered. After defeating the enemies, you'll remain in the overhead view mode so you can open the chests you've won. This is also an opportunity to search for hidden passages. Usually you must find these hidden passages in order to advance further into the dungeon. They're opened by simply stepping on the right section of the floor.

### Gems

Gems purchased on the surface world can be put to good use in the dungeons. They'll show a map of the current dungeon level. Ladders, false walls, jewels, springs, and other important features are displayed. You should note that when a gem is used, the direction you're facing doesn't matter. Maps are always shown with north at the top of the screen.

The hidden passages in the secret rooms are *not* displayed on the gem maps. You can still tell where they must be by looking for a corridor that doesn't have an exit in that direction.

### Stones

When you reach the room in which the stone sits, carefully answer the question the guardian asks. Answer incorrectly and you'll be instantly warped to the surface—forcing you to reconquer the entire dungeon. The following chart shows the location of each stone and the crystal's effect.

Dungeon	Stone	Location	Crystal Effects
Wrong	Green Stone of Justice	Level 8	+5 Dexterity & Intelligence (-400 hp)
Destard	Red Stone of Valor	Level 7	+5 Strength (-200 hp)
Covetous	Orange Stone of Sacrifice	Level 7	+5 Strength & Intelligence (-400 hp)
Deceit	Blue Stone of Honesty	Level 7	+5 Dexterity (-200 hp)
Despise	Yellow Stone of Compassion	Level 5	+5 Intelligence (-200 hp)
Shame	Purple Stone of Honor	Level 2	+5 Strength & Dexterity (-400 hp)



## Notes on the Abyss

The Great Stygian Abyss is basically the same as the other dungeons, yet it is far more foreboding and dangerous. Although you'll have the strength of an Avatar, you must descend alone.

- You'll find a large urn at the end of each level. A voice will ask for one of the eight stones. Choose correctly and you'll be allowed to continue into the Abyss. Pick the wrong one and you'll be zoomed to the surface, just outside the entrance.
- There are many secret rooms—meaning more enemies and hidden exits. You must step on *two* different spots in the same room in order to activate some of the secret passages.

## GENERAL PLAYING TIPS

- The best place to build experience and gather gold is just outside Britannia. After you've been in a few battles and need to restore your hit points, you can visit the King. He'll heal you for free; this is a better alternative than spending your hard-earned gold at the healers.
- Specific modes of transportation are required to reach some destinations.
- Once you capture a pirate ship, return to town and save your game. That way you won't lose the ship if you're later wiped out at sea.
- The quickest way into any dungeon is through the altar rooms on the eighth level of the Dungeon Hythloth.
- Have your lead character touch most of the jewels in the dungeons—at least enough to maximize his or her abilities for the solo attack on the Abyss.

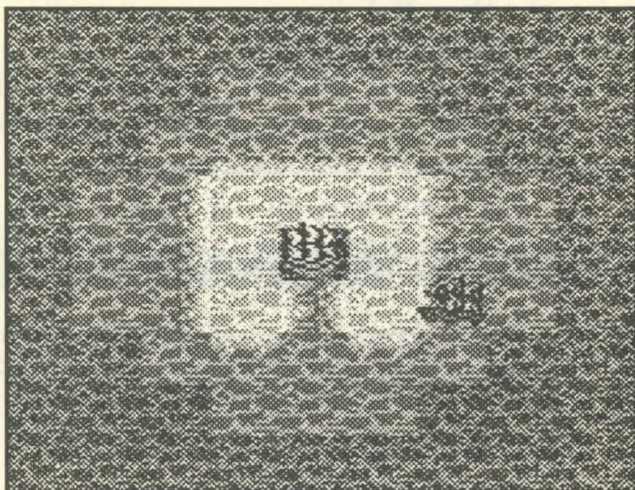
## SUPER SECRETS

- The Rune of Honor is hidden in the middle of a field.
- You can find the Rune of Honesty three paces from the small patch of brick.
- The White Stones are in a secluded cave in the Serpent Spine Mountains.



## Ultima: Quest of the Avatar

- To locate the Book of Truth, look in the bookshelf in the middle right side of the library.
- The Candle of Love is on the second floor of the shrine in the village of Cove.
- You can buy the sextant in the Guild of Vesper by pressing the Select button and handing over 900 pieces of gold.



To obtain the Bell of Courage, sail to this sandy shoal at sextant coordinates 208-176.

- The horn can be used to ward off the guardians of the Shrine of Humility. It is lying on a small island at coordinates 145-180.
- One way to enter Cove is by going for a ride in a whirlpool.
- The three mystic keys are formed by using the correct stones in each of the three altar rooms. Three stones correspond to the three dungeons that join Hythloth in that altar room. The fourth stone in each of the altar rooms is the White Stone of Spirituality.
- To enter the Abyss, use the stones in the order listed on the subscreen.

*Ultima: Quest of the Avatar* is a product of FCI.

# Wizardry

I played *Wizardry: Proving Grounds of the Mad Overlord* over ten years ago when it was written for the Apple II, and I've been hooked on RPGs ever since. Even if you've played the computer version, you'll want to tackle this one, too. Some of the levels were completely redesigned for the Nintendo release of the game.

## GENERAL STRATEGIES AND TIPS

### Powering Up for the Trip

When you first enter the maze, cast the spells that you'll need for the journey: Lomilwa (light), Latumapic (identify), and—after you learn it—Maporfic (protect). These three spells will last the entire trip—with the following exceptions:

- « darkness cancels all light spells;
- « a “No Spells” zone eliminates *all* spells, including the ones above.

### Leave Your Gold at Home

Once you have enough gold to worry about (after selling a Death Ring, for instance), you may want to stash it in a safe place. The easiest way is to create a temporary character—call him Treasurer—and hand it to him. Then remove Treasurer from the party and replace him with a regular member. When you need cash, all you have to do is go to Gilgamesh's Tavern and add Treasurer to the party again.

### Opening Treasure Chests

If you encounter an enemy as you pass through a doorway, there's an excellent chance that you'll discover a treasure chest after the battle ends. Although you can cast a Calfo spell to find out if the chest is booby-trapped, there's no spell to open the chest. You have to use your hands—preferably, the nimble fingers of an advanced Thief.

After identifying the trap, you should consider carefully whether it's worth the risk. Some traps affect only the party member who is



attempting to disarm the chest, such as the stunner, poison needle, or crossbow bolt. If the result is fatal, you only have to worry about restoring your thief to life. Mage's Misery and Cleric's Crisis will only affect your Mage and Cleric, respectively. If you think you can spare them until you get back to the Castle, then go for it! Three other traps, however, can have dire consequences for the *entire* party. The Gas Bomb can poison several members at once. Before opening one, consider whether you have enough Latumofis spells and Potions of Neutralizing to cure the party. Exploding Boxes can also affect your whole team. The lower their hit points, the more likely they'll die in the explosion.

### Identifying Items

Items that you discover in chests will be shown with a question mark in your team's item lists. Although you can Equip any item the second it's found, you may find yourself holding a cursed sword or shield. Although Boltac can uncurse any item for you (if you have sufficient gold to pay for his services), it's better to wait until you return to the Castle to identify the new items.

Boltac can identify items as well as uncurse them. But if you're smart, you'll save your Shekels and develop a Wizard instead. The Wizard isn't a fantastic spellcaster, but he has one function that makes him invaluable—he can identify items for free! Whenever you return from dungeon delving, go to Gilgamesh's Tavern and remove one of the characters who doesn't have any new items. Replace him or her with your Wizard. Then bop back into the maze and let the Wizard identify the new goodies.

*Tip: You can usually—but not always—tell a cursed item by its name.*

### Heal Yourself

Healing in the Adventurer's Inn costs money and can add years to a character's life. Do as much healing as possible within the maze. The square just before the stairs is the best place to do this, since you're unlikely to bump into enemies there. If your Cleric is out of spell points, take him into the Adventurer's Inn, heal him by resting in the Stables (this will restore all magic), and then take everyone back into



the maze to allow the Cleric to heal the rest of the party. Finally, return to the Adventurer's Inn and see if any members have earned advancements.

*Note: It's possible to earn multiple advancements on each maze trip. Keep checking each character in the Adventurer's Inn until you see the number of experience points needed to reach the next level.*

## No Spells Zones

Some areas of the games are No Spells zones—places where spells that you cast simply fizzle. If you touch one of these squares, all spells are cancelled until you leave the level. Obviously, this can put a real damper on your exploration efforts, as well as a quick end to your entire party. To make matters worse, enemy spellcasters are unaffected and still have the full use of their magic powers. Unless you have supreme confidence in your fighters, after finding your magic gone you should immediately head for the closest exit. Moving the party to any other level will immediately restore their magic.

## The Great Rescue

When your entire party dies in the maze (notice that I said “when,” not “if”), you have two choices. You can either start another party from scratch and forget about your dead friends, or you can go down into the maze and try to rescue them. Assuming that you take the heroic approach, here are few tips that may help:

- First, the bad news. You may now be missing some items that will let you easily reach the party. If you don't have a spare Blue Ribbon, for instance, you won't be able to use the second set of elevators. Thus, you may have to perform some intermediate tasks before rushing to the aid of your compatriots, such as building up a new or existing set of characters and replacing the missing items.
- To get the members back, you'll have to carry them in one of the six party slots. The more empty slots you have, the more members you can carry. In most cases, you should let the location of the dead party dictate how many fighters you'll take on the search. If they died within a few squares of an elevator, you might consider going down with as many as half your slots empty. Otherwise, it's safer to

## Wizardry

travel with only one or two empty slots. Three fighters, a Mage, and a cleric make a good party, for instance.

- Before leaving the Castle, plan your route. In some areas, you may find that the stairs will put you closer to your objective than the elevator will. And the shorter the route, the less chance you'll run into a group of enemies that will leave you with *two parties* dead in the maze.
- The game provides two commands that will help. First, if you've forgotten where the deceased group lies, cast the Kandi spell. It won't give the party's precise location, but it will tell the floor and approximate area you should search. *Note: Your men will still be where they fell. Enemies won't have moved them. If you can recall the room or passageway, they'll be there.*
- When you're in the specific room or passageway where your dead comrades are located, press the Select button and choose Search. If you're in the right area, you'll be presented with a list of deceased brethren to rescue.
- If your Cleric has the Di spell, use it restore the character immediately. Follow up with the necessary healing spells to bring the member back to fighting strength. As long as you rescued him, you may as well put him to work.

### No Respect for the Dead

When a party dies in the maze, they may be just lying around but the enemy is still busy. Don't be surprised if after rescuing them, you find them with less than their original complement of weapons and armor. Be grateful you were able to rescue them at all.

### The Bad Guys

When battling a group of fiends, it's extremely important to know who you're up against and the kind of powers they can use against you. I encountered the following characters during my explorations. (There *are* others.) Special attacks that each can use are shown. Enemies marked with an asterisk (\*) are undead and can sometimes be eliminated with Dispell.

*Note: Be sure to cast the Latumapic spell when you leave the Castle so you can properly identify every enemy you meet.*












Enemy	Spells	Poison	Paralysis	Petrify	Magic Breath	Critical Hit	Call for Help	Level Drain
Arch Mage	■							
Attack Dog								
Bleeb							■	
Boring Beetle								
Bubbling Slime								
Bushwacker								
Capybara		■						
Champ Samurai	■							
Chimera					■			
Cleric	■							
Coyote								
Creeping Coin					■		■	
Creeping Crud		■						
Dragon Puppy					■			
Dragon Zombie	■				■			
Dragonfly					■			
Earth Giant								
Fighter								
Fire Dragon	■				■			
Fire Giant								
Frost Giant								
Gargoyle								
Gas Cloud	■		■					
Gas Dragon	■				■			
Gaze Hound			■					
Giant Spider		■						
Giant Toad		■						
Gorgon					■			
*Grave Mist			■					
High Cleric	■							
High Ninja						■		
Highwayman								
High Wizard	■							
Huge Spider		■						
Killer Wolf								
Kobold								
Lesser Demon	■							
*Lifestealer	■							■
Mage	■							
Major Daimyo								
Master Ninja						■		
Master Thief								
Medusalizard				■				
Minor Daimyo								
*Murphy's Ghost								
*Nightstalker								■
Ninja		■				■		
Ogre								
Ogre Lord	■							
Orc								
Poison Giant					■			
Rogue								
*Rotting Corpse			■					
Samurai	■							
Shade								■
*Skeleton								
Spirit	■	■						
Swordsman								
Thief								
Troll								
*Undead Kobold								
*Vampire	■		■					■
*Vampire Lord	■		■					■
Vorpal Bunny						■		
Werebear		■	■					
Wererat								
Weretiger		■						
Werewolf								
Wizard	■							
Wyvern		■						
*Zombie			■					



## ABOUT THE MAPS

As your band of adventurers progresses through the ten levels of the dungeon, it's important to keep track of their location. With secret doorways and hidden teleport squares, it's easy to get lost. And getting lost when key characters are low on hit points can be fatal. If you don't want to create your own set of maps, you can use the ones on the following pages. Use the key below to identify special areas in each map.

*Note: Teleport squares automatically transport the party to the square in the current level with the matching number. Turn-around squares spin the party in a random direction.*

	Wall		Elevator		Darkness
	Doorway		Pit		No spells
	Stairs		Turn-around		Teleport square

All important areas within each map are shown. Although all doorways have been marked, you should note that some are one-way only. These have been left for you to discover. Several areas cannot be entered unless a member of your party is carrying a special item (a statue, key, or ribbon). If you're turned away, keep exploring until you find a new item and then try again.

Each map is a 20 x 20 grid. The sides of the grid have been numbered to correspond with the information you will receive after casting a Dumapic spell. Dumapic always tells you how many squares to the east, squares to the north, and levels down the party is from the stairs to the Castle.

Many levels wrap from side to side, top to bottom, or both. Check the maps carefully to see where this happens.

*Note: If you want to do your own mapping, you can use the 20 x 20 grid provided at the end of this book.*

## Exploring with Malor

As you play, you may wonder about all the rooms and areas that you haven't been able to enter. Well, just because they don't have doors,

or the marked doorways won't let you in doesn't mean there isn't another way to enter. Once you've beaten the game or are close to doing so, you should have at least one Mage with a couple of Malor spells at his or her command. With Malor, you can teleport instantly to any square of any level.

When teleporting, count carefully when indicating how many floors up or down you wish to go. If you cast a Malor from the Stair square on level 1 (0 east, 0 north, 1 down) to travel to the seventh floor, you should indicate that you want to go down *six*, not seven, floors. (Remember, you're already down one floor.) Similarly, coming back up from the seventh floor, you need to go up six floors to get to the first level.

When you go on your Malor quest to see what you've missed, check the map carefully to make sure there's also an exit from each area. If there isn't an exit and you use your last Malor spell to get in, you may have to resort to a Loktofeit spell to return to the castle—minus all your hard-earned weapons and most of your gold.

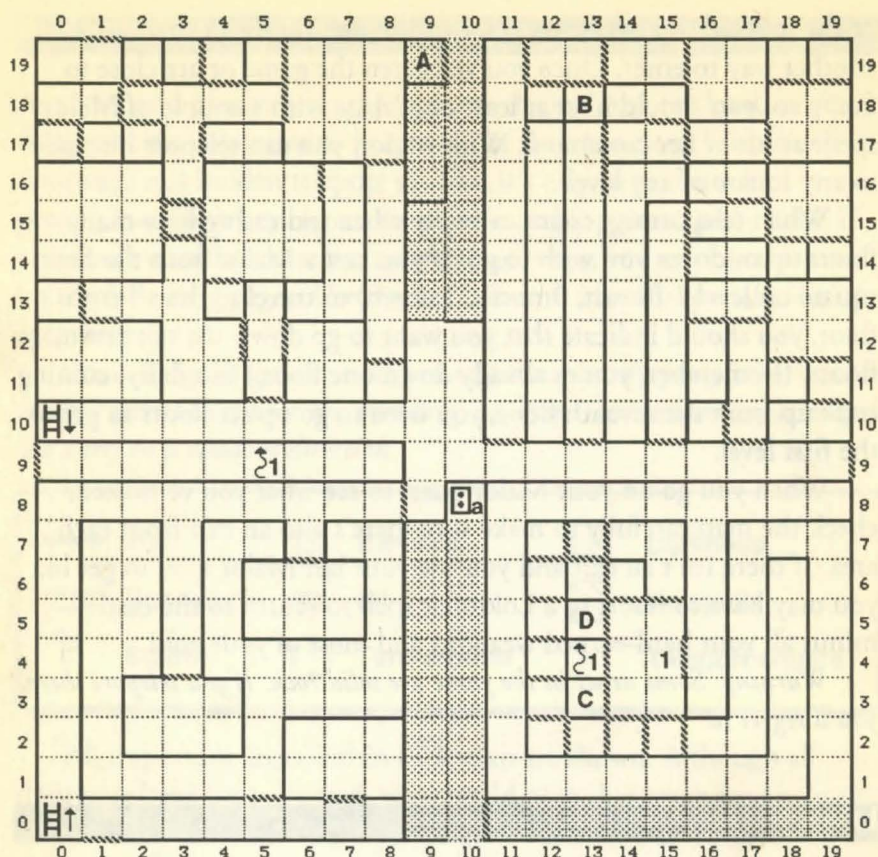
*Warning: Some areas in the game are solid rock. If you teleport there, you'll regret it!*

## LEVEL 1

Within this level is perhaps the single best experience-building zone in the game. The spot is marked "D" on the Level 1 map. It's here that you'll find Murphy's Ghost—a creature worth 741 experience points for every member of your party! What's nice about old Murphy is that he never hits too hard—just two hit points each time. Beat him as many times as you can stand it and then exit through the dark zone back to the Castle to claim your advancements.

To reach the elevator by going through the dark zone at 9 east, 13 north, you'll need a special item that's only found in level 2.





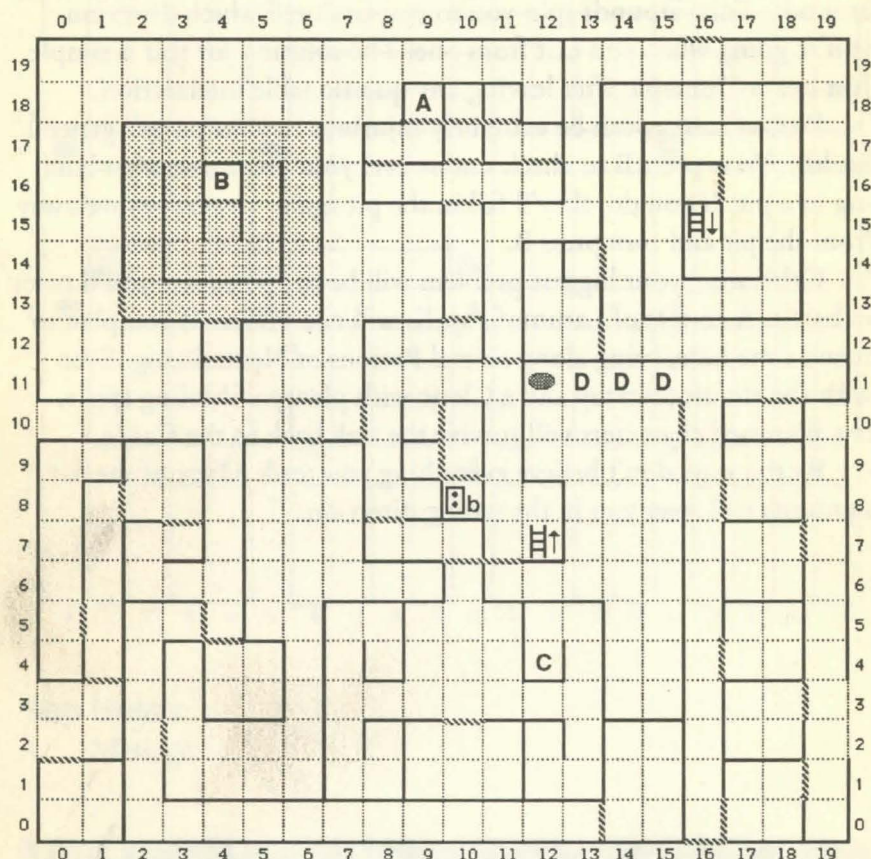
## Map Notes

- A. Automatic return to Castle
- B. Silver key
- C. Bronze key
- D. Murphy's Ghost



# LEVEL 2

To get the Key of Gold, you'll have to pick up the Statues of the Bear and Frog first. Don't forget to bring along the items that you found in level 1.



## Map Notes

- A. Statue of Bear
- B. Key of Gold
- C. Statue of Frog
- D. Messages

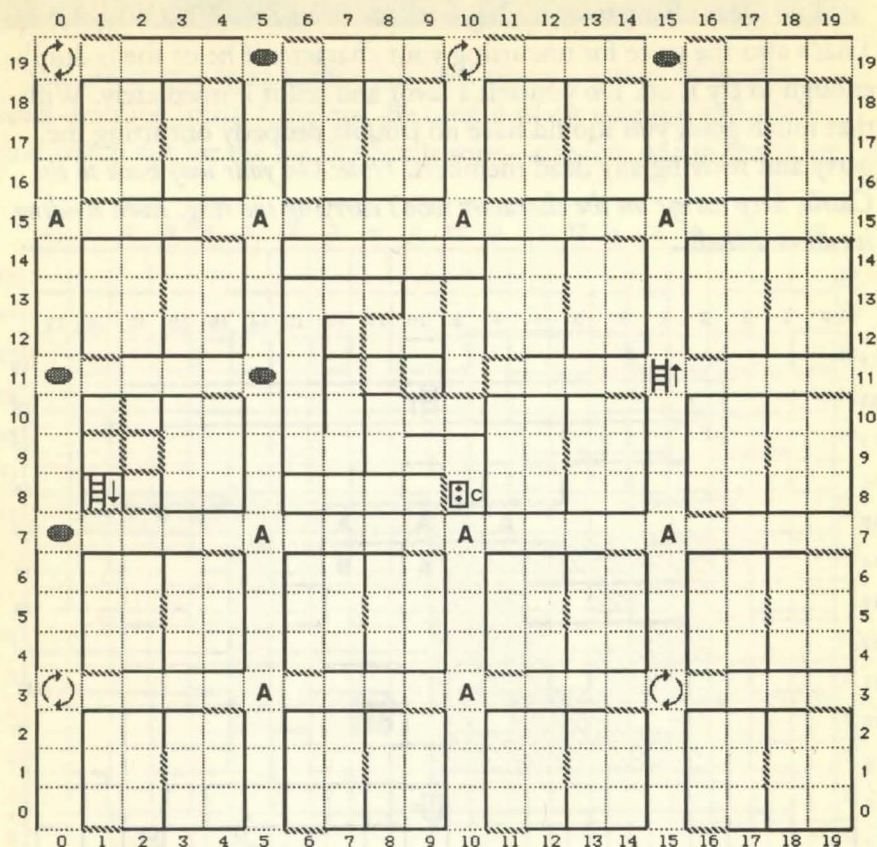
**LEVEL 3**

Although enemies are more numerous and they tend to hit harder, you have bigger concerns in Level 3. First, most areas of the map look alike, and you're almost certain to find a group of enemies in each room that you enter. Many intersections contain pits or turn-arounds. Turn-arounds spin you so you can't tell which direction you're going when you exit from one. The solution for this is simple. Just cast a Dumapic after leaving any questionable intersection.

Pits, of course, can be extremely injurious to your party's general health. *Never* press B to check out or heal your characters after landing in a pit. If you do, they'll fall in the pit again. Instead, move away from the pit and *then* press B.

Otherwise, your biggest problem will be the poisoners you'll meet in battle. A couple of Latumofis spells will not suffice. If you plan to spend time here, bring along several Potions of Neutralizing. Even with the elevator nearby and a Cleric with plenty of healing spells, few poisoned characters will survive the trek back to the Castle.

By the way, don't believe everything you read. Many of the signposts will steer you in the wrong direction.



## Map Notes

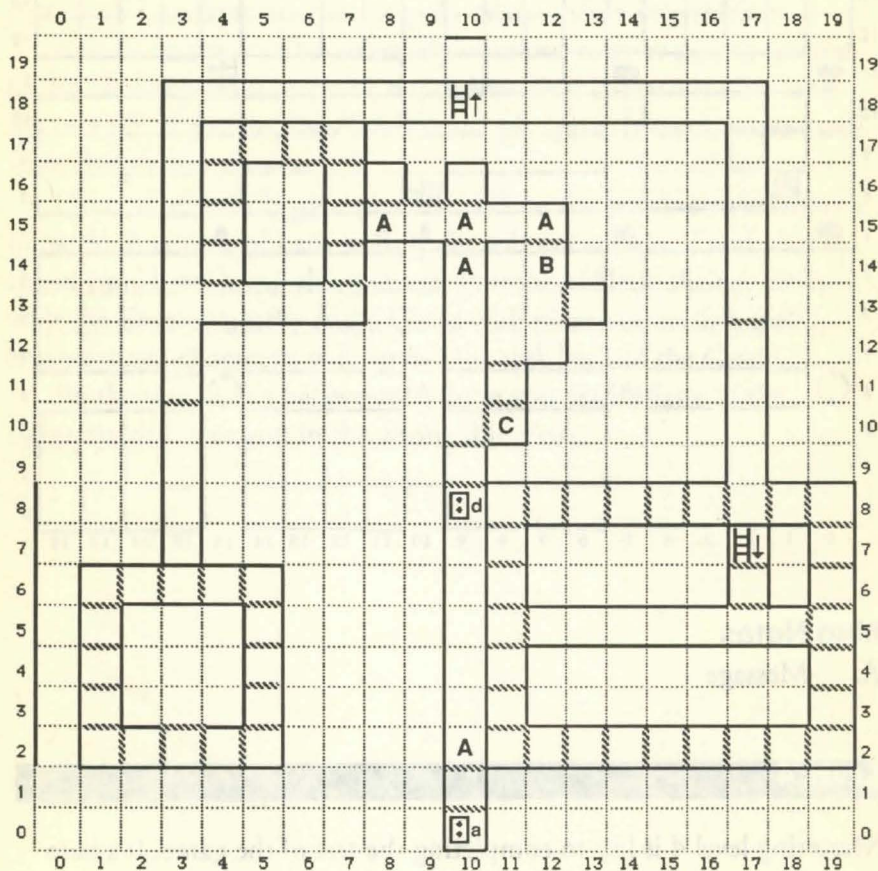
### A. Message

## LEVEL 4

Mastering level 4 is key to completing the rest of the game. It's here that you can gain the Blue Ribbon that will grant you access to an express elevator to the lower levels. First, however, you must wage a fierce battle against a group of incredibly nasty creatures inside the Monster Allocation Center. Unless you have a strong party and a member that has mastered the Mekanito spell, you're advised to stay out. Many a foolhardy adventurer is buried in this room. Don't be too eager to join them!



The Death Ring is worth big bucks at Boltac's—250,000 gold! That's also the price for uncursing your character if he or she is dumb enough to try it on. Do yourself a favor and sell it immediately. With that much gold, you should have no trouble properly outfitting the party and reviving any dead members. *Note: On your way back to the Castle, keep an eye on the character who's carrying the ring. Even holding it can be lethal!*

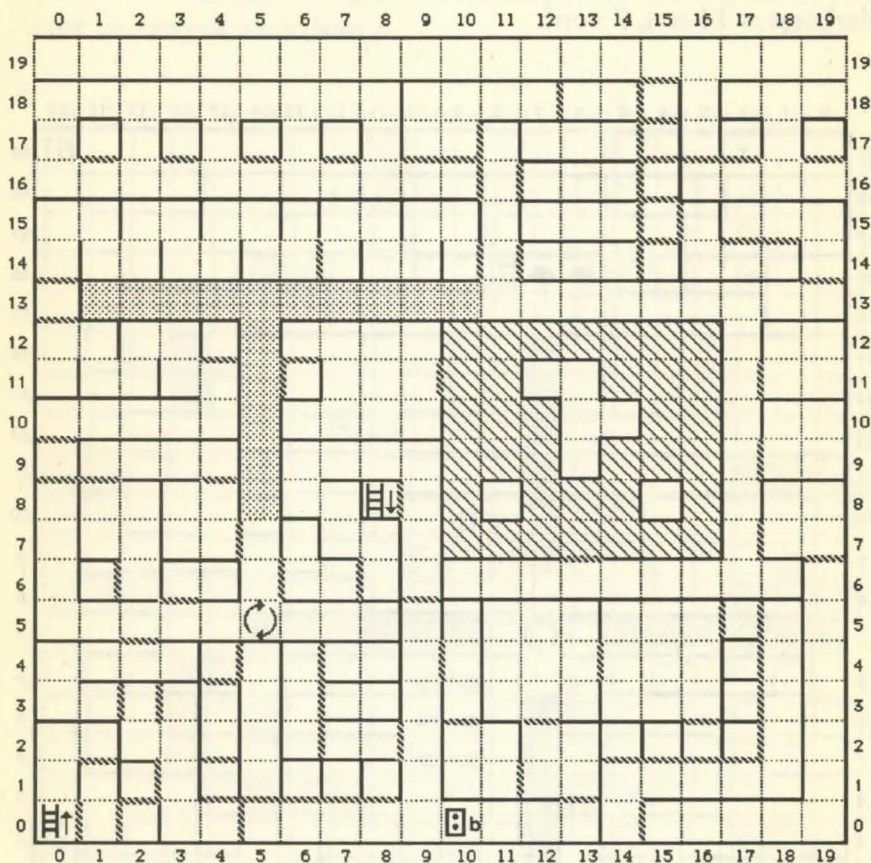


## Map Notes

- A. Message
- B. Win the Ring of Death and the Rod of Flame
- C. Blue Ribbon

# LEVEL 5

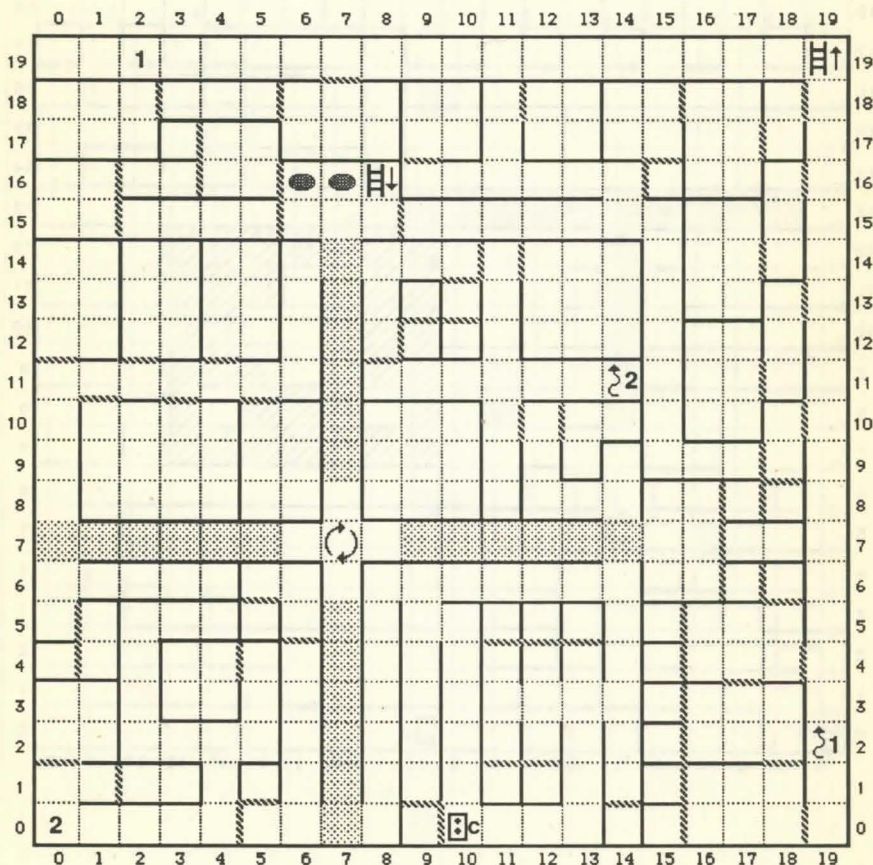
There are several areas within this level where a variety of deadly, level-draining spirits hang out. Be careful when tangling with them and watch out for the big No Spells zone—the first one in the game.





## LEVEL 6

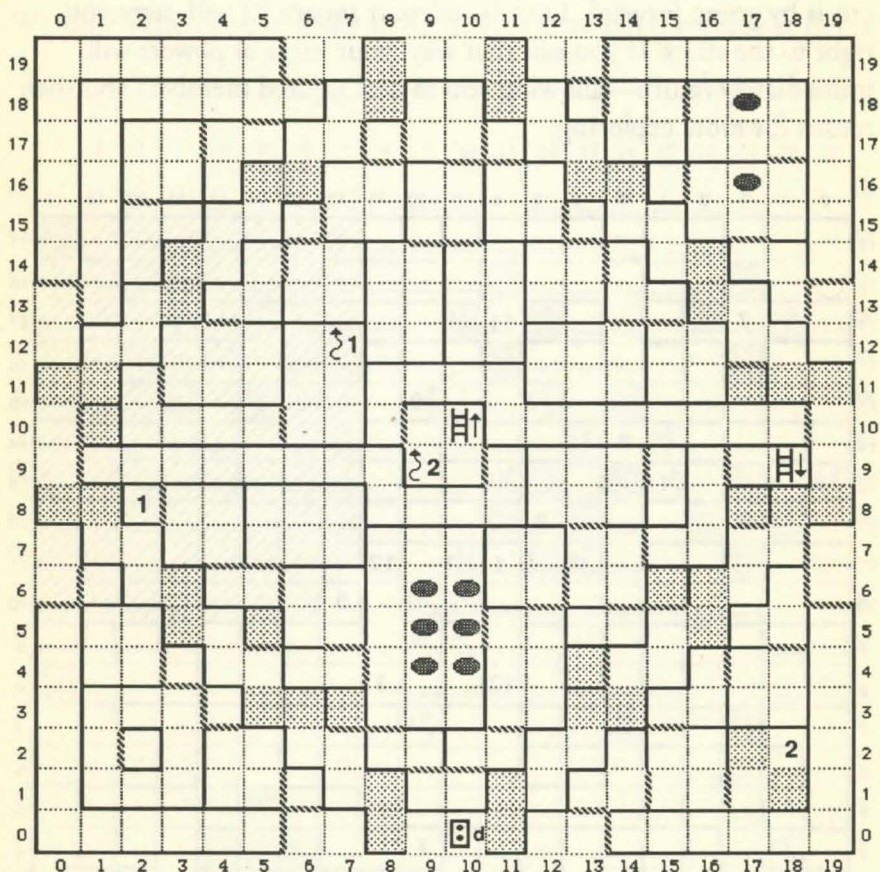
Level 6 features a plus-shaped zone of darkness with a turn-around in its center. You'll waste a lot of Dumapic spells trying to get going in the proper direction. If you check the map carefully, you'll see that you can go around this zone by heading up the right side through the darkness at 14 east, 7 north.





# LEVEL 7

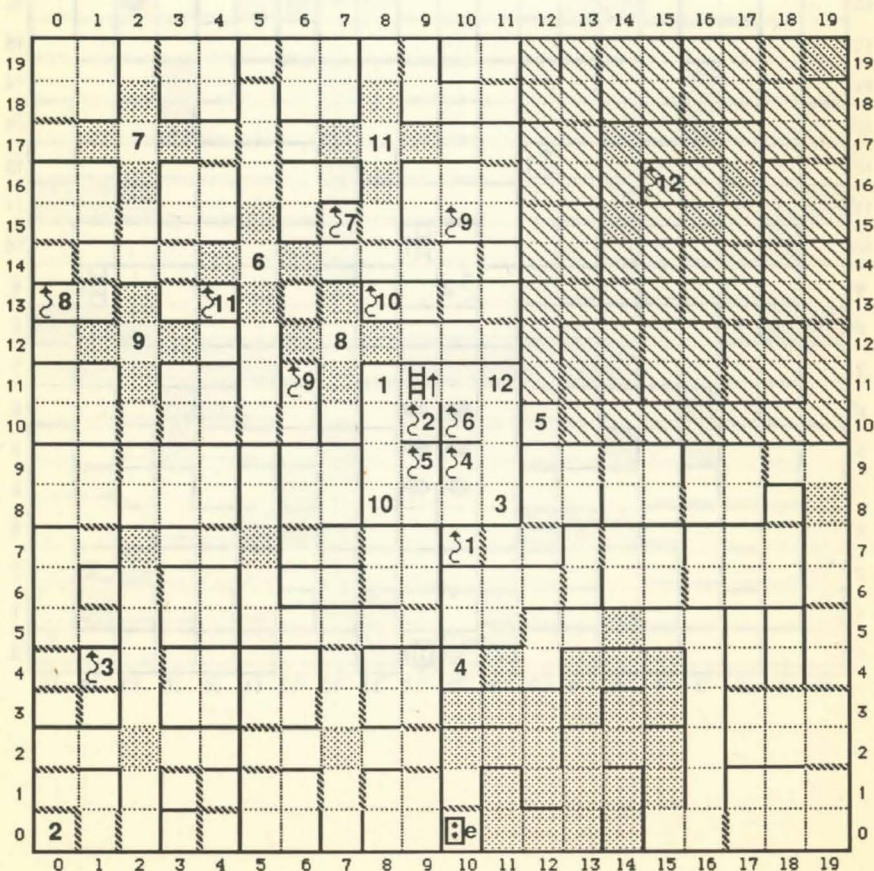
Level 7 is particularly tricky because of all the tiny dark areas. It's easy to run out of Milwa and Lomilwa spells while trying to map this level. And if you don't possess the Malor spell, you may want to avoid this level for the time being. If you hit teleport square 1, the only exit is the stairway down to level 8.



# LEVEL 8

This the teleportation level. With a dozen teleport squares, it can be extremely difficult to map. Bring along a Mage with plenty of Dumapic spells. A Ring of Jewels won't be wasted either.

The entire upper-right quadrant is a No Spells zone. If you find yourself teleported into it (point 5 on the map), use Malor to escape immediately or plan to hike through the entire area. The only way out is by going forward. Luckily, teleport square 12 will carry you right to the stairs. If you exit that way, your magical powers will immediately return—allowing you to heal injured members and then return for more exploring.

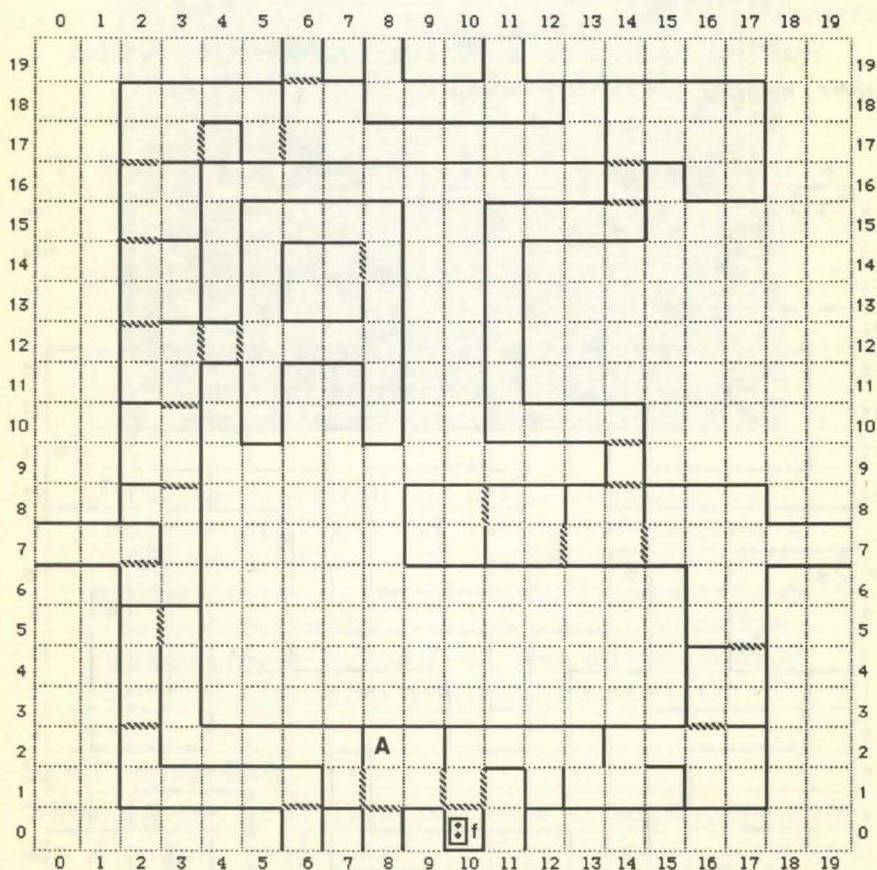




# LEVEL 9

Level 9 is an experience-building area. Monsters will be found in virtually every room, so you'll have plenty of opportunity to raise your experience points. In particular, watch for the Earth Giants—they're worth 3,345 points apiece. Fire Giants, although they fight just as hard, are only worth a few hundred points.

Level 9 also contains the only entrance to level 10—home of Werdna! When you're ready to fight, drop through the chute at point A.



## Map Notes

A. Chute to level 10

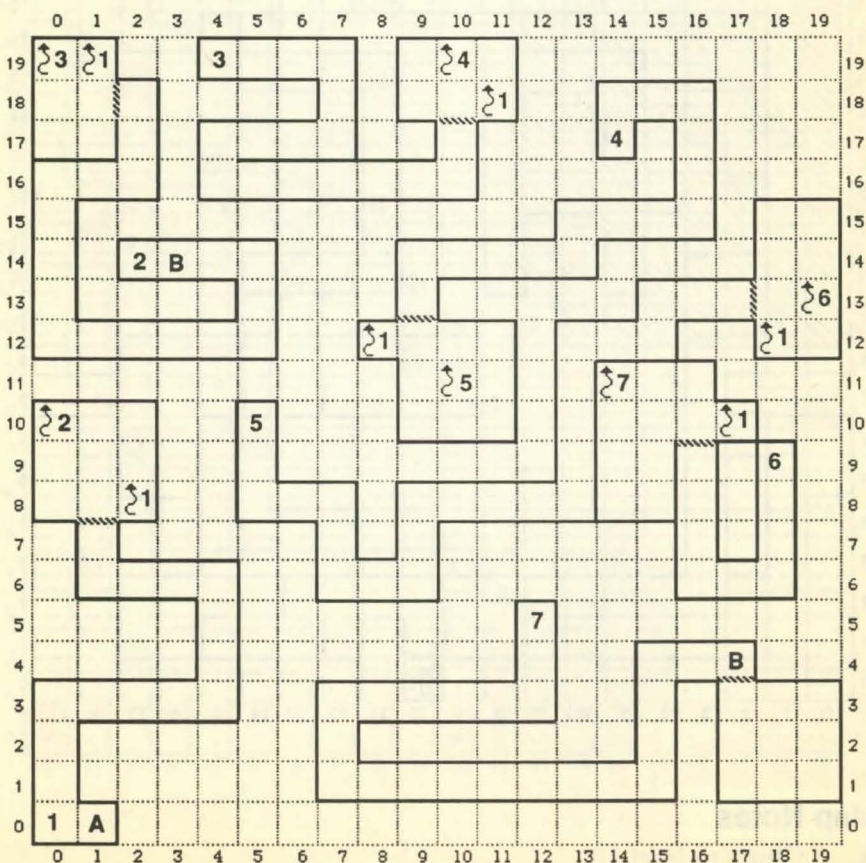


# LEVEL 10

Since it's the final area in the game, level 10 is very special. First, Dumapic spells all fizzle. You probably won't need to map it, though, since it's a straight shot to Werdna. Well, not exactly straight. Each area is connected to the next by a teleport square. In case you're looking for an escape route, every area also has a second teleport square that will whisk your party back to the start of this level—putting them only a square away from a teleport back to the Castle.

Second, Malor works strangely here. If cast, you will always go right to the Castle (which is probably where you wish you'd stayed, anyway).

*Super Tip: Save at least one Malor spell. After defeating Werdna, there's no other way out of the maze!*

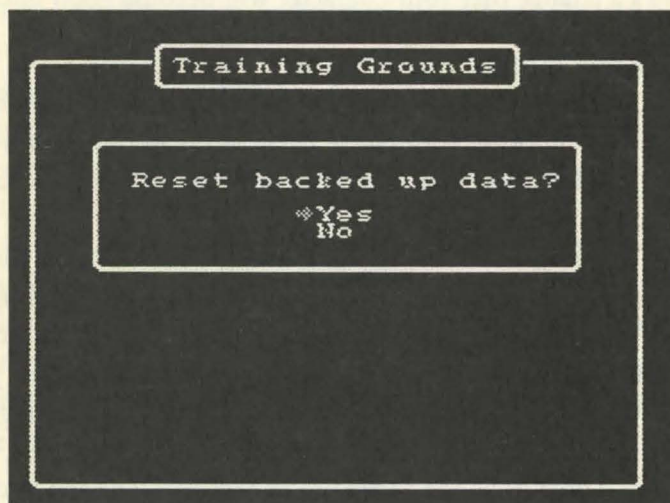


## Map Notes

1. Starting point (from chute in level 9)
- A. Teleport to the Castle
- B. Message

## SUPER SECRETS

### Resetting the Game



Whether you're disgusted with how you've been doing, have finished the game, or just want to clean it up so a friend can play, it takes a special trick to restore the game to the state it was in when you first opened the box. Go to the Training Grounds and delete all the characters. Then choose Delete one more time, and you'll see this screen. Answer "Yes" and all the treasures and special items will be returned to their original spots, and you'll be ready to start over.

### Good versus Evil

Believe it or not, the alignment you choose for each character at the start of the game (good, neutral, or evil) isn't necessarily permanent. If you find that some of your favorite characters can no longer join your party, it's because their alignment has changed.

*What makes a good character turn bad or an evil one suddenly become good?* It has to do with combat choices made in the maze. If a



good party attacks a series of “friendly” foes, they are acting out of character; that is, they’re behaving as though they are evil. Similarly, evil characters should *always* attack friendly enemies—after all, they’re evil, right? Each group should always be guided by its alignment.

To restore a character’s original alignment requires that you perform the same wrong actions with a new party. If a good character has become evil, for instance, you’ll have to create an evil party (or one composed entirely of neutral characters, plus your turncoat) and then march them into the maze. Let enough friendly enemies pass, and there’s a chance that your character will become good once again.

### Super Reset Trick

Normally, we don’t recommend using the reset button to try to avert a disaster, such as losing your entire party in the maze. However, there’s a special feature built into *Wizardry* that will help you avoid such calamities if used judiciously.

If you’re being clobbered in battle and it’s obvious that you’re all about to die, if you just had a level or two drained from an important character, or if you’ve teleported into solid rock, there *is* an escape. Simply hit the reset button and everything will be restored to your last save. A save occurs whenever you go to Camp (by pressing the B button), after each battle, and when you return to the castle. For this reason, if you wait until the battle has ended, you’ll be too late! For this trick to work, *you must hit the reset button while the battle is still going on and you have at least one character alive.*

Following the reset, choose to *Restart an “Out” Party*. Be sure to recast all of your long-lasting spells: Lomilwa, Latumapic, and Maporfic. Resetting automatically cancels all spells that were in effect.

### Werdna and Trebor

In case you’re wondering where these two odd names came from, they’re the original *Wizardry* programmers’ first names spelled backwards—Andrew Greenberg and Robert Woodhead!

*Note: Some tips in this chapter were included with the permission of ASCII Entertainment. If you’re a true Wizardry aficionado, you’ll also want a copy of “All of Wizardry”—ASCII’s super tip book. It’s available directly from ASCII for \$7 (714-373-2072). Tell them I said to call.*

*Wizardry* is a product of ASCII Entertainment Inc.



# Map Templates

If you like mapping RPGs, you'll want to make your own maps for the games. Although you can draw them freehand or buy grid paper, I've made it easier for you. If a game's dungeons and caves can be laid out on a rectangular grid, you'll find a blank map for the game in the following pages.

Each map has the correct number of rows and columns for that particular game. The larger grids are numbered to help you keep track of your party's position. (Because dungeon levels are small in *Ultima: Quest of the Avatar*, I've included *four* templates per page.)

Photocopy the blank maps that you'll need. If your copier has an enlargement feature, you might want to use it to resize the copies so they'll take up more space on standard letter-sized paper. Make about twice as many copies as there are levels or dungeons in the game. (It's not unusual to make false starts on some maps, such as getting lost or being unsure where the starting square should be placed. Extras won't go to waste.)

There's a space at the bottom of each map where you can write notes—including where special items were found, what game characters said to you, and so on. For examples of how to use these grids to draw your own maps, see the previous chapters.

# THE BARD'S TALE: TALES OF THE UNKNOWN

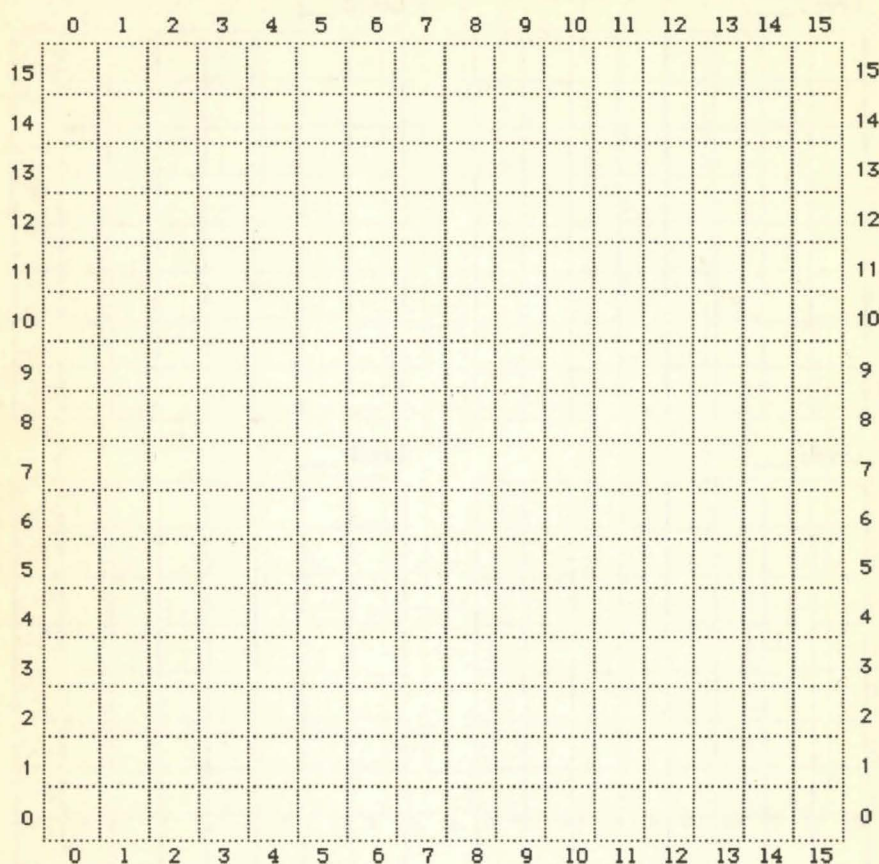
Level: \_\_\_\_\_

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## Notes

## SWORDS AND SERPENTS

Level: \_\_\_\_\_



### Notes



## ULTIMA: QUEST OF THE AVATAR

Area: \_\_\_\_\_

Level: \_\_\_\_\_

A full-page view of a blank sheet of graph paper. The paper is cream-colored and features a uniform grid of small squares defined by thin black dashed lines. The grid covers the entire area of the page, leaving no margins or other markings.

Level: \_\_\_\_\_

A full-page view of a blank sheet of graph paper. The paper is cream-colored and features a uniform grid of small squares defined by thin black dotted lines. The grid covers the entire area of the page, leaving no margins or other markings.

Level: \_\_\_\_\_

A full-page view of a blank sheet of graph paper. The paper is cream-colored and features a uniform grid of small squares defined by thin black dashed lines. The grid covers most of the page, leaving narrow margins at the top, bottom, and sides. There are no markings, text, or drawings on the paper.

Level: \_\_\_\_\_

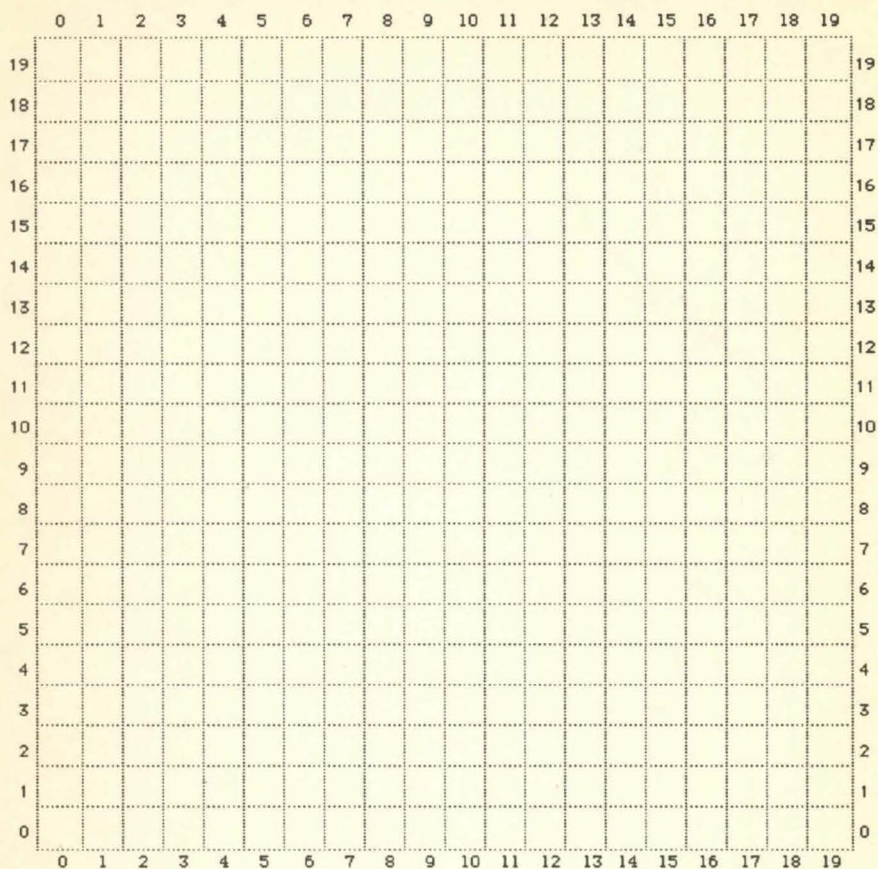
A full-page view of a blank sheet of graph paper. The paper is cream-colored and features a uniform grid of small squares formed by thin, dark dotted lines. The grid covers the entire surface of the page, leaving no margins or other markings.

## Notes

This image shows a blank, aged, cream-colored page, likely an endpaper or flyleaf of a book. The paper has a slightly textured appearance with some faint smudges and discoloration, characteristic of old paper. The left edge of the page shows the binding of the book.

# WIZARDRY: PROVING GROUNDS OF THE MAD OVERLORD

Level: \_\_\_\_\_



## Notes







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