

# ULTIMA I

**Company:** California Pacific Computer

**Suggested Retail:** \$39.95

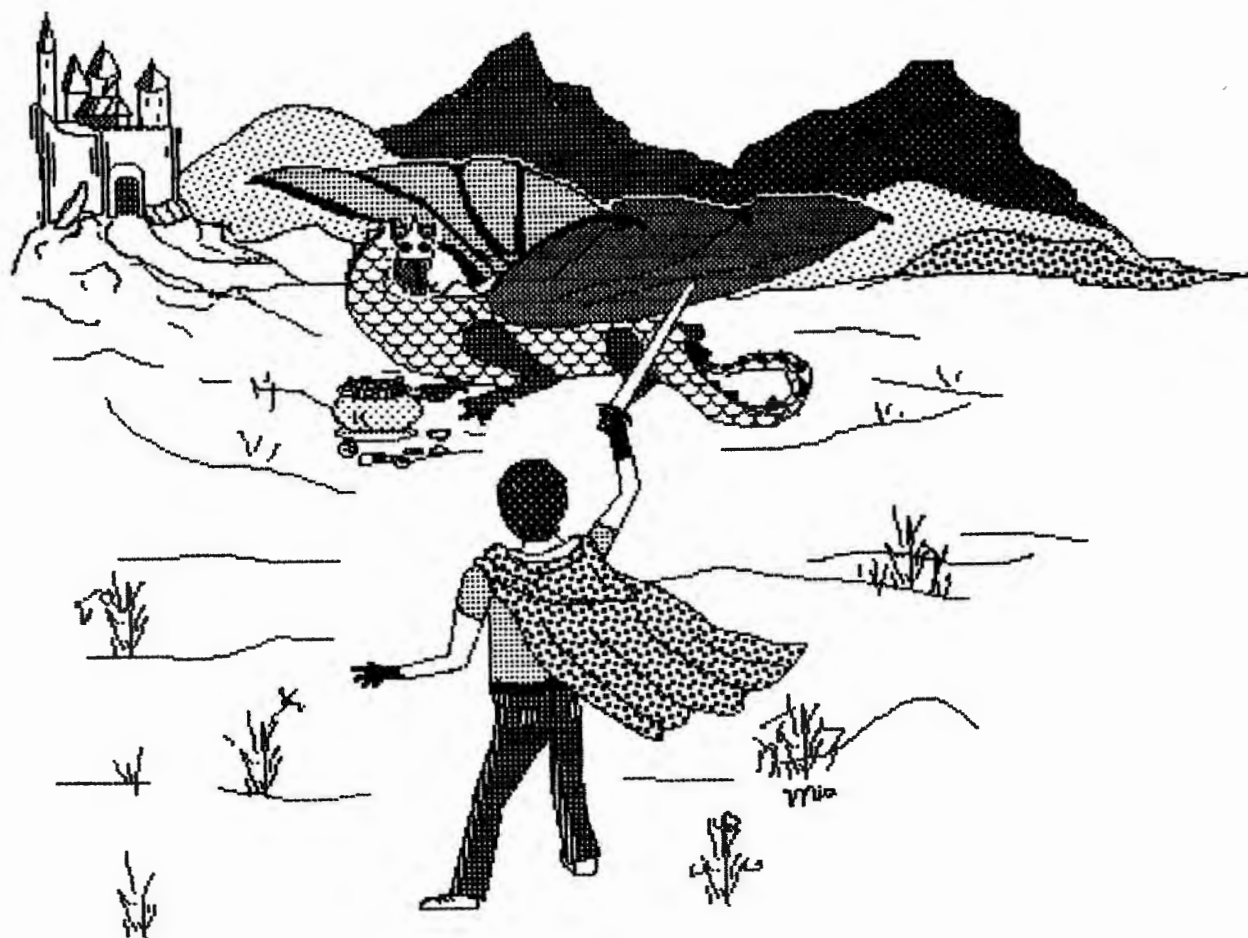
**Type:** A Hi-Res fantasy game with color graphics.

**Description:**

The game starts in the Medieval period, with daggers and leather shields, and progresses through the space age, with blasters and reflective suits. Your *Ultima* role-playing character evolves in experience and attributes through many levels, finally arriving at the "ultimate confrontation" after a trip through time. The game involves eight castles, eight monuments, some thirty-two cities and dungeons, and an eight by eight sector space setting in both Hi- and Lo-Res.

**Playability:**

The *Ultima* series ranks among the best of the role-playing games. The challenge lies in its sheer massiveness and evolutionary process more than in puzzles. The game can (and should) be saved frequently. However, you cannot recall the game without shutting down your system. No regular solution exists and beating the evil Mondain is lots of work. You'll find a lot of gold-saving and strategic tips elsewhere in this book.



# THE LANDS OF ULTIMA I

1	3
2	4

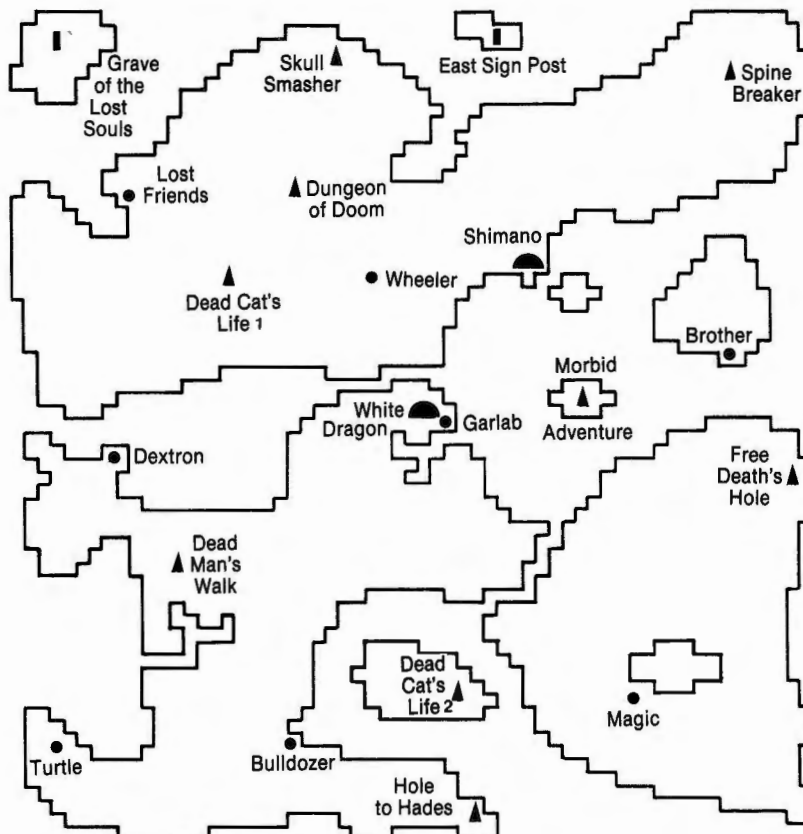
**CASTLE**  
White Dragon  
Shimano

**QUEST**  
Grave of Lost Soul  
Balron  
Level 9

**REWARD**  
Strength  
White Gem  
+9 Grabs

**MONUMENT**  
Grave of Lost Soul  
East Sign Post

**GIFT**  
Stamina  
Nothing



1	3
2	4

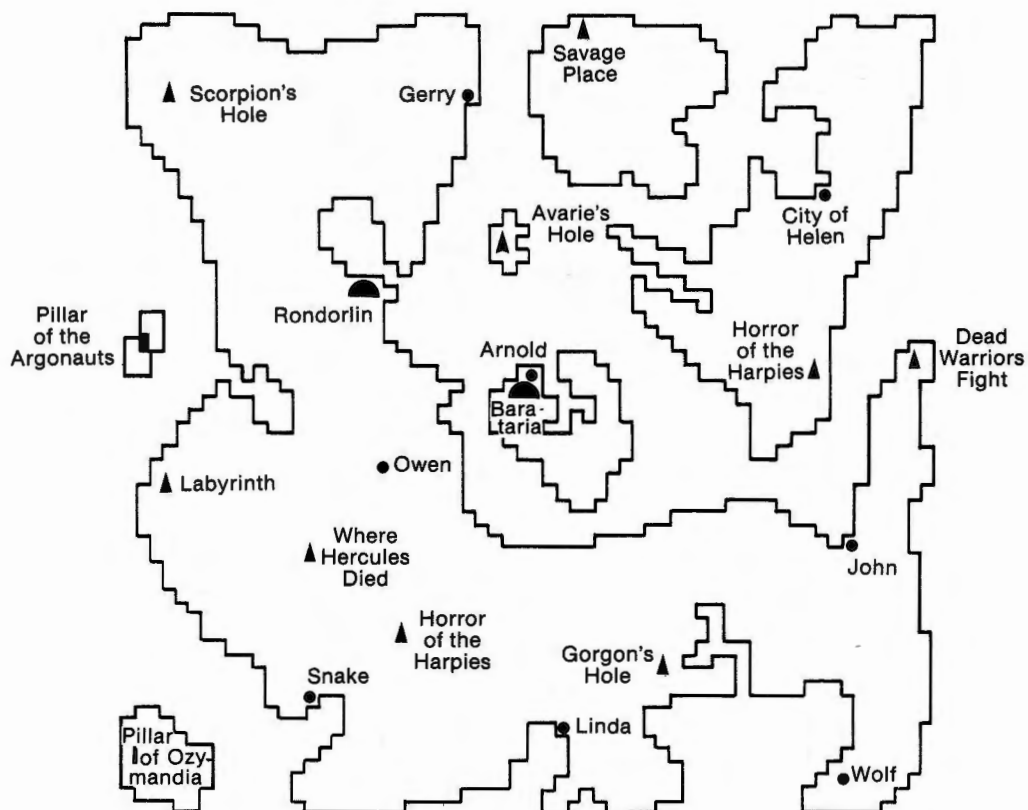
**CASTLE**  
Barataria  
Rondorlin

**QUEST**  
Pillar of Ozymides  
Carrion Creeper  
Level 6

**REWARD**  
Strength  
Green Gem

**MONUMENT**  
Pillar of Ozymides  
Pillar of Argonauts

**GIFT**  
Wisdom  
Weapon



# THE LANDS OF ULTIMA I

1	3
2	4

## CASTLE

Lord British  
Lost King

## QUEST

Tower of Knowledge  
Gelatinous Cube  
Level 3,4

## REWARD

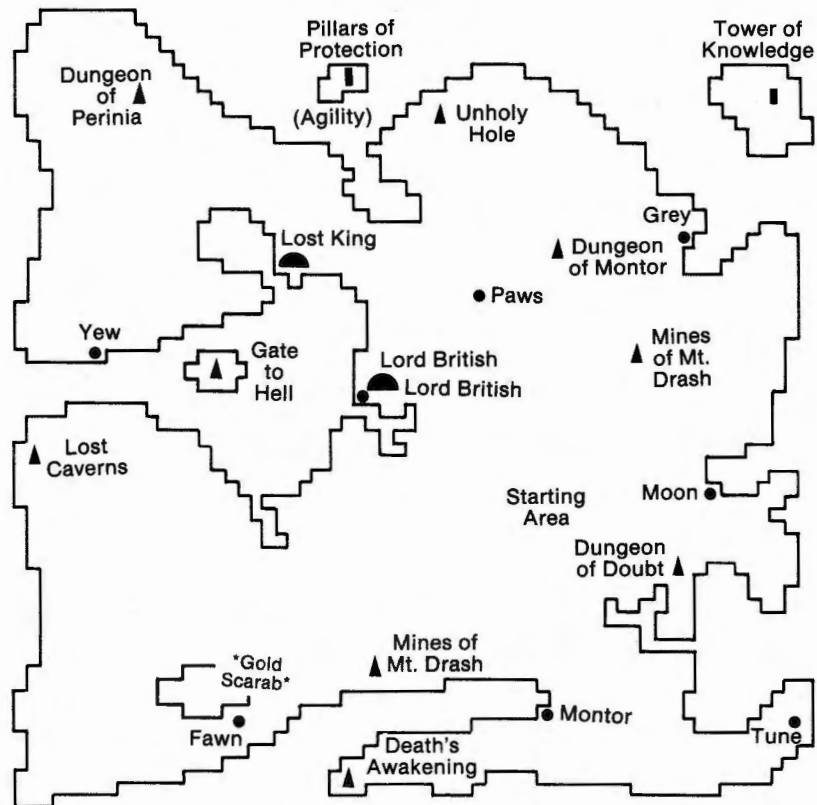
Strength  
Red Gem

## MONUMENT

Tower of Knowledge  
Pillars of Protection

## GIFT

Intelligence  
Agility



1	3
2	4

## CASTLE

Olympus  
Black Dragon

## QUEST

Find The Sign Post  
Kill a Lieche (~level 5)

## REWARD

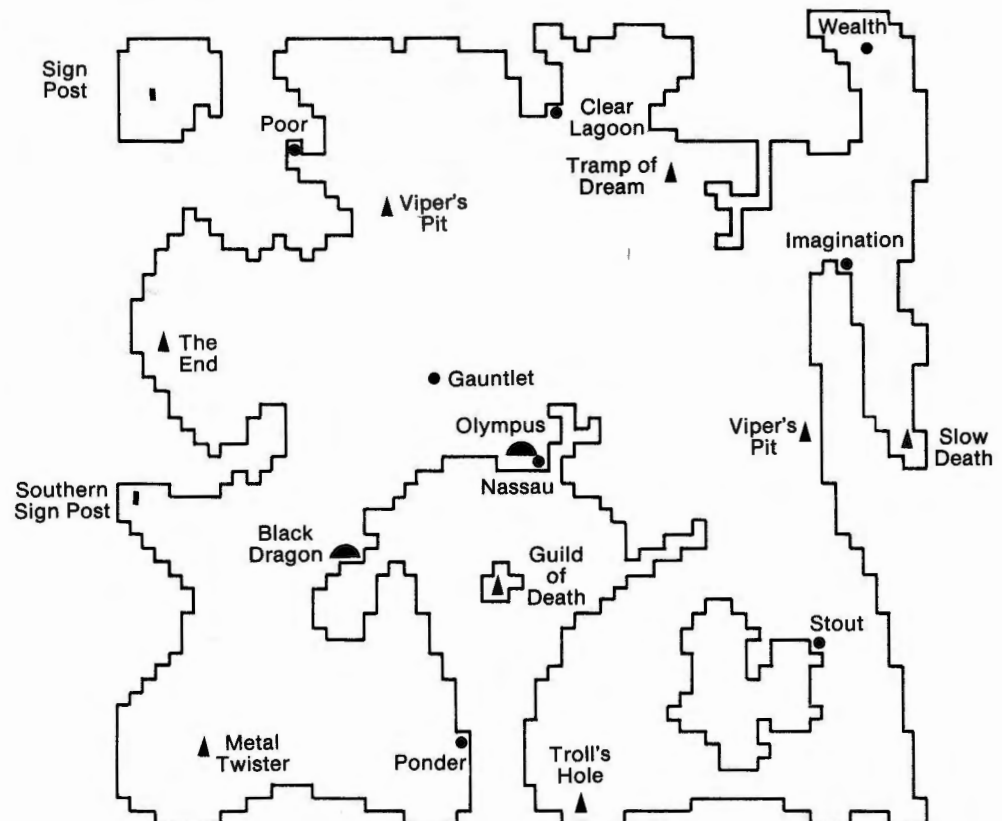
Strength  
Blue Gem

## MONUMENT

Sign Post  
So. Sign Post

## GIFT

Stamina  
Charisma



## ULTIMA I

No puzzles as such occur in this game; thus, I cannot offer a specific solution. In fact, I can offer only a few hints because the game essentially requires only patience to beat. I have identified no specific advantage to any particular race or type of warrior, but whichever you choose, balance out your attributes reasonably well. At the outset, relatively high Strength and Agility are of value, but there are no attribute requirements associated with being able to use any particular weapon or armor.

After getting your first display, head Northwest for the castle and town of Lord British, and hit the store, buying a bit more food, which goes in a hurry when you're above ground. In the friendly shops, you will find "new," more advanced items for sale as the game evolves and as your character develops. Even if an advanced item, such as a top-of-the-line Reflect Suit or a Phazor, is not listed as available, it is always there for the stealing. Therein lies the biggest clue: go to the food, armory, and weapons stores and try your luck at stealing. No doubt you will get caught much of the time, but with a bit of luck, like glomming on to Plate Armor or a Light Sword as a minimum, a few lengthy rebooting cycles are a small enough price to pay. Note that in this game, unlike *Ultima II*, your game position is not saved when you enter or leave a town or castles. You must specifically (Q)uit to save the game. Therefore, as soon as you get something good, duck out of the town, do a quick save and then head behind the counter again!

Once you're reasonably well-equipped, the first major expenditure you should save your pennies for is a ship. Buy a couple of up ladders and about 200 to 300 hit points from your buddy the King, and head for the nearest dungeon. Don't go down farther than, say, the second level for a while. The gold comes fairly easily, just make sure you can get out after you've amassed some loot. As soon as you can afford your ship, your real problems are over, and it's monster-whomping time in earnest for the gold you need for hit points, spells, and all that good stuff.

Hit each of the four continents and all eight of the castles. You can see from the maps that all are easily accessible from the water, so an air car, while sporty, isn't really necessary. Take on all eight quests. With lots of up and down ladders, a few offensive spells for the lower levels, and a bunch of hit points, make your real move in one of the dungeons. The Gellatinous Cube, found mostly on levels 3 and 4, can destroy your armor, and you cannot ready new armor underground. Try using down ladders, down to say level 9, where the Balron lives. Get him first while you still have armor, and work your way back up, trying to get the other three monsters needed to fill your quota of quests. After reporting back to the appropriate Kings, you'll have the four gems you need, and will have materially enhanced your attributes.

The space bit, which should come next, is fun and well explained in the documentation. Just keep a record of the directions in which you've gone. Avoid moving diagonally (unless you're really sure of your location). As soon as you've downed ten enemy fighters, you will be told that you are an Ace. Get back to good old Terra Firma as soon as possible.

Assuming that you've got the best in weapons, armor, and about 6,000 hit points, get the Princess out of jail. Try to force the Jester down toward the entrance of the jail area, then kill him for the key. This starts the guards toward you with most unfriendly intentions. You can lead the guards around various obstructions to minimize the number that can get to you at any one time. The hit point damage you incur is proportional to the total of hit points you have at a given time. Hang in there: I once got out with only 6 hit points left to my name. Be of stout heart, because sometimes the Jester has the "wrong" key and it's reboot time.

As soon as the Princess is safe, and using the hit points that she awards you, load up on even more hit points and head for the area she told you about. (The spaceship is often found at the Grave of the Lost Souls.) Once you meet Mondain, the only mandatory trick is to move next to the gem and (C)et it. If you don't, his power continues to regenerate and you'll never get him.

### Castle Locations and Quests

Area	Castle Name	Quest	Reward
1	White Dragon	Grave of Lost Souls	Strength
1	Shimano	Balron (Level 9)	White Gem and "Grabs"
2	Barataria	Pilar of Ozymides	Strength
2	Rondorlin	Carrion Creeper (L6)	Green Gem
3	Lord British	Tower of Knowledge	Strength
3	Lost King	Gellatinous Cube (L3)	Red Gem
4	Olympus	Sign Post	Strength
4	Black Dragon	Lieche (Level 5)	Blue Gem

### Monument Locations and Rewards

Area	Monument Name	Reward
1	Grave of Lost Souls	Stamina
1	East Sign Post	Nothing
2	Pillar of Ozymides	Wisdom
2	Pillar of Argonauts	Weapon
3	Tower of Knowledge	Intelligence
3	Pillars of Protection	Agility
4	Sign Post	Stamina
4	South Sign Post	Agility