

ULTIMA II

Company: Sierra On-Line Systems

Suggested Retail: \$59.95

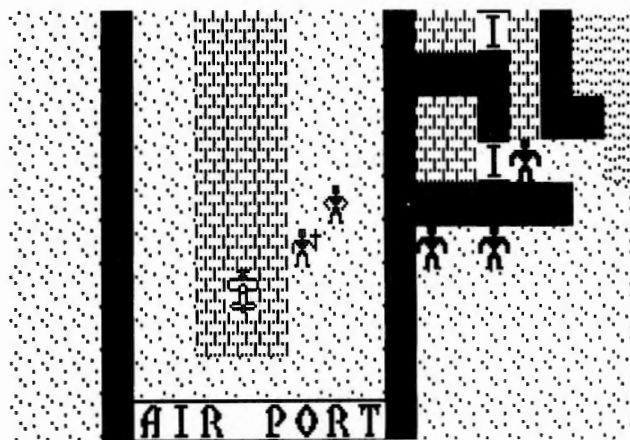
Type: A Hi-Res fantasy with color graphics. A graphic tour-de-force.

Description:

It seems that we veterans of the earlier game were mistaken; when we finally killed Mondain, we didn't find and deal with his apprentice, Minax. Now that she has come of age, she possesses even more power than her predecessor. So, too, does *Ultima II* compared to its classy predecessor! *Ultima II*'s three disk sides take you to several towers (upside down dungeons), villages, five time periods, and ten planets, in addition to the towns, castles, and dungeons that players of the original game will remember. You employ time portals, horses, ships, airplanes, and a rocket to get around.

Playability:

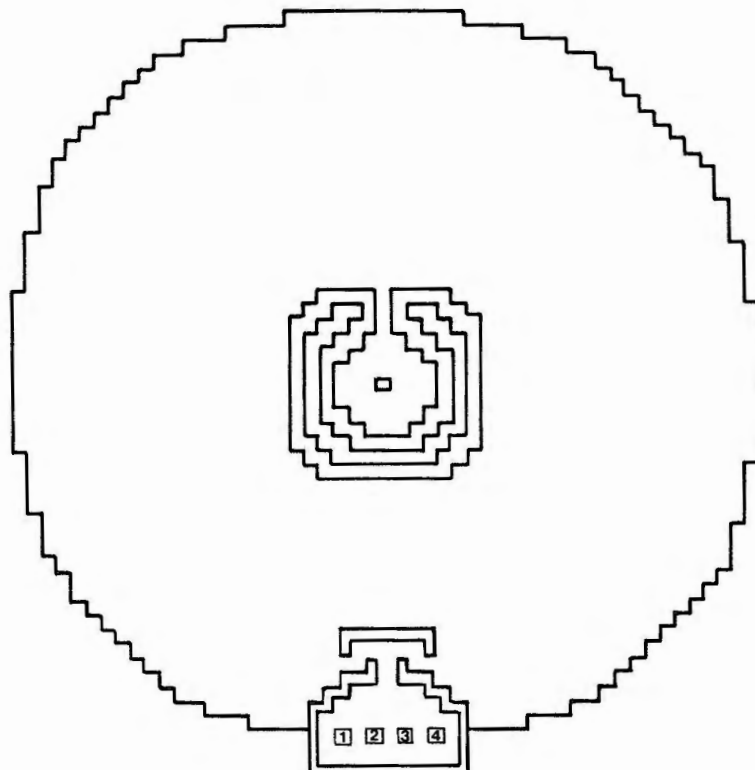
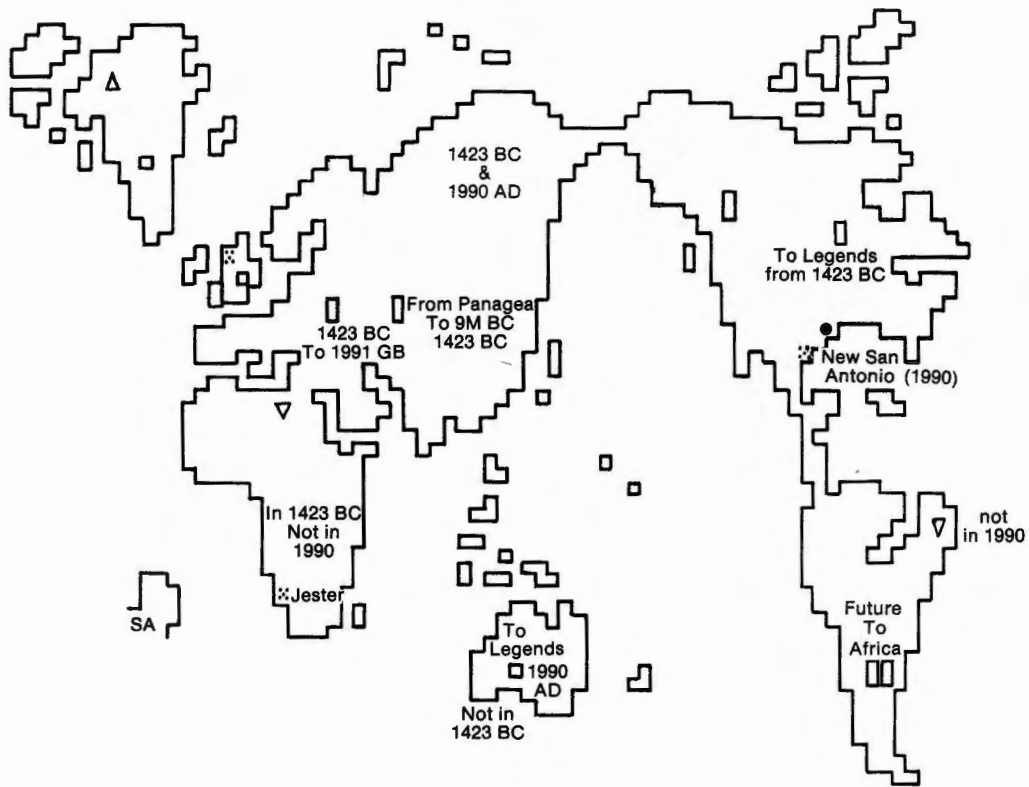
No specific solution exists here either, but check elsewhere for valuable tips and strategies. To achieve your goal takes many hours of searching, interrogations, and monster whomping. You really only need two objects to defeat Minax, but both require time, thought, and money. You can save the game at any point, but, as with the original, you have to go through a lengthy rebooting cycle to recall a game. Nevertheless, this game is a must.



ULTIMA II

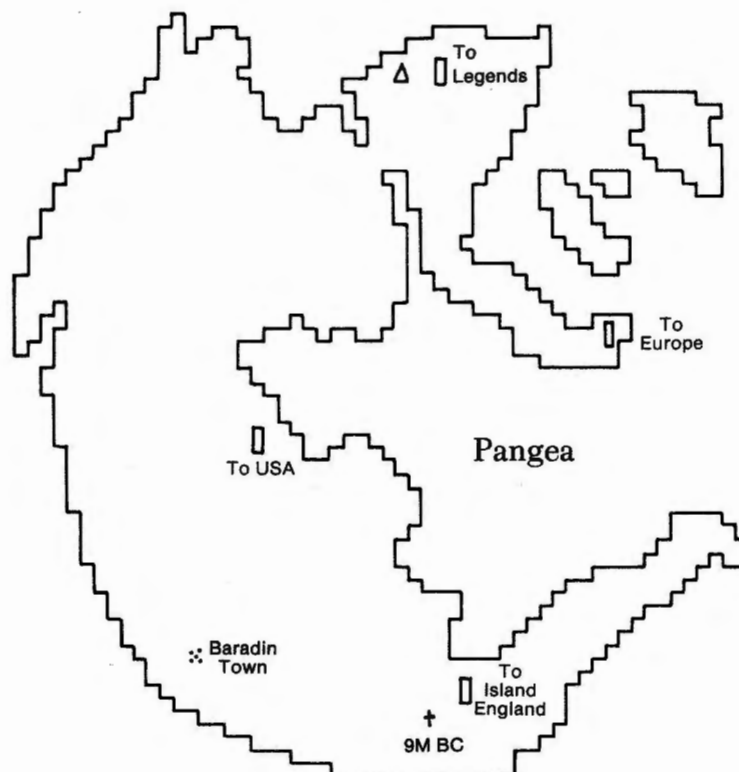
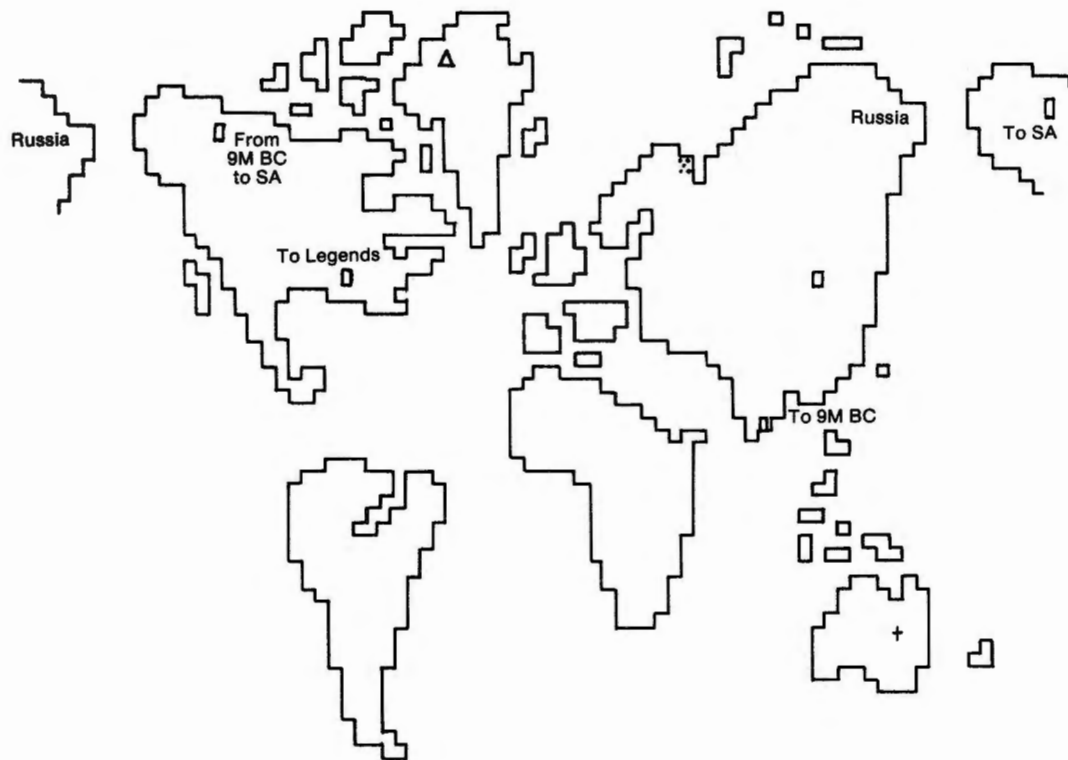
Legends

1423 BC & 1990 AD

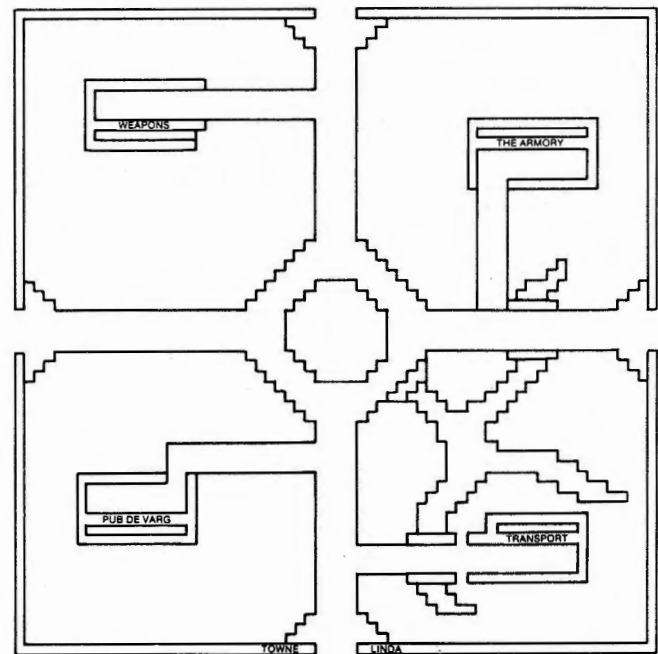
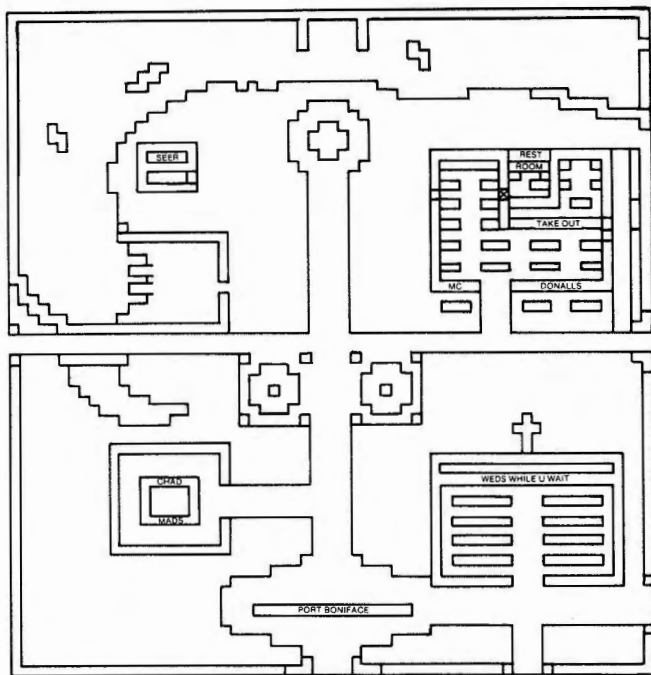
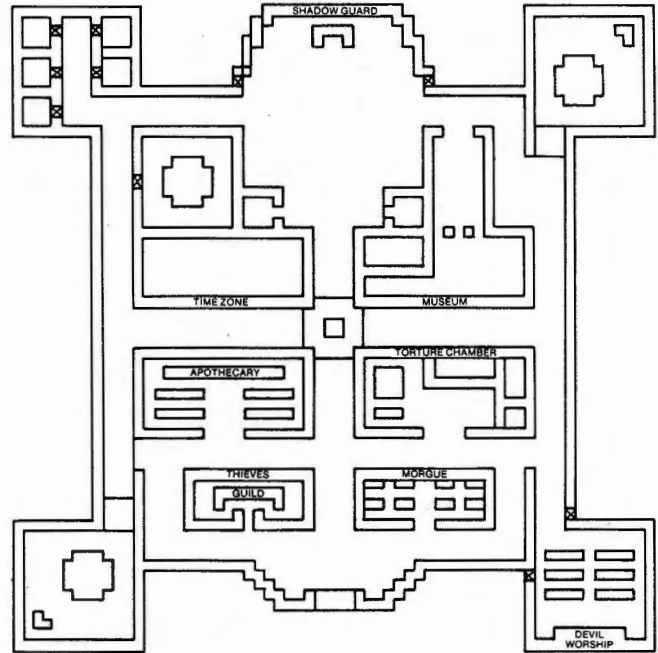
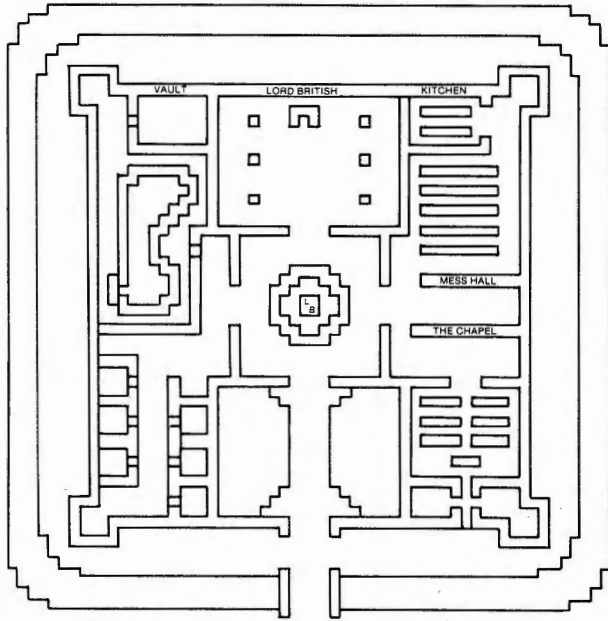


ULTIMA II

2212 AD



ULTIMA II TYPICAL TOWNS AND CASTLES



ULTIMA II

Since the puzzles play but a small role in the game, I cannot specify an exact solution. Rather, gold, gold and more gold is needed to win, and the only way to get it is to whomp monsters and then whomp some more. Aside from gold, many critters carry objects which you can use to commandeer and operate ships, aircraft, and spaceships.

There are a total of five time periods in the game:

Time of Legends	Time before time	(Minax)
Pangea	9 Million B.C.	(Good place for gold)
B.C.	1423 B.C.	(Where you start)
A.D.	1990 A.D.	(San Antonio)
Aftermath	2112 A.D.	(Rocket Ships)

It is important to learn how to get to a given time period and to recognize the one in which you find yourself. The easy way of time tripping is to find out how to get to the Time of Legends from each of the other periods, and use the four time portals there. From left to right, these portals go from the earliest (Pangea) to the latest (Aftermath). The tablecloth that comes with the game is handy, once you decipher it. (The Rune-written title on it deciphers to The Time of the Legends.)

The most fruitful place to spend one's gold is Old San Antonio, for the games puzzles are centered here.

1. (O)ffer money to the Hotel Clerk in the California Hotel. You may simply get a "Thank You," but usually a randomly selected attribute is enhanced by four points per hundred dollars tendered. Strength, however, is never augmented, so start out with at least 30 (and preferably 40), because that's all you'll ever get. All others should be in the 90's to optimize your chances for the final assault. Warning: The maximum for any attribute is 99. If you increase an attribute over 99 it starts over at zero again.

2. Visit the old man in the garden at the top center (behind two locked gates). (O)ffer him \$500 (minimum) and he will charge you to "Get the Ring," which, from (T)ransacting with various parties, you have no doubt deduced is on Planet X at 9,9,9. Well, not quite; after stealing a spaceship from Pirate's Harbour in the Aftermath, you simply get Father Antos' blessing in Town Besko, the only town on Planet X. You must then return to San Antonio and the old man. (O)ffer him \$500 (minimum) and "The Ring is Yours." The Ring permits you to walk through fire, a necessity later on. Watch out that a Thief doesn't steal it. Save your game and check your inventory before entering any time portal, city, or castle to make sure you still have it.

3. The Quick Sword may be obtained from Santre, the prisoner in the second prison cell on the left. (O)ffer him \$500 (minimum) and he'll promptly fork it over. Note that you'll have to fight your way in and out. This is a good place to use (N)egate. Unlock the door to the prison, (A)ttack the Guard—you'll get a free hit before he reacts. Back up and lead him out the door, press (N), and make a run for the cell. Note that an agility of about 40 is needed for you to use the Quick Sword.

Try life as a Cleric as it makes things a bit easier, especially in the Dungeons and Towers; however, unlike *Ultima I*, you do not have to enter them if you don't wish to. Exploring them is optional, and it's quite possible to get through the game, defeating Minax, without ever setting foot in them. At the outset of the game, try to avoid combat and head Northwest, making for the town just Southeast of the Castle you will see. Try to (S)teal a weapon, armor and some food. Make sure you have enough agility and strength to handle what you've stolen. Should you be successful, leave the area, which essentially saves the game for you. Now—just maybe—you've got a chance to survive.

As soon as you've won a Blue Tassle (check "Z" periodically), save the game to protect it from Thieves. Look for a ship, because that's the most efficient monster whopper around. Move onto it and (B)oard. In some versions, a program bug causes another ship to follow the one you've commandeered. You can leave the first and board the second, and repeat this process until you've got a whole flotilla. In three full games, I have always found it easiest to get the first ship in the Pangea period, 9 million B.C., also a good place to get rich reasonably quickly.

You may have to fight for your first ship in the A.D. time period. In Port Boniface, (T)ransact with a Guard near the entry blocks to make sure he'll say "Pay Your Taxes." (Those who don't are invincible.) Attack him, moving yourself around under the block so that only one guard can get at you. Keep trying. If you don't make it, don't leave town. Restart and try again; you'll restart as you were before you entered. The corollary is *never* to leave a location unless you've improved your lot in life. If you are successful in killing a guard, leave immediately; you now have two keys.

Re-enter the Port, move near the gate to the shipyards in such a way that the guys on the other side are not in front of the gate. Use a (N)egate spell, unlock the door and run for a ship. Once on board, beat up the Guards who come to you as this will build up your inventory of Keys. Assuming that you have a Skull Key and Brass Button, this is an opportunity to head for San Antonio again and get an airplane. You can't buy them, so unlock the door, kill the attendant, (B)oard a plane and (L)aunch.

The best place to get Gold in a hurry is on the oblong continent of the Time of Legends, where Minax hangs out. You need to be able to take care of yourself in order to survive here, as ships, at least initially, are in short supply. Assuming you can control the fighting enough to take on only one attacker at a time (ie., in the approach to the area you enter), it's best to have an airplane behind you. As soon as a ship appears, fly to and (B)oard it.

Sail either to the East or West coast. Move to the right, for example, and clobber the critters there while more critters gather on the far shore. Then sail over and repeat the process. In this manner you should be able to collect enough Gold to buy up to over 9,000 hit points and get into the 90's on all attributes. Only then are you ready to try to do in dear old Minax.

To save yourself \$4,500 of your hard earned gold, here are the Sage's clues (at \$100 times the number of the clue):

1. The Queen is the King; the King is a Spy.
2. The evil men do is a horrible thing.
3. But dispelling means that you must have the ring.
4. Just where it is I cannot say.
5. But I'll tell right now there's no other way.
6. I hear in a town where the water runs free.
7. There is an old man living under a tree.
8. He has not a name, but he has got a clue.
9. Mayhaps if you find him, he'll tell it to you.

The Bartender's tips for the indicated number of gold pieces are as follows:

1. Hmmm.
2. Some Fighters Wear Magic Helms.
3. Hmmm.
4. Saylor's Wear Blue Tassles.
5. Aviators Use Skull Caps.
6. Guards Carry Keys.
7. Mages Carry Wands or Staffs.
8. Planes Need Brass Buttons.
9. Caught.

As to space travel, watch out for the computer changing your input values of Xeno, Yako and Zabo. As you may have gathered, you can fly to the eight known planets as well as Planet X and, if you're suicidal, the Sun. There is no requirement to do so, but several are rather interesting, even though the Dungeons, Towns, Stores and Prices are all very Earth-like. While only a cave can be found on Mercury and Saturn has naught but some roaming monsters, all the rest have either towns or villages. Uranus's is somewhat different and full of jesters, while Neptune, where you can easily get lost, boasts a Computer Camp.