

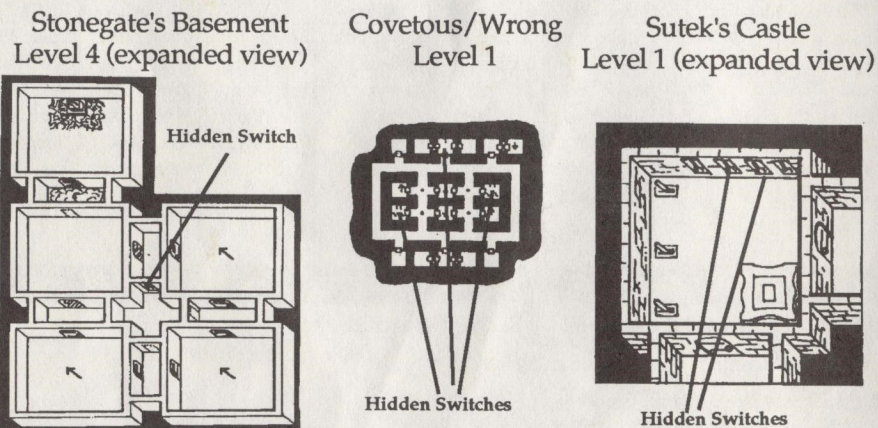
STUMPED? Read this.

ORIGIN's *Ultima VI* cluebook – The Book of Prophecy – provides detailed maps of every location in the game, hints that help you figure out the toughest puzzles, and a complete, **step-by-step solution** for use when all else fails. However, this cluebook was written based upon the original IBM version of *Ultima VI*

Now, ORIGIN is pleased to offer a **special cluebook update sheet** specifically for Commodore players! All of the differences between the IBM version of the game and the Commodore version are clearly described. Every hint and solution is updated to match your game exactly.

IMPORTANT FREE CLUE!

For example, without the cluebook update, you might never know about the hidden switches in the dungeons beneath Britannia. At three crucial points in the game, you must use **magically enchanted switches**. Here's where they are:



You won't see these enchanted switches on your game screen –without the cluebook update, you'd have to search high and low to find them! With the update, your path to victory in *Ultima VI* is clear!

Order your copy of *The Book of Prophecy* direct from ORIGIN for only \$12.95 and receive the update automatically. Or buy the cluebook from your local software dealer, then call or write to ORIGIN Customer Service for a copy of the C64 update. It's yours free, courtesy of ORIGIN. We'll even pay the postage!

To reserve your *Ultima VI* cluebook update, call Customer Service Monday through Friday between the hours of 8 a.m. and 5 p.m. Central time at (512) 328-0282. Or send a written request to ORIGIN Customer Service, *Ultima VI* Cluebook - C64 Update, P.O. Box 161750, Austin, Texas 78716.

ULTIMA VI Reference Guide COMMODORE 64

Ultima® VI

The False Prophet



by Lord British

COPYING THE GAME

You can't play *Ultima VI* on the original disks – you must play from copies.

1. Make three blank, formatted floppy disks. Format both sides of each disk.
2. Copy both sides of the three original game disks to the blank floppies you made in Step 1. Any copy program will do. Label disk copies to match the originals.

BEGINNING PLAY

If you own a Commodore 128, make sure you are in Commodore 64 mode. Do this by holding down the <COMMODORE> key when you turn on the power or by typing GO 64 after you power up.

1. Insert your copy of the Game disk into your diskette drive.
2. Type LOAD "*"8,1 <RETURN>. Music plays while the game loads. To skip the introduction that follows, press the <RUN/STOP> key before the music begins.
3. After loading, an introductory sequence begins. To advance the text, press the joystick button or the <SPACE BAR>. After the introduction, the Main Menu appears.

THE MAIN MENU

This lists four options: *Introduction*, *Create a Character*, *Acknowledgements*, and *Journey Onward*. Press the first letter of the option you want followed by <RETURN> or use the up/down cursor key to highlight an option in yellow. When the option you want is highlighted, press <RETURN> to select it. You must *Create a Character* before you *Journey Onward* for the first time.

Introduction

This is not the same as the sequence you watched when the game first loaded – it continues the introductory sequence. To advance the text, press the joystick button or the F1 key. Be sure to select *Introduction* the first time you load the game. Watch the introduction any time thereafter by selecting this option from the Main Menu.

Create a Character

Pick a name for your character, type it in, and press <RETURN>. When asked to select your character's sex, press M (male) or F (female). Next you will see a wagon in a forest. Press the <SPACE BAR> or <RETURN> to advance the text. Inside the wagon, a gypsy will ask you a series of questions. Respond by pressing the A or B key. Your answers affect your character's attributes and abilities.

When your character is complete you will be prompted to insert the Surface disk. Do so and press the <SPACE BAR> or <RETURN> to return to the Main Menu. Select *Journey Onward* to play.

If you ever wish to restart *Ultima VI* from the beginning, make a new copy of the original Surface/Dungeon disk (copy both sides), load the game using the new disks, and select the *Create a Character* option again.

Acknowledgements

This lists the many people who worked to bring you *Ultima VI*.

Journey Onward

This takes you directly into the *Ultima VI* game. Select this option when you're ready to play. If you have played before, this option will allow you to pick up where you last saved the game. If you want to begin *Ultima VI* again, from the very beginning, you must make a new copy of the original Surface/Dungeon disk.

BEGINNING THE GAME

Here is a description of the first few minutes of a typical *Ultima VI* game. First, create a character and watch the introduction, as described above. Then *Journey Onward*. Follow the steps below as closely as possible to familiarize yourself with the plot and the basics of game play. If you come across a situation or a command you don't understand, check the detailed explanations later in this reference card.

When you first select *Journey Onward* from the Main Menu, you find yourself in combat with two gargoyles (the red creatures in front of your white Avatar figure). They attack you viciously, so quickly press A to attack them back. A crosshairs appears on the map. Use the joystick or the movement keys described below to move the crosshairs onto one of the gargoyles. Press <RETURN> to attack. Repeat this process for each of your four party members until the gargoyles are dead.

Press the B key during the Avatar's turn to break off combat. Move forward a few steps, using the movement keys or your joystick. Press T to talk and a crosshairs appears. Position it on Lord British, the purple-robed figure in front of you, and press <RETURN>. Read what Lord British has to say in the window in the lower right-hand corner of the screen, pressing the <RETURN> key to advance the text.

Lord British begins by asking you a series of questions from the Compendium. Type your answers. (If you make a typing error here, or at any point in the game, the <INST/DEL> key allows you to correct your mistake.)

After you have answered the questions correctly, read Lord British's conversation. Subjects about which he knows more are highlighted in purple. It's a good idea to write down highlighted words so you don't forget them. When Lord British is through, the words "You say:" appear. Type "Name" (always a good way to start a conversation).

Then ask him what his "job" is. Continue by typing a word from his conversation, one that was printed in purple. When you've talked to Lord British as long as you want, type "Bye" or press <RETURN> without typing anything at all.

After talking to all of the characters in Lord British's throne room, go through the door in the south wall into a room with four pillars. Go west and you see a door. Press U (Use) and position the crosshairs on the door. Go through the open door and you find yourself in a hallway with a door to the north and a door to the south. Go through the south door.

To examine the objects in this room, press L, position the cursor over an object, and press <RETURN>. Move next to the chest against the south wall and open it with the Use command. The contents of the chest will appear in a pile. To get an item and move it into your character's inventory, press G (for Get), position the crosshairs over the item on top, and press <RETURN>. Do this for each item in the pile.

Use the Move command to give an object your Avatar character has picked up to another member of your party: Press M. Then press <SHIFT 1> to switch to the Avatar's inventory. Press <CONTROL> to move the crosshairs from the map to the inventory window. Position the crosshairs over the object you want to move and press <RETURN>. Back on the map screen, position the crosshairs over the character to whom you want to give the item. Press <RETURN>. The object appears in the new owner's inventory.

Now, explore the castle a bit, getting items that appear useful. When you're ready, use your key to open the gatehouse to the left of the drawbridge, use the lever to open the castle's front gate, and venture forth into the countryside. With wit, perseverance, and a little luck you will save Britannia from the threat of the gargoyles.

SAVING AND RESTORING THE GAME

Now that you know how to begin *Ultima VI*, you will want to know how to save and restore your game. An automatic save feature writes the game to disk as you travel from place to place but you can also save the game manually by pressing <SHIFT S> at any time. Saving the game manually will allow you to take more risks, try different strategies, and correct any mistakes you may make as you play. Save the game manually before trying anything dangerous (entering an area teeming with monsters, for example).

To restart the game from the exact position you were in when it was last saved (whether automatically or manually), turn your computer off and then back on. Select *Journey Onward* from the Main Menu and you will start off where you were when the game was last saved, with any objects, NPCs, and monsters in their proper positions.

If you ever select *Create a Character* from the Main Menu, your saved game position will be lost. To save multiple game positions, you must copy both sides of the Surface/Dungeon disk on which you are playing.

THE GAME SCREEN

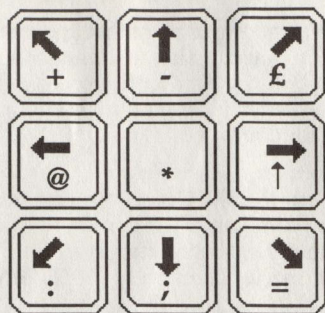
The game screen is divided into three regions – the Map, the Status Display, and the Message Display.

The Map

The largest region, on the left side of the screen, is the map. This shows Britannia, the world in which *Ultima VI* is set, with the view centered on you. (In Combat/Solo mode, the map window will shift so it is centered around whichever character is active.) The members of your party fan out alongside and behind you. Above the map, the current position of Britannia's sun or moons is shown. Below the map, the date and wind direc-

tion are given. You can move around the map using a joystick or you can use the following keyboard commands:

Plus (+)	Up/Left
Minus (-)	Up
Pound (£)	Up/Right
Arrow up (↑)	Right
Equals (=)	Down/Right
Semi-colon (;) or Asterisk (*)	Down
Colon (:)	Down/Left
At (@)	Left



These movement commands are arranged in a square on the Commodore keyboard.

In addition to moving your party on the map, the joystick or keyboard movement keys are used to move a set of crosshairs on the screen to select specific targets. If a command requires a target, use the joystick or these keys to position the crosshairs where you want and press the joystick button or <RETURN> to initiate the action. You can pass your turn and do nothing by pressing the <SPACE BAR>.

The Status Display

In the upper right-hand corner of the screen is the status display. This normally displays a roster of all the members of your party, along with each character's figure and current health points. A character who has the letter "P" after his health points is poisoned.

- Press <COMMODORE #> (where # ranges from 1-6 and corresponds to a character's position in the party) to view a character's statistics. The number you select determines the character whose statistics you examine. Your character – the Avatar – is always character number 1.
- The <CONTROL> key moves the crosshairs from the map to the status display. You can then move to any item in that display using the movement keys or joystick, and press <RETURN> to select it. Press the <CONTROL> key again to return the crosshairs to the map.
- <SHIFT #> (where # ranges from 1-6 and corresponds to a character's position in the party) allows you to view a character's inventory. The number you select determines whose inventory you examine. The Avatar is character number 1.
- <SHIFT 9> returns to the main party display.

Character Statistics

Strength determines how much your character can carry, and how effectively he can strike with bludgeoning weapons.

Dexterity determines how effective your character is with non-bludgeoning weapons such as bows and swords.

Intellect determines the number of magic points your character has.

Level increases as you gain experience points. You must talk to a shrine to increase your level. If you have enough experience points, you will be asked which of your characters wishes to meditate. Select the character whose level you wish to increase. Each time your character's level goes up, one or more of your attributes (STR, DEX, INT) is increased.

Magic Pts determines how many spells you can cast. Each time you cast a spell of the 1st circle you use one magic point, each 2nd circle spell requires two magic points, and so on. (Remember, however, that you must know a spell and have all of the necessary reagents before you can cast it regardless of how many magic points you have.)

Health indicates how healthy your character currently is, and how much damage he has taken in combat. If the Avatar's health reaches 0, he collapses unconscious. Other characters whose health drops to 0 die. A "P" after a character's health scores means the character is poisoned. (In addition to the "P" in the status display window, a poisoned character will occasionally flash on the map.) Cure poisoned characters as soon as possible and never allow your entire party to become poisoned.

Experience increases as you defeat creatures in combat. Increased experience allows you to go up in levels. You lose experience when you are knocked unconscious.

Inventory Display

Select the character whose inventory you want to examine by pressing <SHIFT #> (1-6).

On the left side of the inventory display is a figure showing all equipment that is equipped for immediate use – either held in the character's hands, or being worn. If you are holding something that requires both hands, you will not be allowed to put anything in the other hand. On the right side of the inventory display are all other items carried by the character. To equip or unequip an item, select the item and press <RETURN> or press your joystick button.

Below the figure are two weights, measured in stones:

E: #/# - The number to the left of the slash is the weight of all items you currently have equipped. The number to the right of the slash is the maximum weight you can have equipped. No character can equip more than eight items regardless of the items' weights.

I: #/# - The number to the left of the slash is the total weight of your inventory (including equipped items). The number to the right of the slash is the maximum weight you can carry. No character can carry more than 24 items regardless of the items' weights.

The Message Display

On the lower right of the screen is the message display. All text describing things you see and hear, as well as the results of your actions, is shown here. When a message is too long to fit here, a downward-pointing arrow appears at the bottom of the display. Press the <SPACE BAR> or the joystick button to view the rest of the message.

THE COMMANDS

All commands are accessed from the keyboard. To use a command, press the first letter of its name. Then, if necessary, use the movement keys or joystick to move the crosshairs onto the object or person you want to use the command on. Press the <RETURN> key or joystick button to confirm selections and/or use a command.

Action Commands

Attack (A) is used to fight monsters, animals, or people. After choosing the Attack command, choose a target on the map that is in range of the weapon you have readied.

Begin/Break Off Combat (B) switches back and forth between party mode and combat/solo mode. In party mode, the members of your party automatically follow you around. In combat/solo mode, you control each character separately.

Cast (C) is used to cast a magic spell. When you purchase spells from mages, they are added to your spell list. The Cast command brings up this list of available spells in the

status window. Use the cursor left/right key to select the appropriate spell level. The number alongside each spell name is the number of times you can cast each spell, given the reagents you have in your inventory. Use the cursor up/down key to select the spell you want to cast. If you have the reagents necessary to use the selected spell, press <RETURN> to cast it.

Drop (D) can be used to lighten your load by getting rid of items you no longer want to carry. In your inventory, select the item you wish to drop, then choose a spot on the map to place it and press <RETURN> to drop it. If you have more than one of an item, you will be shown the number you have. After you have positioned the crosshairs where you want to drop the item(s), you will be asked How Many you wish to drop. Enter the appropriate number and press <RETURN>.

Get (G) lets you pick up an object on the map. You must be standing next to it. If it isn't too heavy to carry, and you have room for it, it will be put into your inventory. If you find several items, you will be shown the number of items in the pile. When asked How Many items you wish to pick up, enter the appropriate number. Press <RETURN> and you will pick the items up.

Help (H) allows characters to give you an idea of what they're interested in talking about. When Help is on (as it is when the game begins), the subjects characters want to talk about appear in a different color from the rest of the text. If you turn Help off by pressing H, you'll have to figure out the key words in their conversations. You can turn the Help function back on by pressing H. Be aware that some people may respond to subjects not highlighted by the Help mode.

Look (L) allows you to identify anyone or anything at the location you select, on the map or in your inventory. When you use the Look command on an object you are next to, you search it.

Move (M) is used to push an item or to transfer it between characters in the party. If you select an item on the map, you can sometimes push it to a position next to where it is. If it is something alive, though, it may not let you! If you want to move a pile of items, you will be told how many items are in the pile. Enter the number you wish to move when asked How Many and press <RETURN> to move them. This command can also be used to move things from one character to another. First select Move. Then switch to the inventory screen of the character who has the object. Select the object you want to give. Finally select the character to whom you want to give it.

Rest (R) lets your party set up a camp and recover health. To make camp, you must be in a clear area, away from villagers or others who might trip over you in the middle of the night. You will be asked how many hours you wish to rest, from 1 to 9. A character will not regain health if he is out of food. When asked who will stand guard, enter the number of the character you choose or 0 if you don't want a guard.

Talk (T) lets you converse with the people you encounter in the game. You can also speak with the other members of your party. After selecting Talk, select the character on the map you wish to speak with. You talk by typing single words on the keyboard and pressing <RETURN>. Only the first four letters of any word must be typed. Most people will respond to the words "name," "job," and "bye." (The "bye" command ends a conversation. You can accomplish the same thing by pressing <RETURN> without typing anything.) Some people will also respond to the words "join" and "leave," allowing you to add members to your party (up to a maximum of five others) or remove them from your party. Some people will ask you direct, Yes-No questions. When this happens, a spinning question mark will appear and the game will wait for you to press Y (Yes) or N (No). Do so and the conversation will continue.

Use (U) operates any object that has a game function. Press the U key and, when prompted, move the crosshairs to the object you wish to use. Among other things, the Use command lets you open and close doors and chests, and eat food or drink beverages.

Other Commands

RUN/STOP cancels the previous command, allowing you to change your mind if you select a command or target by mistake.

INST/DEL backspaces over text you have entered, allowing you to change your mind or correct typing errors.

CONTROL toggles the cursor between the map and the status display.

SHIFT 1-6 shows the inventory of the character whose number you select in the status display. For example, <SHIFT 1> shows you the inventory of your character -- the Avatar.

SHIFT 9 displays a list of all characters in your party, and their current hit point totals, in the status display.

SHIFT S saves your current game position.

COMMODORE 1-6 lets you view a character's statistics. The number you select determines the character you examine. Your character -- the Avatar -- is always character number 1.

SPACE BAR allows you to pass your turn and do nothing.

SPELL LIST

1st Circle	2nd Circle	3rd Circle	4th Circle	5th Circle	6th Circle	7th Circle	8th Circle
Create Food	Infravision	Curse	Conjure	Energy Field	Charm	Chain Bolt	Death Wind
Dispel Magic	Magic Arrow	Fireball	Disable	Lightning	Flame Wind	Energy Wind	Mass Charm
Harm	Poison	Magic Lock	Fire Field	Paralyze	Hail Storm	Mass Curse	Mass Kill
Heal	Sleep	Mass Sleep	Great Heal	X-Ray	Mass Protect	Mass Invisible	Resurrect
Help	Telekinesis	Protection	Locate	Explosion	Poison Wind	Wing Strike	Summon
Light	Unlock Magic	Dispel Field	Mass Dispel	Invisible	Web	Gate Travel	Time Stop
		Great Light	Sleep Field			Kill	Tremor
			Wind Change				

CONVERSION CREDITS

Based on Ultima VI, designed by Richard Garriott

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TROUBLESHOOTING

If you encounter an *Ultima VI* problem, call ORIGIN Customer Service at (512) 328-0282, Monday - Friday, 9 a.m. - 5 p.m., Central time.



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