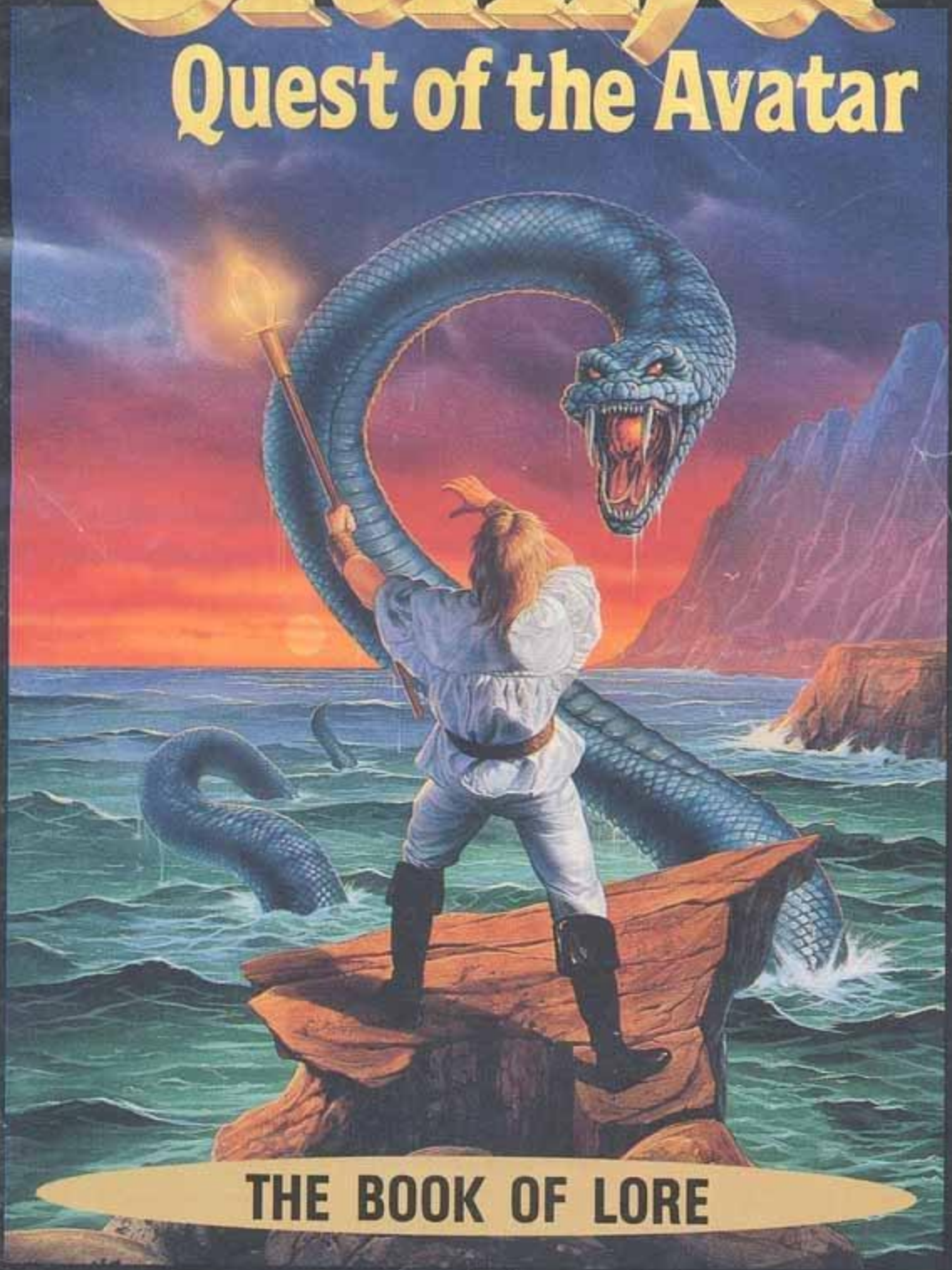
NES-US-USA

Ultima

Quest of the Avatar



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2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector forr foreign material before inserting the Game Pak into the Control Deck.

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Ultima

Quest of the Avatar

ASPIRING AVATARS

Before you lies the difficult road to Avatarhood. Its path is filled with peril and strife far beyond the tests of battle. Never forget that the Avatar is a champion. If you succeed in completing this quest, you will find its rewards truly great. I wish you well, and good luck on thy journey.

Lord British

One fine day, you wander from the city to rest in a meadow near a gently flowing stream. Finding a comfortable shade tree, you lie down and let the sound of the singing birds and babbling water wash from your mind the clutter and clatter of the city. A breeze brings you the scent of the open land as you sink into a dream.

PROLOGUE

Suddenly a shrill sound like a scream pulls you to your feet. You see before you a swirling maelstrom. Increasing in size, it begins to near you, pulsing as if to grab and pull you near. Just as it is about to touch you it suddenly shrinks and fades. Then with a bright flash, it disappears, dropping a shiny object to the ground.

Cautiously, you approach the object. It is a gold cross with a ring on top. Carefully you pick it up. It is an "Ankh". Suddenly there is a flash of light and a covered wagon appears.

Slowly you approach the back of the wagon. Through a gap in the covering you see a lone figure. "Please, enter," the figure says with a wave of his hand. With some apprehension, you enter the wagon. "I see you have found the Ankh, the symbol of life and resurrection," says the stranger, "It was by it I have been summoned." "Who are you?" you ask. "I am Hawkwind, the fortuneteller," he replies, "I have been sent to guide you on your path." With those words he draws from beneath a cloth a set of cards. "Now choose your path."

Ultima

Quest of the Avatar

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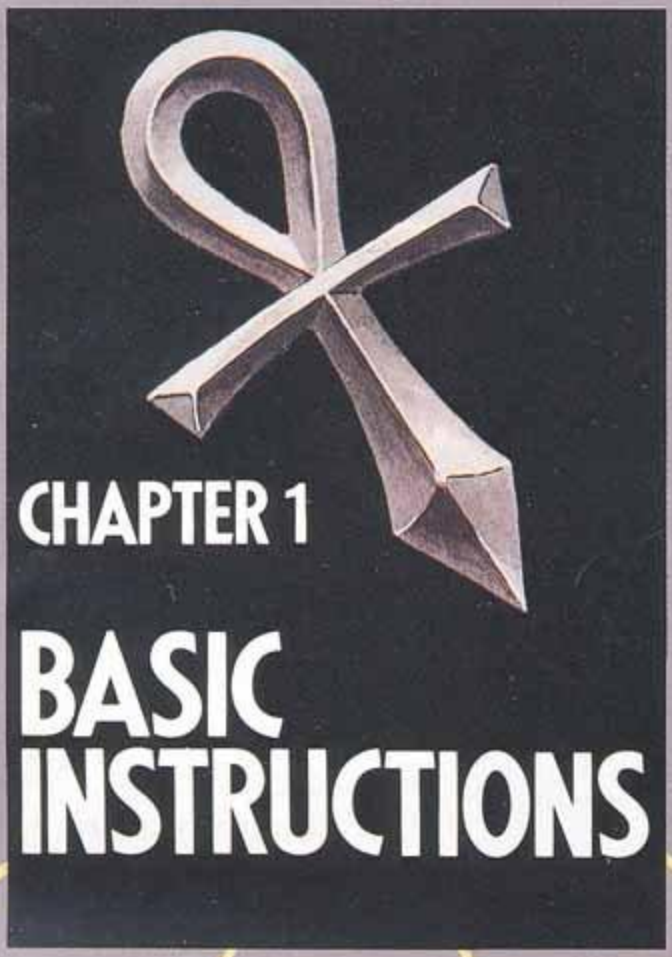


CHAPTER 1

BASIC INSTRUCTIONS

TIME TO BEGIN YOUR QUEST

The stage is set and you are now ready tohave Hawkwind uncover your path. Follow the instructions below in order to beginyour game.

STARTING THE GAME

A

B

C

D

Properly insert your Ultima Game Pak into your Nintendo Entertainment System and turn on the power. When the Ultima title screen appears, (Fig. A), press the START Button. Two commands will be shown on the screen, "Play Game" and "New Game", (Fig. B). If you are playing for the first time, use the UP and DOWN Arrows to move the cursor to the "New Game" selection and press the A Button. The next screen will show slots for Games 1–3, (Fig. C), allowing you to have three different games saved at the same time. Select one of the slots by using the UP and DOWN Arrows to move the cursor and press the A Button when the desired slot is indicated. The game will then ask you to select your desired speed. The speed refers to how fast you read the screen message. Speed 9 indicates the fastest typing speed, while Speed 1 will give you the slowest speed. Use the LEFT and RIGHT Arrows to move the cursor to the desired speed and then press the A Button to select it.

E

You are now ready to enter the name of your character. Use the Control Pad to move the cursor to the desired letters and press the A Button to enter them. Use "BSC" to Backspace for corrections and select END when you have finished naming your character.

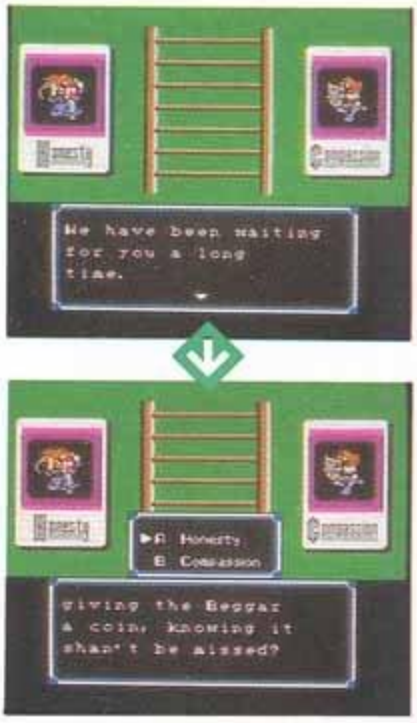
CONTINUING AN ADVENTURE

To continue a game already in progress, select the "Play Game" option on the second screen, (Fig. B, Pp. 6). Move the cursor to the name of the game you wish to play and press the A Button. The game will return to the last position where it was saved. You will then be able to continue playing.

HOW TO ERASE A GAME AND OPEN ANOTHER GAME SLOT

Should you wish to erase a game in progress, select the "Play Game" option on the second screen (Fig. B Pp. 6). Using the cursor, select the name of the game you wish to erase and press the A Button. The next screen will give the choice of three commands. Again, using the cursor select the ERASE GAME command and press the A Button. The game will then ask you if it is okay to erase this game. If you press the A Button it will give you the option of yes or no. If you chose yes, that game will be erased and return to the game selection screen.

YOUR CHARACTER CLASS IS BASED ON YOUR FORTUNE



Hawkwind will tell your fortune by asking you a series of questions. Each time you see a flashing cursor on the screen, press the A Button to continue the question. As each question is completed a second window with your possible answers will appear. Chose the answer that best suits the question. There are eight different character types in Ultima, and your answers to the questions will help select a character closest tohow you feel. When all the questions have been answered, your newly created character will be brought before Lord British to begin his challenging quest.

YOU BECOME YOUR CHARACTER

From this moment on, you and your character are one. You will start with a certain number of items and abilities varying with the class of your character. For example, if you are a Bard, your starting level is 3, and you start with cloth armor, a sling, some magical ingredients, and some money. Had you started with a different character, the list may be dramatically different. Study the Starting Data to learn more about your new character and what he can do to get a better start in the game.

This character starts in the city of Moonglow, known for Honesty. She is one of the most skilled characters in the ways of magic. As a result, she wears cloth armor and has light weapons.

MAGE

STARTING DATA

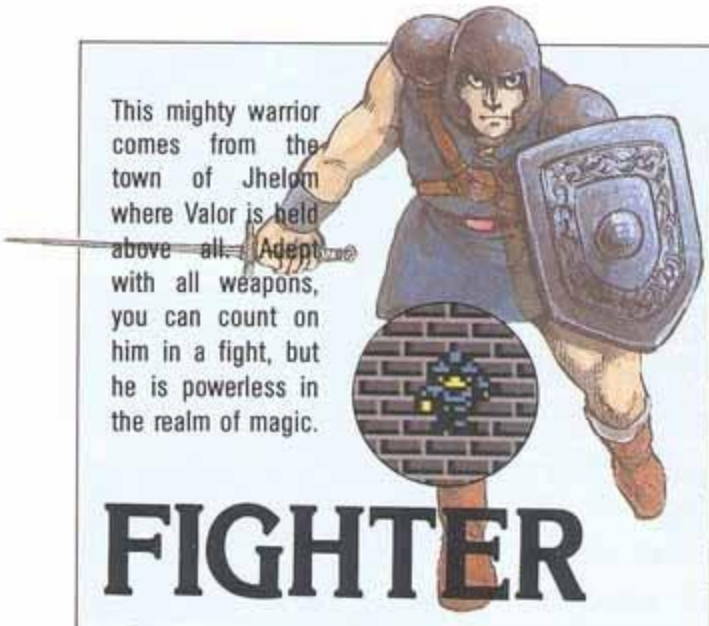
BEGINNING LEVEL	2
BEGINNING EXPERIENCE	125
BEGINNING H.P.	200
BEGINNING M.P.	50
BEGINNING STRENGTH	16
BEGINNING DEXTERITY	25
BEGINNING INTELLIGENCE	23
STARTING WEAPON	STAFF
STARTING ARMOR	CLOTH
NAME AS A FRIEND	MARIAH

This skilled singer loves projectile weapons, but dislikes things made of metal. He hails from Britain, the town of Compassion. He can only wear leather armor.

BARD

STARTING DATA

BEGINNING LEVEL	3
BEGINNING EXPERIENCE	240
BEGINNING H.P.	300
BEGINNING M.P.	11
BEGINNING STRENGTH	20
BEGINNING DEXTERITY	22
BEGINNING INTELLIGENCE	25
STARTING WEAPON	SLING
STARTING ARMOR	CLOTH
NAME AS A FRIEND	IOLO



This mighty warrior comes from the town of Jhelom where Valor is held above all. Adept with all weapons, you can count on him in a fight, but he is powerless in the realm of magic.

FIGHTER

STARTING DATA

BEGINNING LEVEL	3
BEGINNING EXPERIENCE	205
BEGINNING H.P.	300
BEGINNING M.P.	0
BEGINNING STRENGTH	27
BEGINNING DEXTERITY	17
BEGINNING INTELLIGENCE	19
STARTING WEAPON	AXE
STARTING ARMOR	LEATHER
NAME AS A FRIEND	GEOFF

From the town of Yew. This character loves the forest and can not stand the touch of metal. Fair with magic and favoring the Bow, the Druid primary virtue is that of Justice.

DRUID

STARTING DATA

BEGINNING LEVEL	2
BEGINNING EXPERIENCE	175
BEGINNING H.P.	200
BEGINNING M.P.	16
BEGINNING STRENGTH	18
BEGINNING DEXTERITY	22
BEGINNING INTELLIGENCE	20
STARTING WEAPON	STAFF
STARTING ARMOR	CLOTH
NAME AS A FRIEND	JAANA

A strong worker from the town of Minoc, city of Sacrifice. He can use almost any weapon or armor, but he is rather poor with magic. He also hasproblems with some magic weapons.

TINKER

STARTING DATA

BEGINNING LEVEL	2
BEGINNING EXPERIENCE	110
BEGINNING H.P.	200
BEGINNING M.P.	4
BEGINNING STRENGTH	21
BEGINNING DEXTERITY	18
BEGINNING INTELLIGENCE	43
STARTING WEAPON	CLUB
STARTING ARMOR	LEATHER
NAME AS A FRIEND	JULIUS

Able to balance both magic and weapons the Paladin can handle almost anything. He comes from the town of Trinsic, the city of Honor.

PALADIN

STARTING DATA

BEGINNING LEVEL	3
BEGINNING EXPERIENCE	325
BEGINNING H.P.	300
BEGINNING M.P.	10
BEGINNING STRENGTH	21
BEGINNING DEXTERITY	20
BEGINNING INTELLIGENCE	83
STARTING WEAPON	SWORD
STARTING ARMOR	CHAIN
NAME AS A FRIEND	DUPRE

You will find this character in the town of Skara Brae, known for it's Spirituality. The Ranger is good with most weapons, fair with magic, but he hates restrictive metal armor.

RANGER

STARTING DATA

BEGINNING LEVEL	2
BEGINNING EXPERIENCE	150
BEGINNING H.P.	200
BEGINNING M.P.	11
BEGINNING STRENGTH	24
BEGINNING DEXTERITY	22
BEGINNING INTELLIGENCE	19
STARTING WEAPON	STAFF
STARTING ARMOR	CLOTH
NAME AS A FRIEND	SHAMINO

This character is not known for her fighting ability, nor her skill with magic. She also has limited weapon and armor usage. She herds sheep in Magincia the town of Humility and is the most challenging character to play.

SHEPHERD

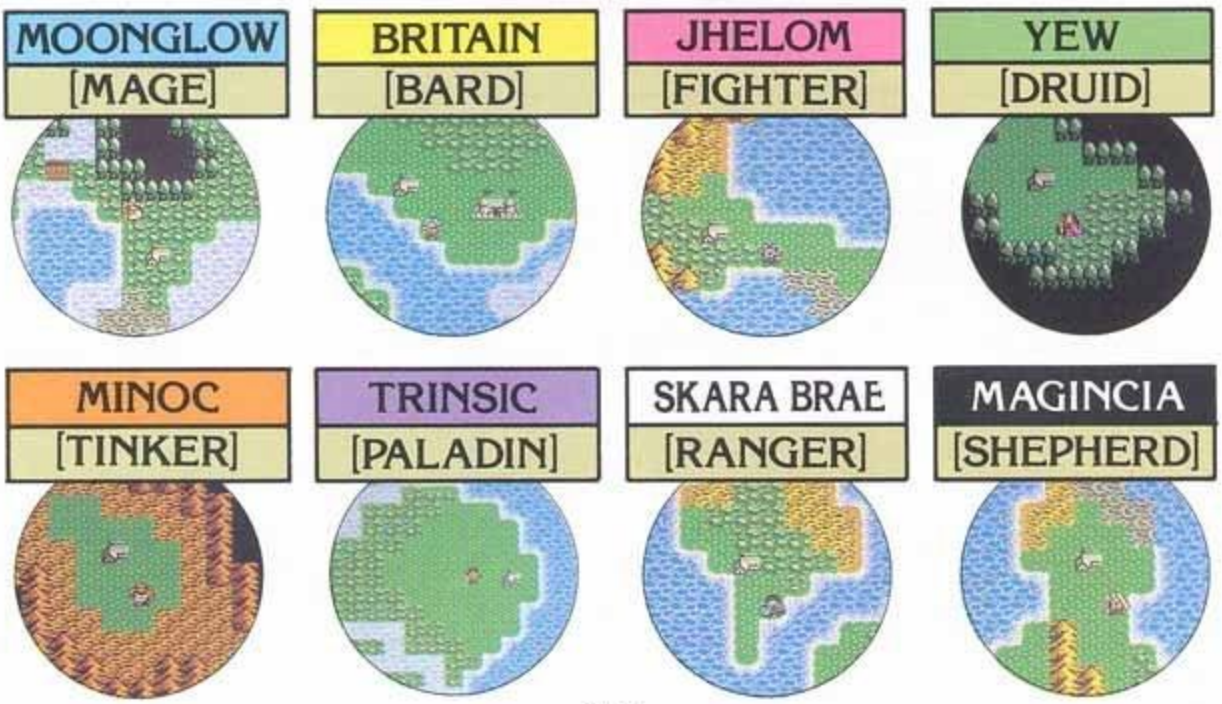
STARTING DATA

BEGINNING LEVEL	2
BEGINNING EXPERIENCE	105
BEGINNING H.P.	200
BEGINNING M.P.	0
BEGINNING STRENGTH	18
BEGINNING DEXTERITY	17
BEGINNING INTELLIGENCE	19
STARTING WEAPON	STAFF
STARTING ARMOR	CLOTH
NAME AS A FRIEND	KATRINA

"GO FORTH NOW, AND CONQUER THE FRONTIERS OF THY SELF!" SAYS LORD BRITISH

As Hawkwind had foretold the character into which you have been transformed appears before the King of Britannia, Lord British. After listening to his words, you will leave him and be warped just outside of your character's home town. Be sure to talk to everyone at Lord British's before you leave. You never know what you may learn. To learn more of your quest, study the history of Britannia.

EACH HERO STARTS FROM HIS RESPECTIVE HOMELAND



THE HISTORY OF BRITANNIA

The 1st Era of Britannia's Dark Age (ULTIMA I)

The evil wizard Mondain attempts to destroy Lord British's young country of Britannia. By spreading distrust and hatred amongst the old city-states of the Kingdom, the Union is almost dissolved and Chaos nearly gains control. Lord British sends forth his mightiest warrior and Mondain with his rebellion is defeated.

The 2nd Era of Britannia's Dark Age (ULTIMA II)

After the fall of Mondain, his apprentice Minax, a witch of considerable power, begins a reign of terror. The Kingdom is nearly torn apart as peace and happiness are lost. Lord British once again summons his champion to defend the land, and Minax is defeated.

Britannia's Age of Reason

(ULTIMA III)—known as [ULTIMA-EXODUS, for the N.E.S.]

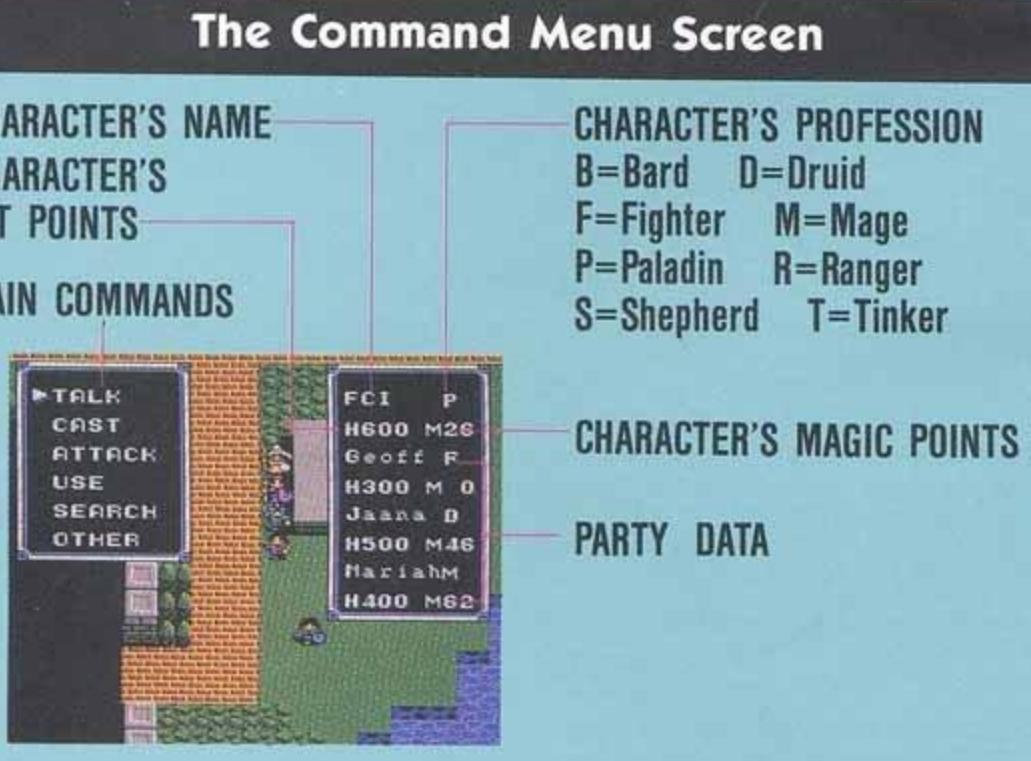
Twenty years after the fall of Minax, peace and prosperity rule the land. Still, hidden from Lord British, a group of evil magicians wait for the ill-omened star of Exodus to release a giant serpent from deep within the ground. Fearing for his Kingdom, Lord British summons four of his bravest warriors. After a difficult battle, they defeat the serpent and the Kingdom is rescued.

Now, peace again rules the Kingdom. Wary of the past, Lord British has called forth the best people of his Kingdom, to seek the order of Avatarhood. He knows that the Avatar can defend the Kingdom and guide the people from the path of injustice. The eight virtues of Avatarhood represent the most difficult quest. Often the aspirant will find that the most difficult enemy is often, himself. Even now, the people wait, doing penance and praying for the coming of the one worthy of the title of Avatar. Follow your heart, and find the way.

HOW TO USE THE COMMANDS

To access the various play commands, press the A Button during play. A window with the play commands will appear. Use the Control Pad to move the cursor to the command you wish to exercise and again press the A Button. Should you change your mind, press the B Button to cancel it and you will return to the previous menu.

The Command Menu Screen



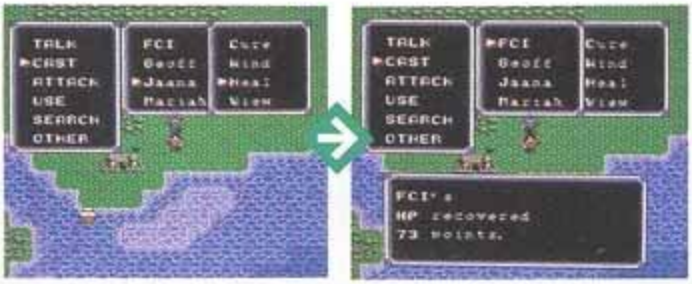
*If a character has been poisoned, a (P) will appear after the character's class.

1 TALK

Use this command when you wish to speak to a character on the screen. Make sure that your character is facing the character you want to communicate with and you are immediately adjacent to them. You can also talk over counters. Talk is not available in battle scenes.

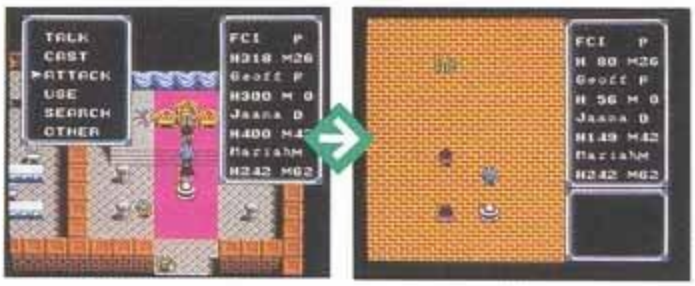
2 CAST

This command is used when you wish a character to cast a spell. When Cast is selected, the names of the party members will appear. Choose the character you want to cast the spell and press the A Button. Next a list of the spells that you may select from will appear. By using the Control Pad you can move the cursor to the spell you would like and then press the A Button to cast it. If for some reason you can not cast a spell, the reason why will appear in a window.



3 ATTACK

You may use this command to attack a character (if you wish). You must move up to the character you wish to attack, face it, then press the A Button. When the command window appears, use the Control Pad to move the cursor to the Attack command and then press the A Button. The game will then bring up the Battle Window where you may select the battle command you wish to use.

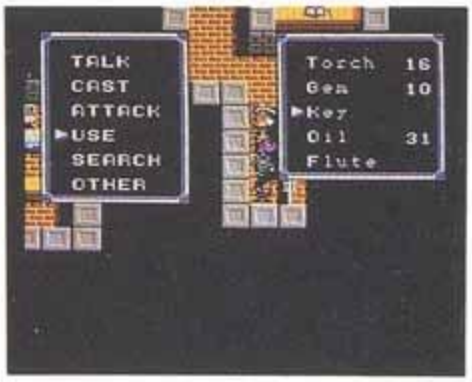


(LAND)

This command is used when you wish to land a particular object. It will only work on the open plains and an appropriate object.

4 USE

This command will allow you to use one of the items from the party's supplies. When the command window is selected, use the Control Pad to move the cursor to the Use command and press the A Button. A window with the available items will appear. Select the item you desire and press the A Button to activate it.



5 SEARCH

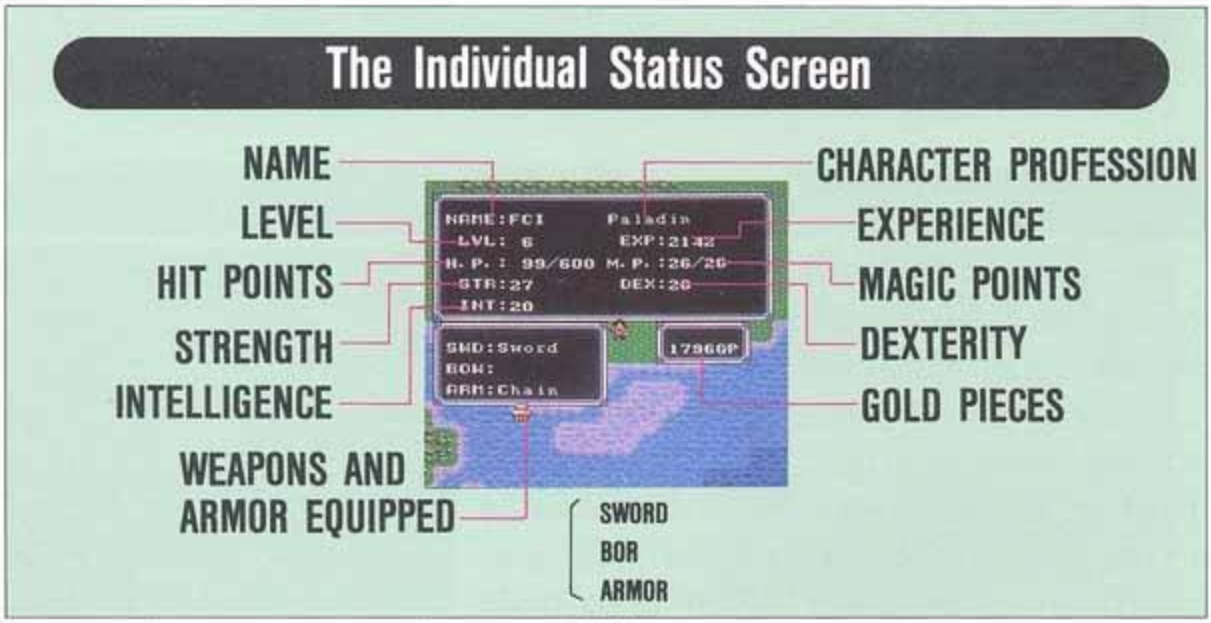
With the Search Command the player is able to search the spot where the party leader is standing. This command is also used to pick up items that are lying on the ground. To find things, you need not always look in a town or a Dungeon.

6 OTHER

The Other Command is used to access a second menu screen containing most of the maintenance functions for the party. Here the player may ready weapons, check herbs, runes, stones, magic recipes, and change the marching order of the party.

A) STATUS

With the Status Command you may check your party members' condition and the items they have. When selected, two windows will appear; one with the party members, and the other indicates the virtues they have attained. To look at a individual member in depth, move the cursor with the Control Pad to the member you wish and press the A Button.



Name shows the Character's Name. Level shows the Character's current level based on accumulated Experience. Hit Points indicate the character's current health level; at zero the character expires. Strength indicates offensive attack strength. Intelligence influences the success of an attack. Armor and Weapons show the currently equipped armor and weapons of the character. Magic Points show casting points available. GPs show the amount of accumulated party wealth. Experience shows total points gained. Character Class shows the character's profession.

B) READY

The Ready Command allows the player to change the weapon or the armor the character is currently using. To change or equip yourself with a character, use the Control Pad to select the item you wish to equip yourself with and press the A Button. A Star next to the item means you are equipped.

There Are Two Types Of Weapons

Generally there are two types of weapons: Projectile and Hand-Held. Projectile weapons such as slings and bows "shoot" enemies from a distance. Hand-Held weapons require the character to get right next to an opponent to attack.

C) HERBS

The Herbs Command shows you an inventory of the herbs the party is carrying. The inventory list shows the number of "doses" for each herb. Each time a spell is cast, the proper number of herbs will be subtracted.

D) RUNES

Each of the Runes corresponds to a Virtue. For each Rune that the party possesses, there will be a Virtue in the window when this function is selected. If no Runes are possessed this will also be indicated.

E) STONES

Each Stone is identified by a separate color. The colors of the Stones that the party possesses will appear in the window when this function is selected. As with the Runes, if no Stones are possessed this will also be indicated.

F) RECIPE

When this function is selected, the list of available spells will appear. By using the Control Pad to move the cursor and pressing the A Button to select the spell, the herbs needed to cast the spell will be displayed. Use this to keep track of which herbs you need the most.

G) ORDER

With the Order Command the player may rearrange the marching order of the party. The main character is the leader and must always remain up front, but the rest of the party may be changed. Move the Control Pad to place the cursor on the character's name who you wish to be second in line, and press the A Button. You cannot change the marching order of your characters in the middle of a battle.

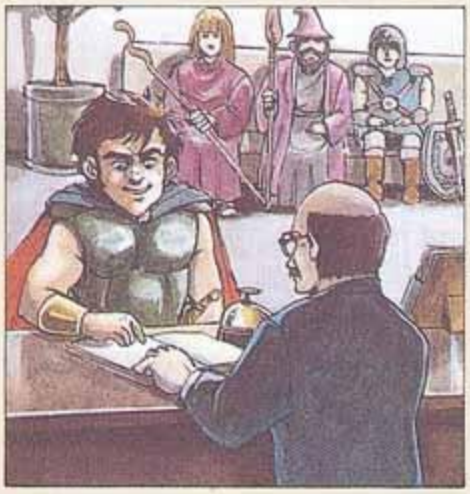
EACH TOWN CONTAINS MANY IMPORTANT BUILDINGS

Without the services provided in each town, the quest of Avatarhood would not be possible. Search through each town very carefully. Many secrets are there to be found.

INN

It is a place where the party can rest and recover some of its lost Hit Points and Magic Points. It is also a place where you can save your game. When you wish to re-start a game that you have saved, this is the spot where you will resume play. You will have three options to choose from. You may stay and not save, stay and save your game, but continue to play, or stay, save your game, and stop playing for the day.

HOW TO STOP THE GAME



If you want to stop playing and turn off the game, answer "No" when the character at the register asks you if you wish to leave in the morning. Heed well the warning about pressing in and holding the Reset Button when shutting off the power. This will protect the game's memory from an accidental loss. When you play later, this is where you'll start.

PUB

The Pub is a gathering place for travellers of many sorts and also a great place to gather information. For the right amount of tip, you never know what you might find out. Use the Control Pad to select the amount you wish to give to the Barkeeper and press the A Button.

WEAPON AND ARMOR SHOP

In these shops the player may improve the equipment of his party by purchasing better items than they started with. Shop around because the items do vary from town to town. You may also sell your extra items here.

GUILD

The Adventurer's Guild is where the party may go to purchase items necessary for your explorations. Be sure you purchase enough of them. You may get easily lost without them.

HEALER

Here you may bring your wounded party members to have them Healed, Resurrected, or Cured if necessary. The Healer will charge for his service. Be sure to seek information here also.

HERB SHOP

This shop sells the herbs that are necessary for casting magic. You pay for the herbs just like you pay for drinks at the Pub. Be sure to stock up when you can. An herb shop is not found in every town.

MAGIC BOOK SERVICE

As you travel about Britannia, you will find characters who will give you information about various spells. Be sure to write down the ingredients they tell you. When you come to Moorglow where there is a Book Service, you may have the spell entered into your spell list. By pressing the A Button to talk to the Scribe, a list of the spells will appear. Select the spell. You will then be asked what the ingredients of the spell are. Once listed, you will be able to use the spell.

THE CASTLE BRITANNIA IS AN IMPORTANT BASE!

The Castle Britannia is located at the center of the world of Britannia. Here you will find many services that will assist you on your quest. It is good often to check in with Lord British for new levels and some helpful tips.

CASTLE BRITANNIA HOSTEL

One of the goals of the Avatar is to gather the seven companions. Only four of these characters may travel with you at a time. The others will wait here for you. You may return and change the party members at any time.

HAWKWIND'S ROOM

To reach Avatarhood you must master the eight Virtues. Each time you act properly, your Virtue level will rise. If you act against the Virtue, the level will fall. If you are uncertain as to whether or not you have attained the highest level in a Virtue, talk to Hawkwind. He will tell you whether or not you have attained the proper level for Avatarhood. If you have not, he will not tell you why. This is the purpose of the quest; to find the Virtues by deeds alone.

KNOW YOUR LANDSCAPE!

The various different types of terrain in Britannia affect the speed at which the party may move, and the distance they may see. Some areas of the map may appear "blacked out" indicating a visual obstruction.

CASTLES/TOWNS

They may be found in many places. To enter, walk in to them.

STAIRWAYS

To utilize Stairways walk onto them. You will automatically go up or down.

DUNGEONS

Like Towns, you enter them by walking on top of them. Great danger lurks here.

SHRINES

Again like Towns. Only those who are worthy may enter these sacred halls.

PLAINS/BUSHES/PLATEAUS

They do not impede the party's movement. Some strong monsters are here.

FORESTS

Your sight is limited here. Forests will also slow you down.

POISON SWAMPS

The Dead Man's Swamp. With each step you may be poisoned. Be careful.

MOUNTAINS

You can not walk on the mountains. It will also block your sight.

BLACK OUT

As previously mentioned some parts of the map cannot be seen. This represents limited visibility. You can always see a character's width away in deep forest.

USING THE BATTLE COMMANDS

Peace reigns in the more settled parts of Britannia, but the wilderness still abounds with danger. As the party travels, the members may be set upon by fierce beasts and creatures of great magical powers. When the party is attacked by hostile monsters or when the Attack Command is selected, the Battle Screen will appear. By using the Control Pad to move the cursor, and the A Button to activate the command, the party may defend itself. Each time the Battle Screen appears, it represents one full combat turn. At the conclusion of each turn, the screen will return. If you wish to cancel a command, press the B Button. By continually pressing the B Button you can "back" your way through the entire party's commands.

The Battle Screen

LIST OF BATTLE COMMANDS

PARTY'S CONDITION

BATTLE DESCRIPTION

1 AUTO

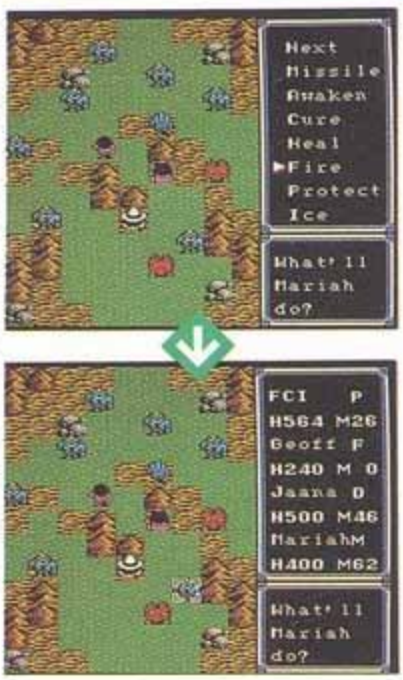
This command lets the computer decide what the character should do. Often the computer will execute the last command that you input repeatedly. Rarely will the computer use the projectile weapons or magic spells.

2 ATTACK

If the character is within range for a Hand-Held attack then the character will use a Hand-Held weapon. If the character is out of range he will use a projectile weapon. If the projectile weapon is used, a target box will appear on the screen. Use the Control Pad to move the box onto the enemy you wish to attack and press the A Button. A character that has no projectile weapon will automatically attempt to get closer to the enemy to use his Hand-Held weapon.

3 CAST

When the Cast Command is selected, the list of spells will appear. The player should then select a spell using the Control Pad and the A Button. Once the spell has been selected, the player will select the enemy target by using the Control Pad to move the target box on the screen as with the projectile weapon. The target box will not appear if the party does not have enough herbs for the spell. In this case, a message saying that there are not enough herbs will appear indicating that the ENTIRE party does not have the herbs.



4 USE

This command allows the party to use any of the items that the party is carrying. It works exactly like the Use Command from the Play Command list. Use the Control Pad to move the cursor to the item you wish the character to use and press the A Button.

5 MOVE

If the Move Command is selected, an arrow will appear next to the party member. By moving the Control Pad, you can move the arrow to point in any of four directions to which the character will move. Enter the command by pressing the A Button.

How To Retreat

Occasionally the party may find flight better than fight. To retreat from combat, use the Move Command to move the character off ANY edge of the screen. Each character must retreat off the screen individually to be safe. Be careful, retreating can lower your Virtue level.

THE MONSTERS OF BRITANNIA

Although most of the evil was purged from the land of Britannia, the vast wilderness still left places for it to hide. These remnants of the long lost powers of darkness continue to grow, seeking their revenge on those who defeated them. Some of the monsters can use magic or arrows. They appear in groups of their own kind, and sometimes, mixed in order to gain more strength. Often your valiant party will be out numbered. Use your noble companions well.

INSECTS

HP=10 OFF=4 DEF=1

One of the weaker enemies of Britannia, the Insects often appear in large numbers. They can be trouble for a lone member.

SLIME

HP=10 OFF=6 DEF=6

The Slime attempts to trap a party member and pull him down into the depths of their evil core. Try not to touch them!

RATS

HP=11 OFF=6 DEF=1

Giant mutated rats about the size of a bull! Their bite is powerful but they lack the ability to withstand a powerful blow.

HP=HIT POINTS OFF=OFFENSIVE POWER DEF=DEFENSIVE POWER

SKELETONS

HP=12 OFF=8 DEF=6

These poor souls are what is left of the armies of evil which once beset the land. They can be dangerous.

GREMLINS

HP=12 OFF=6 DEF=1

They live in the many Dungeons of Britannia. They attack in swarms but have little defensive power.

WISPS

HP=15 OFF=4 DEF=30

Dancing sparks of light, the Wisp has little offensive power, but is difficult to defeat due to its elusiveness.

ROGUES

HP=15 OFF=15 DEF=12

Common street criminals. Many of these villains have turned to piracy and now roam the seas as cutthroats.

SPIDERS

HP=15 OFF=6 DEF=6

The Giant Spiders roam the undergrounds of Britannia looking for the unfortunate who stumbles into their lair.

GHOSTS

HP=16 OFF=10 DEF=18

Found almost anywhere in the world of Britannia, the Ghosts can appear with many different types of enemies.

HP=HIT POINTS OFF=OFFENSIVE POWER DEF=DEFENSIVE POWER

ORCS

HP=17 OFF=6 DEF=6

Devious Orcs usually wait until the party is weak to attack. They often appear with Skeleton henchmen.

BATS

HP=18 OFF=6 DEF=1

Bats appear in small groups and usually with some other types of enemy. They are not very strong.

PYTHONS

HP=20 OFF=9 DEF=13

The deadly Pythons can shoot a stream of venom at their enemies. They don't poison, but will burn party members.

NIXIES

HP=20 OFF=8 DEF=8

The aquatic Nixies lurk in the oceans and hurl their tridents at those who invade their territory.

WIZARDS

HP=24 OFF=9 DEF=30

The followers of Mondain and Minax. Their spell-casting and defensive power makes them formidable enemies.

SEAHORSES

HP=25 OFF=5 DEF=5

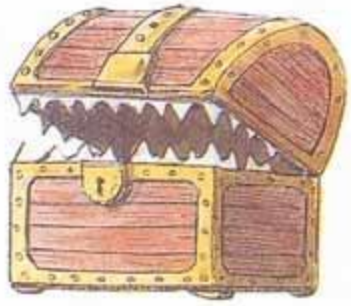
The Seahorses can shoot magic missiles at their enemies aboard a ship. Keep a lookout for them.

HP=HIT POINTS OFF=OFFENSIVE POWER DEF=DEFENSIVE POWER

MIMICS

HP=27 OFF=15 DEF=48

Disguised as a chest of gold, the Mimic throws a magic bolt at those who enter its range. No gold to be found here!



TROLLS

HP=28 OFF=9 DEF=19

Trolls are strong and capable of injuring a party member who comes within their grasp. Keep clear.

HEADLESS

HP=30 OFF=12 DEF=19

The Headless needs no eyes to find his opponent. He simply "feels" them.

SQUIDS

HP=35 OFF=18 DEF=13

These sea monsters have magic properties that have granted them the ability to cast a magical missile. Beware!

SEA SERPENTS

HP=40 OFF=21 DEF=13

Like the Squid, Sea Serpents can cast powerful magic missiles. Sometimes the two beasts appear together.

LICHS

HP=42 OFF=15 DEF=48

The Lichs are spirits of long past wizards. They have several spells and are very dangerous foes. Watch out!

HP=HIT POINTS OFF=OFFENSIVE POWER DEF=DEFENSIVE POWER

ETTINS

HP=45 OFF=15 DEF=18

Somewhere between a Troll and a man, these creatures managed to keep both heads! Are two heads better than one?

PIRATES

HP=45 OFF=15 DEF=18

Stronger than Rogues, Pirates often command a Rogue crew as they search the Sea for prey.

CYCLOPSES

HP=48 OFF=20 DEF=36

The respectable defensive power of Cyclopses makes them one of the enemies you'd do best to avoid. Are you strong enough?

DAEMON

HP=48 OFF=15 DEF=30

They have magical abilities that often render a party's projectile weapons useless. Use magic or Hand-Held weapons.

LAVA LIZARDS

HP=48 OFF=16 DEF=40

Able to withstand great amounts of damage, the Lava Lizards burn their enemies with a shower of blazing hot magma.

PHANTOMS

HP=50 OFF=12 DEF=32

The invisible warriors have magical powers. They attack in several ways and are the most difficult targets to hit.

HP=HIT POINTS OFF=OFFENSIVE POWER DEF=DEFENSIVE POWER

GAZERS

HP=55 OFF=20 DEF=20

The Gazers' powerful blow causes those struck to be put to sleep. This may dramatically reduce your party's firepower!

ZORNS

HP=58 OFF=15 DEF=20

Born from living rock, the Zorns are both strong and capable of very damaging attacks. They appear in small numbers.

DRAGONS

HP=62 OFF=18 DEF=40

With their armored hide, varied weapons and abilities, the Dragons are one of the most feared beasts of Britannia!

BALROGS

HP=70 OFF=25 DEF=60

The Lords of the Under World. He is one of the mightiest monsters the party will face. He is both taloned and magical.

REAPERS

HP=70 OFF=20 DEF=60

The minions of Death! Nearly any weapon is at their disposal. Think carefully before you engage them.

HYDRAS

HP=72 OFF=22 DEF=52

The Kings of Dragons. These multiple headed monsters of might are rare. Few can match them in both offense and defense. Beware!

HP=HIT POINTS OFF=OFFENSIVE POWER DEF=DEFENSIVE POWER

THE MYSTERY OF THE MACABRE DUNGEONS

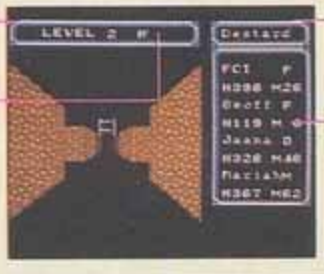
Scattered about the land of Britannia, there are eight bizarre Dungeons. Each of the Dungeons is eight levels deep. They are represented in 3D views, with the direction you are facing and current level of depth constantly displayed. Ladders connect the floors, but they are hidden in the dark that you must cut with magic or torch. Monsters are abundant here and are safe from the champions of the surface world. Who would dare enter their domain and why?

3D VIEW SCREEN

CURRENT FLOOR NUMBER

DIRECTION YOU ARE FACING.

- N=NORTH
- S=SOUTH
- W=WEST
- E=EAST

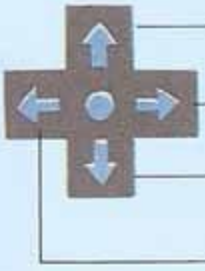


NAME OF THE DUNGEON

PARTY'S CONDITION

MOVING ABOUT THE DUNGEON

To move in the Dungeon use the Control Pad. Up will move the party forward in the facing direction. Left and Right will execute turns in the corresponding direction. Down will move the party backward.



MOVES FORWARD

TURNS LEFT

MOVES BACK

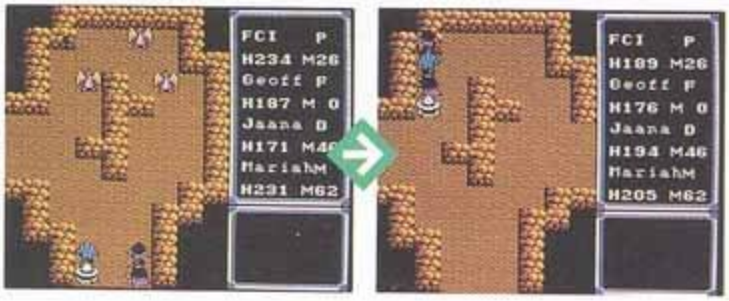
TURNS RIGHT

LADDERS

Ladders are used to change levels vertically. Whenever the party reaches a ladder, the game will ask whether the party wishes to use the ladder or not. Use the Control Pad and the A Button to answer.

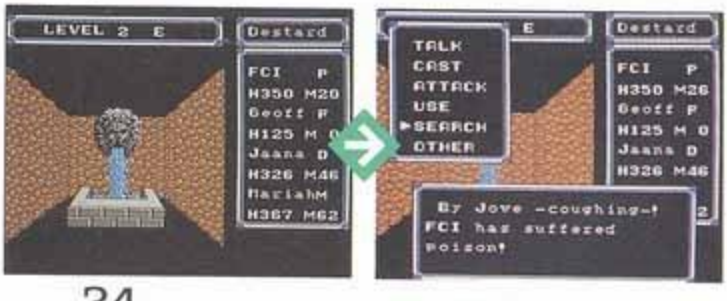
MYSTERIES OF THE SECRET ROOMS

Hidden in the Dungeons are several secret rooms. Many of these rooms will move you to a Battle Screen as soon as you enter them. To find these rooms, be sure to search the walls. Often a wall that appears to be nothing, can be something. Dead ends are also good places to look.



TREASURE CHESTS AND SPRINGS

Throughout the Dungeons you may find Treasure Chests and Water Springs. You may open the chests or drink from the Spring with the Search Command. Whether the effects of drinking from a Spring are good or bad are up to the brave and the foolish to find out.



JEWELS

In some places in the Dungeons you will find a Jewel mounted in a silver holder. Touching it may raise an Attribute by 5 points. The effect of raising an Attribute may be anywhere from 200 to 800 points of damage to the character depending on which Attribute is raised. Be sure the character can survive the shock before he touches it or he may be destroyed.

STONES ARE HIDDEN IN THE DUNGEONS

To complete the quest of Avatarhood, the player must find the Stones that correspond to the Eight Virtues. The Stones vary in color and most are well hidden within the depth of the Dungeon. Search well and prepare. It is unlikely that you will find them unguarded.

ALTAR ROOMS

Down within the lowest depths of the Dungeon you will find the Altar Room. The room, by legend, is said to possess great power and a special function. The Altar Rooms are related to the principles of Love, Truth, and Courage. See if you can solve their riddle.

USING THE GEMS

While in the Dungeon, should a player possess a Gem, he may get to "see" a map of the Dungeon. Gems are found on the Item Screen and are activated by the Control Pad and the A Button just like the torches and other special items. Used wisely, they can get you out of danger.

MAGIC

A smart party may be able to do great things with their weapons and fighting skills. But without the force of magic, the cause is all but lost. Casting spells requires both Magic Points and the proper ingredients. Learn the abilities of your party members well. Some characters are far better at casting spells than others. Keep a close eye on the remaining amount of Magic Points for each member, and the amount of ingredients the party has on the Herb Status Screen. You will find that you will have to use magic very sparingly in order to survive.

MAGIC POINTS ARE RESTORED AS YOU WALK

With every step some of the spent Magic Points are recovered. It is important to remember that the points are not recovered unless the party is moving. With proper management, a balanced party will always have a party member whose Magic Point total is nearly full.

THERE ARE EIGHT INGREDIENTS

ASH

2 GPs

The basic power of sulfur ash is illumination. It is used in several spells and is found in shops.

GINSENG

5 GPs

Ginseng is an herb of the nervous system and is used to restore health and for its hypnotic properties.

GARLIC

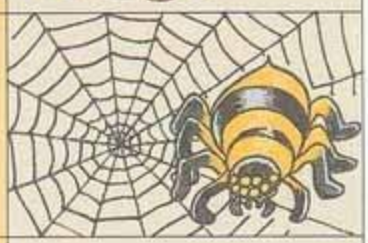
6 GPs

Garlic restores strength, dispels spirits, and treats disease. A very useful herb indeed!

SILKWEB

3 GPs

Used in restraining or stopping magic. It is commonly used as a component of defensive spells.



BLOOD MOSS

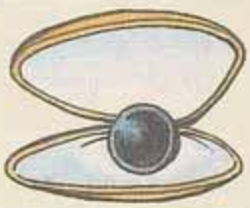
6 GPs

BLOOD MOSS is related to powers of speed and movement. It is also good for maintaining life. Check the shops for it.

BLACK PEARL

9 GPs

One of the strongest components of offensive spells. Never run out of it.



FUNGUS

?

A mighty herb! Fungus is poisonous and deadly to most enemies. Search well, it is very difficult to find.

MANROOT

?

Manroot can not be found in any shops. Legend says it is found in the night of a new moon. Use Search.

MAGIC SPELLS

There are 25 different spells which the party may use to complete their quest. Some of the spells can not be used at the start of the game, and some must be learned as the player progresses. Remember to place new spells in the magic book in the Registry.

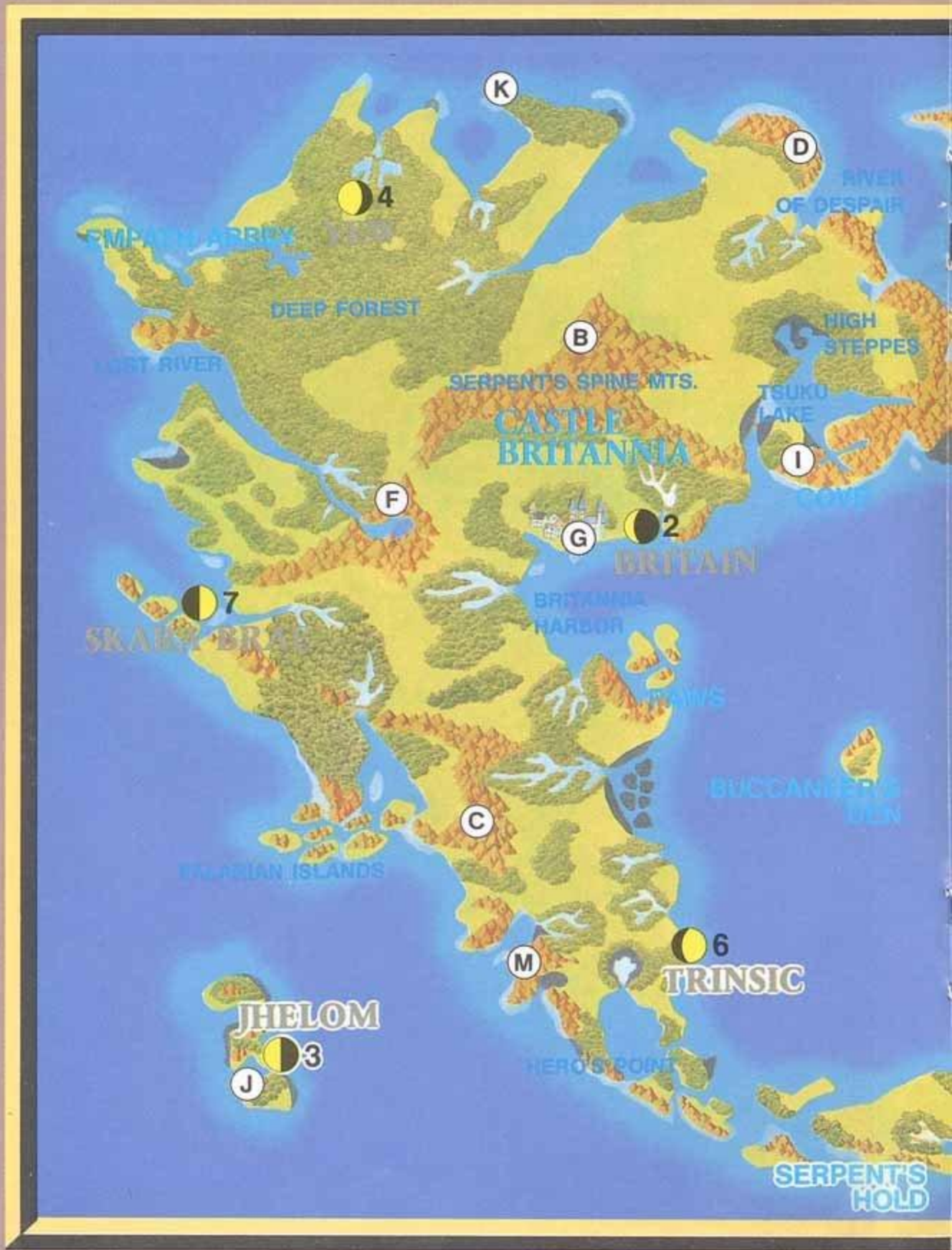
SPELL	MP COST	INGRE-DIENTS	EFFECTS
LIGHT	3	A	Will light up a dark area for a short period of time.
MISSILE	3	A+F	Casts an offensive bolt of magic at a single enemy.
AWAKEN	5	B+C	Awaken a single sleeping party member.
CURE	6	B+E	Removes the poison from one character's body.
WIND	10	C+E	Changes the direction of the wind. Needed for control in flight.
HEAL	10	C+D	Restores a variable amount of Hit Points for a member.
SLEEP	10		Puts the enemy to sleep. May not affect some enemies.
FIRE	12	A+F	Casts a fireball at the enemy. A very useful spell!
EXIT	12	A+D +E	Teleports the party from the Dungeon. Doesn't work in a room.
DISPEL	12	A+C +F	Cancels energy fields caused by Poison and Fire.
VIEW	15	G+H	Shows your current position on the surface or in a Dungeon.
PROTECT	15	A+B +C	Strengthens the defensive power of the entire party.

INGREDIENTS

A=Ash B=Ginseng C=Garlic D=Silkweb E=Moss
F=Pearl G=Fungus H=Manroot

SPELL	MP COST	INGRE-DIENTS	EFFECTS
ICE	17	F+H	Casts an explosive ball of ice at an enemy.
BLINK	18	D+E	Retreats the party from battle without the loss of Virtue.
REFLECT	20		Deflects the enemies projectile attacks. Will not deflect a magic spell.
NEGATE	20		Cancels ALL magic spells cast by both friend and foe.
ENERGY	22	A+D +F	Creates a ring of lava about an enemy in a 3X3 area.
DESTROY	23		If the enemy is affected, he will be eliminated.
QUICK	25	A+B +E	Increases the number of attacks from 2 to 4 randomly per round.
DEFEAT	28	E+F +H	Hurls ice balls at the enemies around the party.
JINX	28		Causes many of the enemies to begin fighting one another.
SQUISH	28		Squeezes the Hit Points out of the enemy. Search the towns for this spell!
GATE TRAVEL	32		Allows the party to travel around the Moongates freely.
TREMOR	40		Creates an earthquake causing damage to multiple enemies.
RESURRECT	45		Restores a party member to life with half HPs and MPs.

THE LAND OF BRITAN

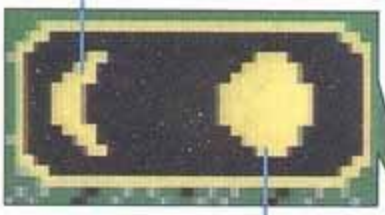


INIA

A	DECEIT
B	DESPISE
C	DASTARD
D	WRONG
E	COVETOUS
F	SHAME
G	HYTHLOTH
H	SHRINE OF HONESTY
I	SHRINE OF COMPASSION
J	SHRINE OF VALOR
K	SHRINE OF JUSTICE
L	SHRINE OF SACRIFICE
M	SHRINE OF HONOR
N	SHRINE OF SPIRITUALITY
O	SHRINE OF HUMILITY

THE PATHWAYS OF THE MOONGATE

TRAMMEL
The western moon of Britannia. This moon decides when the gate will open.



FELUCCA
The eastern moon of Britannia. It will determine where you go when you travel.

The Moongate is a teleporting portal through which the party can travel vast distances. They open and close depending on the various phases of the two moons of Britannia, Trammel and Felucca. The location where these portals will take you is determined by the precise position of EACH moon. For example, if Trammel is in phase 1, and Felucca is in phase 3, the party can travel from gate 1 to gate 3. The gates will take you very far!

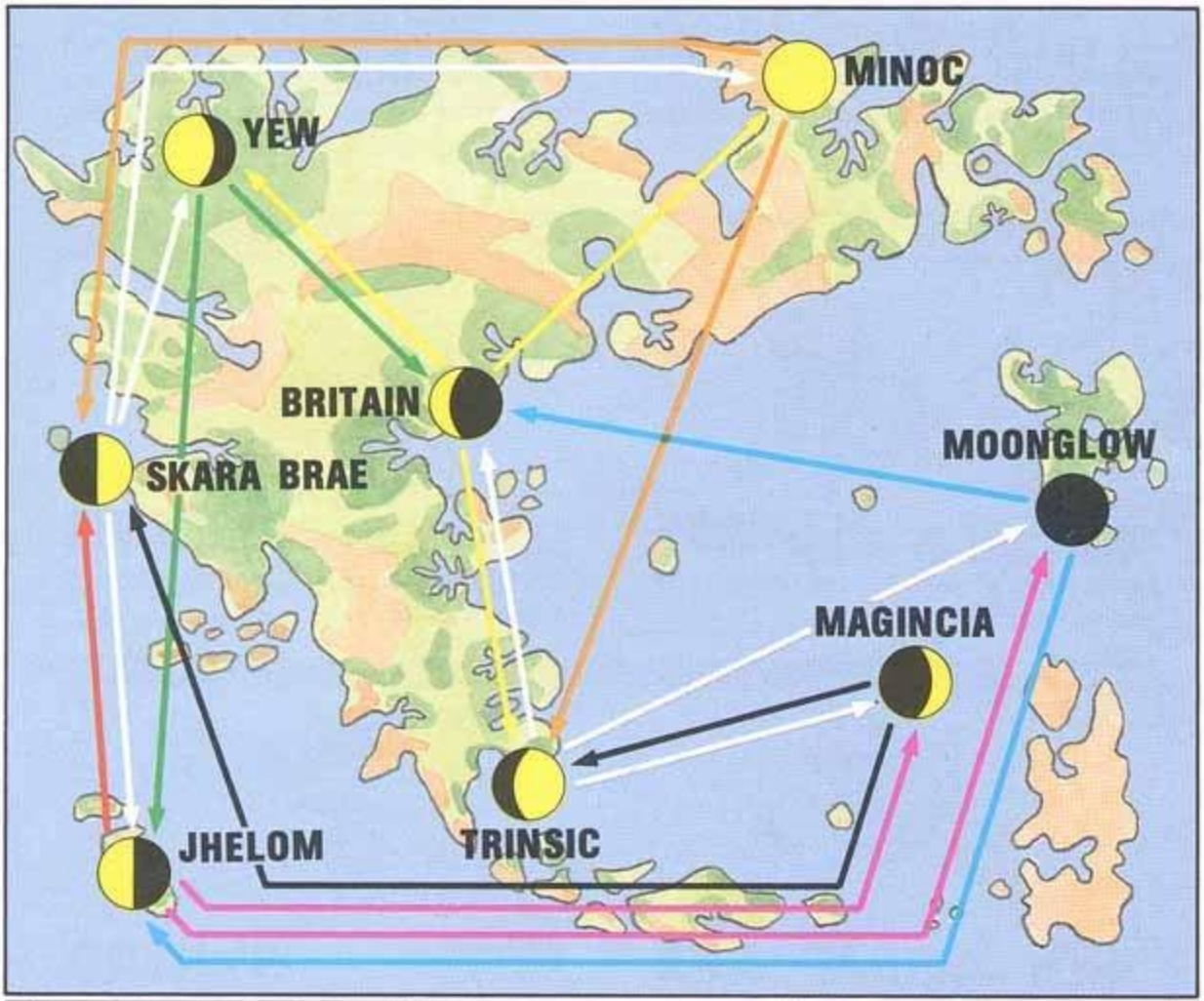
OPENING AND DESTINATION OF THE MOONGATES

OPENING GATES BY THE PHASE OF TRAMMEL			DESTINATION BY THE PHASE OF FELUCCA					
1	MOONGLOW	●	1	●	2	◑	3	◑
2	BRITAIN	◑	4	◑	5	○	6	◑
3	JHELOM	◑	7	◑	8	◑	1	●
4	YEW	◑	2	◑	3	◑	4	◑
5	MINOC	○	5	○	6	◑	7	◑
6	TRINSIC	◑	8	◑	1	●	2	◑
7	SKARA BRAE	◑	3	◑	4	◑	5	○
8	MAGINCIA	◑	6	◑	7	◑	8	◑

*Locations on Pages 40, 41

MOON GATE TRAVEL MAP

If you find it difficult to understand, the below map will show you how and which locations the gates connect. The map on Pages 40, and 41 will also help.

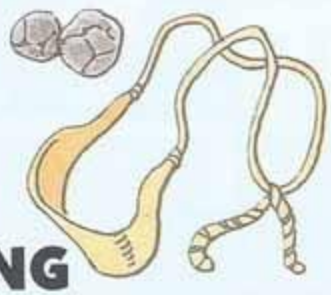


ITEMS YOU MAY NEED FOR YOUR JOURNEY

In order to succeed in your quest you will need a number of items. As your levels increase you will upgrade or trade items to survive the adventure.

WEAPONS

PROJECTILE WEAPONS



SLING

A piece of folded cloth to hurl stones. It is not very powerful.

BOW & ARROW

The preferred weapon. It is strong and can fire unlimited arrows.

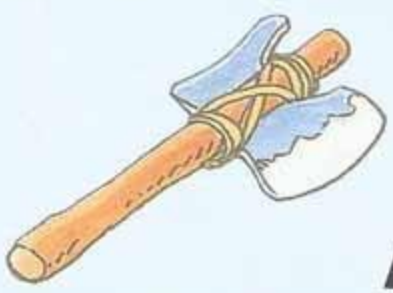
HAND-HELD WEAPONS

STAFF

A stout length of wood. It is the weapon of the Wizards and Shepherds.

CLUB

Nothing more than a piece of tree. It is clumsy and not very effective.



AXE

Made entirely of metal, this weapon is sturdy and reliable.

SWORD

The warrior's weapon. The first choice of all serious adventurers.

ARMOR

CLOTH

A tunic made of fabric. This is the only armor a wizard can wear.

LEATHER ARMOR

Made of the finest hides, this is the preferred armor of the Bard and Druid.

CHAIN ARMOR

Tightly connected links of metal. This is the armor of Hand-to-Hand warriors.

IRON ARMOR

The strongest you can buy. Only the Paladin, Fighter, and Tinker can wear it.

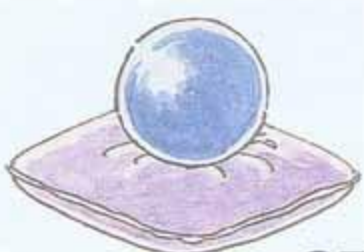
TRAVEL GEAR

TORCH

The torch shall light the darkness when travelling underground. Useful it is!

OIL JUG

Each jug can be lit and hurled at an enemy. If all else fails, try it.



GEM

If lost in a Dungeon, its power may become your guiding light.

MAGIC KEY

In your travels you will come across many locked doors. Let the key help you!

THE ITEMS OF THE AVATAR

RUNES

A stone tablet with a symbol carved into it. There is one for each Virtue. You must find them all to succeed.

STONE

The Stones come in eight colors. They are related to the eight Virtues. Only an Avatar knows how and why.

CANDELABRA OF LOVE

Symbol of the principle of Love. Find it.

BOOK OF TRUTH

Only the worthy may bear the icon of truth.

BELL OF COURAGE

A great peril must be faced to attain this.

THREE PARTS KEY

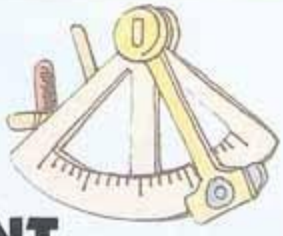
Far beyond a normal key. What it unlocks remains a mystery.

HORN

Its power remains an enigma to all. The Avatar will know.

SKELETON

The skull of Mondain. The greatest evil!



SEXTANT

A valuable navigation tool. Tells you where you are.

THE RIDDLE OF THE VIRTUES

The whole purpose of your quest is to master the eight Virtues. They are: Valor, Compassion, Honesty, Honor, Sacrifice, Justice, Humility, and Spirituality. To master them, you must demonstrate by your actions that you are the living embodiment of them. If you flee before battle, your Valor level will drop. Should you lie, your level of Honesty will drop. Learn the relationship of these Virtues and your actions. With the help of your seven companions you may be able to piece the riddle of the Stones, Runes, and the Three Principles of Love, Truth, and Courage to be the one true Avatar. Hawkwind, and Lord British along with many of the people of Britannia will be there for your aid. Question everyone. Remember your Virtues. Leave no stone unturned. The repercussions of your actions may have effects which are not clearly seen at the moment. Beware, the agents of evil will attempt to turn you from your path. You must learn every trick you can without deception or falsehood. Only Hawkwind can te!l you exactly how well you are progressing. See him often. With his guidance you will be able to determine if the actions you are taking will lead you to success, or into the depths of despair.

ACTIONS TO ATTAIN THE EIGHT VIRTUES

HONESTY

You must never tell a lie. This is not always easy to do.

COMPASSION

Be kind to others. Help those who are less fortunate.

VALOR

Live without fear. Be courageous in the face of danger.

JUSTICE

Discriminate against no one. All must be equal in the eyes of the law.

SACRIFICE

Give aid to the needy. Be generous to the poor.

HONOR

Keep your promises. Never go back on your word.

SPIRITUALITY

Seek knowledge and enlightenment. Do all you can to spread good cheer.

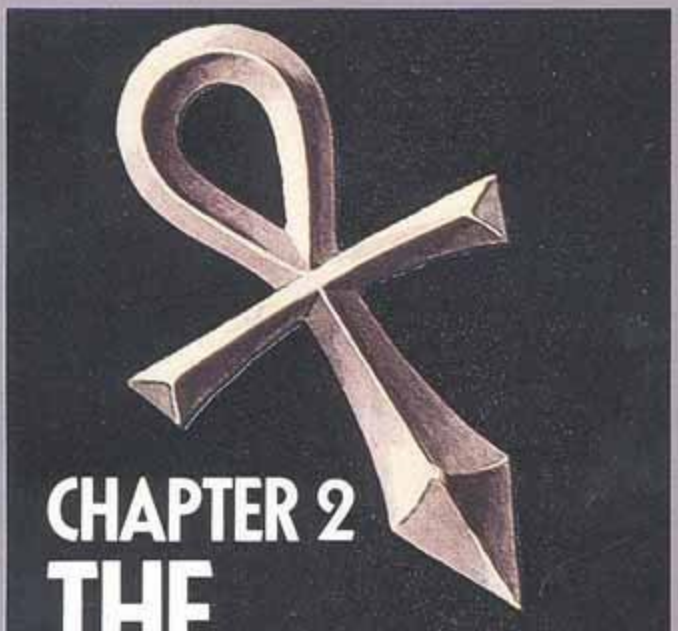
HUMILITY

Know that there is never one too great, nor too small.

THE RELATIONSHIP OF PRINCIPLE AND VIRTUE

	TRUTH	LOVE	COURAGE	
HONESTY	○	—	—	BLUE
COMPASSION				
VALOR				RED
JUSTICE				
SACRIFICE				ORANGE
HONOR				
SPIRITUALITY				
HUMILITY				

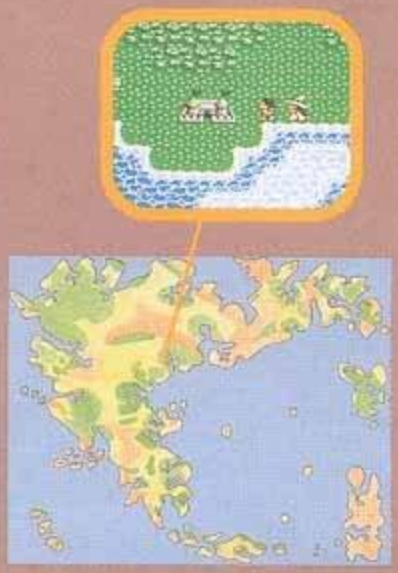
Can you fill in the blanks?



CHAPTER 2
THE WORLD OF BRITANNIA

CASTLE BRITANNIA

This is the home of Lord British and his fortune-teller, Hawkwind. It is nearly at the center of Britannia and one of the most important places that you will visit. Come here often. Your extra companions will wait in the Hostel.



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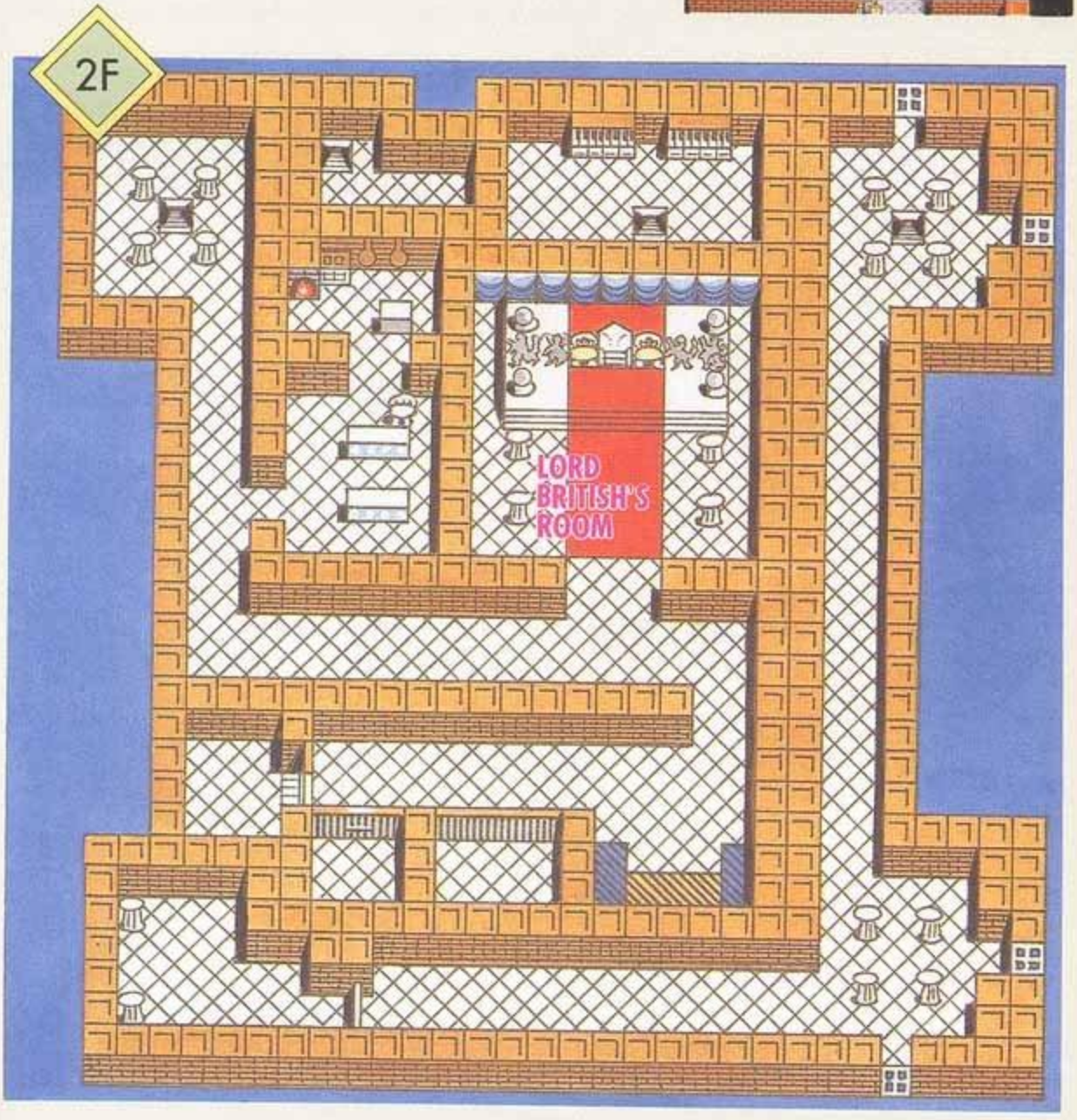
HAWKWIND'S ROOM

DOWNSTAIRS HOSTEL IN THE CASTLE BRITANNIA

LORD BRITISH

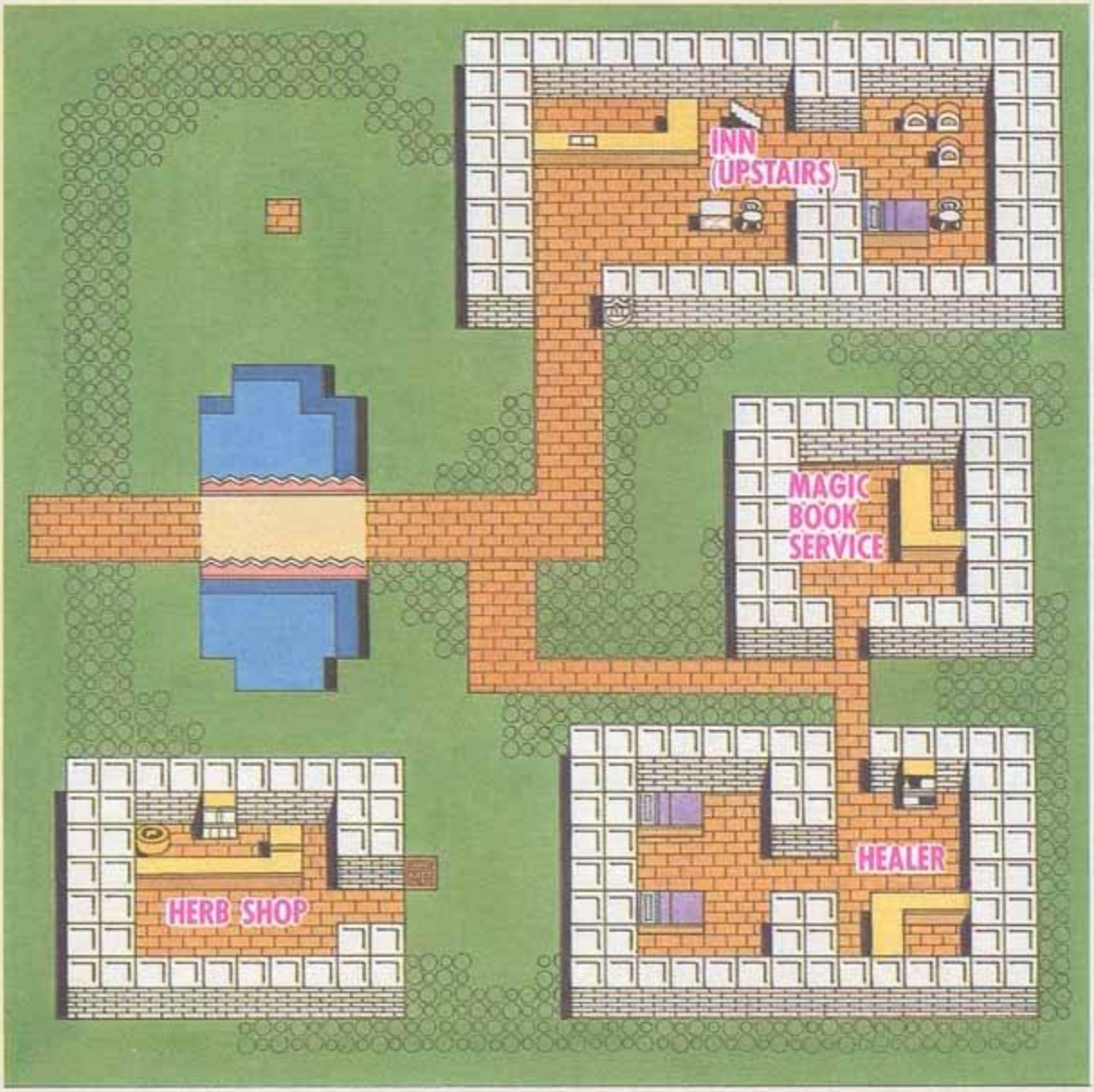
Lord British will be concerned about your quest's progress. He will raise your levels if you're ready and answer any questions that you may have about the Virtues or the Principles. If you are doing well, he may even heal your wounded party members. The comforts of his Hostel are a welcome stop for your weary companions who can not continue with you on your quest.



THE CITY OF HONESTY

MOONGLOW

The town of Moonglow has a Magic Book Service where you can log your newly acquired spells into your book. If you speak with the town residents, they will be able to tell you all about Honesty and where you can gain additional information. Such a peaceful town!



MOONGATE NEAR MOONGLOW

If you watch carefully you will see the moongate west of town across the bridge.

BASIL HAS A SECRET..

Basil has a secret he is just dying to tell, but he won't. He must know that you are worthy. To prove this you may have to travel around gaining bits and pieces of information that folks like him will appreciate.

MAGIC BOOK SERVICE

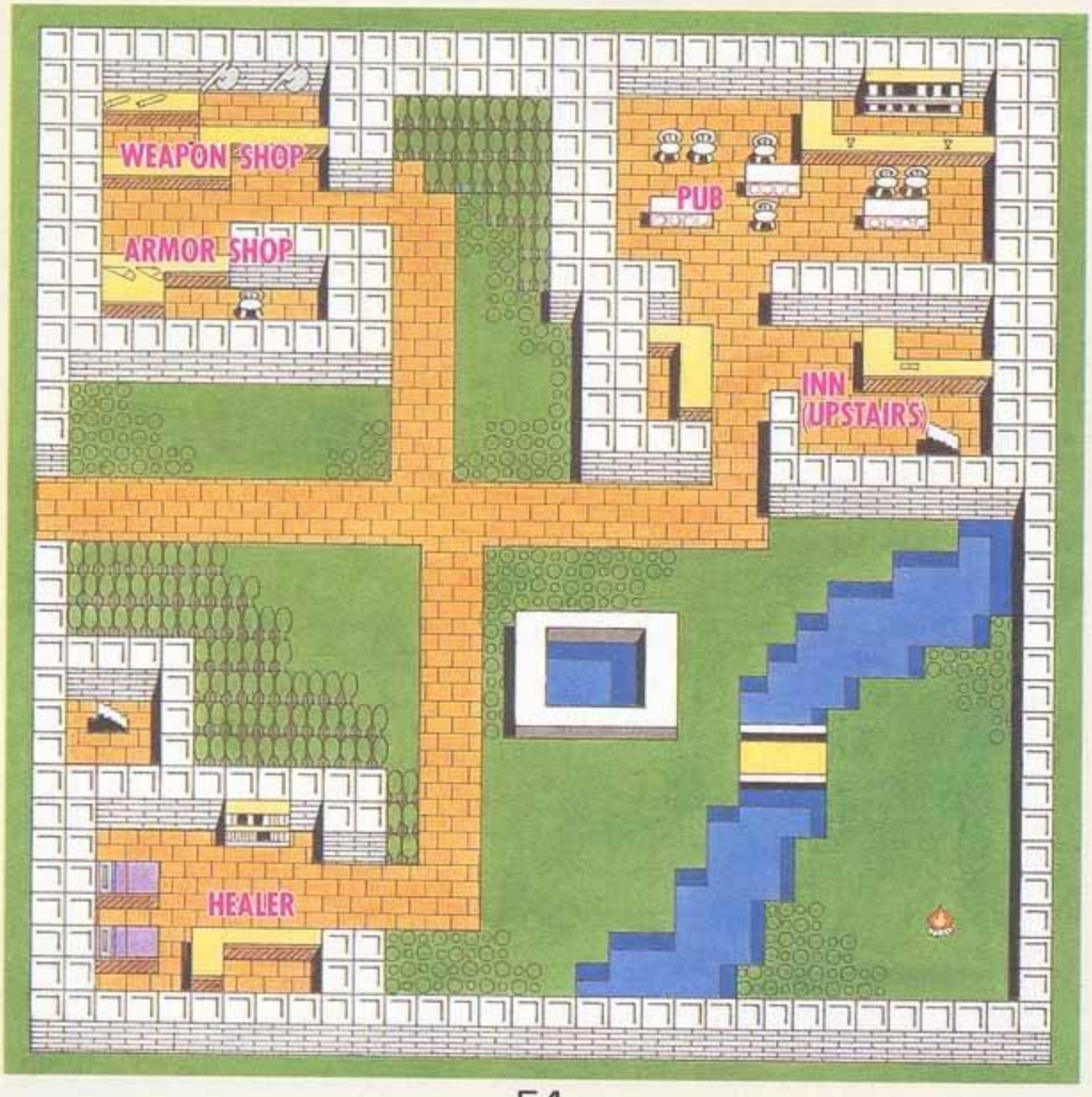
The old man in the Herb Shop will teach you something of magic and maybe give you something to test out at the Magic Book Service. The Book Service is very nice.

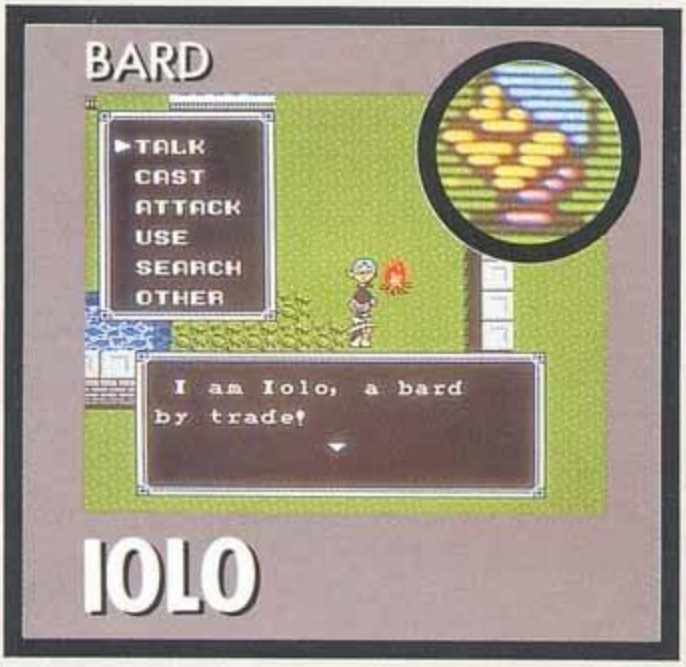
HERB SHOP LIST		
	Ash	2GP
	Ginseng	5GP
	Garlic	6GP
	Silkweb	3GP
	Moss	6GP
	Pearl	9GP

CITY OF COMPASSION

BRITAIN

Since Lord British's Castle is right next door, Britain is a very good place to start as a base of operations. This town has a Pub which is almost always a great place to gather some good information about the local surroundings. Ask around.





MOONGATE NEAR BRITAIN

You will find the Moongate before the bridge east of town.

HELP OUT THE POOR

There are always those who are less fortunate than ourselves. Try to give something to the poor, even if it is but a single Gold Piece. Strong you shall become in the ways of Virtue. Think of the Avatar, always.

THE RUNE IS THE KEY TO THE SHRINE

Most of the Runes are hidden in the towns. The townsfolk will have clues to help you figure out where they may be hidden. Ask around. When you think you have an idea of where they are, use the Search Command to look for them.

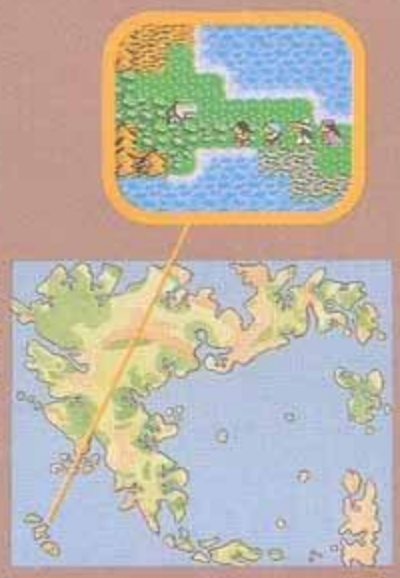
WEAPON SHOP LIST		
	Sling	90GP
	Staff	20GP
	Sword	400GP

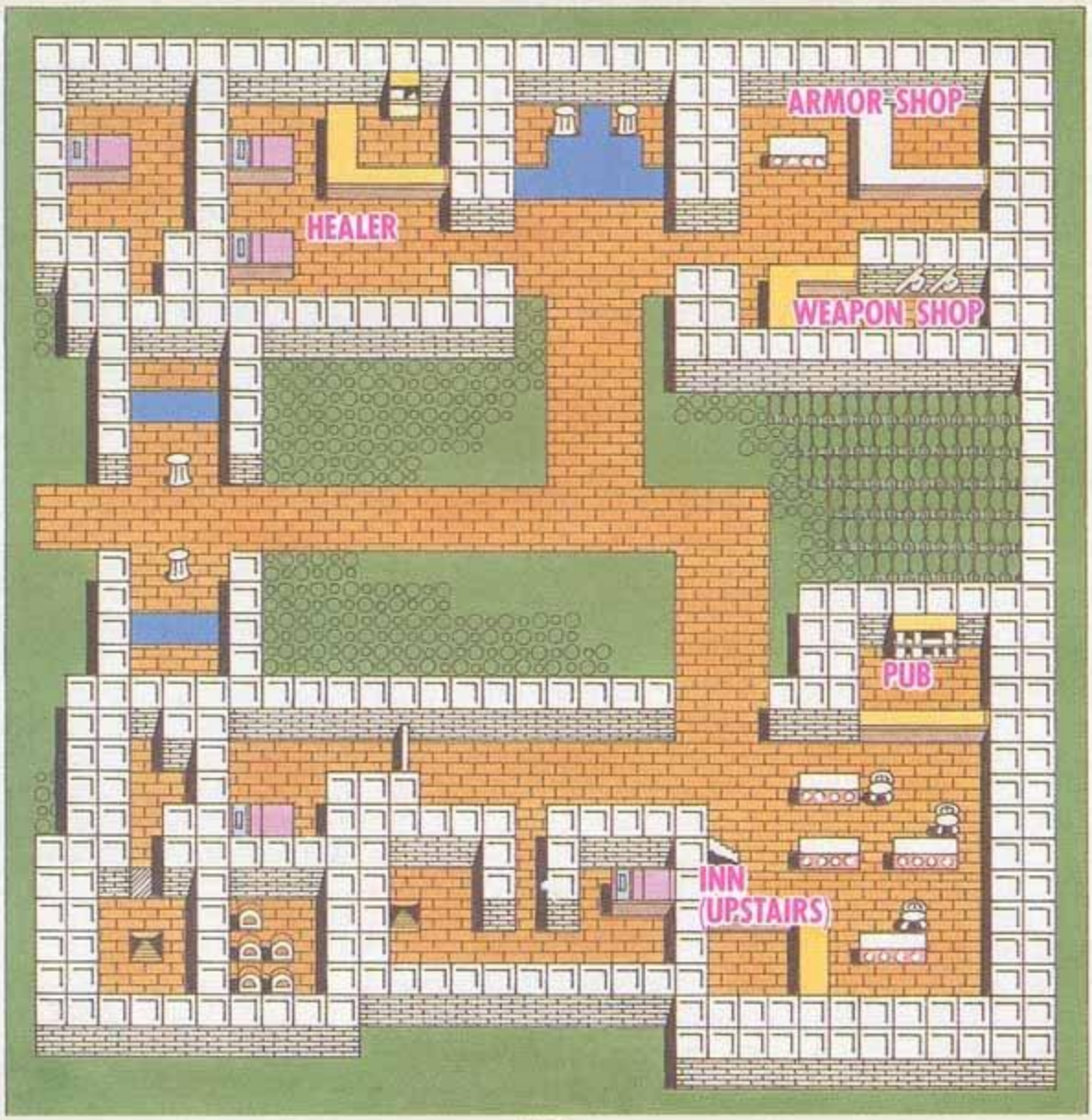
ARMOR SHOP LIST		
	Cloth	50GP
	Leather	200GP
	Chain	600GP

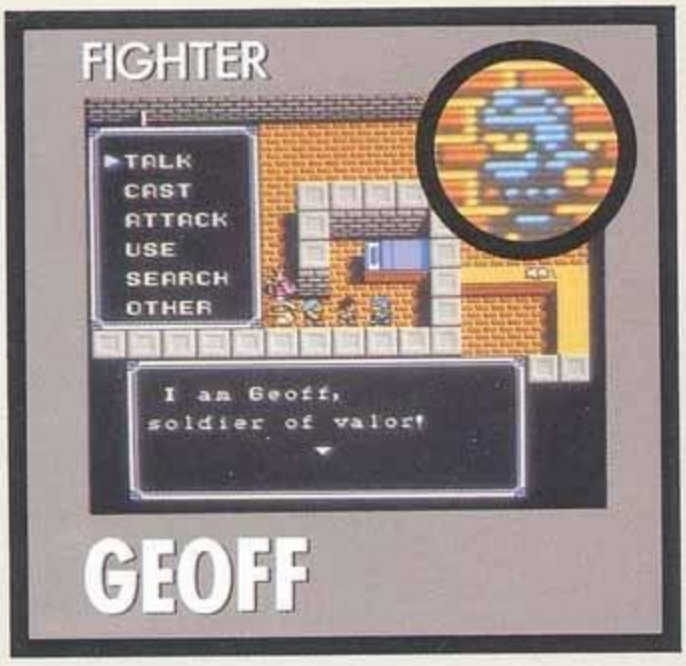
CITY OF VALOR

JHELOM

Located in the center of the Valarian Islands, Jhelom is the home to some of the mightiest fighters in the land. Some of its secrets are not very readily accessible. Can you figure out how to get there and discover what secrets they hide?







MOONGATE NEAR JHELOM

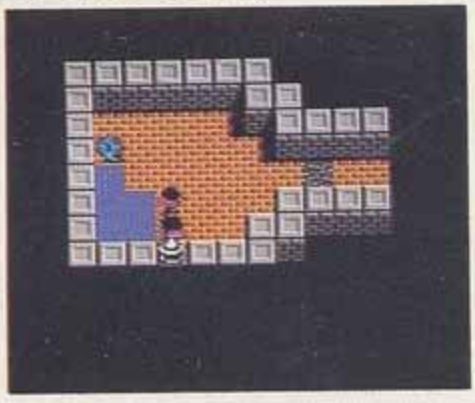
The Moongate is just outside of town hidden away to the east.

TALK TO PEOPLE MANY TIMES

Sometimes you must be a bit of a pest to get somewhere. If you go back and talk to some people a second time, you will find that they say different things. Try it here and you may learn something about a spell called Tremor.

A HIDDEN UNDERGROUND ROOM!

Not all things are visible and accessible in the towns. You may have to search, or perhaps gain an item or information to access things that may be hidden underground. Use your charm and wit.



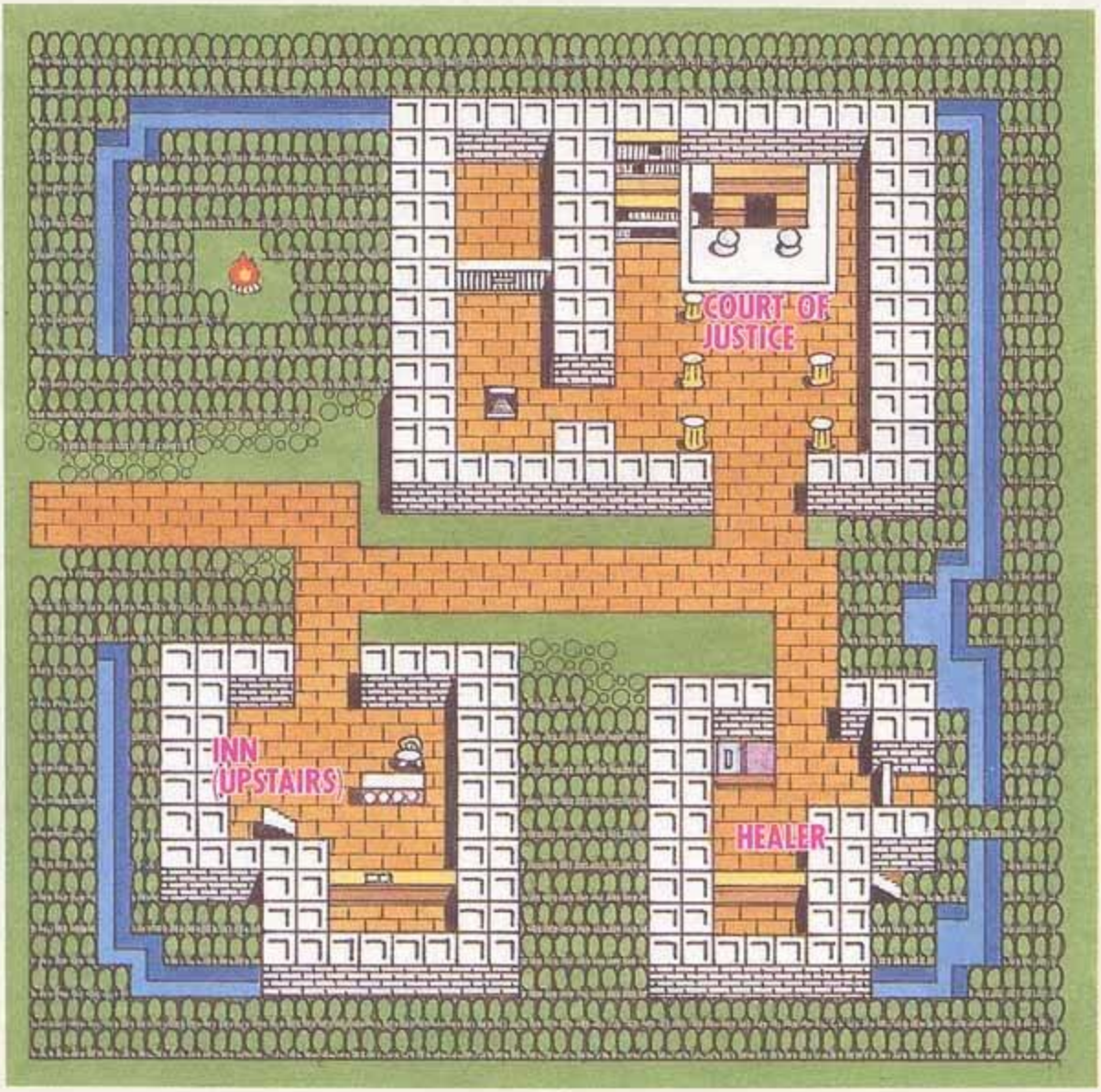
WEAPON SHOP LIST		
	Bow	680GP
	Staff	20GP
	Axe	225GP
	Sword	400GP

ARMOR SHOP LIST		
	Leather	200GP
	Chain	600GP
	Plate	2500GP

CITY OF JUSTICE

YEW

The only courthouse in all the lands of Britannia is found here. The judge will test you. Be careful how you answer his questions, for your Virtue is at stake. See what valuable information you can gain in this town also.



MOONGATE NEAR YEW

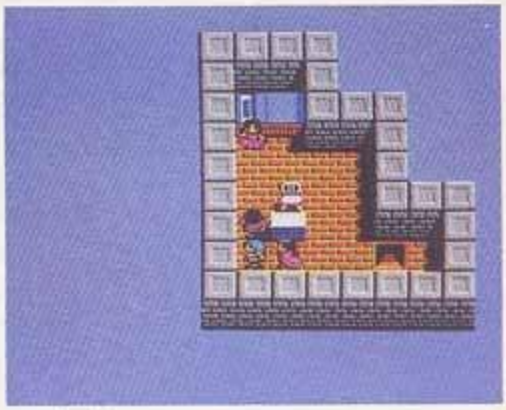
Look in a field outside the town to the Northwest.

WHERE IS THE RUNE?

Information about the Rune has been trusted to Ramus. The only problem with Ramus is he is a bit forgetful. Keep after him. With patience you will be able to gain the information that you seek.

A HIDDEN UPSTAIRS

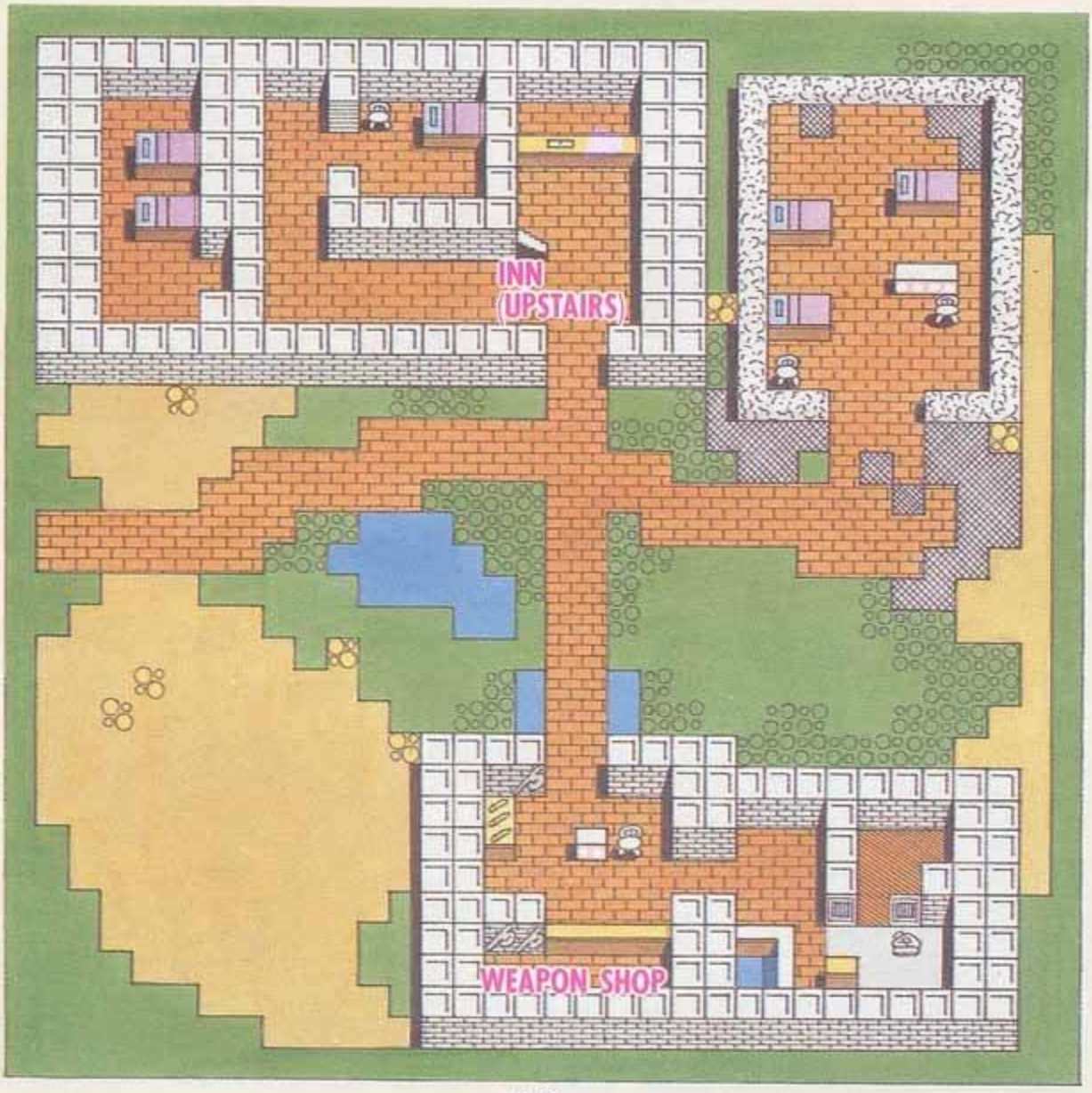
There are some stairs located in the lower right hand corner of the town. Even if you don't have a key, you can still get there by moving around a bit. You may find some valuable information about a spell there.

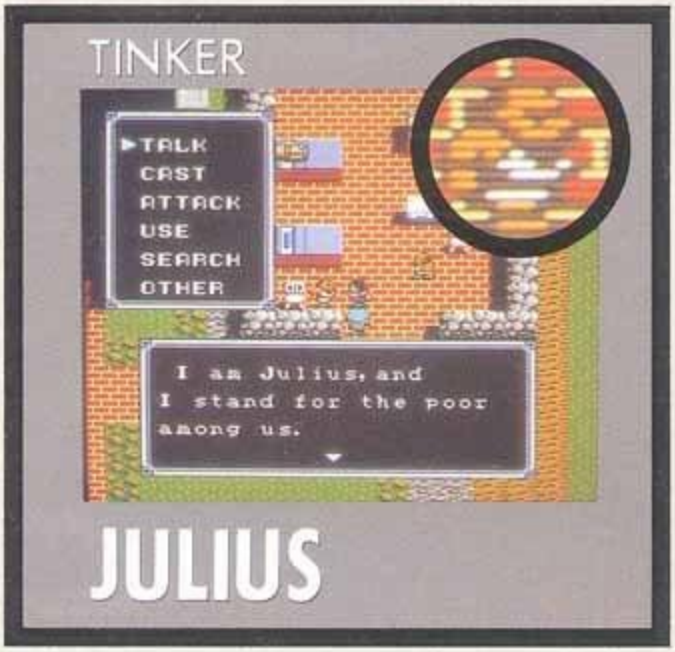


CITY OF SACRIFICE

MINOC

The Skull of Mondain once destroyed this town. In the wake of that destruction, the people learned to embrace the Virtue of Sacrifice. Learn of this Virtue from them and it will serve you well.





MOONGATE NEAR MINOC

Look for the Moongate along the coast to the southeast of town.

GIVE GOLD TO HELP THE SICK

Though it would appear that the sick would have little to offer, one can never forget that the Avatar is pledged to help those in need. If you are generous with those who are ill, you may gain very precious information.

REMEMBER ZIRCON THE SMITH

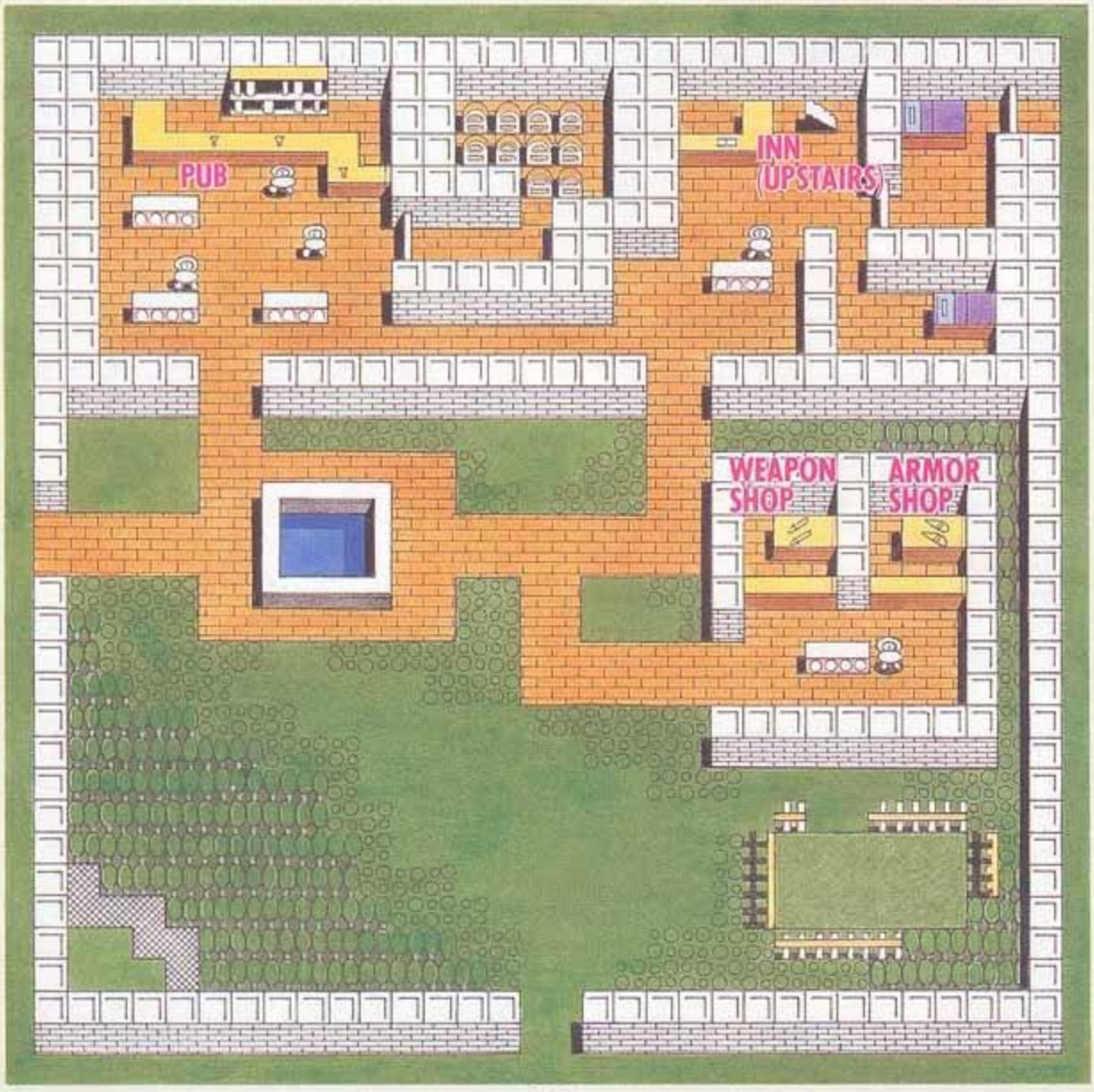
You would do well to visit this powerful smith for he has forged a weapon unlike any other. Perhaps you can persuade him to allow you to use it on your quest. If you can not use it, then maybe one of your companions can. Never waste such an item. Use it!

WEAPON SHOP LIST		
	Club	100GP
	Axe	225GP
	+2 Sword	1500GP
	+1 Axe	3500GP

CITY OF HONOR

TRINSIC

The City of Honor is a very well equipped town. You will find excellent armor and weapons here, along with more information needed to complete your quest. Don't forget to hit the Pub for some excellent tips.



MOONGATE NEAR TRINSIC

You'll have to work your way around the river to the south to find the Moongate.

INFORMATION ABOUT THE SEXTANT

If you hit the Pub and are a good tipper, you may gain some information to get an item that will make getting around the world much easier. There's plenty more Gold where that came from.

TALK TO THE OLD MAN

If you speak to the old man at harvest time, he will give you valuable information. By piecing the bits and pieces of information you get in the various towns, you'll get a good idea of where to find things.

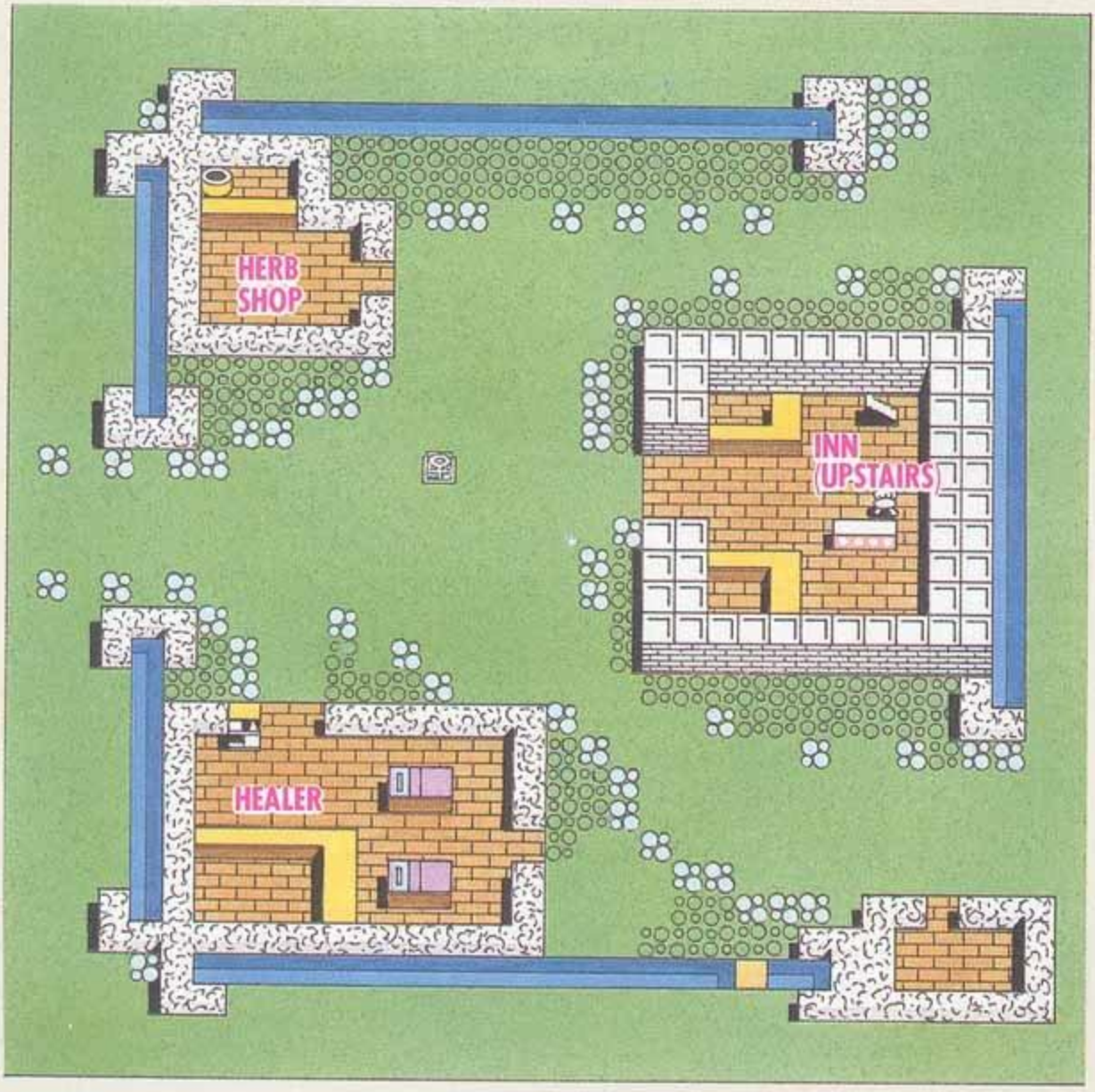
WEAPONS SHOP LIST		
	Bow	680GP
	Club	100GP
	Axe	225GP
	+1 Sword	820GP

ARMOR SHOP LIST		
	Leather	200GP
	Chain	600GP
	Ring	800GP

CITY OF SPIRITUALITY

SKARA BRAE

An old rumor has it that from time to time a ghost appears in the INN here. It is certain that he will have valuable information, if he even exists that is. The Rune is not to be found in this town. You have to look far away.



MOONGATE NEAR SKARA BRAE

It is found on the island somewhere to the south of the town.

TALK TO THE ANKH

Although it is not a person, you never know what it might say and reveal. Should you find other Ankhs, or unusual objects, try talking to them. You never know, and besides, no one is watching you anyway.

INFORMATION ABOUT THE WHITE STONE

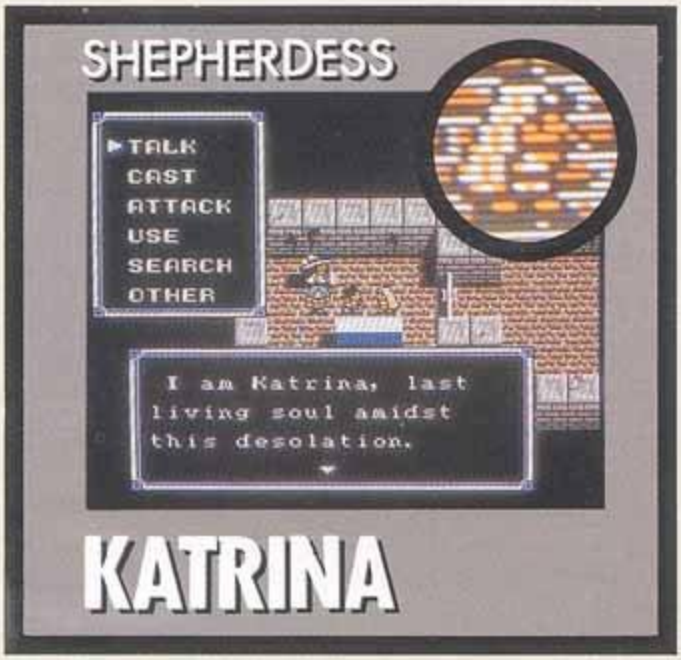
There is information to be found about the White Stone. This may help you solve the riddle of the eight Virtues. Gather all you can. Maybe this Ghost can help

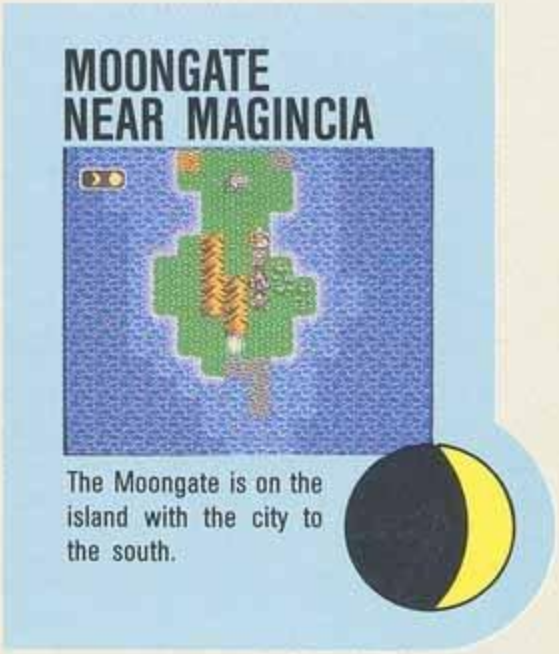
HHERB SHOP LIST		
	Ash	2GP
	Ginseng	5GP
	Garlic	6GP
	Silkweb	3GP
	Moss	6GP
	Pearl	9GP

THE TOWN OF HUMILITY

MAGINCIA

The inhabitants of Magincia are proud folks. All but one of them are monsters. They like to shroud their city in a mist of secrets. You will not find a Rune here. You will find answers also hard to get.





RESIST YOUR DESIRE TO FIGHT

Though the people of this town are monsters, and their apparent lack of cooperation can anger you, remember, Humility. You must not fight or you will lose Virtue. Seek a peaceful answer. The quest of the Avatar is hard.

TWO HIDDEN ROOMS IN TOWN

The rooms are well hidden. Study the map carefully. The answers are there. The chest you may open easily without fear of losing any Virtue like in other towns. You may have to be very careful where you walk though. Sometimes you may have to Sacrifice a little health to gain the treasures that you desire.

CASTLE OF TRUTH
LYCAEUM

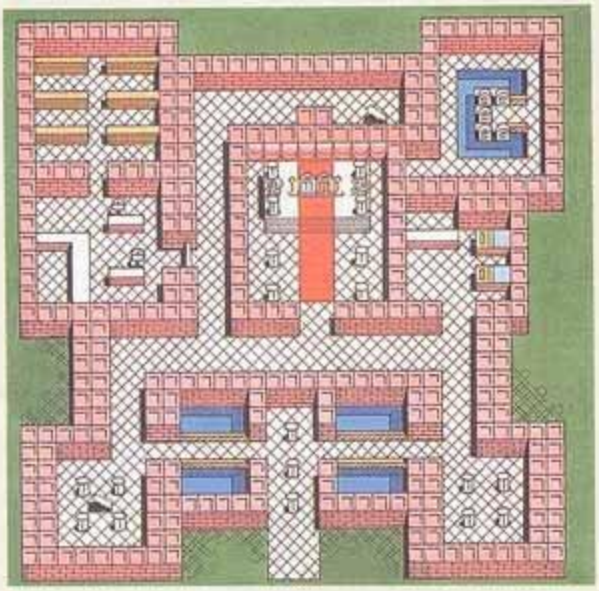
Here you will find a library and an observatory. There is a set of stairs that go down to the Altar. Only the Avatars may go there. Use the Telescope to get a good look at the world in which you travel. Every view is something new.

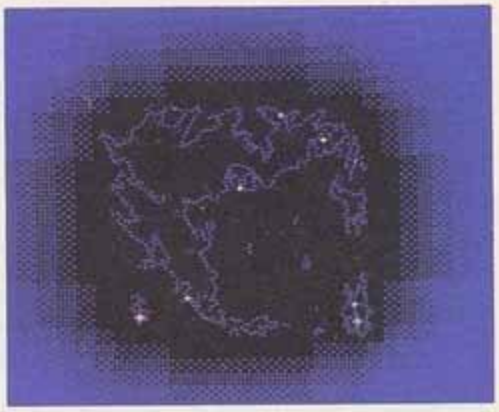
CASTLE OF LOVE
EMPATH ABBEY

This is the Castle of Lord Robert. He will have a great deal of information about this Principle for you when you arrive. Again there is a stairwell that may only be used by the Avatars.

CASTLE OF COURAGE
SERPENT'S HOLD

Lord Sentri sits upon the throne here. Courage he respects above all else. The more that you learn about Courage from him, the more you will understand how it relates to four Virtues.





As you peer through the Telescope you will see spots of bright lights. Those are the buildings of Britannia. Have you been to all of them?

Speak to the Great Ankh. It will tell you of the Abyss and what you will have to do to reach your dream of Avatarhood.

Each Principle has an item that represents it. Here you can learn about one of them, and what perhaps it can do for you. Press on Avatar!

VILLAGE OF HIDDEN MAGIC

PAWS

The village of Paws is very close to Castle Britannia. There is a hidden Herb Shop here, but how does one get to it? Study the map for the answers.

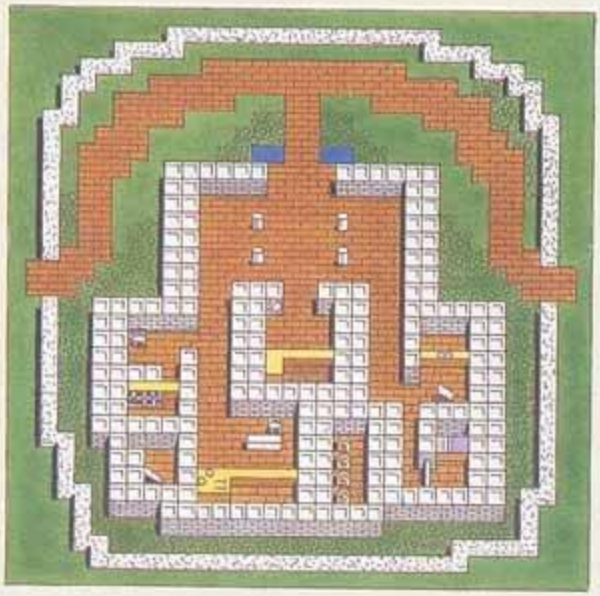
ARMOR SHOP LIST		
	Ring	800GP
	+1 Cloth	1200GP
	+1 Chain	4000GP

HIDDEN HERB SHOP LIST		
	Ash	2GP
	Ginseng	5GP
	Garlic	6GP
	Silkweb	3GP
	Moss	6GP
	Pearl	9GP

VILLAGE AT THE END OF THE WORLD

VESPER

Found in the far eastern reaches of Britannia, here you can acquire a valuable item that is not on the list at the Guild. Ask about to see what else you might be able to get.



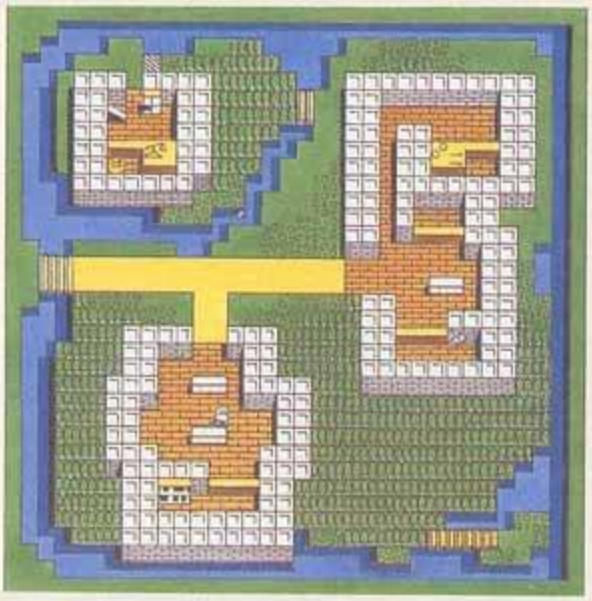
WEAPON SHOP LIST		
	Bow	680GP
	X-Bow	1400GP
	Sword	400GP

GUILD LIST		
	Torch	5GP
	Gem	12GP
	Magic Key	2000GP
	Oil	5GP
	?	900GP

VILLAGE OF PIRATES

BUCCANEER'S DEN

The town is a hustling and bustling Pirate cove. It is well equipped with Herb, Weapon, Guild, and Armor Shops. You can learn how to buy a rare Herb here if you try. See if you can!



HERB SHOP LIST		
	Ash	2GP
	Ginseng	5GP
	Garlic	6GP
	Silkweb	3GP
	Moss	6GP
	Pearl	9GP
	?	20GP

ARMOR SHOP LIST		
	+1 Chain	4000GP
	+1 Plate	7000GP

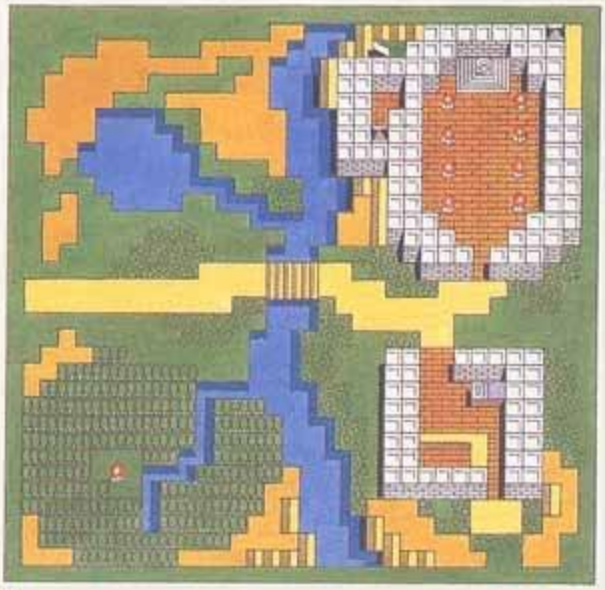
WEAPON SHOP LIST		
	X-Bow	1400GP
	+1 Bow	4000GP
	+1 Sword	820GP
	Wand	6500GP

GUILD SHOP LIST		
	Torch	5GP
	Gem	12GP
	Magic Key	2000GP
	Oil	5GP

VILLAGE OF KNOWLEDGE

COVE

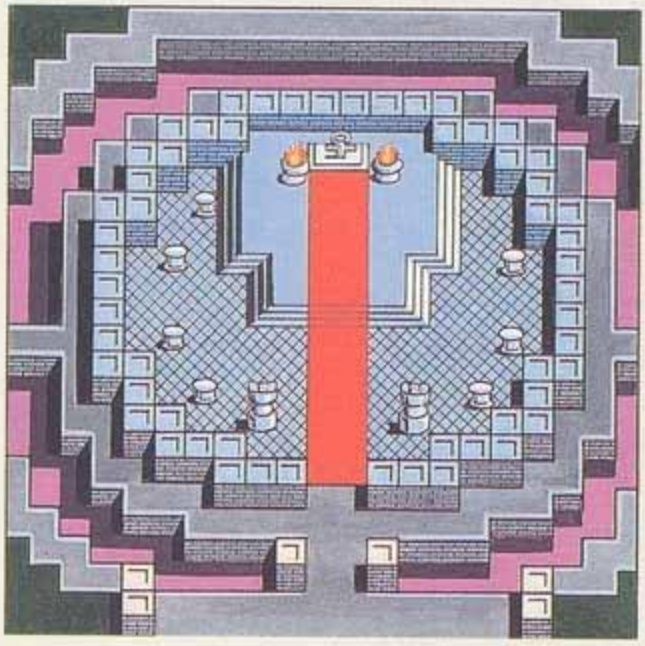
This village can only be reached by balloon or by jumping into a whirlpool in the ocean. Some of the most valuable secrets of the game are hidden here. Try your best to reach it!



EIGHT VIRTUES

SHRINE

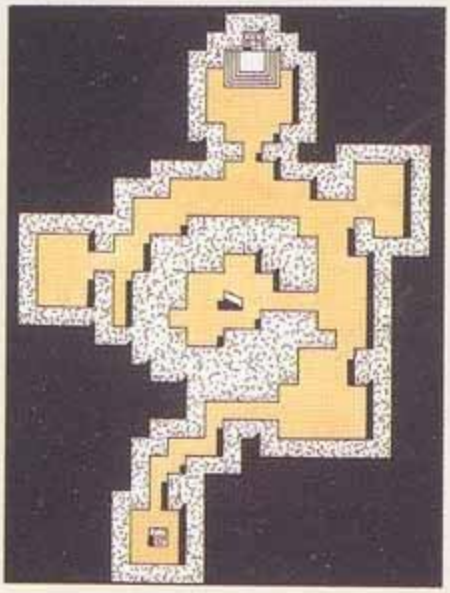
Throughout Britannia there are Eight Shrines, one for each of the Eight Virtues. Whenever you have gained enough levels of that Virtue and have the corresponding Rune, you may attempt to enter the the Shrine. Find the Ankh. If you talk to it, the truth of that Virtue will be revealed unto you.

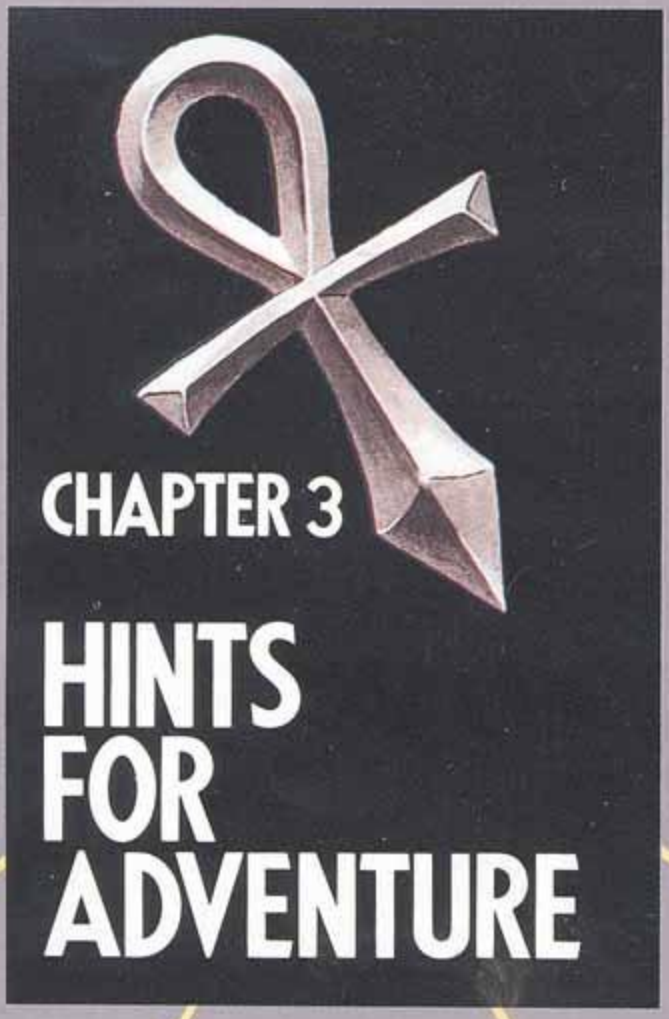


MOUNTAIN CAVE

SERPENT'S SPINE

It is said that the entrance to the Serpent's Spine is deep within the mountains of Britannia. It is believed that the balloon is the only way to reach it. What secrets it may hold are still a mystery that has yet to unfold. Can you solve it?





CHAPTER 3

HINTS FOR ADVENTURE

HINTS AND TIPS

Here are a few tips to help you along should you find the quest confusing or attaining Virtue difficult.

SOME ACTIONS THAT REDUCE VIRTUE

The quest of the Avatar is a story of good deeds. To succeed, you must stretch yourself in all directions doing every possible good deed you can think of, and then some.

Do not open chests without permission unless they are in a Dungeon. It is an act of theft to the townspeople who live there.

Try not to flee from battle. It is an act of cowardice. Sometimes you may have to, but try to use the Blink Spell.

When you see poor people, give them some Gold. As a mighty warrior, Gold is easy for you to regain. You'll find more.

Always tell the truth. There is nothing to gain by attempting to "trick" others. It is they who are trying to trick you.

Don't attack the townsfolk. They may try to anger you, but it is a test. If you attack, you lose your Honor.

Don't deceive people you buy goods from. They present you with the temptation to do so in order to make you fail.

GO TO THE CASTLE BRITANNIA TO BEGIN

Use the Moongate to get to the Castle Britannia. See Lord British there who will heal you if you answer "No" when he speaks about Health. Talk to Hawkwind often. He will keep you informed as to whether or not you are doing well in your quest for Virtue. If he says you need to try harder, think about what you've done.

GATHER ALL SEVEN COMPcompanions

Each of the seven companions is a specialist. Each has a quality that you can use to succeed in your quest. You can pick and choose who will accompany you in each portion of your adventure. If your Virtue is too low, you may not be able to recruit any companions. Think of a good deed.

ALWAYS WRITE DOWN INFORMATION

Some characters appear to "babble" when you first meet them. Their words make no sense. Later they may and if you do not write them down, you might forget where that character is and what was said. Then you'll have to start over again.

WALK THROUGH?

They are often difficult to detect. Sometimes you can actually walk through them without knowing it. Take your steps very carefully. Watch for subtle changes in the background.

START WITH A CHARACTER YOU LIKE

Hawkwind's cards determine what type of character you will start with. By some trial and error you will learn the way to get any character. The secret is knowing the character's PRIME Virtue. Here's how a Paladin is made.

4 TH QUESTION | 6TH QUESTION | 7TH QUESTION

TAKE SHIPS FROM PIRATES

Stand next to shore when you see a Pirate ship. If it comes next to you it will attack. If you win, it's yours! After a while you can collect several ships and leave one in each harbor around the world. Travel becomes easy.

WHERE'S THE BALLOON?

The balloon is hidden somewhere in the depths of the mountains. You must go through a particular Dungeon to find it. Study your maps carefully. Have you missed any places? Try looking for more secret doors.

CAREFULLY CHOOSE YOUR MEMBERS

You can only take four characters at a time. Make sure the ones you have can do the job you want them to do. Heavy on spell casters, and low on fighters is a risky party. Try to balance them.

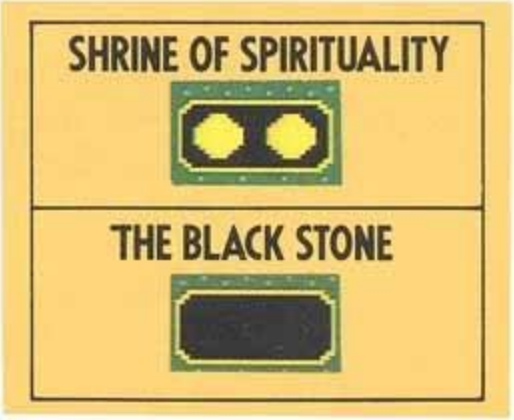
Paladin, Fighter, Druid, Mage. This is the best balanced party. The Paladin and Fighter give good up front protection, while the Druid and the Mage provide plenty of magical support. Keep the Mage in the back for protection.

Fighter, Paladin, Tinker, Ranger. This combination is a heavy weapons unit. It will be expensive to equip with all the armor and projectile weapons. It is very powerful but can come up short for healing MPs. The Fighter and Paladin should lead with the Ranger in the rear.

Druid, Ranger, Mage, Shepherd. This is a very heavy magic group that can provide a great deal of magic experimentation. It will run out of Herbs often, and lacks good up front strength. Not a strong defensive unit. It could get into trouble.

TWO MOONS AND MOONGATES

The exact phases of these two moons will provide passages to the Black Stone and the Shrine of Spirituality. The pictures at the right will give you some clue as to how to find these two places. Remember, the left moon opens the door, the right one tells you where you go.



FUNGUS AND MANROOT

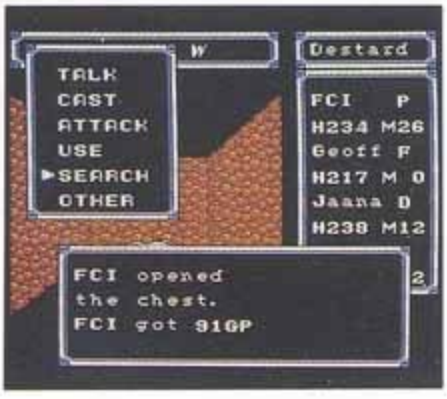
Fungus and Manroot are only found each in one spot. Neither can be found in shops or when the moon is out. The sextant and a clue in a town will help you find Fungus. For Manroot you must assemble several clues.

FUNGUS

MANROOT

GET GOLD FROM THE DUNGEONS

The treasure chests in the Dungeons replenish themselves every time you leave. This way you can go and re-collect the same chests over and over again for easy money. Watch out, though, the monsters also replenish themselves too.



DON'T USE EVIL POWER

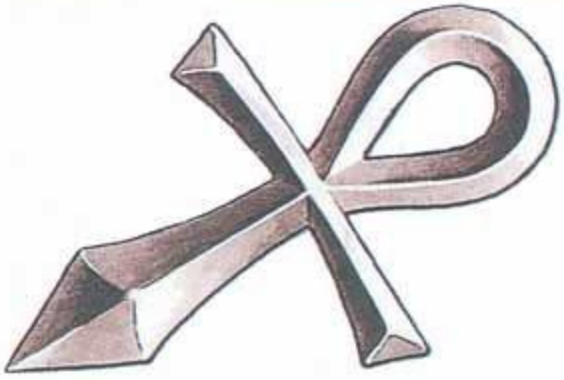
If you accidentally get the Skull of Mondain, DON'T use it. You will pay for it dearly losing so much Virtue that you may not be able to win the game. Reset your game and try again.

WEAPONS LIST

WEAPON TYPE	EQUIP								WHERE OBTAINED	PRICE
	MAGE	BARD	FIGHTER	DRUID	TINKER	PALADIN	RANGER	SHEPHERD		
Staff	○	○	○	○	○	○	○	○	BRITAIN JHELOM	20
Sling	○	○	○	○	○	○	○	○	BRITAIN	90
Club	○	○	○	○	○	○	○	○	MINOC TRINSIC	100
Axe	—	○	○	—	○	○	○	—	JHELOM MINOC TRINSIC	225
Sword	—	○	○	—	○	○	○	—	BRITAIN JHELOM VESPER	400
Bow	—	○	○	○	○	○	○	—	JHELOM TRINSIC VESPER	680
+1 Sword	—	—	○	—	○	○	—	—	TRINSIC BUCCANEER'S DEN	820
X-Bow	—	○	○	○	○	○	○	—	VESPER BUCCANEER'S DEN	1400
+2 Sword	—	○	—	—	○	○	○	—	MINOC	1500
+1 Axe	—	—	—	—	○	○	—	—	MINOC	3500
+1 Bow	—	○	—	○	—	○	○	—	BUCCANEER'S DEN	4000
Wand	○	—	—	○	—	—	—	—	BUCCANEER'S DEN	6500
+2 Axe	—	—	○	—	—	—	—	—	?	0
☥ Sword	USE ONLY THE AVATAR								?	0

ARMOR LIST

ARMOR TYPE	EQUIP								PLACE OBTAINED	PRICE
	MAGE	BARD	FIGHTER	DRUID	TINKER	PALADIN	RANGER	SHEPHERD		
Cloth	○	○	○	○	○	○	○	○	BRITAIN	50
Leather	—	○	○	○	○	○	○	—	BRITAIN JHELOM TRINSIC	200
Chain	—	—	○	—	○	○	—	—	BRITAIN JHELOM TRINSIC	600
Ring	—	—	—	○	—	○	○	—	TRINSIC PAWS	800
+1 Cloth	○	○	—	—	—	—	—	—	PAWS	1200
Plate	—	—	○	—	○	○	—	—	JHELOM	2500
+1 Chain	—	—	—	—	○	○	—	—	PAWS BUCCANEER'S DEN	4000
+1 Plate	—	—	—	—	—	○	—	—	BUCCANEER'S DEN	7000
Robe	—	—	—	—	—	—	—	○	?	0
☥Armor	USE ONLY THE AVATAR								?	0



90-DAY LIMITED WARRANTY FCI GAME PAKS

90-DAY LIMITED WARRANTY:

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the cartridge, at its option, free of charge. Replacement of the cartridge, free of charge, to the original purchaser (except for the cost of returning the game cartridge) is the full extent of our liability.

To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI.

Fujisankei Communications International, Inc.
150 east 52 Street, New York, N.Y. 10022
(212) 753-8100

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL FCI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. if this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to corrrect the interefence by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, washington, D.C. 20402, Stock No. 004-000-00345-4.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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Nintendo
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SYSTEM®

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ORIGIN