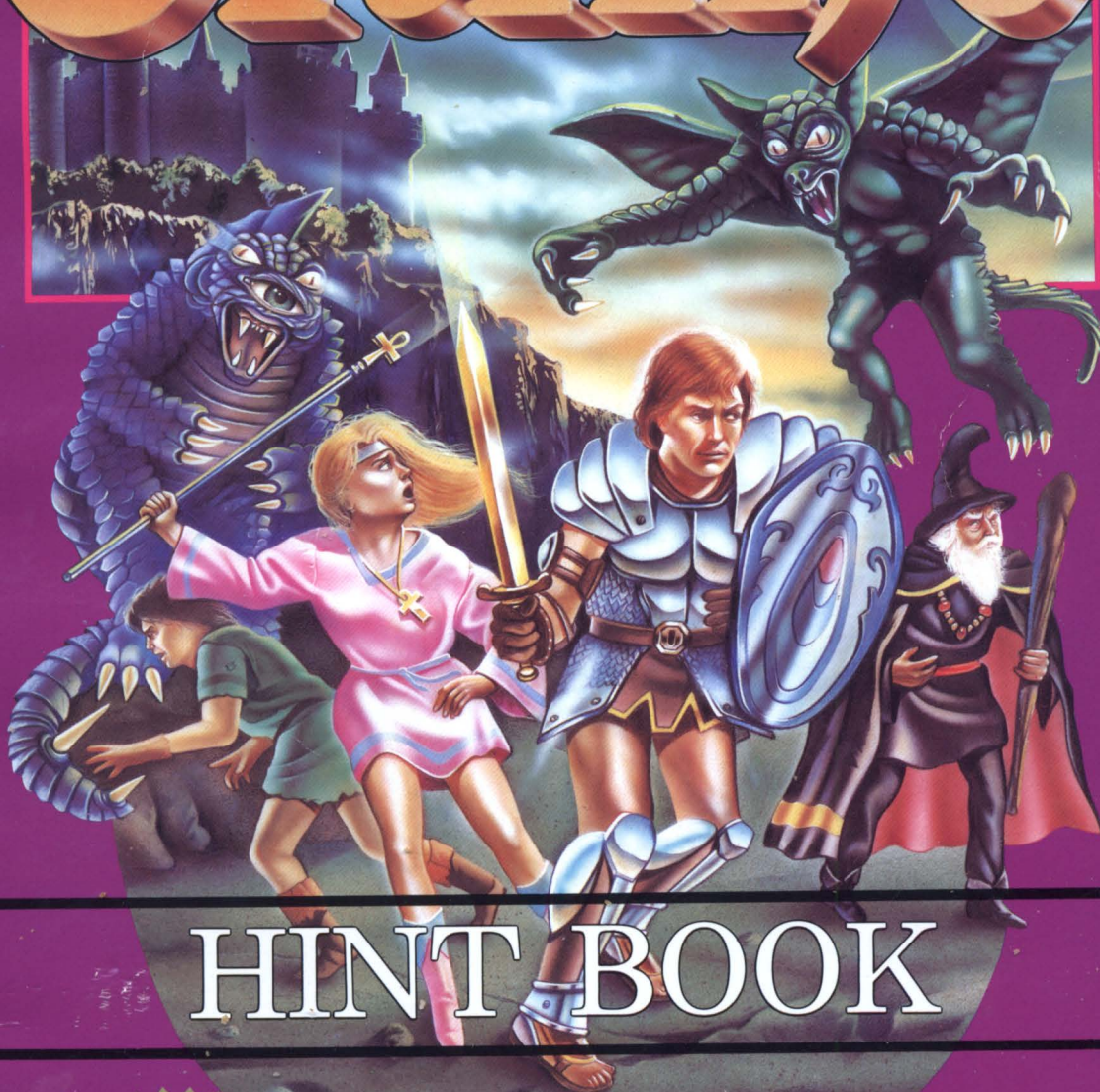
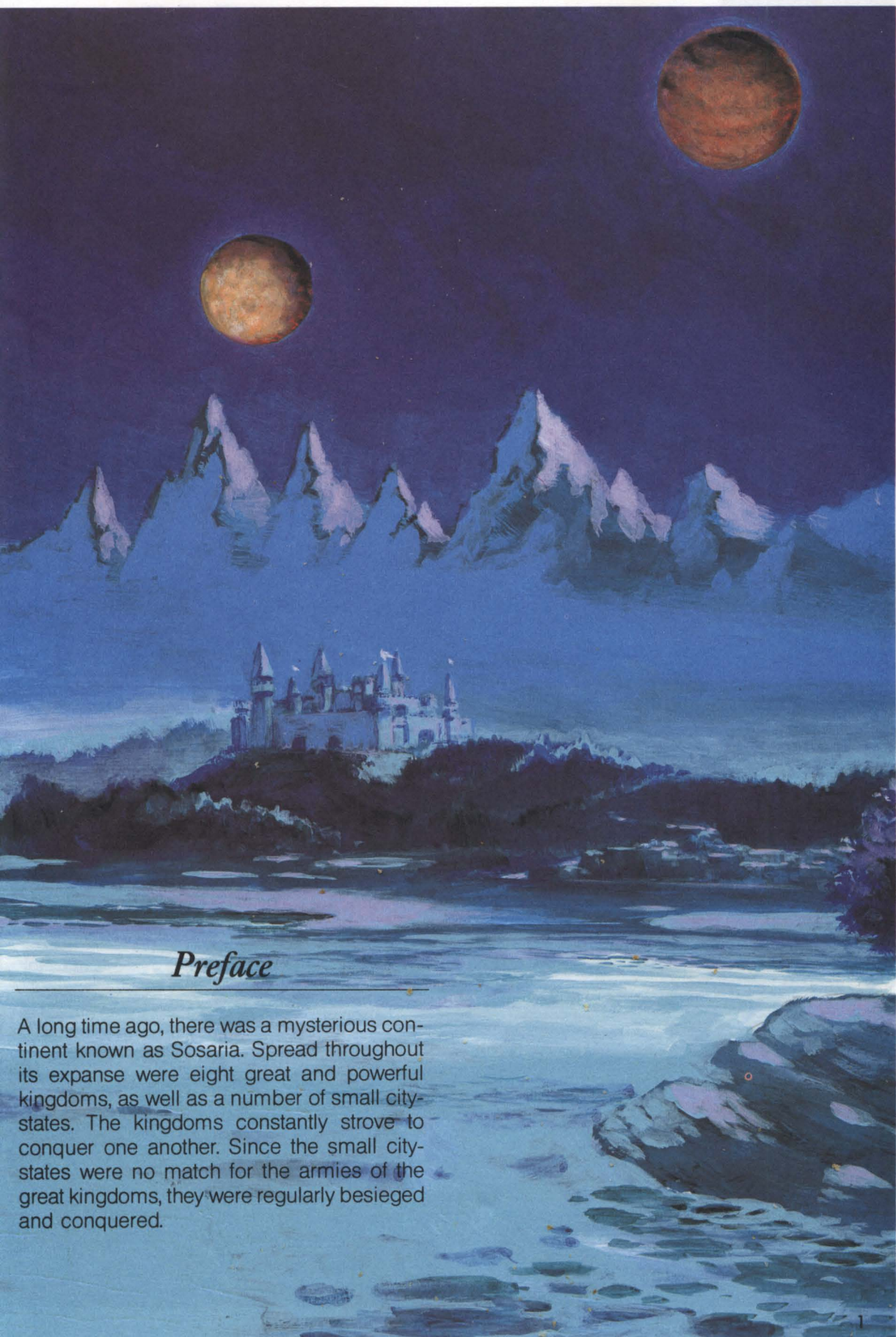


Ultima[®] Exodus



HINT BOOK





Preface

A long time ago, there was a mysterious continent known as Sosaria. Spread throughout its expanse were eight great and powerful kingdoms, as well as a number of small city-states. The kingdoms constantly strove to conquer one another. Since the small city-states were no match for the armies of the great kingdoms, they were regularly besieged and conquered.

Act.1 **LORD BRITISH**

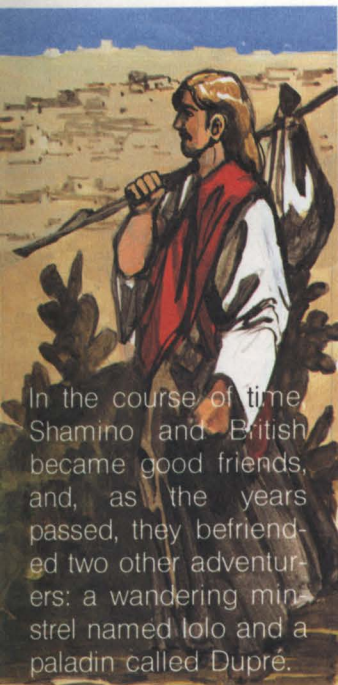


The leaves of the forest had just donned the gold of autumn as a young man hiked through the familiar woods. Daydreaming, he wandered into a clearing which he had never encountered before, a clearing encircled with huge stones and surrounded by tall oak trees. Warily walking through the leaf-strewn clearing, his eyes caught a glimmer of light sparkling amongst the leaves, and he stooped to investigate. The flash had come from a gleaming silver medallion in the shape of a giant serpent.

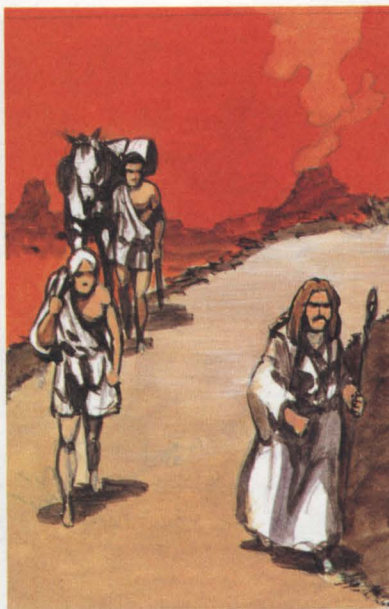
As soon as he touched the pendant, an eerie blue light emanated from the ground in front of him, forming the shape of a door. Picking up the pendant, he apprehensively reached out, opened the door, and slowly stepped through.



Suddenly, the portal disappeared behind him! Everything went dark. He squeezed the pendant in his hand and the feel of the cool metal pressing against his palm was the only thing he was aware of. All else was black. With the passage of time the area around him slowly returned to focus. He turned his head to gain his bearings and noticed a wisp of smoke. Carefully picking his way to the source of the smoke, he observed a handsome, blond-haired man chopping wood. They hailed each other and the woodcutter introduced himself as Shamino. Then, Shamino asked where the young man was from. When told that he came from Cambridge in the British Isles, Shamino christened him "British."



In the course of time Shamino and British became good friends, and, as the years passed, they befriended two other adventurers: a wandering minstrel named Iolo and a paladin called Dupré.



Over the years (though people age much more slowly in Sosaria than in the world he came from), British attempted to return to his own world on numerous occasions. Each time, however, his efforts were to no avail. So, in time, British gained fame for his bravery

and generosity in his new homeland. Soldiers and civilians alike came to look upon him with respect. Eventually, he became the distinguished leader in the kingdom and the surrounding principalities. He became known as "Lord British."

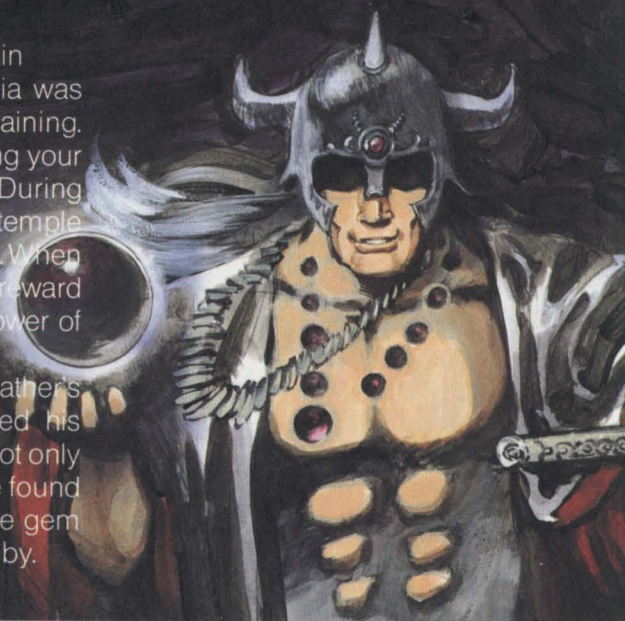


Act.2 **MONDAIN**

The First Dark Age: The Evil Wizard Mondain

A young man in another kingdom of Sosaria was undergoing extensive military and mystical training. "Mondain, my son, I order thee to cease using your magical powers for the period of one year. During that time, thou shalt attend the priests of the temple and learn how to help and serve the populace. When thou hast succeeded at thy studies, I shall reward thee with a great ruby which contains the power of the sun."

Mondain, however, paid little heed to his father's command. He stole the great ruby and fled his home. As his thirst for power grew, Mondain not only mastered the secrets of the great ruby, but he found a way to amplify its force. He transformed the gem into an artifact of ultimate power, a black ruby.

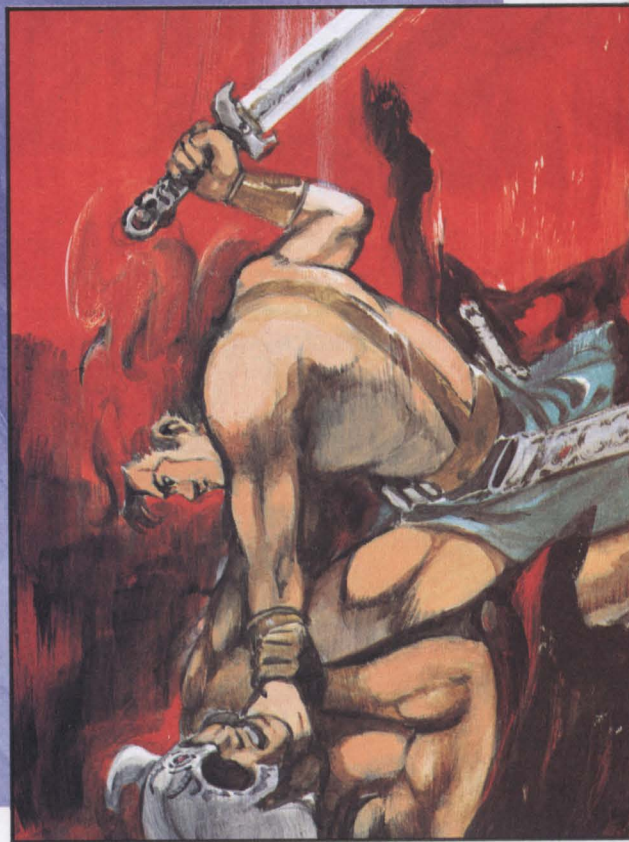


A few days later, a wanderer came to Sosaria. Believing the wanderer to be the answer to his supplication, Lord British trained the young man until he was ready to undertake the challenge of facing Mondain.

Lord British warned the young hero that Mondain's power came directly from the gem. Thus, the hero would seek both mage and magic, destroying both Mondain and the gem of power. With the destruction of the black ruby, Mondain's evil came to an end.



Meanwhile, Lord British was concerned with Mondain's evil plans. On one occasion, grasping the silver medallion now hanging from his neck as a pendant, he prayed for the appearance of a young, brave warrior to fight against the evil power of Mondain.



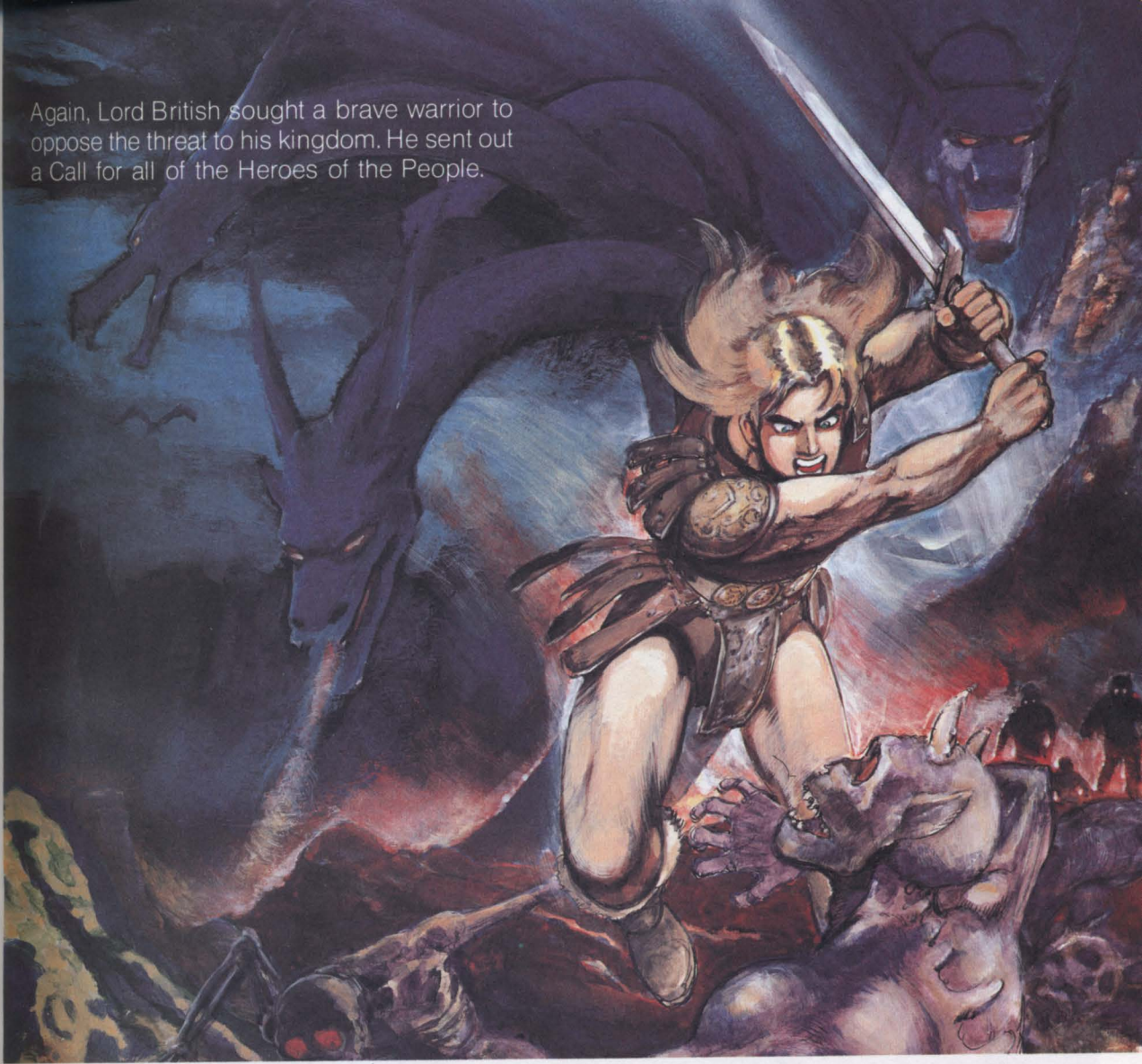
Act.3 **MINAX**



The Second Dark Age: Mondain's Disciple, Minax
For several years after the fall of Mondain, peace ruled in Sosaria, but the time was all too fleeting. Minax, Mondain's young and beautiful apprentice, who seemed too inexperienced to be a threat after her master's demise, was furious over Mondain's death and swore that she would seek revenge. She worked hard at developing her magical powers and, as time progressed, came to control forces more ominous than those of the black ruby. Invoking those powers, she summoned hideous monsters and began to conquer all of Sosaria.



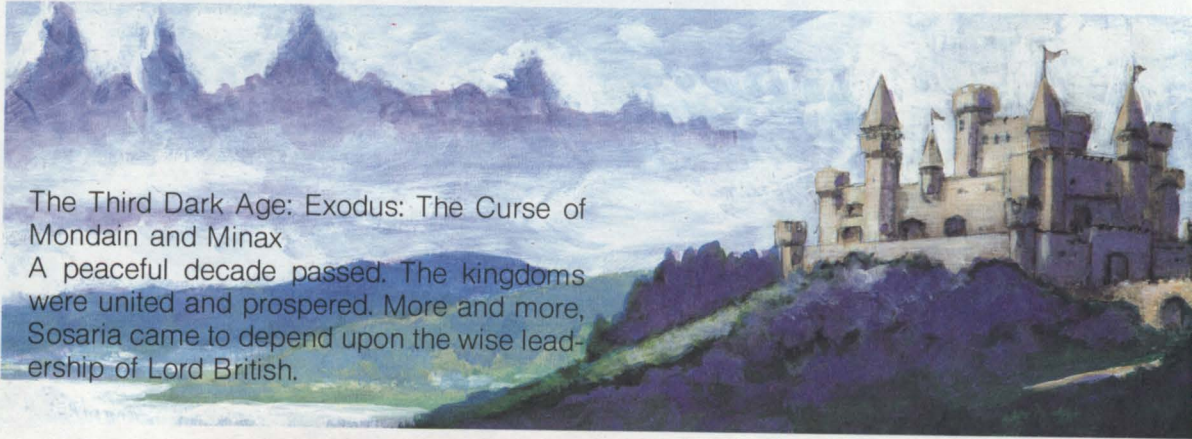
Again, Lord British sought a brave warrior to oppose the threat to his kingdom. He sent out a Call for all of the Heroes of the People.



In the ensuing conflict, a hero came forth and destroyed Minax, restoring peace to Sosaria once more.



Act.4 EXODUS



The Third Dark Age: Exodus: The Curse of Mondain and Minax
A peaceful decade passed. The kingdoms were united and prospered. More and more, Sosaria came to depend upon the wise leadership of Lord British.

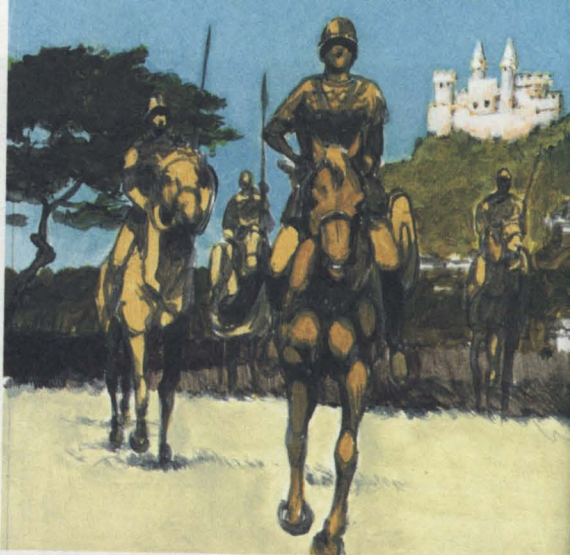
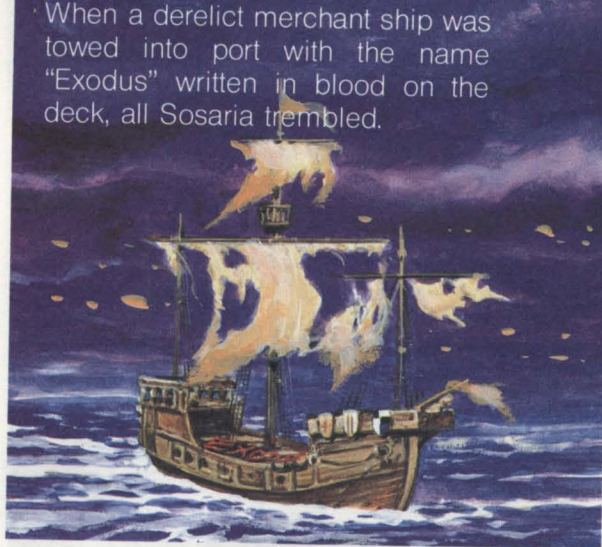


Then, came reports of a new evil. Sailors told terrifying tales of a fiery island of molten lava which had arisen in the middle of the ocean. Their eyes were wide with terror as they described the demonic spirits that inhabited the island.





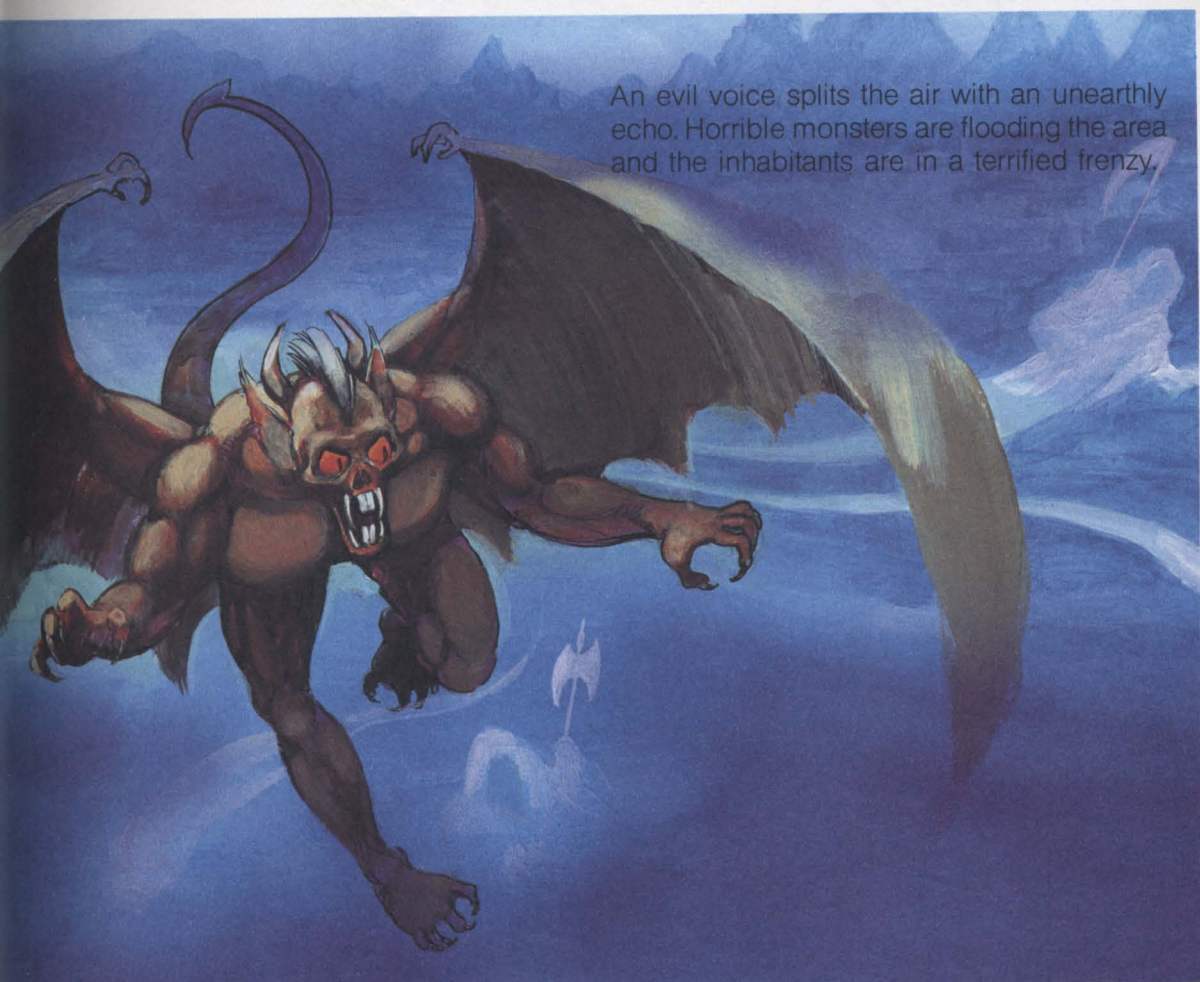
When a derelict merchant ship was towed into port with the name "Exodus" written in blood on the deck, all Sosaria trembled.



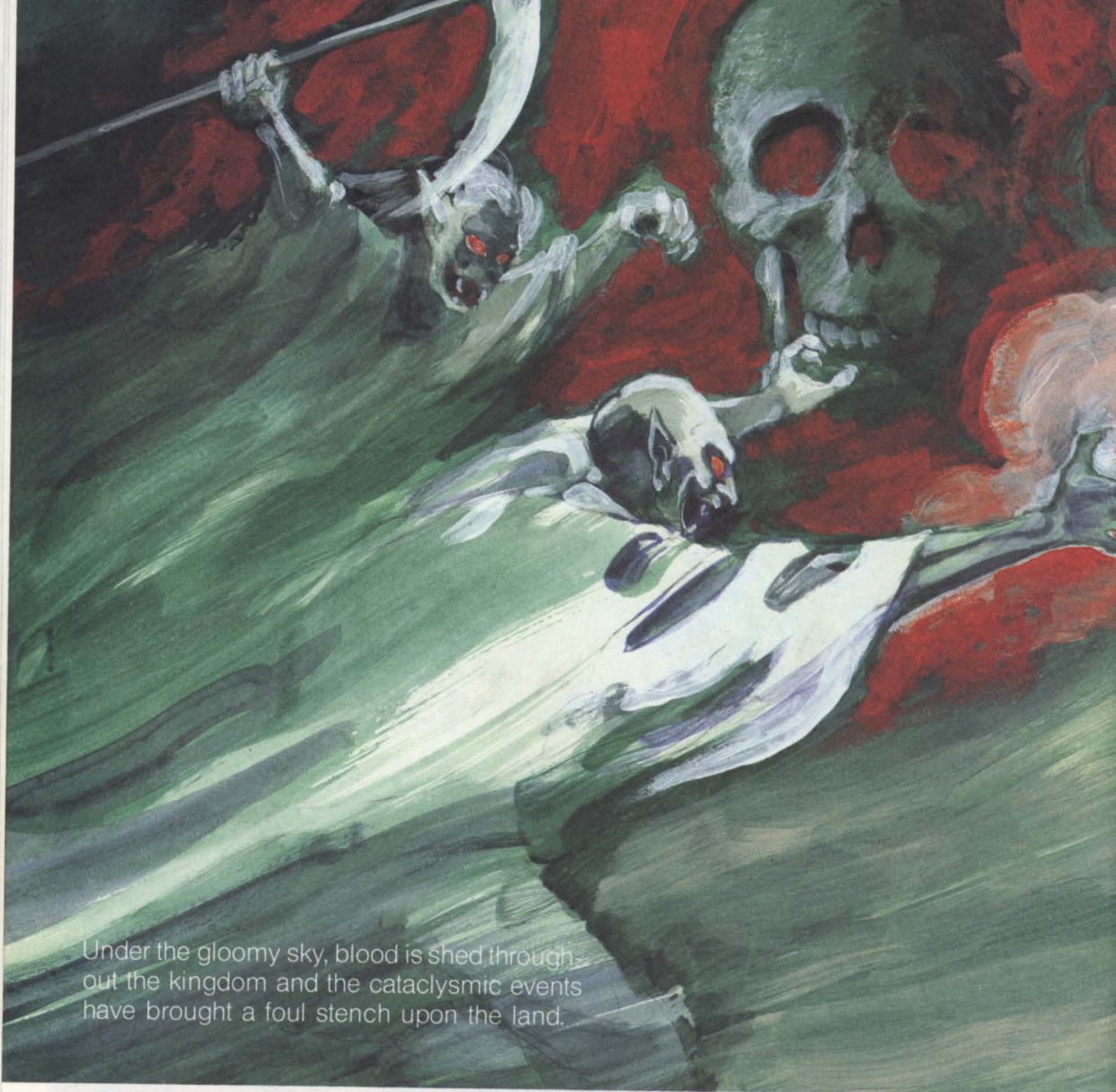
This area had suffered under the vile oppression of both Mondain and Minax until Lord British and his heroes liberated the region and allowed peace and prosperity to return. Unfortunately, there are remote areas where Lord British's influence has not reached. These have not changed and monsters still inflict terror on the people in these isolated pockets.



A gruesome moon shines on the kingdom of Britania and the foul stench of blood mixes with bloodcurdling screams to permeate the land.



An evil voice splits the air with an unearthly echo. Horrible monsters are flooding the area and the inhabitants are in a terrified frenzy.



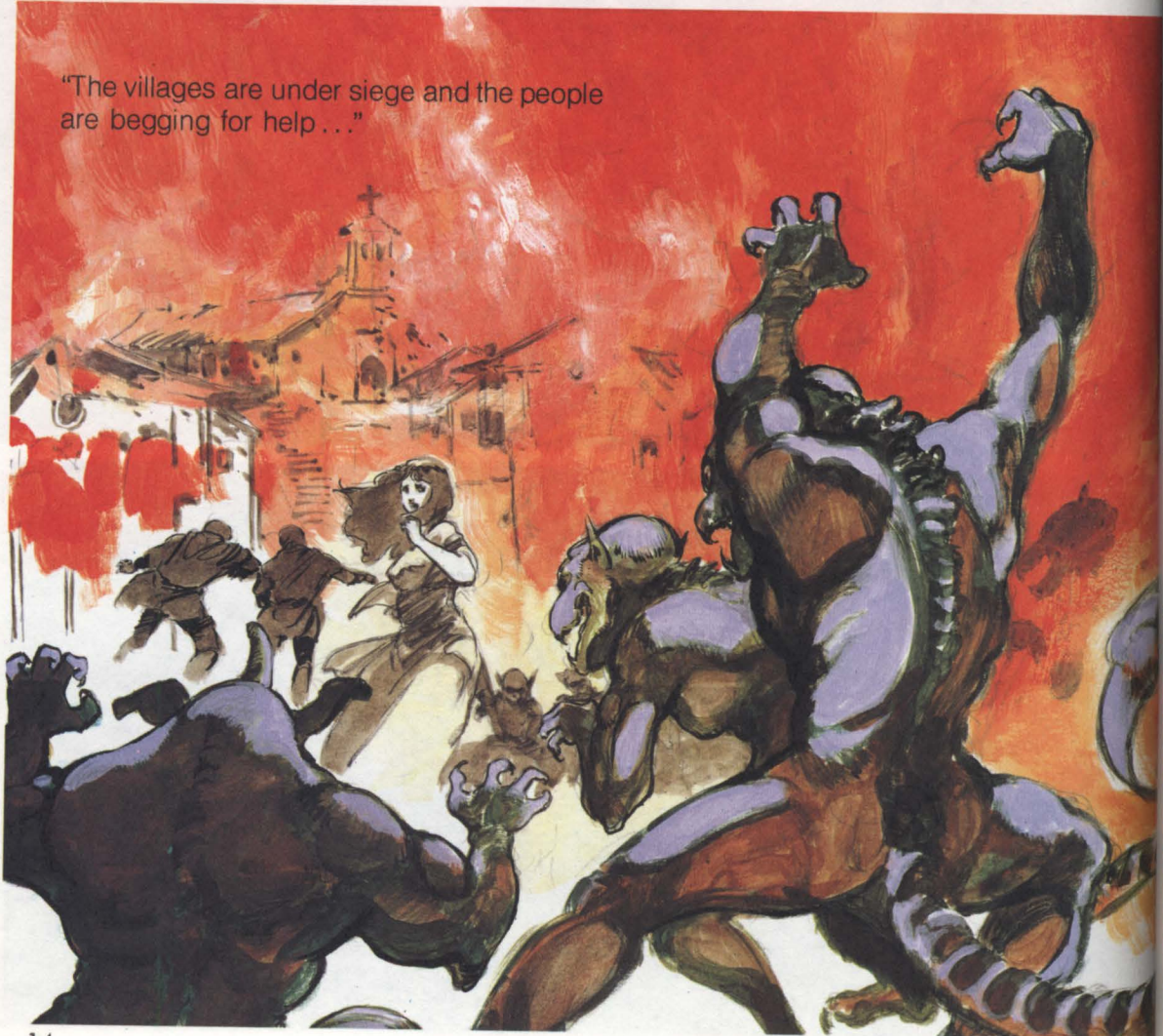
Under the gloomy sky, blood is shed throughout the kingdom and the cataclysmic events have brought a foul stench upon the land.







"The villages are under siege and the people are begging for help..."



Ultima

Against Exodus



C.O.N.T.E.N.T.S

Mystery of Ultima (Prologue) 1

Basic Manual

How to Play the Game.....	18	Character Creation	22
Shops & Merchandise List	20	Spell Casting	25
		Monsters	26

All About Sosaria.....28

Guide to locations

Lord British's Castle	30
The Royal City	32
The City of Moon.....	34
The City of Grey.....	36
The City of Montor East.....	38
The City of Montor West.....	40
The City of Yew	42
The City of Death Gulch	44
The City of Devil Guard	46
The City of Fawn	48
The City of Dawn.....	50
Ambrosia	52

Guide to the Dungeons

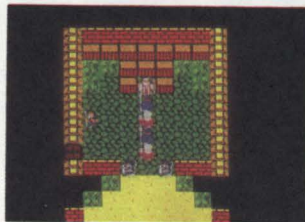
Golden Cave.....	54
Death Cave	55
Blazing Fire Cave.....	56
Cave of Sol.....	57
Cave of Madness.....	58
Cave of Fools	59
Cave of Moon	60

The Final Assault 61

This is Exodus Castle ... 62

Ultima: The object of the Game

Four great adventurers challenging Exodus by order of Lord British. What is Exodus? Is it human? Is it a monster? In order to prevail, the adventurers must solve many mysteries and increase their own natural abilities.



Screen Display and information

The screen displays the party members on the right, the phases of the two moons of Sosaria on the left, and the characters in the center.

1. Hit Points	ABCD	GMHF	3. Health
2. Food	H0150	M00	4. Sex
	F0150	L01	5. Race
Character 2	KLMN	GFEC	6. Occupation
	H0150	M01	
	F0150	L01	7. Magic points
Character 3	UVWX	GMDW	8. Level
	H0150	M01	
	F0150	L01	
Character 4	0123	GMT	
	H0150	M00	
	F0150	L01	

Characteristics

Hit Points

Hit Points represent the character's energy level. Energy levels can be reduced through injury, poisoning, and other types of damage. When hit points reach zero, the character dies.

Food

This indicates the amount of food the character has. When food reaches zero, the character starts to lose hit points. Food can be found at grocery stores.

Health

The status of the character's health is displayed here G=Good, P=Poisoned, C=Cold, D=Dead, A=Ashes.

Sex

The character's sex is identified as either M=Male or F=Female. A character's sex is determined by his/her occupation.

Race

This display indicates the character's race: H=Human, D=Dwarf, B=Bobit, and F=Fuzzy E=Elf

Occupation

The character's occupation is displayed as: A=Alchemist, B=Babarian, C=Cleric, D=Druid, F=Fighter, I=Illusionist, L=Lark, P=Paladin, R=Ranger, T=Thief, and W=Wizard.

Magic Points

This indicates the character's current level of magic points. The point level determines which spells can be cast. Depleted points will return over time.

Level

The character's level is based on experience. Talking to Lord British will promote the character one level for each 100 experience points gained.

Rules for "Moon Gates."

How to Use A Moon Gate



This chart illustrates the relationship between the two moons.

GATE IN	● 0		● 1		◐ 2		◑ 3	
GATE OUT	● 0	◐ 1	◑ 2	○ 3	○ 4	◐ 5	◑ 6	● 7
GATE IN	○ 4		○ 5		◐ 6		● 7	
GATE OUT	○ 4	◐ 5	◑ 6	● 7	● 0	◐ 1	◑ 2	○ 3

The "Moon-Gates" are teleports which are activated by the phases of the two moons. There are eight places where the gates can appear. The left moon on the chart opens the gate and the right moon indicates where you will go.

Command List.

Push the select button to access the second screen of commands.

Talk

This command is used for collecting information from ordinary people or dealing with merchants. It is possible to use this command more than once on the same person.

Magic

Selecting this command allows the characters to cast a spell. The party's location can determine the type of spell that can be used. Some magic cannot be cast in towns.

Fight

Utilizing this command switches the screen to battle mode and allows the characters to engage in combat.

Status

Players can check on a character's condition, as well as select the character's weapon and armor.

Tools

This command enables the characters to use various tools in their possession. Use of some tools is restricted by location.

Give

Selecting the "Give" command allows characters to trade items among themselves.

Get

Characters use this command to open a treasure chest. It can also be used to steal a treasure chest from the counters of various shops.

Climb

Using the "Climb" command allows the party to move up and down ladders.

Food

This command allows the party to share food equally among all its members. Each character must have food in order to keep up his/her strength.

Gold

Selecting this command allows characters to transfer gold among themselves. It is usually safer to have the last character in the party's roster carry the gold.

Horse

Utilizing this command causes the character to mount or dismount a horse.

Order

The order in which the characters stand becomes crucial during a fight. Use the order command to rearrange the line of the party before entering a battle.

Shopping

This section illustrates every type of shop available in Sosaria. Most items can be purchased at these shops, but not everything which will be needed on the journey.

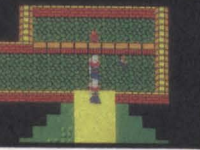
Weapon Shops

Characters can obtain weapons at any weapon shop. One should try to save money in order to purchase the highest quality available.



Armories

At an armory, characters can purchase the armor necessary to protect themselves. It is obvious that more expensive armor protects more effectively than cheap armor.



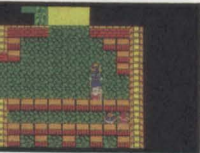
Guild Shops

This shop, usually operated by the Thieves' Guild, offers equipment which will be absolutely vital for the adventure.



Grocery Stores

At a grocery, characters can purchase food. Without food, the character's energy level is rapidly depleted.



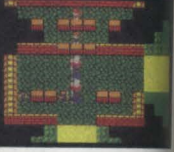
Hospitals

Hospitals provide a locale for characters to recover energy from an illness or poison.



Pubs

Characters will find each pub to offer friendly hospitality and, after they purchase three drinks, to provide a source of interesting information.



Stables

At a stable, the characters can purchase horses and increase their rate of overland travel.



Temples

Some of the temples provide a place for dead characters to be revived. They offer important information, as well.



Fortunetellers

Very significant clues can be obtained from a fortune teller at these locations.



Casinos

At a casino, characters can double their gold by winning at paper-scissors-rock.



Inns

This location allows the player to save the game to play later.



Tools



Having the right equipment gives you more of a chance to succeed. In addition to the magic key which assists in solving puzzles, there are many other useful items.

Item	Price	Location	Use
torch	5/30 gp	Guild Shop	Provides light in dungeon
magic key	50 gp	Guild Shop	Opens doors. Several are needed.
gem	75 gp	Guild Shop	Maps both surface and dungeon.
sands of time	90 gp	Guild Shop	Stops time for all except party.
tent	100 gp	Guild Shop	For recovering energy in emergencies
silver pick	NA	Cave of death	Used to uncover the mystic sword.
gold pick	NA	Behind the counter of one of the guild shops	Used to uncover magical armor.
silver horn	NA	Requires a certain command to locate in the circle of light.	Scares away a certain creature.
compass heart	NA	Give the flower to Sherry in the Royal City	Returns party to castle from anywhere.
flower of Ambrosia	NA	Ambrosia	Helps you retrieve the compass heart
marks	NA	Caves	Allow you to advance past certain obstacles.
cards	NA	Ambrosia	Necessary to defeat Exodus

Armor

It will require the best possible armor to protect the characters from enemy attack. Except for magical armor, any armor may be purchased. Some occupations cannot utilize particular kinds of armor.



Kind of Armor	Price	Fighter	Paladin	Barbarian	Cleric	Wizard	Illusionist	Druid	Thief	Lark	Ranger	Alchemist	Remarks
Cloth Armor	75	o	o	o	o	o	o	o	o	o	o	o	Lightest material available. It's better than nothing.
Leather	195	o	o	o	o	x	o	x	o	x	o	x	Stronger than cloth armor, good for those who need to move fast.
Bronze	575	o	o	x	o	x	x	x	x	x	o	x	Maximum quality armor for a cleric. Absorbs quite a blow.
Iron	2500	o	o	x	x	x	x	x	x	x	o	x	Effective, but expensive armor.
Steel	6130	o	x	x	x	x	x	x	x	x	o	x	Not many characters can use this armor.
Dragon Armor	8250	o	x	x	x	x	x	x	x	x	o	x	The best armor money can buy.
Magical Armor	—	o	o	o	o	o	o	o	o	o	o	o	The finest armor available. Awarded only to the bravest and most honest fighters.

Weapons

Weapons more powerful than a "Broad Axe" can only be purchased at Dawn's shop. The "All Mighty Sword" cannot be found at any shop.

** Level 10 indicates the highest possible damage.

Kind of Weapon	Price	Damage level	Fighter	Paladin	Barbarian	Cleric	Wizard	Illusionist	Druid	Thief	Lark	Ranger	Alchemist	Remarks
Dagger	5	1	o	o	o	o	o	o	o	o	o	o	o	A small blade anyone can handle can only be thrown once.
Mace	30	2	o	o	o	o	x	o	o	o	o	o	x	Useful for characters who can use will-power magic. Only slightly effective.
Sling	60	3	o	o	o	x	x	x	x	o	o	o	x	Least expensive long range weapon.
Axe	125	4	o	o	o	x	x	x	x	o	o	o	x	Less effective than a sword. Hand to hand only.
Blowgun	350	4	o	o	o	x	x	x	x	o	o	o	x	An effective weapon for mid-range adventurers.
Bronze Sword	200	5	o	o	o	x	x	x	x	o	o	o	x	Most powerful weapon for thieves, but not as versatile as a blow gun.
Spear	250	6	o	o	o	x	x	x	x	x	o	o	x	Most powerful weapon available at ordinary weapon shops.
Broad Axe	400	7	o	o	o	x	x	x	x	x	o	o	x	Available only at Dawn's weapon shop. More powerful than those listed above.
Bow	1050	7	o	o	o	x	x	x	x	x	o	o	x	Available only at Dawn's weapon shop. Powerful for long range fighting.
Iron Sword	800	8	o	o	o	x	x	x	x	x	o	o	x	Most powerful sword for a ranger. Inexpensive, easy to handle.
Glove	1200	8	o	o	o	x	x	x	x	x	o	x	x	Expensive but effective as iron sword.
Halberd	2700	9	o	o	o	x	x	x	x	x	o	x	x	Expensive and powerful.
Silver Bow	6550	9	o	o	o	x	x	x	x	x	o	x	x	Most powerful long range weapon.
Sun Sword	4550	10	o	o	o	x	x	x	x	x	o	x	x	Most expensive and powerful weapon which can be purchased.
Mystic Sword	—	10	o	o	o	o	o	o	o	o	o	o	o	Magical sword awarded to heroes. Anyone can use it.



A character may use any item marked with an "o."

Character Creation

In order to be successful in the quest, one must create a strong party. Understanding the specific talents held by a particular race and occupation should help in putting together the best possible party.



Coordinating the Race and Occupation

The race of the character determines the maximum ability. One should choose the race based on the type of occupation needed.

CHARACTER LIST		
01	ABCD	NHFG
02	KL MN	FEFG
03	UVWX	NDHG
04	0123	NBTG
05		15
06		16
07		17
08		18
09		19
10		20



Human

As the most well-rounded race, humans can function in any given occupation, but will not excel in any particular choice.

STRENGTH	75
DEXTERITY	75
INTELLIGENCE	75
WISDOM	75



Elf

An elf has extremely high dexterity, making him/her valuable at detail work and combat. He/she also has potential magical ability.

STRENGTH	75
DEXTERITY	99
INTELLIGENCE	75
WISDOM	50



Dwarf

A dwarf is the best choice for a pure fighter, primarily because of strength and tactical sense.

STRENGTH	99
DEXTERITY	75
INTELLIGENCE	50
WISDOM	75



Bobit

Bobits are endowed with a tremendous capacity for sorcery. They are useful for any occupation which requires spell casting.

STRENGTH	75
DEXTERITY	50
INTELLIGENCE	75
WISDOM	99



Fuzzy

Mainly useful in a magical occupation, but also useful in occupations which require more dexterity than combat.

STRENGTH	25
DEXTERITY	99
INTELLIGENCE	99
WISDOM	75



List of Capabilities Based On Occupations

There are eleven different occupations. Each one has a different capability, so careful combination of these into a well-balanced party is essential for successfully concluding the adventure.

Paladin



A paladin has the same combat capability as an ordinary fighter, but can also use magic.

WEAPONS	all	WILL-P	half
ARMOR	to Iron	MAGIC-P	none

Cleric



A cleric has the most powerful magic and is highly recommended for any party.

WEAPONS	to Mace	WILL-P	all
ARMOR	to Bronze	MAGIC-P	none

Illusionist



The illusionist's magical power is not quite as strong as the cleric's, but it is more accurate.

WEAPONS	to Mace	WILL-P	half
ARMOR	to Leather	MAGIC-P	none

Thief



Character who is useful for stealing important items.

WEAPONS	to Bronze	WILL-P	none
ARMOR	to Leather	MAGIC-P	none

Ranger



Rangers are not only useful in combat, but they can also use magic and wear armor. The ranger's magic power and will power is always a maximum of one half of either his wisdom or intelligence, depending on which ability is smallest. Maximum ability is never more than 37.

WEAPONS	to Iron Swd	WILL-P	half
ARMOR	all	MAGIC-P	half

Fighter



A fighter can handle any weapon and wear any available armor.

WEAPONS	all	WILL-P	none
ARMOR	all	MAGIC-P	none

Barbarian



Though a barbarian can be very effective in combat, he has no magical ability.

WEAPONS	all	WILL-P	none
ARMOR	to Leather	MAGIC-P	none

Wizard



A wizard can help the team with his strong magical power throughout the entire adventure.

WEAPONS	Dagger	WILL-P	none
ARMOR	to Cloth	MAGIC-P	all

Druid



It would be very accurate to describe a druid as a "wizard added to a cleric and divided by two." His versatility is slightly diminished by lack of magical strength. Like the ranger the druid's magic power and will power are always a maximum of one half of the wisdom or intelligence but the druid's is based on the highest ability. Will never exceed 49.

WEAPONS	to Mace	WILL-P	half
ARMOR	to Cloth	MAGIC-P	half

Lark



Although the lark is limited to either cloth or magical armor, he is a valuable character who can perform magic and engage in combat.

WEAPONS	all	WILL-P	none
ARMOR	to Cloth	MAGIC-P	half

Alchemist



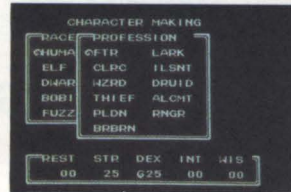
The alchemist is extremely poor at combat, but can cast some spells and perform a few duties which demand dexterity.

WEAPONS	Dagger	WILL-P	none
ARMOR	to Cloth	MAGIC-P	half

Assigning The Attributes

Each character will have four different attributes which, in turn, will determine the character's abilities. In assigning attributes, take the occupation of the character into consideration.

STR	Determines the amount of damage inflicted on an enemy.
DEX	The ability to actually hit the enemy and successfully disarm traps.
INT	The more intelligence points you have, the more you can cast spells.
WIS	It costs wisdom points to invoke a miracle, but they are recovered automatically.



75	25	STR	75	25
50	99	DEX	50	99
00	99	INT	00	99
99	00	WIS	99	00
99	99	HP	99	99
0550	0550	MP	0550	0550
2648	3848	EXP	2929	3377
0438	9119	GOLD	8839	3134

Recruiting a Party

The best method of recruiting a party is to balance the characters' abilities. Each group will need at least one character who has strong magic abilities. Three possibilities for character line up are as follows:

FORM A PARTY

01	ABCD	HFHG	11	----	FHIG
02	KLMN	FEFG	12	----	FHIG
03	UVWX	HDHG	13	----	MHDG
04	0123	MBTG	14	----	MHDG
05	----	NHFG	15	----	MHDG
06	----	FHCG	16	----	
07	----	NHAG	17	----	
08	----	MHTG	18	----	
09	----	FHPG	19	----	
10	----	NHGG	20	----	

END

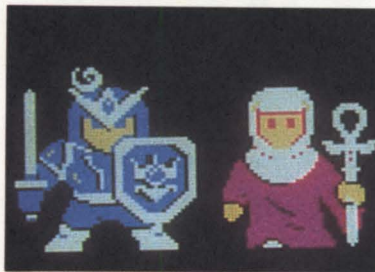
FORM A PARTY

01	CTEMP	MDFG	11	----	
02	CTEMP2	MFHG	12	----	
03	CTEMP3	FEFG	13	----	
04	CTEMP4	FHIG	14	----	
05	----		15	----	
06	----		16	----	
07	----		17	----	
08	----		18	----	
09	----		19	----	
10	----		20	----	

END

Standard

In the standard lineup, those who can fight effectively and disarm traps efficiently precede those who are magic users.



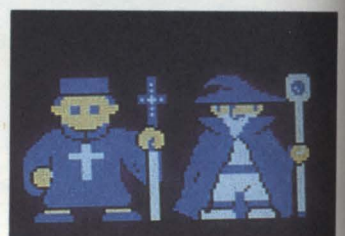
Magical Emphasis

In this party, everyone is a magic user. This limits the combat efficiency at the start of the game, but as magical power increases, this will be a very potent party.



Combat Emphasis

This order places the best pure fighters first in line followed by a wizard, and finally, either a paladin and/or druid. In this formation, the party should use minor spells to soften up the enemy, then advance.



Magic Power System

Name	Energy Consumed	Location	Effect
Repel	0	Battles	Makes magical monsters disappear. Best used against orcs and goblins.
Missile	5	Battles	A fireball that inflicts light damage on an individual enemy.
Light	10	Dungeons	Illuminates a dungeon without use of a torch for a limited time.
Descend	15	Dungeons	Teleports the party to the next dungeon level down.
Ascend	20	Dungeons	Teleports the party up one dungeon level or to ground level.
Flame	25	Battles	Medium strength fireball directed at an individual enemy.
Trans	30	Surface	Teleports the party to another place in Sosaria.
Psi	35	Battles	A very strong fireball directed at an individual enemy.
Bright	40	Dungeons	A stronger Light spell that lasts longer.
Cleric	45	Anywhere	The wizard can use cleric's magic power up to large heal when he has 99 magic points.
Poison	50	Battles	Causes light damage to multiple enemies.
Kill	55	Battles	Powerful fireball to be directed against large individual monsters.
Stop	60	Anywhere	Stops time for everyone except the party for a limited time.
Psikill	65	Battles	Damages multiple monsters. Very good against Balrons and Devils.
Rot	70	Battles	Causes severe damage to multiple monsters.
Death	75	Battles	Destroys multiple enemies on almost every occasion.

Will Power System

Name	Energy Consumed	Location	Effect
Undead	0	Battles	Causes "undead" monsters to disappear. Works well against skeletons and ghouls.
Open	5	Treasure Chests	Usually disarms traps on a single treasure chest and opens it safely.
Heal	10	Anywhere	Light healing spell (10-30 points) for an individual character.
Glow	15	Dungeons	Provides a light for a short time.
Rise	20	Dungeons	Teleports the party up one dungeon level or to ground level.
Sink	25	Dungeons	Teleports the party to the next dungeon level down.
Move	30	Dungeons	Teleports the party to a different dungeon level in order to avoid traps.
Cure	35	Outside battles	Neutralizes poison in an individual character.
Surface	40	Dungeons	Teleports the party to ground level from anywhere in the dungeon.
Star	45	Dungeons	A longer lasting "Glow."
Large Heal	50	Anywhere	Heals an individual character completely.
Map	55	Anywhere but towns and battles	Maps the surface environs or a dungeon like a gem.
Banish	60	Battles	Very powerful fireball directed against an individual enemy.
Raise	65	Anywhere except battles	Raises the dead, but turns body to ash if it fails.
Destroy	70	Battles Only	Extremely strong offensive spell against multiple enemies.
Recall	75	Anywhere except battles	Revives an individual character who has become ash.

Monsters

Monsters fall into several categories. Parties will need to use different tactics to defeat them, depending on the characteristics of a given monster category. Note that the Strength attribute determines the level of damage the monsters can inflict on the party. "A" inflicts the most damage and "E" is the least powerful. *STR=STRENGTH HP=HIT POINTS MP=MAGIC POINTS SA=SPECIAL ABILITY EXP=EXPERIENCE

Giant Category

These are large humanoids. They are powerful in physical combat, but have no magical abilities. It is best to destroy them before they get close to the party.

Giants

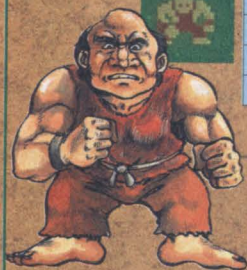
STR	D
HP	112
MP	none
SA	none
EXP	6



Huge beings which are adept at using ranged weapons and will offer the most challenge in the beginning.

Titans

STR	D
HP	112
MP	none
SA	none
EXP	6



These gigantic beings are as strong as Giants.

Golem

STR	D
HP	112
MP	none
SA	none
EXP	6



Created from the soil, these massive humanoids are extremely strong, as well.

Human Category

Some humans are not loyal to the cause of truth and justice. Many have betrayed Lord British and serve the enemy.

Pickpockets and Brigands

STR	E
HP	128
MP	none
SA	Theft
EXP	5



These thieves have betrayed Lord British and will attempt to steal the party's weapons and armor.

Pirates

STR	E
HP	128
MP	none
SA	Ship
EXP	8



An eerie ship full of these, blood-thirsty villains may appear.

Dishonest Guards

STR	B
HP	224
MP	none
SA	none
EXP	15



All brown and a nos no brains, dishonest guards are, sometimes stronger than many of the monsters. It is not necessary to fight these traitors.

Repeler Category

These magical creatures will provide the main opposition in the early portion of the adventure. They provide good combat experience.

Orcs



STR	E
HP	48
MP	none
SA	none
EXP	3

Orcs are the weakest monsters who dwell in Sosaria.

Goblins



STR	E
HP	48
MP	none
SA	none
EXP	3

Similar to orcs, these relatively weak monsters appear quite frequently.

Undead Category

Slightly stronger than the Repeler category, these creatures are no longer alive, but animated by abominable magic. A cleric's "Undead" spell is an effective tactic against them.

Skeletons



STR	E
HP	80
MP	none
SA	none
EXP	4

Like orcs, skeletons inflict minor damage, but are harder to destroy than the demons.

Ghouls



STR	E
HP	80
MP	none
SA	none
EXP	4

These sickly green creatures appear regularly at the beginning of the adventure.

Devil Category

These demonic creatures sometimes have magical abilities and are always capable fighters.

Gargoyles



STR	C
HP	180
MP	all
SA	Poison
EXP	10

Gargoyles are primarily indigenous to dungeons. Be wary of their attacks with poisonous magic.

Demons



STR	B
HP	180
MP	all
SA	Poison
EXP	10

These evil monsters can repeatedly hurl powerful magical attacks at the party.

Manes



STR	C
HP	180
MP	none
SA	Poison
EXP	10

These are like gargoyles, but lack magical capability.

Dragon Category

Large winged reptiles which can attack the party with fangs, fire, and magic. Their flame is deadly.

Wyverns



STR	B
HP	224
MP	all
SA	Flame
EXP	15

This type of dragon uses both flame and magical attacks.

Devils



STR	A
HP	240
MP	all
SA	Poison
EXP	20

Only two devils may appear at a time, but they are formidable foes with powerful magic.

Balrons



STR	SPL-A
HP	240
MP	all
SA	Poison
EXP	20

As the toughest monsters in Sosaria, Balrons can repeatedly hurl their poisonous bolts of magic.

Insect Category

Gigantic monsters that attack with fangs. Their bite is poisonous.

Griffins

STR	B
HP	224
MP	all
SA	Flame
EXP	15



Griffins are the least dangerous in the dragon category.

Bradles



STR	C
HP	192
MP	none
SA	Poison
EXP	10

Similar to the Snatches, Bradles attack with fangs and have a poisonous bite.

Snatches

STR	C
HP	192
MP	none
SA	Poison
EXP	10



These are the dungeon dwelling members of this category and they are dangerous for the same reasons.

Dragons



STR	B
HP	224
MP	all
SA	Flame
EXP	15

Because of their potent magic, they are the toughest in the dragon category.

Sea Monster Category

Some monsters live in the ocean near Sosaria and interfere with peaceful sea voyages.

Sea Serpents



STR	B
HP	224
MP	all
SA	Flame
EXP	15

Small cousins of the dragons, Sea Serpents dwell in the sea, but can breathe flames across the water.

Man-O-Wars



STR	A
HP	240
MP	all
SA	Poison
EXP	20

Of all the denizens of the ocean, these are the toughest to defeat and inflict the most damage.

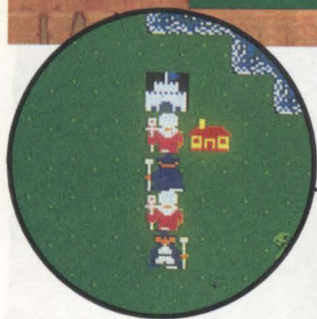
All about



Sosaria



LORD BRITISH'S CASTLE



ADVENTURER'S GUIDE

Lord British's Castle is a very important resource point for the party. This location is where Lord British rewards characters for experience. He promotes the character to a higher level and increases his/her hit points (up to a maximum of 2,550) whenever the character accumulates enough experience points. The inn, where players can save the game, is also located nearby, as is the hospital.

✕ GOLD

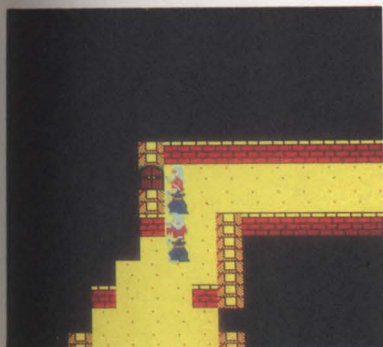
★ INFORMATION

ONE-POINT

Hint: A doctor in the castle treats people who suffer from illness or poison. He also gives blood to patients who need it.

#1 Suggestion

Explore the castle with magic keys.

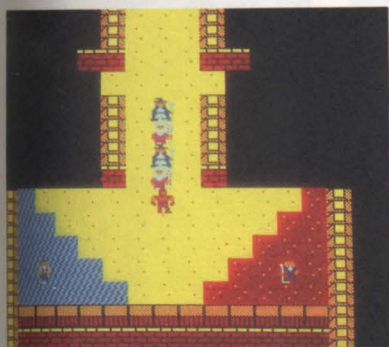


After you are able to obtain several magic keys, go to the castle and explore it. There are nine different doors. You should be able to find a mysterious fortuneteller, frightening dungeons, treasure chests, people with important clues, and even a ghost ship.

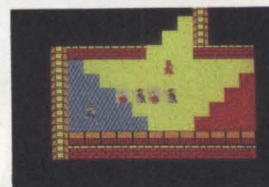


#2 Suggestion

Try to get information from the people in and around the jail.

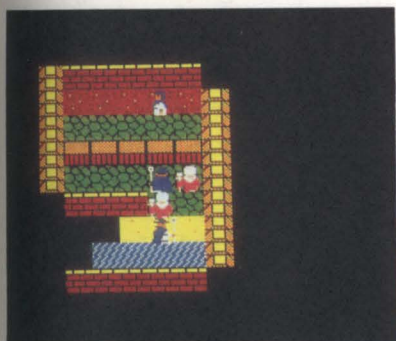


There are four jails here. As soon as you are able to find some charred areas in a maze, talk to the two people who are surrounded by volcanic rocks and other barriers. They hold vital information about the mystery town, Dawn. If you need any other information, go to Death Gulch.



#3 Suggestion

Solve mysteries at the Fortune Teller.



If you go to the left on the small island surrounded by the castle's exterior wall, you can find the fortuneteller. She offers five ranks of clues which cost from 100 to 900 gold pieces. It is possible to solve the mystery of Exodus by combining her clues with the information you get from other people.



The Royal City



✕ GOLD ★ INFORMATION

ONE-POINT

Hint: If you stay at the pub longer, the bartender will give you some interesting information.

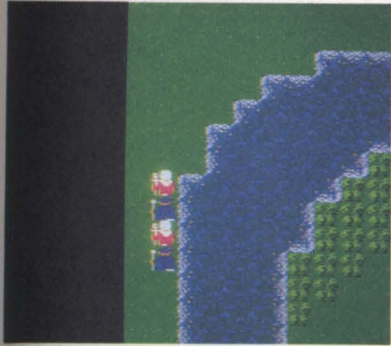
ADVENTURER'S GUIDE

This is the city located immediately adjacent to Lord British's castle. It is the first place where characters can purchase their equipment for the adventure. Since the city has no doors or obstacles, it is possible to explore it with no risk. Whenever the party encounters other people, it is a good idea to talk to them (more than once) and get all the information possible. Since this is the party's initial visit, do not expect to be able to purchase the best weaponry or armor.

Guide to locations

#1 Suggestion

Pay attention to the forest outside of town.

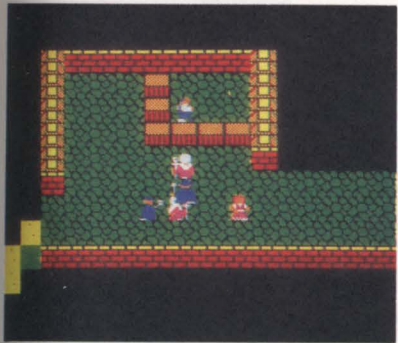


There are some important characters in the dark forest. If the party is courageous enough to investigate these dark and ominous places, there may be some significant discoveries.

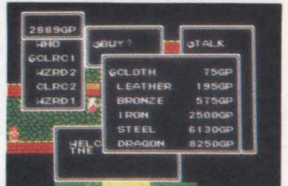


#2 Suggestion

Equip the party.



As soon as the party reaches the town, they should go east and find the weapons shop. Characters will probably need to buy basic weapons like a blowgun, dagger and sling. They can all be used as distance weapons.



#3 Suggestion

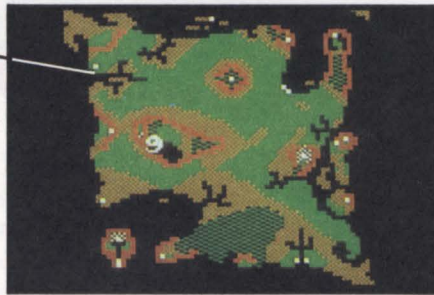
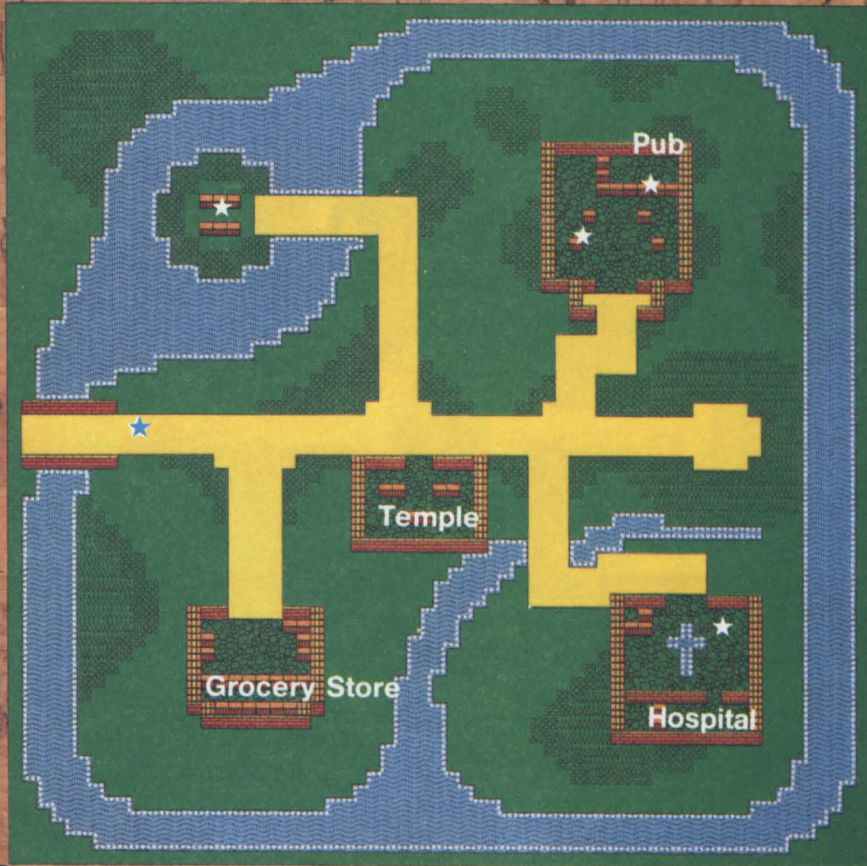
Take the flowers to Sherry.



Sherry can be found standing along the edge of the moat. A patient at the hospital in Yew suggested you give her flowers. When you give her the flowers from Ambrosia, she will give you the compass heart.



The City of Moon



ADVENTURER'S GUIDE

This city contains two important temples. It is a hospitable and safe environment where sick or injured members of the party can rest and recover. Even if the treatment at a hospital should fail, this is another place reserved for recovery. Note that there is no military equipment whatsoever available in this city.

✕ GOLD

★ INFORMATION

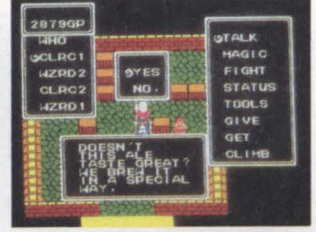
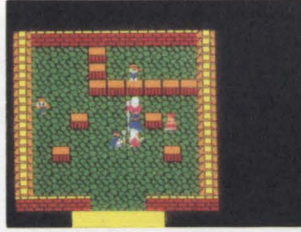
ONE-POINT

Hint: If you bring a dead character directly to the temple, he can be safely revived.

#1 Suggestion

Talk to the bartender at the pub.

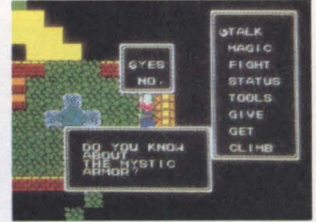
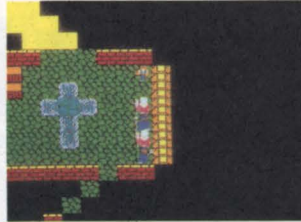
If you order more than three drinks at the pub, the bartender will start talking to you. Even though it costs 10 gold pieces per drink, the information is often valuable. It is also good to talk to other people in the pub.



#2 Suggestion

Talk to the man standing at the entrance to the hospital.

Talk to the man at the entrance of the hospital. The clues which he has to offer are too fragmented to put together earlier in the adventure, but they will be invaluable later.



#3 Suggestion

Converse with the priest.

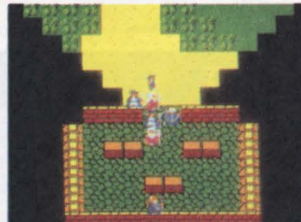
A priest who knows some extremely important secrets can be found standing on a small island just outside the city. If the party has collected all the information possible from the people inside the town, they won't have to make two trips to see the priest.



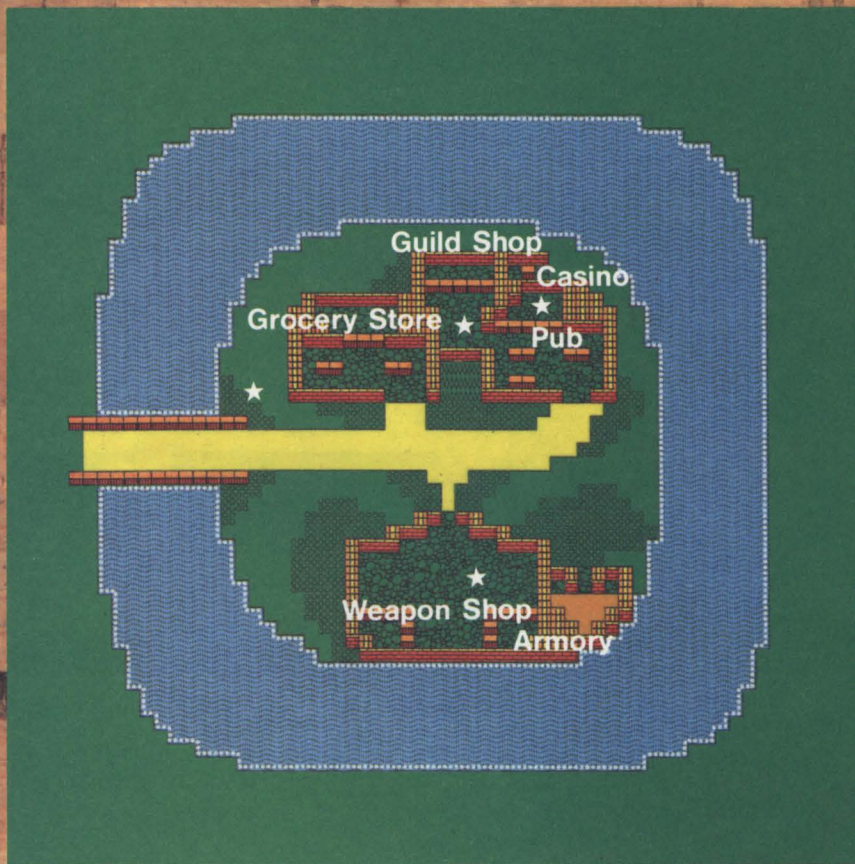
#4 Suggestion

Visit a temple.

Whenever resurrection surgery fails at a hospital, the character can still be saved at a temple. However, it costs 900 gold pieces for this service.



The City of Grey



ADVENTURER'S GUIDE

This city is located on an island in a lake. Beyond this, it is also surrounded by a huge moat, making the actual area of the city relatively small. There are lots of people to provide clues, but some of the information they provide isn't that important. The guild shop is very useful.

✕ GOLD

★ INFORMATION

ONE-POINT

Hint: If the party has enough gold, there is a lot of nice equipment available in the guild shop. Don't neglect the other shops in town, though.

#1 Suggestion

Go shopping.

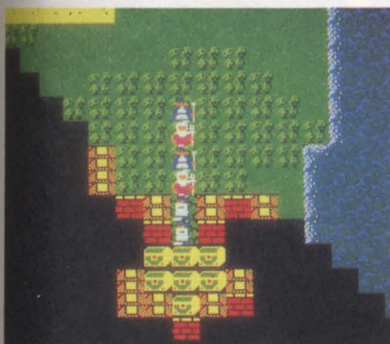


As soon as the party enters the town, it should stop by the guild shop, located right next to the pub. Guild shops sell several useful items including: tents, candles, magic keys, and gems. It is not a bad idea to buy as many items as the party can afford.



#2 Suggestion

Find the treasure chests in the southeast of the city.



There is a lot of treasure in the southeast of the city. Although two guards are always there, they can easily be bribed. It costs 200 gold pieces. When you get the treasure, watch out for other guards. Several guards will try to block the party in the narrow treasure room.



#3 Suggestion

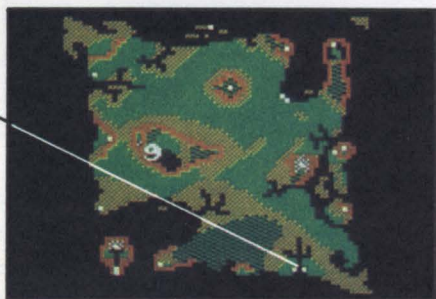
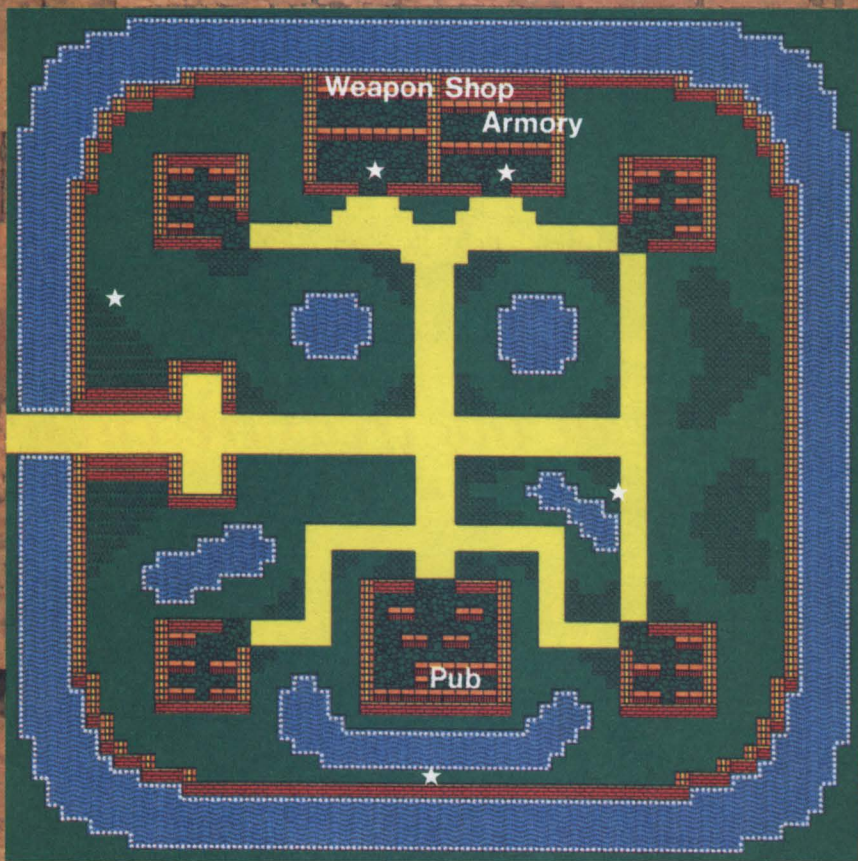
Gamble.



There is a small casino at one end of the city. If a character can defeat the owner at the game of paper-scissors-rock, the casino pays two-to-one. Don't spend too much money if you are losing, however.



The City of Montor East



ADVENTURER'S GUIDE

Montor East, one of the twin cities, is not interesting in itself, but some of the people are. There are some weapon shops, armories and pubs. All of the buildings are constructed solidly and there are a number of guard walls in the city. The high walls conceal several dark areas where important informants or characters can be found. Be careful not to miss them.

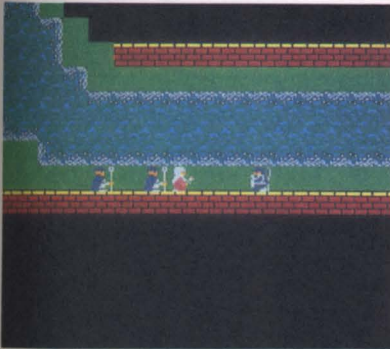
✕ GOLD ★ INFORMATION

ONE-POINT

Hint: There are no interesting items to shop for in this city.

#1 Suggestion

Don't ignore the outside of the city.

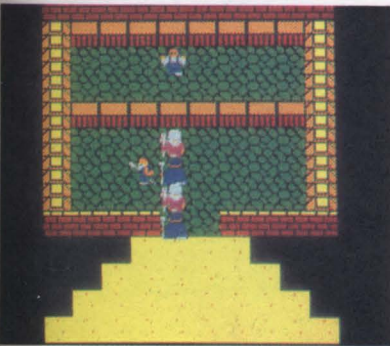


Since the interior of the city (walled section) is so large and the exterior so small, the unwalled section may not seem important. There are some very important characters concealed in the block behind the buildings, however. Several people are concentrated in one location. They could be very important.



#2 Suggestion

Pay attention to the information to be found in the weapon shops and armories.



Although these stores look like the kind you could find anywhere, the information to be found within them is quite unique. Also, there are two men standing to the north of the city gate. Don't forget what they tell you about Montor West.



#3 Suggestion

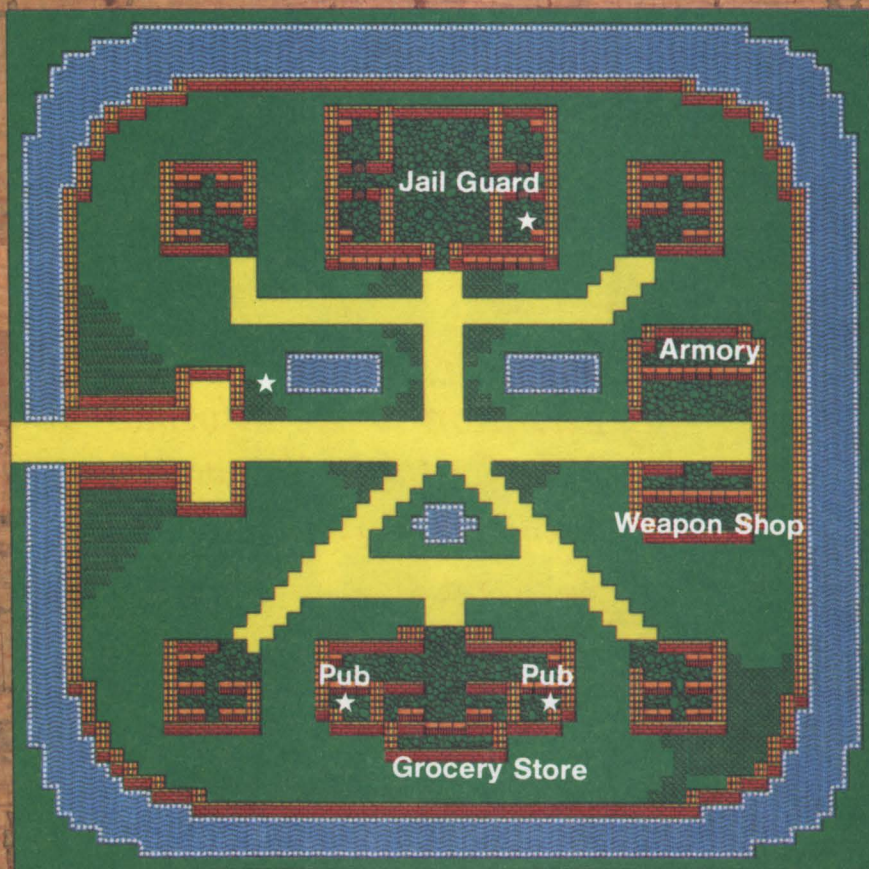
The people in the city are significant.



An old man, as well as quite a few other people, hold elements of key information which are helpful for destroying Exodus. There are five crucial clues available here, so talk to everyone you see.



The City of Montor West



GOLD



INFORMATION

ONE-POINT

Hint: The biggest problem in Montor West is how to get into the jail. Roaming aimlessly around the city will not help you find the way to get in.

ADVENTURER'S GUIDE

Over all, the city looks similar to Montor East. However, this city is the only one that has a jail. The important clues can only be found within the jail. How to get into it is the primary problem. If you talked to the right people in other cities, you should have the clues necessary to gain entrance. The city also contains a weapon store, an armory, a grocery store and a pub (the pub operates exactly like the one in Royal City).

#1 Suggestion

Bribe the guard to get into the jail.

There is a strong guard protecting the jail. He can be bribed with a gift which can be obtained using the bribe command. If you defeat him in a fight all prisoners will disappear.



#2 Suggestion

Talk to a prisoner.

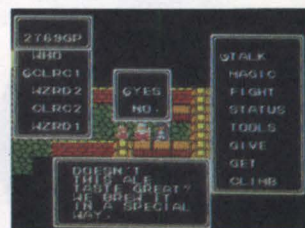
Use the magic key for the door and talk to the prisoner in jail. He was convicted for stealing something from a counter in a store. Find out what he stole.



#3 Suggestion

Get clues from one of two pubs.

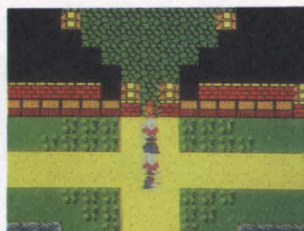
There are four different rooms in the jail. A soldier in the room to the southwest knows the most important information. Don't forget to talk to him more than once. The city has two pubs. Both bartenders hold the same information, so you can save time and money by talking to only one of them.



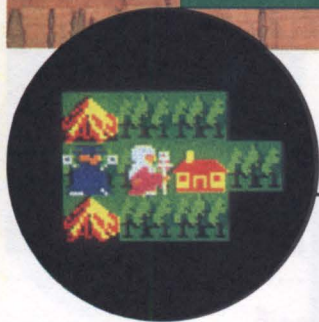
#4 Suggestion

Find out more about the pray command.

You will need to pray to get the Card. However, the pray command is only available in the City of Yew.



The City Of Yew



ADVENTURER'S GUIDE

The city is called Yew. It is surrounded with big trees and this makes it difficult to see individual buildings. The screen itself is almost completely blacked out. There is a hospital, a restaurant, a temple, and a chapel with a cross-shaped pond located in the city. There is also a mysterious field called the Circle of Light. Because of the trees which overshadow the city, it is difficult to make one's way through the street, even if you use the map in this book. Don't overlook important informants or characters who may be hiding in the shadows.

✕ GOLD

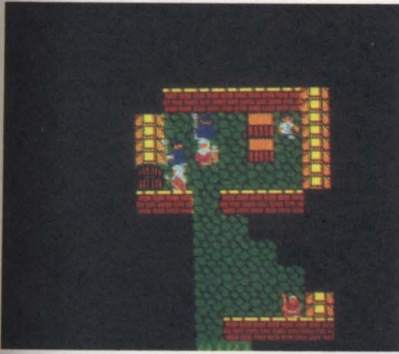
★ INFORMATION

ONE-POINT

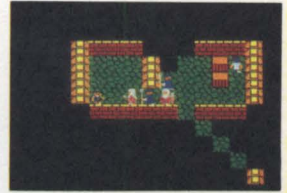
Hint: When you pay 200 gold pieces at the hospital, you can recover up to your maximum hit points.

#1 Suggestion

Visit the hospital.



You will need a key to enter a room in the hospital. It is worth going into, because you will get valuable information there.



#2 Suggestion

Talk to a priest.

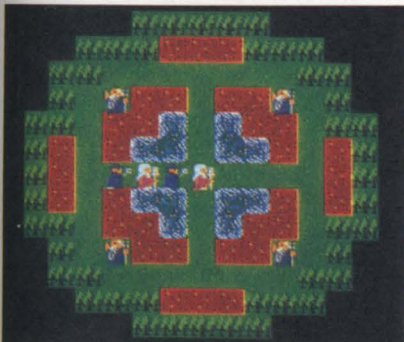


People in Yew are very devout. Those who wish to pray should go to the temple. It would help to have the Mark of Fire. Talking to the priest will enable the party to retrieve the pray command.

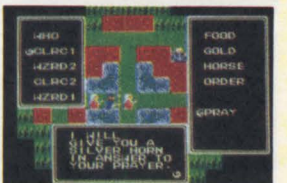
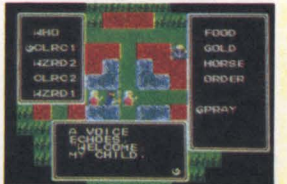


#3 Suggestion

Pray at the Circle of Light.



This mysterious area is related to the temple. If you are able to use the pray command, use it here. You might be able to obtain a very useful item.



The City of Death Gulch



ADVENTURER'S GUIDE

The party will need a ship in order to reach this heavily guarded city. The inside of the city is like a maze. It is also in the midst of a forest, so it is very dark. Therefore, you should study the map very carefully. Since the city contains extremely valuable items, the party should explore every possible clue.



GOLD



INFORMATION

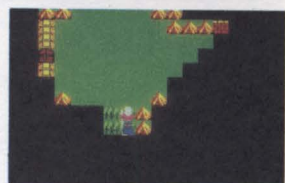
ONE-POINT

Hint: Use the short-cut to the south in order to enter the city. There are lots of guards at the northern gate.

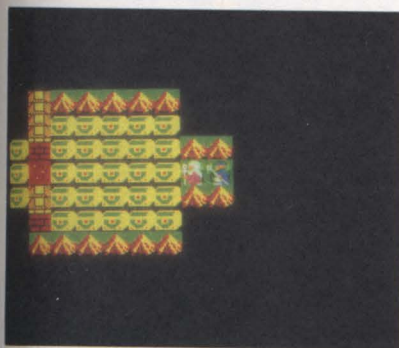
Enter the city through the short-cut.



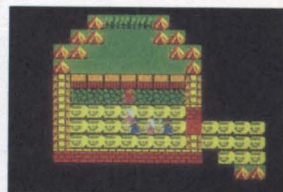
It is possible to get past the heavily guarded northern gate, but it is much easier to use the maze-like path under the southern gate. You will need magic keys to use the short-cut, however.



Earn some money while using the short-cut.



An armory, which is slightly off the short-cut, can be entered secretly. It contains several treasure chests. If you choose to take the treasures it would help to have a compass heart.



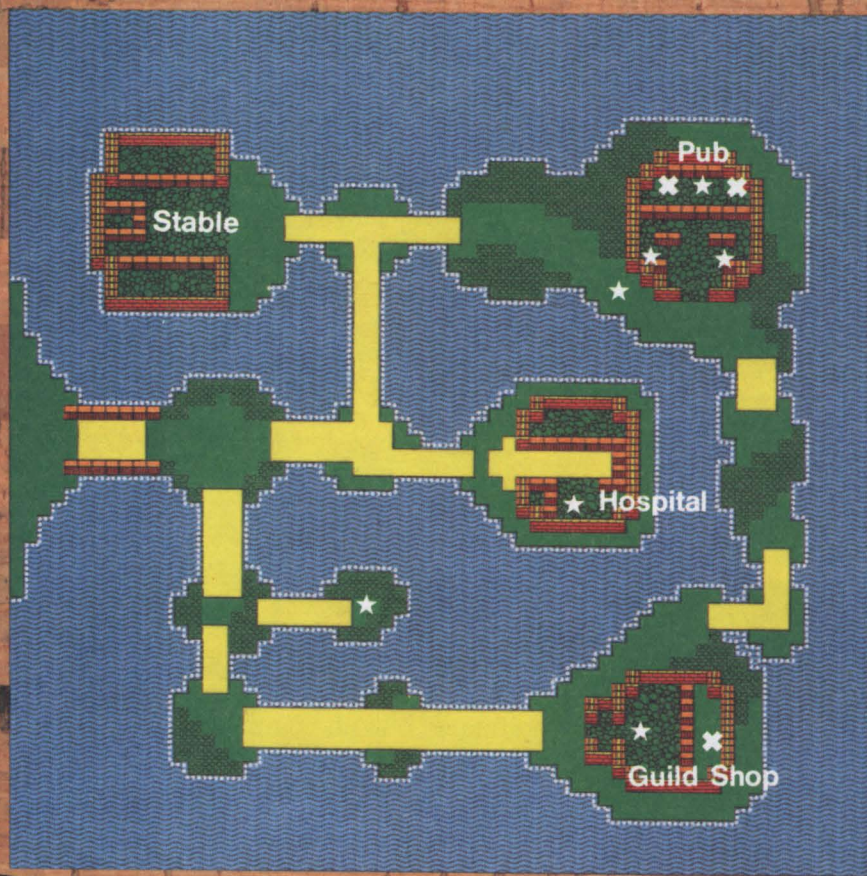
Meet the priest of Fire!



There is molten lava flowing through the city. At this location, the party can meet the priest of Fire! If you have the Mark of Fire, you can walk safely through the lava. If not, you can find the same information at a guard-station.



The City of Devil Guard



ADVENTURER'S GUIDE

The city is made of several islands connected by bridges. The stores are scattered all over the city. Although it is not easy to collect information in this city, there is a significant amount of data to be collected. Try not to miss any of it. The city also has one of the two stables available in the entire adventure, so this is a good place to buy a horse. Note: You can only get to this city through the moon gate, which can only be entered when both moons are in position.

✕ GOLD

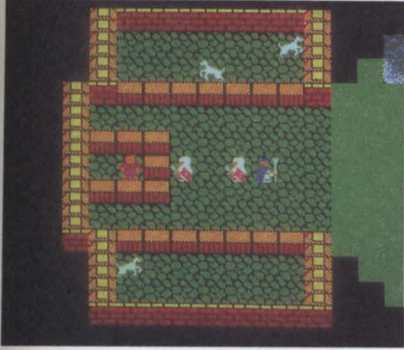
★ INFORMATION

ONE-POINT

Hint: The hospital in this city charges 100, 200, and 500 gold pieces respectively for a cure, energy recovery and resurrection.

#1 Suggestion

Buy horses.

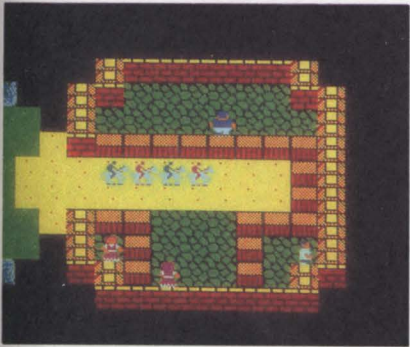


It is a good idea to buy horses. It is expensive, but it will certainly be worth it, particularly toward the end of the adventure. It will allow the party to run away from unnecessary battles and will reduce travel time.



#2 Suggestion

Listen to the girl at the hospital.

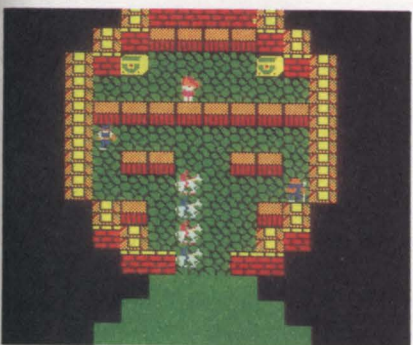


The girl in the hospital does not move at all. She does offer several hints about guards to be encountered. She says that there is something you can do to avoid problems with guards. When you look at the command list, you will notice that "Bribe" has been added.



#3 Suggestion

Gather information in and near a pub.



Whenever you talk to a bartender, be certain to talk to others who are around, as well. Write this information down. Information can also be obtained from a nearby shop.



The City of Fawn



ADVENTURER'S GUIDE

Fawn is surrounded by the sea. There are many shops, but nothing unusual is to be found within them. The most important deed to be accomplished in this city is to talk to people. Many people have the necessary clues to advance the adventure. The hospital charges 200 gold pieces for energy recovery. Take advantage of it.

✕ GOLD

★ INFORMATION

ONE-POINT

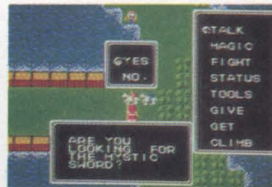
Hint: The hospital provides antidotes, energy recovery, and resurrection using the same prices as those in Devil Guard and Yew.

#1 Suggestion

Listen to the girl about the Circle of Light.

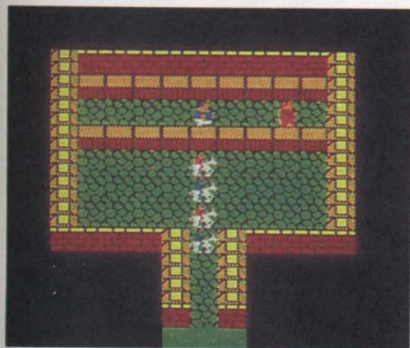


A girl will talk to the party about the Circle of Light. According to her, something good should happen to those who pray in the middle of the area. If the party has not yet prayed in the Circle of Light, they should travel there immediately.



#2 Suggestion

Talk to the owners of a weapon shop.



According to these merchants, you cannot find the All Mighty Sword without the Silver Pick. They claim that the Silver Pick is in the Death Cave to the north of Lord British's Castle. Explore the cave and get the pick as soon as possible.

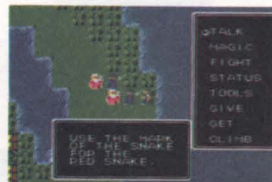


#3 Suggestion

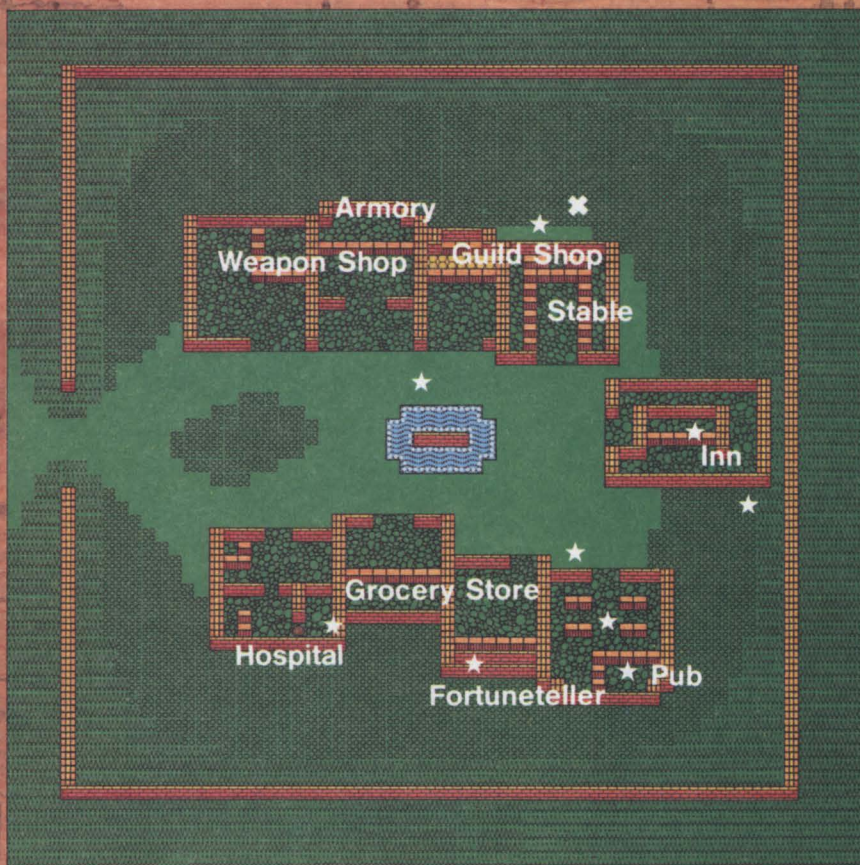
Learn to repel the red snake.



The Mark of the Snake is one of the items necessary to successfully enter Exodus Castle. Search for the mark in seven different dungeons.



The City of Dawn



ADVENTURER'S GUIDE

Dawn is located in deep forest in the south of Sosaria. Unless you are familiar with the location, it is very hard to enter this city. There is every kind of shop except a casino. You may possibly find the most vital clue to the mystery of Exodus in this city, so it is important to talk to everyone you encounter.

Note: Dawn only appears when both moons are new moons.

✕ GOLD ★ INFORMATION

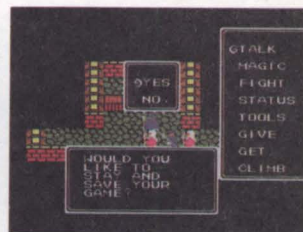
ONE-POINT

Hint: Make sure you find the gold pick before you leave Dawn. Look for it 8 steps west and 35 steps south from Lord British's castle.

#1 Suggestion

Save your game at the inn.

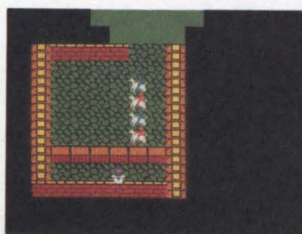
It's a good idea to save your game in case you are destroyed in a fight.



#2 Suggestion

Visit the Fortuneteller.

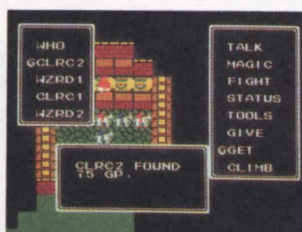
This is the second location where a fortuneteller can be consulted in the adventure (The first is Lord British's Castle). The most important clue to be gained is about the Card. Remember the clue because you will need it as preparation for the final battle in the adventure.



#3 Suggestion

Take advantage of a careless merchant.

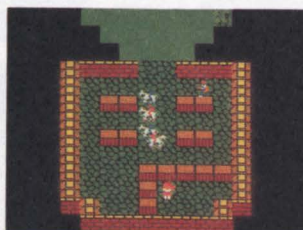
As in other cities, you can steal treasure chests which are left lying on the counter. Simply use the Get command and find out what happens.



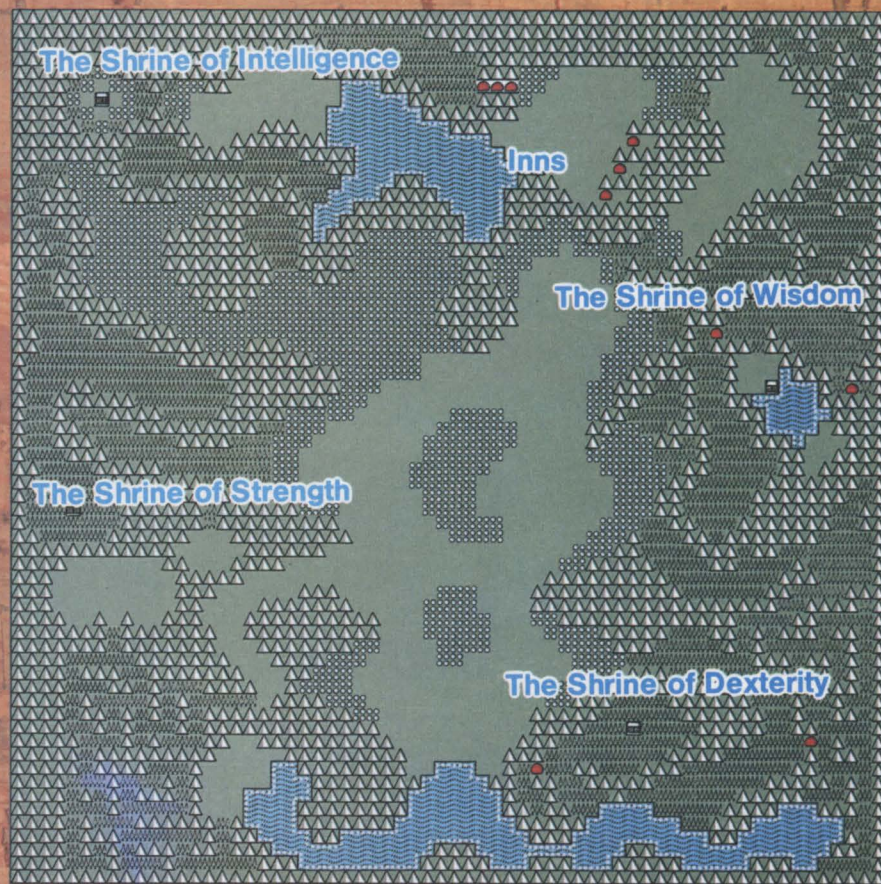
#4 Suggestion

Search out the Lord of Time.

A bartender in Dawn will refer to the Lord of Time. The Lord of Time lives in the dungeon which can only be entered through the Time Gate. If you don't talk to him, you will regret it later.



Ambrosia



ONE-POINT

Hint: Bring plenty of gold when you visit Ambrosia.

ADVENTURER'S GUIDE

Whenever you see the whirlpool in the Sea of Sosaria, sail into it. The adventurers will drift ashore in Ambrosia. This continent is very difficult to travel through because steep mountains and deep forests cover the entire land mass. There are four shrines. They are dedicated to strength, dexterity, wisdom, and intelligence respectively. Only true heroes can be successful. Therefore, it is difficult to reach them and many monsters guard the paths.



Maximize your potential.

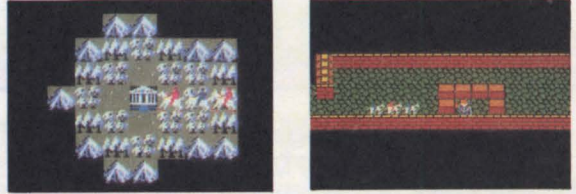
In order to maximize your attributes, you have to donate money at the shrines. The attributes go up a level for every donation of 100 gold pieces, so it costs plenty to reach maximum efficiency.

The Shrine of Strength.



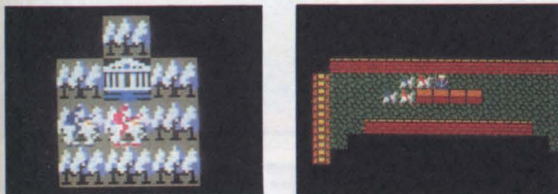
Starting from the shore, the party should head north taking the 3rd pathway on the left. This pathway will curve around to the south. This is the ideal place for the front-line fighters, paladins and rangers to reach maximum strength.

The Shrine of Intelligence.



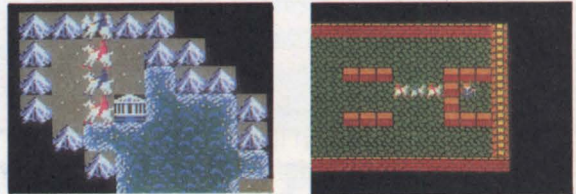
Starting from the shore head north. When you reach the fork, go right. Continue north until you reach what looks like a dead end. Take the pathway located at 9 o'clock. Use the pirate ship to sail to the west where you will find the Shrine of Intelligence. Wizards and Larks can improve their spell-casting abilities.

The Shrine of Dexterity.



From the shore go to the 1st pathway on the left. The pathway will wind around to the right. Fight the pirates then cross the lake in the east in order to reach the shrine. Here, thieves can improve themselves to be able to open the most difficult treasure chests.

The Shrine of Wisdom.

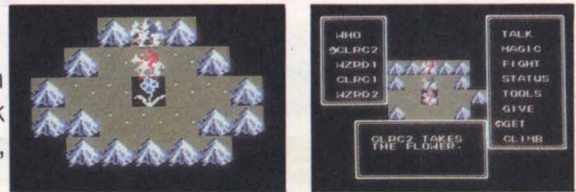


Starting from the shore head north as if you were going to the Shrine of Intelligence. When you reach the two pathways, this time take the one located at 12 o'clock. This will lead you to the Shrine of Wisdom. The cleric and illusionist can improve their capabilities here.



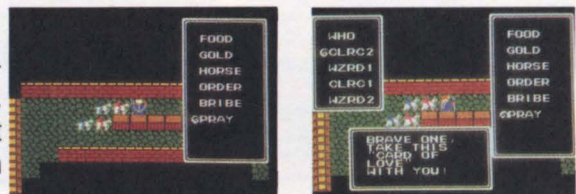
Pick some flowers.

There are flowers in the middle of the western edge of Ambrosia. Use the Get command to pick the flowers. If you take these flowers to Sherry, something good will happen.



Pray in the Shrines.

Even if you maximize the potential of each character, the group must still return to Ambrosia. Since the prisoner in Montor West suggested that the party "Pray in the Shrine," this seems like an important clue.



Golden Cave

This is the first dungeon in the adventure. To find the Mark of the King, you need to travel down the levels. If you reach somewhere between Level 5 and 8 and you already have the Mark of the King, pick up the gold and leave.

Level 1. The Mark of the King must be somewhere on this level.
 Level 2. There are many poison fountains, as well as fountains for recovering hit points on this level.
 Level 3. The ladder in the middle of the level goes straight through from the second level to the eighth level.

Level 4. There is considerable treasure available here. You can collect almost 1,000 gold pieces.
 Level 5. Be careful of the connected loop.

Level 6. A strange breeze blows through this level.

Level 7. Trap Level. The only item of value is the treasure chest.

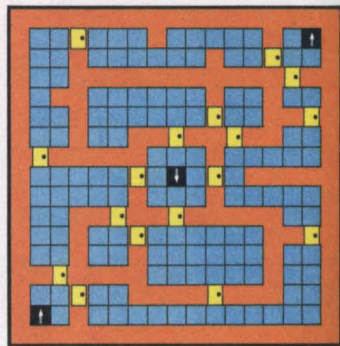
Level 8. There are many hidden doors on this level as well as the Mark of Fire. Also look for cure and recovery fountains.

Yellow indicates visible doors
 Black indicates hidden doors
 Arrow indicates staircases

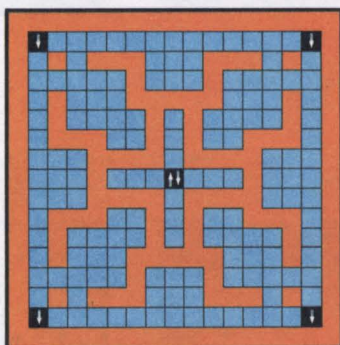
LEVEL 1



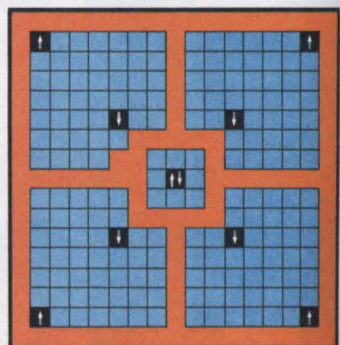
LEVEL 2



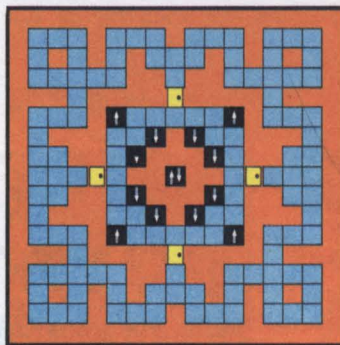
LEVEL 3



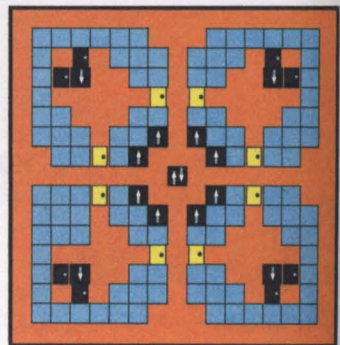
LEVEL 4



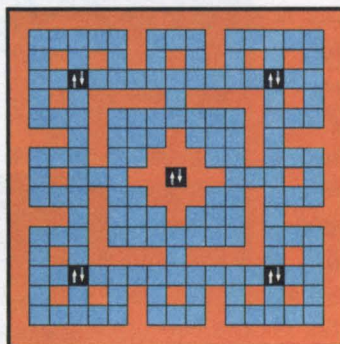
LEVEL 5



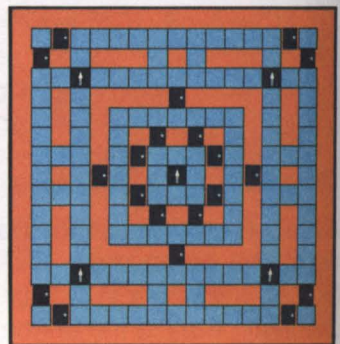
LEVEL 6



LEVEL 7



LEVEL 8



Death Cave

There is a Mark of the King in this dungeon along with many other important items hidden within. There are many traps, as well. Don't enter any area you don't need to enter.

Level 1. Many gremlins will appear on this floor.

Level 2. A hidden door on the south side leads you to the room where you should discover the Mark of the King.

Level 3. Many treasure chests are here and there is a fountain for recovering hit points in the south-east corner of the level.

Level 4. Every aisle intersection has a trap. Watch out.

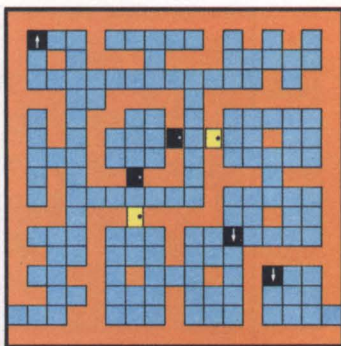
Level 5. There are five fountains. Three of them are poison.

Level 6. Three aisles surround a room in the middle. Avoid the two middle aisles. The outer aisle contains good treasures.

Level 7. This level contains many items, as well as traps.

Level 8. The Mark of the King is in a small room in the northwest corner. The silver pick can also be found here.

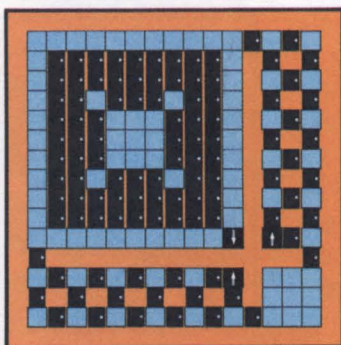
LEVEL 1



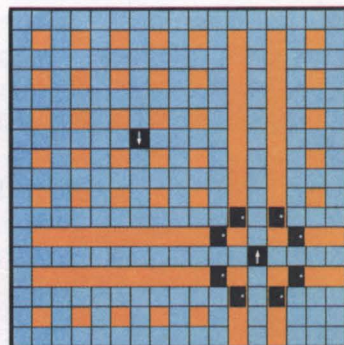
LEVEL 2



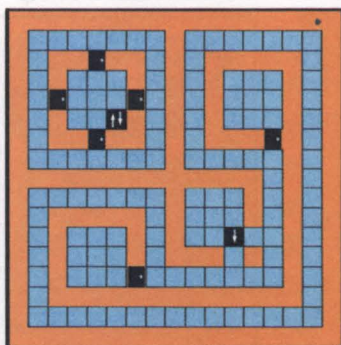
LEVEL 3



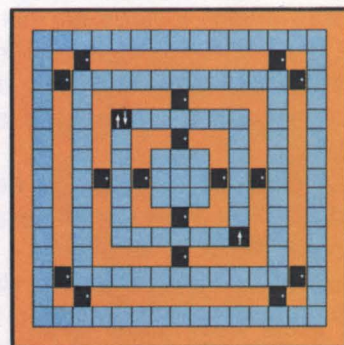
LEVEL 4



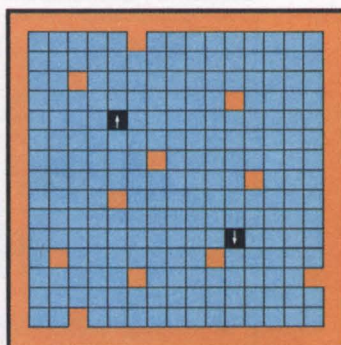
LEVEL 5



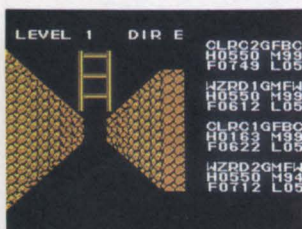
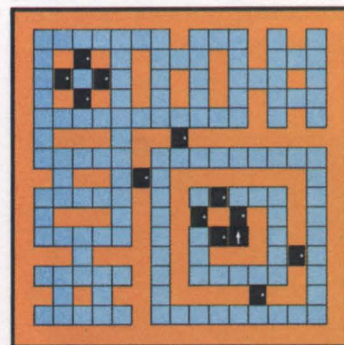
LEVEL 6



LEVEL 7



LEVEL 8



Blazing Fire Cave

The Mark of Force needed to pass by the barrier may be found in this dungeon. There are not many hidden doors, but there are plenty of traps on any level above the fifth floor. Advance carefully utilizing the map.

Level 1. There is a room full of treasure in the northeast corner.

Level 2. Watch out for the trap on the door to the room which has a ladder.

Level 3. There are no traps or treasure chests in this maze.

Level 4. There are thirteen treasure chests located on this floor.

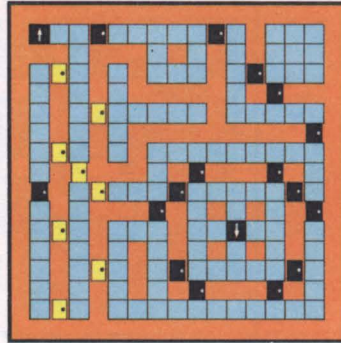
Level 5. This level is full of gremlins. The ladder at the southwest corner takes you to the eighth floor.

Level 6. This level is a nest of devils. Get away from it as fast as possible.

Level 7. Use the gem to disarm the traps. It's full of poison traps.

Level 8. The Mark of Force, the Mark of Fire and other treasures are located on this floor. Also cure, recovery, poison, and bad water are on this level.

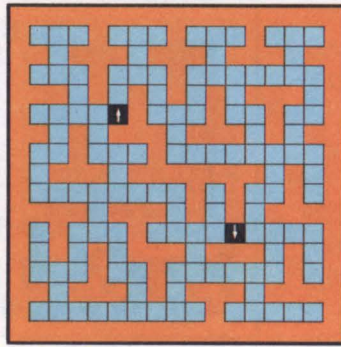
LEVEL 1



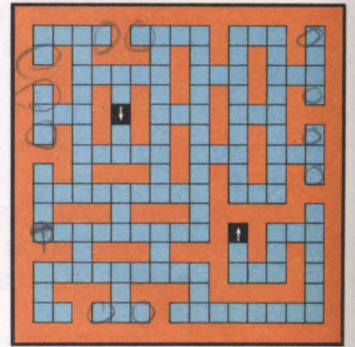
LEVEL 2



LEVEL 3



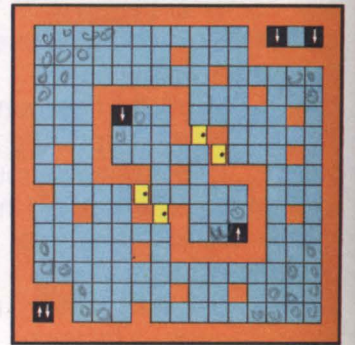
LEVEL 4



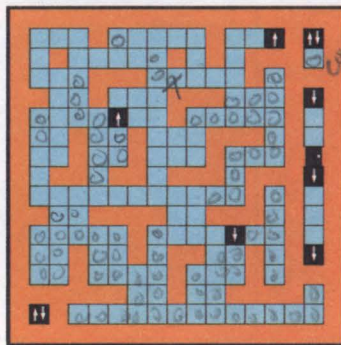
LEVEL 5



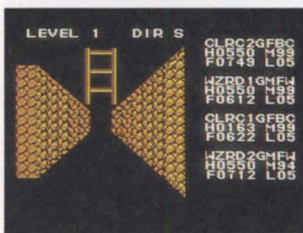
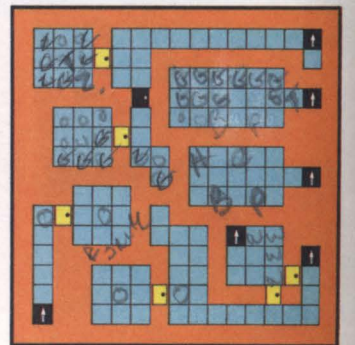
LEVEL 6



LEVEL 7



LEVEL 8



Cave of Sol

There are many fountains in this dungeon. Most of them are poisonous. Only the fountain on the seventh level can be used for recovering hit points.

Level 1. The three corner rooms which do not have a ladder contain six treasure chests each.

Level 2. There are messages at four corners on this floor.

Level 3. There are messages at all four corners of this floor, too.

Level 4. All fountains on this level are poison.

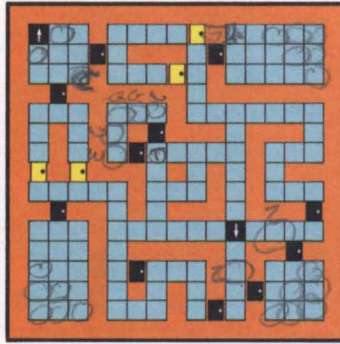
Level 5. This level contains extremely treacherous paths.

Level 6. All four ladders are pretty much the same.

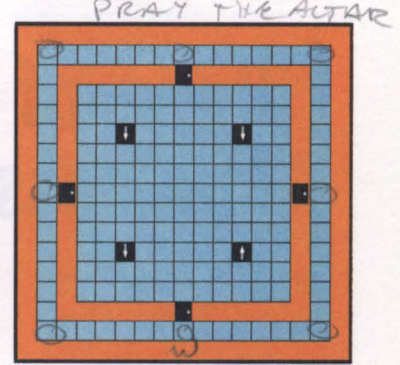
Level 7. The middle ladders on both the east and west sides of this level are short-cuts to the items you want to find.

Level 8. Turn right from the southwest corner, and be sure to get the Mark of Snake and Mark of Fire, in order to find the items. Watch out for the strange breeze.

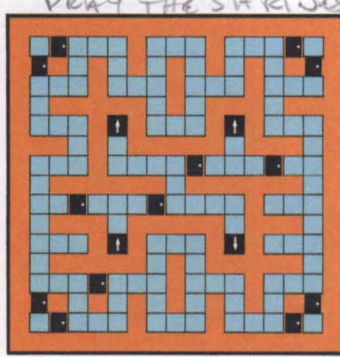
LEVEL 1



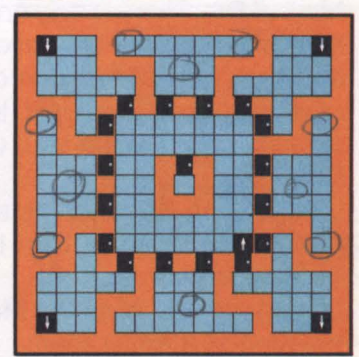
LEVEL 2



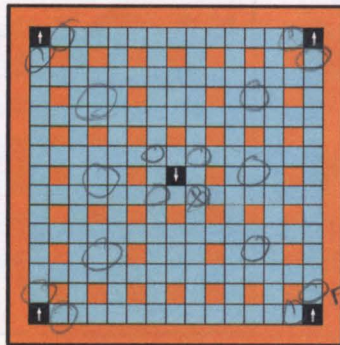
LEVEL 3



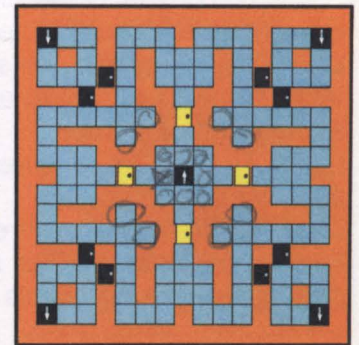
LEVEL 4



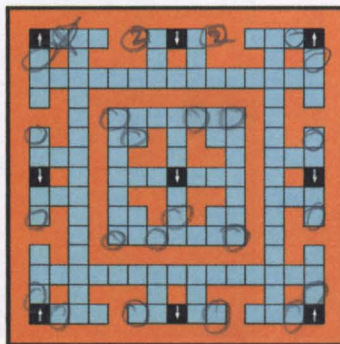
LEVEL 5



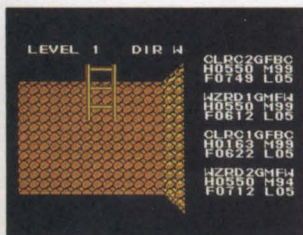
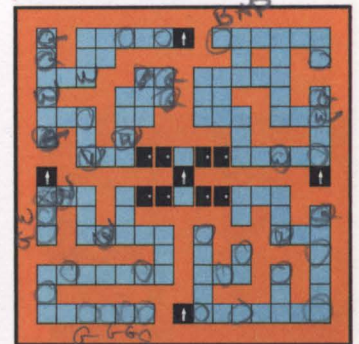
LEVEL 6



LEVEL 7



LEVEL 8



Cave of Madness

Take the stairs all the way down to the eighth level in order to get the Mark of Fire. There is only one visible door after the fifth level, but there are plenty of hidden doors.

Level 1. You cannot get to the second level unless you use a Descend or Sink spell.

Level 2. The ladder at the south-east corner takes you up to the first level.

Level 3. You will find the Mark of the King in a small room.

Level 4. This floor has only a few traps, but lots of gold pieces.

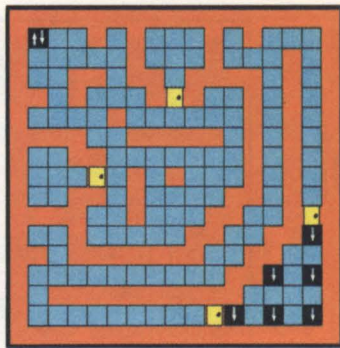
Level 5. This level has confusing hallways and a strange breeze.

Level 6. The room in the south-west corner has treasure, but watch out for the traps.

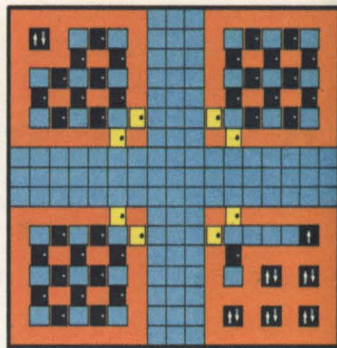
Level 7. There is a cure and recovery on this level.

Level 8. The Mark of Fire, the Mark of King, as well as some gold may be found on this level.

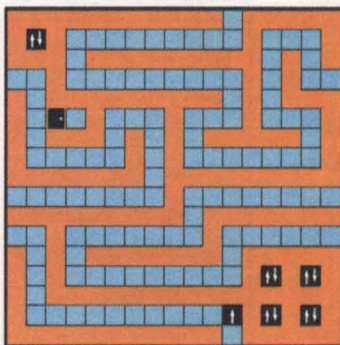
LEVEL 1



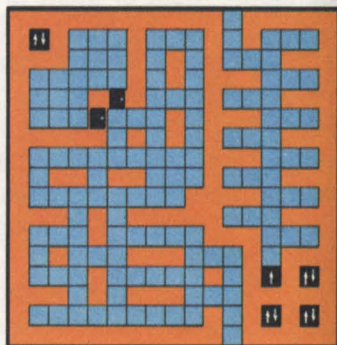
LEVEL 2



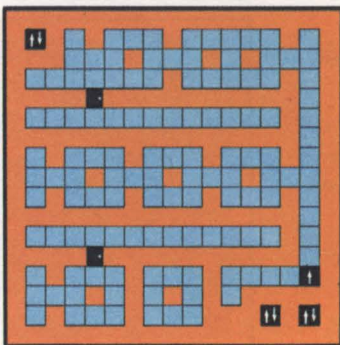
LEVEL 3



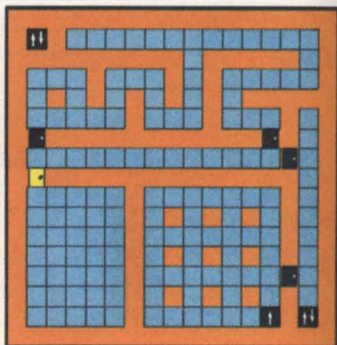
LEVEL 4



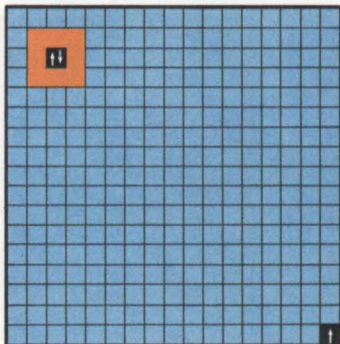
LEVEL 5



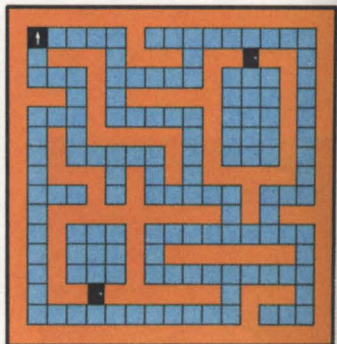
LEVEL 6



LEVEL 7



LEVEL 8



Cave of Fools

There is a Mark of Force in this dungeon. It is a very confusing dungeon beyond the fifth level.

Level 1. Look for a treasure chest, a trap, and a fountain with an antidote to poison.

Level 2. There is a treasure chest in each corner.

Level 3. You must disarm several traps in order to reach the treasure chest.

Level 4. This level contains five messages.

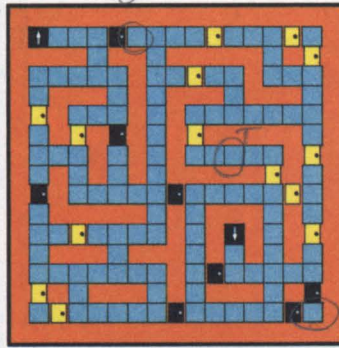
Level 5. There are confusing passageways and many traps on this level.

Level 6. The middle room allows you to descend to the next level.

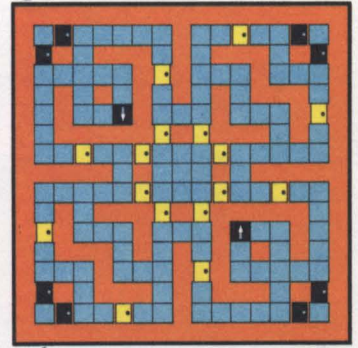
Level 7. The strange breeze is here and you should immediately descend.

Level 8. There is a Mark of Force in the small middle room.

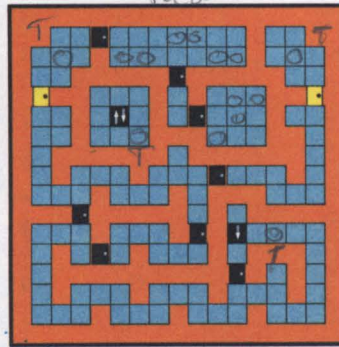
LEVEL 1



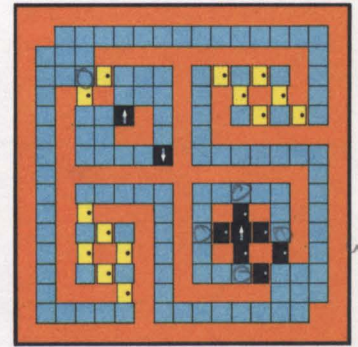
LEVEL 2



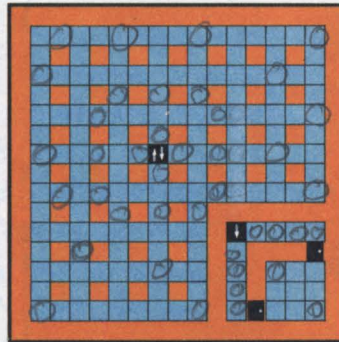
LEVEL 3



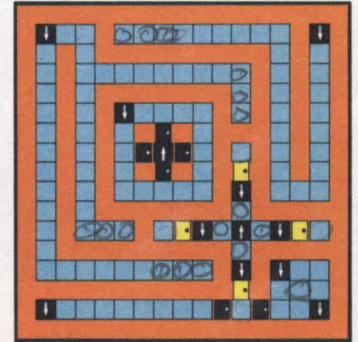
LEVEL 4



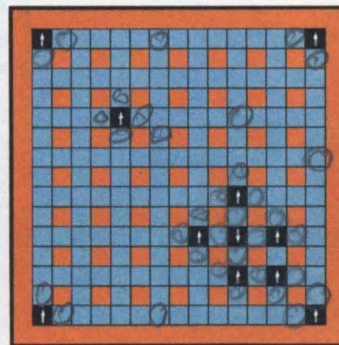
LEVEL 5



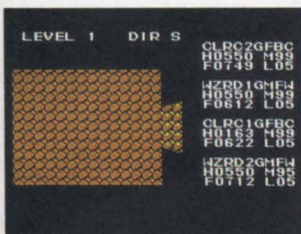
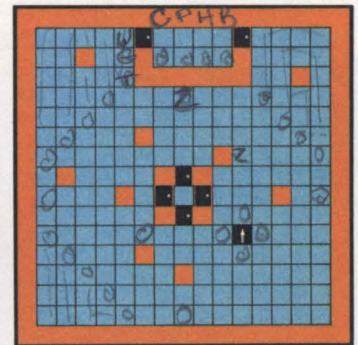
LEVEL 6



LEVEL 7

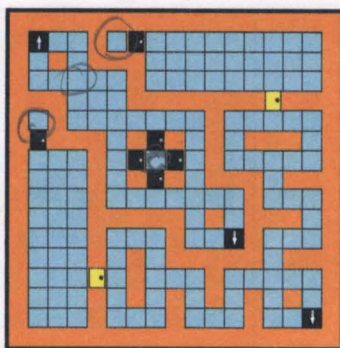


LEVEL 8

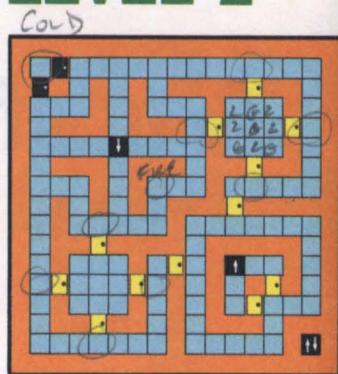


Cave of Moon

LEVEL 1



LEVEL 2



The most important matter to be accomplished in this dungeon is to be instructed by another king. He is located on the eighth level and your first priority should be to reach him.

Level 1. There are fountains in each of two small rooms next to a ladder. They are good for recovering hit points. The center holds a cure.

Level 2. There are treasure chests in the rooms in the north-east and southwest corners. There are vicious gremlins, as well.

Level 3. The treasure is located in the middle room.

Level 4. This level functions as an interim point when the party is travelling upward and downward. The center has a recovery and a cure.

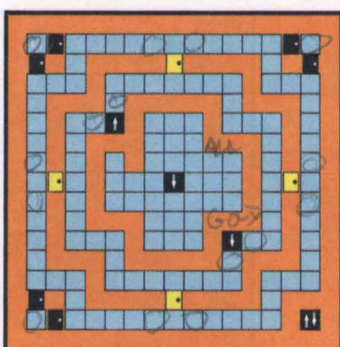
Level 5. There is gold in the middle room.

Level 6. There is a hidden door in between the ladders which leads to a short-cut.

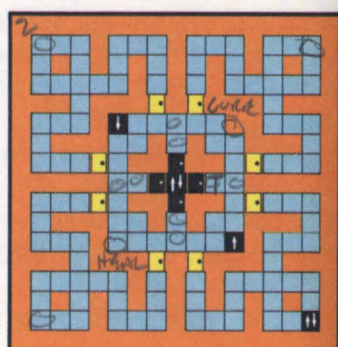
Level 7. Both gold and traps may be found on this level.

Level 8. The most important treasure in the dungeon is farthest from the ladder. Also look for the Mark of Fire, the Mark of King and recovery.

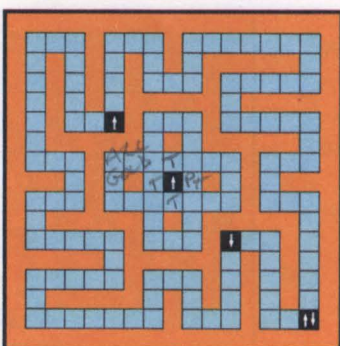
LEVEL 3



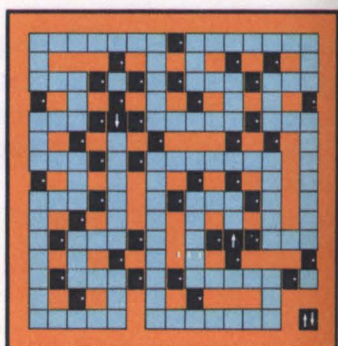
LEVEL 4



LEVEL 5



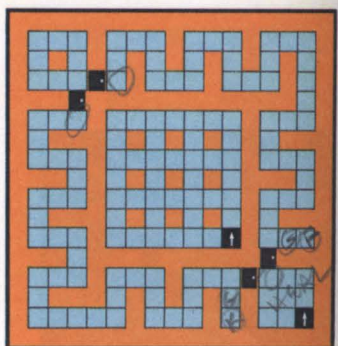
LEVEL 6



LEVEL 7



LEVEL 8

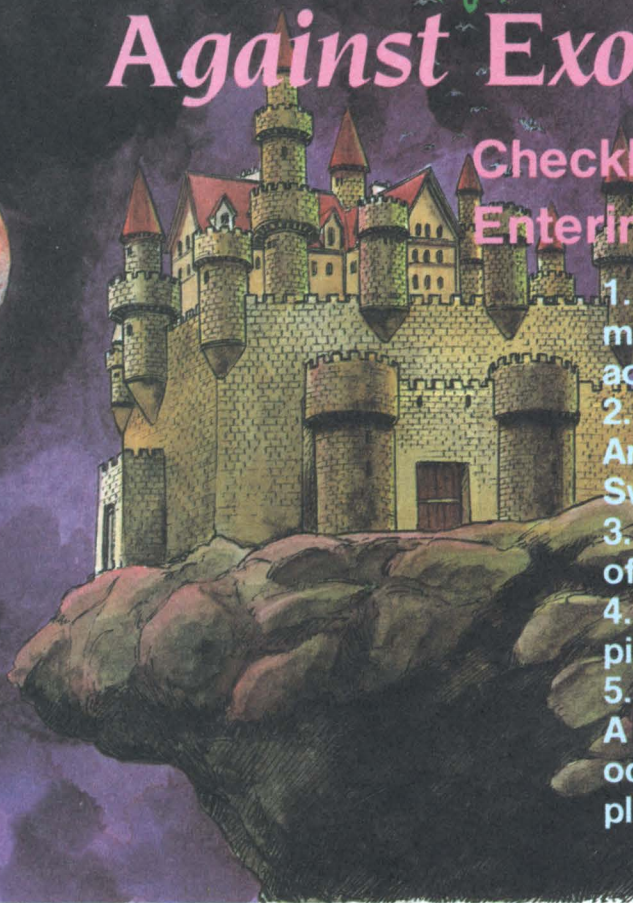


look
saw
Moon
Death
all with
LARS

The Final Assault Against Exodus

Checklist Prior to Entering Exodus Castle

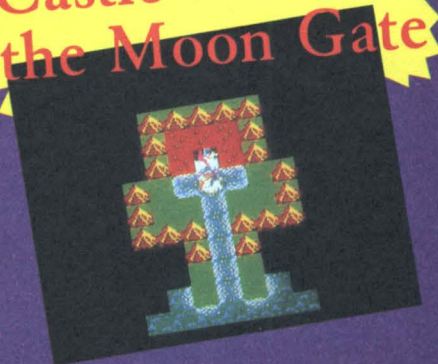
1. Have you reached the maximum possible character level?
2. Do you have the Magic Armor and the All-Mighty Sword?
3. Do you have the Mark of the Snake?
4. Did you get the four pieces of the Card?
5. Blow the Silver Horn.
A snake slithers into the ocean when a melody is played on the Silver Horn.



Mysterious Island on the Sea



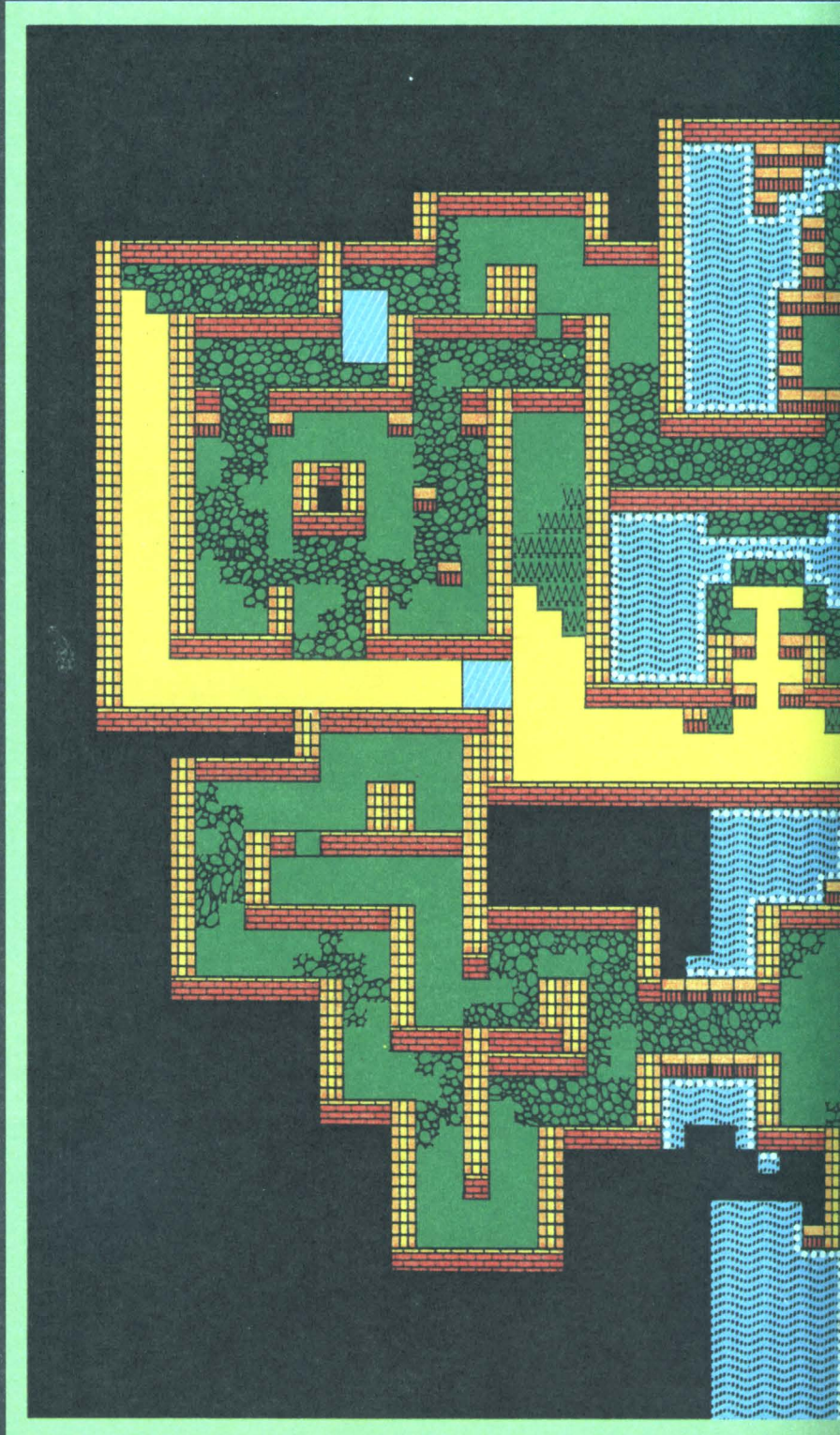
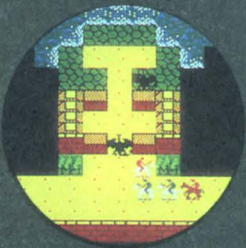
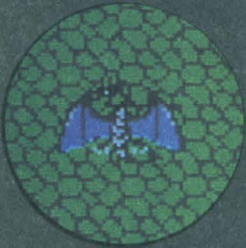
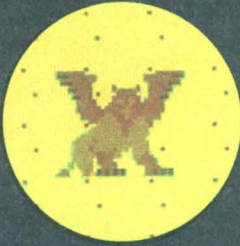
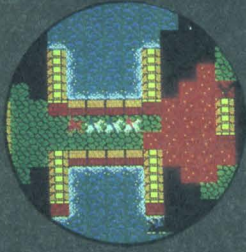
**Mysterious
Castle after
the Moon Gate**



When the party sails on the Sea of Sosaria, there is an ominous looking island south of the City of Grey. There is a gigantic snake in the inlet to the south side of the island. According to the information from Dawn, the Silver Horn should affect the snake.



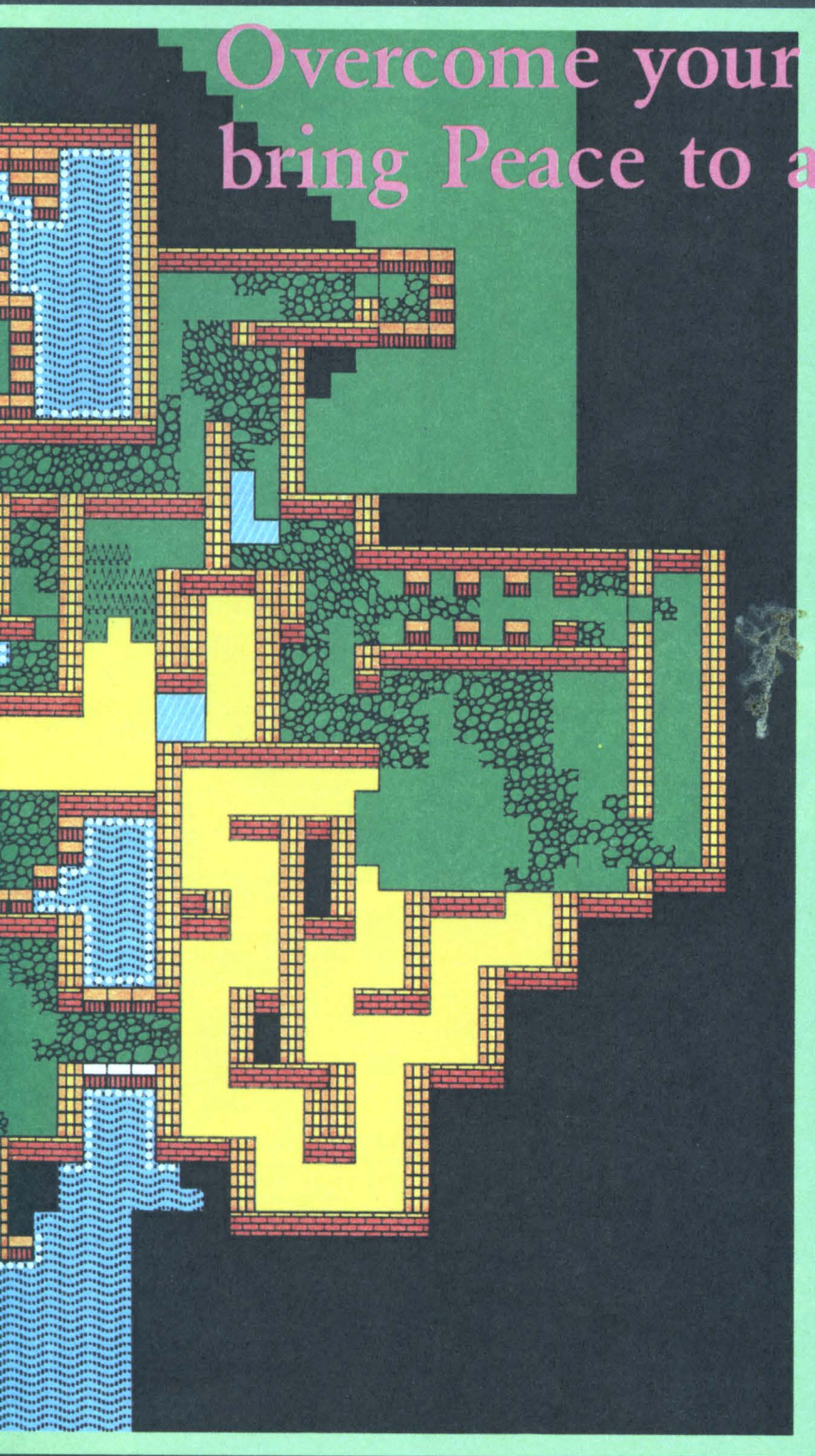
This is Exo



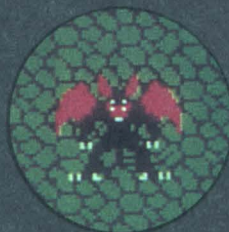
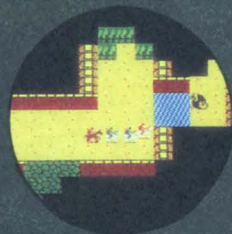
Exodus Castle!

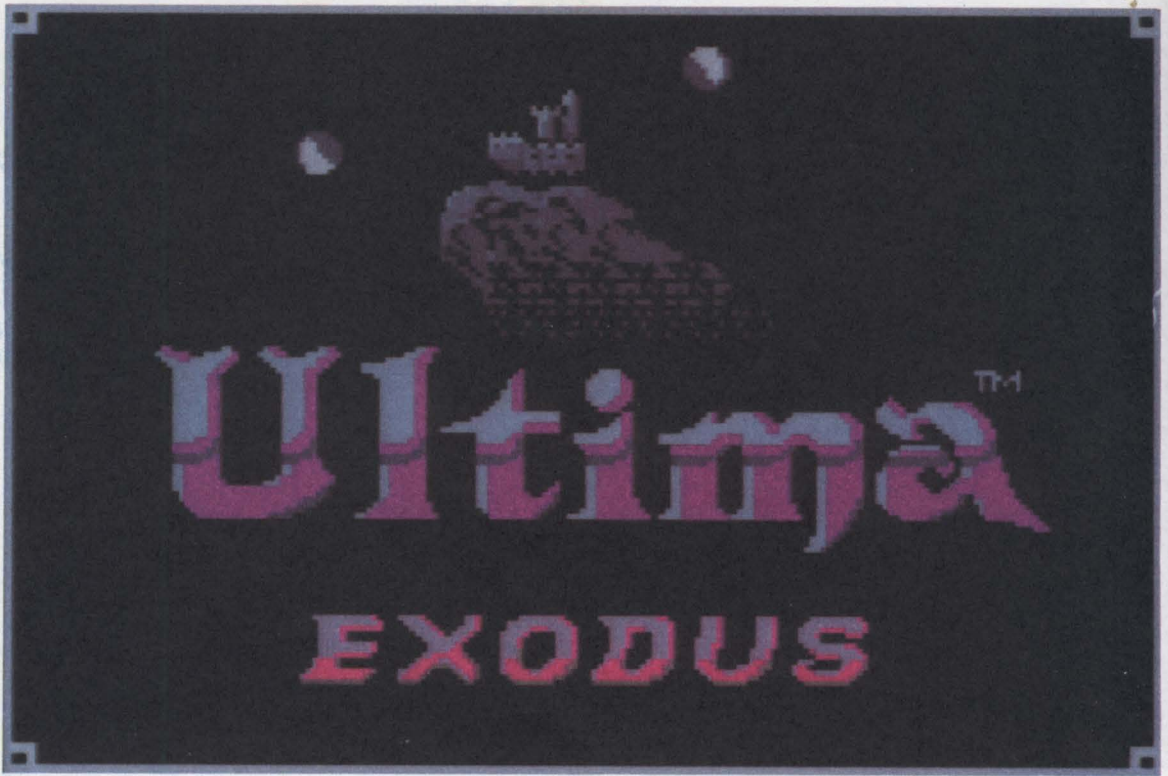


Overcome your fear and
bring Peace to all Sosaria!



At last, you've reached the final battle. The inner sanctum of Exodus is protected by a complex maze and extremely strong enemies. You must destroy the evil Exodus. There is only one way to get to him. Be brave. You are the only one who can restore peace to Sosaria.





Ultima Exodus Hint Book is published by Fujisankei Communications International, Inc.

© 1989 FCI. All rights reserved.

Credits

Produced and edited by Work House, U.S.A., Inc.

Editor in Chief Yukio Yamashita
Senior Editor Kenji Orimo
Editors Nobu Takagi
Pocky Iwase
Death Iwamoto

Layout Hiroshi Ohashi
Illustrators Tetuo Hiroi
Macky Ohmori
Kenji Murata

Cover Design Hiroshi Ohashi
Assistant Editor Tiger Tsukamoto
Copy Consultant Kazuyo W. Brandjord
Copy Coordinator Golden Empire Publications, Inc.
Johnny L. Wilson
Jason Watabe
Margot Blattmann
Elizabeth Hamburg

FCI Editors Tatsuo Ozu

Editorial Consultants Donn Nauert, Sendai Publications
Kunihiko Kagawa, Pony-Ca
Yasuhiro Kawashima, Locus

Dr. Chaos, Zanic and Lunar Pool are trademarks of Fujisankei Communications International, Inc. Ultima is a registered trademark of Richard Garriott. MagMax and Seicross are trademarks of Nihon Bussan Co. Ltd. Hydlide is a trademark of T & E Soft. These games are licensed by FCI for play on the Nintendo Entertainment System® Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. FCI is a trademark of Fujisankei Communications International, Inc.

Printed in the United States of America.

FCI
150 East 52nd Street
New York, NY 10022 USA

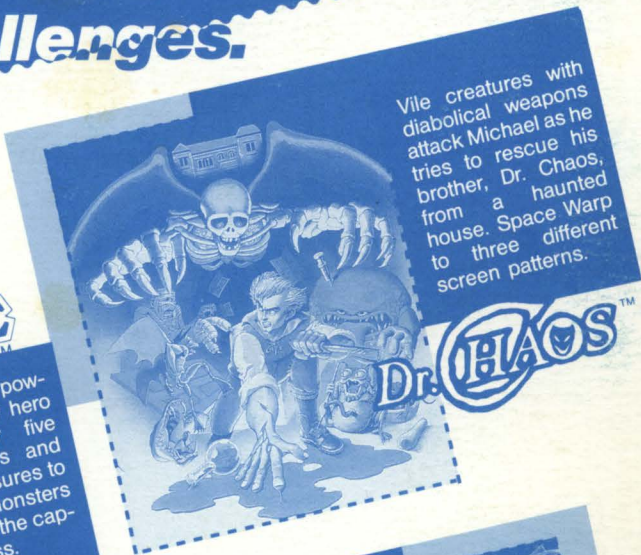
If you have questions or comments about this hint book, please call 312/968-0425.

Now that you've mastered **Ultima**, look for other **FCI** challenges.



HYDRIDE™

With a sword of power, our warrior hero must master five magic realms and find ten treasures to fight the monsters and rescue the captive princess.



Vile creatures with diabolical weapons attack Michael as he tries to rescue his brother, Dr. Chaos, from a haunted house. Space Warp to three different screen patterns.

DR. CHAOS™

SECTRASS™

Race your space bike against swift pursuers, blaze your way through hidden enemy cannons, use your laser beam to destroy the formidable enemy Bul-tank.



Transform into a master robot with body parts and weapons found at the core of the planet. Each part gives MagMax more power to destroy the three headed space monster.

MAGMAX™



Lunar Pool™

Challenge yourself, the computer, or another player on sixty different lunar pool tables with eight power levels. Different from anything on Earth.



ZANIC™

Fire your super-strength weapons to save the human race. You must out-maneuver twelve screens of enemy aliens as they change speed and strategy.

Exodus[®]
Ultima

