

ULTIMA THE SAVAGE EMPIRE

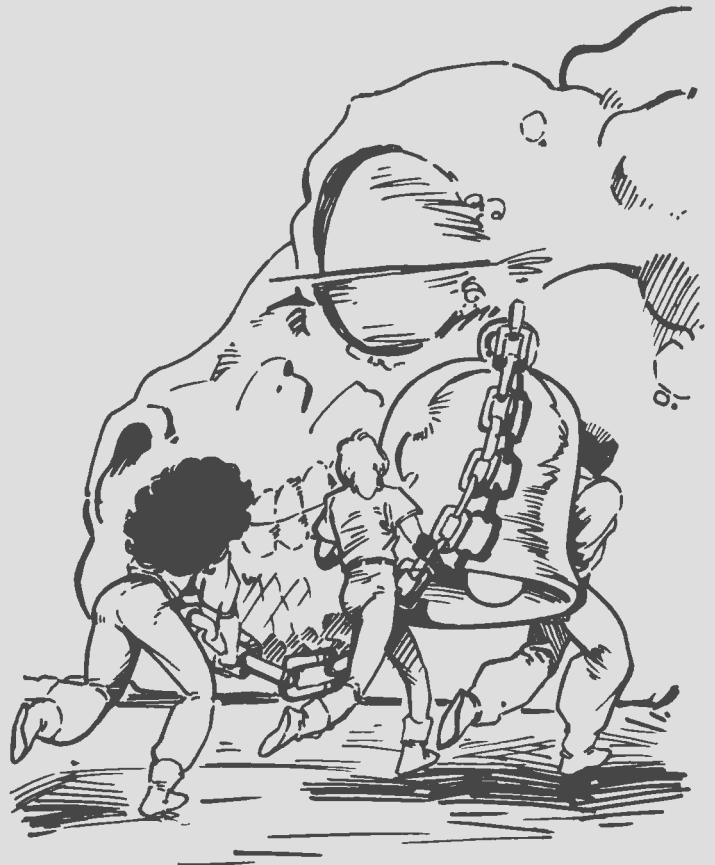
Type: Lost World Role-Playing

Difficulty: Intermediate

Systems: MSDOS (640K required, expanded memory required for music, 10MHz and hard disk recommended, mouse optional; 256-color VGA/MCGA, 16-color EGA and Tandy; Roland, Ad Lib, Sound Blaster)

Company: Origin

Lost cities, ancient pyramids and the Three Stooges—what do these elements have in common? They're all part of *Savage Empire*, the first game in ORIGIN's *ULTIMA* WORLDS OF ADVENTURE series. That means the interface and presentation are similar to that of *Ultima VI*—but there are no mazes, only a few magic spells, and a completely different story. It takes place in the Valley of Eodon, where Lord British sends you to investigate the properties of the Orb of the Moons you found in *Ultima VI*. In this jungle-covered valley on a planet far from Sosaria, you'll discover eleven tribes of Indians (among them the Disquiqui, three of whom bear an amazing resemblance to the Stooges) that you must unite in order to defeat ant-like monsters threatening their existence. First you've got to rescue a local princess, defeat a King Kong-like gorilla, battle a tyrannosaurus rex and fulfill a variety of fascinating mini-quests. The quest is less intimidating than *Ultima VI*, yet the fresh story and wealth of activities give it a charm all its own and make it highly recommended. Besides being picked as a "Best Quest of the Month" by *QuestBusters*, it won several awards from other computer game magazines.



General Tips

Money and Goods

You can get 15 emeralds in Aloron's hut in the Kurak village. Others are scattered about the land. You can also trade parrot feathers for emeralds. After catching parrots and using a knife to remove the feathers, see Paxaptamac in Tichticatl. You can make some items:

Gunpowder. Mix saltpeter, sulphur and charcoal, all three from Rafkin's lab, in the mortar there.

Grenades. Use digging sticks from Jukari or Rafkin to get clay by digging in soil near rivers, then make clay pots and bake them on lava near the Jukaris. Fill each with five handfuls of gunpowder. Make fuses by putting tar on strips of cloth and sealing pots with them.

Rifles. Get from Rafkin's lab, or build with iron bamboo (east of Tichticatl) and asking Rafkin about rifles (load with gunpowder to use).

Walkthrough

Rescuing Aiela

Go To Rafkin's lab (in middle of jungle due south of the Kurak village). Get all necessary items: camera, rifle, ammunition, sulphur, saltpeter, charcoal, fireman's axe, bucket and fire extinguisher. Get Rafkin and Jimmy. Get blue rock chip.

Find Topuru (in Barako village). Get directions to Urali. Go to Urali through cave (see map). Talk to Wamap.

Rescue Fabozz by taking flash camera picture.

Find Aeila's cave (south along water). Use door to her cage and kill Darden. Talk to Aiela. Get quest.

Uniting The Tribes

Barako

Go to Barako village and talk to Halawa about Unite. Then find the cave under waterfall (see map). To enter the cave, attack with grenade to the right of boulder on cliff. Enter cave, find gorilla and kill it. Find Halisa (south of gorilla) and talk to her, then talk to Halawa again about Unite.

Barrab

In Barrab village, talk to Balakai about Unite. Go to Great Mesa. Chop down (with fire axe) or grenade the tall tree at end of the mesa. Go across tree to northernmost plain. Kill the carnivorous orchid. Get the orchid root. Go back to Barrab. Talk to Balakai about Unite again.

Disquiqui

Go to Disquiqui village. Talk to Chafblum about Unite. To bell the tyrannosaurus, you need a spear (from Kurak village or elsewhere). Use plachta (from Disquiqui) on spear to make Spear of Shamap, and attack tyrannosaurus with it. Use bell on head of T-rex. Talk to Chafblum again about Unite.

Haakur

In Haakur caves, talk to Grugorr about Unite. Go to spider cave to the south. Use a bucket of **t17** (from pits south of Kurak village) or a **t47ch** on spider webs. Find Krukk's shield (upper left corner of cave). Return and talk to Grugorr about Unite again).

Jukari

Go to Jukari village and talk to Jumu about Unite. Go to ritual cave (see map) by using **f372 2xt3ng539h27** to cross the lava. Get the hide from the cave. Return to Jukari village. Talk to Jumu about Unite again.

Kurak

Will unite after you rescue Aiela. Talk to Aloron in Kurak village about Unite.

Nahuatla

Go to Tichticatl and talk to Oaxtepac (while Aiela is in party). Ask about gem. Find out about city. Find metal head in treasure room (Zipactriotl's chambers in palace at Tichticatl). Go to Fritz' cave (north of Barako) and ask Fritz about brain. Get crystal brain from Fritz. Find gem holder on Great Mesa (see map). Use gem (Aiela has it) and open trap door in the Kotl City. Go to Yunapotli. Use metal head. Talk to Yunapotli and say **b713n**. Talk to Katalkotl about generators. Find black staffs, bug bombs, Moonstone locator device, healing crystals and Kotl shields. Destroy generators with **f372 1x2**. Exit city. Find Moctapatl in Tichticatl and say Unite.

Pindiro

Will unite when you talk to Inara in Pindiro village about Unite.

Sakkhra

In Sakkhra caves, talk to Sysskarr about Unite. Go to cliff above box canyon near the Great Mesa. Use a grenade to drop boulder on T-rex. Go back and talk to Sysskarr about Unite again.

Urali

Will unite after you rescue Fabozz (see **Rescuing Aiela**). Go to Urali village and talk to Wamap about Unite.

Yolaru

Go to Yolaru village and talk to Apaton about Unite. Get ten Nahuatla swords (buy from Atlipacta in Tichticatl for three emeralds each). Take ten swords to Apaton and say Unite again.

Myrmidex Caves

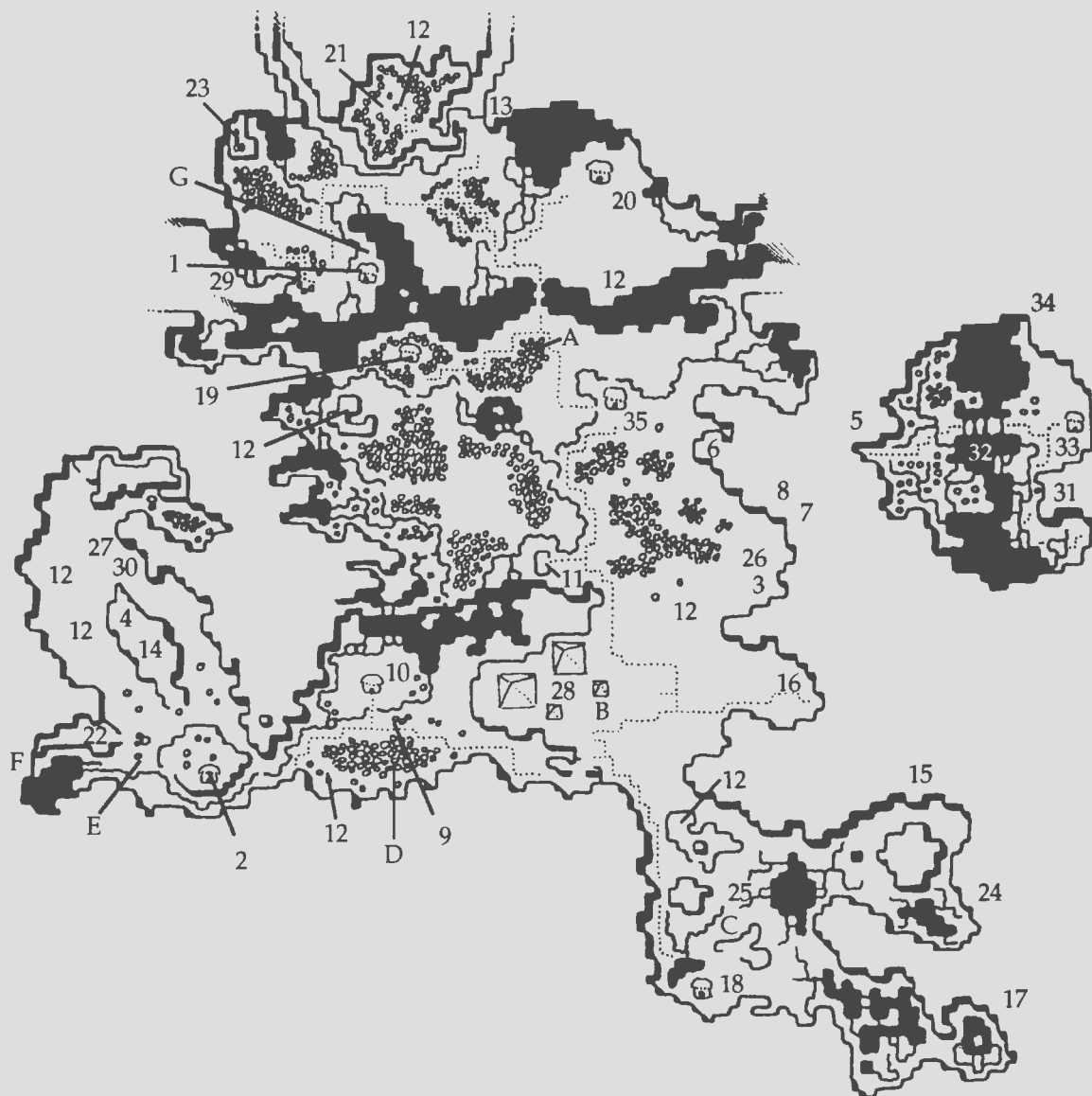
Get an animal hide (from Kurak village or a sabertooth tiger). Get a pile of big bones from the dinosaur graveyard (northeast of Tichticatl). Go to Drum Hill. Talk to Tuomaxx about a drum and have him make you the biggest drum. Break off conversation.

Talk to Tuomaxx again. Now he will make the drum. Have Avatar use the drum. Locate the moonstone by using the "Device" and the *Peer* spell. (The best weapons against the Myrmidex are the bug bomb and black staff.) Kill the Queen Myrmidex.

Destroy the black moonstone (with **g72n1829**).

Map Key

A-G	Teleporter pads (A goes to B, B to C, etc.)	18	Jukari village
1	Barako village	19	Kurak village
2	Barrab village	20	New Pindirol village
3	Bones in dinosaur's graveyard	21	Old Pindirol village
4	Bracket of the great gem	22	Sakkhra caves
5	Cave entrance to outer valley	23	Silverback's ledge (gorilla)
6	Cave entrance to Urali swamp	24	Spider cave
7	Cave with potassium nitrate	25	Sulphur pits
8	Denys' cave	26	Tar pits
9	Disquiqui tyrannosaurus	27	Teleporter plaza
10	Disquiqui village	28	Tichticatl
11	Drum Hill	29	Toporu's island
12	Entrances to Myrmidex caves	30	Underground city entrance
13	Fritz' cave	31	Urali chief's caves
14	Great Mesa	32	Urali swamp
15	Haakur caves	33	Urali village
16	Iron bamboo	34	Urali spirit-caves
17	Jukari ritual cave	35	Yolaru village



Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			