

# ULTIMA VI

## THE FALSE PROPHET

**Type:** Fantasy Role-Playing

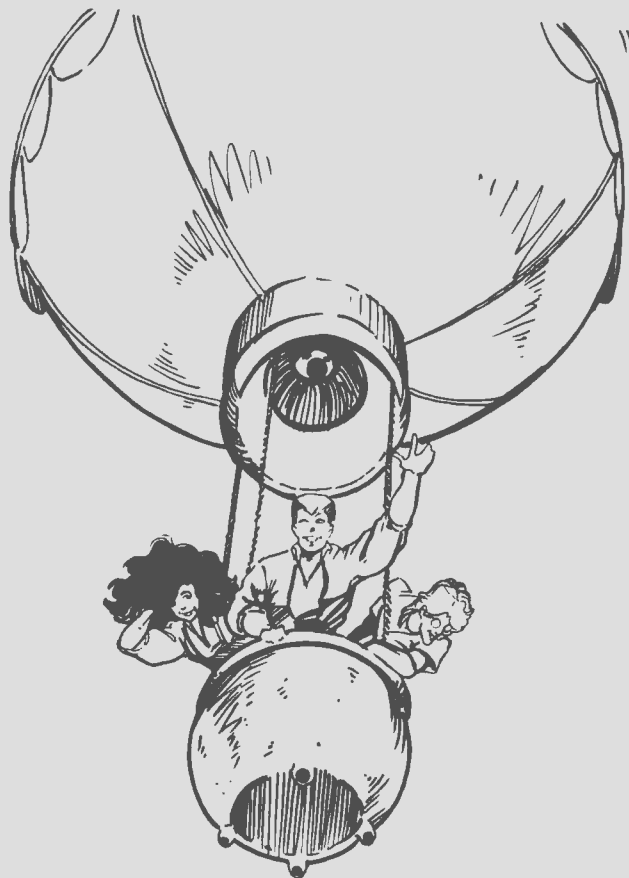
**Difficulty:** Intermediate-Advanced

**Systems:** C64, MSDOS (640K required, hard disk and mouse recommended; CGA, EGA, 256-color VGA/MCGA, Tandy 16-color, Hercules; Ad Lib, CMS, Covox, Innovation, Roland)

**Company:** Origin

The moralistic themes introduced in *Ultima IV* and continued in *V* are central to *The False Prophet*, whose theme is also pinned on virtues such as Justice and Humility. When called back to Sosaria as the Avatar, you'll find more to do in this quest than in a half-dozen others combined. You'll go on a treasure hunt for pieces of a pirate's map, talk with hundreds of NPCs, build a balloon in a series of engaging activities, battle dragons and other fiends, and in the end, bring peace to the world. In the story, Richard Garriott delves deeper into the series' ongoing theme of good and evil; in the presentation, he brings that story to life with a new, intensely visual game system whose icon-based interface makes the quest accessible to novices as well as

*Ultima* veterans. Many of the spells from *Ultima V* take another bow here, and an array of new ones make their first appearance. All are easier to cast this time, for you no longer have to collect and mix reagents for each spell. In combat, you can direct each party member's actions, or set their combat strategy to Berserk, Rear or other options and let them make their own decisions. For the first time in an *Ultima*, every object in the world of Sosaria is depicted with its own icon, every character with his or her own picture. The inventory management is not only simple, but fun with all those little icons. The mazes are not as tricky as in previous *Ultimas*, and the puzzles are mainly character- and object-related, with plenty of clues available from the inhabitants of Sosaria and the Gargoyles' world. A highly recommended game that was "Best Quest of the Month" in *QuestBusters*, *Ultima VI* once again leads the way in fantasy role-playing.



### General Tips

#### Differences in the C64 Version

The C64 version lacks several weapons, spells and objects. No item exists for magically generating favorable winds; you must use a magic spell. There

is no triple crossbow. Differences in certain solutions are pointed out in pertinent sections.

## Magical Reagents

Reagent	Locations
<b>Black Pearl</b> .....	Lycaeum, Skara Brae
<b>Blood Moss</b> .....	Cove, Deep Forest, Skara Brae, Wandering Gypsy
<b>Garlic</b> .....	Cove, Deep Forest, Lycaeum, Wandering Gypsy
<b>Ginseng</b> .....	Cove, Deep Forest, Lycaeum, Wandering Gypsy
<b>Mandrake Root</b> ....	Lycaeum, Skara Brae
<b>Nightshade</b> .....	Cove, Lycaeum, Skara Brae, Wandering Gypsy
<b>Spider Silk</b> .....	Cove, Deep Forest, Lycaeum, Skara Brae, Wandering Gypsy
<b>Sulphurous Ash</b> ...	Cove, Deep Forest, Lycaeum, Skara Brae, Wandering Gypsy

## Where to Learn Spells

\* These spells are not available in the C64 version.

Spell	Circle	Location
<i>Animate</i> *	4	Lycaeum
<i>Chain Bolt</i>	7	Skara Brae
<i>Charm</i>	6	Deep Forest
<i>Clone</i> *	6	Lycaeum
<i>Confuse</i>	6	Deep Forest
<i>Conjure</i>	4	Deep Forest
<i>Create Food</i>	1	Cove
<i>Curse</i>	3	Skara Brae
<i>Death Wind</i>	8	Lycaeum
<i>Detect Magic</i> *	1	Lycaeum
<i>Detect Trap</i>	1	Deep Forest
<i>Disable</i>	4	Skara Brae
<i>Dispel Field</i>	3	Lycaeum
<i>Dispel Magic</i>	1	Lycaeum
<i>Douse</i> *	1	Cove
<i>Eclipse</i> *	8	Lycaeum
<i>Enchant</i> *	7	Deep Forest
<i>Energy Field</i>	5	Lycaeum
<i>Energy Wind</i>	7	Skara Brae
<i>Explosion</i>	5	Skara Brae
<i>Fear</i> *	7	Lycaeum
<i>Fire Field</i>	4	Lycaeum
<i>Fireball</i>	3	Skara Brae
<i>Flame Wind</i>	6	Skara Brae
<i>Gate Travel</i>	7	Lycaeum
<i>Great Heal</i>	4	Cove
<i>Great Light</i>	3	Lycaeum
<i>Hail Storm</i>	6	Skara Brae

<i>Harm</i>	1	Skara Brae
<i>Heal</i>	1	Cove
<i>Ignite</i> *	1	Cove
<i>Infravision</i>	2	Lycaeum
<i>Insect Swarm</i> *	5	Deep Forest
<i>Invisibility</i>	5	Lycaeum
<i>Kill</i>	7	Skara Brae
<i>Light</i>	1	Lycaeum
<i>Lightning</i>	5	Skara Brae
<i>Locate</i>	4	Lycaeum
<i>Magic Arrow</i>	2	Skara Brae
<i>Magic Lock</i>	3	Deep Forest
<i>Mass Awaken</i>	3	Cove
<i>Mass Charm</i>	8	Lycaeum
<i>Mass Curse</i>	7	Skara Brae
<i>Mass Dispel</i>	4	Lycaeum
<i>Mass Invisibility</i>	7	Deep Forest
<i>Mass Kill</i>	8	Lycaeum
<i>Mass Protect</i>	6	Deep Forest
<i>Mass Sleep</i>	3	Deep Forest
<i>Negate Magic</i>	6	Lycaeum
<i>Paralyze</i>	5	Skara Brae
<i>Peer</i> *	3	Lycaeum
<i>Pickpocket</i> *	5	Cove
<i>Poison</i>	2	Skara Brae
<i>Poison Field</i>	4	Lycaeum
<i>Poison Wind</i>	6	Skara Brae
<i>Protection</i>	3	Deep Forest
<i>Reappear</i> *	2	Lycaeum
<i>Repel Undead</i> *	3	Deep Forest
<i>Replicate</i> *	6	Lycaeum
<i>Resurrect</i>	8	Cove
<i>Reveal</i>	5	Lycaeum
<i>Seance</i> *	5	Cove
<i>Sleep</i>	2	Deep Forest
<i>Sleep Field</i>	4	Lycaeum
<i>Slime</i> *	8	Lycaeum
<i>Summon</i>	8	Lycaeum
<i>Telekinesis</i>	2	Lycaeum
<i>Time Stop</i>	8	Lycaeum
<i>Trap</i> *	2	Skara Brae
<i>Tremor</i>	8	Lycaeum
<i>Unlock Magic</i>	2	Deep Forest, Skara Brae
<i>Untrap</i> *	2	Deep Forest
<i>Vanish</i> *	2	Lycaeum
<i>Web</i>	6	Deep Forest
<i>Wind Change</i>	4	Lycaeum
<i>Wing Strike</i>	7	Skara Brae
<i>Wizard Eye</i> *	7	Lycaeum
<i>X-Ray</i>	5	Lycaeum

Moonglow	S. of Honesty	Britain	S. of Compassion	Jhelom
S. of Humility	S. of Control	LB's Castle	S. of Passion	S. of Valor
New Magincia	Void	<b>Avatar</b>	Void	Yew
S. of Spirituality	The Slab	S. of Diligence	Isle of Avatar	S. of Justice
Skara Brae	S. of Honor	Trinsic	S. of Sacrifice	Minoc

## Orb of the Moons

After you ask Lord British about it, the Orb is your fast lane to solving this quest. Use it teleport to the shrines of the virtues and other locations in the above chart. (Use the stone one or two spaces in any direction from the Avatar; the resulting doors go to the places indicated here.)

## Walkthrough

### Shrines

Get the moonstones from the following shrines. Use the associated rune and speak the mantra to free each shrine so you can get the moonstone inside.

Moonstone	Mantra	Location/Person
Compassion	MU	Britain/Ariana
Honesty	AHM	Moonglow/Get key to Beyvin's tomb from Manrel.
Honor	SUMM	Trinsic/On pedestal
Humility	LUM	New Magincia/Say <b>C4n47</b> to Mayor
Justice	BEH	Yew/Under plant in tavern
Sacrifice	CAH	Minoc/Selganor (Get wood from lumberjack northwest of Yew, take it to <b>91wm3ll</b> east of Minoc. Take to Julia in Minoc, get panpipes made. Learn tune from Gwenno. Talk to Selganor.)
Spirituality	OM	Skara Brae/In Marney's chest
Valor	RA	Jhelom/In mousehole in tavern (need Sherry from Lord British's castle in party)

### Map

After liberating the shrines, you must assemble the pirate map. After achieving fifth level, use the *Pickpocket* spell (from Rudyom in Cove) and pick-pocket the guild belt from Phoenix (on the second level under Lord British's castle; in the C64 version, the belt is hidden under the flowers in Phoenix's house). Take the belt to Budo in Buccaneer's Den and join the thieves' guild. Now talk to Homer in Buccaneer's Den and ask about the map.

### The Map Pieces

- 1 Talk to Koronada in Serpents Hold and join the Silver Serpents Guild. Then ask **M47ch2ll1** (you need magic shield) about the map.
- 2 Search dead man, in the queen's chamber on fourth level of the ant mound.
- 3 On Dagger Isle, **m4v2 h17p93ch478** in pirate's basement. (In the C64 version, look in a **b1772l** instead.)
- 4 Dungeon Shame, fourth level, see Ybarra (take **f448** with you).
- 5 In Trinsic, say **p371t2**, then **91n86** to Mayor. **871g4n 2gg9** are in Dungeon Dastard, Level 4.
- 6 North of Trinsic, see Arturos the Gypsy and give 50 gold.
- 7 In Dungeon Wrong, third level (behind secret door in **h6871'9 ch1mb27**).
- 8 Cape Islands; search shipwreck at 71 degrees S, 15 degrees E (in the C64 version, it's at 1A8, 3A8).

- 9 Homer has it, but you must possess the first eight before proceeding. Get the directions from Homer and assemble the map on the ground. Buy a shovel and a powder keg from the provisioner in Britain (get *Explosion* spell in C64 version), then sail to the island with the "X." Dig where Homer tells you to and traverse the pirate cave to the fourth level. Find the treasure room and blow up the door with a powder keg (in the C64 version, use an *Explosion* spell). The silver tablet piece is in this room. Take whatever treasure you want.

## Tablet

Take the tablet piece to the Lycaeum and get the other tablet piece (on Mariah's desk). Take the two pieces to Mariah and ask her about **b44k**.

## Gargoyle Land

Go to the shrine of Diligence by using the Orb of the Moons (see **Orb of the Moons**, above). Go E and find the Dungeon Hythloth. Enter the dungeon and find Captain John on the bottom level, next to the last ladder. Learn Gargish from him. Exit the dungeon and have Beh Lem join your party. Ask Beh Lem about the scholar and get the directions to the scholar's house. Do as the scholar instructs and follow each of the Gargoyles' clues.

Surrender to Draxinosum, say **91c73f3c2**.

**Human Lens.** To make the Human lens you need a glass sword. First you must get the Gargoyle lens from the central chamber in their Hall of Knowledge (use *Dispel Field*).

Then find Dale in Minoc and ask about sword. It will cost five gems. Take the glass sword to Epherimides outside of the Lycaeum and ask him about lens.

## Balloon

**The Plans.** Go to Sutek's castle, blow up the door and lower the drawbridge (by using the *Telekinesis* spell from Xiao in the Lycaeum). Find the room with the Hydra, kill it and enter the secret door to the south. Go down the ladder and to the room in the northwest corner with the wooden door. Use the electrical switch on the far right and go to the room with the down ladder at the southernmost door. Go down the ladder and use the secret door to the north. While on this level, go to the ladder to the

right (don't use the ladder on the left!). Wander through the dungeon to the fourth level and find the dead balloonist. Search the balloonist and get the balloon plans.

**The Parts.** Buy 40 pieces of spider silk from your local mage shop (Cove, Skara Brae, The Lycaeum) and have the threadmaker in Paws spin your spider silk into thread (ask him about silk). Take the thread to Charolette in New Magincia and have her weave it into cloth (ask her about silk). Take the cloth to the clothesmaker in Paws and have her sew it into a bag (ask her about the bag).

Find the rope maker in Paws and buy a rope from him. Go to Michelle in Minoc and have her make the basket (ask her about plans).

Get the cauldron (from the sewers of Britain or the Dungeon Covetous). You now have a hot air balloon at your disposal.

## Gargoyle Shrines

To find the mantra of Singularity, you must meditate at each of the Gargoyle shrines. The mantra of Singularity will be the combination of the mantras of Passion, Diligence and Control.

The Shrine of Passion requires you to walk through lava to reach the statue. Cast *Protection* (or use a potion) on yourself and go in solo mode to the statue.

The Shrine of Control requires you to figure out a series of levers and switches (moving clockwise and beginning to the right of the door (from the center of the room), they should be set left, left, left, right, right, right, left, right, right, left, left, right, left, left, right). (In the C64 version, you cannot see the middle two switches in the top row of four; look carefully, for you must set them. Similar switches are also invisible in this version's Dungeons Covetous and Wrong.) Watch out for the Drakes here.

The Shrine of Diligence requires you to figure out which doors take you where. From the room you start in, go two rooms S and one room W, then take the secret door on the southeastern wall.

## Singularity and the Sacred Quest

Go to the Shrine of Singularity via the balloon and speak the mantra **5n4759**. You are now on the Sacred Quest.



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			