

ULYSSES AND THE GOLDEN FLEECE

Introduction

Ulysses and the Golden Fleece is not only one of the biggest adventures, but it's also one of the most challenging and exciting. As Ulysses you must sail the unplotted and enchanted seas to two different islands. Both islands are huge and dangerous, with many puzzles and obstacles.

The plot is based on Greek mythology — it makes you feel like you really are the famed explorer Ulysses. It's a great example of a solid Sierra On-Line adventure. The greatest puzzle in this game is how they got so many pictures to fit on one side of one disk.

General Hints

Knowledge of the story of Ulysses will provide you with many clues.

The booklet that comes with the game also includes many hints. The words of Pernicus' spell are especially helpful. Neptune's potion refers to #28, Pluto's dust to #25, the maps to #6 and #13, and the dragons and gems to #22.

In many adventures, you can use either the word "take" or "get" to pick up an item. This game recognizes "get" only.

Procedures

1. This is the start.
2. Talk to the guard to see the king. You must bow in the presence of the king. You will receive your orders as well as silver for #3 and gold for #5.
3. The sign indicates that you can buy seven items with the silver from #2. Buy everything except the lantern.
4. You will use this gold coin at #6.
5. Use the gold from #2 to hire some sailors. You must do this to get by the guard at #6.
6. This bottle will later be filled at #19 and used at #28. It has a note inside with a word to be used at #39.

Also, you should bribe the guard with the coin from #4, to get a map for #13. You must have permission from the king and a crew to be able to go east.

7. You can't open the chest now, but take it with you anyway. Its contents are used at #39. Don't go to #4 with the chest or it will be stolen. Instead, go directly north from #1 to #6.
8. Go to the ship.
9. You are now ready to cast off. (Casting off takes you north.)
10. Pretty lucky, huh? Anyway, use the gems at #22. If you go to #11, you will temporarily lose all of your possessions.



11. You may retrieve everything at #15.
12. This dead condor is needed at #21.
13. As soon as you see the storm, follow the instructions on the map from #6 (NNESWSWSWSENEEE). You will get to #14.
14. Go to the shore and explore this island.
15. If you lost your equipment at #11, it will be here.
16. This bridle is for #41.
17. When you look in the hole, you will find the dust that you need for #25.
18. You will appear here when you exit from #27.
19. Get some water here (with bottle from #6) for use at #28.

20. If you value your life, do not drink from the phosphorous stream.
21. To cross the fjord, tie the leather straps to the leather straps (both from #3), and throw them across. You can then go east.
22. To avoid getting eaten by the dragon, give him the gems from #10.
23. The only way to cross the canyon is through the air. Get the feathers from the bird you found at #12, and make wings with these and the wax from #3. You can then fly to #24.
24. When you move or get the rock, you will find some reins for #41.
25. If you want to continue playing, throw the dust from #17 to get rid of Pluto.
26. You must pour wine from #3 on yourself to cross the wall of fire and survive.
27. You can go through the hole to #18.
28. Pour the water from #19 in the ocean. This will eliminate Neptune.
29. The deceiving winds tell you how to avoid the sirens, but don't do it. The sirens have important information for you. Go north, and take the same precautions Ulysses did in the story.

30. You must plug the ears of the crew with the wax from #3 or they will be lured to their death by the siren's song. At first the wax is too hard, so hold it to soften it. Plug the men's ears, but don't plug your own. Tie yourself to the mast with the rope from #3. You will hear a riddle describing Colossal Island, and you will learn the key for #40.
31. The island is just ahead. Go to it.
32. You can go west or north to get a little closer to the island.
33. Go to the shore and search this island.
34. You have arrived at Colossal Island. The crew will come with you, which you may think would be very helpful, especially with Hercules among them. Actually, they don't help you out very much.
35. Look at the tree. Read the carving to see a scrambled word that you must say at #36.
36. To get rid of the harpies, you must unscramble the word from #35, and say it. The word, actually two words, is "seven seas." You can then open the cage to free the man. Get the mallet for use at #41.
37. You can avoid #38 by just going south, but don't do it. You will find much needed food at #38.
38. Give the cyclops some wine from #3 to calm him down. Then answer his question truthfully (grapes). Get the tree and sharpen it with the sword from #3, while the cyclops is gone. When he returns, make


wine for him until he passes out. Try to kill the cyclops by putting the tree in his eye. Make a fire with the wood and flint from #3. Cook and eat the sheep.


39. You do not have a weapon strong enough to fight the skeletons. You must open the chest from #7 by saying the word on the note found at #6 (ecelelf). This reveals an enchanted sword for you to use to kill the skeletons.
40. You must use the key learned at #30 to open the cliff. The word is "suppeltuel."
41. Look at the tree to see the Golden Fleece. If you try to simply climb and get it, you will bleed to death from the thorns.

Break the chain holding Pegasus with the mallet from #36. Put the bridle from #16 and the reins from #24 on the flying horse, and mount him. Now you will be able to get the Golden Fleece.

Mount Pegasus again, and he will fly you back to the king's castle. Go in and talk to the guard. Give the Fleece to the king. Congratulations, you are a hero!

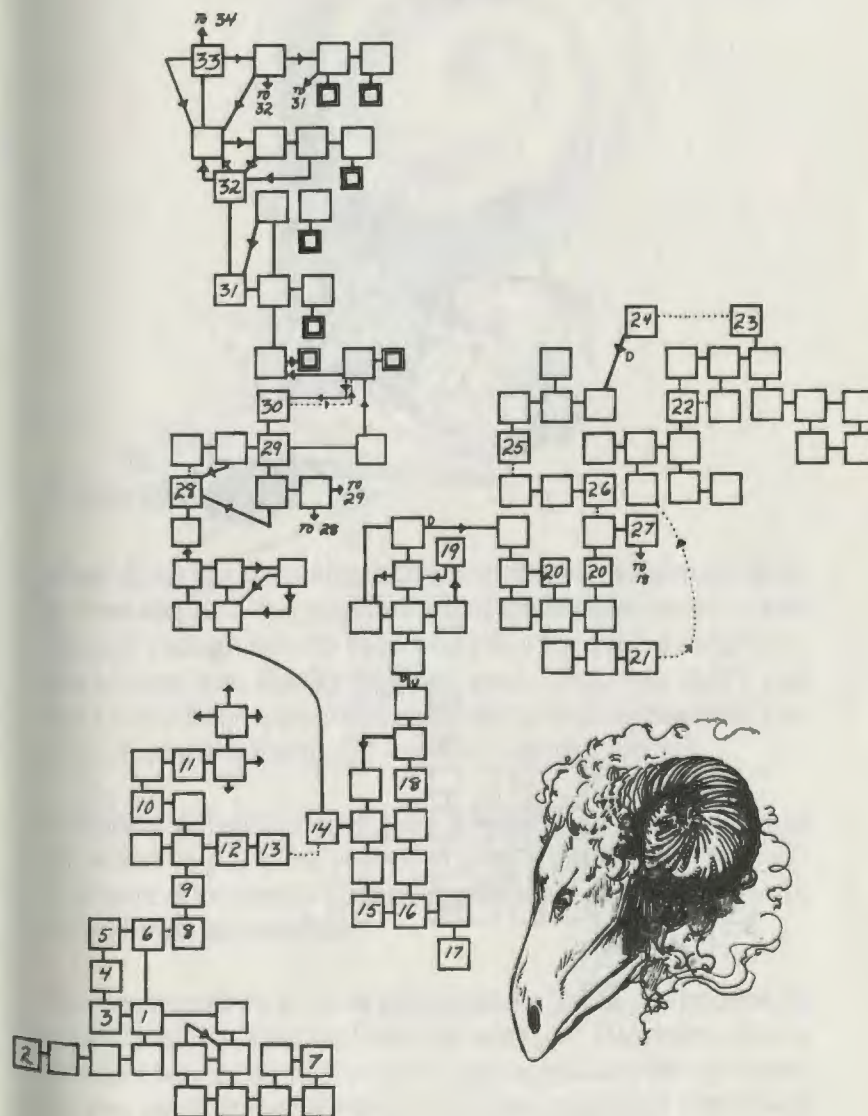
Map Notes

The map symbol  indicates that if you go in the direction of the arrow, you will enter unmappable waters. If this happens, try to go east and south.

The symbol  indicates a whirlpool. Try to avoid these, but if you get caught, try to go north and west.

The symbol * indicates a special location. At this spot, you will lose all of your possessions, irretrievably.

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