



ULTIMA IV

Quest of the Avatar

Instead of asking you to seek and slay an Evil Wizard, this sequel challenges you to seek and become an Avatar by developing virtues such as honor and justice and by building up strength and intelligence traits. Your character's class is determined by a Tarot-like card-reading. Then you must recruit seven party members from the towns of Britannia. After you become a partial Avatar in the eight virtues and fulfill other requirements, you'll run the final gauntlet of daemons and balrons in the Stygian Abyss. At the depths of this eight-level maze you'll find the Codex, a fabled volume whose arcana enables you to become a true Avatar.

DEPICTED FROM AN AERIAL VIEW where an icon represents the party, Britannia's terrain is sharply illustrated and sixteen times larger than in *Ultima III*. You'll find an assortment of ways to get around this vast landscape: horses, boats, teleportation gates and even a balloon. The dungeons—eight of them, each eight levels deep—are seen from a first-person view, and various tools minimize mapping. Sound effects and music are outstanding in versions for the Commodore, 16-bit machines and Apples with a Mockingboard.

THE MAGIC SYSTEM, which involves mixing reagents to prepare spells, is the most authentic seen in such a game. Combat occurs in an arena where each character is crisply animated and individually controlled in tactically oriented battles. The depth of character interaction, in which you talk to townspeople for clues, is unparalleled in role-playing games, utilizing a mini-parser that enables you to converse on a number of topics. The game system alone makes *Ultima IV* a pleasure to play, but its emphasis on developing virtues in addition to traits adds a new dimension to fantasy role-playing.

The Walkthrough

Character Creation

There is a way to determine your character's class. When the gypsy asks you to choose one of the virtues—Honesty, Compassion, Valor, Justice, Sacrifice, Honor, Spirituality, Humility—over another, the higher virtue appears on the left as choice A. The eight classes—Mage, Bard, Fighter, Druid, Tinker, Paladin, Ranger, Shepherd—correspond to the virtues in this manner: If you choose all A answers, you'll be a Mage; seven A and then a B will make you a Bard, and so on. The Bard, with his sling, and the Mage, with spellcasting ability, begin with distinct advantages. The size of monster parties on the surface is based on the size of your group, so unless you enjoy lots of large-scale battles, don't enlist any party members (except maybe a Mage) until you've become an Avatar.

Character Development

Half the game is devoted to developing the virtues. (See the dungeon section for the secret to building strength and other traits.) Hawkwind, in Lord British's castle, will inform you of your progress. (Or press control-s: The numbers match the order of the virtues listed above, and a 99 means you're ready for elevation.) Talk to everyone you meet. Actions are also important, and improper actions will cost you points. To earn Honesty points, never steal, pay less than a shop's quoted price or lie. The trick question is "Have you never lied?", whose correct answer is "No." For Compassion, give one piece of gold to beggars. Valor is attained by victorious combat, but don't attack non-evil creatures or you'll lose justice and honor points. And if you attack them while they're fleeing you'll lose honor. (It's ok to fight them if they attack.) Never flee from combat unless in mortal danger, or you'll lose valor. Honor is attained by not cheating in shops and by finding the runes, stone, bell, book and candle. Give blood when a healer asks for donations to earn Sacrifice points. You gain a few Spirituality points each time you talk to Hawkwind. For Humility, always say no when asked if you're proud of something or the best at anything—unless asked if you are the *most* humble.

THE MOON GATES

Each gate has three phases, which can be determined by the three-part cycle of the moons. The first number below refers to the gate as you enter it, the last three to your destination.

| Gate | Vicinity | Activation | Lat. | Long. | 1st | 2nd | 3rd |
|------|------------|-----------------|--------|--------|--------|-----|-----|
| 1 | Moonglow | New Moon | I' F'' | O' A'' | 1 | 2 | 3 |
| 2 | Britain | Crescent Waxing | G' G'' | G' A'' | 4 | 5 | 6 |
| 3 | Jhelom | 1st Quarter | O' A'' | C' G'' | 7 | 8 | 1 |
| 4 | Yew | Gibbous Waxing | C' F'' | D' C'' | 2 | 3 | 4 |
| 5 | Minoc | Full Moon | B' D'' | K' G'' | shrine | 6 | 7 |
| 6 | Trinsic | Gibbous Waning | M' C'' | G' I'' | 8 | 1 | 2 |
| 7 | Skara Brae | Last Quarter | H' O'' | B' H'' | 3 | 4 | 5 |
| 8 | Magincia | Crescent Waning | K' H'' | L' L'' | 6 | 7 | 8 |

Combat and Magic

Prepare lots of spells and carry some extra reagents. Missile weapons like slings are especially valuable. If you step back instead of advancing toward monsters in the combat arena, they will often move into firing line. You can outrun them on a horse. One effective combat tactic is to line your crew into two columns. See the Virtues section on Valor, Justice and Honor for other combat tips. Some spells aren't revealed in the manual: Gate travel (a f h), Undead (a c), Resurrect (a b c d e h).

The Quest Begins

The first stage of this solution is from the viewpoint of a Mage. To follow it with another class, use the Moon Gates to reach Moonglow. Search the chest next to Mariah for the rune of ipoftuz. Don't buy any magic herbs if just starting out. Instead, visit the Lycaenum on the northwest coast. Ask the baron about the word and he'll say wfs, part of the Word of Passage. Enter the Moon Gate west of Moonglow during a New Moon and search for the stone of humility. Enter during the next New Moon and go to Britannia.

The Secrets of Lord British's Castle

Go east in the castle, open the door and find the

white dot in the north wall. These mark secret doors. Go north to the dot leading east; outside you'll find Joshua and a riddle. Reenter the passage and go north into the northeast castle rampart. Go west to meet Shawn for tips on humility. A ladder in this rampart leads to the second level and the prison and a secret door leads west to behind the castle and a ladder to the dungeon Hythloth. A Healer is due south of the first secret door. On the west side of the castle you'll find Hawkwind through the first door after moving south. Go north and east through the door just south of the ladder. Search in the mpxf s jhiu dpsofs for the rune of tqjsjuvbmjuz. Head upstairs to meet Lord British, who will heal you if asked about health and you say "no." He'll also promote you to higher levels when you've earned it.

Britain and Paws

Buy a sling. At the end of the long hall north of the Inn, search for the rune of dpnqbtjpo. Enter the secret door in the Healer's and ask Julio about nature for honesty points. Keep the sea in sight while moving south. Cross the two bridges going east and enter Paws. Buy a horse. South of the stables, just below the stablehand, search for the rune of ivnjmjuz. The Herb Shoppe is behind a secret door in the armory.

The Bloody Plains and Mandrake Root

You need 900 gold for your next major purchase, so kill lots of monsters on the way to Lord British's castle. Get healed and head east from Moon Gate 2, crossing the bridge and moving east until you see mountains to the north. Go north, passing the eastern bridge, and circle Lock Lake. Southeast of the lake you'll spy a pass through the foothills that leads east and exits into the Bloody Plains to the northeast. To find Mandrake Root, stand on the single square of swamp and search during a New Moon. Go due east through a small mountain pass that leads north and you'll find Vesper on the south coast.

Vesper

Don't enter without 900 gold. Then visit the Guild and ask about *jufn e*. Use it to get your bearings; most of the sites listed in the charts use employ these coordinates. You can also pick up humility points in Vesper, whose walls are lined with secret doors.

On the Road Again

Head back to Lord British, yelling at the horse to hurry if you're seriously wounded. After checking with him and Hawkwind you're ready to travel the land and build up your character by earning 99 points in each virtue and acquiring the runes and mantras needed to enter the shrines. Complete this for all virtues and you'll have attained Partial Avatarhood. First go to Paws and stock up on ginseng and garlic, then use the Moon Gates and the sextant to reach the following locations for the necessary items or information. Later you can raise lots of gold by finding the mystic armor and weapons; sell them and return for more, and repeat until rich. Ships won't appear till later in the game, and Jhelom or Skara Brae are good places to find one.

VILLAGES, TOWNS AND CASTLES

| Name | Lat. | Long. | Items of Interest |
|----------------|-------|-------|--|
| Lycaeum | G' L" | N' K" | cppl pg usvui, gjstu tzmmbcmf |
| Empath Abbey | D' C" | B' M" | nztujd bsnps, tfdpoe tzmmbcmf |
| Serpent's Hold | P' B" | J' C" | nztujd xfbqpot, third tzmmbcmf |
| Skara Brae | I' A" | B' G" | cheap food, tips on shrines and stones |
| Magincia | K' J" | L' L" | hints on humility |
| Cove | F' K" | I' I" | dboemf pg mpwf |
| Vesper | D' L" | M' J" | Thieves Guild |
| Buccaneers Den | J' O" | I' I" | Thieves Guild, magic weapons |
| Britannia | G' L" | F' G" | rune of tqjsjuvbmjuz |
| Moonglow | I' H" | O' I" | rune of ipoftuz |
| Britain | G' K" | F' C" | rune of dpnqbtjpo |
| Jhelom | N' O" | C' E" | rune of wbmps, magic bsnps |
| Yew | C' L" | D' K" | rune of kvtujdf |
| Minoc | B' E" | J' P" | rune of tbdsgjgdf, magic xfbqpot |
| Trinsic | L' I" | G' K" | rune of ipops |
| Paws | J' B" | G' C" | rune of ivnjmjuz, horses |

Other Runes are found in: *Njopd*(Sacrifice), *Csjuboojb*(Spirituality), and *Qbxt*(Humility). People will tell you where to find them. The only tricky one is Valor: At Lord Robert in Jhelom, go south and west through secret doors and search in *tpvuifbtu* rampart.

THE SHRINES

| Shrine | Lat. | Long. | Mantra | Axiom |
|--------------|-------|-------|--------|-------|
| Honesty | E' C" | O' J" | bin | j |
| Compassion | F' M" | I' A" | nv | o |
| Valor | O' F" | C' E" | sb | g |
| Justice | A' L" | E' J" | cfi | j |
| Sacrifice | C' N" | M' N" | cbi | o |
| Honor | M' P" | F' B" | tvnn | j |
| Spirituality | B' D" | K' G" | pn | u |
| Humility | N' I" | O' H" | mvn | z |

You need a boat to reach *ipoftuz*, *wbmp* sand *ivnjmjuz*; the *tjmwfs ipso* is needed for the latter, which is approached from M' A", O' H" by boat.

On Your Own

Now use the Moon Gates and sextant to find the things listed in the table below in any order you choose. You need a ship to reach Serpent's Hold and the Stygian Abyss.

ITEMS FOUND ON THE SURFACE

| <u>Item</u> | <u>Lat.</u> | <u>Long.</u> | <u>Effect, Location, Condition</u> |
|---------------------|-------------|--------------|-------------------------------------|
| Bell of Courage | N' A'' | L' A'' | vtf up foufs bcztt |
| Book of Truth *** | A' G'' | A' G'' | vtf up foufs bcztt |
| Candle of Love **** | A' B'' | B' G'' | vtf up foufs bcztt |
| Mondain's Skull ** | P' F'' | M' F'' | vtf up foufs bcztt |
| Balloon | P' C'' | O' J'' | Exit of Izuimpui dungeon |
| Wheel | N' H'' | G' A'' | tusfohuifot tijq ivmm |
| Silver Horn | K' N'' | C' N'' | cbojtift ebfnpot at Humility shrine |
| Black Stone ** | I' F'' | O' A'' | Search Moonglow Gate |
| White Stone | F' A'' | E' A'' | gmz to Serpent Spine on cbmmppo |
| Mystic Armor * | A' E'' | B' G'' | oak grove of Fnqbui Bccfz |
| Mystic Weapons * | A' P'' | A' I'' | academy at tfsqfou't ipme |
| Nightshade ** | J' F'' | C' O'' | Reagent |
| Mandrake Root ** | D' G'' | L' G'' | Reagent |

* Must be a partial Avatar

** Search during new moon

*** In mjcsbsz west of Rob and Beth in Lycaeum

**** Behind fire in Dpwf't Temple

The Balloon and the White Stone

Enter the Hythloth dungeon behind Britannia, exit immediately and enter the balloon. Climb and descend to fly it, and use wind spells to steer. Fly west and north to the serpent's spine mountain range and land at the avatar symbol for the White Stone. You can also fly to Cove on the east shore of Lock Lake, otherwise accessed by entering a whirlpool while on a ship.

Elevation and Equipment

When you have all eight runes and mantras and are ready for elevation, meditate at each shrine for uisff minutes. After acquiring the items listed above and talking to everyone for clues, buy the best weapons: three magic wands, three magic bows, one crossbow, a sling, and armor for each character. Stock up on reagents and food, then say "join" to everyone in the eight major towns to recruit your party. The only tricky ones are the Shepherd (enter Magincia, exit the gate and go south along the wall) and Geoffrey, the Fighter in Jhelom who won't join until your party reaches a high enough level. Now head for the dungeons.

Into the Dungeons

Two goals await: finding the stones at the altars and using them in the altar rooms to get the three-part key. The dungeons are connected by the altar rooms, but all three altars can be found in Hythloth—so you can save time by visiting it after acquiring all eight stones instead of going to the altar rooms in the other dungeons. The stones are also necessary for getting through the Stygian Abyss. You can raise your strength, intelligence and dexterity by touching Magical Balls in the dungeons. This will cost the character some hit points, which can be restored with a Heal spell. The sections on each dungeon tell how to get find these Balls, the stones and the altars. Peer at a gem when you first enter a maze, then check it again and compare with the directions if you get disoriented.

You can do them in any order; this path leads through the ones whose Magical Balls do the least damage, to avoid depleting hit points too quickly. You'll have to decide which characters should touch a Ball, since they only work once. When told to go up or down, in these sections, this refers to using ladders, not casting those spells. The dungeons are connected by the altar rooms, so always leave by the door you entered—especially in dungeons accessible only by boat. Otherwise you'll emerge outside a faraway dungeon when you cast an X-it spell.

THE DUNGEONS

| Name | Lat. | Long. | Stone | Level | Altars | Attribute |
|----------|-------|-------|--------|-------|--------|--------------|
| Deceit | E' J" | P' A" | blue | 7 | t | Intelligence |
| Despise | E' D" | F' L" | yellow | 5 | l | Strength |
| Destard | K' I" | E' I" | red | 7 | c | Dexterity |
| Wrong | B' E" | H' O" | green | 8 | t l | Int./Str. |
| Covetous | B' L" | J' M" | orange | 7 | l c | Str./Dex. |
| Shame | G' G" | D' K" | purple | 2 | t c | Int./Dex. |
| Hythloth | P' A" | O' P" | none | - | t l c | all |

The t, l and c stand for the altar rooms of Truth, Love and Courage.

Deceit

Magical Balls increase Intelligence 5 points and cost 200 hit points.

Level One: Go east two, north two, west six, north two and down.

Level Two: Follow hall south and go west through the door. South two, then go through both doors leading west. Follow hall south and enter room to the east. Continue east through two rooms and down.

Level Three: South two to the three doors. Go west to Magical Ball. Return to three doors, go east to another Magical Ball. Return to three doors and go south to wall, then east and down.

Level Four: Down.

Level Five: East four to Magical Ball. Go west through secret door, then south through the door. Follow hall to healing fountain. Return to junction, go north and down.

Level Six: Follow hall east through door and into room, exit east and climb up ladder to Level Five. Go east through room (you'll need lots of Awake spells) and down to Level Six. Follow hall north to wall, east two and south one to Magical Ball. North one, then follow hall east through falling rocks and down.

Level Seven: West one (lights out), south six, west two (dispelling energy fields as you go). Search altar for blue stone, then east and north to up ladder (but don't take it). East one, north through two doors and exit east from the room. Continue east to ladder and down.

Level Eight: Go south, then east through door and into room. Exit east and follow hall north and east, going north through door. Continue north out of the room and follow hall north and west to the wall. Go south into the altar room of

truth. Exit dungeon.

Despise

Magical Balls increase Dexterity 5 points and cost 200 hit points.

Level One: East through door and follow hall to ladder. Down. (If your party is wounded, go east one from the entrance and south to the wall. Bear west to the fountain.)

Level Two: West into room and exit north. Follow hall into next room and exit west. Continue west to ladder. Down.

Level Three: South, dispelling field, to ladder. Down.

Level Four: South into room. Step on floor section in alcove in center of east wall to open and take secret exit going east. Continue east and north to Magical Ball. Follow hall back south and east to ladder and descend.

Level Five: North through secret door five steps (don't relight torch yet). Dispel field and go north one. Relight torch and dispel field to the east. Go east and south through the door; continue south to the wall and turn east. Move forward two steps and enter north door (the center one of three doors). Move one character into the secret door on northeast corner of fountain (the door that's set into the north wall). Then move another into the secret door in a wall in the southwest corner of the room (not the entrance halls). This opens an exit to the north, where you'll find the yellow stone. Go south two back to the hall, then west and north until you are able to turn south into the hall from which you entered. Go south to ladder and down.

Level Six: Follow hall north to healing fountain. Cast Down spell.

Level Seven: Bear west to ladder. Down.

Level Eight: Go north through both rooms to Magical Ball, then back south through both rooms and exit west from the second one. Follow hall into room with reapers and exit north to Magical Ball. Exit dungeon.

Destard

Magical Balls increase Strength 5 points and eat up 200 hit points.

Level One: South two, east through the wall and down.

Level Two: North two, west through the room and down.

Level Three: East into room and exit south. Follow hall south and into first door west, then north one to Ball. Return to room with four exits and go north, follow hall north to the wall; go west two and south one to Ball. Return to the four exits room, go east and down.

Level Four: Follow hall into room and exit west. Follow hall to ladder and down.

Level Five: North four, west six, north two, west to ladder and down.

Level Six: West two (lights go out) and north two to Ball. South four, east four to Ball. West two, north two and up to Level Five. East four, north four, down to Level Six. West to ladder and down.

Level Seven: South into door, west two into next door for red stone. Return to ladder and climb to Level Six. East four and down. Follow hall to ladder and down.

Level Eight: West two, north four, east through secret door and follow hall south to altar room of Courage.

Wrong

Magical Balls increase Intelligence and Dexterity five points and cost 400 hit points.

Level One: North two, turn east. Follow hall to wall and turn north. Walk through secret door and down.

Level Two: North through room and down. (If you need healing, first go east to wall and north through door to fountain.)

Level Three: South through secret door and follow hall to Ball. Go back through secret door and follow east hall past the first ladder down. Take the next one down.

Level Four: West to southern door, south through room and down.

Level Five: East four (lights go out; don't relight until Level Six), south four and down.

Level Six: West two, then south through secret door and the room beyond. Dispel fields to the south, cure poisoned characters and continue to fountain. Go through fountain to Ball, then north into main hall and go west two and south through secret door. Repeat actions with fountain and Ball here and return to main hall. Go two west, then south through secret door. Continue south, dispelling fields, to ladder and go down.

Level Seven: East into room, then exit north. Follow hall through both doors and take west hall to Magic Ball. Return to room and go to the south end. Put a character on the square north-east of the southernmost square of the room to open secret exit to the east. Exit east and down.

Level Eight: North two, west through three rooms. Follow hall and enter next room. Dispel fields in northwest corner and stand on corner square to open secret exit to west. Go west and get green stone. (You can reach the altar room of truth by going south.) Exit dungeon.

Covetous

Magical Balls increase Strength and Dexterity five points and cost 400 hit points.

Level One: East two, south one, east two and north into room. Step on square in southwest corner to open secret exit to north. Exit north and down.

Level Two: Follow hall to ladder and down.

Level Three: Go west through three rooms. In the third, step on square in northeast corner to open secret exit west. Go west to Magical Ball. Go to middle room and step on square in south-east corner to open secret exit north. Go north through room after it and exit west from the next one. Follow west hall to door, go through it and take north hall to ladder. Down.

Level Four: South two, west three into room. Step on square in northeast corner of room to

reveal similar square in center of west side. Dispel fields to reach it, then go west and down.

Level Five: Down. (Lots of gold on this level, if you need it.)

Level Six: North two to Magical Ball. South four, west four to another Ball. East two, south two to a third one. North four, east two and down.

Level Seven: West to down ladder (but don't take it), north twice and east through secret door for orange stone. Exit Dungeon. (It's not necessary for this solution, but you can go west through two secret doors and continue west through two rooms to ladder. Then down to Level Eight and east and north to altar room of love, or west and south to altar room of courage.)

Shame

Sail down the river from H' F' C' A" to this one. Magical Balls increase intelligence and strength five points and cost 400 hit points.

Level One: Down to Level Seven and cast Z to Level Eight.

Level Eight: Follow the west hall into room. Through secret doors in southern walls, go south in this and the next room. In the third room, go west via secret door to healing fountain. Walk through it to Magical Ball. Advance to next Ball, then east back into room. Now go north through two rooms, using secret doors in top middle wall of the second one. (If you want to visit the altar rooms from here: go north through third room and take west hall to altar of truth; go north instead and you'll reach altar room of courage.) Step on square in center of room to open secret exit west, follow hall to ladder. Up.

Level Seven: West three and up ladder.

Level Six: East two and up ladder.

Level Five: Follow hall and go north through door, then up ladder.

Level Four: Follow hall into room and go east through three rooms. Advance to the Magical Ball. Return to the door and go north to another Magical Ball, then on to the healing fountain. (The other fountain, beyond the first Ball, also heals.) Cast Y to go up.

Level Three: West to four-way junction, take north door through room and up ladder.

Level Two: South to a wall, then east to a wall. Follow hall south to altar for purple stone. Follow hall back north to the first place you can turn left into a new hall (not just turn left in the same one). West two, turn north and dispel field. Advance to up ladder.

Level One: Follow north hall into room and put a character on the square in the small alcove of the northeast corner to open the secret northern exit. Go north and put someone on the square directly over the lower right of the three white circles to open a secret northern exit. Follow hall north to Magical Ball, then exit dungeon.

Hythloth and the Altar Rooms

Magical Balls increase all traits five points and cost 800 hit points, so you'll need some resurrection spells. All three altar rooms are accessible from Level Eight, but you need all eight stones to reach and use the altar rooms. By using "stones" when a character is atop an altar, you obtain a piece of the three-part key at each one. For Truth: blue, green, purple, white. For Love: yellow, green, orange, white. For Courage: red, orange, purple, white.

Level One: Jimmy lock behind Castle Britannia and descend to Level Eight. (If you just want to reach the Magical Balls, skip the next section.)

Level Eight: Peer at a gem and you'll see Truth in the far northwest corner, Love in the short hall going north and Courage far to the northeast. To reach Courage, follow hall north (dispelling field) to the wall, go east one and north into room. Put a man on the square in the northwest corner to open secret exit east. Go east into the next room and exit north. Take door to the north to enter altar room of Courage. Exit south and enter south door, then walk through secret door in west wall. Exit south in the next room, then go south and dispel field to your west. Follow the hall to the ladder by which you entered, turn west and dispel the first field. Follow the hall north to enter the altar room of Love. Exit south, go south one and dispel the field. Turn west and dispel the next two fields and follow this hall to the altar room of Truth. Exit south and follow hall to the ladder, dispelling fields as you go.

Level Eight: If you don't want to go to the altar rooms or have already done so, go south and dispel the field, then follow hall beyond the ladder and climb.

Level Seven: West two, south two, up ladder.

Level Six: Cast Up spell.

Level Five: Follow hall south and west to Magical Ball. Go back east and north to ladder, then west to another Magical Ball. Go east past first ladder, follow hall to second ladder and climb.

Level Four: East two, down ladder to Level Five, east and climb to Level Four. West into room, then exit north. Follow hall into next room, exit west and climb.

Level Three: North six, west two to Magical Ball. Go east into next room and exit north. Follow hall to healing fountain. Return to previous room and exit south. Continue south through next room and go east to ladder and up.

Level Two: East to the wall, south through door. Follow either hall to ladder and up.

Level One: South and east to Magical Ball. West two, north to ladder and up.

The Stygian Abyss

Sail east from Serpent's Hold into the Pirate's bay. After each combat, exit ship and move onto next one to reach east shore. (Use the Wheel to strengthen your ship if damaged severely.) Go east and south to O' J', O' J', the entrance. Use the skull, bell, book and candle to enter the Abyss.

Level One: Follow hall east through three rooms, then south to a large room with several walls on the left. Go east two and north two and use stone at the altar. Answers: honesty and blue. Down.

Level Two: Go south through two rooms and east through two. After exiting the second one into a hall, go east one, north four, then east through a secret door. Continue east (dispelling fields) and use stone at altar. Answers: compassion and yellow. Down.

Level Three: South two and exit room west. Continue west through one room to the altar. Use stone. Answers: valor and red.

Level Four: East three, then east through secret door. Go through secret doors in north wall of next rooms until you face orange wall, then east four and dispel the field. Continue east into the room and exit north. Exit north from next room. Use stone. Answers: justice and green.

Level Five: South to the wall and east through the door into a room. Step on square in corner of northeast alcove, behind fields, to open secret exit. South into next room and step on square in lower southeast corner to open secret exit south into next room. There you must step on fire square below three mountains to open secret exit east. Go east to altar. Use stone. Answers: sacrifice and orange. Down.

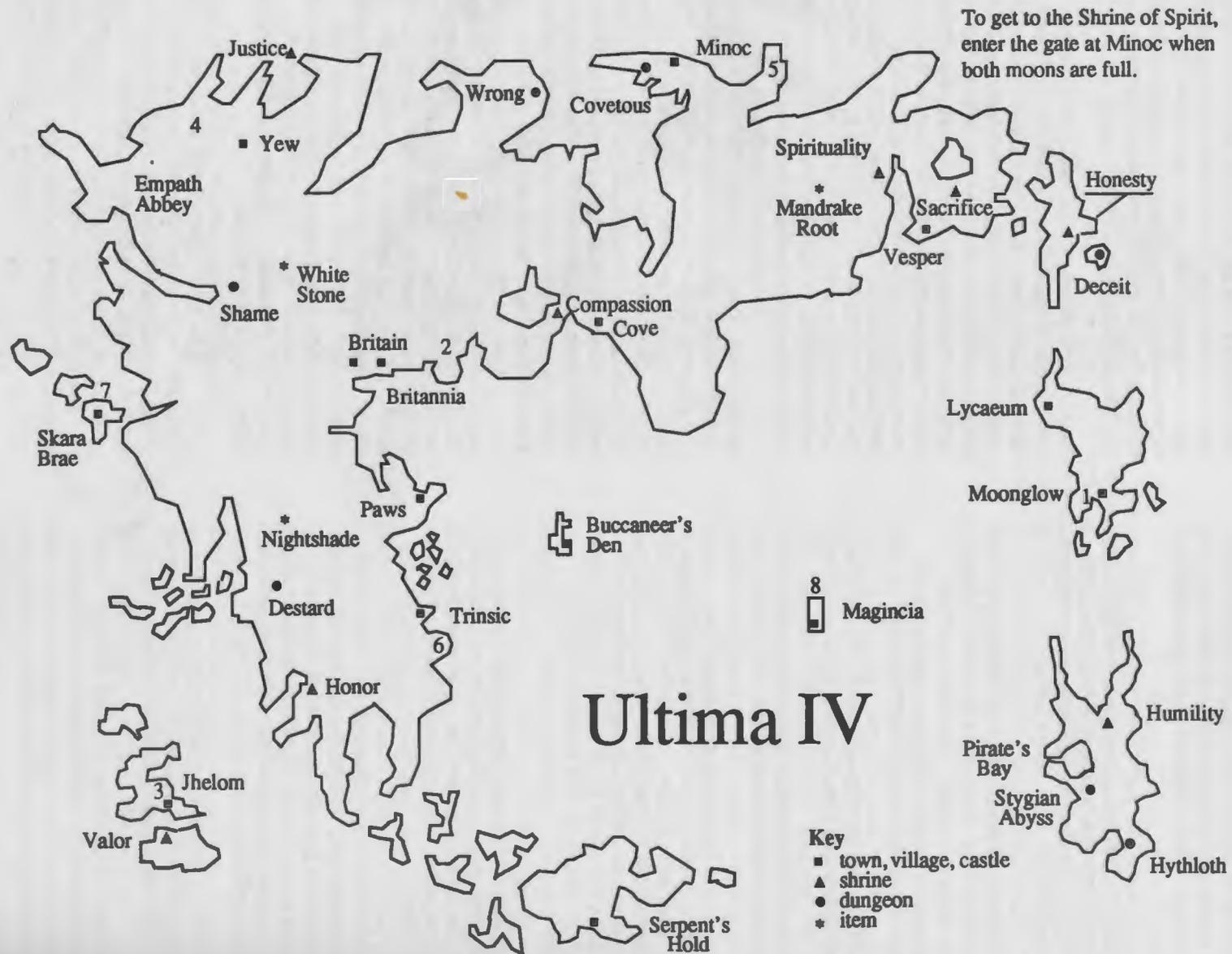
Level Six: South two, west two, south one and east through door. Go east again and exit south from the next room. Exit the next room west, the next south, the next east, the next north, and the next east. Dispel field caging the balron in northeast corner and step on square he occupied, which opens secret exit south. Go south and step on square in center alcove behind fields, in northeast corner of room. Dispel field at south end and step on southeast square to open bridge. Cross bridge and exit south. Exit next room east, and go south from the next one. Go east to altar and use stone. Answers: honor and purple.

Level Seven: West one, north into room. Exit north and go west into next room. Exit north and go west. Step on square in wall of the southeast corner to open partitioned area, then stand in the crook of the backwards "L" to open secret exit north. Go north and enter west door. Send your eighth character two south and one west to open secret exit north. After leaving room, go north and west to altar and use stone. Answers: spirituality and white.

Level Eight: Go south and east through the door into a room and exit east. Step on square in northeast corner to move bricks from square in the southwest corner, which opens secret exit north. Follow hall into next room and exit it south. Step on square in wall of southeast corner to activate similar square below balron. Slay balron and step on square he occupied to activate square at top of cage. Step on that square to open secret exit south. Use stone at altar. Answers: humility and black.

The Chamber of the Codex

Answers: veramocor, honesty, compassion, valor, justice, sacrifice, honor, spirituality, humility, truth, love, courage, infinity.



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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