

Nintendo

GAME BOY®

Ultima

Runes of Virtue II™

DMG-U2-USA

FCI



INSTRUCTION BOOKLET



Nintendo, Game Boy and the Official Seals are registered trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc. FCI is a trademark of Fujisankei Communications International, Inc.



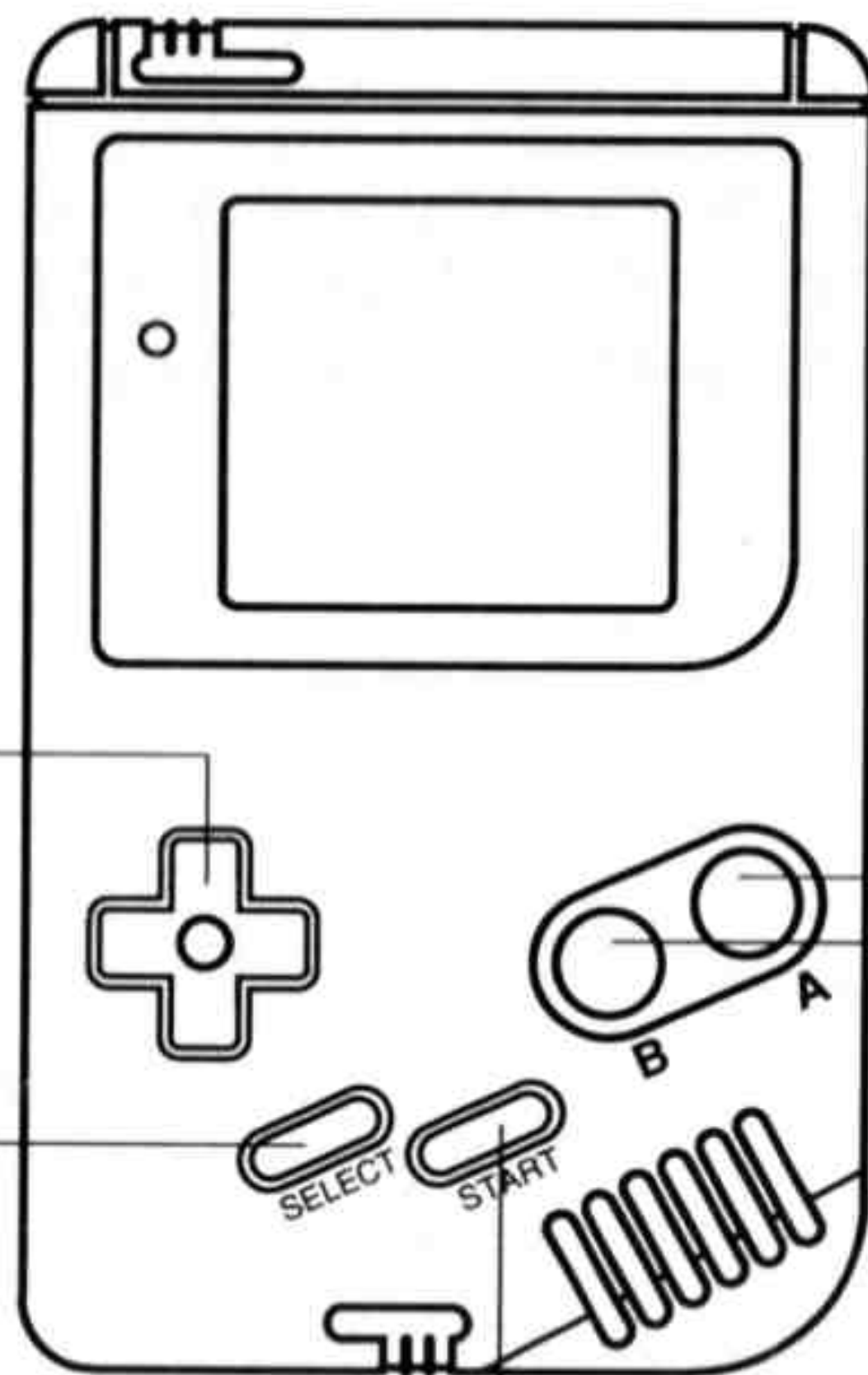
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION
AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

Control Pad:
Movement

Select Button:
Pause



A Button:

Attacks with weapon in right hand (inventory screen – exchange item in right hand for one in inventory).

B Button:

Attacks with weapon in left hand (inventory screen – exchange item in left hand for one in inventory).

Start Button: Inventory

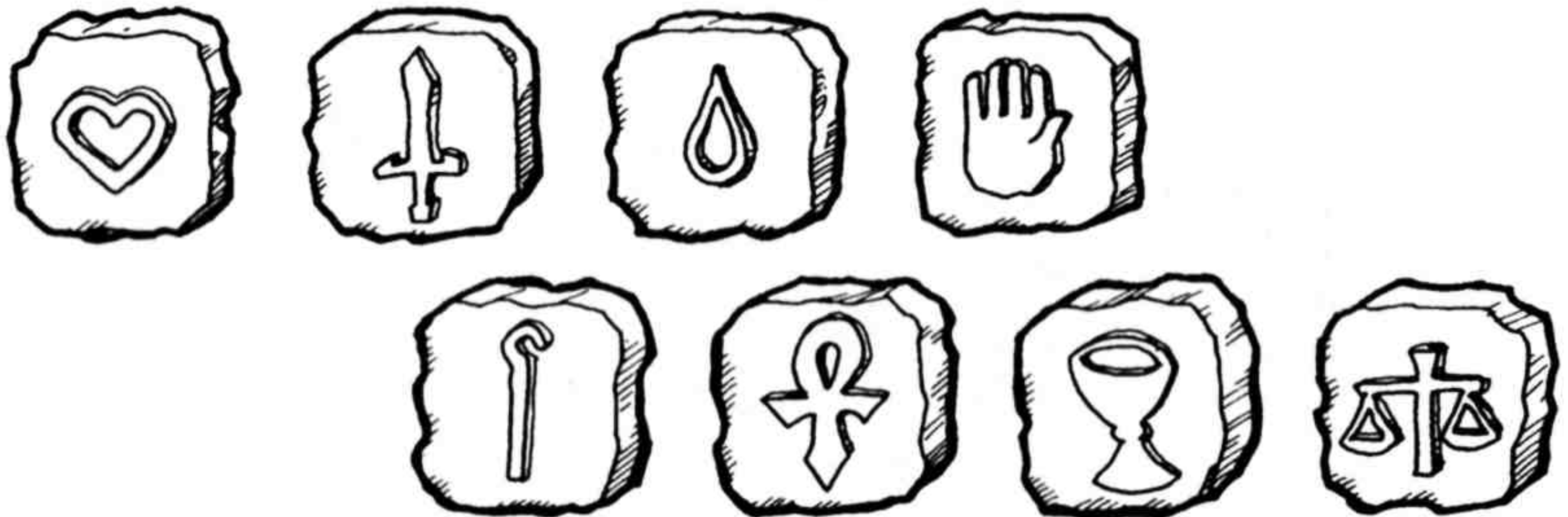


Table of Contents

The World of Britannia	4
Starting a Game	5
Saving Your Game	8
The Two Player Game	9
Game Controls	10
Your Inventory	11
Traveling in Britannia	13
Special Terrains	14
Your Friends	16
Your Foes	18
Armor and Shields	20
Weapons	22
Items	24
Magic Items	26
Tips and Tricks	28
Map of Britannia	29

The World of Britannia

“Welcome to the land of Britannia,” Lord British says upon your arrival. “We have summoned thee through the moongate to once again aid our realm. The Black Knight, whom thou vanquished years ago, is up to his old mischief. He hath abducted Lord Tholden, mayor of the city of Britain. Thou must rescue him! To aid thee in thy quest, accept this magical Ankh. Use it whenever thou dost wish to return to this castle.”



Starting a Game

Insert the Ultima Game Pak into the Game Boy and turn on the power. After the title screen, the basic menu will appear.

New Game	Choose this if this is your first game.
Continue	Once you have a game in progress, choose this to resume it.
Credits	This displays a list of the folks who created this game.
Scores	Choose this to display a list of the high scores achieved so far.

The first time you play, select “New Game” with the keypad and press the start button.

You may choose from among four champions for your journey through Britannia.

Shamino



A ranger from the famous town of Trinsic, Shamino begins the game with an axe and some food.

Strength:15

Intelligence:15

Dexterity:15

Iolo



A bard from the gentle city of Britain, Iolo starts the game carrying his long bow and some food.

Strength:12

Intelligence:15

Dexterity:18

Mariah



Mariah is a mage from the town of Moonglow. She begins the game with her Wand of Fireballs and a potion which restores magical energy. She may replenish magical energy by resting.

Strength:15

Intelligence:18

Dexterity:15

Dupre



A soldier from Jhelom, the city of Valor, Dupre wears leather armor and carries a long sword.

Strength:18

Intelligence:12

Dexterity:12

Enter your Initials

Move the cursor with the keypad. You may select up to three letters with the A button. Press the Start button to continue.

Difficulty Level

Choose the difficulty level with the keypad and then press the Start button. There are three difficulty levels, Easy, Medium and Hard. This determines both how challenging the game is and how aggressive your enemies will be.

Saving Your Game

Data from your adventure is automatically saved. This Game Pak has a battery and automatically records the information and scores of the player's adventure. So it doesn't matter if you turn off the Game Boy in the middle of a game. When you want to play again, select "Continue" from the opening screen and you can continue to play from where you left off. Be careful not to choose "New Game" or all of the previous data will be erased and you will

have to start over. This auto-save function works for both the one and two player games.

The Two Player Game

Connect two Game Boy units with a Game Link cable. Turn both machines on and you can enjoy a two player game with a friend. If you choose "Continue" from the start screen, you can use a saved character. You can also start the adventure with a new character by choosing "New Game," but this will erase your saved character.

When two people play you can fight monsters and solve difficult puzzles together. Also, if you go back to a one player game from a two player game, you can continue alone from where you left off in the two player game.

In the two player game, if one player is defeated, he may be revived when the other player enters a new level. The game is over if both players are defeated. Of course, should this happen, you may continue play.

Game Controls

To pick up items, walk over them. To buy items in shops, you must have enough gold to pay for them. You can talk to people, flip levers, open chests etc. by bumping into them. The A and B button use whatever items you have in your hands. For instance, if you have a sword in your A hand, pressing A attacks with it. You may change what is in your hands by pressing "Start" to go to the inventory screen. Press "Select" to pause the game.

Strength	Strong characters have more hearts.
Intelligence	Intelligent characters can use more magic items before running out of energy.
Dexterity	Fast characters can dodge missiles and monsters better.
Score	This shows how many points you have earned so far.

Your Inventory

Items						A:		A Hand
Selection Box						B:		B Hand
							 06	Gold
								Ankh
Armor								Strength
Your Picture		AR	ST	15				Intelligence
			IQ	15				Dexterity
			DX	18				Current
		S:	24290				 	Score
Runes							 	Magic
							 	Strength

To change weapons or items, move the cursor over an item and press either the A or B button to put it into that hand. If there is already an item in that hand, it goes back to your inventory. Food, potions and the Ankh are used when you press either button.

The Ankh is a special item. Pressing A while the cursor is on it teleports you to Lord British's castle. Pressing B resets the level you are on, moving you back to the ladder you entered on and restoring all monsters.

Pressing "Select" on an item drops it. You can't drop an item in some areas. Once an item is dropped you may pick it up again.

The Quantity of an item displays how many duplicates of an item you possess. You may have up to 99 in each item slot.

Traveling in Britannia

In addition to simply walking from place to place you may sail the oceans and teleport magically.



Jaggers

Ships

With a ship you can sail the oceans of Britannia. To get a ship you must lie in wait for pirates along the shore, board their ship and defeat them. Once you have a ship, use the A button to fire the ship's cannons and the B button to drop anchor and disembark.

Moongates

Moongates teleport you from one location to another. There are several moongates in Britannia. It is rumored that there is a place with eight moongates, each of which will teleport you to a different town.

Special Terrains



Spiders

Swamp

Lava

Spider Webs

Mushrooms,
Floor Plates,
Levers

Secret Doors

Crumbly Walls

Slows you down.

Hurts you when you walk through it. Carry Dragon Scale boots to reduce the damage.

Can be cut with weapons. Thick webs must be burned with fireballs.

Make all kinds of things happen. Some are good, some are bad.

Look almost like walls but not quite. You can walk through them.

You can punch your way through these with 2 or 3 attacks.



Slimes

Teleport Discs

Move you to the nearest available disc on a level.

Teleport Arrows

Move you forward in the direction of the arrow, sometimes through walls.

Boulders, Urns, Barrels and Crates

You may push these if you put your weight behind it. Because Urns are lighter, you may push several of these at once.

Hourglass

Turn it upside down and look for something to happen.

Crystal Ball

If you look into it, you will see a map of the entire region. You can spot monsters and important locations.

Your Friends



Lord British

The Ruler of Britannia, he spends his time governing the Kingdom.



Sherry
the Mouse

The only talking mouse in all of Britannia. She enjoys a good story almost as much as a piece of cheese.



Chuckles
the Jester

He juggles, tells jokes and entertains everyone at Lord British's castle.



Nystul the
Magician

The royal wizard can tell
your future by looking
into his crystal ball.



Cooper the
Blacksmith

Lord British's weapons
craftsman. He makes fine
shields.



Mandrake
the Bard

A well traveled musician,
he's always happy to tell a
story or two.

Your Foes



Reapers

Bats

They fly around aimlessly.

Rats

Clever and quick with sharp teeth.

Snakes

These vipers are slow but persistent.

Goblins

Ferocious until hurt.

Skeletons

Undead creatures that throw axes.

Slimes

These divide when you hit them.

Trolls

Use all kinds of weapons, some have shields.

Wisps

Can teleport and shoot lightning.

Gremlins

Steal food or gold from you.

Mimics

Treasure chests that attack you.



Seesils

Ghosts

They can move through walls to get you.

Jaggers

Moving boulders, they turn to rock when killed.

Reapers

They fire deadly death rays.

Wizards

Powerful mages who attack with fireballs.

Cyclops

They can only be hurt by swords.

Seahorses

Friendly until attacked.

Squids

Can hurt you only if you get near them.

Seesils

Sea serpents who breath fire.

Armor and Shields

Wearing armor reduces the amount you get hurt when attacked. You can't put on armor unless it's better than what you are already wearing. To use a shield, put it in one of your hands and use it just before getting hit.



Leather Armor

The cheapest armor. It blocks 1/4 of the damage received.



Chain Mail

A little better than leather.



Plate Mail

Chain mail with iron plating. It blocks 1/2 of the damage received.



Magic Armor

Made of dragon hide, the finest armor available.



Iron Shield

Stops sword and missile attacks. It uses 1/8 of a star to stop magical missile attacks.



Snake Shield

Stops sword attacks. Reflects most missile attacks. It uses 1/8 of a star to reflect magical missile attacks.

Weapons (♥ = Heart damage)



Sword



A broad, double edged sword.



Whip



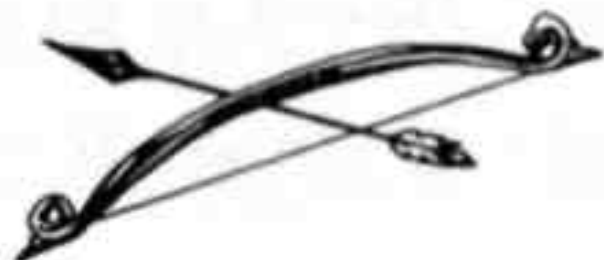
Reaches further than a sword and can sometimes hit two foes at once.



Axe



Can be thrown or used in close combat.



Long Bow



Attacks enemies at a distance.



Crossbow



Slower than a long bow but more powerful.



Boomerang



Comes back after you throw it.



Shuriken



Throwing knives that you toss over your shoulder.



Flask of Oil



Can be used only once, but creates a powerful explosion.



Wand of Fireballs



Wand that shoots fireballs. It costs one star to shoot 8 fireballs.



Lightning Amulet



Magic amulet that shoots lightning. It costs one star to shoot 8 shots.



Magic sword



Powerful enchanted blade.

Items



Coin

Worth one gold.



Gem

Worth five gold.



Heart

Restores one heart when you pick it up.



Star

Restores one star when you pick it up.



Keys

Let you open one door with the matching symbol.



Food

Using this restores all of your hearts.



Potion

Using this restores all your stars.



Hammer

Lets you smash one barrel.



Cheese

Use this and all the monsters run to it. Once you use it, it's covered with monster saliva and you don't want to pick it up again.



Dragon Scale
Boots

If you have them in your inventory, they protect you from most of the damage from lava.

Magic Items (☆ = stars used)



Magic Rope
☆

Enables you to cross one span of water.



Magic Boots
☆

Let you walk through walls. They can only be used once.



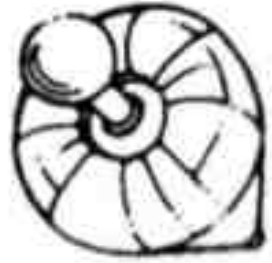
Chalice
☆

Restores one heart each time you use it.



Magic Panpipes
☆☆☆

Freeze all monsters for a little while.



Magic Top

☆☆☆

Speeds you up to your maximum speed for a while.



Friendly Horn

☆☆☆

Makes all the monsters around you friendly.



Star Wand

☆☆☆☆

Creates and destroys force fields.



Monster Egg

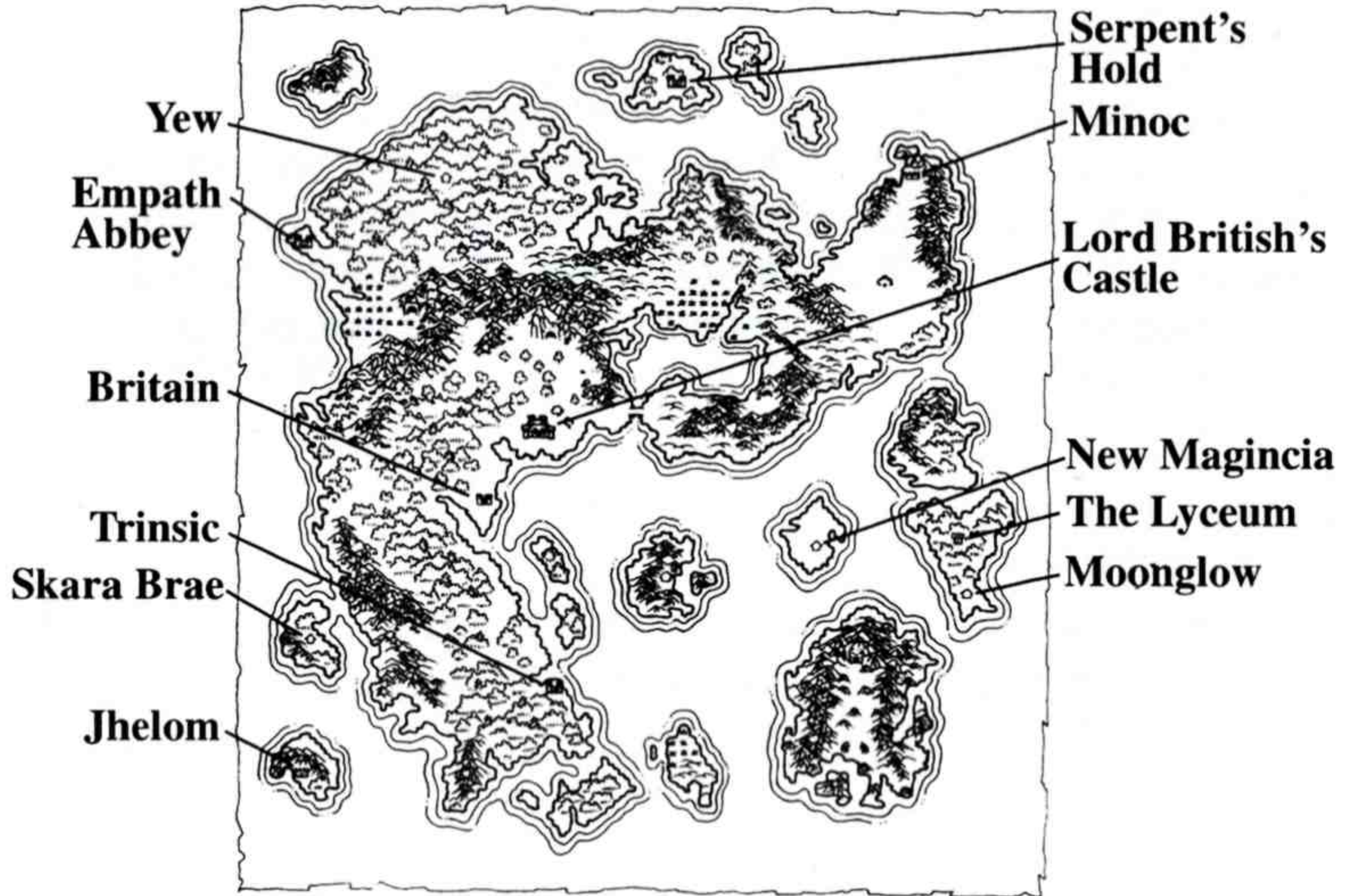
☆ or
☆☆ or
☆☆☆

Use these to summon friendly monsters to protect you.

Tips and Tricks

- Hold down the A or B button to attack repeatedly with the same weapon. Use the keypad to change the direction of attack while holding down the A or B button.
- In some places you may have to use the same lever or pressure plate several times.
- On top of Lord British's castle there is a crystal ball that will help you find the locations of the mayors you need to rescue.
- Thoroughly explore each cavern. Many have special weapons and items hidden in them.
- Attack Slime with your strongest weapons and it will divide less.
- If you get caught in a trap and can't get out, go into your inventory and press B while on your Ankh to restart the level.
- If you use your Ankh while sailing on a ship, the ship is left stranded out in the ocean.

Map of Britannia



90-Day Limited Warranty FCI Game Paks

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the Game Pak, at its option, free of charge. Replacement of the Game Pak, free of charge, to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

To receive this warranty service return the defective Game Pak along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI.

Fujisankei Communications International, Inc.
150 East 52 Street, New York, N.Y. 10022
(212) 753-8100

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL FCI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Exciting games from FCI

NES®

AD&D® DragonStrike

AD&D® Hillsfar

The Bard's Tale™

Lunar Pool®

Ultima® Exodus

Ultima® Warriors of Destiny

BreakTime™ The National Pool Tour

WCW™ World Championship Wrestling

AD&D® Heroes of the Lance

AD&D® Pool of Radiance

Dr. Chaos™

Zanac®

Ultima® Quest of the Avatar

Game Boy®

Boxxle®

Bubble Ghost™

Panel Action BINGO™

Ultima® Runes of Virtue™

WCW™ The Main Event

Boxxle® II

Out of Gas™

Tasmania Story™

Ultima® Runes of Virtue™.II

SNES®

SimEarth™

Ultima® The False Prophet

Might and Magic® III

WCW™ SUPERBRAWL

AD&D is registered trademark owned by TSR, Inc., Lake Geneva, WI USA, and used under license from Strategic Simulations, Inc. Sunnyvale, CA USA. SimEarth is ©1990 MAXIS Software and Will Wright. Published under sublicense from Imagineer Co. Ltd. of Japan. Ultima, Lord British and Runes of Virtue II are registered trademarks of ORIGIN Systems, Inc. Shamino, Iolo and Dupre are trademarks of Richard Garriott. ©1993 ORIGIN Systems, Inc.



Not Just Kid Stuff

©1993 FCI® /Pony Canyon

©1993 Origin Systems, Inc.

Fujisankei Communications International, Inc.

150 East 52 Street, New York, NY 10022

Game Hotline (212) 702-0435, 9:30am—5:30pm

Eastern Standard Time

Printed in Japan