Nintendo

GAME BOY®

DMG-UT-USA

Ultima®

Runes of Virtue™

OFFICIAL GAME LINK GAME PAK

FCI®

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Please read the instruction manual carefully before handling this product. Save this booklet for future reference.

When using this product, please note:

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, alcohol or similar volatile liquids.
4. When you use the game for long periods, for your health take a 10-15 minute break every two hours.

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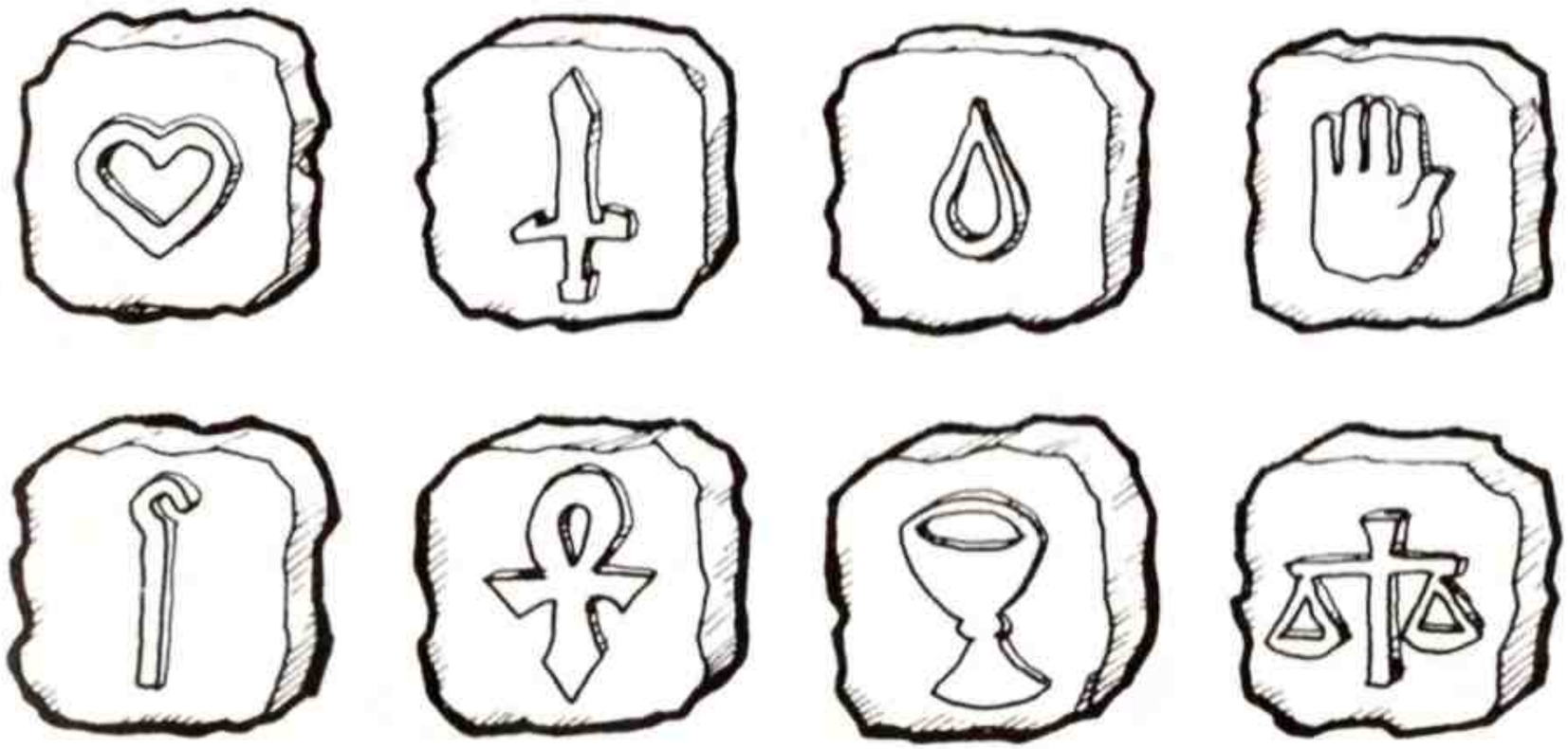
Table of Contents

3 Welcome to Britannia
4 Starting a Game
5 Saving Your Game
5 The Two-Player Game
6 Game Controls
8 Inventory Screen
10 The Champions
10 Special Squares
12 Map Of Britannia
14 Your Friends and Foes
17 Armor
18 Weapons
20 Items
21 Magic Items
22 Tips and Tricks
23 Notes

Welcome to Britannia



Through the mystic moongate you have been transported to the land of Britannia, where a world of magic and adventure awaits you. Ruling over the lands he united, Lord British guides his people as they seek to master the eight virtues of the Avatar. It is your quest to recover the runes, symbols of these great virtues, stolen by the Black Knight.

Bats

Bats fly around randomly.

Eep Eeps

Eep Eeps get in your way, but sometimes they can help you.

Starting a Game

Insert the **Ultima** Game Pak into the GAME BOY and turn on the power. Press the START button anytime during the opening screens to begin your game. If this is your first game, choose **Begin a New Game** with the control pad and press START. You then get to select which character to play and enter your initials.

There are three difficulty levels to choose from:

- **Easy** — When you are defeated, you are restored at the start of that level.
- **Medium** — When you are defeated, you are returned to the surface at the entrance to the cavern you were in.
- **Hard** — Like Medium, but you also lose all food, potions and gold!

You arrive at Lord British's Castle, ready to begin your quest.

Saving Your Game

Your **Ultima** Game Pak has a battery and automatically saves your game and high scores. You can turn off your GAME BOY at any time. The next time you play, choose **Journey Onward** and you begin at the start of the last level you entered. If you select **Begin a New Game**, it erases your old game, and lets you choose a new character.

Your **Ultima** Game Pak only saves during a One-Player game. Playing a Two-Player game does not affect your saved character. It does not save your character during a Two-Player game.

The Two Player Game

If you connect two GAME BOYs with a Game Link cable before turning them on, you and a friend can explore 80 new levels! You can choose **Journey Onward** to use a saved character from the One-Player game, or **Begin a New Game** to play with a fresh character. Either way, it won't affect your saved game. You won't be able to bring any items from the one player game with you, except runes.

Seahorses

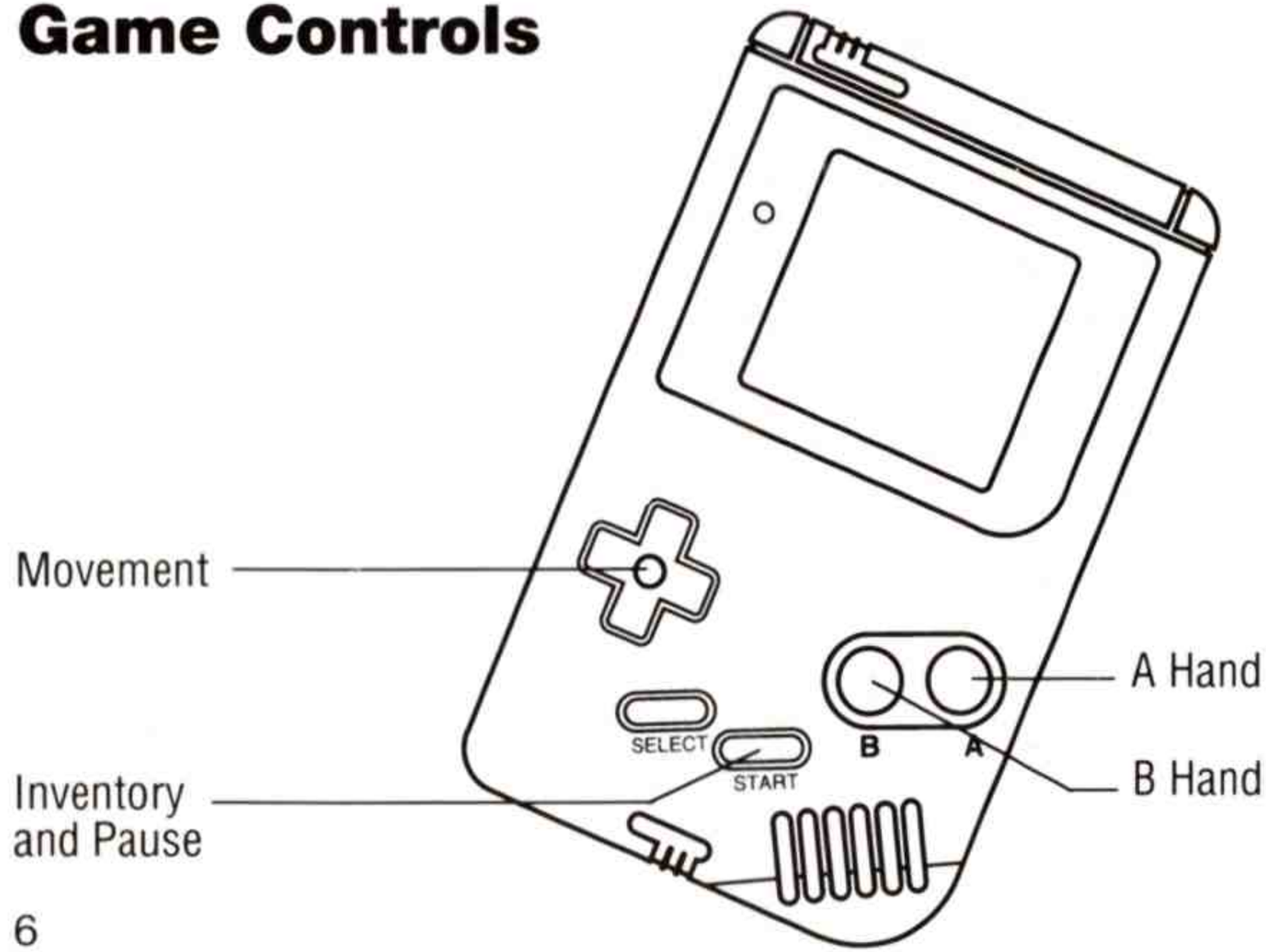
Seahorses are friendly, but attack if something hurts them.

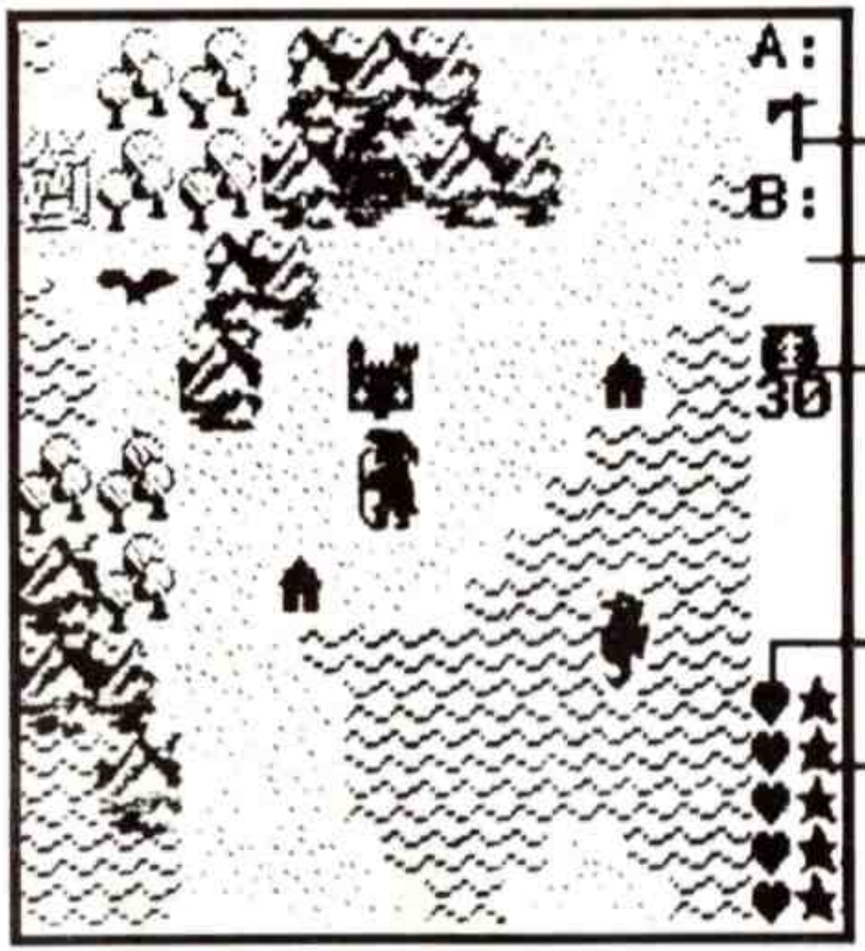
Snakes

Snakes are slow but persistent.

To win, both players must get all eight runes. When one player is defeated, he returns when the other player enters a new level. The game ends if both players are defeated in the same level, or if either player uses the ankh to end the game.

Game Controls





To pick up items, walk over them. To pick up 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 buttons 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 can change what is in your hands by pressing START to go to the inventory screen. This also pauses the game.

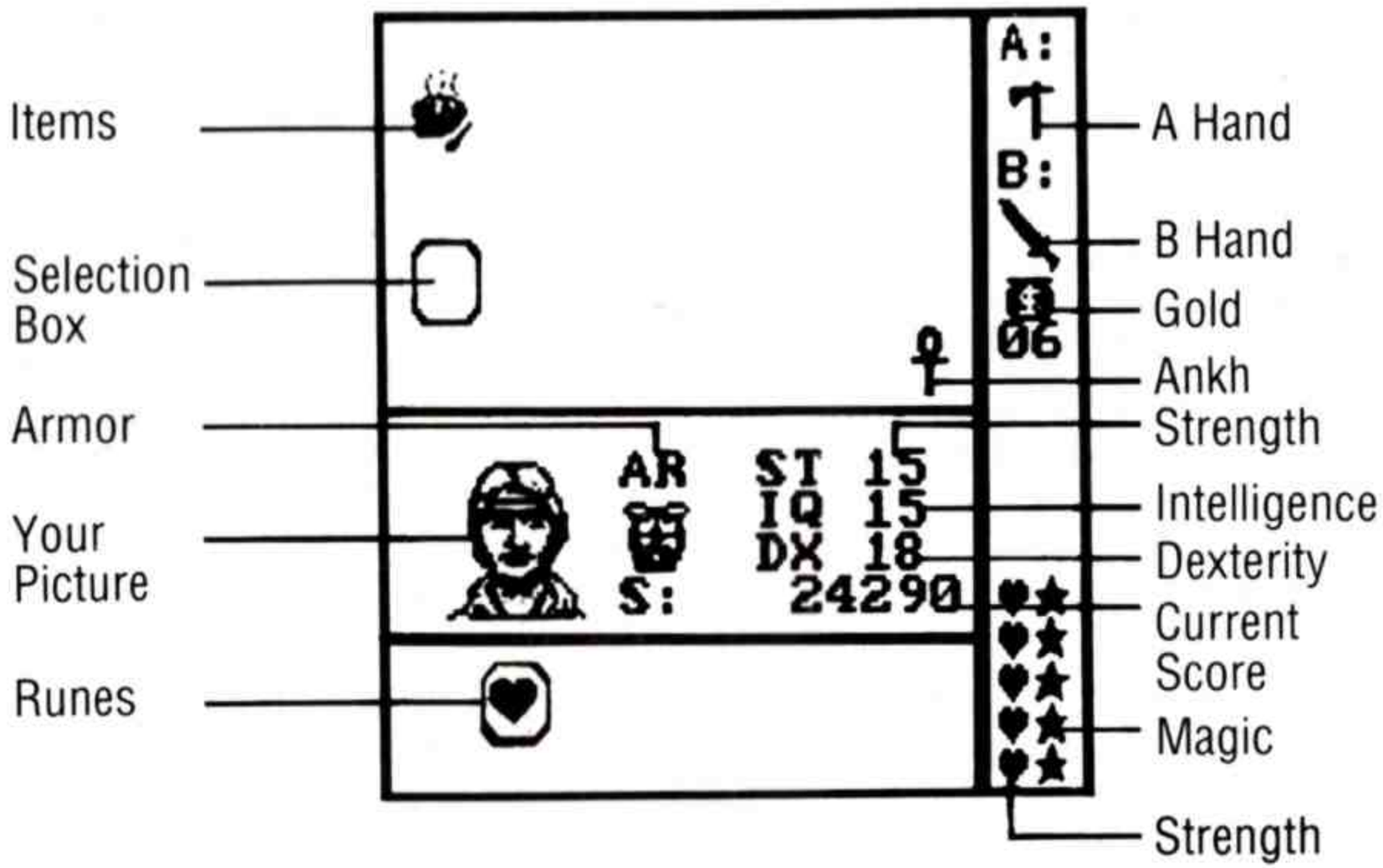
Rats

Rats move quickly and have sharp teeth.

Skeletons

Skeletons aren't very smart, but they can use weapons.

Inventory Screen



Strength shows how many hearts you can have. Strong characters can take a lot of damage.

Intelligence shows how many stars you can have. Intelligent characters can use magic items more often before running out of energy.

Dexterity shows how fast you can move. Fast characters can dodge monsters better.

Each rune that you find increases your strength, dexterity, or intelligence.

To change weapons or items, move the box over an item and press A or B to put it in that hand. If you already have an item in that hand, the old item goes back into your inventory, and the new one goes in your hand. Food, potions, cheese, and the ankh are used immediately when you press the button. To drop an item, press the Select button.

The ankh is a special item. It teleports you to Lord British's Castle, and restores all your hearts and stars. If you use the ankh, or are defeated, you lose all your keys, hammers, and boots.

Ghosts

Ghosts can move through walls to attack you.

Spiders

Spiders spin webs that you have to shoot.

The Champions

Mariah the Mage

Strength: 15
Intelligence: 18
Dexterity: 15

A member of the council of Mages, Mariah is a student of ancient languages. After playing her magic trumpet, she can always create another by using her ankh.

Iolo the Bard

Strength: 12
Intelligence: 15
Dexterity: 18

A maker of bows and crossbows, Iolo is also an accomplished bard. Many a time has he entertained Lord British by singing and playing the lute.

Special Squares

Swamp
Slows you down.

Lava
Hurts you when you walk through it.

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

Dupre
the Fighter

Strength: 18
Intelligence: 12
Dexterity: 12

Brave Dupre has been on many quests. His sword is more powerful than any weapon the other champions begin with.

Shamino
the Ranger

Strength: 15
Intelligence: 15
Dexterity: 15

Shamino spends his time exploring the forests of Britannia. He always seems to return to the castle just when his help is needed most.

Mushrooms, Floor Plates, Levers
Make lots of different things happen. Some are good, some are bad.

Secret Doors
Look almost the same as walls, but not quite. You can walk through them.

Teleport Arrows
Move you two spaces forward, sometimes through walls.

Teleport Discs
Move you to the nearest other disc on a level.

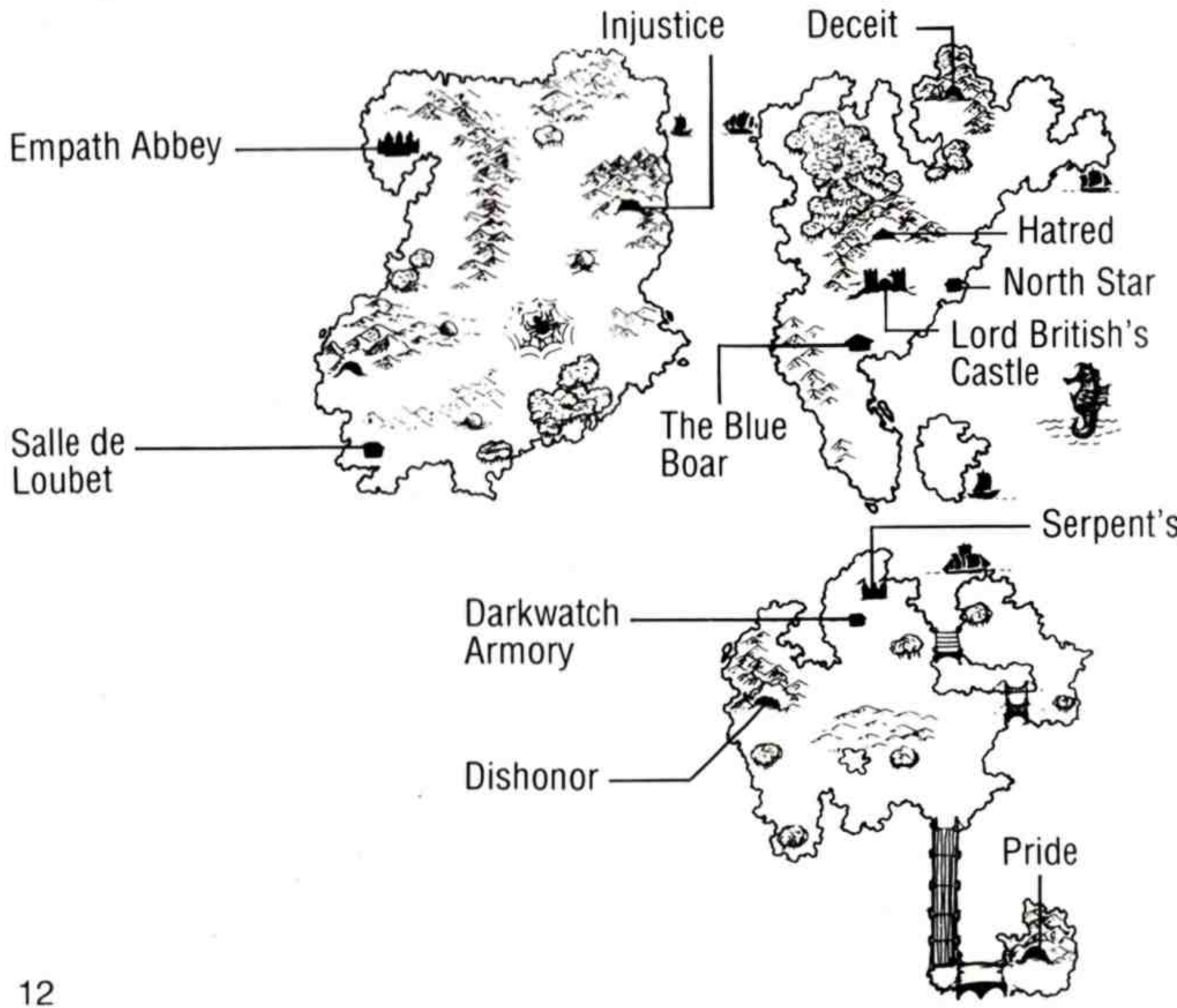
Trolls

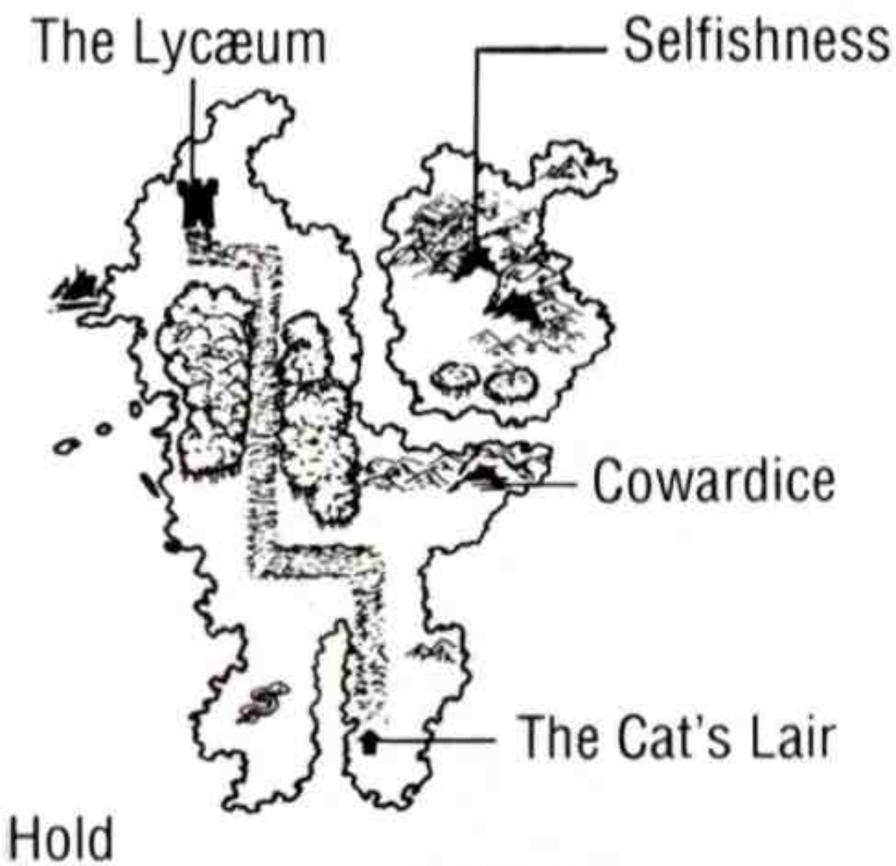
Trolls use all kinds of weapons, and some are tougher to destroy than others.

Gremlins

Gremlins steal food or gold from you.

Map of Britannia





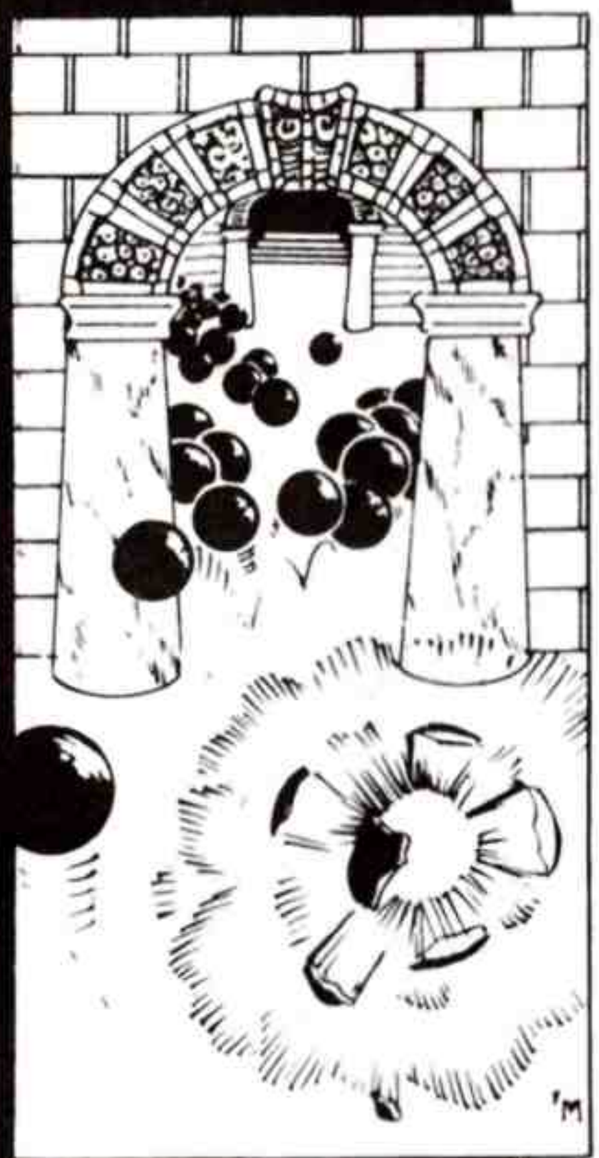
Squids

Squids can't hurt you unless you go too close to the water.

Your Friends and Foes

Here are some of the many characters you meet in Britannia.

'Splodos



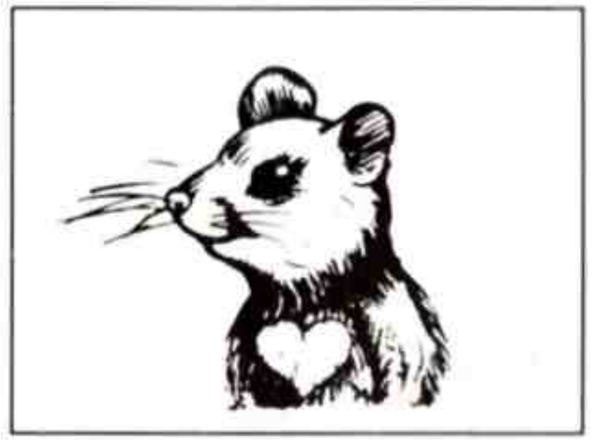
'Splodos blow up when they get near you.

Lord British

King of Britannia, and a friend of yours for many years, Lord British once was a great adventurer himself. But these days he must govern the kingdom, and send others on quests in his stead.

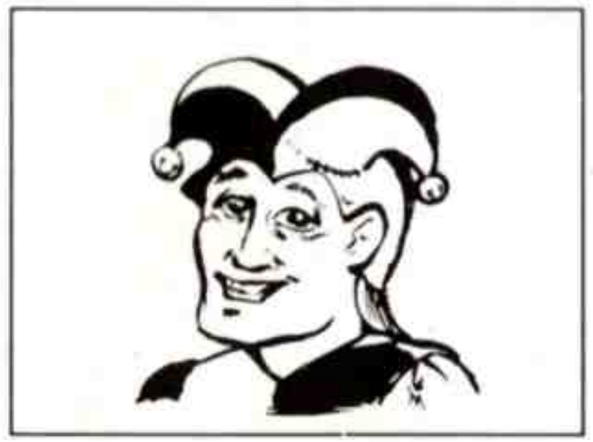
Sherry the Mouse

Sherry is the only talking mouse in the entire kingdom. She lives in the castle, where Lord British reads her a story every night. She has been in many of the caverns, and can give you some very helpful advice.



Chuckles the Jester

All Chuckles does is juggle and tell jokes all day. He might be able to help you, but usually he'd rather just say something silly.



Dr. Cat
Dr. Cat is the keeper of the Cat's Lair Tavern, where he keeps fine paintings on the walls. He loves to talk to his customers, and to his friend Taynith.

Finn
Finn calls himself honest, but you'd better think twice before taking his advice! Some people say they've even heard him claim to be Lord British!

Zoltan & his dog, Kador
Zoltan is a travelling gypsy, fortune teller, and a talented dancer. He also claims to be king of the gypsies! But then, he also says his dog Kador can talk, and nobody has ever heard that happen.

Slimes

Slimes can divide when you hit them.

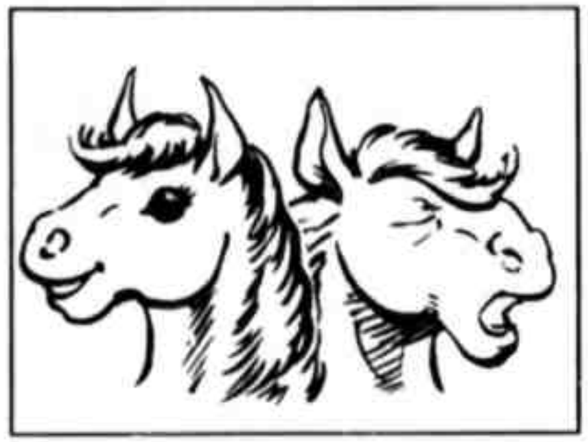
Your Friends and Foes (continued)

Tigers

Tigers are very strong and fast.

Beh Lem
A friendly gargoyle, Beh Lem is as comfortable amidst lava and volcanos as you would be in a warm bath! He has a pet lizard named Bet Zen that likes to sit on his shoulder.

Klip-Klop
Klip-Klop is a strange two headed horse with a name for each head. Klip always tells the truth, and Klop always lies - or was it the other way around?



The Black Knight
A fierce warrior who has always tried to overthrow Lord British's kingdom. Only one weapon can harm him, if you can discover it...

Armor

Armor keeps you from losing as many hearts when you get hurt. You can't pick up armor unless it's better than the kind you are already wearing.

Leather
Blocks 1/4 of the damage you take.

Chain Mail
A bit better than Leather.

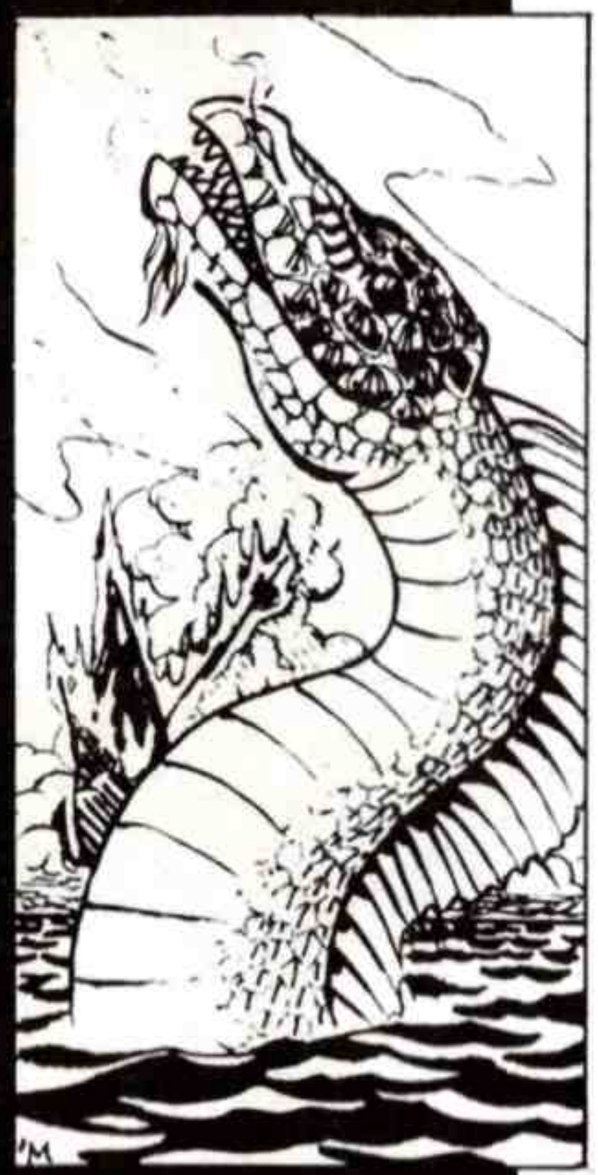
Plate Mail
With this heavy armor you take only half of the damage from attacks.

Magic Armor
Crafted from dragon-hide, this suit of armor has been stolen by the Black Knight.

Wizards

Wizards attack you with magical fireballs.

Seesills



Seesills are fire breathing sea serpents.

Weapons

You can buy many weapons in the shops. Others can only be found by carefully searching the Caverns. The Wand of Fireballs and the Lightning Amulet require magical energy (stars) to use. The hearts after each weapon show how much damage it does.

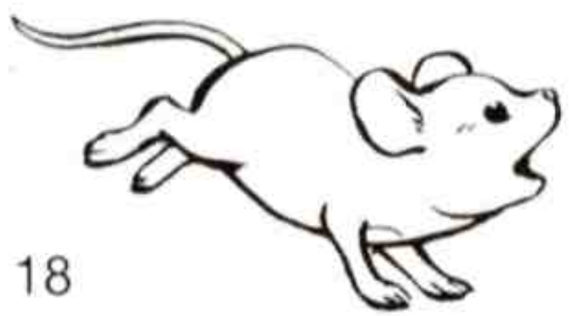
Dagger ♥
The weakest weapon.

Sword ♥♥
Dupre's favorite weapon.

Whip ♥♥
Reaches further, and can sometimes hit two foes at once!

Axe ♥
Can be thrown at your enemies

Long Bow ♥
Lets you attack faster than an axe.



Crossbow ♥♥
Slower than a Long Bow but more powerful.

Boomerang ♥
Comes back to you after you throw it.

Bag of Tacks ♥♥♥
When you drop tacks, they'll hurt anyone who steps on them.

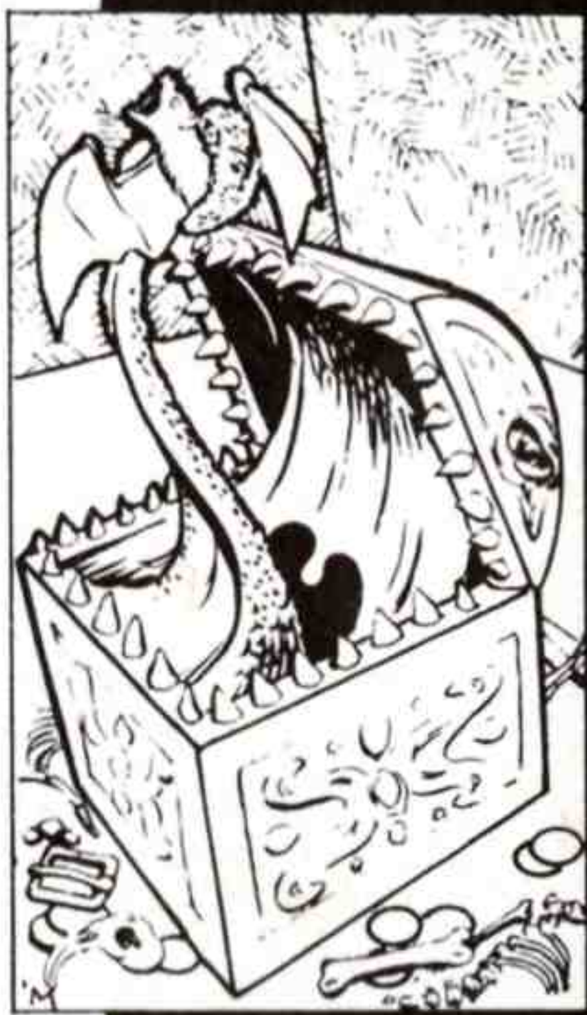
Flask of Oil ♥♥♥♥♥♥
Can only be used once, but makes a powerful explosion.

Wand of Fireballs ♥♥
A powerful weapon, but firing 8 shots costs one star.

Lightning Amulet ♥♥♥
Fast and deadly, but also costs a star per 8 shots.

Magic Sword ♥♥♥♥
Enchanted by Penumbra, this mighty blade was lost long ago.

Mimics



Mimics look just like treasure chests until you get close.

Jaggers

Jaggers turn into rocks when they are defeated - but some of them can't be hurt!

Items

Coin
Worth one gold.

Gem
Worth five gold.

Heart
Restores one heart of strength immediately when you pick it up.

Star
Restores one star of magical energy when you pick it up.

Keys
Each lets you open one door with the matching symbol.

Food
When you use this, it restores all of your strength.

Potion
When you use this, it restores all of your magical energy.

Hammer
Lets you destroy one barrel.

Cheese
Drop this, and all the monsters run to it. But you can't pick it up again.

Magic Items

The stars after each item show how much magical energy it costs to use.

Magic Rope ★
Makes a bridge across one space of water.

Magic Boots ★
Let you move through walls. They vanish after one use.

Chalice ★
Restores one heart each time you use it.

Trumpet ★
Freezes all monsters for a little while. Only works once.

Panpipes ★★★
Works like a trumpet, but can be used over and over.

Troll Ring ★★★★
Disguises you for a while so most monsters won't attack.

Cyclops

Cyclops can only be hurt by swords and daggers.

Reapers

Reapers never move, but fire deadly rays.

Tips and Tricks

- Hold down the A or B button to attack repeatedly with the same weapon.
- In some places you can get the monsters to shoot each other so you don't have to fight them all yourself.
- To get through some levels, you may have to use the same lever or pressure plate more than once.
- Many levers can be flipped back and forth. See what they do in each position.
- Don't quit exploring a Cavern once you've found the Rune in it. Most of them have special weapons and magic items in them as well.
- Buy some food and potions before you go into a really tough Cavern.
- You don't have to go into the Caverns in the order Lord British suggests. If one of them is too hard for you, build up your strength in the others first.
- Tacks are useful against snakes and skeletons.
- Attack Slime with your strongest weapons only and it will divide less.
- If you use an arrow to teleport on top of a monster, the monster is destroyed instantly.

Notes

Wisps

Wisps can teleport and shoot lightning bolts at you.

Dragons

Dragons are the toughest creatures

Note:

The Monsters are shown in order of dangerousness.

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Art: 'Manda Dee and Denis Loubet
Music and Additional Design: 'Manda Dee
Dungeon Music: The Fat Man
Sound Effects: Dr. Cat and Martin Galway
Two Player Design: Gary Scott Smith

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Executive Producer: Dallas Snell
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Special Thanks to: Robert Herrick, Herman Miller, Paul Meyer, Ken Demarest and Ethan Burrow.
Manual Illustration: 'Manda Dee

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FCI®

Not Just Kid Stuff

A Lord British Game

ORIGIN™

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