

ULTIMA: BRITANNIAN CHRONICLES — Game Manual

Tronsoft Games · tronsoft.ltd · Author: Calvin Robert Glomb · v1.0.0

1. Introduction

Ultima: Britannian Chronicles is a single-player hex-grid RPG. You are the Avatar, champion of the eight virtues of Britannia. Explore a procedurally generated world, grow through action, master eight authentic Ultima spells, complete quests, and delve multi-level hex dungeons.

2. Components

Component	Description
Overworld	48×48 pointy-top hex grid, 9 terrain types, fog of war
Towns	Britain, Moonglow, Trinsic, Vesper — shops, healers, Mage Guilds, quest boards
Castle Britannia	Central hub — full heal, Pilgrimage quest turn-in
Dungeons	3 entrances; recursive backtracker hex mazes, unlimited levels, level memory
Spellbook	8 learnable spells; Mage Guild purchase, INT requirements
Quests	8 quests tracked in real-time quest log (Space key)
S.P.E.C.I.A.L.	7 attributes (STR/PER/END/CHA/INT/AGI/LCK), raised through use
Inventory	Heal/Mana Potions, weapons, armor, scrolls, keys, misc items

3. Sequence of Play

1. Click BEGIN JOURNEY on title screen. 2. Hex map generates; fog of war is active. 3. Move Avatar with Q/W/A/D/Z/C or click a hex. 4. Visit towns (F) for quests and shops. 5. Combat triggers randomly in the field — resolve with 1/2/3/4. 6. Enter dungeons (F on ♦ tile) for loot and quest progress. 7. Camp (R) on open ground to recover HP and AP. 8. Visit Mage Guild to learn spells and train INT.

4. Movement Controls

Key	Direction	Key	Direction
Q	Northwest	W	Northeast
A	West	D	East
Z	Southwest	C	Southeast
Arrow Left	West	Arrow Right	East
Arrow Up	Northwest	Arrow Down	Southwest
Click hex	Pathfind and walk	Click minimap	Long-distance travel
F / Enter	Interact (town/dungeon/castle)	R	Make camp

Key	Direction	Key	Direction
P	Cycle equipped spell	Space	Quest log
T	S.P.E.C.I.A.L. panel	ESC (dungeon)	Exit dungeon

5. S.P.E.C.I.A.L. Attributes

All seven attributes start at 5 and cap at 10. Each is raised through specific actions. Press T to view the attribute panel with usage progress bars.

Attr	Full Name	Raised By	Game Effect
STR	Strength	Melee attacks, smithy, armory	Melee damage dealt
PER	Perception	Exploring, library, studying	Sight radius; encounter rate reduction
END	Endurance	Taking hits, resting, inn	Max HP; incoming damage absorption
CHA	Charisma	Trading, talking, quests	Shop discounts (up to 30%)
INT	Intelligence	Spells, library, mage guild	Spell power; max AP pool
AGI	Agility	Moving, fleeing combat	Flee success probability
LCK	Luck	Combat wins, chests, random	Critical hit chance; loot quality

6. Combat

Action	Key	Notes
Attack	1	STR-based damage; LCK chance of 1.8× crit
Spell	2	Casts equipped spell at AP cost; INT scales power
Item	3	Uses one Heal Potion; no AP cost
Flee	4	AGI-based success; failure lets enemy attack

END absorbs incoming damage. Reaching 0 HP teleports Avatar to Castle Britannia at 50% HP. Enemies scale with average S.P.E.C.I.A.L. rather than a fixed level.

7. Magic — Eight Ultima Spells

Spell	AP	Min INT	Effect
IN LOR	3	1	Reveals weakness; enemy DEF −2
AN NOX	4	2	Counter poison; restore 8% HP
VAS FLAM	8	3	Fireball; INT×3+d8 damage
IN MANI	10	4	Life force; restore 15%+ HP mid-combat
AN SANCT	9	5	Dispel armor; INT×2+d6 damage + DEF strip
KAL XEN	12	6	Summon spirit; INT×2+d10 damage
VAS LOR XEN	15	7	Radiant blast; INT×4+d12 damage
AN TYM	20	9	Negate time; INT×5+d15 damage + stun

Buy spells at Mage Guilds (Moonglow has full catalog). Press P to cycle equipped spell. Train INT directly at the Mage Guild for GP (cost scales with current INT).

8. Dungeons

Walk to a dungeon tile (◆) and press F to enter. Each level is a unique hex maze generated by recursive backtracker algorithm. Levels persist in memory — ascending and re-descending restores the same maze with kills and chests intact.

Glyph	Tile	Effect
>	Stair Down	Descend one level; auto-saves floor
<	Stair Up	Ascend one level; exit at level 1
\$	Chest	Random item + GP; LCK increases bonus
k	Key	Pick up to unlock locked doors
+	Locked Door	Requires key; key consumed on use
E (enemy)	Enemy hex	Bump to attack; HP bar shown

9. Camping and Rest

Type	Cost	Ticks	Recovery	Ambush Risk
REST (short)	Free	12	~50% HP/AP	6%
SLEEP (long)	10 GP	24	~Full HP/AP	20%

Camp on grass, road, forest, or desert only. Cannot camp in dungeons, swamps, mountains, or oceans. Ambush during rest triggers a random combat encounter.

10. Quests

Quest	Giver Town	Type	Reward
Scourge of the Undead	Britain	Slay 5 Skeletons	+80GP STR+3 END+2 Iron Shield
Orc Menace	Trinsic	Slay 4 Orcs	+120GP STR+4 AGI+2
Healer's Errand	Moonglow	Deliver 3 Heal Potions	+60GP CHA+3 INT+2
Into the Darkness	Vesper	Dungeon kills ×3	+150GP STR+3 PER+3 Lantern
The Troll Bridge	Britain	Slay 2 Trolls	+200GP STR+5 Battle Axe
Pilgrimage of Virtue	Castle	Visit all 4 cities	+300GP CHA/PER/LCK+3 Sigil
Ransom for the Realm	Vesper	Accumulate 500 GP	LCK+3 Ring of Wealth
The Unholy Sorcerer	Moonglow	Slay the Lich	+400GP INT+5 END+3 Mystic Armor

11. Terrain Reference

Glyph	Terrain	Passable	Notes
~	Ocean	No	Impassable

Glyph	Terrain	Passable	Notes
.	Grass	Yes	Encounters 12%; campable
♣	Forest	Yes	Encounters 22%; campable
▲	Mountain	No	Impassable
■	Town	Yes	Enter with F
◆	Dungeon	Yes	Enter with F
■	Desert	Yes	Encounters 15%; campable
≈	Swamp	Yes	Encounters 28%; 30% poison 3 HP
■	Castle	Yes	Full heal on visit
·	Road	Yes	Encounters 12%; campable

12. Winning and Losing

No single win condition. True Avatar status: all 8 quests complete + all S.P.E.C.I.A.L. at 10. Defeat: reduced to 0 HP → teleport to Castle Britannia at 50% HP. No permanent death.