

ULTIMA: BRITANNIAN CHRONICLES

v1.19.0 Player Manual

Getting Started

Begin a new journey or continue a compatible local save. This is a single-player hex-based fantasy RPG. SPECIAL attributes improve through use, while quests, exploration, equipment, reputation, achievements, and the main campaign provide long-term progression.

Full-Viewport Interface

The Britannia map fills the entire gameplay viewport. A translucent information sidebar is fixed on the left and a translucent controls sidebar is fixed on the right. The map remains full-size beneath both sidebars.

Left Information Sidebar

The left sidebar contains Avatar HP, AP, gold, level, SPECIAL values, equipped weapon, Travel Intel, Current Objective, Inventory, and Event Log.

Right Controls Sidebar

The right sidebar contains travel status plus Interact, Stop, Spell, Item, Stats, Map, Codex, Awards, Quests, Camp, Save, and Load controls.

Destination Travel

Short-click or tap any passable destination hex to select it. The game plots a route around impassable ocean and mountains, then the Avatar walks slowly one hex at a time. The destination and planned route are highlighted.

Travel and Encounters

Every completed hex runs normal terrain, discovery, quest, autosave, and random-encounter checks before the next step begins. If combat starts, the remaining route is cancelled immediately and the Avatar stays on the encounter hex. Town or other location interactions also stop the route. Use STOP to cancel travel manually.

Map Controls

Short click/tap selects a travel destination. Drag pans. Mouse wheel or the -/+ controls zoom. CENTER recenters on the Avatar. Keyboard hex movement remains available as a fallback. Press Enter or F to interact.

COMBAT AND ADVENTURING

Combat

Use 1 Attack, 2 Spell, 3 Item, 4 Defend, 5 Inspect, and 6 Flee. Automatic travel stops as soon as an encounter begins.

Towns and Reputation

Britain, Moonglow, Trinsic, and Vesper contain named NPCs, dialogue choices, rumors, reputation-sensitive reactions, local contracts, and rank-gated services or stock.

Quests and Campaign

The Quest Log tracks regional quests and the three-chapter main campaign. The campaign leads through regional service, dungeon danger, and the Dragon finale, after which free exploration continues.

World Map and Waypoints

Open the discovered world map to review exploration and discovered landmarks. Selecting a discovered landmark sets a waypoint; Travel Intel reports distance and bearing.

Codex and Achievements

The Britannian Codex records discoveries, bestiary progress, and exploration milestones. Achievements reward exploration, combat, quests, wealth, and dungeon progress.

Saving

S saves manually. L loads the latest compatible save. Autosave remains enabled. v1.19.0 does not change the existing localStorage save namespace or save-format version.

Compatibility

Compatible v1.18.0 saves continue to load. This release reorganizes the interface only; movement, encounters, combat, quests, town systems, and progression behavior are preserved.

Quick Controls

Action	Control
Select travel hex	Short click / tap
Pan map	Drag
Zoom	Wheel or - / +
Center map	CENTER
Interact	F or Enter
World Map	M
Codex	B
Quest Log	Space
Save / Load	S / L