

ULTIMA I: The First Age of Darkness - Manual

Tronsoft Games - tronsoft.net - Author: Calvin Robert Glomb - v2.0.0

1. Introduction

You are the Stranger, summoned to the land of Sosaria to end the First Age of Darkness. The wizard Mondain wields the Gem of Immortality and his monsters ravage the realm. Grow in strength, conquer every dungeon, seize the starship hidden among the eastern peaks, destroy Mondain's fleet in space, and shatter the Gem to win.

2. Creating Your Character

Choose a Race, Class, and Sex. Each race and class adjusts your starting STR, DEX, INT, and WIS.

Race	Notes	Class	Notes
Human	Balanced	Fighter	+STR, tough
Elf	+DEX +INT	Cleric	+WIS, healing
Dwarf	+STR +WIS	Wizard	+INT, magic
Bobbit	+DEX +WIS	Thief	+DEX, agile

3. Overworld Movement

The overworld is a seamless wrapping hex map. Move with six hex directions or click a hex to walk there.

Key	Dir	Key	Dir
W	Northwest	E	Northeast
A	West	D	East
Z	Southwest	X	Southeast
Click hex	Walk (pathfind)	Enter	Enter place / board ship

Fog of war hides unexplored land. Your sight reveals a radius around you; explored areas stay dimly visible.

4. Towns

Towns are hexagonal, with six shops around the perimeter and a fountain at the center. Stand on or beside a shop stall and press B to trade.

Stall	Shop	Stall	Shop
T	Transport	M	Magic
P	Pub (rumors)	F	Food
W	Weapons	A	Armour

5. Combat

When a creature attacks, an encounter popup appears (hover the hint to see its stats). Choose Fight or Flee. Battle then plays out in a popup with animated sprite and HP bars.

Action	Key	Effect
Attack	Space	STR-based damage
Magic	M	INT-based; costs food
Run	R	Chance to escape

If downed, you survive at half health and keep fighting - defeat no longer ejects you from a dungeon.

6. Dungeons

Each of the three dungeons is 3 to 10 levels deep (averaging 5). Explore the first-person cave maze, find the stairs down, and descend to the deepest level to conquer it. Stairs up return you toward the surface.

Symbol	Meaning
Down arrow	Stairs down - descend deeper
Up arrow	Stairs up - ascend / exit at level 1
Chest	Gold and experience (more when deeper)
Minimap	Top-right; blue=down, green=up, gold=chest, red=monster

Movement: W=forward X=back A=turn left D=turn right. On a stair, press Enter or walk into it.

7. Camping

Press C on grass or forest to make camp. Rest (short) recovers about half your health; Sleep (long) recovers fully. Resting consumes food and carries a chance of ambush.

8. The Starship and Space Combat

Once all three dungeons are conquered, a starship descends near the eastern peaks. Board it (Enter) to launch into space.

Key	Action
W / Up	Thrust forward
A / D	Rotate
X	Brake
Space	Fire
Esc	Retreat to Sosaria

Destroy 8 enemy vessels (fighters and heavies) to reach Mondain. Watch your hull integrity.

9. The Final Battle

After the fleet is destroyed, confront Mondain (200 HP) in a climactic duel. Defeat him to shatter the Gem of Immortality and end the First Age of Darkness. A victory chronicle displays your final stats, and you may begin a new quest.

10. Winning and Losing

Win: defeat Mondain. Losing a fight leaves you at half health (no permanent death). There is no save system in this release - refreshing the browser starts a new quest.