

Ultima Adventure

This has got to be one of the strangest adventures I've come across. The author has an ironic sense of humour as per the opening description *"You are standing before a rather dull entrance to yet another boring cave adventure."* Well, yes, it starts as a cave adventure, but then transforms to a Dr Who sci-fi based one and then right at the very end, a crime drama with the assassination of the (then) Prime Minister of Australia, Bob Hawke.

This game is extremely difficult in one spot. I was only able to progress after reading the source BASIC code to determine the solution. There are a few others that are a little obscure, but after seeing the solution I was left thinking "why didn't I think of that?" Clues for all these are included below, with the full walkthrough and map as well.

On a side note, in relation to humour, in your inventory you commence with a map. If you examine it, it says *"It is a silly map of the bog"*. Whilst I can't be 100% sure, I assume/hope this is a reference to the Frankenstein adventure (located on Adventure Disk 1 and I have previously supplied a walkthrough for this adventure) as a bit of a joke. This happened to be the first adventure I ever played, so it gave me a wry smile.

You only need to type the first three letters of each word. Directions can be entered simply as N,E,S,W,U,D. Inventory simply as I.

Verbs:

LOOK, ENTER, GET, DROP, KICK, HIT, PUNCH, OPEN, CLOSE, LIFT, UNLOCK, LOCK, TOUCH, USE, SHOOT, FIRE, KILL, MOVE, THROW, REMOVE, FOLLOW, READ, HELP

Nouns:

LANtern, RUBble, ROCK, SWEets, MAP, CAVe, LEPrechaun, POLice box, CABinet, MAT, PHOne, KEY, CONSol, DOOr, POT plants, CAMera, GRAtE, DALEk(s), PORtrait, THIng, TOOLbox, SCReedriver, GRAtE, BENch, LID, CUPboard, DOCTor, SWItch, EMPorer dalek, PANel, BLAster, CABin, CHAIrs, CONTrols, BOB hawke

Hints

- Standard hint – examine everything. A lot of stuff is irrelevant, and the author will let you know in his own particular style, but some important things become available only after examination.
- The Leprechaun is NOT a red herring. You will need him later in the game.
- Entering the police box is rather easy, think of the typical cliché of where keys are hidden.
- If the Doctor keeps stopping you from operating the TARDIS, you need to prevent him from coming in all the time.
- If the above doesn't help, think why you couldn't get in and then make the same thing for the doctor. If you still don't know what to do, use the 12th verb listed above.
- You'll need to let him in afterwards and make sure to get something of his.
- You need to disable the security camera to get past it. Vandalise it.

- If the above doesn't help, use the 19th verb. Use something you got early in the game.
- Grates can be lifted
- The ventilation system is an illogical maze, i.e. locations join in an illogical manner. As per the in game help, drop an item in a location and then use that as a reference to create a map/path through. There are 5 locations described as Ventilation System. Failing that, refer to the map below.
- Unscrew is not a valid command. You need to USE something.
- Stuck under the bench and keep getting killed? You need a distraction.
- Still stuck under bench? You have to sacrifice someone.
- Still stuck? Drop the little guy.
- Still keep getting killed. You need to move West immediately after dropping the little guy.
- Can't get the shuttle to take off? Have you examined everything, and everything you find?
- Think cliché Star Wars moments. If a door won't open or close, what does the hero typically do?
- Still can't get it? Try the 15th verb on the 30th noun.
- Ending the game should be obvious, remember the objective is to assassinate Bob Hawke.

Walkthrough

GET LAN, LOO RUB, GET ROC, ENT CAV, GET LEP, N, LOO POL, LIF MAT, GET KEY, UNL DOO, ENT POL, LOC DOO, USE CON, UNL DOO, DRO KEY, DRO MAP, LOO TOO, GET SCR, S, THR ROC – (AT) CAM, W, LIF GRA, D, D, U, E, W, D, USE SCR, D, LIF LID, EXA CUP, USE SWI, DRO LEP, W, W, GET BLA, EXA CAB, EXA PAN, SHO PAN, SHO BOB

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