

## Ultima IX

Another strange adventure. The plot is very linear – solve one problem to change location to tackle the next problem. It is also now quite clear the author lives in Melbourne with many local references. There are 6 main locations, each can be solved with very few commands, once you know what to do that is. You only need 17 commands in total to finish the game once you know what to do. The only challenging one is the penultimate one by the Yarra with the Oak tree. Probably the most interesting thing to do is try lots of different commands to see reactions. HELP has some interesting ones.

Playing male/female simply changes meeting your girl/boyfriend at the end.

### Verbs

N, E, W, S, U, D, I, L (look)

LOO, EXA, SEA, GO, WAL, RUN, CLI, JUM, GET, TAK, DRO, LEA, PUT, PLA, OPE, UNL, CLO, LOC, HEL, FUC, SCR, SCO, PRA, ENG, TAL, SPE, SAY, CRO, GRA, WAI, HIT, BAS, SMA, PUN, KIC, BEL, WHA, SIT, HAI, CAT, USE, PUS, PUL, GIV, OFF, STA, RIS, TIE, UNT, STE, SWI, WAV

### Nouns

BENch, MARio, CAR, DRiver, FACade, TREe, BIRd, SHEila/MAN

## Hints

1. In the park, take note of what HELP gives you. Then it's just a matter of timing/sequence of commands.
2. In Lygon St, talk to Mario. You can't do what he does, but you do something similar. Hitch Hike isn't a command (should have been in my opinion), so just do what you would do if someone stopped to pick you up.
3. Inside the Falcon, resort to violence
4. At the accident, move and HELP will give you a good enough clue if you are stuck
5. Boulevard by Yarra. This one is all about sequencing. HELP will advise you to do the same thing as previously. You'll need to "move" the girl first. Then you'll need a way to get the fat lady to "move" you. She needs something. Find it. But if you give it to her she simply walks away. Use something else to keep the object you find nearby so she comes to you – but make sure you are "in place" first. A little cryptic I know, but trying not to give away the solution completely. If still stuck then perhaps resort to the full walkthrough.
6. North side of Yarra – try talking (or something crude if you want to see the authors response, and if you are so inclined, try doing same to the girl and lady)

## Walkthrough

This is the simplest/shortest way to the end. Explore and use other commands to understand why you need to do what is being done.

Location 1 – park: E, SIT BEN, E,

Location 2 – Lygon St: GET IN CAR

Location 3 – inside Falcon: PUN DRI

Location 4 – scene of accident: N, CLI FAC, W, D

Location 5 – Boulevard by Yarra: SIT BEN, CLI TRE, GET BIR, D, SIT BEN, TIE BIR

Location 6 – Northern side of the Yarra: TAL SHE/MAN, TAL SHE/MAN

## Map

Not included. This one is so simple and linear it is not needed. You will immediately die if you stray off course. You really can't get lost, so no need for a map. In essence, it is:

Park -> E to Lygon St -> car to Scene of accident -> N -> Climb to Factory -> W -> D to Boulevard -> catapult to North side of Yarra.