

# ULTIMA® VI

## C-64 CLUEBOOK UPDATE

This sheet describes all of the differences between the IBM version of *Ultima VI: The False Prophet* and the version released for the Commodore 64. Unless specified below, all hints and solutions in the *Ultima VI* cluebook, *The Book of Prophecy*, apply to both versions of the game.

NOTE: All paragraph references below refer to whole paragraphs only.

### Page 5

Of the items marked on the "Key to Town Maps," the following do not exist in the Commodore version of *Ultima VI*: Fence, Trellis, Lamp Post, Guillotine, Water Wheel, Logs.

### Page 7, paragraph 4

The triple crossbow mentioned by Mandrake doesn't exist, so Gwenneth won't know anything about it.

### Page 25

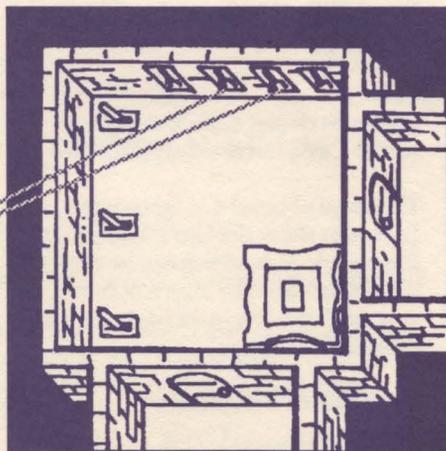
The following items marked on the "Caves and Dungeons Map Key" do not exist: Cage, Guillotine, Lamp Post, Logs.

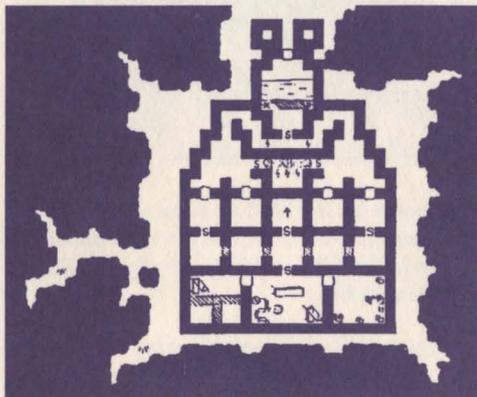
### Page 26

The expanded view map of Sutek's Castle (level 1) is inaccurate. There are only two switches on the north wall, not four. Those two switches are hidden – you can (and must) use them, but you can't see them. However, look carefully and you will find them right where the map says they should be.

SUTEK'S CASTLE  
Level 1  
(expanded view)

Hidden switches





**SUTEK'S CASTLE  
GROUND LEVEL**

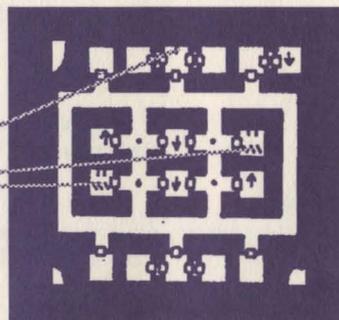
NOTE: No map of the ground level of Sutek's Castle was provided in the cluebook. This map appears to the left.

**Page 30**

On the map of Level 1 of Covetous/Wrong, the three switches indicated below are invisible. They can be used, but you can't see them. Look carefully where the map says they should be and you will find them.

**COVETOUS/WRONG  
Level 1**

Hidden switches



**Page 33, paragraph 2**

The magic staff mentioned by Taynith does not exist.

**Page 35**

Ignore Taynith's comments – the Vanish and Reappear spells do not exist.

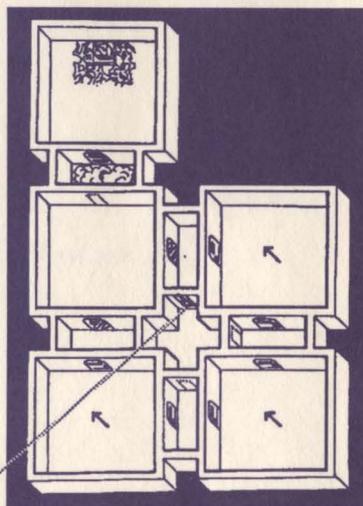
**Page 44**

The webs closest to the center of the Spider Cave, Level 1 map do not exist.

The maps of Level 4 of Stonegate's Basement show the location of an invisible switch. This switch can be used, but it can't be seen. The map is accurate, but you will have to look carefully to find the switch.

**STONEGATE'S BASEMENT  
Level 4  
(Expanded view)**

Hidden Switch



**Page 47, paragraph 2**

Magic Gems do not exist.

**Page 48, paragraph 8**

Ignore the comments about flasks of oil – they do not create flames.

**Page 49, paragraph 1**

Ignore the comments about powder kegs – they don't have any effect.

**Page 49, paragraph 3**

Ignore the comments about the Peer, Reappear, and Vanish spells – they don't exist.

**Page 49, paragraph 4**

Ignore comments about the Wizard Eye spell – it doesn't exist.

**Page 49, paragraph 5**

Omit this entire paragraph except for the last two sentences: Nicodemus does live in the Deep Forest and he is a specialist in selling protective magics.

**Pages 51-54**

The following items/spells no longer exist:

**Page 51**

- Blue Boar (Britain): Cake
- The Fallen Virgin (Buccanneer's Den): Ham
- The Cat's Lair (Paws): Milk
- Rudyom (Cove): Spellbook; Douse, Ignite, Pickpocket, Seance spells

**Page 52**

- Nicodemus (The Deep Forest): Spellbook, Magic Staff; Untrap, Repel Undead, Insect Swarm, Enchant spells
- Xiao (Lycæum): Spellbook; Detect Magic, Reappear, Vanish, Peer, Animate, Clone, Replicate, Fear, Wizard Eye, Eclipse, Slime spells
- Horance (Skara Brae): Spellbook; Trap spell

**Page 53**

- Efram (Britain): Backpack, Bag, Powder Keg
- Budo (Buccanneer's Den): Backpack, Bag, Powder Keg
- The North Star Armory (Britain): Dagger, Cloth Armor
- Buccanneer's Booty (Buccanneer's Den): Club, Dagger, Main Gauche

**Page 54**

- Buccanneer's Booty (Buccanneer's Den): Cloth Armor
- Naughty Nomaan's (Jhelom): Club, Dagger
- Death Watch Armory (Minoc): Dagger, Main Gauche, Morning Star, Ring Mail, Scale Mail, Winged Helm
- Siegecrafters (Serpent's Hold): Hammer, Morning Star, 2-handed Axe, Black Shield, Door Shield, Scale Mail, Spiked Collar, Spiked Helm
- The Paladin's Protectorate (Trinsic): Mace, Main Gauche, 2-handed Axe, 2-handed Hammer, Kite Shield, Magic Helm
- Arms of Justice (Yew): Club, Dagger, 2-handed Axe, Brass Helm, Ring Mail

**Page 57, paragraph 3**

The Pickpocket spell doesn't exist, and the belt you seek is hidden under the flowers in Phoenix' house.

**Page 57, paragraph 5**

The shipwreck can be found at coordinates 1A8, 3A8. Use the sextant to determine your location.

**Page 58, paragraph 2**

Bonn's map piece can be found in a barrel in his basement.

**Page 58, paragraph 4**

Gherick does not require a magic gem— an ordinary gem will do.

**Page 58, paragraph 6**

The door in the Pirate Cave can be opened with an Explosion spell, but powder kegs have no effect.

**Page 59, paragraph 1**

Ignore the comments about the magic fan – it doesn't exist.

**Page 60, paragraph 5**

Captain John won't provide a scroll, but he will teach you the basics of the gargoyle language.

**Page 62, paragraph 1**

You must learn a magic spell that will assure you of favorable winds. There is no item capable of this.



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