

# The Video Game

Here is a mini walk through of what you have to do to complete the game. You do not necessarily need to accomplish them in the order below except for the last steps.

At the beginning of the game, you pass the test of the gypsy. This will determine the class of your character and where you start on the map. You always start beside the city that represent the virtue selected during the test. Now, you are free to go every where in the world, walk around, talk to people, buy equipment, buy ingredients for spells and gain various knowledge.

**Cities:** In the cities, beside general knowledge, there are 2 important things to find : the Mantra and the Rune. The rune is hidden somewhere in the city and you must use the command search to find it. The mantra is a word from 2 to 4 letters. You must speak to the people in the city to find information about these 2 informations. Some mantra or runes are harder to find than others. There is also a few exception for some virtue. For example, the rune of spirituality and humility are not in their virtue cities.

You also need to find your friends. In each virtue city, there is a character that can join you in your party. You can have up to 8 characters in your party, one for each virtue. During the game, you character limit in your party is equal to your main character level. So you need to achieve level 8 to get all characters. If you are not good in the virtue worshipped by this character, he will refuse to join you. Characters never leave you once in your party.

**Avatarhood:** During the game, you must improve your virtues through various actions. Giving gold to beggars, avoiding fleeing battle, giving blood to the healer are all actions that will influence your virtues. In the castle of lord british, there is a seer that can see through your inner being. He will tell you good you are in each virtue. When a virtue is raised to it's maximum, you will be told to seek elevation. To do so, you must go to the shrine.

There is a shrine for each virtue and it is hidden somewhere on the map. To enter the shrine, you must have the rune. Once in the shrine, you indicate the number of cycle you want to meditate and you enter the mantra for each meditation cycle. Each cycle will give you a different advice on how to raise the virtues. I have written these advices on my web site in each virtue section, you can check them if you want. If you are ready for elevation, meditate for 3 cycles and you will gain partial avatarhood in this virtue. You will then receive a vision. A dot or a line will appear in the empty icon and once you are an avatar in all virtues, it will form an ankh.

When you receive partial avatarhood, you receive a vision. you will see a symbol on the screen. This symbol represent a letter of the alphabet. You need the instruction book to know which symbol correspond to which letter. Each virtue will give you a symbol, when you take all the corresponding letter together and place them in the virtue order it gives you : I.N.F.I.N.I.T.Y.

**Dungeons:** The third thing you must do is explore the dungeons. There is almost 1 dungeon for each virtue. In each dungeon you will find an area with a horde of treasure and a stone corresponding to the color of the virtue. All the stones except the black and white are located in the dungeons. The dungeons are very tricky and dangerous, you should not enter un dungeon without at least 5 characters. ( for the nintendo version, let say 4 good characters since the maximum is 4)

Each dungeon is linked to an altar room. There is 3 altar room, 1 for each principle. A altar room is linked to 4 dungeons. To know which dungeons connect to which altar room, look at the circle diagram of virtues on my introduction page. Each principle has 4 virtues which will correspond to the 4

dungeons. It also mean that the dungeon of spirituality connect to all altar room ( a good thing to remember). When you have all the stones, you must enter each altar room, place the 4 stones corresponding to the principle and get a part of the 3 part key.

**Important Items** There are a dozen of special items in the game. They are somewhat all essential. The *Sextant* allows to find you position on the map. The *Horn* allows to enter the shrine of humility without encountering monsters. The *Wheel* can be placed on your ship to make it stronger. It is essential to defeat the pirates at the entrance of the path to the abyss. the *Mystic Weapons and Armors* can be found when you are an avatar in all virtues, they are almost the best equipment.

There is also some transportation. The *Baloon* allows you to fly in the wind direction. *Ships* can allow you so sail the seas. You can buy *Horse* to travel on land faster.

Finally, there is the key item to enter the abyss. There is one key item for each principle: *Book of truth, Candle of love, Bell of courage*. You must use them in a specific order. Then you must throw the *Skull of mondain*, an evil artifact, in the abyss to enter.

**The Abyss** When you are ready to enter the abyss, you pack up food reserve, max out the most useful common spell (cure, heal), make some reserve powerfull spell(especially tremmor, negate, dispell) and maxout your ingredients to make spell on the fly. The equip the wheel on your ship and go for the abyss. Destroy the pirates at the entrance, go at the top of the abyss and use the items to enter.

The abyss is the most difficult dungeon and I am not kidding. If you are playing the original or Sega version, plan at least 3 hours to go on the abyss. The NES version is a bit easier. Use save states abusively if you are playing on emulator. You must pass though 8 levels, each level correspond to a virtue (what a surprise). At the end of each level, you must find an altar where you must place the stone corresponding to the right virtue. When all levels are donw, you enter the codex.

You use the 3 part key to enter the codex. Then they ask you a word of passage. This word of passage is a 3 part word where each part can be found in the principle castles. It is hard to find but when you assemble the word it gives you VER.AMO.COR. When you have answered the password, the codex ask you question, each question correspond to a virtue or principle. Each time you answer, a line or circle is drawn, at the end, the symbol of the codex will be drawn.

When all question are answered, they will ask you a final question. The answer correspond to the word of the vision while meditating at the shrine : INFINITY. And now it explains the meaning of this word. it say that the application of the virtues is not something that you can finish once and for all. You must apply these virtues all the time for eternity. So becoming an avatar mean that you must accomplish continuously these virtues for the rest of your life, it is a never ending quest.

So this is the game. By reading this, you know all the things that must be done in the game, without having to play. You can now look at each virtue individually if you want to receive some additional illumination.