

# ULTIMA III

Company: Origin Systems, Inc.

Suggested Retail: \$54.95

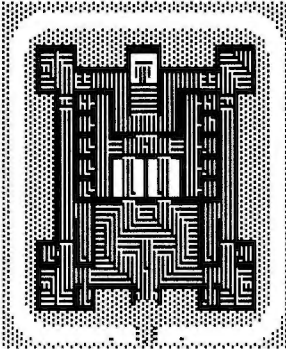
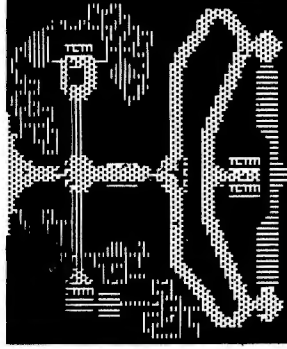
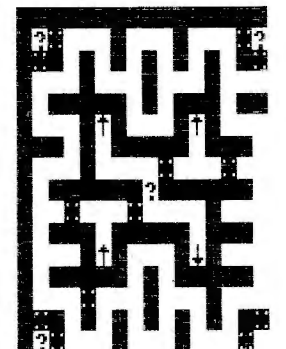
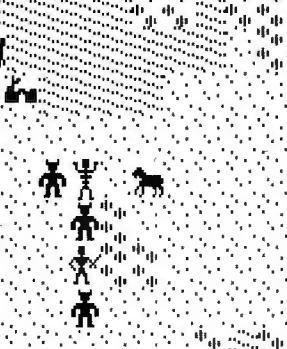
Type: A Hi-Res fantasy adventure.

## Description:

Once upon a time, Mondain (*Ultima I*) and Minax (*Ultima II*) had a blessed event, named Exodus. Be he animal, vegetable, or mineral, he's plenty tough, and not a very nice adversary, to say the least. Your task is to find him, or it, and rid the world of his presence. It ain't easy. Doing so requires bunches of gold and then more bunches. Guess how you get the gold! Well, whomp millions of monsters, go dungeon slumming, kiss up to the King, commandeer a ship, and gain tons of experience.

## Playability:

A goodly amount of hints, tips, and strategies in the back will materially aid you in achieving the ultimate goal, but no specific solution as such exists. Get gold, get strong, get marks, get cards, get Exodus! In this game, you have four characters rather than one, which adds interminably to the combat sequences, so necessary for success. The weak points of the predecessors remain while some of the neater points have disappeared, but this game retains interest and challenge.

<p>(1)(5)</p>  <p>CALM WINDS</p>	<p>1 THIEF1 G MDT H:00 L:99 H:2496 F:0892</p> <p>2 FIGHTER G MDT H:00 L:99 H:2529 F:0894</p> <p>3 WIZ1 G FEN H:75 L:69 H:2469 F:0893</p> <p>4 CLERIC2 G FBC H:99 L:41 H:2505 F:0893</p> <p>X-it craft North Enter castle! PLEASE WAIT... Peer at sew! WHOSE GEN-4</p>	<p>(0)(2)</p>  <p>EAST WIND</p>	<p>1 FIGHTER G MDT H:00 L:39 H:0550 F:0087</p> <p>2 THIEF1 G MDT H:00 L:16 H:0550 F:0088</p> <p>3 WIZ1 G FEN H:25 L:28 H:0550 F:0088</p> <p>4 CLERIC2 G FBC H:25 L:04 H:0450 F:0088</p> <p>East East East East Peer at sew! WHOSE GEN-1</p>
<p>LVL:03</p>  <p>HEAD-SOUTH</p>	<p>1 THIEF1 G MDT H:00 L:30 H:2223 F:0442</p> <p>2 FIGHTER G MDT H:00 L:60 H:2500 F:0292</p> <p>3 WIZ1 G FEN H:13 L:46 H:2503 F:0192</p> <p>4 CLERIC2 G FBC H:15 L:09 H:0950 F:0192</p> <p>Advance GET CHEST! PLR TO SEARCH-1 NOT HERE! Peer at a sew! WHO'S GEN-2</p>	<p>(4)(6)</p>  <p>CALM WINDS</p>	<p>1 THIEF1 G MDT H:00 L:99 H:2550 F:0579</p> <p>2 FIGHTER G MDT H:00 L:99 H:2550 F:0592</p> <p>3 WIZ1 G FEN H:75 L:73 H:2550 F:0580</p> <p>4 CLERIC2 G FBC H:99 L:43 H:2550 F:0580</p> <p>East East East East South West</p>

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There is no set solution to this game. It's long, even with these gold and time saving clues. Try forming a party and transferring all food and weapons to one member. This is best done within the Castle, avoiding monsters with which you can't cope. Leave the town to save the game, hit Reset, reboot, delete the empty character shells, and create three more. Go to town and buy your front line men with bows; these have the major advantage of hitting targets from a distance. Consider using a Cleric with 25 Wisdom points, as you'll need all the healing power he can muster.

You'll be able to get to a maximum of 550 hit points, initially, by (T)ransacting with the King, provided you have enough experience. With your 550 points, go to the dungeon in the northeast corner of the island, in the blackened area. You'll recognize it by its waterway and protecting ship. In the first two levels, you should find two "plates," which you should touch. One yields the Mark of the King; and the other the Mark of Fire, which permits you to walk through fire. With the Mark of the King, you can now get up to 2,550 hit points, again provided that you have enough experience.

When you leave the Castle, go west 8 steps and south 34. When the moons are in 0,0 conjunction, the town of Dawn will appear below you. In it you'll be able to buy better armor and weapons, as well as the keys, powders which negate time, and gems which permit a screen display of the local area. More important, in the lower right corner are three guys, each with important clues about Exotic weapons. After leaving, try to find a ship if you don't already have one. Try digging on the two-square island near the island town of Fawn.

Make your way to the town on the island east of the Mainland. You'll recognize it by the bribable guard standing before a locked gate. You can save the \$100 bribe fee and a key by entering the maze south of the main entrance. Go north at the first place you can, then straight east as far as you can, and then north to inside the gate. Peer at a Gem, and sketch the town, using the sketch to get into the town. Go west to the locked gate. This one requires using a key. Go south to the entry on the left side of the screen. Go west to the first north possibility, west to the next south possibility, and west again. This should put you next to a guard. Bribe him, unless you are strong enough to kill off all the guards. To the west lies a treasure area, good for about \$1,100 (about \$2,000 if you have the Mark of Force). It's good to have a Thief who can grab the chests, and a Cleric who can heal him. Repeat this process until you've got quite a load of gold, say \$13,000 or so. Just be careful that you don't (C)ombine your gold hoard; give it all, say, to your second or third man, and use both your Thief and Wizard's spells to collect the loot.

Loaded with your gold and at least four keys, jump in your ship, find a whirlpool storm and enter it. You'll be cast on the shore of another island where there are four shrines. Here you can buy capability points at \$100 a pop. Peer at a Gem to get the lay of the land, and make a rough sketch. The Shrine of Strength is in the southwest corner, reached though the mountain entry way in the northwest corner. Work your way south from there. You're on the right track if you encounter two sets of wild horses. Keep going south from there. Be sure to <Pray> at each shrine.

The Shrine of Intelligence lies behind three locked gates in the north-central area. Don't bother opening up the cages. Capture the ship that's waiting for you and sail west to where you can disembark. The Shrine lies behind the third gate. You reach the Shrine of Wisdom by going north from the entry gate of the Shrine of Intelligence. Track around to another locked gate. After the initial north and east travel, work your way south and slightly east. Ignore the next locked gate you see. The Shrine of Dexterity is in the southeast area. After entering the dark area (to the right and north of your landing point), work your way northeast.

Near the initial entry into this area you'll be able to go south. Following that track gets you to the south shore of the Island, where you must capture a Pirate ship. Using yet another key, sail through the locked gate to the west and into the awaiting Whirlpool in order to get back to the point at which you initially entered the Whirlpool. Several trips between Death Gulch and Shipwreck Island should bring your attributes up to a fairly impressive level, and will certainly make your life easier.

By now you should have at least two Marks and all four Cards. You'll find the Mark of the Snake on the eighth level of the dungeon on the large island east of the Mainland. Another Mark appears on that level. If it isn't the Mark of Force which permits you to walk through force fields, you'll find it in the west end of level 8 in the dungeon surrounded by lava in the dark mountain area at the southeast end of the island. Lastly, if you want to find the Lord of Time, look in the northwest corner of level 8 in the dungeon locked in by mountains (which you can only reach via the Moon Portals).

Once you have 2,550 hit points and all eight Marks and Cards, you're ready for Ultima. "Ready" all of your party with Exotic weapons and sail up to the Snake in the center of the island on the southeast corner of the Mainland. <Yell> EZOCANE. It would be wise to make a copy of the player disk before entering the castle, as things can get rough in there. Go as far to the west as you can, walking through the Force Fields and Fire. Then head north, all the way up. As you go along you'll have several fairly tough battles. It's a good idea to negate time with a powder at the outset of each battle.

In the upper central part you'll hit three sets of invisible enemies (Floors), each of whom hit pretty hard. Use your Wizard's "P" spell or your Cleric's "O" spell. To get the rest, negate time, line your men up abreast, and march up the room, attacking forward and to the sides. Each Floor panel will only take one hit to kill when you find them. When the negate powder wears off, watch which of your guys is getting hit: he's the one nearest your foe.

Now the time has come. Move to the left of the machine that is Ultima. <Insert> Love, move right, <Insert> Sol; right, <Insert> Moons; right again and <Insert> Death. That should do it, only to whom should you "Report Thy Feat!"???

### Ultima III Prophecies

#### Gold

- |     |  |
|-----|--|
| 100 | You'll learn of marks and playing cards and hidden holy shrines. |
| 200 | Of marks there are but four—Fire, Force, Snake, King.            |
| 300 | Learn their use in Devil Guard or death you'll surely bring.     |
| 400 | Shrines there are but four to which you go and pray.             |
| 500 | Their uses are innumerable and clues throughout I say.           |
| 600 | Suits do number four, called Sol, Moons, Death, and Love.        |
| 700 | Unto the Montors thou must go for guidance from above.           |
| 800 | To aid thee in thy cryptic search, to dungeons thou must fare.   |
| 900 | There seek out the Lord of Time to help you if he cares.         |

## Bartender Tips

### Gold

- 7-9 Thank you kindly.  
 10 Ambrosia, ever hear of it?  
 20 Dawn, the city of myths & magic.  
 30 The conjunction of the moons finds link.  
 40 Nasty creatures, nasty dark, sure thee ready for thee embark.  
 50 None return or so I'm told from the pool dark and cold.  
 60 Shrines of knowledge, shrines of strength are all but lost into the brink.  
 70 Fountains fair and fountains foul all are found in dungeons bowel.  
 80 Exodus: Ultima III which is next? Now could be.  
 90 Seek ye out the Lord of Time and the one way is a sure find!

## Village Rumors & Misty Writings

<p>Cards are useful.          The King favors a Mark.          Seek ye the Mark of Kings.          You need a Mark to pass.          Marks gained in Dungeons.          Hot metal leaves a Mark.          Marks are useful.          A Mark helps invoke the snake.          Invoke the Silver Snake.          Have you heard of exotic armor?          Conjunctions of moon finds link.          Only exotics will protect you              from great evil.          Seek the Shrines of Truth.          Seek ye the Dungeon of Fire.          Beware the Fires of Hell.          &lt;Pray&gt; for the invocation.          &lt;Pray&gt; in the Circle of Light.          Dawn Lasts but a Moment.</p>	<p>&lt;Search&gt; for Shrines.          &lt;Search&gt; the Cards.          &lt;Dig&gt; Carefully.          &lt;Dig&gt; up Exotics.          &lt;Dig&gt; on Islands.          Baby Bob: Bring me Bucks.          Seek the Jester in Castle Fire.          Jester says: West-8, South-35              And Await the Dawn.          Lord of Time says: Love, Sol,              Moons, Death. All              Else Fails.          Circle of Light: &lt;Yell&gt; EZOCANE.          Exodus is four as one.          &lt;Insert&gt; Cards into Exodus.</p>
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## Price Lists

Weapons				Armor		Objects		Sacraments	
Dagger	5	B	Cloth	75	Keys	50	Curing		100
Mace	30	C	Leather	195	Torches	5/30	Healing		200
Sling	60	D	Chain	575	Powders	90	Resurrection		500
Axe	125	E	Plate	2500	Gems	75	Recalling		900
Bow	350	F	+2 Chain	6130*					
Sword	200	G	+2 Plate	8250*					
H Sword	250	H			Misc:	Horses	4/800		
+2 Axes	400	I*			Attributes 1/\$100 at each Temple.				
+2 Bows	1050	J*							
+2 Swords	800	K*							
Gloves	1200	L*							
+4 Axes	2600	M*							
+4 Bows	6550	N*							
+4 Swords	4550	O*							
Exotics	free	P							

\*=Available only in the Town of Dawn.

### Moon Gate Destinations

Conjunction	From	To
0,0	NE Corner	NE Corner
0,1	NE Corner	Cave Island
0,2	NE Corner	3 square area
1,3	Cave Island	South Coast
1,4	Cave Island	3 square area
1,5	Cave Island	Castle
2,6	3 square area	Devil Guard
2,7	3 square area	Dungeon
2,0	3 square area	NE Corner
3,1	South Coast	Cave Island
3,2	South Coast	3 square area
3,3	South Coast	South Coast
4,4	3 square area	3 square area
4,5	3 square area	Castle
4,6	3 square area	Devil Guard
5,7	Castle	Dungeon
5,0	Castle	NE Corner
5,1	Castle	Cave Island
6,2	Devil Guard	3 square area
6,3	Devil Guard	South Coast
6,4	Devil Guard	3 square area
7,5	Dungeon	Castle
7,6	Dungeon	Devil Guard
7,7	Dungeon	Dungeon