

# EXODUS

## ULTIMA III

A new dimension for 1 to 4 characters. Created by Lord British

An epic fantasy role-playing experience.  
Sequel to the best-selling Ultima and Ultima II.

Distributed By

  
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 **ORIGIN**  
SYSTEMS INC.



# Ultima III

Upon escaping the crumbling ruins of Shadowguard, the black fortress of Minax, you lay your weary body on the now-sacred ground. As you rest, you remember your first encounter with the evil wizard of Mondain, whom you later tracked down and destroyed. The existence of his apprentice, Minax, was soon revealed and the crusade was begun again. Younger and more cunning than her mentor, she has been much more difficult to vanquish. But now your sense of accomplishment is touched by a chilling fear. Have all vestiges of evil been removed? Somehow, you sense that your treacherous foes have not been eliminated. Without further feats of skill, daring, and perseverance, all of your past accomplishments may be lost. You stand up, prepare your armour, and walk to the dimension door. Stepping in, the hunt resumes.

AN EPIC FANTASY ROLE-PLAYING EXPERIENCE FEATURING:

- UP TO 20 CHARACTER ROSTER
- A 1 TO 4 CHARACTER PARTY
- INDIVIDUAL PLAYER MOVEMENT
- 16 LONG AND SHORT RANGE WEAPONS
- 8 ARMOUR TYPES
- MAGIC WEAPONS, ARMOUR AND ITEMS
- 32 MAGIC SPELLS
- 11 CHARACTER CLASSES, 5 RACES
- NEW COMBAT MODE
- NEW SHIP TO SHIP OR SHORE COMBAT
- FULL COLOR VISUALS THROUGHOUT
- NEW ADVANCED DUNGEON GRAPHICS
- NEW ANIMATED OUTDOOR GRAPHICS
- SOUND ON/OFF TOGGLE
- NEW NAVIGATIONAL STRATEGIES
- ADVENTURE STYLE VERB ENTRY
- NEW ASTROLOGICAL INFLUENCES



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ULTIMA III - MAC



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# Ultima<sup>TM</sup> III

## INCLUDES:

GAME DISK

FULL COLOR CLOTH MAP

WIZARD MAGIC BOOK

CLERIC MAGIC BOOK

PLAYBOOK

REFERENCE CARD

# Ultimate Warriors of EXODUS: ULTIMA III.

**A**s thou dost venture forth across these mystical lands of Sosaria, many a Fighter, Thief, and even Mage will succumb to the evil forces of EXODUS. Though thou hast at thy disposal truly wondrous powers, many among you will desire a greater knowledge of the realm before thy journey is complete. In order to provide for these wishes, I, Lord British, will supply "The Secrets of Sosaria" for thy use.

"The Secrets of Sosaria" is a fully illustrated document detailing maps of all the towns, castles, dungeons, and magic realms. It also includes a digest of what things to find where, along with clues to aid thee on thy quest.

In order to prepare this powerful work, runners were sent to all corners of the world to gather the deepest secrets of Sosaria. Great expense was incurred and many lives were cast into the Abyss. Therefore, in order to be empowered with this priceless knowledge, an offering must be made in tribute to the dead of no less than \$12.95, payable in currency of the Realm.

Obtain "The Secrets of Sosaria" by inquiring at thy local dealer, or by contacting:

**Origin Systems, Inc.**  
136 Harvey Road  
Building 'B'  
Londonderry, NH 03053  
(603) 644-3360

*Journey forth with my blessing. May thou encounter good fortune and reap vast rewards!*

*Lord British*

Lord British



136 Harvey Road, Building 'B', Londonderry, NH 03053  
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Add \$1.00 for postage and handling in the U.S., \$3.50 for overseas orders. Please include an additional \$7.50 for checks drawn on foreign banks.



# QUEST<sup>TM</sup> FOR CLUES



Can't find the magic scroll?!  
Forgotten the secret word of passage?!  
Or are you just plain lost???!!!!.....





## "ARRRGHHH!"

It's the same old story, you know it by heart: you spend hours saving civilization by fighting Wargs, Knuzits and Wachamajigs only to have victory snatched from your grasp simply because you make a wrong move and find yourself at a deadend with absolutely NO idea of how the bejeebers to get back on track. Frustrating, isn't it?

Well, you don't have to beat your head against the keyboard anymore. Pickup a copy of **QUEST FOR CLUES™** instead. This new quick-reference book offers you solutions to 50 of the most difficult adventure and role-playing games ever to hit the marketplace, including such favorites as *Moebius* and *Ultima IV*.

**QUEST FOR CLUES™** gives you the major clues you need to conquer each fantasy game, all written in code so as not to spoil your fun (why reveal an entire solution when all you really want is just a helpful clue?). You also get over 80 detailed, easy to read maps to keep you on the right path. **QUEST FOR CLUES™** doubles as a buyers guide—provid-

ing descriptions of each game to help you decide if it's one you'll enjoy.





## 50 Solutions for the Price of 6!

Individual solution books typically cost between \$4 to \$13 each. If you bought solutions to each of these games separately (which is difficult since many of the games found in **QUEST FOR CLUES™** don't have solution books yet), it would cost you more than \$175. But you get solutions to **ALL 50 GAMES** in **QUEST FOR CLUES™** for just \$24.99! That represents a savings of over \$150!

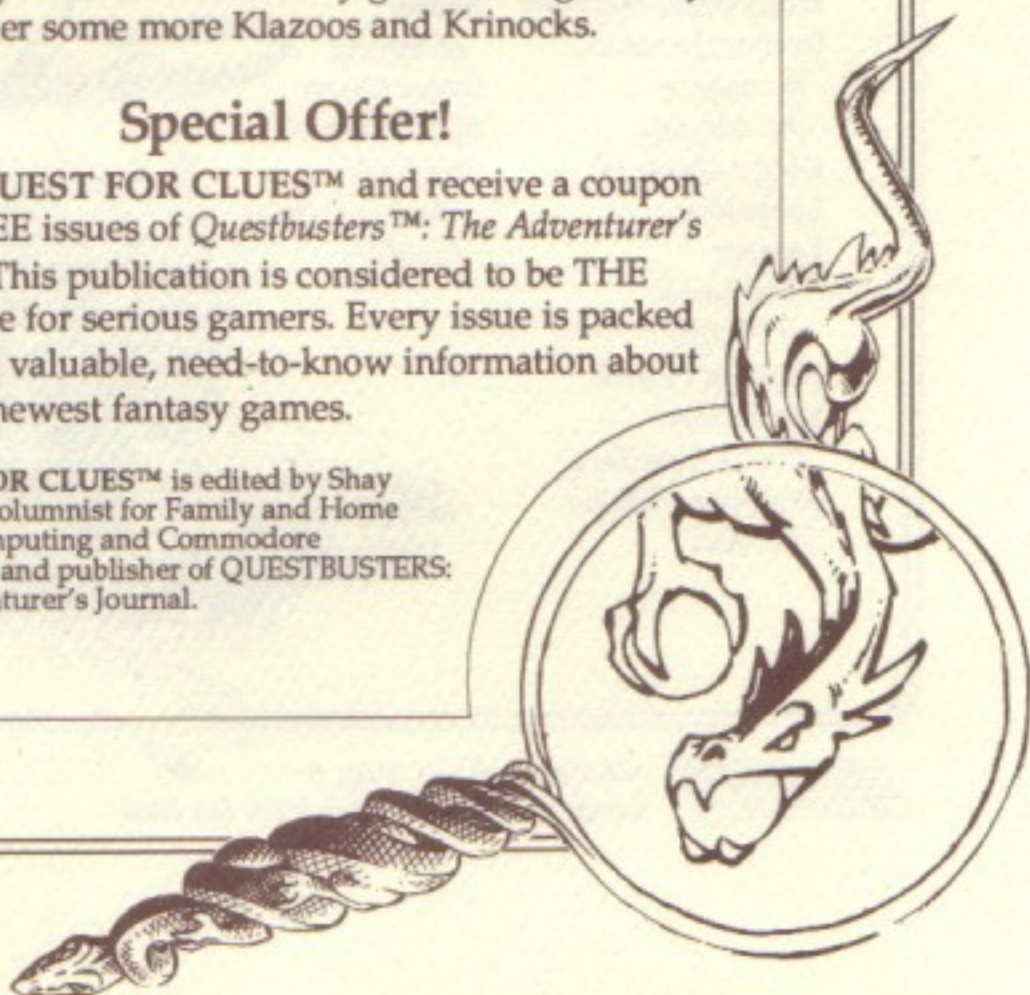
### How to Order

Visit your local software dealer and ask for **QUEST FOR CLUES™**, or call Origin Systems at 603-644-3360 (Visa and Mastercard accepted). Either way, dust off your unsolved fantasy games and get ready to conquer some more Klazoos and Krinocks.

### Special Offer!

Order **QUEST FOR CLUES™** and receive a coupon for 3 FREE issues of *Questbusters™: The Adventurer's Journal*. This publication is considered to be THE magazine for serious gamers. Every issue is packed full with valuable, need-to-know information about today's newest fantasy games.

**QUEST FOR CLUES™** is edited by Shay Addams, columnist for *Family and Home Office Computing* and *Commodore Magazine*, and publisher of **QUESTBUSTERS: The Adventurer's Journal**.





## Game solutions included in QUEST FOR CLUES™

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 Brimstone  
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# EXODUS: ULTIMA III™

By Lord British™

Macintosh Conversion

By:

James Van Artsdalen

