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# Ultima<sup>®</sup> Underworld<sup>™</sup> CLUE II BOOK

## Gems of Enlightenment<sup>™</sup>

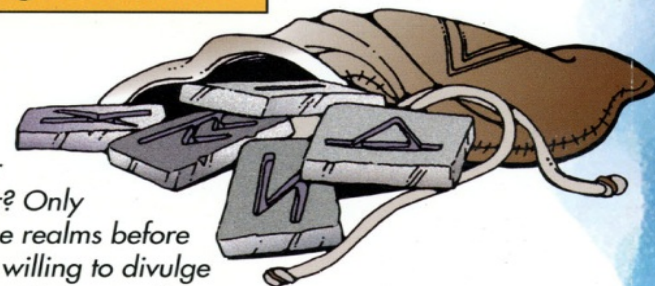


ORIGIN<sup>®</sup>

# Ultima<sup>®</sup> Underworld<sup>™</sup> CLUE II BOOK

## Gems of Enlightenment<sup>™</sup>

*As you venture into other realms and dimensions, who knows what lurks around the next corner, or at the foot of the next stair? Only those who have walked the realms before you! Fortunately, they are willing to divulge their carefully guarded secrets to you, the Avatar<sup>™</sup>, in your quest to foil the Guardian and his vicious schemes.*



- 80 fully illustrated pages of stats, maps and clues.
- Annotated diagram of every dungeon level – more than 40 in all.
- Specific statistics of weapons, armor, creatures and all undocumented spells.
- Locations for every unique magical treasure and everything else you'll need while traveling among the worlds.
- Two walkthroughs, one with general hints and the other with detailed descriptions of each necessary step.



**Every map, description, walkthrough and in-depth explanation necessary to unravel the Labyrinth of Worlds!**

ISBN 0-929373-12-X

Texas Video Game Archive

Briscoe Center for American History, University of Texas at Austin



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## The Player Character

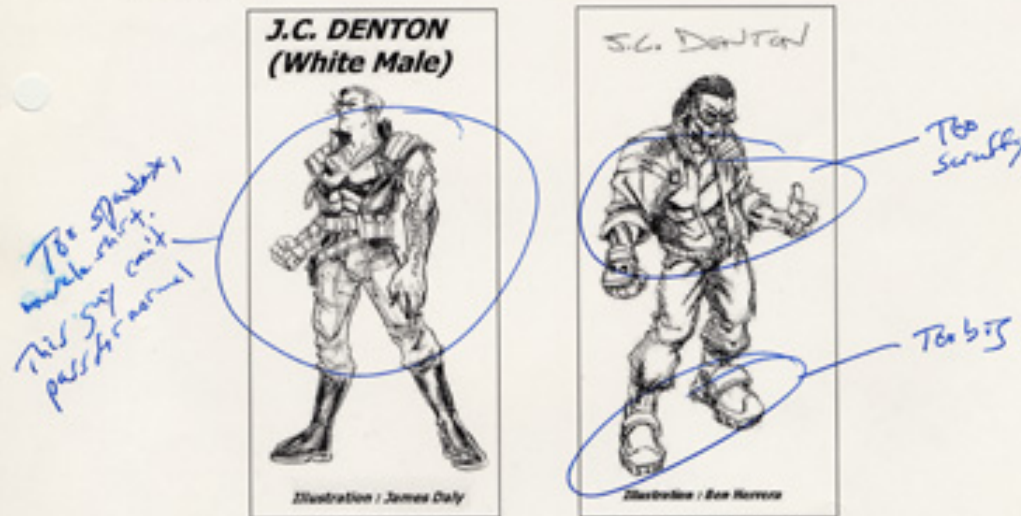
### J.C. Denton (the player character)

This is the player's alter ego throughout the game. Ideally, we want to allow the player to select Male or Female and, if possible, even skin color (at least black and Caucasian). This has obvious implications for artists!

He's kind of a weird dude - always wearing his duster, gloves, unusual sunglasses, even at night...

He has numerous physical augmentations: Eye implants that glow faintly red if you catch him from the right angle (the way a cat's eyes glow in the dark); fast twitch muscle augmentations surgically implanted in upper and lower arms and similar augmentations in the legs. He's got a jack behind each ear where his hearing mods were implanted.

Later in the game, he'll get some outlandish augmentations - a skull gun mounted behind a flap of skin on his forehead, etc.



### Details

J.C. Denton (nicknamed "Shooter" for his prowess with firearms) is an augmented agent, working for the Terrorist Limitation Coalition (aka "TLC"). ~~Mia Hazard-Park is also an agent - in fact, Paul is the~~ ~~reference agent who Adam tries to download his entire code and data set. This drives Paul crazy.~~



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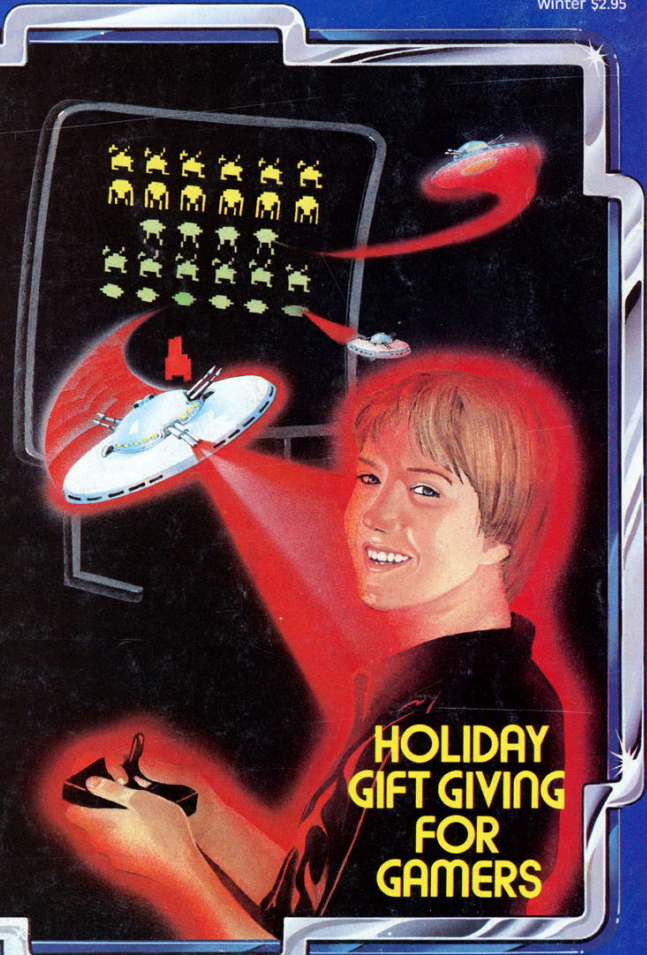
**CAN  
ASTEROIDS  
CONQUER  
SPACE  
INVADERS?**

**ATTACK OF  
THE CHESS ROBOTS**

**INSIDE THE TRS-80  
COLOR COMPUTER**

**STRATEGY SESSION:  
SPACE INVADERS  
& BREAKOUT—  
TRICKS TO WIN!**

**TOUCHDOWN!  
YOU'RE THE COACH  
WITH ELECTRONIC  
FOOTBALL**



**HOLIDAY  
GIFT GIVING  
FOR  
GAMERS**

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# WING COMMANDER

Shutdown Schedule v1.1

8/27/90

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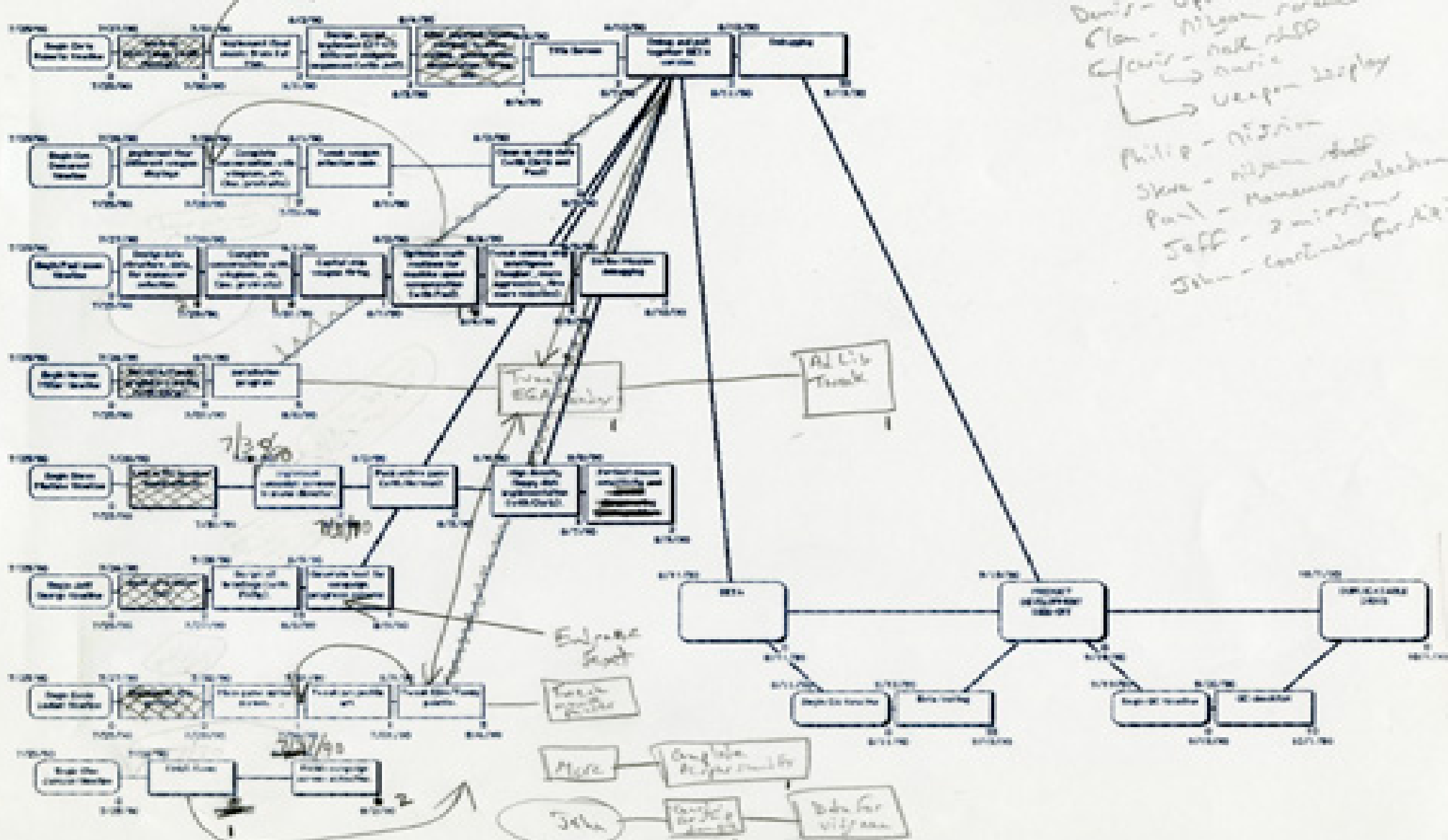
*Not finished (see)*

7/30/90

Today

Berman - Conversion of the Grimball  
Doris - Option screen  
Clay - Mission screen  
Glover - Add ship  
→ doris  
→ weapon display

Mills - Mission  
Shaw - mission data  
Paul - Mission selection  
Joffe - 2 missions  
Shaw - last of the level





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## snes\_audio

### lib

```
/mnt/floppy/lib/5ths.sol: data
/mnt/floppy/lib/agogo.sol: data
/mnt/floppy/lib/anlg_si2.sol: data
/mnt/floppy/lib/anlg_si3.sol: data
```

### sfx

```
/mnt/floppy/sfx/acid.sbn: data
/mnt/floppy/sfx/midicntl: data
/mnt/floppy/sfx/slink.bin: data
/mnt/floppy/sfx/sol.exe: MS-DOS executable, MZ for MS-DOS
/mnt/floppy/sfx/thru.bat: data
```

### wings|

```
/mnt/floppy/wings/explode1.mid: Standard MIDI data (format 1) using 2 tracks at 1/120
/mnt/floppy/wings/explode1.wrk: data
/mnt/floppy/wings/explode2.mid: Standard MIDI data (format 1) using 3 tracks at 1/120
/mnt/floppy/wings/explode2.wrk: data
/mnt/floppy/wings/test.wrk: data
/mnt/floppy/wings/tmp.mid: Standard MIDI data (format 1) using 11 tracks at 1/120
/mnt/floppy/wings/tmp.wrk: data
/mnt/floppy/wings/tuning.wrk: data
/mnt/floppy/wings/w1.mid: Standard MIDI data (format 1) using 10 tracks at 1/120
/mnt/floppy/wings/w1.wrk: data
/mnt/floppy/wings/w2.mid: Standard MIDI data (format 1) using 11 tracks at 1/120
/mnt/floppy/wings/w2.wrk: data
/mnt/floppy/wings/w3.mid: Standard MIDI data (format 1) using 10 tracks at 1/120
/mnt/floppy/wings/w3.wrk: data
/mnt/floppy/wings/w4.mid: Standard MIDI data (format 1) using 10 tracks at 1/120
/mnt/floppy/wings/w4.wrk: data
/mnt/floppy/wings/w5.mid: Standard MIDI data (format 1) using 8 tracks at 1/120
/mnt/floppy/wings/w5.wrk: data
/mnt/floppy/wings/w6.mid: Standard MIDI data (format 1) using 10 tracks at 1/120
/mnt/floppy/wings/w6.wrk: data
/mnt/floppy/wings/w7.mid: Standard MIDI data (format 1) using 7 tracks at 1/120
/mnt/floppy/wings/w7.wrk: data
/mnt/floppy/wings/w8.mid: Standard MIDI data (format 1) using 2 tracks at 1/120
/mnt/floppy/wings/w8.wrk: data
```

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Celebrating The Unique Aspects of Our Medium\_2.ppt

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Layout Section B I U ABC A<sup>2</sup> A<sub>2</sub> A<sub>V</sub> A<sub>a</sub> A Arrange Quick Styles Play

Slides Outline

1 **Celebrating The Unique Aspects of Our Medium**  
Warren Spector  
Digital Media World  
November 13, 2001

2 **The Future of Gaming**  
• Is not the subject of this talk, really...

3 

- Is The Future in MMP?...
- In streaming, online distribution?...
- In consoles?...
- In photo-realistic rendering?...
- In cinematic action?...
- In AI that passes the Turing Test?...
- In abandoning the hardcore "geek" audience and reaching the mass market (as if anyone really knows how to do that)?...
- How about creating a Star Trek-style Holodeck?

4 **Not your typical Future of Gaming talk**  
1. I don't believe in "A" single future  
2. I want to talk about what is possible NOW.

**Celebrating The Unique Aspects of Our Medium**  
Warren Spector  
Digital Media World  
November 13, 2001

Selling your ideas is challenging. First, you must get your listeners to agree with you in principle. Then, you must move them to action. Use the Dale Carnegie Training® Evidence – Action – Benefit formula, and you will deliver a motivational, action-oriented presentation.

Normal View Slide 1 of 31 102%

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Subjects
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- Curator Training
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Edit Community
Export Community
Export Metadata
Create Collection
Create Sub-community

Statistics

- View Statistics

Repository Information

- About UTDR
Contact UTDR
UTDR Policies
Getting Started
Glossary
Help
FAQs

Spector (Warren) Papers

Born-digital documentation produced as part of Spector's work as a videogame developer with Origin Systems, Looking Glass Technologies, Ion Storm, and other collaborators of Spector's within the videogame industry. Forms part of the Videogame Archives.

Contents of this community

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- Spector (Warren) Papers
Design Documentation: General
Design Documentation: Looking Glass Technologies games
Design Documentation: Origin/EA games
Interviews
Panels and Presentations
Studio Files: Ion Storm

Recent Submissions

- Ion Storm email: outlook.pst
Spector, Warren (2004)
Ion Storm email: old.pst
Spector, Warren (2004)
Ion Storm email: archive.pst
Spector, Warren (2004)
Warren Spector ACMI "Game Masters" Interview [part 1 of 2]
Spector, Warren (interviewee); McRae, Emma (interviewer) (2011-11-02)
Ion Storm email, [ca. 2000]-2004
Spector, Warren (2004)

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▼ PROGRAM DISK

Insert disk in your floppy disk drive (A or B); click on the File menu of your Windows Program Manager; select Run; then type A:\SETUP (or B:\SETUP) and press OK.



FOR WINDOWS™

Version 2.5

0000106 CAM 2005

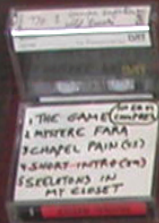
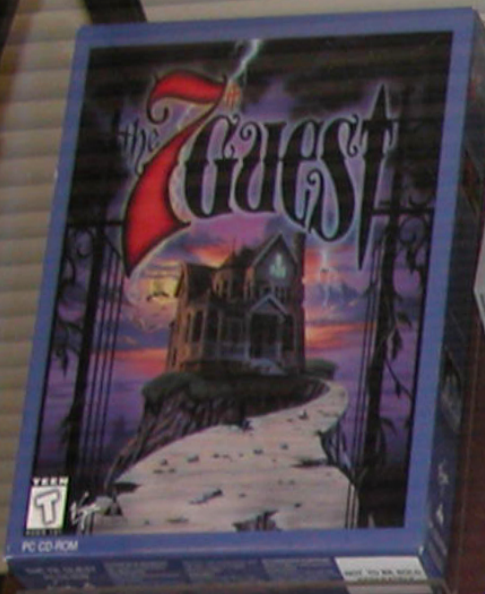
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*The 7th Guest* | Virgin Interactive Entertainment, 1993. Correspondence and digital audio materials track the game's creative process. The tapes contain working drafts, jam sessions, and the final audio files submitted to Tribodyne, the game developer. *George Sanger Papers*.

A game's music and sound effects often are subcontracted to freelance audio composer/designers, such as George "The Fat Man" Sanger.



ACROSS  
FOOTLEN  
MAY-17  
FROM  
THE SPACE  
TO

beyond adventure lies  
**AKALABETH**  
a game of fantasy, cunning, and e

20 different Hi-Res Monst  
combined with perfect per  
live and infinite dungeon  
create the world of Akal

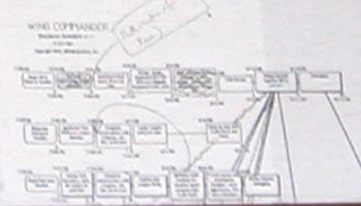
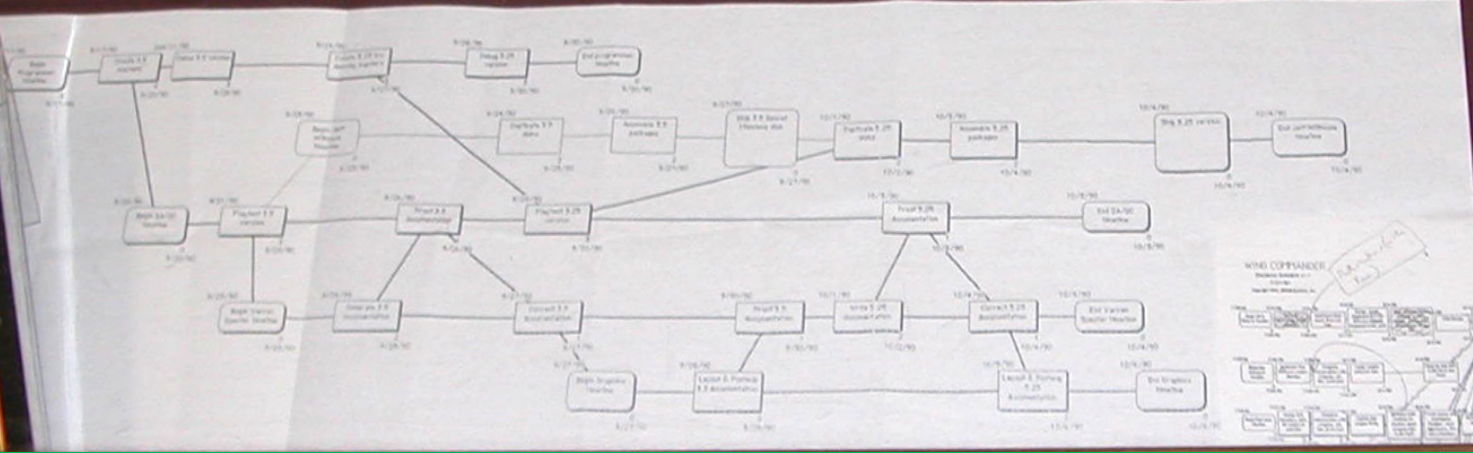
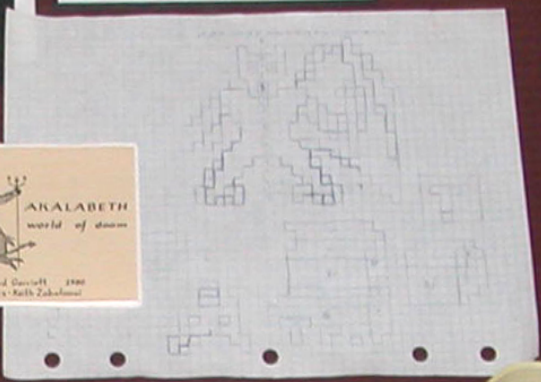
AKALABETH  
world of doom

©Richard Garriott 1980  
Graphic: Keith Zakalman

for Apple II™ 4x4 and Applesoft R.O.M.

**Akalabeth: World of Doom** | Richard Garriott, 1980. Before the wildly popular *Lone* series, Richard Garriott developed *Akalabeth: World of Doom*, a game closely based on his experiences playing *Dungeons & Dragons*. In 1980, he published it himself and sold it in his local computer shop.

- In Garriott's first attempt at computer role-playing he recorded the program on this paper computer tape. The resulting game—which he called "D&D 1"—marks the "missing link" between his days as a *Dungeons & Dragons* dungeon master and his more famous role as Lord British. *Richard Garriott Papers*.





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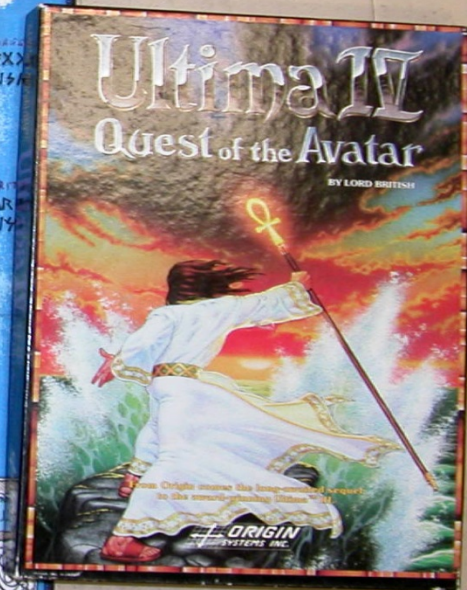
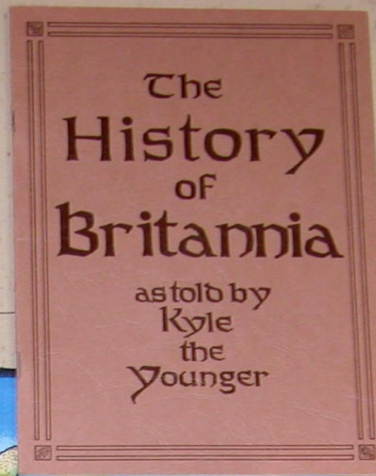
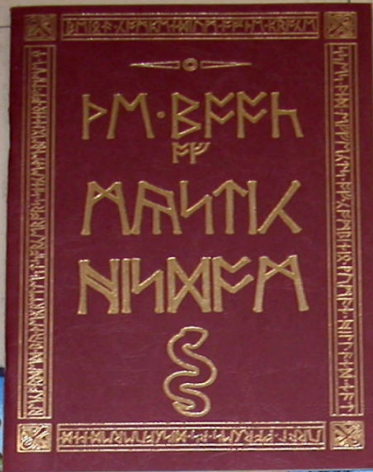
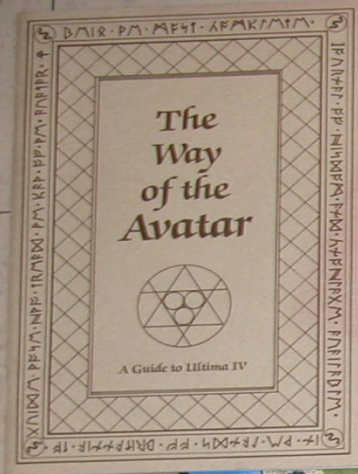
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# Son of M.U.L.E.

Test Cartridge

#02

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**Ozark Softscape**

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# Point of ORIGIN

Vol. II No. 14 ♦♦

Friday, March 27, 1992

♦♦ Austin, Texas

## Underworld Hits the Shelves!

The day that would never come...has come. As you're reading this, 20 CompUSA stores across the country are ringing in the first sales of Ultima Underworld. CompUSA was the only retailer to "drop-ship" the product, meaning it hit the shelves the next day. The other big retailers (Software Etc., Babbage's, Egghead, Electronics Boutique, etc.) will probably get their copies on Saturday or Monday. Hopefully, we should have some ideas on sell-through by the beginning of next week.

Paul Neurath (Designer) and Doug Church (Project Leader) from Blue Sky Productions are in town this week to share the launch experience. "It's by far our best release," Paul says, "and our most ambitious. It has about 12 man-years behind it. The last game I did (Space Rogue) had about 3. This is the Big Change and it shows in the quality of the product."

So far, so good. Booked orders were only expected to be around 20,000, but rose to cover all of the initial 25,000 unit rollout. The next build will be on April 17th. "We've ordered enough materials to build another 5,000,"

*(See Underworld on page 3)*



*The Blue Sky/ORIGIN connection: (front l-r) Doug Church, Richard, Paul Neurath (in back) Warren and James Dollar, artist for Underworld 2*

## Always a Bridesmaid

### *Wing 2 Deserted at the Awards Altar*

(Seattle)—A long-standing ORIGIN tradition continued last Thursday night at the annual Software Publishers Association (SPA) Excellence in Software Awards. Wing 2 was up for awards in three separate categories: Critics' Choice, Best Entertainment Program and Best Action/Arcade Program. But when the envelopes were opened, ORIGIN representatives remained ensconced behind cold plates of rubbery chicken.

"We never win at SPA," says President and would-be recipient Robert Garriott, "I don't know what it is." The U.K.'s Psygnosis ended up trucking home the trophies as Lemmings took the award for Best Arcade Action Program and tied with Civilization (MicroProse) for

*(See Awards on page 4)*

(1)

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