

Ultimore *A World Divided*

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Updated by Daemon Master August 2021

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IMPORTANT: This scenario disk requires the 'Ultima Trilogy' version of Ultima III: Exodus in order to function correctly. Earlier versions of the game will result in corrupted dungeons. The 'Ultima Trilogy' version of the game will start new characters with 150 health and food, rather than 100.

The Ultima III: Exodus game and indeed the Ultima series are owned by Electronic Arts. Any and all reference to those games, their logos, and artwork remains entirely their property and any use (if any) of these items here or in my maps is under the pretense of 'fair use'.

I'm unsure if Joel Fenton ever copyrighted his Ultimore series of adventures, I find it unlikely, but in any event full credit goes to him for the creation of the Ultimore scenarios.

INTRODUCTION

I consider myself something of an avid Ultima III fan, having first played the game in the early 80's with my father on an IBM PC compatible. While I do own, and have played, other Ultima games my knowledge of them is nowhere near that of Ultima III: Exodus.

I own a big box copy of the game, and have often spent time on websites and other forums following the game. So when I say to you that I hadn't even heard of Ultimore until July of 2021, you'll understand that this 'slice of gaming history' really has slipped under the radar.

Upon learning of its existence I was thrilled, more Ultima III adventures to be had! I also learnt that most of the adventures had been lost over the decades and that only two had been found and preserved.

But the work had stopped at preservation. I wanted to map, document, notate, and explore everything these new adventures offered. What you read now is the result of about six weeks work.

I have fought dragons, slain giants, explored dark dungeons, and traversed ruined cities, and I have mapped it all.

I have completed Ultimore: A World Divided, did it live on Twitch, then uploaded the video to YouTube. I have reported my feat to Joel. I now share all of my knowledge and work with you to use as you please.

The Maps PDF included in this bundle will detail everything a would-be adventurer will need to complete the game. This document includes my own thoughts on each location, as well as a few insights and tidbits of knowledge.

Working on this project has taught me so much more about Ultima III and its mechanics. It's been a fantastic learning experience.

I would like to take this opportunity to not only thank Richard Garriott for making such an immensely wonderful computer RPG, but also Joel Fenton for the subsequent fan made expansion Ultimore: A World Divided.



SOSARIA

The original land mass from Ultima III is back, albeit in a slightly altered state. Much like the ideas put forth by Richard Garriott himself in Ultima IV, Joel had the land of Sosaria suffer a cataclysmic event after the events of Ultima III and the destruction of Exodus.

If you have not read the included 'A World Divided Instructions' PDF in this package I urge you to do so as it explain the events leading up to this adventure.

In the original Ultima III players are able to explore the bulk of Sosaria immediately, here in Joels Ultimore: A World Divided the initial play area is quite restrictive, but not without reason. He has created a puzzle of sorts which I found quite refreshing. First your travel is limited by fire, then water, then force.

Where in Ultima III: Exodus players might have spent their time wandering the land in search of monsters to slay for experience and wealth (or just sack Yew repeatedly), here you're required to find a Thieves Guild (for torches) so you can begin plundering the nearby dungeon for the same experience and wealth.

It's enough of a shift from the original game to present the player with some interesting puzzles.

Joel's also fixed the 'problem' of players taking horses into Exodus' castle, even with unlimited ships it's just not going to happen.

I'm not sure where the player learns of 'EVO CARE' in this scenario, I found no clues to it in my playthrough and thought perhaps a different word would apply. This may not have been something Joel was able to alter.

AMBROSIA

This map features a game breaking bug in the original release from Joel, which makes me wonder if anyone ever finished the adventure. The pirate ship in the top left of the map will always become stuck in the terrain and not reach the player, thus prohibiting the player from reaching the Shrine of Intelligence and more importantly the Card of Moons.

I've since moved the ship slightly East to eliminate the problem.

There is also a valley in the South East that was unreachable, but looked as though it should be. I'm not sure if this came about through design fault or a corrupted disk image. Either way I have re-opened the valley, although it provides no story or gameplay advantage other than to allow the player to map the entire region.

FAERDIN'S CASTLE

This is essentially the replacement for Lord British's castle and you'll need to visit Viceroy Faerdin (Lord British) to level up. There are a few 'neat' things to see here like 'Tiny Town' as well. I found this castle to be a great place to plunder once I'd acquired the Mark of Force. The nearby healer was able to patch up my Thief after they had opened all the chests. The money from repeatedly looting this place paid for my Ambrosia skill upgrades.

AMU DARYA

This is the 'starting town' and has basic weapons, armour, food, and healing. You can also get all of the Oracle and Pub lore here as well. There is a Thieves Guild but you can't access it until you have the Mark of Force and by that stage you probably won't need it.

FORT MORDOR

Possibly a play on Mordor from Lord of the Rings? Nothing dark or evil here. Ironically though, being a 'Fort' with an 'Officers Mess' and an 'Enlisted Mess' there isn't a single guard on the entire map. You'll be visiting 'El Stealo' very early on and you can also grab horses here as well. I don't recall ever using a Moongate in a town before and having it take me somewhere, but Joel makes it happen here and it does take you to a very deliberate location. Just be careful you don't softlock your game. You'll turn up at (14) on the map, if you haven't killed the pirate at (17) already you can fight them and visit the 'Marooned Fool' at (15). Trouble is you can't get back. Better instead to sail a frigate to the lava, dismount, walk through the lava, fight the pirate, and then sail down to the fool. You're then able to backtrack and escape.

I had initially thought that the letters at the top left of the map might have meant something, that entire alley is a bit odd to be honest.

THE MONASTERY OF SAINT ELMO

There are a number of 'neat' and 'fun' towns to visit in A World Divided that don't actually offer anything useful to the player. The Monastery of Saint Elmo is such a town.

WRIGLEY FIELD

Is another such 'fun' and 'neat' town that does nothing. You absolutely have to visit it once though, it's pretty cool. Why 'Ticcets' and not 'Tickets'? Ultima III doesn't have a 'K' in its font. Same reason a 'U' is used in place of a 'V'. Disk space was very limited I guess.

MUNICH

It's filled with spelling mistakes and tropes but Munich is another 'fun' town to visit at least once. Grab a drink and something to eat while you listen to 'The Balron Five' perform. The large stables is 'neat' but doesn't serve any real purpose.

The Jester that follows you around here can quickly get you stuck, forcing you to engage him in combat and thus upsetting the guards. Just be careful where you step.

STONEHOME – CITADEL OF THE DWARVES

The early Ultima games allow you to create Elves, Bobbit's, Fuzzy's, and Dwarves as characters and then promptly never mentions them again. I think it's great that Joel included them in his adventure. Hopefully we get to see towns dedicated to the other races in further adventures.

I had hoped that this town would have an 'advanced' weapon or armour vendor selling magical equipment but alas it does not. The 'Weapon Palace' (6) actually sells armour, in fact this town has FOUR armour vendors and not a single weapon vendor. I suspect Joel may have moved the Weapon Palace so that it no longer sold advanced weaponry, likely for balancing issues.

The Deamon in the lava at (4) will give you the clue you need to find Exotics.

In Joel's original scenario disk you were unable to get behind the desk in the 'Clerical Offices' and explore the cupboard. There is nothing in there, but I removed a single section of mountain so that players could get in there and complete their map.

CORDON BLEU

This town functions much like 'Dawn' in the original Ultima III, that being it only appears when the moons are both new (0)(0). It's also the only town in the game to sell magic weaponry so you'll likely pop in here at some point for that Bow +4.

The clues to Lord British's tomb here are most useful. You can find the tomb on your own of course, but these really point you in the right direction.

WYPOC IL MESHIR

There is literally no reason at all to visit this town except for the fact that it looks cool. This is what happens when Exodus attacks, lava and magic have obliterated the town.

EVILTON

Another 'neat' town you can visit for a look, but there isn't much else here. If you're looking for an easy to reach Thieves Guild in the southern hemisphere this would be it.

In Joel's original scenario disk the southern guard tower on the west side of town was inaccessible. There is nothing in it, but I've opened the pathway up allowing access to players can get in there and complete their map.

FORTRESS OF DOOM

The museum here is kind of neat and show most of the graphics used in the game. The Fortress of Doom ultimately though is another one of those 'neat' places you'll visit only once. While you are hear you can also check out the crypts of Mondain and Minax, as well as chat to Maxman's cohorts.

MALADOMINIS

This is the home of Exodus, and your final fight in the game. While you won't be attacked by any 'floors' here you'll have a tough fight ahead of you. The constant explosions make keeping players healthy difficult.



THE PIT OF FROST

This is the first dungeon you have access to and due to the lack of monsters spawning in your area on the Sosaria map you'll likely do most of your 'plundering' here. Make sure to stock up on Torches, and maybe a few gems from the Thieves Guild at Fort Mordor.

Level 5 is a bit of a problem as you can't turn left or right while inside a door, so while the level looks aesthetically pleasing you can't get through. It's not the end of the world though because we have a central ladder and spells that allow us to teleport up and down levels.

Which you'll definitely use on Level 6 because it's nothing but Gremlins.

The central ladder is the way to go, zip all the way down to Level 8 and grab the Mark of Kings and the Mark of Fire.

FLAME AND FIRE

Once you've got the Mark of Fire you will want to visit this dungeon next as it holds the Mark of Force on Level 8. You'll need to choose the path down carefully and under very specific circumstances you could soft lock your game here.

Joel seems to play a bit of a prank with the player here, I had hoped for wealth untold with an abundance of treasure chests on the bottom level, instead we get an ocean of traps.

MAZEON

There is no benefit in visiting this dungeon. The door leading to the treasure chests on Level 4 features the same door 'problem' presented in The Pit of Frost.

FENTONS'S CAVE

There are a lot of Marks on the bottom level of this dungeon, the only problem is that by the time you can reach this dungeon you'll already have them all.

MONSTERY HATCHERY

There is no benefit to visiting this dungeon.

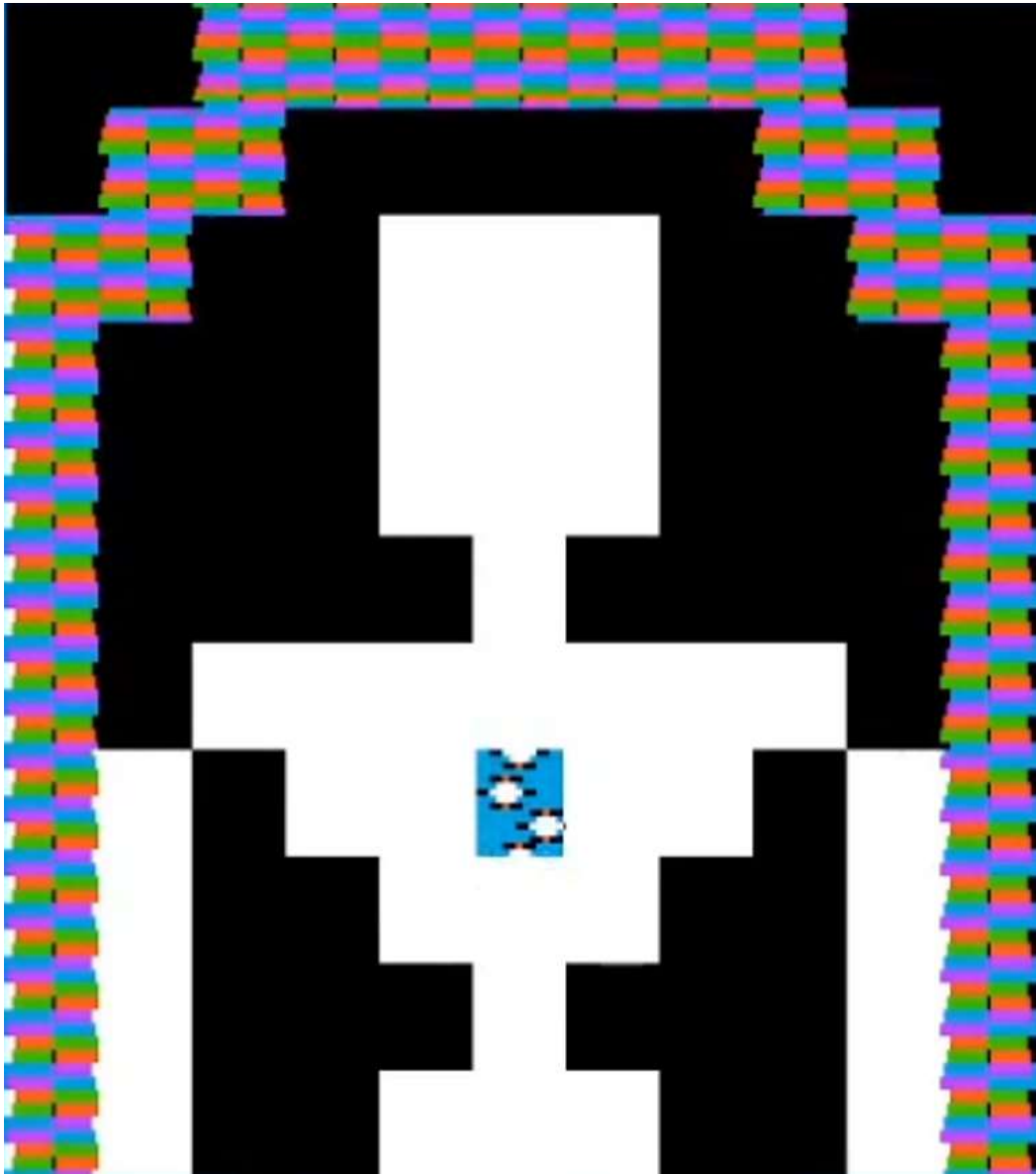
CLUES

As an alternative to the lore provided by the Orcale and Pubs, as well as talking to a variety of NPC's, Joel has put all the important game clues in this one dungeon. If you've done your homework though (or used my documentation) there isn't much need to visit this dungeon.

THE TOMB OF LORD BRITISH

I suspect that the 'Time Lord' you meet on Level 8 is in fact suppose to be the ghost of Lord British, but Joel was limited by what he could edit on the scenario disk. If you've not played Ultima III before you'll want to visit this dungeon so as to learn the correct order of card insertion.

Even if you have played Ultima III before and remember the correct order you'll still need to come down here to grab the Mark of Snake.



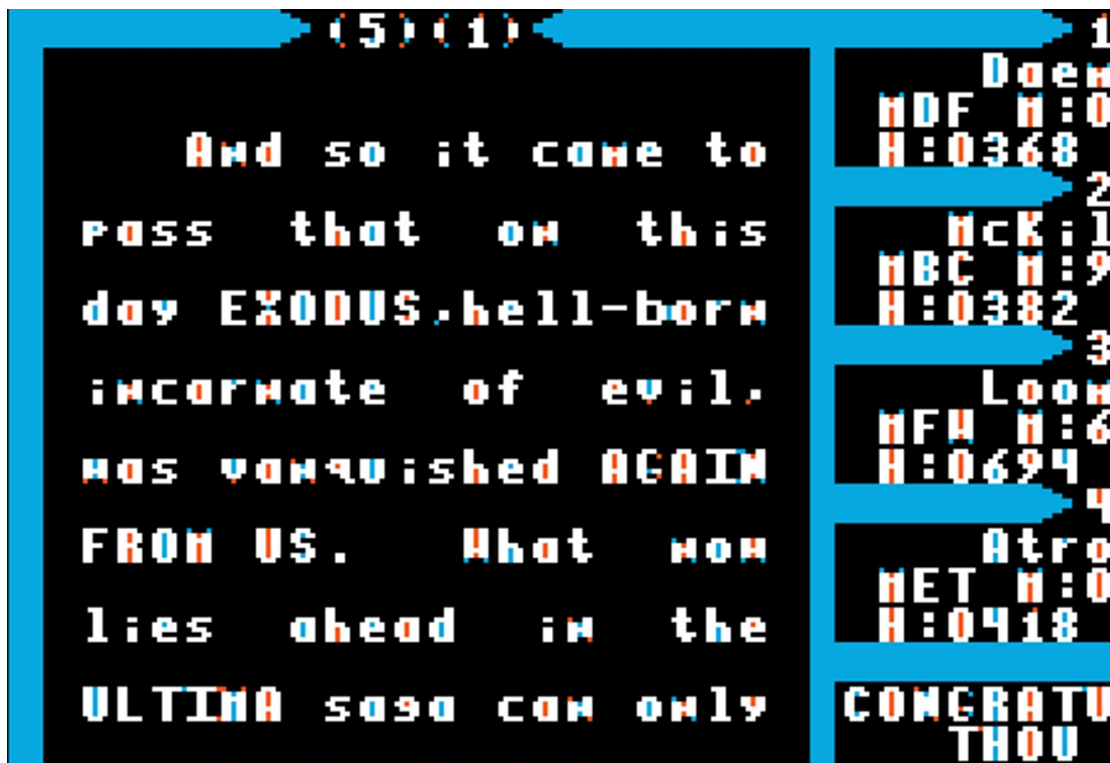
WALKTHROUGH

I'll keep this walkthrough fairly brief and assume that the player will spend some time 'grinding' for levels as needed. I used the AppleWin emulator for my playthrough which allowed for saving and loading my game at any point, making the game remarkably easier. Those of you wanting to play Ultimore: A World Divided 'the old fashioned way' or on original hardware should be prepared to do a bit more 'grinding'.

Be warned, I found in my playthrough that excessive saving and loading tended to cause 'odd corruptions', especially when in combat. These oddities were gone once I left the map.

- Head to Fort Mordor and obtain some Torches, possibly a gem or two as well.
- Work your way down to Level 8 of the nearby dungeon "The Pit of Frost". The central ladder is the fastest way. Once on Level 8 obtain the Mark of Fire and the Mark of Kings. The Mark of Kings allows you to progress beyond character level five.
- With the Mark of Fire you can now walk through the lava south of Fort Mordor and through the mountain range. Once you see the shore you'll find a Frigate waiting for you.
- Stop by the forested island to the north and grab Exotic weapons for everyone (13). Remember you will have to use (O)ther Command – DIG to find them.
- Sail to the North East of the map and the dungeon of "Fire and Flame". It doesn't matter if you take the left or right ladder down on Level 1, but approach from the South to avoid the traps. On Level 2 you'll need to take either the NE or SW ladder down. At Level 6 you can swap sides if need be, take the Eastern ladder down. Grab the Mark of Force on Level 8 then make your way back up.
- I would recommend plundering Faerdins Castle for gold at this point. You'll need it for Ambrosia, and possibly for advanced weapons.
- You can now pass through the Forecfield and into the Southern Hemisphere. Hopefully you'll encounter a Pirate Ship quickly. Once you do you can grab Exotic armour from the forested island (15), and then look for the Whirlpool. You may want to stop into Cordon Bleu (21) for magic weapons first.

- Ambrosia can be tough, your mana regenerates slowly (like being in a town) and the monsters hit hard. You may need to make a number of return trips here but your goal now should be to get your characters to their maximum ability scores by visiting the Shrines and throwing cash at them. Make sure you use (O)ther Command – SEARCH at each Shrine as well to get the cards. WARNING: You will need keys to escape Ambrosia, make sure you bring at least one.
- Your next stop is the Tomb of Lord British (16), you'll need the Mark of Snakes on the bottom level.
- Once you've got plenty of character levels (and health) it's time to finish the game. Head to the giant serpent and (O)ther Command – YELL – EVOCARE to get past it. Follow the path and enter the castle. Plenty of beefy fights here. Remember you can use chests to block monsters from moving. The left path through forcefields has easier fights.
- You need to insert the right cards in a particular order. FIRST: Top-Left (Ministry of Death) Card of Love. SECOND: Bottom-Left (Ministry of Moon) Card of Sol. THIRD: Top-Right (Ministry of Sol) Card of Moons. FOURTH: Bottom-Right (Ministry of Love) Card of Death.



SUMMARY OF CHANGES INCLUDED IN UPDATED VERSION

Initially I used Dan Gartung's "Exodus Construction Set" from 1984 to move the problematic pirate ship in Ambrosia. Once I learnt how to use the tools I realized I could make a few small changes to Joel's maps, primarily for areas inaccessible.

There are a number of differences between the original release of Ultima III: Exodus and the later release of it in the 'Ultima Trilogy'. In the original version dungeons are read as 0-7, in the latter they are 1-8. Using this scenario disk with the original version of Ultima III is going to result in corrupted dungeons.

You can easily tell which version you are running by your starting life and food. In the early versions it's 100 of each, in the 'Ultima Trilogy' version it's 150 of each.

The "Exodus Construction Set" is designed to work the original/older version of Ultima III as the initial level is a jumbled mess, further to that I was unable to figure out how to change the level I wished to edit. The player cannot turn while inside a square with a door, and in a few instances Joel has placed them in corners, making it impossible to continue. Nothing that breaks the game, but clearly the blockage was not intended. If I find a way to edit dungeon maps in the future I will upload another revised image.

I have included Joel's original disk image 'U3_WORLD.DSK' as well as my slightly modified 'U3_WORLD.DDM'. This modified version includes the following changes –

- AMBROSIA: Pirate ship moved east past the cove to allow access to players. Players were unable to reach the Shrine of Intelligence otherwise.
- AMBROSIA: Opened up a mountain pass to allow access to a valley that was previously inaccessible.
- STONEHOME: Change a single block of mountain to path, allowing players behind the desk and into the empty cupboard.
- EVILTON: Opened up the path between the mountains and the wall, allowing players access to the empty southern tower.

SUMMARY AND LINKS

While none of this would have been possible without Richard Garriott and Joel Fenton I must also thank Pix for their initial work with Ultimore: A World Divided. Special thanks to Tobias Hübner who supplied the world with a rediscovered copy of Ultimore: Egypt and helped put me in touch with Joel.

Pix - <https://www.pixsoriginadventures.co.uk/>

Tobias Hübner - <https://twitter.com/medienistik>

You can follow 'The Ultimore Project' on my website – <https://daemonmaster.com>

Any updates regarding other scenarios, more changes to maps, or any cool discoveries such as magazine advertisements or old photographs will be uploaded there.

You can also follow me on:

Twitch – https://www.twitch.tv/daemon_master/

Facebook – <https://www.facebook.com/DaemonMasterGaming/>

Twitter – <https://twitter.com/DaemonMaster1>

YouTube – <https://www.youtube.com/channel/UCanLBH55Ai4kvmv9knEh9YA>

Discord (With a dedicated Ultimore channel) – <https://discord.gg/M48cNF9>

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