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Subject: Ultima III questions

Posted by [pop](#) on Wed, 18 Sep 2013 21:18:22 GMT

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Message-ID:

Date: Thu, 28-Feb-85 08:44:56 EST

Article-I.D.: bunker.736

Posted: Thu Feb 28 08:44:56 1985

Date-Received: Sat, 2-Mar-85 04:09:17 EST

References: none

Distribution: net

Organization: Bunker Ramo, Trumbull Ct

Lines: 32

Xref: watmath net.micro.apple:1713 net.games:1667

I've been playing Ultima III on my Apple II- off and on for about 8 months now. The characters in the group are around 20th level and all have the mark of fire and will soon have the mark of power.

Does anyone know where to find the Mark of the King? Supposedly, once a character has the mark of the king, his hit points can be raised beyond 550. It would be nice for my characters to have more than 550 hit points each.

Where is Exodus? I've heard that Exodus is actually a computer with slots which you put 'cards' into, but where are the cards and what are the consequences of putting the cards into Exodus?

I've found the temples in the underworld where characters can raise characteristic points (intelligence, strength, etc), but is there anything else down there worth looking for?

What are some of the 'other' commands? I've discovered only one useful 'other' command thus far -- bribe -- which is useful getting around guards at a gate or stopping one from attacking you.

I've heard there is a treasure room in Lord British's castle. Is it worth going into? I haven't found it yet because I think it is protected by the power field next to the healer's room.

Is there some other, easier way to get rich quick than to invade the treasure room in Death Gulch?

Answers to these questions and other helpful information will be greatly appreciated. If you would just like to exchange information, drop me a line via e-mail and maybe we can trade notes!

-Paul O. Pederson (somewhere in Connecticut)

