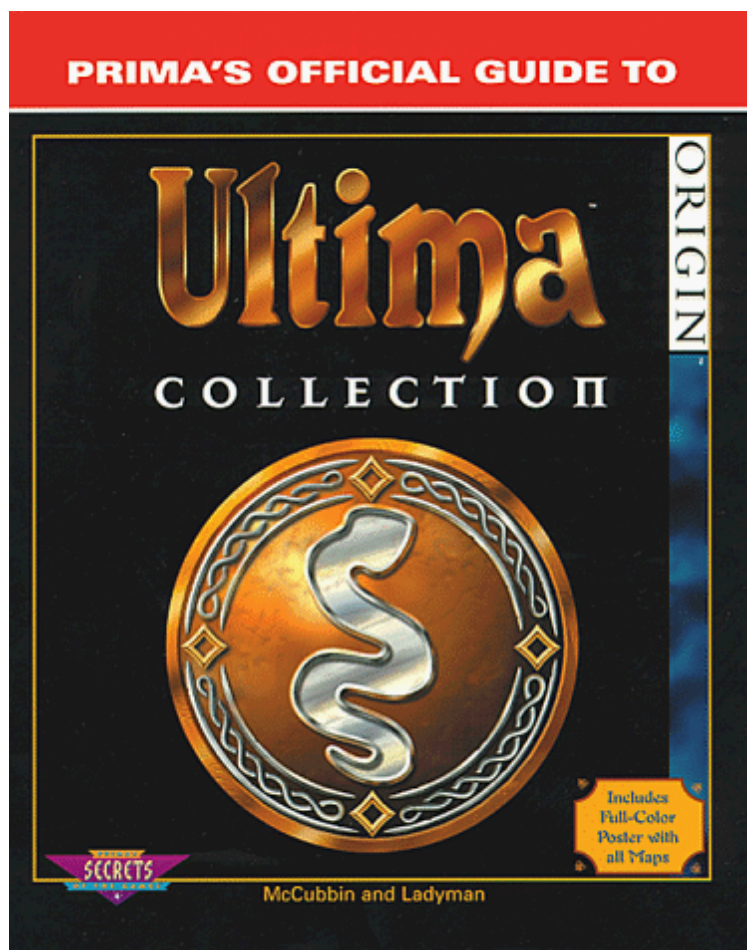


## Ultima Collection : Prima's Official Guide to Ultima Collection

*From Prima Games*

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**From Prima Games : Ultima Collection : Prima's Official Guide to Ultima Collection** before purchasing it in order to gage whether or not it would be worth my time, and all praised Ultima Collection : Prima's Official Guide to Ultima Collection:

1 of 1 people found the following review helpful. Very pleased with this comprehensive guideBy Michael E. LyonsA very useful guide for Avatars to be. It covers up to Ultima 8. It even included the fold out map which is very useful for finding you away around the worlds of Ultima. Very, very satisfied with this purchase. There is also a nice Prima guide for Ultima IX available for completeness! And no pokes at Ultima IX either! Buy a copy on GOG.com (all the Ultimas are available to purchase there) and have fun. It's a good game too in its own way.1 of 1 people found the following review helpful. Detailed and thoroughBy Tirrell Corgardvery good guide, very detailed and explicit...3 of 3 people found the following review helpful. A very comprehensive guideBy Jason K. HenryAll essential information for playing Ulima I-VIII and Akalabeth is in this book. One small problem: the Ultima VIII section is based on an older, slightly inferior version of the game -- it should have been updated. However, it is good enough to get you

through most tough spots.

The Ultima Collection is a complete record of one of gaming's longest-running, most ground-breaking achievements. Prima's Official Guide to the Ultima Collection is the perfect companion - a complete compendium of all the knowledge necessary to complete these classic games and unearth the secrets of the magical land of Britannia! Solutions to 10 classic games including Ultima I through VIII, Serpent Isle, Forge of Virtue, The Silver Seed, and Akalabeth. Complete Walkthroughs Hints and Tips City and Dungeon Maps Useful Lists Copious stats for creatures, weapons, and spells Plus a two-sided, pull-out color poster of all the world maps from all the games, translated into English.

.com The first eight installments of the Ultima series of fantasy role-playing games may be a little old, but they are still a lot of fun to play. This guide to the Ultima Collection provides all the information you'll need in order to complete each of the 10 games included in the package. If you're not careful, you'll thumb right past the two-page section on Akalabeth, Richard Garriott's (a.k.a. Lord British) first ever role-playing game. Each of the other Ultima games--from I through VIII--are described in intricate detail, with more complex write-ups devoted to the later, more complex installments. Maps of the changing game world and the many towns in each game are extremely helpful. Hints and tips are plentiful and range from the infamous "clone ship" exploit in Ultima II to the complex route through the Ice Dragon's Lair in Ultima VII, Part 2: Serpent Isle. There's even a nice big color pullout featuring the world maps for each of the Ultima games. Simply put, this is the perfect companion to an excellent compilation of classic games. -- Michael Ryan The History of Britannia