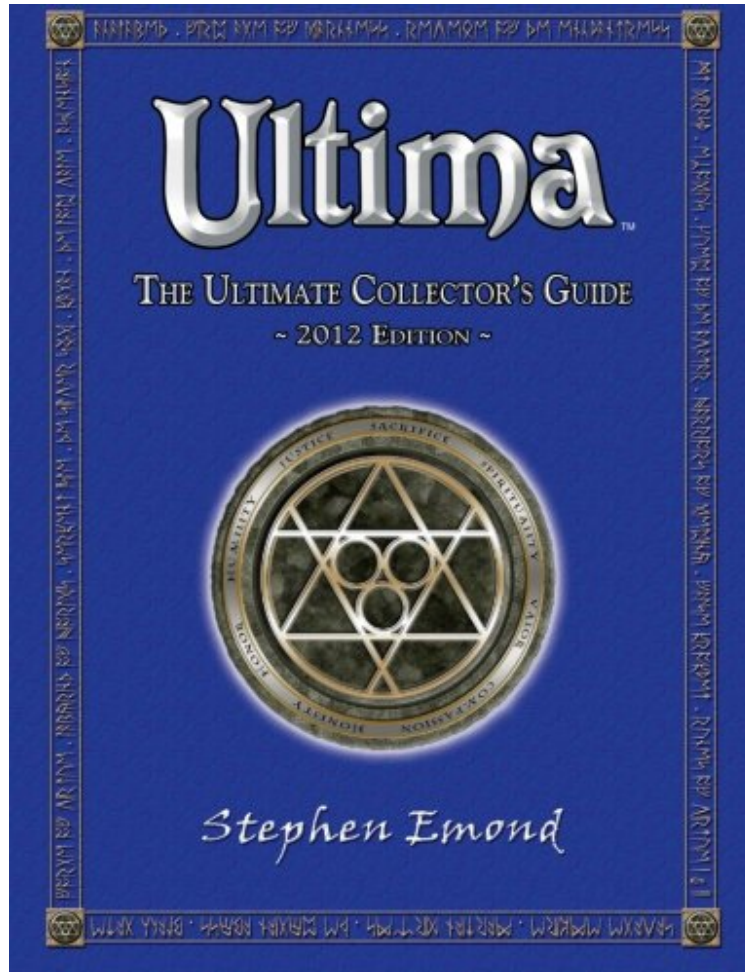


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## Ultima: The Ultimate Collector's Guide: 2012 Edition

*Stephen Emond*

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**Stephen Emond : Ultima: The Ultimate Collector's Guide: 2012 Edition** before purchasing it in order to gage whether or not it would be worth my time, and all praised Ultima: The Ultimate Collector's Guide: 2012 Edition:

2 of 2 people found the following review helpful. The Tome of Knowledge By Bill L. Wow. What an enormous book! I wasn't sure what to expect when I purchased this behemoth. Maybe some (game) author's design notes, some 6502 assembler algorithm snippets, some stories about the in-game characters (Dupre, Iolo, Shamino) or other nonsensical trivia. This is not that book. While there is a little bit of trivia, this book is exactly what it's title says it is, "The Ultimate Collector's Guide". It is amazing the amount of Ultima related product and swag released into the wild. Certainly enough to launch a man to the ISS. And it is amazing the amount of research and work that went into crafting this book. The (book) author must have put a great deal of his life into this tome. The first four fifths or so of this book is full of clear black and white photographs of the various editions and versions of Ultima. It also has some game art, trivia and notes scattered throughout. The last fifth of the book is a "checklist" of the same material. I loved

these games as a kid. I credit two people, Nolan Bushnell (Atari) and Richard Garriott for instilling in me my lifelong love of computers and software; the basis of my career as a software engineer. I can still remember the day when I lugged my Atari 400 over to a schoolmate's house in 1982. I showed him Star Raiders on my Atari. He introduced me to Ultima I on his Apple II. I could not wait for Ultima I to come out for the Atari. I played Ultima I to conclusion in about five days. Ultima II took about two weeks. I played Ultima III with my brother for two months in the summer of 1983. Ah, the carefree days of youth. I loved these games. The cloth maps, the detailed manuals, the ankh. I still have my original 5 1/4 floppies for Ultima I through Ultima IV. As I mentioned, this book is exactly what its title says it is, "The Ultimate Collector's Guide". It is at a price point that will tempt only hard-core Ultima fans to be sure. I would like to have seen some color images and maybe a DVD with the games, artwork and audio files, but alas, that is not this book. Thank you Richard Garriott and thank you Stephen Emond. 0 of 0 people found the following review helpful. Five Stars By Customer My son loved it 0 of 1 people found the following review helpful. Hmmm... By Larry Groff Not at all what I was expecting... More related to a retailer or hard-core collector looking for the different releases of the Ultima series.

For more than 30 Years the Ultima series has defined the RPG genre, from Akalabeth to Ascension to Ultima Online and Beyond. Lord British's enduring legacy will forever live in the hearts and minds of gamers around the world. The Quest of the Avatar is Forever. This mammoth 826 page tribute to the Ultima series contains highly detailed information and pictures for 520 main releases, 286 books collectibles, and 149 miscellaneous items. A grand total of 955 items from 24 countries across 6 continents! In addition to regular entries there are comprehensive variation guides for each game. They provide side-by-side comparisons illustrating the differences between different maps, boxes, books, discs, etc. There's even some history lore for extra flavoring. Every game in the series is covered in exhaustive detail including Ultima I-IX, Akalabeth, Mt Drash, Runes of Virtue I II, Savage Empire, Martian Dreams, and Underworld I II as well as the many Collections Compilations. Also included are bonus chapters for Ultima X, Ultima Online Ultima Media. For the complete Ultima Saga be sure to check out the entire book series: Ultima: The Ultimate Collector's Guide - 2012 Edition Ultima Online: The Ultimate Collector's Guide - 2013 Edition Ultima Online: The Ultimate Collector's Guide - 2013 Gold Edition Ultima: The Ultimate Companion Guide - 2013 Edition Ultima: The Ultimate Companion Guide - 2013 Gold Edition

"This book is nothing short of amazing. If you're an Ultima fan or video game historian, stop reading now and just buy this." - Warren Spector, Designer "The amount of research that went into this book is probably comparable to the amount of work we put into making one of the Ultima games to begin with!" - Dr. Cat, Designer "I can objectively state that this book is by far the most thorough and accurate compilation of Ultima and Ultima related stuff on the planet." - John Wilkinson, Designer About the Author I've spent many years playing and collecting video games, but the series I've always been most passionate about is Ultima. The rich storylines, unique characters, and ethical dilemmas really inspired my imagination. I started writing this guide years ago, mostly for fun and my own personal reference. Over time though it grew into much, much more. I finally completed the first edition of the book in 2007. One of the very first copies was donated for a fundraising auction in support of the UT VideoGame Archive. At that point I was fortunate enough to meet with Richard Garriott (Lord British), Warren Spector, Starr Long, Sheri Graner Ray, Denis Loubet, George Sanger (The Fat Man), and many more gaming legends. It was a long and challenging road to get to this point, but it has been an fantastic experience. My sincere thanks to everyone who's helped me along the way. As for the future, I'd love to continue writing other guides particularly for Sierra On-Line Sega. Stephen Emond aka: Cmdr Falcon