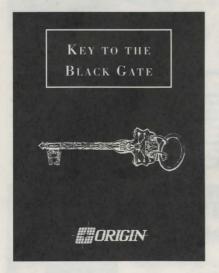
Key to the Black Gate

The Complete Solution to ULTIMA VII The Black Gate



s ince your latest arrival in Britannia, you've encountered ills both physical and magical, and an evil force beyond your control. Fortunately, one man, Alagner's apprentice Anton, had the foresight to prepare for your coming. He's compiled all the hints, tips, descriptions and walkthroughs you need to successfully overcome The Black Gate.

- 64 fully illustrated pages of stats, maps and clues.
- Annotated diagram of every crucial town and dungeon.
- Descriptions of weapons, armor, unique magical items and all other useful goods, listed by the traveling merchant Octavius.
- Two walkthroughs, one with general hints from the Wisps and the other with detailed answers from the Time Lord.
- Sources and prices for all spells and healing, as provided by Jillian and Leigh.

Every map, description, walkthrough and detailed explanation necessary to solve the mystery of The Black Gate.

only \$14.95!

Clueless?

Ranting and raving because you can't find a path through the lowest dungeon level?

Frustrated because you don't know how to make the Em-Wun-Abrams Wand of Destruction work?

If you're stymied by your favorite adventure or role-playing game, we have the answers in ORIGIN's Quest for Clues™ series. Save hundreds of dollars on individual clue book purchases with

- Complete maps and step-by-step solutions to the most popular games!
- QuestBusters™ coding system, to decipher single clues without revealing other game hints!
- · Review and system specifications for each game

Quest for Clues IV includes complete solutions for:

Altered Destiny Bane of the Cosmic Forge BAT Buck Rogers Chronoquest I and II Countdown Dark Heart of Uukrul Death Knights of Krynn Demon's Tomb Farthrise

Fluira Escape from Hell Eye of the Beholder Fountain of Dreams Hard Nava Heart of China The Immortal James Bond King's Quest V Legend of Faerghail Les Manley in

Search for the King

Lord of the Rings: Volume 1 MegaTraveller 1 Might and Magic II Mines of Titan Rise of the Dragor Secret of Monkey Island Secret of the Silver Blades Sentinel Worlds

Space 1889

Space Quest IV

Spellcasting 101 Trial by Fire Tunnels and Trolls Illtima VI Illtima: Martian Dreams Ultima:

Savage Empire

Wonderland

the Longbou Cruise for a Cornse Floira II Gateway to the Samoe Frontier Hare Raising Havor Leisure Suit Larry 5 Les Manley in: Lost in LA

Conquests of

Quest for Clues: The Book of Orbs includes complete solutions for Buck Rogers:

Martian Memorandun Matrix Cuhed Conan the Cimmerian

MegaTraveller 2 Might and Magic III Monkey Island 2 Police Quest 3 Pools of Darkness Spellcasting 201 Star Trek: 25th Anniversary Ultima Underworld Vengeance of Excalibur The Adventures of Willy Only \$16.95!

NEW SECOND EDITION ... FROM ORIGIN & COMPUTE BOOKS



Step into a world of little known facts about the game that launched a new generation of computer entertainment, in this penetrating look at the Ultima saga. Author Shay Addams details the history, development and storytelling that make Ultima the favorite of fans throughout the world. He includes solutions to Ultima I-VII, Martian Dreams, Savage Empire and Underworld, as well as Nintendo versions and Runes of Virtue for the Game Boy.

only \$18.95!

- · Find out how a student turned a high school project into a commercial game entitled Akalabeth, the predecessor to the first Ultima.
- Discover the personal vision behind Richard Garriott's (a.k.a. "Lord British") 10-year commitment to bringing fantasy alive on the personal computer.
- Marvel at the international phenomenon that led to Ultima comic books, cartoons, and popular records in Japan.

Ultima and Lord British are registered trademarks of Richard Garriott. Underworld, The Stygian Abyss, Avatar, The Black Gate, Savage Empire, Quest for Clues, Secrets of Sosaria, The Way of the Avatar, Paths of Destiny, The Book of Prophecy, Malone's Guide to the Valley of Eodon, The Lost Notebooks of Nellie Bly, Key to the Black Gate, Mysteries of the Abyss, the distinctive ORIGIN Logo, Runes of Virtue and Exodus are trademarks of ORIGIN Systems, Inc. We Create Worlds ia a registered trademark of ORIGIN Systems, Inc. QuestBusters is a trademark of Eldritch, Ltd. FCI is a trademark of Fujisankei ications International, Inc. Nintendo and Game Boy are registered trademarks of Nintendo of America, Inc.



P.O. Box 161750 • Austin, TX 78716

AVAILABLE AT A SOFTWARE OR BOOK RETAILER NEAR YOU, OR CALL ORIGIN TO ORDER: 1-800-999-4939

ORIGIN AND PRIMA PUBLISHING PRESENT ...



The Avatar™ Adventures

For the first time in any book - the Avatar's story in his own words and those of his companions. Entertaining and insightful, The Avatar Adventures is an illustrated journal that tells the spellbinding tale of Britannia's greatest hero with complete descriptions, hints, tips and walkthroughs of ULTIMA IV. V and VI plus:

only \$18.95!

- Maps of the Ultima worlds, including all dungeons and cities.
- Quick summary walkthroughs to get you through the tough spots.
- · Special hints, clues, tricks and secrets from ORIGIN's playtesters and Ultima experts.
- · Important charts and graphs for instant help.
- Interviews with Richard Garriott, creator of the Ultima series.

ANOTHER SUPER VALUE FROM ORIGIN



Ultima® IV · V · VI The Second Trilogy

Experience fantasy role-playing's distinctive and awardwinning series in this special three-game collection. ULTIMA The Second Trilogy follows the spellbinding tale of the Avatar in computer gaming's most detailed and challenging story.

 Three games, totalling more than 5.5 megabytes, provide unbeatable, long-term play value. You may never see it all!

3 Games only \$79.95!

- Visit thousands of colorful places and characters, search castles and villages, converse with mages, as you walk, ride and sail through Britannia.
- No previous Ultima experience is required to play or enjoy the Second Trilogy.

THE ULTIMA COMPANION CLUE BOOKS

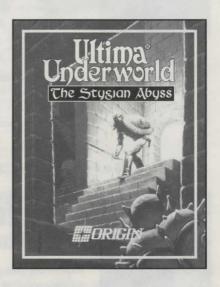
The Way of the Avatar (for Ultima IV)	\$12.95
Paths of Destiny (for Ultima V)	\$12.95
The Book of Prophecy (for Ultima VI)	\$12.95
Malone's Guide to the Valley of Eodon (for ULTIMA Savage Empire)	\$12.95
The Lost Notebooks of Nellie Bly (for ULTIMA Martian Dreams)	\$14.95
Mysteries of the Abyss (for ULTIMA Underworld)	\$14.95
Also availableThe ULTIMA: Exodus (Nintendo®) Hint Book (from FCI)	\$8.00

AVAILABLE AT A SOFTWARE OR BOOK RETAILER NEAR YOU, OR CALL ORIGIN TO ORDER: 1-800-999-4939

ULTIMA Underworld

The Stygian Abyss

The first continuous-movement,
3-D-dungeon, action fantasy, ULTIMA
Underworld: The Stygian Abyss marks
a new vision for the distinctive ULTIMA
series. View the world from a threedimensional, first-person perspective,
up close and personal. It's an intense,
pulse-pounding experience that brings
the fantastic world of ULTIMA to life
in a blur of real-time motion.



- Action as close as you can come to real-time "virtual reality" on a PC.
 Walk and turn smoothly down passageways, leap across chasms, even swoop magically through the air.
- Boulders that roll down slopes, arrows that arc in flight, flasks of oil that smash against walls and burst into flames. Every object behaves as you would expect it to.
- A graphic interface that even novice gamers will find easy to learn.
- An elegant auto-mapper that takes the drudgery out of mapping. You can scribe your own notes onto parchment maps on screen.

A full orchestral score and lush, 256-color graphics in a power-packed extravaganza for today's 386SX+ computers!

only \$79.95!