

Unlike the first two games in the series, which fell into the roleplaying and resource-management category, *Universe III* poses true logic-based puzzles for you to solve. Your characters move about in much the same way as their counterparts in *Breach*, Omnitrend's tactical combat RPG, and you observe their actions from an aerial view. However, the plot is still related to the Universe theme.

You set out to escort a diplomat on a trip to the hyperspace booster (a key element of *Universe II*) to investigate the disappearance of shipments from Earth to this remote corner of the star map. (Practically no space flight is involved, a rare idiosyncrasy for such a game.) The story takes a quick twist when you and your crew are captured, forcing you to rack up some criminal charges during your escape. You'll spend the rest of your time looking for evidence about the missing shipments, which will clear you of the charges as well as wrap up the mystery.

Object manipulation and other activities are handled with a system that lets you assemble a command by choosing a verb, an object from your inventory, and the thing you wish to use the item on, from three pull-down menus. Another fascinating innovation is the game's zoom view, which shows detailed, first-person illustrations of objects and people — interactive graphics that you can click on to execute commands. Sound effects lend atmosphere to the drama, and the humor contributes to a well-rounded, entertaining adventure that provides a satisfying conclusion to an imaginative trilogy.

**Type:**  
Animated Adventure

**Systems:**  
MS-DOS (512K required, mouse optional, CGA/EGA, Ad Lib/CMS sound boards); Amiga (512K); Atari ST (512K and double-sided drive required)

**Difficulty:**  
Intermediate

**Company:**  
Omnitrend

## The Solution

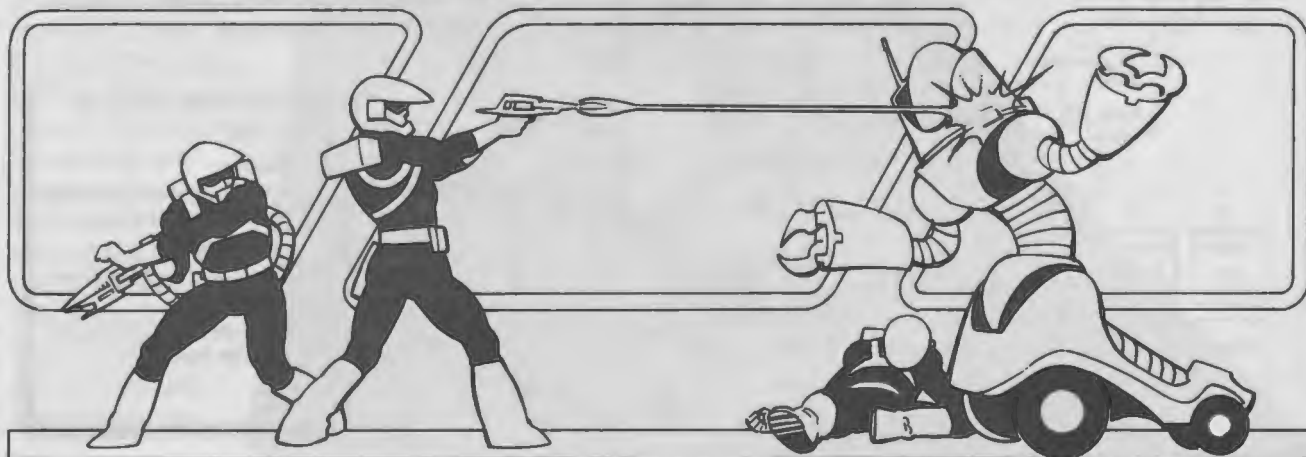
### General Tips

Take all objects you can. Some items aren't needed until much later in the game, and if you find that you don't have a particular item, you'll have to return to a prior saved position or restart the game. Before starting each section of this solution, check your inventory to make sure you have everything needed in that section.

Follow the map for all directions.

A command followed by "(zoom)" means you click on the object to open its picture. References to interactive screens indicate you must click on part of the item in the picture in order to operate or use it.

# Universe III



## Section One

### Captain's Quarters

Open safe (zoom). Remove mission orders, personal note, Security Card (use interactive screen). Read orders and note. Don't bother trying to read other documents. Record the names of people you can trust. Exit. Explore the ship and learn everything you can by talking with the crew. (Ask them to report, using the interactive screen, and record anything unusual.)

### Galley

Go to Nutrimatic (zoom). Depress bar. Take Nutri-bar (interactive screen) and save for later.

### Science Lab

Take Recorder and UV goggles. Record what the technician says about the data recorder. Give recorder to technician and wait until it's repaired.

### Engineering Room

You must wear **VW hphhmft** before entering this room. There will be an attempt on your life. Examine control panel (zoom). Press emergency button to dispose of assassin. Exit.

### Security Area

Put Security Card into card slot to open door (interactive screen). Enter and take Briefcase. Exit.

### Bridge

Ask each officer to report (interactive screen). Examine both screens (zoom). Order Second Officer and Engineer to follow. Go to Shuttle, enter, order Engineer to report. Exit. Go to Drive Access Area.

### Sickbay

Take Medi-kit and Chronokleptic tablet. (Note doctor's warning about the tablet.)

### Hibernation Room

Examine control panel (zoom). Operate chamber control panel (interactive screen). Do chamber #2 last. Note what doctor and Floyd say as well as Gotol's actions. Go into chamber #2. Look at body (zoom). Examine body and envelope (interactive screen). Note what you find. Order Floyd, Sella, and Gotol to follow.

### The Shuttle

(Engineer must have repaired Shuttle by now.) Take Transceiver. Close shuttle door. To launch: Examine controls (zoom), press bar in front of chair (interactive screen). Wait.

## Section Two

### Reception Center Shuttle Pad

Upon landing, go to gun rack (zoom). Unlock rack (press button). Open rack (press bar). Take Blaster. (You'll have to interact twice to unlock and open; Blaster needs repair, which is done later in the game.) Turn on Recorder (interactive screen, press red switch). Exit. Save game.

### Getting the Pistol Past Stun Field Passage

Enter the small courtyard east of shuttle. Stand on the small burrow hole. **Johftu ovusj-cbs. Qvu** Blaster in **gppe xsbqqfs** and drop it. Step back. Enter and explore center, then examine everything: Quark-a-Cola (zoom; get one) newsfax, playback, pile of ashes (take Earloop).

### Retrieving the Pistol

Follow map to inner courtyard and stand by small burrow hole. Start punching keys on the **Usbotdfjwfs** (interactive screen) until you make a high frequency noise (the display will report a howl). Take Blaster.

### The Jammed Door

Open Quark-a-Cola (interactive screen; click on tab). Put it next to door. Step back. Wait.

### Radiation Room

Enter after unjamming the door. Examine control panel. Break bent card. Examine control panel (zoom), press third button (zoom), press middle button. Enter small passage. Give pistol to Sella. Wait until she returns it to you. Save game. Examine control panel. Turn off stun field (push Inner Entry button). Go to Boat Dock, carrying repaired Blaster. Save game before dock.

### Boat Dock Encounter

There are two ways to get to the boat. You can shoot your way there, or run (don't use the tablet!). It may take several attempts. Save game after you make it.

### Boat Destination

Examine Autopilot in upper left part of boat (zoom). If your destination is the "Bureau," change it to "New Anchorage" (interactive screen; alter). Take off (interactive screen; go) for New Anchorage. If your health is below 50%, give Medi-kit to Second Officer. Wait.

## Section Three

### The City

Explore city. Search the Orchard (Multi-tool), Apartments (lighter), Bank Port (bank teller), General Store (sponge), Restaurant (notebook), and Ticket Teller. (These actions are described in detail in the next four sections.) *Only* after doing them all, enter the Paladin Bar.

### Orchard

Examine machine. Get Multi-tool.

### General Store

Examine machine (zoom). Drop Multi-tool on it. Examine machine (zoom). Get sponge.

### Apartments

Go to south end and get lighter.

### Bank Port

Place **Csjfgdbtf** on the bank teller (interactive screen). Take bank card. Exit. After Second Officer is killed, take object. Examine object. Read object (scrap paper). Go to restaurant.

### Restaurant

Examine trash can (zoom). Repeat until you find notebook. If it's not there, return later, but before the Paladin Bar scene. Take electronic notebook. Examine notebook (zoom), activate. Note locker number. Drop notebook.

### Ticket Teller

Put bank card on Ticket Vendor. Buy two tickets for Spaceport (interactive screen; repeat for second ticket). Floyd will take one ticket. Get ticket.

### Paladin Bar

You'll need the sponge, tool, lighter, and ticket. Wear **fbsmppq**. Enter. Attack each bar patron. Don't cross the room until you've killed everyone on the screen. Cross the room and repeat. When there is only one patron left, go back to the other side of the room. The news will come on. The remaining patron will shoot at you. You must survive until the Wandering Robot makes a hole in the wall. Ingest tablet and attack the remaining patron (tablet lasts two turns). Kill everyone in the bar.

### Exiting Paladin Bar

As soon as the exit appears, run to the train station. (If you face two patrons in final scene, get close to lower section of wall and make a run for it without killing them.) Drop all items except lighter, bank card, sponge, Multi-tool, and ticket. Insert ticket

into vendor and enter train. (If someone says "Hope you didn't drop anything," then you did because you were carrying too many items.) Save game after train stops.

## Section Four

### Spaceport

Exit train. Go to vending machine. Buy bottle. Put bottle into sponge. Put sponge into fire extinguisher. Examine lighter (zoom). Press lighter switch (interactive screen). Stand back and watch. When fire starts, run to lockers along western wall. Save game.

### The Lockers

Stop at locker mentioned in electronic notebook (number five). Break locker with Multi-tool. Take camouflaged suit. Wear suit. Go to door in east wall (see map). Exit. Go to Repair Access. Enter. Wait.

## Section Five

### The Booster

Exit Control Room. Go to Booster to Control Room. Explore around, but don't touch anything. Go east to Booster Orifice. Save game.

### Booster Orifice

Note what the technician says and the sequence code. Go to alcove. Examine first pod (interactive screen; push button). Take rock.

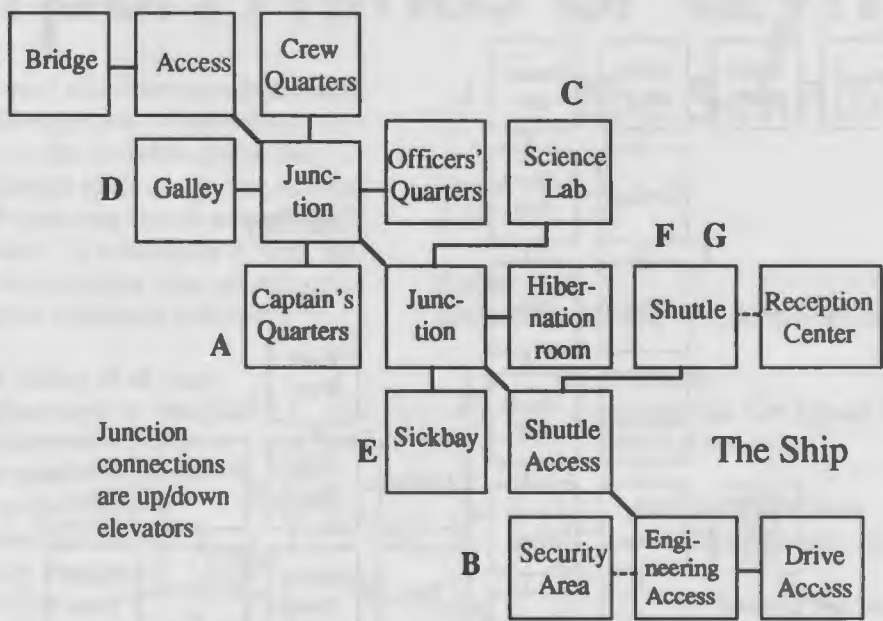
### The Conference Room

Pay close attention to dialogue. Show **spdl** to Nichols when he asks for evidence. Save.

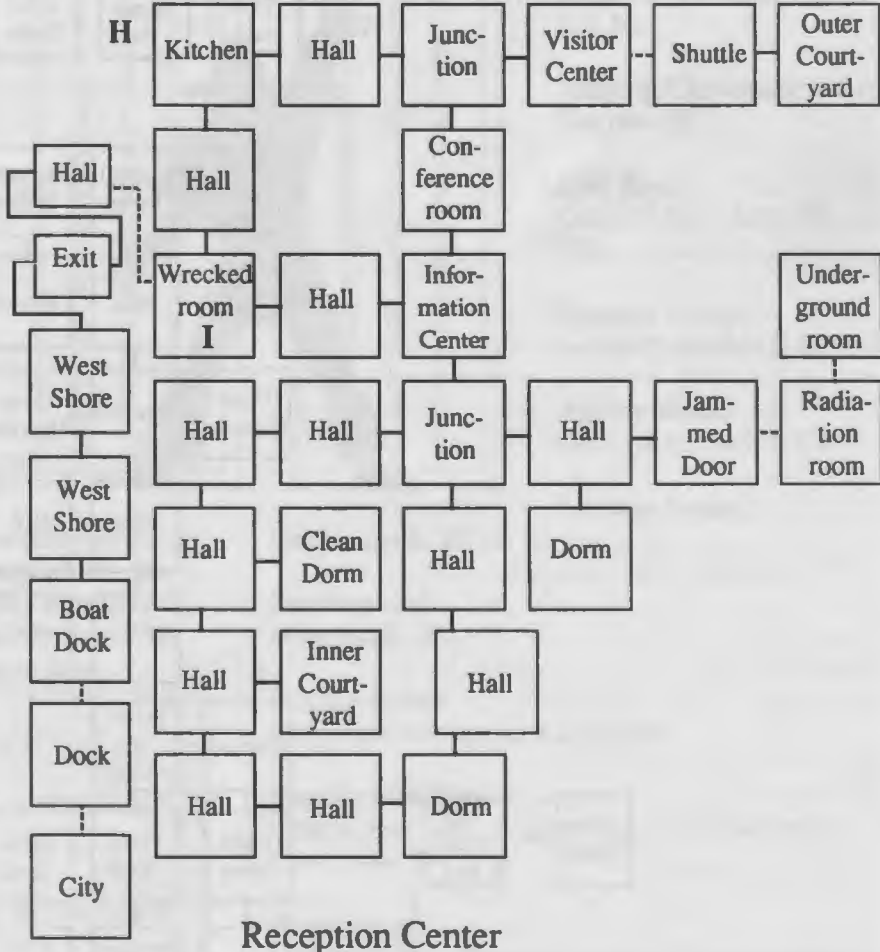
### The Final Confrontation

Follow Gotol (to launch pad, east) after he grabs Sella. Activate control screen (interactive screen) immediately. Use the sequence code from above: (1) third button from left, bottom row; (2) third button from right, bottom row; (3) first button from left, bottom row. Push colored bar beneath symbol (interactive screen) for each. Wait. (Time is vital; if Gotol gets loose, you took too long.)

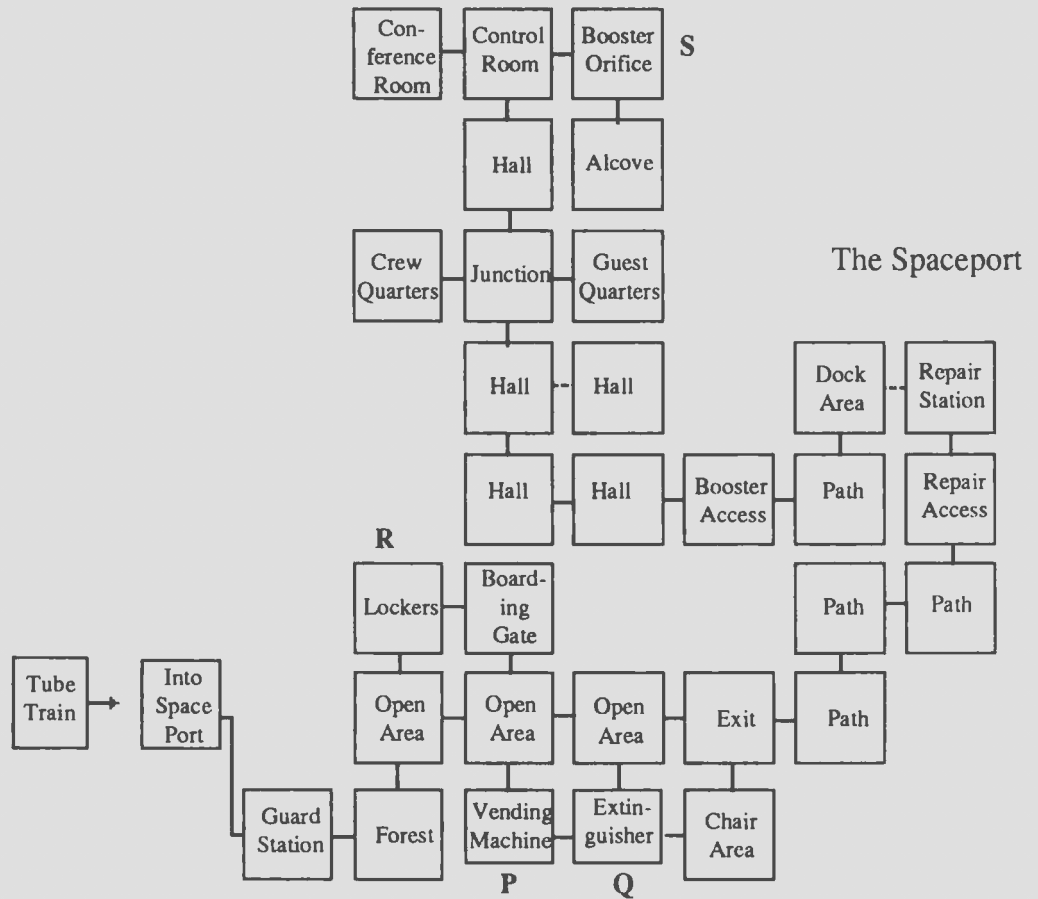
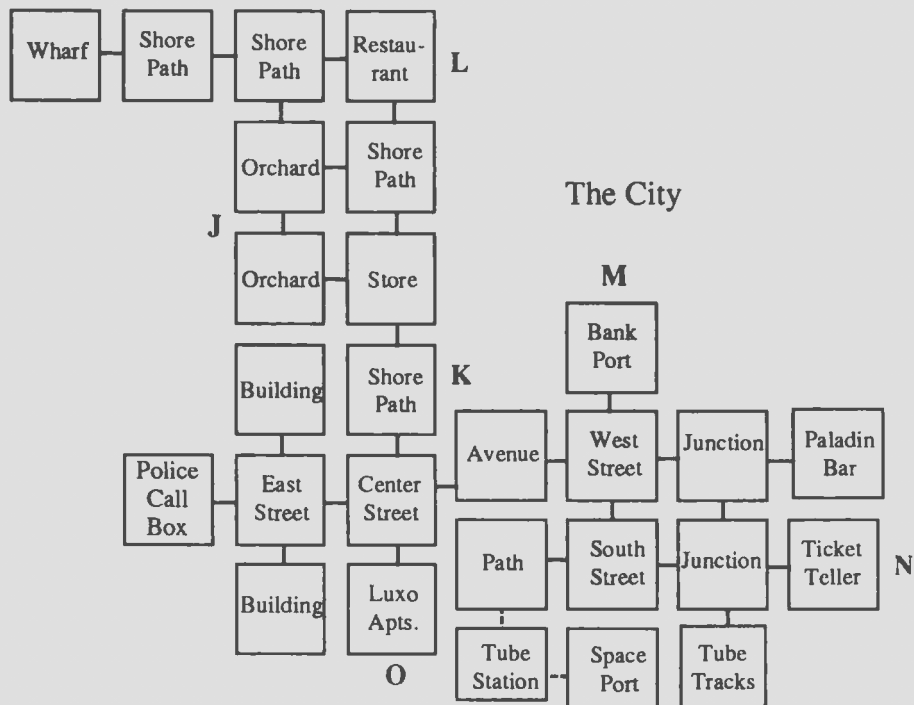
# Universe III



- Map Key: Universe III**
- A: Orders, Security Card, Note
  - B: Briefcase of Tridium
  - C: Data Recorder, UV Goggles
  - D: Nutri-bar
  - E: Medi-kit, Chronokleptic Tablet
  - F: Transceiver
  - G: Blaster
  - H: Quark-a-Cola
  - I: Earloop
  - J: Multi-tool
  - K: Sponge
  - L: Notebook
  - M: Bank Card
  - N: Tickets
  - O: Lighter



# Universe III



# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)