

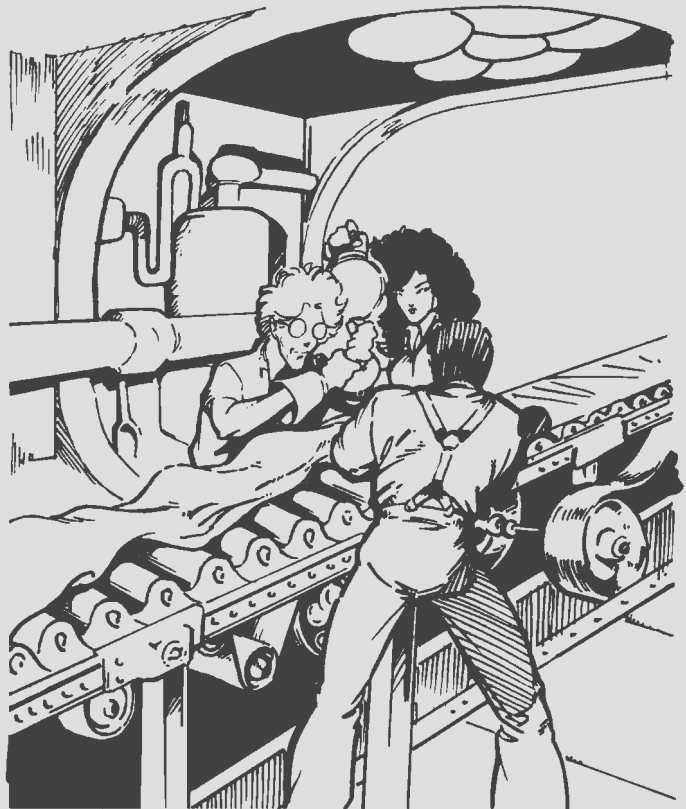
ULTIMA MARTIAN DREAMS

Type: Science Fiction Role-Playing

Difficulty: Intermediate

System: MSDOS (640K, hard disk, 10 MHz or faster, and VGA or EGA required; 256K high memory required for music, mouse optional; Ad Lib, Roland, Sound Blaster)

Company: Origin



Another in ORIGIN's *ULTIMA WORLDS OF ADVENTURE* series, *Martian Dreams* uses the *Ultima VI* technology, even further refined since *Savage Empire*, to tell a "what if" story that supposes space flight was invented in the Victorian Era. After the first mission vanishes on the Red Planet, you must travel there to rescue them. Before it's over, you'll have to rescue the Martians, too. The imaginative story is brought to life by a cast of characters based on historical people that includes everyone from Sigmund Freud and Rasputin to Mark Twain and Wyatt Earp. As is customary in an *Ultima*, you'll spend your time talking with them and engaging in a diversity of activities. After discovering the fabled canals of Mars, for instance, you've got to get them running again. Few role-playing games, if any before, have so successfully presented a story that strays so far from the typical theme of swords and sorcery. Indicative of its quality is the fact that you don't even have to be a science fiction fan to enjoy *Martian Dreams*, a highly recommended outing for all adventurers.

General Tips

Take warm clothing from the ship or purchase from the trading post. Always carry the pocketwatch. At night, rest in a tent or underground. When dreaming, choose the book to boost intelligence the next day; the heart to increase accuracy and dexterity; the sword to bolster strength. Chew oxium for oxygen (see map for locations). Dr. Blood can provide canisters of oxygen and refill them when empty.

Blue berries cure radium poisoning. Purple ones give you telekinetic powers (to move things from a

distance). Brown ones induce clairvoyance. Green berries let you "talk" with the conveyor belt, the McLaughlin power tower and the broken Dream Machine. Use rouge berries to make dye. Small red ones with big green stems are useless. Calamity Jane sells purple, brown and green berries.

Occasionally, resting in the tent will cure poison, but it is better to see Dr. Blood.

Combat

Effective "armor" consists of a military helmet, hip boots, sheepskin jacket, arctic parka, jeans and welding gloves. Your character should wield the

Belgian combine. Keep Spector to the rear, since he's ineffective in combat. The elephant gun is the most effective weapon, followed by the Belgian combine and rifle.

The most dangerous opponents are the canal worm, leviathan and sextelleger. Keep your distance from the worms. Slay leviathans by killing the maw instead of shooting tentacles. Sextellegers are like dinosaurs, requiring your heaviest weaponry.

Useful Locations Include:

Trading Post (12S, 129W)
Initially Useable Bridges (18N, 111W), (4S, 121W), (25N, 121E), (36N, 163W)
Pumping Station (18N, 167W)
Barges (25S, 120W), (8N, 162W), (4S, 9W) (has cannon), (27S, 62E) (has cannon)

Walkthrough

First Ship, Trading Post and Cooter

Get weapons, the wrench and other gear from the crates and go due E to the 1893 landing site (28S, 153W). From Dibbs, get locations of most cities, bridges and the outpost. Get supplies from his ship and go to Arsia Mons trading post (12S, 129W), where you can get berries, oxium and better clothes, plus directions for finding Cooter and more oxium. Go to the canyon at (20 S, 113 W) and enter the cave at (12S, 81W). Use p57pl2 b277329 to move plank over chasm. Read both notes in cave. Then head E into Coprates Chasma to a cave at (21S, 63W). Use p57pl2 b277329 to move crates and free Cooter. Then go to (17S, 80W) and dig for map.

Turning on the Power

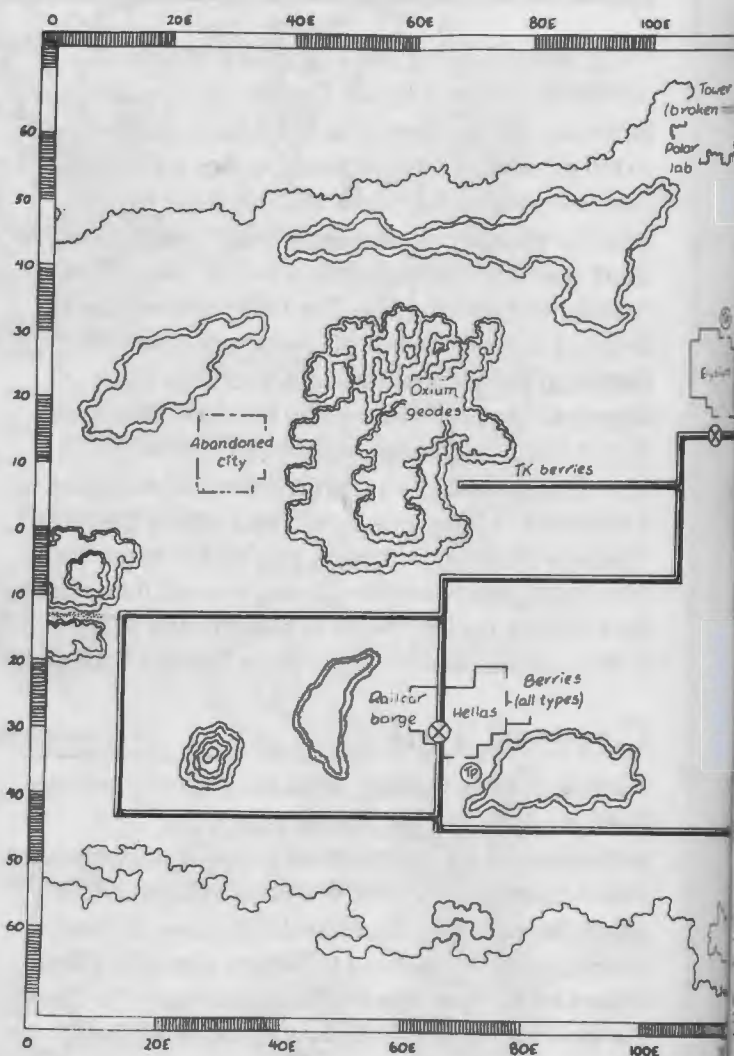
Follow the map to (13N, 26W) and go down to the power station and talk to the robots. Get the broken conveyor belt and head for Olympus (2N, 112 W). After you meet Nathaniel, go to Syrtis Major. 1992mb12 the 873ll (with w72nch from your ship) and move it into the mine's left branch to rescue Duprey and Sherman, who will then sign the affidavit. (Sherman will join the team.) Then get Yellin to sign, get the oil from shack outside the entrance and return to Olympus.

Explore till you find the underground tunnel to Olympus Mons and the mine along the mons' south-east edge. Talk to Segal and Carnegie. T73pp2t will fix the conveyor belt.

Return to the power station. Use a shovel and wheelbarrow to move coal to the conveyor belt, and Stoker will take care of the rest. Then go E to find all the oxium you'll need.

Repairing the Towers, Canals and Tubes

In the place where you found the oxium, get the cable spool. Wearing 75bb27 gl4v29, use pliers to put the cable on the towers to turn power on aboveground.



Hellas Dream Machine

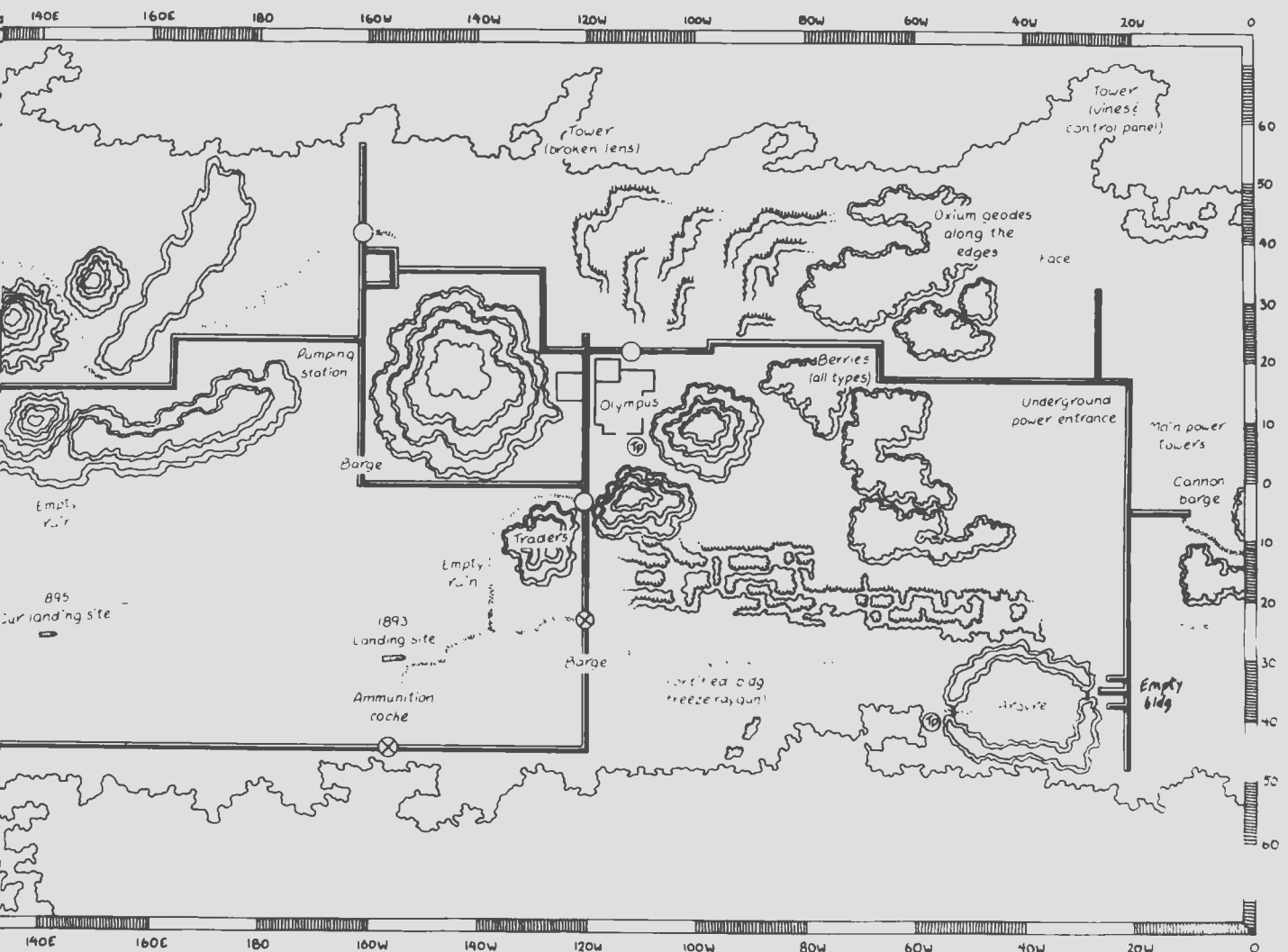
In Elysium, talk to Tekapesh. Ask about 92289. In Hellas, talk to Cheney. Extend the bridge connecting the two sectors of Hellas and check out the Dream Machine by using green berries. It needs radium, a control panel and headgear.

Use the tube to reach Olympus and talk to Edison. Find the control panel in the tunnel there, and he'll rewire it. Talk to C5732 to get lead box and tongs for the radium. Talk to guard at the Dream Machine about headgear.

Then go to the Olympus mines and talk to Jean. Get the symbol. Fight rockworms till you find the radium. Use tongs to put it in the lead box. Take symbol to Jean's brother at Dream Machine, and you can get the headgear.

Map Key

- Extended Bridge
- ⊗ Retracted Bridge
- Ⓣ_P Transport Tube Station



Hellas Dream World

Install panel on Dream Machine with the **w72nch**, then add radium and wear headgear. In Dream World, rescue Carter, Lenin, Wells and Tiffany.

Carter

Plant two seeds, water them, water the resulting plants, pick flower to get more seeds, water plants again for more flowers, and continue growing wormsbane around the seedling to protect it from worms. If a worm gets in, slay it with bare hands. When seedling grows pod, open it with podknife.

Lenin

Divide the rubles into 25 piles of ten each. Give the last three rubles and the gem to Lenin.

Wells

Spray invisible monsters with paint, then slay them.

Tiffany

Read bullfighting book, get red rug and exit shop. When bull follows, run back and shut the door.

Hellas Dream Grove

Talk to Martians about grove. Plashef will tell where to find chemicals (in Hellas **g722nh4592**) and seeds (in building next to **g722nh4592**). Talk to Carter to find notes on plant growth and fertilizer (in Elysium).

Martian-Growing

In Elysium, talk to Cheshef about growing Martians. You'll need nitrogen, phosphorus, potash (potassium) and water. At the polar icecap, break off some ice and put it in a bucket to get water. Go to Hellas and use oil from the shack outside the Syrtis Major mine entrance to open the door next to the greenhouse and get the seed. In the greenhouse, get the chemicals for the fertilizer.

In a dirt-paved part of town, dig a hole and plant the seed. Pour on the chemicals, then the water, and camp there for nine days. Split pod with a sharp knife. Return to Dream World and tell Prektesh the body is ready. When you return, put body in Dream Machine and Prektesh comes to life in it but soon dies. Take body to Tekapesh in Elysium.

Elysium Dream World

Now you can use the Elysium Machine.

Earp

Bid on gray horse and buy it. Tell Marshall he is free. (Get money for auction from dead bodies of friends.)

Méliès

Step on dark squares, avoid light ones. Concentrate on dreamstuff to turn it into oil. After getting oil, go diagonally to second tile down from left side of room, then head straight for the door and oil it.

Clemens

21t b74wn b2776 (which you can find here) so you can see invisible sandbars. Get the pages.

Lowell

The islands represent the planets of the solar system. Get winged boots (move them with your mind, as if using berries) and wear them to cross to third island and get bow and arrow and the mirror. Get map and note on fourth island, go on to fifth island and talk to metal woman. On sixth island, avoid fire and go to next ones till you find Lowell. Agree to help Lowell. Attack canal worm with **9p2c31l b4w**. Use spyglass to spot ninth island and go to it, traveling diagonally nearly all the way. Signal to Lowell with mirror.

After liberating all four people, return to Tekapesh and talk to him. Martians will give up the human bodies.

Polar Lab and Fixing the Towers

Ask Peary in Olympus about polar laboratory, which is at (53N, 112E). He also gives coordinates of three towers on the northern icecap's edge. These, when repaired, will melt so you can get to the lab. Visit them. **28394n** in Olympus will fix the broken motor. **T3ff1n6** will patch up the broken lens. Use weed sprayer and weedkiller from first ship to kill weeds at final tower. Align them by finding control panel in first tower and typing in time of day (use pocketwatch to get 24-hour military time; don't type in colon).

Metal Martians and Pumping Up Those Canals

Go to the polar lab. Transfer radium from smashed robot to one without power. Talk to Cutter. See Hearst in Olympus to get azurite for heartstone. Climb Olympus Mons, get camera and take it to Hearst. Take plate to Méliès in Elysium to develop it, then give picture to Hearst to get azurite. Take azurite to Cutter. Put heartstone in metal woman. Go to Hellas. Put metal woman in Dream Machine and a Martian will appear in it. (Sherman will leave party now.) Go to pumping station at (18N, 167 W). Chsheket will open gates, and canals will fill with water.

Building the Space Cannon, Painting the Martians

In Hellas, use canal barge to reach Syrtis mine entrance. Move drill from left branch of mine to right. Find iron ore and drill, filling cart with it. Put cart on barge and return to Olympus mine entrance. Push it off barge and onto left-hand rails in mine. Tell Carnegie it's there and more is under Syrtis Major.

Go to the 1893 ship for phlogistonite. It is gone, so get broken strap, examine it and take to Olympus. Show it to Carnegie, then to Roosevelt. Get microscope from Hellas and return to Roosevelt. See Bernhardt about cosmetics. Visit Peary and ask about Argyre.

Get Carnegie to make steel cannonballs. Go east of Argyre and board a small barge with a cannon. Go as close as possible to east wall of Argyre and blast the wall with steel cannonballs. Then to the northwest corner of city, get rouge berries and search the town till you find Rasputin. Talk to him (he's really Raxachk, a Martian) to learn the phlogistonite is in the Dream World.

Take the rouge berries to Bernhardt and get jar of dye. Get rubber at pumping station, in crate near sprayer. Fill sprayer with rubber and dye. Chsheket should step into sprayer. Work controls till she looks human. (Hope you brought along a dress for her!) Now recruit Segal in Olympus to recover and convert the rest of the Martians.

Dream World and Shadowlords

Talk to Goldman in Argyre. Use Dream Machine, but tell others to remove your body from it when you leave.

Shadowlord of Falsehood

When you meet the two Spectors, hold the **m37747** before each to see their **72f12ct34n** and determine which one is human. Call the Martian a liar.

Shadowlord of Hatred

Get dreamstuff and transform some of it into an **2l3x37**. Pour **2l3x37** on Martian who kills your friend.

Shadowlord of Cowardice

Step forward to help your friends.

Beans

Get dreamstuff and transform it into weapons and berries, then fight off the beans.

Ammonoids

Turn dreamstuff into berries and weapons, slay ammonoids.

Leviathan

Get dreamstuff, turn some into third berry type from one of the clouds.

Raxachk

With all three types of berries, cross bridge to the Martian's island. Eat one of each kind of berry so you can see into small room behind Raxachk, move switch on wall to open door, and access dreamstuff in that room. Use it to create an M60 machine gun and attack Rax with it. Move phlogistonite to transport platform in same room and send fuel to Argyre.

Blasting off for Earth

Put the Avatar's body back in machine and activate it. Use barge to take phlogistonite to Olympus and give to Carnegie. Board the ship.

Some boldface words appear to be gibberish. They are key words hidden in the QuestBusters code so that you can't read them just by glancing at them (and find out something you don't want to know). A new, easier code was devised for this book. Instead of having to decode every letter in a boldfaced word, you need only decode the vowels and several of the consonants by using the following code chart:

1	=	a	6	=	y
2	=	e	7	=	r
3	=	i	8	=	d
4	=	o	9	=	s
5	=	u			