

Welcome to the Ultimap Fonts Readme file! My name is Scott, and I'll be your host this evening. I hope you all had a pleasant time arriving here, and I trust your stay will be pleasant as well. If there's anything you need, just ask, and I or my diminutive assistant Tattoo will be happy to be of service.

The Ultimap Fonts are a set of five TrueType fonts that will be of considerable aid to those who wish to have computerized versions of the maps they have made (like me). These font-based maps also won't choke your printers memory. Included are:

- Ultimap Outdoors, useful for mapping the continents (e.g. Sosaria, Ambrosia, and Britannia)
- Ultimap Intown, for the interiors of towns and castles
- Ultimap Letters, kind of self-explanatory but also has the runic alphabet
- Ultimap Dungeon is useful for mapping dungeons
- Ultimap Entities has the various life forms you'll meet in Ultima.

Characters are readable at any size on monitors, Postscript printers, and non-Postscript printers. If you are using these fonts to produce maps with Adobe Acrobat and are presented with messages referring to a "Bad /bbox" I have PostScript versions available that do not have this problem.

These fonts are based on the Ultima series of games made by Origin Systems, Inc./Electronic Arts, and also primarily on the excellent shareware Macintosh port of Ultima III by Leon McNeill, which is available on America Online and other fine online services everywhere. Look for it! The esteemed Mr. McNeill had nothing to do with these fonts, other than being the inspiration for them (so don't email him about the fonts).

Comments, questions, and corrections are welcome at <trigonman3@aol.com>. Please also visit my website <<http://members.aol.com/trigonman3/intro.html>> for more Ultima documents. If you find something wrong with these fonts, please let me know. I'd be happy to fix things that I can. On the same note, if you find a typo or inaccuracy in this Readme, I'd appreciate knowing about it so I can fix it. Thanks!

If you'd like me to include a character, send me a screenshot. I'll try to include it in the next version of the font along with an acknowledgment of the contributor in this Readme.

Enjoy!

Scott Leonard
Trigon Dragon
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Ultimap Dungeon

space blank, same width as characters

a wall, block

b bars, barrier (Ultima I)

d door, empty

f room with conflict

g gremlins

h fountain, cure poison

i fountain, heal hit points

j fountain, poison

k fountain, subtracts hit points

l ladder down

m ladder up

n ladder up and down

o mark of kings

p mark of fire

q mark of Force

r mark of snake

s stone

t trap

u falling rocks

v left side bar

w strange wind

x top bar

y bottom bar

z right side bar

~ Version info

1 level 1 message

2 level 2 message

3 level 3 message

4 level 4 message

5 level 5 message

6 level 6 message

7 level 7 message

8 level 8 message

9 level 9 message

0 level 10 message

\$ chest of gold

A Ankh

C altar room of Courage

D orb of dexterity

E energy field of lightning (blue)

F energy field of fire (red)

I orb of intelligence

L altar room of Love

P energy field of poison (green)

S orb of strength

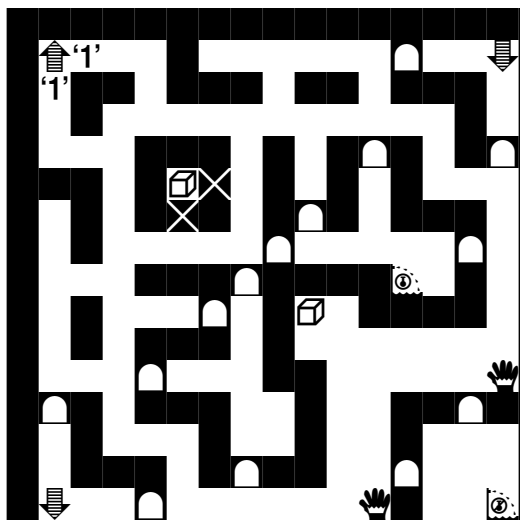
T altar room of Truth

X secret door

(must Inform & search in Ultima I)

Z energy field of sleep (purple)

Below is Level 1 of Perinian Depths, the dungeon to the northeast of Lord British's castle in Ultima III, along with the text characters from the Dungeon font so you can see what they are. Note the difference between the number 1 and the letter l.



```

a a a a a a a a a a a a a a a v
a m 1 a d l v
a 1 a a a a a a a a v
a a a a a a a a v
a a a a a a d a d v
a a a a $ X a a a v
a a a X a a d a a a v
a a a d d v
a a a a d a a a j a v
a a a d a $ a a a a v
a a a a a v
a a d a a o v
a d a a a a a a d a v
a a a a a a v
a a a a a d a a d v
a 1 d o a h v
x x x x x x x x x x x x x x x

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Version History:

Version 5

September 29, 1996

- Fine-tuned all fonts. Removed extraneous points, making the fonts smaller and better, reducing the likelihood of printing errors and "Bad /BBox" dialog box in Adobe Acrobat.
- Dungeon: Thickened the lines on treasure chest.

Version 3

August 12, 1996

- Completely redesigned the font system. Now there are five fonts, with all characters accessible unshifted or shifted. Reason: ease of use on PCs, whose user-hostile system makes you jump through hoops to get to special characters. The new fonts have different names from the old ones, so the old Mac fonts can still be used, and existing maps don't have to be reworked. Ultimap-Underworld has been renamed Ultimap Dungeon, and Ultimap-Aboveground has been split into four different fonts (Ultimap Entities, Intown, Letters, and Outdoors), some with redundant characters to minimize font switching while mapping.
- Changed to TrueType on Mac, to reduce cross-platform font name translation problems.
- First version for the PC.
- Dungeon: Changed font to Helvetica in order to be more readable at small point sizes. Iconic symbols for fountains and marks.

Version 2

December 10, 1995






















- Underworld: Added Falling Rocks, a symbol for the location of the various Stones, Orbs, and an Ankh symbol for... something that I can't remember. These changes are for Ultima IV. There was something I was going to add for Ultima III, but I didn't write it down and now I can't remember.

Version 1

October 27, 1995

Virgin version of the Ultimap-Aboveground and Ultimap-Underworld fonts. Mac only.

Ultimap Dungeon

	'1'	'2'	'3'	'4'	'5'	'6'	'7'	'8'	'9'	'10'												
`	1	2	3	4	5	6	7	8	9	0	-	=	DELETE									
		Q		W	E	R		T		U	R		O		P		[]	\			
		CAPS LOCK	A		S		D		F		G				L		;	'	RETURN			
			SHIFT	Z		X		C		V		B		N		M		,	.	/	SHIFT	

<div>v5</div> <div>9-29-96</div>				<div></div>									
1	2	3	4 <div></div>	5	6	7	8	9	0	-	=	DELETE	
TAB	Q	W	<div></div>	R	<div></div>	Y	U	I <div></div>	O	<div></div>	[]	\
CAPS LOCK	A <div></div>	S <div></div>	D <div></div>	<div></div>	G	H	J	K	<div></div>	;	'	RETURN	
SHIFT		<div></div> <div>Z</div>	<div></div> <div>X</div>	<div></div> <div>C</div>	V	B	N	M	,	.	/	SHIFT	