

EXODUS: ULTIMA™ III

APPLE* VERSION



PLAYER REFERENCE CARD

By Lord British

COMMANDS

- A) **ATTACK** — Attack attempts to damage foe with “ready weapons”, must be followed by the direction of thy foe.
- B) **BOARD** — Board a frigate or mount a horse.
- C) **CAST** — Cast a magic spell; must be followed by the player number (except during combat), spell type (W/C) when needed, and the spell letter.
- D) **Descend** — Climb down the ladder to the next lower dungeon level.
- E) **Enter** — Go into places such as town, castles and dungeons.
- F) **Fire** — Fire a ship’s cannons (once thou hast boarded), in direction indicated in an attempt to obliterate thy foes.
- G) **Get chest** — Open chest; must be followed by the player number who will search for traps, open the chest and acquire contents.
- H) **Hand equipment** — Trades equipment between two players followed by a series of prompts to determine what is to be traded between which players.
- I) **Ignite a torch** — Lights a given players torch.
- J) **Join gold** — Gives all gold in party to player indicated.
- K) **Klimb** — Climb up a ladder to the next higher dungeon level or surface.
- L) **Look** — Identifies object in given direction.
- M) **Modify order** — Exchanges the positions of any two players indicated within the party.
- N) **Negate time** — Stops (negates) time for all outside of thy party. Negate requires a special item.
- O) **Other command** — Allows a player to enter a command not given in this list but rather determined during game play.
- P) **Peer at a gem** — Players with certain special items may see a magical map of current terrain, one use per item.
- Q) **Quit and Save** — Saves the current game progress to disk; thou may continue or power down. Upon thy next play, the game will resume where thou last saved the game or entered a town.
- R) **Ready weapon** — Equips a player with the weapon of thy choice, if owned, for use in combat.
- S) **Steal** — Attempts to steal chests from behind store counters, success based on thieving ability.
- T) **Transact** — Allows a player to trade with shops or talk to townspeople in order to collect clues vital to winning the game.
- U) **Unlock** — Opens doors if you have a key. Unlock must be followed by the direction of the door and whose key is to be used. One use per key.

V) Volume — Toggles sound effects on and off.

W) Wear armour — Outfits a player with the armour of thy choice, if owned, for defense in combat.

X) Xit — That's exit, dismount horse or leave frigate.

Y) Yell — Allows player to yell any word one feels may be useful.

Z) Zstatus — Displays a players status, attributes, and possessions. The "return" key scrolls through list and "esc" returns to normal play.

--- MAGIC SPELLS ---

Wizard	Spell/Cost	Cleric
REPOOND	A:Opts	PONTORI
MITTAR	B:5pts	APPAR UNEM
LORUM	C:10pts	SANCTU
DOR ACRON	D:15pts	LUMINAE
SURACRON	E:20pts	REC SU
FULGAR	F:25pts	REC DU
DAG ACRON	G:30pts	LIB REC
MENTAR	H:35pts	ALCORT
DAG LORUM	I:40pts	SEQUITU
FAL DIVI	J:45pts	SOMINAE

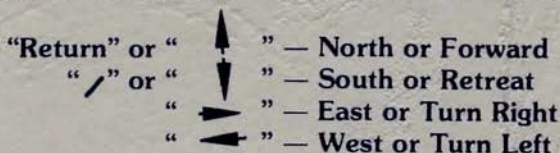
--- ADVANCED SPELLS ---

NOXUM	K:50pts	SANCTU MANI
DECORP	L:55pts	VIDEA
ALTAIR	M:60pts	EXCUUN
DAG MENTAR	N:65pts	SURMANDUM
NECORP	O:70pts	ZXKUQYB
()	P:75pts	ANJU SERMANI

WEAPONS & ARMOUR (a partial list)

Weapons	Equipment	Armour
Hands	A	Skin
Dagger	B	Cloth
Mace	C	Leather
Sling	D	Chain
Axe	E	Plate
Bow	F	
Sword	G	
2-H-Sword	H	

DIRECTION OF MOVEMENT KEYS



SPECIAL KEYS

0-4 Indicates player number when asked (0 indicates no player).

Space — Pass one game turn while taking no action.

Press any key during the boot up sequence to bypass the boot up screen.

Two drive owners should insert the **Scenario** disk into drive 2 and press the 2 key when asked to insert the **Scenario** disk.

IMPORTANT

BEFORE YOU BEGIN YOU MUST CREATE A SCENARIO DISK

TO CREATE A SCENARIO DISK. Use the COPYA program off of your DOS 3.3 System Master to create a duplicate of the Player Master. To run the COPYA program, boot the System Master disk. When the basic prompt is displayed type:

RUN COPYA {RETURN}

Apple IIc owners need to obtain a copy of the DOS 3.3 System Master Disk through a local Apple Computer dealer, as your ProDOS Utilities Disk will not do the job.



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