

# 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	VIEDA
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

"Return" or "	↑	" — North or Forward
" / " or "	↓	" — South or Retreat
"	→	" — East or Turn Right
"	←	" — West or Turn Left

## 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.



340 Harvey Road  
Manchester, NH 03103

Copyright 1983 by Origin Systems, Inc.

ULTIMA and LORD BRITISH are trademarks of Richard Garriott.

\* Apple is a trademark of Apple Computer Inc.