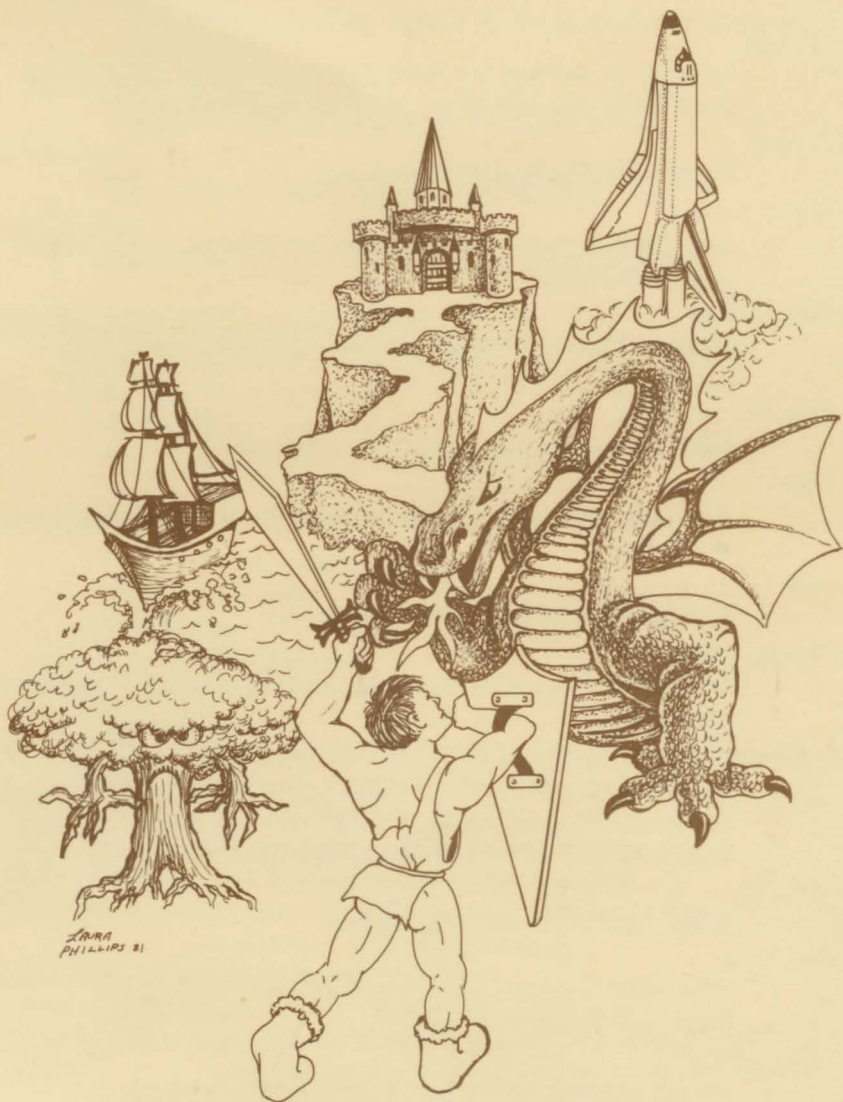


Ultima



PLAYER REFERENCE CARD

... ULTIMA ...

PLAYER REFERENCE CARD

- A - Attack**
attempt to damage foe with "ready weapon;" must be followed by a "direction key" in towns and castles
- B - Board**
boards vessels, mounts horses, etc.
- C - Cast**
cast "ready spell;" success based on wisdom, magic items, and surrounding conditions.
- D - Drop (Item)**
Remove items no longer desired. **NON RECOVERABLE** - cannot get it back
- E - Enter**
enter towns, castles, dungeons, landmarks
- F - Fire**
fire ship weapons; usable in frigate, aircar, and space vehicles
- G - Get**
pick up items in dungeon or castles, etc.
- H - Hyper Jump**
for traveling to a different sector in space, also good evasive maneuver
- I - Inform or search**
name places which you can otherwise identify only by entering; reveal secret doors or trapdoors in dungeons; display long-range sector scan in space vehicles
- R - R-limb**
climb up or down dungeon ladders
- L - Lag time**
set real-time intervals for command prompt response (scale of 0-9, default = 3)
- O - Open coffin**
open coffin in dungeon, (does not evade body traps)
- Q - Quit ... save game**
save current game progress to disk
- R - Ready (weapon, armour, spell)**
choose what to attack with, wear, or cast

- S - Steal**
steal behind the counters of shops,
steal in castle storage areas
- T - Transact**
buy from or sell to merchants, bartenders, or kings
- U - Unlock**
open cells in castles, chests in dungeons (does not evade booby traps)
- V - View change**
toggle between top and front view in space
- X - X-it craft**
leave current craft, dismount horses, etc.
- Z - Statistics**
show player's vital statistics, possessions, spells

DIRECTION OF MOVEMENT KEYS

- "Return" - North, Forward, Thrust
"<" - West, turn Left
">" - East, turn Right
"/" - South, turn Around, Retro

SECTOR SCAN LEGEND

- "^" - Enemy craft
"B" - Star base
"*" - Star
"-" - Empty sector

PLAYER'S VITAL STATISTICS

CHARACTER'S ATTRIBUTES:

- STRENGTH** - related to severity of blow landing on foe
AGILITY - related to probability of blow landing on foe
STAMINA - related to your ability to absorb damage in battle -
- also how well you hold liquor
CHARISMA - related to bargaining ability
WISDOM - affects probability of successful spell casting
INTELLIGENCE - related to the strength of a spell ensnaring a foe -
- also affects bargaining ability
***Above six attributes have a value range of 1 to 99 -
- and an initial maximum of 20
HIT POINTS - A measure of your character's mortality -
- damage sustainable until death
GOLD - Money!! Cash!! Assets!!

RELATIVE ADVANTAGES OF RACE:

HUMAN: +5 intelligence

ELF: +5 agility

HOBBIT: +10 wisdom; -5 strength

DWARF: +5 strength

RELATIVE ADVANTAGES OF TYPE:

FIGHTER: +10 strength; +10 agility

CLERIC: appropriate spells always work; +10 wisdom

WIZARD: twice as many spells; +10 intelligence

THIEF: twice as good at Steal & Unlock, +10 agility

SPELLS:

BLINK — Randomly places you elsewhere on your dungeon level

CREATE — Creates a force field directly in front of you

DESTROY — Destroys a force field directly in front of you

KILL — Attempts to kill foe one square ahead of you

LADDER DOWN — Creates ladder to next dungeon level

LADDER UP — Creates ladder to next dungeon level

MAGIC MISSILE — Magically inflicts damage on foe —
—power augmented by magic items & intelligence

OPEN — Opens coffins with no risk of injury

PRAYER — try when really in trouble — can use anytime

STEAL — Increases thieving ability, great for stealing gold

UNLOCK — Opens chests with no risk of injury

(*buying spells will cost you in both gold and experience)

ALL CONTENTS

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