

EXODUS: ULTIMA® III

ATARI ST* VERSION



PLAYER REFERENCE CARD

by Lord British

Atari ST Conversion

by "Banjo" Bob Hardy

COMMANDS

- A) Attack — Attack attempt 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 magical spell; must be followed by the player number (except during combat), spell type (W/C) when needed, and the spell letter.
- D) Descend — Climb the ladder down to 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 player’s 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 they 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 & 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, castle, or dungeon.
- R) Ready a 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 door if you have the 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 between music and sound effects.
 - 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) Ztats —** Displays a player's status, attributes, and possessions. See diagram below for more information about the Ztats command.
- Space —** Pass one game turn while taking no action.

[illegible]

Their possessions — gold, food, keys, gems, torches, powders — are shown adjacent to the status box. The character's experience, level, Magic Points, Hit

Points, and Maximum Hit Points total are shown directly below the status box. Any Cards, or Marks which the character may have found during their adventure are listed in the lower left hand corner of the Z)tats box. The remaining boxes are reserved for listing the different types of Armour, and Weapons which the character owns. In addition to listing the weapons and armour, the Z)tats function allows you to select which type of Armour you want to wear, and which Weapon you wish to Ready for that character. To do so, simply move the pointer to the desired weapon/armour, and click on it. The selected item will then be highlighted (provided it is legal for that character to use - refer to table 2 in The Book of Play).

DIRECTION OF MOVEMENT KEYS



Land/Towne

Dungeon

CREATING A CHARACTER:

Name: JACOBAN?		-Profession-	
Sex: Male		Fighter	
Race: Fuzzy		Cleric	
Profession: Wizard		Wizard	
Strength: 18		Thief	
Dexterity: 15		Paladin	
Intelligence: 10		Barbarian	
Wisdom: 10		Lark	
Points: 12		Illusionist	
-Create Character-		Druid	
-Race-	-Sex-	Alchemist	
Human	Male	Ranger	
Elf	Female		
Dwarf	Other		
Bonob			
Fuzzy			
Save Cancel			

First, select **Organize a Party** from the main menu. Next, you must select **Create a Character** from the **Party Organization Menu**. This will bring up the player creation screen. The figure below shows the player creation screen. To select the character race, sex, and profession, simply move the pointer to the appropriate box with the mouse, and click on it. The character JACOBAN below

has been selected as a **Male**, **Fuzzy**, **Wizard**. To distribute the 30 remaining attribute points, use the mouse to click on either the decrease arrow (←) or the increase arrow (→) surrounding each of the four attribute point totals. The number of points left to distribute is displayed after the word "Points".

Clicking on the **Cancel** box will clear all of the entries that were made for that character and return you to the **Party Organization** menu.

When you are satisfied with your choices, click on the **Save** box. This will save your character's attributes to disk and replace the **Empty** space on the **Register** with your character's name.

FORMING A PARTY

Up to four characters may be placed into the current party. This is done by first selecting **Form a Party** from the **Party Organization Menu**. This will display the character register. To the left of each character name and type is the party status of that character. A diamond next to the character indicates that the character is in a party, a line next to the character indicates that the character is not in a party. Clicking on a character's name will select/deselect that character. When you are satisfied with your party selection, click on the **Exit** box to return to the **Party Organization Menu**.

DISPERSING THE PARTY:

Selecting **Disperse a Party** from the **Party Organization Menu** will clear all characters from the formed party and clear the map of Sosaria to its original state by removing all the monsters, ships, chests, etc. **Disperse a Party** will not, however, reset the movement counter that keeps track of the number of moves that have been made in your game.

TERMINATING A CHARACTER:

If you wish to delete a character from your register select **Terminate a Character** from the **Party Organization Menu**. This will display the current register of characters. Clicking on the character's name will bring up a dialog box asking you to confirm your decision to terminate that character. Click on the **Okay** box to confirm, then on the **Exit** box to return to the **Party Organization Menu**.

PLAYING THE GAME:

As you move about the world of Sosaria, note that your party is represented by a single icon. Once you enter combat you will see all of your characters (which will flash when it is each character's turn to take an action). There are two ways to control the party's movement:

1. Use the four movement keys indicated in the section **DIRECTION OF MOVEMENT KEYS**.
2. Click directly on the play window to move the party in the direction indicated by the cursor arrow.

Depending on your party's current location, there is a default command which is activated by clicking directly on the party icon in the play window. The default commands are:

- In Towne: Transact;
- On Surface: Attack;
- In Combat: Attack;
- On Frigate: Fire Cannon;
- On a Chest: Get Chest;
- On a Horse or Boat: Board;
- On Towne, Castle, or Dungeon Entrances: Enter.

Whenever you are asked "Which Character?" by the game, you may indicate your choice either by typing the number (1-4) of the character, or by pointing and clicking on the appropriate character window at the right of the play screen.



340 Harvey Road
Manchester, N.H. 03103

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