

EXODUS: ULTIMA™ III

MACINTOSH* VERSION



PLAYER REFERENCE CARD

Designed
By Lord British

Macintosh Conversion by
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Graphics by Marsha Meuse

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 Space — Pass one game turn while taking no action.

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 that character's turn to take an action). There are three ways to control the party's movement:

1. Use the four movement keys indicated above;
2. Click on any of the four directional arrows in the upper right window of your screen;
3. Click directly on the play window to move the party in the direction indicated by the cursor arrow.

All of the play commands of ULTIMA III can be chosen either from the keyboard or with the mouse. Use this card as a reference for keyboard commands or look at the A-M or N-Z menus for the first letter of each command. Selecting the command from the respective menu will execute it as well.

Furthermore, there are a dozen of the more commonly used commands in the upper right window that may be executed by simply pointing and clicking with the mouse.

Finally, a letter appears in the center of the four directional arrows. This is the default command and it varies depending on your party's current location. To select the default command, click on the party icon itself. The default commands are:

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

To pass, you may press the Space Bar or click inside the text window at the lower right of the screen.

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 top of the play screen.

WIND & MOONS:

The upper right window also shows the progress of the twin moons Trammel and Felucca. Their current states are quite important in learning to control the moongates that appear from time to time in Sosaria.

Below the moon indicators is the Wind Direction Indicator, which is a boon to navigation.

STARTING OVER:

Once you have finished the current scenario, you may begin a new game by selecting NEW GAME from the FILE menu. This will clear the current scenario and allow you to start again with new characters.

NOTE:

We do not recommend the use of desk accessories while playing Ultima III.

DIRECTION OF MOVEMENT KEYS

Key	Land/Town	Dungeon
[North	Forward
;	West	Turn Left
,	East	Turn Right
/	South	Retreat



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