EXODUS: ULTIMA™ III

COM64* VERSION



PLAYER REFERENCE CARD

Designed
By Lord British

Com 64 Conversion
By Chuckles

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 a 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) Ztatus – Displays a players status, attributes, and possessions. The "return" key scrolls through list. "←" – Returns to normal play.

Space – Pass one game turn while taking no action.

<CTRL>S – Toggles music on/off.

MAGIC SPELLS

Wizard	Spell/Cost	Cleric
REPOND	A:0pts	PONTORI
MITTAR	B:5pts	APPAR UNEM
LORUM	C:10pts	SANCTU
DOR ACRON	D:15pts	LUMINAE
SUR ACRON	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

" @ " – North or Forward
" / " – South or Retreat
" ; " – East or Turn Right
" : " – West or Turn Left

SPECIAL KEYS

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

Press the space bar during boot-up sequence to proceed immediately to the main menu.

IMPORTANT

BEFORE YOU BEGIN . . .

Copy Utility – To create a scenario disk, prepare, in advance, a Com64 formatted disk according to your computer's instruction manual. Then load the Exodus program disk. After the "Exodus" appears at the top of the screen, press "C", then follow the prompts. (The Scenario copy utility takes 12 minutes.)

*Because the Com64 disk drive tends to overheat, allow it to cool completely after you copy the player disk. Then you may proceed with game play.

To load the program, type:
LOAD "*",8 <return>
When cursor returns to the screen, type:
RUN <return>

Note: The Com64 version requires four minutes loading time.

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