

# EXODUS: ULTIMA™ III

ATARI\* VERSION



## PLAYER REFERENCE CARD

Designed  
By Lord British

Atari 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 defence 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 and "esc" returns to normal play.

## DIRECTION OF MOVEMENT KEYS

"Return" or " = " — North or Forward  
 " / " or " 丿 " — 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.

Copy Utility — To create a Scenario disk, press "C" as you turn on your computer and follow the prompts.

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

## 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	

## 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



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Houston, Texas 77258

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