Ultima Trilogy

I · II · III

Player Reference Guide

Ultima I — The First Age of Darkness

Keyboard Commands

A) **Attack:** Attempt to harm your opponent with the weapon you currently hold. Unless fighting in a dungeon, you must indicate an attack direction.

B) **Board:** Mount a horse or board a raft, frigate or other form of transportation. You must be standing on the object before boarding.

C) **Cast:** Cast a spell. You must first commit the intended spell to memory, using the **Ready** command.

D) **Drop:** Dispose of unwanted items while in a town or castle. Dropped items cannot be retrieved.

E) **Enter:** Enter a town, castle, dungeon or other landmark. You must be standing on the entrance before entering.

F) **Fire:** Discharge a weapon at a foe from a ship or other armed vehicle.

G) **Get:** Pick up adjacent items.

H) **Hyper Jump:** Enables you to travel to other stellar sectors at a speed faster than light. Only available in certain vehicles.

I) **Inform & Search:** Reveals the names of places and things that may be **Entered**. Also permits detection of secret doors and passages in dungeons, and may grant a view of your surroundings in future transport crafts.

K) **Klimb:** Climb up or down ladders in dungeons. This command can lead to doom as easily as to fortune.

N) **Noise:** Toggles sound on and off.

O) **Open:** Reveals the contents of a coffin in a dungeon.

Q) **Quit (and save to disk):** Use this command to stop playing (from the outside world only) and save your progress to disk. You can resume the game from this point.

R) **Ready:** Equip yourself with a specific weapon, wear a selected suit of armor, or learn a magic spell. Must be performed prior to using an item.

S) **Steal:** Used to take items from the unwatched counters of shoppes and the dark caches in castles. Beware, for the guards frown on this behavior.

T) **Transact:** Conduct business with merchants or kings.

U) **Unlock:** Open cells in castles or chests in dungeons. Danger may follow.

V) **View Change:** Switches the view in future transport crafts between front and top perspectives.

X) **X-it:** Leave behind or dismount your current transport and travel on foot.

Z) **Ztats:** Displays your vital statistics, possessions, and spells. Also used to temporarily stop the passage of time in the game.

(Spacebar) Pass: Time passes and food is consumed.

NOTE: Machine-specific commands are found in the "Quickstart" parchment.

Ultima I — The First Age of Darkness

Magic Spells

The following spells may be purchased in the magic shops of Sosaria.

Blink: Provides the ability to be physically transported short distances while underground.

Create: Creates a wall of magical force directly in front of the spellcaster.

Destroy: Destroys a wall of magical force directly in front of the spellcaster.

Kill: An enchantment hurled at a foe in front of the spellcaster. If successful, this cantrip will destroy the opponent.

Ladder Down: Creates a magical ladder which allows the spellcaster to descend to the next level of a dungeon.

Ladder Up: Creates a magical ladder which allows the spellcaster to ascend to the next level of a dungeon.

Magic Missile: Strikes the spellcaster's opponent with a blast of magical force. The more skilled and well-equipped the spellcaster, the greater the damage inflicted by the blast.

Open: Permits the opening of coffins at no risk to the spellcaster by magically disarming any traps.

Prayer: Provides the ability, when in dire straits, to call upon one's personal deity in hopes of finding a way out of a pressing dilemma. Should be used only when in serious need of divine aid.

Unlock: Permits the opening of chests at no risk to the spellcaster by magically disarming any traps.

Weapons & Armor

Protection from danger in the dungeons, towers and countryside is largely dependent upon your selection of weapons and armor. These items can be purchased in the town shoppes throughout Sosaria. The craftsmen of the realm are known for their expertise and you should endeavor to acquire the finest examples of their work.

Weapons

a - Hands
b - Dagger
c - Mace
d - Axe
e - Rope & Spikes
f - Sword
g - Greatsword
h - Bow & Arrow
i - Amulet
j - Wand
k - Staff
l - Triangle
m - Pistol
n - Lightsword
o - Phaser
p - Blaster

Armor

a - Skin
b - Leather
c - Chain Mail
d - Plate Mail
e - Vacuum Suit
f - Reflect Suit

Ultima II — Revenge of the Enchantress

Keyboard Commands

A) **Attack:** Lets you fight someone or something. Command must be followed by a direction, unless you're in a tower or dungeon.

B) **Board:** Mount a horse or board a plane, ship or other form of transportation. See X-it to leave a mode of transport.

C) **Cast:** Cast a spell. A spell must be readied using the **(M) Magic** command. Spells can only be cast in dungeons and towers.

D) **Descend:** Go down a level in a dungeon or tower.

E) **Enter:** Enter a town, castle, dungeon or other landmark, or read a sign. You must be standing on the entrance before entering.

F) **Fire:** Fire your ship's guns at a foe.

G) **Get:** Pick up items (ex. treasures, weapons). You must be standing on the item you wish to get.

H) **Hyperspace:** Catapults your spaceship to the specified coordinates.

I) **Ignite:** Lights a torch.

J) **Jump:** Lets you jump up and down — a good way to release frustration.

K) **Klimb:** Climb up a level in a dungeon or tower.

L) **Launch/Land:** Toggles take-offs/landings (on grass only) in a plane or rocket.

M) **Magic:** Readies a magic spell you know for casting.

N) **Negate:** Stops time for all things farther than one square away from you - if you possess a specific magic item.

O) **Offer:** Offers gold as payment or bribe.

P) **Pass:** Allows one game turn to pass without any action. Same as spacebar.

Q) **Quit (and save to disk):** Use this command to stop playing and save your progress to disk. You can resume the game from this point. Available only while on foot in the Earth's countryside.

R) **Ready:** Equip yourself with a weapon you own.

S) **Steal:** Attempts to take items from stores without paying for them. May or may not work for weapons, armour, food, transport. Be sure to plan an escape route.

T) **Transact:** Initiate conversations or conduct business with townspeople, merchants and royalty. Must be followed by a direction command.

U) **Unlock:** Open doors if you possess the keys. You must indicate direction of door.

V) **View:** Toggles between normal view and bird's-eye view of town or planet. You must possess the correct magical item to use this command.

W) **Wear:** Put on a suit of armor that you own.

X) **X-it:** Leave behind or dismount your current transport and travel on foot.

Y) **Yell:** To yell anything you can type. Often used in combination with Jump.

Z) **Ztats:** Displays your vital statistics, possessions, and spells. Also used to temporarily stop the passage of time in the game.

Ultima II — Revenge of the Enchantress

Magic Spells

Clerics and Wizards

Light: Creates magical illumination and eliminates the need for a torch.

Ladder Down: Teleports you straight down one level in a dungeon or tower.

Ladder Up: Teleports you straight up one level in a dungeon or tower.

Clerics only

Passwall: Destroys the dungeon or tower wall directly in front of you.

Surface: Teleports you to the surface of the planet from a dungeon or tower.

Prayer: Calls for divine intervention to destroy your foe.

Wizards only

Magic Missile: Offensive weapon with strength based on the level of the spellcaster.

Blink: Teleports you randomly within the same level of a dungeon or tower.

Kill: Attempts to destroy your foe using magic.

Weapons & Armor

The skillful use of weapons, combined with the proper armor, can spell the difference between success and failure in your quest. Armor and weapons can be purchased at shoppes in the towns. The cost of weapons increases with their effectiveness. The cost of armor increases according to the amount of protection it affords.

The following abbreviations are used by the shopkeepers when you attempt to purchase weapons and armor.

Weapons

DA - Dagger
MA - Mace
AX - Axe
BO - Bow
SW - Sword
GR - Great Sword
LI - Light Sword
PH - Phasor
QU - Quick Sword

Armor

Cloth
Leather
Chain
Plate
Reflect
Power

Exodus: Ultima III

Keyboard Commands

A) **Attack:** Attempts to damage foe with "ready weapons." Must be followed by indicating the direction for the attack.

B) **Board:** Mount a horse or board a frigate.

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:** Enter a town, castle, dungeon or other landmark.

F) **Fire:** Discharge a ship's cannons (after boarding) in direction indicated.

G) **Get Chest:** Open chest. Must be followed by the number of the player who will search for traps, open the chest and acquire its contents.

H) **Hand Equipment:** Trades equipment between two players. Followed by prompts to determine what is to be exchanged.

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 in a dungeon.

L) **Look:** Identifies an object in a specified direction.

M) **Modify Order:** Exchanges the positions of any two players within the party.

N) **Negate Time:** Stops time for all outside of the party. Requires a special item.

O) **Other Command:** Enter any command desired during game play.

P) **Peer at a Gem:** Shows players a bird's eye view of a town, castle, dungeon level, or the outside world. One viewing per gem.

Q) **Quit (and save to disk):** Use command to stop playing (from the outside world only) and save your progress to disk. You can resume the game from this point.

R) **Ready Weapon:** Equip yourself with a specific weapon for use in combat.

S) **Steal:** Used to steal chests from behind store counters. Success depends on skill.

T) **Transact:** Use to talk to townspeople or trade with merchants.

U) **Unlock:** Open doors if you have the key. Must be followed by direction to door and the player whose key is to be used. One use per key.

V) **Volume:** Toggles sound effects on and off.

W) **Wear Armor:** Outfits player with specified armor if owned.

X) **X-it:** Leave behind or dismount your current transport and travel on foot.

Y) **Yell:** Allows player to yell any word desired.

Z) **Ztats:** Displays your vital statistics, possessions, and spells.

Space: Pass one game turn without taking any action. Food is consumed.

NOTE: Machine-specific commands are found in the "Quickstart" parchment.

Exodus: Ultima III

Magic Spells

Wizard	Spell/Cost	Cleric
Repond	A: 0 points	Pontori
Mittar	B: 5 points	Appar Unem
Lorum	C: 10 points	Sanctu
Dor Acron	D: 15 points	Luminae
Sur Acron	E: 20 points	Rec Su
Fulgar	F: 25 points	Rec Du
Dag Acron	G: 30 points	Lib Rec
Mentar	H: 35 points	Alcort
Dag Lorum	I: 40 points	Sequitu
Fal Divi	J: 45 points	Sominae

Advanced Spells

Noxum	K: 50 points	Sanctu Mani
Decorp	L: 55 points	Vieda
Altair	M:60 points	Excuun
Dag Mentar	N: 65 points	Surmandum
Necorp	O: 70 points	Zxkuqyb
( )	P: 75 points	Anju Sermani

Weapons & Armor

Weapons	Equipment	Armor
Hands	A	Skin
Dagger	B	Cloth
Mace	C	Leather
Sling	D	Chain
Axe	E	Plate
Bow	F	
Sword	G	
Two-handed Sword	H	

(Partial List Only)

You must purchase weapons and armor for every member of your party. Before you engage in battle, you must ready a weapon for each character. You can only select and ready weapons from among those owned by a specific character. You must also ready armor for each specific character.

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