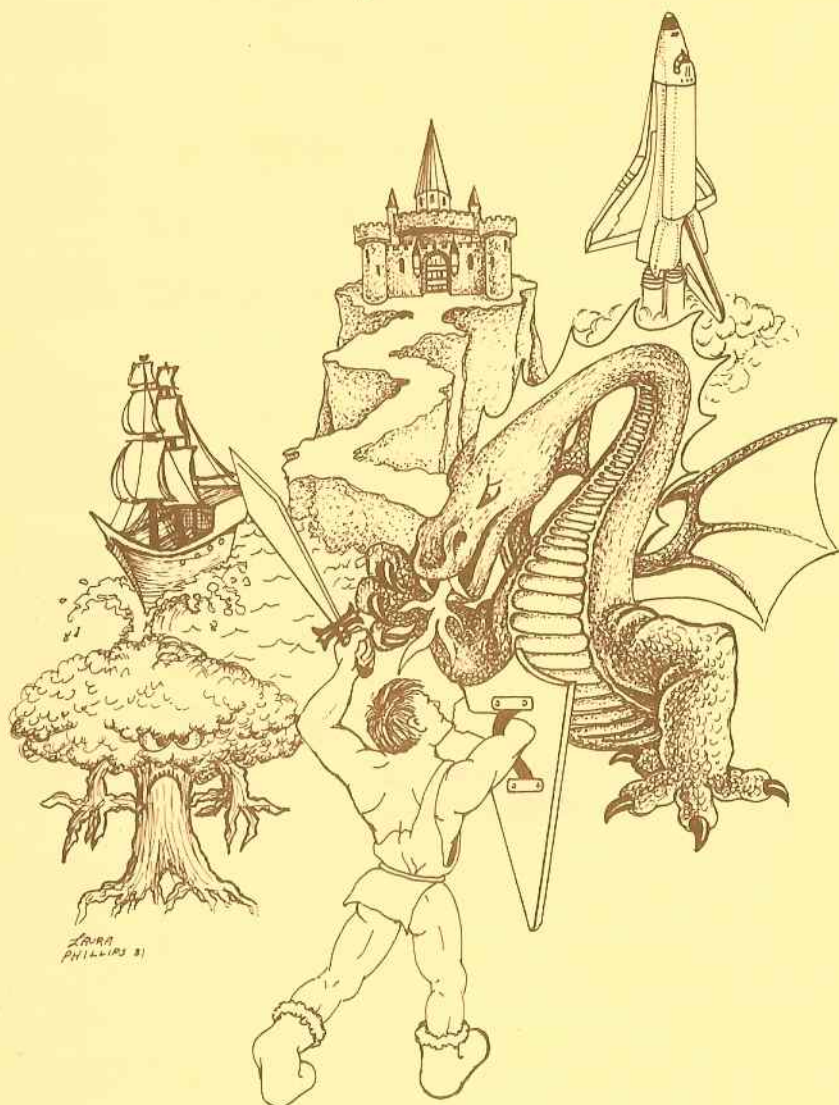


Ultima



PLAYER REFERENCE CARD

... ULTIMA ...

PLAYER REFERENCE CARD

- A — Attack**
attempt to damage foe with "ready weapon;" must be followed by a "direction key" in towns and castles
- B — Board**
boards vessels, mounts horses, etc.
- C — Cast**
cast "ready spell;" success based on wisdom, magic items, and surrounding conditions.
- D — Drop (Item)**
Remove items no longer desired. **NON RECOVERABLE** — cannot get it back
- E — Enter**
enter towns, castles, dungeons, landmarks
- F — Fire**
fire ship weapons; usable in frigate, aircar, and space vehicles
- G — Get**
pick up items in dungeon or castles, etc.
- H — Hyper Jump**
for traveling to a different sector in space, also good evasive maneuver
- I — Inform or search**
name places which you can otherwise identify only by entering; reveal secret doors or trapdoors in dungeons; display long-range sector scan in space vehicles
- K — K-limb**
climb up or down dungeon ladders
- L — Lag time**
set real-time intervals for command prompt response (scale of 0-9, default = 3)
- O — Open coffin**
open coffin in dungeon, (does not evade body traps)
- Q — Quit ... save game**
save current game progress to disk
- R — Ready (weapon, armour, spell)**
choose what to attack with, wear, or cast

- S — Steal**
steal behind the counters of shops,
steal in castle storage areas
- T — Transact**
buy from or sell to merchants, bartenders, or kings
- U — Unlock**
open cells in castles, chests in dungeons (does not evade booby traps)
- V — View change**
toggle between top and front view in space
- X — X-it craft**
leave current craft, dismount horses, etc.
- Z — Statistics**
show player's vital statistics, possessions, spells

DIRECTION OF MOVEMENT KEYS

- "Return" — North, Forward, Thrust
 "<" — West, turn Left
 ">" — East, turn Right
 "/" — South, turn Around, Retro

SECTOR SCAN LEGEND

- "^" — Enemy craft
 "B" — Star base
 "*" — Star
 "-" — Empty sector

PLAYER'S VITAL STATISTICS

CHARACTER'S ATTRIBUTES:

- STRENGTH** — related to severity of blow landing on foe
AGILITY — related to probability of blow landing on foe
STAMINA — related to your ability to absorb damage in battle —
 — also how well you hold liquor
CHARISMA — related to bargaining ability
WISDOM — affects probability of successful spell casting
INTELLIGENCE — related to the strength of a spell ensnaring a foe —
 — also affects bargaining ability
 ***Above six attributes have a value range of 1 to 99 —
 — and an initial maximum of 20
HIT POINTS — A measure of your character's mortality —
 — damage sustainable until death
GOLD — Money!! Cash!! Assets!!

RELATIVE ADVANTAGES OF RACE:

HUMAN: +5 Intelligence

ELF: +5 agility

HOBBIT: +10 wisdom; -5 strength

DWARF: +5 strength

RELATIVE ADVANTAGES OF TYPE:

FIGHTER: +10 strength; +10 agility

CLERIC: appropriate spells always work; +10 wisdom

WIZARD: twice as many spells; +10 intelligence

THIEF: twice as good at Steal & Unlock, +10 agility

SPELLS:

BLINK — Randomly places you elsewhere on your dungeon level

CREATE — Creates a force field directly in front of you

DESTROY — Destroys a force field directly in front of you

KILL — Attempts to kill foe one square ahead of you

LADDER DOWN — Creates ladder to next dungeon level

LADDER UP — Creates ladder to next dungeon level

MAGIC MISSILE — Magically inflicts damage on foe —
—power augmented by magic items & intelligence

OPEN — Opens coffins with no risk of injury

PRAYER — try when really in trouble — can use anytime

STEAL — Increases thieving ability, great for stealing gold

UNLOCK — Opens chests with no risk of injury

(*buying spells will cost you in both gold and experience)

ALL CONTENTS

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