

Ultima[®] I

PLAYER REFERENCE CARD
COMMODORE 64 VERSION



 **ORIGIN**
SYSTEMS INC.

GETTING STARTED

1. Insert thine **ULTIMA I** disk label side up in thy disk drive and turn on thy computer.
2. Type the following: Load""",8,1<RETURN>. Press any key to bypass the title screen.
3. Before thou canst play, thou must create a character to send on the adventure. Type 'A' from the main menu to generate a new character.
4. Once thou hast created a character, or if thou dost wish to continue a previously saved game, type 'B' to begin play.

CHARACTER GENERATION

Upon typing 'A' at the main menu, the character generation screen appears.

1. Follow the instructions for distributing thy 30 available points among the five attributes:

Strength	Determines the severity of thy blows.
Agility	Determines the probability of successfully striking a foe, as well as the probability of avoiding attacks.
Stamina	Determines thine ability to survive wounds in battle, as well as thine ability to stay on thy feet at the local alehouse.
Charisma	Affects the selling price of one's possessions at shoppes.
Wisdom	Determines the reliability of spellcasting, and the purchase price of the spells themselves.
Intelligence	Affects both the potency of offensive spells and the purchase price of goods in shoppes.

2. Select a race, each of which has certain advantages:

Human	+5 Intelligence
Elf	+5 Agility
Dwarf	+5 Strength
Bobbit	-5 Strength; +10 Wisdom

3. Specify: Male or Female.
4. Now, select the class thou dost wish thy character to be:

Fighter	+10 Strength; +10 Agility
Cleric	+10 Wisdom
Wizard	+10 Intelligence
Thief	+10 Agility

5. Finally, name thy character (limited to 13 letters).
6. When asked if thou dost wish to Save thy character, type 'Y'. Thy character will be saved to a roster on thy program disk. But beware! Save not but 4 characters or thou wilt meet with peril. When finished saving thy character(s) type 'B' to begin playing. Note that only one character may adventure at a time.

Refer to the **Ultima I** player book for more details concerning races and character classes.

COMMANDS

- A) **Attack** – Attempt to harm thine opponent with whatever weapon thou dost currently hold. Must be followed with a direction key, unless thou art in a dungeon.
- B) **Board** – Board a horse, raft, frigate, or other form of transport--if thou art standing upon it.
- C) **Cast** – Cast a spell. Thou must first commit the intended spell to memory by means of the **R)eady** command.
- D) **Drop** – Dispose of any items no longer desired whilst in a towne or castle. This action is quite irrevocable.
- E) **Enter** – Enter the towne, castle, dungeon, or other landmark upon which thou art standing.
- F) **Fire** – Ye may fire upon foes using the guns of your ship, or any other armed vehicle.
- G) **Get** – Pick up items which thou art standing adjacent to while in castles and other places.
- H) **Hyper Jump** – Enables thee to travel faster-than-light speed to other stellar sectors -- if the means are available....
- I) **Inform & Search** – Reveals the names of places and things that may be **E)ntered**. Also permits detection of secret doors and passages in dungeons, and may grand a view of surrounding areas in some future crafts.

- K) Klimb** – Ladders in dungeons may lead to fortune or doom; by means of this command thou canst use them.
- N) Noise** – Used to turn sound on or off.
- O) Open** – Reveal 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). Upon resuming thy quest, all will be as it was.
- R) Ready** – Equip thyself with a certain weapon, wear a suit of armour, or learn a magic spell. This must be performed prior to using an item.
- S) Steal** – May be used behind the unwatched counters of shoppes and in dark caches in castles. Beware, for the guards frown on this sort of behaviour.
- T) Transact** – Conduct business with merchants or kings.
- U) Unlock** – Opens calls in castles or chests in dungeons. Danger tends to follow.
- V) View change** – Switches the view in modern crafts between front and top viewing modes.
- X) X-it** – Leave behind or dismount current craft and travel on foot.
- Z) Ztats** – Shows vital statistics, possessions, and spells. Also useful to temporarily stop the passage of time in the game.
- SPACEBAR) Pass** – Causes the passage of time (and consumption of food).

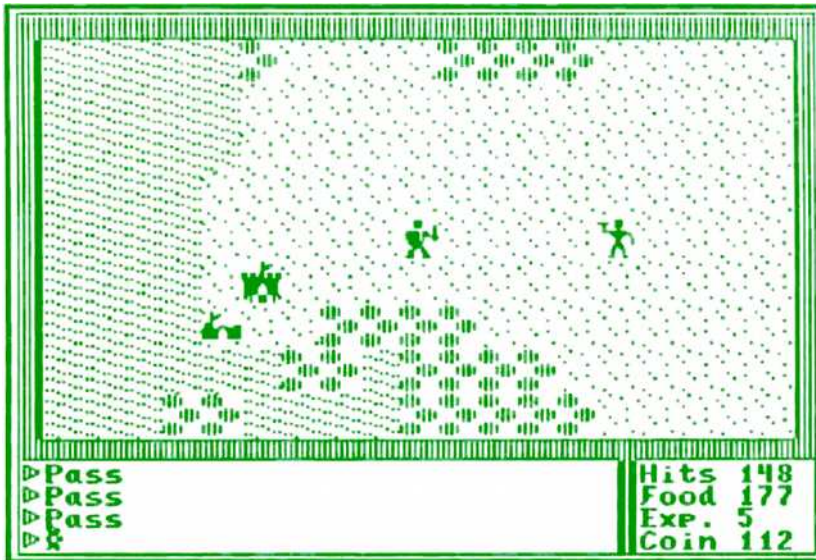
MOVEMENT

Depending on thy preferences, there are several different movement modes that thou canst use. The following diagram depicts one such mode. The arrangement of the keys is as a compass; indicating directions and movement to the north, south, east and west. In dungeons, the north and south keys move thee forward or turn thee around, respectively. In some future crafts, these same keys cause an increase or decrease in forward velocity. Besides using the keys in the diagram,



thou dost also have a choice to use either thy arrow keys, the keys shown here or thy joystick. If thou dost use thy joystick, thy fire button will take on different functions as follows; **“Attack”** in dungeons and outside, **“Transact”** in castles and townes, and **“Fire”** in future crafts.

PLAY SCREEN



Thou art seen here standing upon a grassy meadow with a castle and towne to the west and a marauding Hood coming toward thee from the east.

Hits is a measure of mortality -- the bodily damage that can be sustained before death. Thy hit points may range up to 9999.

Food is vital to survival. If this value reaches 0 thou wilt die.

Exp is the measure of thy experience. Every victory increases thine experience.

Coin is the measure of thy wealth in copper pence, silver pieces, and fabulous golden crowns of the Realm.

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