# 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)  $\operatorname{Modify}$  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.
- 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.

2-H-Sword

# MAGIC SPELLS

Wizard	Spell/Cos	t Cleric
REPOND	A:Opts	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 Cloth Mace C Leather Sling Chain Axe E Plate Bow F Sword

H

# **DIRECTION OF MOVEMENT KEYS**

# SPECIAL KEYS

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

Press the space bar-during the 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 <a href="ref">return</a> When cursor returns to the screen, type: RUN <a href="ref">return</a>

Note: The Com64 version requires four minutes loading time.



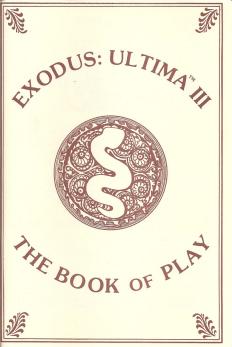
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#### EVODUS: III TIMATM



Welcome back, oh illustrious adventurers! Long has been thy sojourn in this strange realm, though 'its of thing respite for great heroes. Glorious are the nomes of those adventurers who slew the mighty Wizard Mondain and his evil consort Minox. Lord British's minstrels still sing thy praises for the epic bottles waged in the overthrowing of those two crimson necromancers. The chronicles of Ultima I and Ultima I bear witness to thine effects on behalf of the good subjects of the realm of Sosaria.

The time of thy rest is now o'er. Thou wouldst not be here if thou hadst not heard the distant braying of the war horns, or felt in thy blood the cry of kinsmen in dire peril. Thou art Called, and from such a Calling none of the People may turn aside. It is thy duty and thy destiny.

# PREPARING FOR THY JOURNEY

Gather close while thou art briefed on what changes hast transpired since last trau guested forth. A new, much larger Siege Perlibus has been discovered. The gates any will now hold four adventurers instead of just one. Two paths thus radiate on the fore thee. Thou may choose to enture forth done, in hopes of recruiting retainers once thou arrives in Sosaria. Or, thou may gather together up to three other adventurers of the People who rest here, and sally forth with them at thy side. Bare is the back who hast not kin to protect it! Decide quickly, the horns seem louder.

Some itual preparation is needed before thy journey can begin. First, study what is contained within this square pouch. It is thy key to open the gateway. Guard it well, lest harm befull thy party. Before examing the disk even once, you MUST follow the arcane rituals described on the back page of the player reference card.

Enclosed in thy pouch is also a rare cloth map, a reference card, and two eldride munscripts. Holes thou art trained in mustical matters, open not these two books upon destruction of thy soulf Both of these ancient books were presumed lost for many centuries. By means of portenious visions, Lord British's advisers were led to their ancient resting places. The manuscripts contain very powerful are whose time has come to be used again. It is said that the wheel of the hewens now heralds a great conflict, and that even the Great Earth Snake will rise from the unterly depths. The dreams of the wise are thus disturbed these days. Great evil walks the land again.

The map of Sosaria is, alas, incomplete. The great cartographer, Hawkwind, was gravely wounded by a roving band of Brigands before he could finish the map. None of the towns, costles, dungeons, or other special places are shoun. You will have to use pins or markers to indicate where each lies, as you find them. It is rumored that much lies hidden, usto ut of sight.

The reference and contains the alphabetical commands. While the functions of most commands are obvious, several have subtleties:

Cast -	when chosen, thee will be asked for thy
(C)	character's number (1-4) and, for some
	professions, whether the spell will be W/C
	(Wizard/Cleric). Then the rank of the spell will be
	requested.

Fire -	has a range of three squares. Any enemy killed
(F)	with ship's cannons yields no treasure! Watch out
Y	Pirate Ships fire back.

Gold —						e characi		
(J)	for	buying	special	items	or	services	that	are

	expensive.			
Look -	is particularly	useful before	entering	unknown
/I )	places or torra	in		

Negate Time —	is the trademark of a Master Thief. When th	
(N)	proper item is found and used, time stops aroun the thief for several turns. This allows a	

audacious thief to steal vast treasures and escape

	the treasure's guaratans.
Other — (O)	allows regular adventure verb commands in special situations or places. Such a phrase might be (Kiss) Princess, or (Jump) cliff.

Peer -	with the aid of a special item, thou can gain as
(P)	overview of where the Party is located. On the
	surface, the map is of the entire world. In a town or
	castle, the map shows all the inside areas. When
	used in a dungeon, all of that level is visible. Ever
	the ladders, doors, and special objects are shown
Vall	allows words to be sergement as an adjutation of the

Yell — allows words to be screamed over a distance. Very

(Y) useful when being chased by a dragon. Yell,

(Open) gate!

# THROUGH THE GATEWAY

After the darkness of transition clears from thine eyes, a sample view of Sosaria appears. After a moment's inspection, press (SPACE BAR). Thou are now offered three choices:

- Return to the view
- Organize a Party
   Journey onward

Only the first letter of any option need be used to select that option.

- Return to the view offers reflection upon the realm's features.
- Organize a Party is where thou shouldst begin. Thou art presented with a long list of options:
  - Examine the Register
  - Create a Character
     Form a Party
  - Disperse a Party
  - Terminate a Character
    - Main Menu
  - · Journey onward begins the adventure!

The first order of business is the defining of characters and the formation of an adventure Party:

- Examine the register displays the name and classification of each type of character. The first three letters before each name give the character's Sex, Race, and Profession. The fourth letter states the health of the character G = Good, P = Poisoned, D = Dead, A = Ashes. If the character is already part of a party, a diamond will appear next to their name.
- Create a Character allows the adventurer to develop kinsfolk or retainers. Each
  character reflects the personality of its creator, so choose the following carefully:
  - 1) Assign a number from 1-20
  - Name the character, up to 13 letters may be used
  - 3) Sex: Male, Female, or Other (M, F, or O)
  - Race: Choose from among the fives races of the People — Human, Elf, Dwarf, Bobbit, and Fuzzv. (See Table 1)
  - Type: The profession of the character. Choose among — Fighter, Cleric, Wizard, Thief, Paladin, Barbarian, Lark, Illusionist, Druid, Alchemist, and Ranger. (See Table 2)
  - 6) Attributes: 50 points are available to be divided among the four attributes Strength, Dexterity, Intelligence, and Wisdom. Strength is important for fighting. Dexterity grants speed and clauerness. Intelligence controls Mage spells, while Wisdom imparts Cleric power. (Refer to Table 21 to see the requirements of each profession). No less than 5 may be assigned to any single attribute, and no more than 25. If the urong values are used, the character disappears and must be reinstated.
- Form a Party by selecting up to four members. Check with the register, and use the number next to the character wanted. A Party stays together until it is disbanded.
- Disperse a Party disbands the adventure party, and returns the members to the register for reassignment.
- Terminate a Character clears the character permanently from the register. This
  would be done if character proves unable to perform properly, and needs to be
  removed from the register to make room for another character.
- Main Menu returns the Party to the primary option list. Here can be chosen Journey Onward to begin the Quest!



Adventurers (L to R): Bobbit Alchemist, Bobbit Wizard, Elf Paladin, Elf Illusionist, Fuzzy Thief, Fuzzy Druid, Human Ranger, Human Borbarian.

TABLE 1
Maximum attainable attributes for each race

	Strength	Dexterity	Intelligence	Wisdom
Human	75	75	75	75
Elf	75	99	75	50
Dwarf	99	75	50	75
Bobbit	75	50	75	99
Fuzzy	25	99	99	75

TABLE 2 Characteristics of each Profession

Weapons	Armour	Spell Type	Spell Attribute/Special
All	All	None	None
Mace	Chain	Prayers	Wisdom
Dagger	Cloth	Sorcery	Intelligence
Sword	Leather	None	Steal and Disarm Traps
All	Plate	Prayers	Half Wisdom
All	Leather	None	Some Steal and Disarm
All	Cloth	Sorcery	Half Intelligence
Mace	Leather	Prayers	Half Wisdom, Some S&D
Mace	Cloth	Both	Greater of Both Halfs*
Dagger	Cloth	Sorcery	Half Int., some S&D
+2 Sword	+2 Plate	Both	Lesser of Both Halfs, Some Steal and Disarm
	All Mace Dagger Sword All All All Mace Mace Dagger	All All Mace Cloth Sword Leather All Plate All Leather All Cloth Mace Leather Magger Cloth Dagger Cloth	All   All   None

\*Druids regain their magic points faster than other characters.

#### MAGIC:

Each character, that is allowed magic, has a maximum Magic Point level, which is displayed with the Party statistics. A cleric with a Wisdom attribute of 25, will have a maximum Magic Point level of 25. If thou art a Ranger whose Intelligence is 15, and whose Wisdom is 10, then thou will be able to only cost second rank (18, ayells. Thy Magic Point level is only 5, half of 10 flower level of the two attributes). Every spell costs a different amount of energy to cast. A character replenishes that energy at a rate of one point per turn on the surface, and one point every four turns in a town or dangeon. Druids regain two points per turn, which is quite an advantage. Initial character races must be chosen carefully, or thy characters may never develop enough mystical force within them to succeed on thy quest.

Having chosen thy companions, and formed a Party, a few last words of advice. The situation on Sosaria is worsening rapidly. The darkness of evil hangs like a pallor over the 1 ord British's realm.

#### MOVEMENT:

Without the special liems that can be Peered into, a party can now only see that no part of their surroundings as is not obstructed from view. Anything out of direct sight is shown blank. Trees, mountains, walls, and other such barriers will block their wision. This new tweupoint may seem somewhat confusing at first, but it raightly becomes familiar. Remember to check out each part of an area carefully. Many thinsa see hidden isst out of sight miss out of sight instructions.

Movement outside dungeons is different from inside dungeons. Outside, the direction keys (Refer to Player Reference Card), move the party North, South, East and West. In the dungeons, the same keys are used, but they move the party Forward. Retreat. Turn Right, and Turn Left respectively.

## COMBAT:

As thou dost travel in a party, so doth the monsters. When combat is joined, a special combat screen appears. On this new screen, each member of the adventure Party is shown separately, as is each monster. Each player may individually control their character during combat, moving, fighting, or casting spels. Beware, the monsters are permitted cotatock on the diagonals, while a chraacter can only altack horizontally or vertically. Watch out for moster formations where two or three of them can attack a character at once in a crossifer. Few can survive long against such a withering assault. To Attack, (A), or Cast, (C), a spell against a monster when it is thy character's turn, thou must sigue a direction for thine attack to be launched. If a Fighter wishes to attack an obnoxious Or: that is next to him on the right, he can suring his swarf by typing (A), then (East Direction). One can almost hear the thunk of steel against the Ore's foul hide. Bous and spells can be used very effectively across the entire battlefeld. Be correlated the Doosen channel.



This view shows a party led by Shamino, whose status is good (G), who is a male human ranger (MHR) with 1 magic point (M-01), being level 20 (L:20), having 1900 hit points (H:1900), and 211 food remaining (F:0211). Shamino and his devoted followers stop here at the pub to share a drink with their old friend and comrad, Dupre.



This view shows eight evil undead skeletons (shown on the upper half) besieging the party (shown on the lower half). Shamino (player 1) is in the front ranks on the left, Fidesa is in the front on the right. Fleetis (player 3) is behind on the left and Shawn (player 4) is behind on the right.

if the enemy is more than a square away. Many a Wizard has been slain by being overeager in combat and throwing thy Dagger away. Each time a monster dies, the character who struck the fatal blow receives experience points for the deed. When a name a cumulates enough experience points, thou will automatically rise in levels.

Thou shouldst consider all parties on the surface as being malevolent. All the good citizens of Sosania duell within the towns and castle. Any party encountered on the surface, or in a durgeon is thus an enemy. If thou art strong enough, attack immediately, If thou art new, or suffering from grievous wounds, consider trying to run awaw. Once a combat is olined, only one survivor emerges.

#### CHESTS:

When a manster group is vanquished on land, a treasure chest will usually be left behind. Some chests have much treasure in them, while others may be empty. Many of the chests both above ground and below ground are trapped. Either a Clerical "APPAR UNEM" spell must be cast to disarm the trap, or a Thief must attempt to disarm the chest. Some of the traps include: Acid injures only the character opening the chest), Poison (same), Bomb (destroys the contents of the chest and hurts veernone in party), and Gas Trou (affects the entire party).

#### DUNGEONS:

The dungeons have, of late, become particularly treacherous and deadly. Explore correlluly and shouly. Map everything, Secret doors abound throughout the diljerent dungeons. Magical winds houl down the corridors, blowing out all light. If thou walks slowly, glimpses of faint mystic writings may be noticed periodically. Recently a ruman has surfaced of an appartion that haunts a deep level of a hidden dungeon. There also exist many trops and pitfalls for the unwary, A Thief is an excellent choice to have in a party. If the party puris the Thief in the front of the Party, he will have an excellent chance of spotting traps, before the party trips them. Many strange and wanderful places are hidden within different dungeons, such as fountains. Some fountains are beneficial, while others are poisonous. Always drink carefully at a fountain.

# TRANSPORTATION:

Most of thy Party's progress will be on foot. If thou art fortunate, thou couldst capture some of the utild horses that roam the plains. Travel on horseback is much faster than on foot.

Ships are very scarce. The Pirate fleet has sunk most of the regular ships. When thou hast a ship, thou needst to maneuver it. To sail a ship, one must learn the ways of the winds. Thy ship may not sail against a wind, but must tack around it. Watch out for sudden shifts in the wind for the wind is a fickle elemental force.



This view shows the party in a deep dark deadly dungeon heading south into a room 30 feet deep and 20 feet wide. Two mysterious treasure chests lie within the room, and three doors beckon. A downward ladder stands in the western corridor and a passage continues to the south. A ladder leading both up and down stands in the eastern corridor.



Here the party is shown traversing the lands near a castle and a town. A ship lies anchored nearby and a horse grazes upon the sweet grasses of Sosaria. A party of orcs and daemons threaten the blissful scene as does the pirate ship in the north west. Escape may be found through the moongate to the east.

The greatest transport are the hidden Moon Gates. They are similar, but less powerful, to the Siege Perlious than hast brought they Partyhither, Pessing through a Moon Gate when it is active will teleport thy Party to hidden powers. Access to many glens of the Oble Noveldege are restricted by the Moon Gates. No creature of the Dark can ever break through the wards that protect them. The coming and going of the Moon Gates less is somehow retaked to the twin Moons. Trammel and Felucza, that grace our skies: The carriagrapher, Hawkwind, was supposedly greatly excited bout a discovery concerning the true nature of the Moon Gates, when he was attacked. The success of thy quest may well hinge on thou solving this ancient mustery.

At the top of thy screen, the phases of the twin moons, Trammel and Felucca are represented by numerals as follows:

0 - New moon		4 - Full moon
1 - Crescent waxing	0	5 - Gibbous waning
2 - First quarter	•	6 - Last quarter
3 - Gibbous waxing		7 - Crescent waning

# LAST MINUTE COUNSEL:

When thou enters the plains of Sosaria, thou art stark noked without a weapon in the hands. Immediately Wear, (W), thy Cloth armor and Raady, (B), thy Dogger before doing anything. Quickly look for a town and enter it. Inside the town, thy purses of gold will buy better weapons and armor. Thy parity's oblits to survive depends as much on the quality of its equipment as on the quality of its deeder. Forget not to obtain enough Food. Towns are widely scattered, and starvation is always so unpleasant to watch.

If ever there occurs a need to just rest in one place until a certain time, thou may repeatedly hit (SPACE BAR). This does not do anything but pass time rapidly. Of course, remember that the monsters are still moving and that food is being consumed quickly.

Despite one's finest efforts and diligence, it is not possible to complete thy adventure on a single foray. Do not be dismayed, all that has been accomplished is not lost. As Lord British's champions, thou art aided by his great Wizard. Every time thou enters or leaves a place, the state of thy souls is reflected in the great mirror that hangs in Lord British's chamber that he might view thy progress. When thy party Journeys O mard next time, the Wizard will invoke a mighty seple and Restore Game automatically. Thy party will resume adventuring at the last place visited, or the last location thou used the command Quit (Command Cault).

Thou art now as prepared as possible to face the trials of thy quest. Drink deep of the fellowship of thy companions, for the morrow may bring thy parting, how, from the Main Menu, Journey onward (J). May the Gods of the People arant thou victory.

#### THE REALM OF SOSARIA

This be a digest of town shops, citizens and monsters. Refer to it often, especially the monster section — KNOW THINE ENEMY!

## TOWN SHOPS:



## The Weapons Shop

Buy and sell superbly handcrafted weapons. Each weapon is guaranteed not to break for 1,000 fights, or thy next of kin gets double thou purchase price back.



#### The Armory

Buy fine armour, or trade in captured booty for gold. Please note that anytime thou dost sell armour or weapons, thou needst to reequip thyself afterwards.



The Grocery

While the typical fare here wouldst never be considered gourmet, the food does not spoil on long adventures.



The Guild Shop

The Thieves' Guild offers, at a high price, tools of their trade. The Guild shops are difficult to locate as most towns have driven them out.



The Pub

Relax from a hard campaign and enjoy a cold draught. Bartenders hear strange rumors some times. A few pieces of gold may loosen a tongue. Remember though, gossip is rarely totally truthful.



#### The Healers

In remote areas may be found Healer Kiosks. Their restorative powers can be purchased, although the tariff is steep.



The Stable

In two towns the fine horses of Lord British may be purchased. However, they are only sold in lots that match the number of the party, so they are quite expensive.



The Oracle

In secluded sections of some towns dwell gifted Oracles. With their vision they can provide much understanding of the occurrences in the world around thee. Knowledge is a costly thing, so bring a heavy purse.

#### CITIZENS.



#### Merchants

The mainstay of Sosaria's prosperity. They operate the shops in town to the benefit of all. Some are not very clever, and if a sharp Thief is in thy Party, then a chest or two might be stolen from under the Merchant's nose. If thy Thief is caught stealing, the entire town guard will assault thee.

#### Guards

They resemble big bouncers at tough bars — all braum and no brains. If a crime is detected within a town, or Lord British's costle, each Guard will pursue thee to the boundaries of the place. Most Guards are very difficult to overcome, but rumors have been circulating that some Guards are not completely honest.





#### Jesters

They entertain Lord British with their antics. Occasionally they even harass visitors.

# Player Type

Any of the regular Player types may appear in the towns and castle. Speak to all of them, some hold valuable clues to the locations of hidden items

## Monster Type

Very rarely are renegade monsters seen in towns. These monsters no longer serve the Dark, but now serve Light.

#### Lord British

The august ruler over all the People. Widely regarded as a fair ruler, he will richly reward those who serve by his side.



#### MONSTERS: LAND



# Orcs - Goblins - Trolls

These three creatures of evil are the result of long ago mutation wrought by magic. As they were created by magic, so can a Wizard's spell dispel them from this plane.



All Undead creatures are an abomination before the light of Truth. A Cleric with thy Party can Turn these Undead creatures.



#### Player Types

Any of the regular Player types may have fallen under the spell of Darkness and now serve their evil Masters.

#### Thieves - Cutpurses - Brigands

These are the worst of the human trash that pollute the countryside. Thieves can steal any weapon or armour that thou hadst, except for those with which thou art equipped. The Brigands man the Pirate Ships and fiercely control the oceans.



#### Giants - Golems - Titans

These creatures have no special attributes, but their huge size makes them very formidable opponents. Watch out for the force of their War Hammers.

#### Pinchers - Bradles - Snatchs

Any bite from these creatures is poisonous. If a character is bitten, only a Prayer or a Healer, can cure the poison that is running in thy character's vein. Every step the character takes, lowers the character's hit level by one. If thou art far from a Healer, thou dost travel with a walking dead man.



#### Gargoyles - Manes - Daemons

Be very careful dealing with these minor daemonic legions. They can hurl powerful magic attacks across the arena at thee, inflicting great damage.



## Griffins - Wyverns - Dragons

These creatures can hurl mystical fireballs at thy Party from afar. They are the only creatures that can ureck havoc upon thee when not in Conflict Mode. Any Party luckless enough to venture within three squares of one of these creatures will be subject to an awesome attack. The Great Dragons can destroy a Party before the Party ever engages in combat with the Dragon!

# Devils - Orcus - Balrons

If thou attempts to overcome these mightly warrisr of the Dark, then thou hadst best be protected by all means possible. Anything less will mean thy instant destruction. These archipes are so filled with evil, that they can hurl poisoned magic bolls from across the area. The slightest hit may poison thy character and sop their vitality.



#### MONSTERS: SEA

#### Pirate Shins

Be extremely cautious when one of these ships is sighted if thou art on land. A Pirate Ship can fire its cannons at thee three squares away, if the shot hits, all members of the Party lack damage. Most beginning Parties cannot sustain more than a few shots before the Party is wiped out. If the Pirate Ship stays offshore, shelling thee, nothing can be done to get him. If, however, he touches the coast, thou couldst then attack him.





# Sea Serpents

Small cousins of the Great Earth Snake, these creatures can destroy an entire ship. In conflict mode, they can hurl magic across water, making it hard to fight them.

#### Man-O-Wars

These are the most feared of all the denizens of the oceans. There long giant tentacles are poisonous, and they can hurl magic. Because of their nature, Man-O-Wars can take vast punishment without dying. A Party attacked by such as these, has a very slim chance for survival.



#### THE ADVENTURE

With the fall of Mondain and Minax, peace had flowed like mollen honey around all of Sasaria. Europhure, Lord British's subjects user happy and prospersus. A great cancer had been exorcised from the world body. The People user clearesed again, and there was much rejoicing in the founs. Even the O'crs had disoppered from sight right the fall of Minax's castle, as chronicled in Ultima II. Twenty years is the peace lasted. Turnly years is the him time needed for an infant to become a person.

From the ruins of Minax's costle has come several fragments of a manuscrept which hints at a dark secret. There appears to have been an unholy alliance between Mondain and his young apprentice, Minax. Something had fructified from that union, but utherbr that something was of Man, Monster, or Deemon, the manuscript fragments were eerily silent. What had become of the hell-born producy? No clues existed.

Time passed, and the omens began to be troubled. Comets clashed across the sky and rumbles were heard deep in the ground. Then one day, in a figur birth of malten lawa, an island rose up in the middle of the ocean. None could approch it for the heat and steam were too great. Some drunken sailors claimed to have had a glimpse of the island when the steam was momentarily bloun away by a strong wind. They swore that a castle existed in the middle of that inferno, but thou knows how reliable is the word of a drunken sailor.

Then, the sweet flowing rhythm of country life was shattered. Ore drums began to pulsate through the hills and mountains, and the horrible raids began. The outlying settlements all moved in to the safety of the village fortresses. Shortly thereafter, a Frate Fleet appeared suddenly, and commerce was sweet from the seas. An evil power was rising in the West, and all the earth groarded to its [Ensing, When tales emerged that the Great Earth Serpent had risen from its long slumber at the bottom of the ocean, people began to cry that the End of the World was at hand.

Lord British sent his most trusted and talented advisor out to uncover the facts behind these usild ramors. Weeks passed, then a shattered man use found uandering in the groves outside the castle. Some terrible sight had blasted his reasoning. He just kept repeating. "From the depth of Hell.". He comes for vengeence." he/shefit was, remained unclear. The spread of its suil powers, however, was very clear. Lord British sent out of Call for all of the Heroes of the People to rally. That is why thou art here today. Thou heard the Call and answered

Thy task before thee is not easy. Evilwalks the land openly, attacking all travelers. Thou and thy companions will need to grow stronger rapidly if thy Party is to survive. Seek among the ancient paths for long forgotten Truths and powers.

One possible clue as to the identity of thy nemesis has been discovered. A derelict merchant ship was recently towed into port. No creumen were aboard, allive or dead. Everyone had vanished, as if plucked by some evil force off the boat. The only thing found was a word unitten in blood on the deck: E X O D U S.

ROE R. ADAMS, III 8/2/83



I. Lord British, would like to thank the following persons for their efforts in creating this book. Roe R. Adams 111, for the eloquent writings herein.

Dennis R. Louket, for the magnificent illustrations within this book.

Special thanks goes out to those who assisted through long hours of work and playtest:

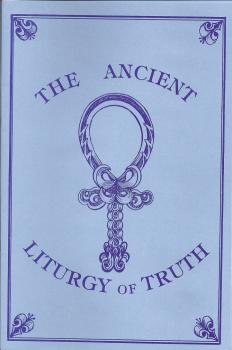
Roe R. Adams, Ken Arnold, Chuck Bueche, Richard Garriott, Winfield Kang, James Van Artsdalen, Mike Ward, and Margaret Weigers.

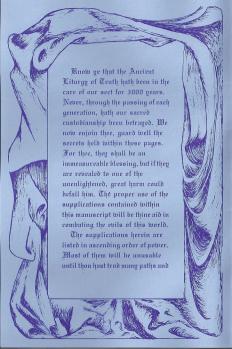
And to all those persons found within this game, I extend a warm greeting

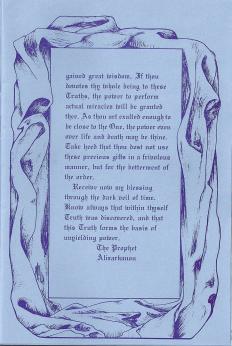
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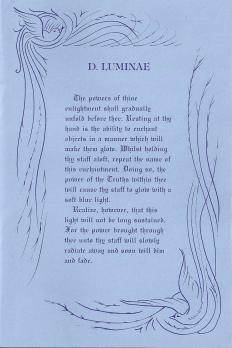


Often the chest which thou shalt find along the journess will contain a trap, the intent of which is to damage thee and the party. Since thou dost have the innate ability to know the true nature of evil, thou can overcome this difficulty.

To open a chest with no risk of injury to thyself or thy party, pour a few drops of holy water into the lock and invoke the aid of the One who is all Truth by raising the holy andh over the chest. It will open freely and allow thee to grasp its inner treasures.



strengthened by experience.

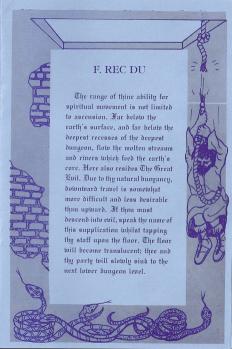




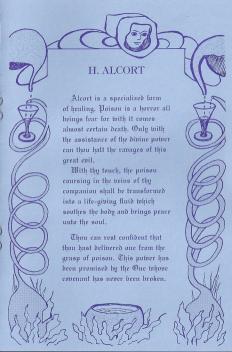
Part of thine enlightment is the realization that there are no boundaries. When this truth is known unto thee, the material world is far less limiting than ordinarily supposed.

As thou descendeth deeper and deeper into the bounds of the earth, thou shall likebise be descending into greater evil.

Being thyself of a good nature, this tends to give the a natural buogancy, as if in water. Speak the name of this supplication whilst touching the staff to the ceiling of a dungeon passage. This will cause the ceiling to become translucent; thee and the party will freely float to the next higher dungeon level.









Occasionally during journeys unto the lower depths of the subterranean, the party may run into great trouble. This could be the death or near death of a party member, starvation besieging thy entire party, or becoming lost with little hope of finding the way.

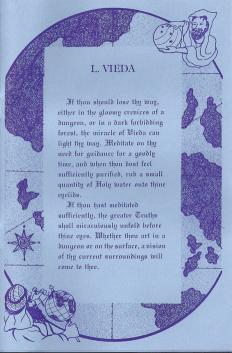
This supplication is the beseechment of the greater Truth to aid the weary traveler in escaping his rocky tomb. If thou raiseth thy holy ankh into the air and cryeth out the name of this invocation, thee and thy companions shall rise forth from the depths, guided by the divine Truth unto the Sosarian surface.





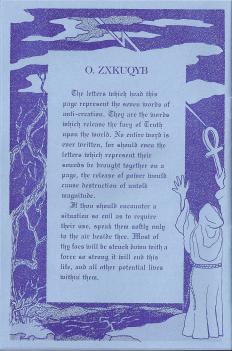
The grasses have grown and seeded many times since thy journey began. Thou hast trod many paths and gained much wisdom. Thou hast note the power to perform actual miracles. To take one who has been shredded by an opponent's sword, quivering on the threshold of death, and restore him to life; this miracle is now thine.

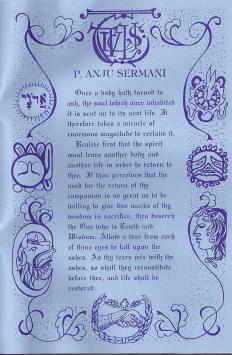
Prepare a small tin of fine scented oil and ask that it be blessed with the perfection and holiness of Truth. Annoint the wounds with the oil, allowing it to penetrate deeply. Before thine eyes the flesh will braw together and be restored, and the blood will once again begin to flow through his weins.













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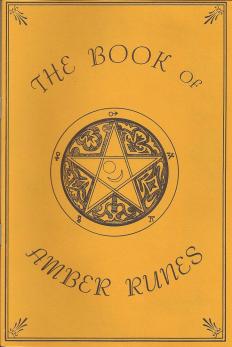
Richard A. Garriott for a great deal of uneducated editing. Robert, Marcy, Owen, and Helen Garriott for educated editing.

A special thanks to Helen M. Garnott for the wonderful dlustrations throughout this kook.

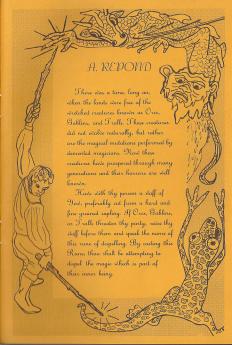
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Hefore enlexing any dangeon, code, or even houses with unsteady lanterns, be sure that thou hast prepared a goodly supply of Lorum dust. This is easily dane by collecting the fine dust from a spalse's bath which has been warmed by strong sun for many hours. Sather the dust into a chamois bag and seat the sun's energy within it by singing these words:

# OBRETURICUM OBLA SUM

To release the energy, chant these same words in reverse order and east a small portion of dust into the air. A warm, soft, magical light of short duration will be produced.



Very useful when one desires to bypass a particularly bothersome partion of a dingson. Dos Cleron is cast with the aid of the left forepaw of a badger. Store the pow with care, for if it is damaged in any way, which would kinder the badger's movement, thy way will be similarly imposled.

Having made these preparations, when thou desires to enact the augusty, gather thy party into a ring. While holding the paw, chant this ancient shyme:

#### LIE DEMH SDUEGER FOSKRIN GRUCH BEAST TRENTLE BAIL

When this spell is cast, the mage and his companions will be transported to the next lower level of inhabitation.



This same is closely related to Dor Cleson, direction being the only difference in effect. In this case the direct wing of a level is needed. The bird must be shot through the breast with an arrans whilst in flight. Thread the wing on a leather thong and to it to the top of thy staff.

Once again, gather thy party into a ring and while holding the wing intone this verse of magical movement:

### LIEDLAM SPULGER LOSTRIN FAUM BEAST FENTRI CHEM

As the words are chanted thy party will be lifted through the floor above thee to the dungeon's next higher level.

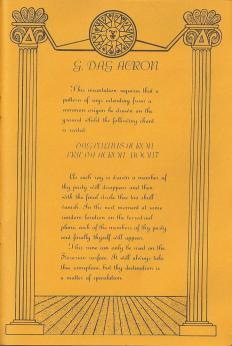


# F. FULGAR

This invantation is a powerful veapon in bullle. It requires a golden rod whapped with iron and a Sud of magical water collected from a made water collected from a made of pand at the very moment lightning touches its surface. Keep the vial scaled until buttle is nigh. Then touch the rod to the vial and level it at this fee whilst shouting these words:

#### FLAMIN FLEETIS DONDI

All of the energy will be conducted through the golden rod, and a fory hall will spin a swaring path toward thine energy. It will unfailingly strike him with a force strong enough to kill most common men and cause great damage to keasts of greater strength.





# ZIMBAR LEECHEN CERDI MEHTAR

Mentar:

I hen, when ballte is upon thee, cush the oak galf within thy hand. As the galf collapses, a blue balf of secenting horsor will fly toward thine enemy. At will invade his mind, and irreparably corrupt his mental process, in direct proportion to thine own intelligence.



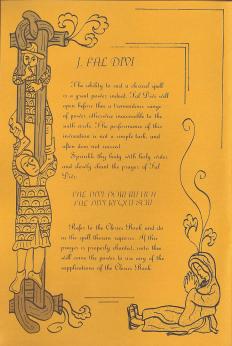


This spell is similar in effect, but more enduring than Larum.

Place a golden dagger in strong sunlight until it is hat enough to burstling the school of the stone until a golden dust is produced. As the dust collects on the stone, chant these words and gather the dust into a silken bag.

#### OBRUM URICA OBLA SUM URICA MANI SUM LEVI

When the need for extended illumination arises, hold the silken bag and shake it A small position of the dust will release its energy in the form of an enduring, golden, shimmering light.







Beyond this page he the advanced spells of the Sixth Circle. Do not venture too soon into the dark range of these spells. Until thou hast not only conquered the Stygian Abyss, but also can use its power at thy will, the force of these runes will be beyond thy skill.

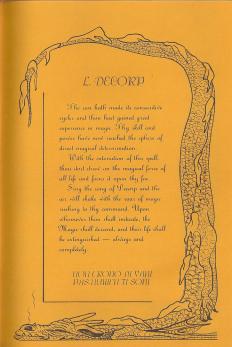
When the shadow of death has grown familiar to thy sight and thou hast learned the mastery of magic, then at last these spells will be thine.

Before these spells thy faes will cower, but take heed to use them wisely, for they shall be earned at great expense.



F 728998818





# M. ALTAIR

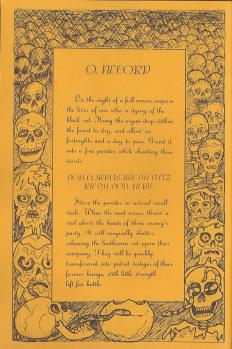
Until this time thou hast enacted thy 18 time power to bring magic into this world. Now, as an advanced Adopt of the Assembly of the Societ Circle, thou may use the magic of this world to move beyond it.

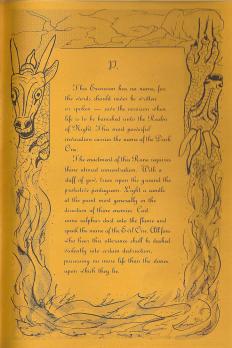
First, gather a firstful of sand, and while repeating the enchantment of Allair let it flow from thy hand onto the ground.

#### ALT WALL FUL WILLAR LAE FILL CRIM BOUTAIR

As it falls, time itself will slow and finally stop, allowing thy party to move freely in this suspended state. The world will be temporarily frazen and at the mercy of thy will.









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# Exodus ~ Ultima III









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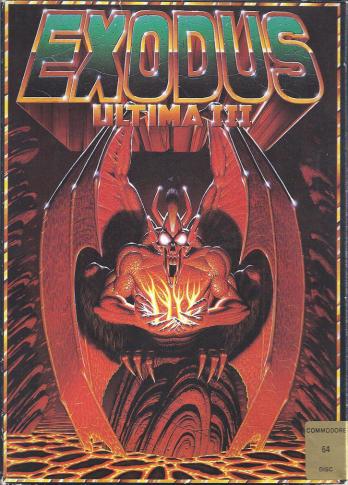












# **EXODUS-ULTIMA III**

Upon escaping the crumbling ruins of Shadowguard, the black fortress of Minax, you lay your weary body on the now-sacred ground. As you rest, you remember your first encounter with the evil wizard of Mondain, whom you later tracked down and destroyed. The existence of

his apprentice, Minax, was soon revealed and the crusade was begun again. Younger and more cunning than her mentor, she has been much more difficult to vanquish. But now your sense of accomplishment is touched by a chilling fear. Have all vestiges of evil been removed? Somehow,

you sense that your treacherous foes have not been eliminated. Without further feats of skill, daring, and perseverance, all of your past accomplishments may be lost. You stand up, prepare your armour, and walk to the dimension door. Stepping in, the hunt resumes.

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Inquire at thy local dealer, or obtain "Secrets of Sosaria" direct from the Origin at the address above.

Journey forth with my blessing. May thou encounter good fortune and reap vast rewards!

Lord Builted

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