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.

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———— 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