

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.**

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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.