

Ultima I
The First Age of Darkness

Apple IIs Reference



Ultima I – The First Age of Darkness

Keyboard Commands

- A Attack Opponent:** Attempt to harm your opponent with the weapon you currently hold. Unless fighting in a dungeon, you must indicate an attack direction.
- B Board Transportation:** Mount a horse or board a craft, frigate or other form of transportation. You must be standing on the object before boarding.
- C Cast Spell:** Cast a spell. You must first commit the intended spell to memory, using the Ready command.
- D Drop Item:** Dispose of unwanted items while in a town or castle. Dropped items cannot be retrieved.
- E Enter Location:** Enter a town, castle, dungeon, or other landmark. You must be standing on the entrance before entering.
- F Fire Vehicle Weapon:** Discharge a weapon at a foe from a ship or other armed vehicle.
- G Get Item:** Pick up adjacent items.
- H Hyper Jump (space):** Enables you to travel to other stellar sectors at a speed faster than light. Only available in certain vehicles.
- I Information and 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 Climb Up/Down Ladders:** Climb up or down ladders in dungeons. This command can lead to doom as easily as to fortune.
- O Open Coffins (dungeon):** Reveals the contents of a coffin in a dungeon.
- R Ready Weapons, Spells, Armor:** Equip yourself with a specific

Ultima I – The First Age of Darkness

weapon, wear a selected suit of armor, or learn a magic spell. Must be performed prior to using an item.

- S Steal Items:** 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 Chests and Cells:** Open cells in castles or chests in dungeons. Danger may follow.
- V View Map (world, dungeon) — View 2D/3D (space):** Displays a map of the land when outside and a dungeon level while in dungeons. Switches the view in future transport crafts between front and top perspectives.
- X Exit Transportation:** Leave behind or dismount your current transport and travel on foot.
- Z Status of Character (also pauses game):** Displays your vital statistics, possessions, and spells. Also used to temporarily stop the passage of time in the game.

Additional Commands

- Q** Save Game
- OPEN-APPLY + Q** Quit Game
- N** Sound On/Off
- M** Music On/Off
- OPEN-APPLY+?** Help Screen
- OPEN-APPLE+M** Return to Main Menu
- SPACEBAR** Pass Turn

Ultima I – The First Age of Darkness

Numeric Keypad Commands

Exit <i>clear</i>	Board =	Enter /	Cast *
	North		Fire
7	8	9	+
West	South	East	Attack
4	5	6	—
	South		Status
1	2	3	
0			<i>enter</i>

- 2 South/Reverse
- 4 West/Left
- 5 South/Reverse
- 6 East/Right
- 8 North/Forward
- CLEAR** ... Exit Transportation
- = Board Transportation
- / Enter Location
- * Cast Spell
- + Fire Vehicle Weapon
- Attack Opponent
- ENTER** ... Status of Character

Ultima I — The First Age of Darkness

Magic Spells

The following spells may be purchased in the magic shoppes 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.

Ultima I – The First Age of Darkness

Weapons & Armour

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 - Rop & Spikes
- f - Sword
- g - Greatsword
- h - Bow & Arrow
- i - Amulet
- j - Wand
- k - Staff
- l - Triangle
- m - Pistol
- n - Lightsword
- o - Phaser
- p - Blaster

Armour

- a - Skin
- b - Leather
- c - Chain Mail
- d - Plate Mail
- e - Vacuum Suit
- f - Reflect Suit

Ultima I – The First Age of Darkness

Installation

To install Ultima on a hard disk, simply copy the Ultima application file from the distribution disk to your hard disk.

This page intentionally left blank.