

EXODUS

U L T I M A I I I



PLAYER'S MANUAL

A quest for one to four adventurers

TRONSOFT GAMES

Calvin Robert Glomb · Version 1.0.0

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I. THE TALE

Mondain the wizard fell in the first Ultima. Minax the enchantress fell in the second. From the two of them came a third thing, and it is not a creature at all: EXODUS, part daemon and part machine, seated on the Isle of Fire beyond the western sea. It has no heart to pierce and no throat to cut, and every champion Lord British has sent against it with a sword has died with the sword still swinging.

So the summons goes out differently this time. Not for one Stranger, but for a company of four - and not to kill Exodus, but to UNDO it. Somewhere in the deep dungeons of Sosaria lie four Cards, and read in their true order before the mechanical heart they will unmake what Mondain and Minax made. Find them. The Age of Darkness has run long enough.

II. ASSEMBLING THE PARTY

Click BEGIN THE QUEST. For each adventurer, type a name, choose a race, a class and a sex, and press + ADD TO PARTY. You may take up to four. Press EMBARK when the company is ready.

Races

Race	STR	DEX	INT	WIS	Vitality	Notes
Human	15	15	15	15	150	Even in all things
Elf	12	18	16	14	130	Quick and clever
Dwarf	18	13	11	13	170	Strongest and hardest
Bobbit	10	20	14	16	120	Nimblest of all
Fuzzy	11	16	18	18	110	Finest mind, frailest frame

Classes

Class decides which magic you may study and how heavy a weapon and armour you may bear. Weapon grades run Dagger, Mace, Axe, Sword, Bow, Exotic; armour runs Cloth, Leather, Chain, Plate, Exotic.

Class	Magic	Weapon cap	Armour cap
Fighter	none	Exotic	Exotic
Paladin	Cleric	Bow	Exotic
Ranger	Both	Bow	Plate
Cleric	Cleric	Mace	Leather
Wizard	Wizard	Mace	Cloth
Thief	none	Sword	Chain
Barbarian	none	Bow	Plate
Lark	Both	Sword	Chain
Illusionist	Wizard	Axe	Leather
Druid	Both	Axe	Leather

Alchemist	Wizard	Axe	Leather
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A company of four of a kind will struggle. Take someone to hold the near rank, someone to mend it, and someone to break the far rank with a spell.

III. CONTROLS

Overworld (pointy-top hex, six directions)

Key	Direction	Key	Direction
W	North-west	E	North-east
A	West	D	East
Z	South-west	X	South-east

Arrow keys also move (Up=NW, Down=SW, Left=W, Right=E), and clicking a hex steps toward it. ENTER enters a town, castle or dungeon, or steps a moongate or whirlpool. B boards a ship at the shore. C camps. H shows help.

Town

W/A/S/D walks. Walk into a person to hear a rumour; walk into the W, A or T building to trade at the weapon shop, armour shop or tavern. The south gate leaves.

Dungeon (first person)

W forward, X back, A and D turn, ENTER or ESC climbs out. A minimap of the level sits in the corner.

Combat

Key	Action
Space	Strike the nearest foe with your equipped weapon
K	Cast a spell (10 magic points)
R	Flee the battle (succeeds about half the time)

IV. READING THE ROSTER

The right-hand column holds your four slots. Each shows the member's name, then a three-letter tag of race, sex and class - a Dwarf Male Fighter reads DMF, a Fuzzy Female Wizard reads FFW - then M: magic points and L: level, then H: hit points over a vitality bar. A fallen member greys out and reads *DEAD*. Above the roster sit the realm, purse, provisions, the phase of the moon, and the Cards and Marks you carry.

V. COMBAT

Meeting a creature opens a separate battle grid: eleven columns by nine rows, foes on the far rank, your company on the near rank. The party acts one member at a time. The prompt reads Player 1, then Player 2, and the member whose turn it is stands ringed in gold.

A strike lands on the nearest foe and its weight depends on your weapon and Strength. A cleric's spell mends whichever member is worst hurt; a wizard's spell strikes every foe at once. When all four have acted the enemy rank answers, and armour and Dexterity blunt what lands. Victory pays gold to the purse and experience to every survivor - but experience alone does not raise a level. Only Lord British can do that.

VI. THE THREE REALMS

Sosaria

The world of the trilogy. Castle Lord British lies north; Castle Death keeps the lore of Exodus and the Mark of the Snake. Towns trade and gossip. Moongates shimmer at four points and shift their destination with the phase of the moon shown in your status panel. Three dungeons drop into the dark.

Ambrosia

Board a ship at the shore, sail to the great whirlpool and press ENTER. The ship is dragged down and the company is cast up on a hidden shore. Four shrines stand here - of the Fighter, the Wizard, the Cleric and the Thief - and each will raise one member's Strength, Intelligence, Wisdom or Dexterity for an offering of 100 gold. The whirlpool here carries you home.

The Isle of Fire

A cinder island of lava and black rock, and the seat of Exodus. Its gates will not open for a party that does not hold all four Cards. Its creatures - daemons, balrons, dragons - are the worst in the world.

VII. LORD BRITISH

Enter his castle and he advances every member by the experience they have earned, restores all hit points and magic, and bestows the Mark of Kings. There is no other way to gain a level. Return after every long expedition; a company that fights for hours without an audience is a company fighting at the strength it had when it left.

VIII. DUNGEONS AND THE CARDS

Each dungeon runs three to six levels. Find the stairs and keep descending. The lowest level of a dungeon may hold one of the four Cards - Love, Sol, Moons or Death - and a dungeon that holds no Card yields treasure instead. The Cards are found nowhere else, and the Isle of Fire opens for nothing less than all four.

IX. THE UNDOING OF EXODUS

Carry the four Cards to the Isle of Fire and enter Castle Exodus. There is no boss battle here and no blade will serve. Before the mechanical heart you are offered the Cards, and they must be read in this order:

LOVE → SOL → MOONS → DEATH

A wrong Card sparks and is rejected, the guardians strike every member of the party, and the slots empty - you must begin the sequence again, weaker than before. Read them rightly and the fires gutter, the Isle goes dark and cold, and the offspring of Mondain and Minax is undone. Sosaria is free, and the Age of Darkness ends.

X. ADVICE FOR THE CAUTIOUS

Provisions are spent as you march, and a starving company loses vitality every step - buy food at any tavern before a long road. Camping in the wilds restores half your vitality and all magic, but invites ambush. Talk to every townspeople: the rumours are how you learn of the whirlpool, the Cards and the order. And there is no save - the quest runs from EMBARK to the end in one sitting, so do not sail for the Isle of Fire until every member is strong.

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