

Ultima[®] Trilogy[™]

I · II · III



By Lord British

 **ORIGIN[™]**

APPLE II+, c, e, GS
64K, 3-5.25" disks
Music for Ultima III only
on Mockingboard

Ultima[®] Trilogy[™]

The Ultima saga is the benchmark series for fantasy and role-playing enthusiasts. More than 1 million fans throughout the world have been enchanted by the struggles of Lord British's kingdom with the forces of darkness. In Ultima I, II and III, Lord British weaves the captivating story of the Triad of Evil. Now you can confront the Triad and enjoy all three of these classics in this distinctive special edition of **The Ultima Trilogy** from ORIGIN!

Ultima I - The First Age of Darkness

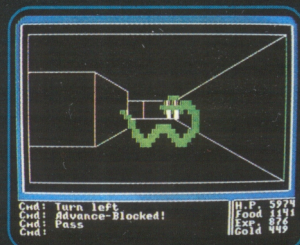
From the lair of Mondain the Wizard, hordes of nightmarish creatures stalk forth to devastate the tranquil kingdoms of Sosaria. Defenseless in the face of such an onslaught, the people flee in vain to the once-mighty strongholds, falling in legions as the dark lord's minions ravage the land. Step into the burning world of Sosaria, and take up the weapons of time and sorcery in this epic battle to destroy Mondain. The call is out for a hero!



IBM-PC/COMPATIBLES SCREEN SHOWN

Ultima II - The Revenge of the Enchantress

Evil thunders its way into the world once again. Minax, the young, fair, and forgotten apprentice of the foul wizard Mondain, has grown to adulthood at last. In her unrelenting fury, the Enchantress inflicts a hideous vengeance against the land and its people. But in the course of seeking out her father's slayer, she has torn rifts in the very fabric of time and space ... opening doors through which a dauntless adventurer might wreak her doom!



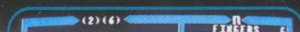
APPLE II SCREEN SHOWN

Exodus: Ultima III

After years of peace, fragments of a manuscript hint at an unholy alliance between Mondain and Minax. Of the fruits of that alliance, none can speak ... but soon the Orc drums boom again, heralding the awakening of the Great Earth Serpent from a slumber of countless ages. This time a party of adventurers must act, their only clue a single word scrawled in blood upon the deck of a derelict merchant ship. EXODUS.



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ULTIMA TRILOGY APPLE



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The three classic
Triad of Evil adventures
from Lord British

Ultima[®] Trilogy[™] I · II · III

APPLE
II+, G, e, GS
64K

696



EXODUS: Ultima III



Side A: Program
Side B: Player Master

by Lord British
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695



Side A: Program
Side B: Player Master

by Lord British
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694



Front:

Back:

Ultima I

Ultima II

The Beginning . . .

Galactic Disk and
Scenario Copy Utility

by Lord British

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Ultima Trilogy I · II · III

Quickstart Instructions Apple II Series

Introduction:

This "Quickstart" guide provides specific instructions and information for playing the Ultima Trilogy with an Apple II series computer. Your package should include three 5.25" disks, a manual, maps, a reference guide and this supplement. Quickstart instructions are included for each of the three games in the Trilogy.

Computer Systems:

The Ultima Trilogy will operate with any Apple IIc/e/+ or IIGS computer with at least 64K. Press <ESC> to acknowledge all disk swaps. When playing Ultima III, the CAPS LOCK key **must** be down on the Apple IIe, IIc and IIGS.

Movement:

Moving around in the countryside and in dungeons/towers is the same in both Ultima I and Ultima II. Ultima III movement keys are shown in the Ultima III section of this Quickstart guide.

Apple II or II+

Countryside: North
Dungeons/Towers: Forward

Return

Countryside: West
Dungeons/Towers: Left



Countryside: East
Dungeons/Towers: Right

/

Countryside: South
Dungeons/Towers: Back/Turn Around

Apple IIe/c/IIGS

Countryside: North
Dungeons/Towers: Forward



Countryside: West
Dungeons/Towers: Left



Countryside: East
Dungeons/Towers: Right



Countryside: South
Dungeons/Towers: Back/Turn Around

Ultima I - Quickstart

Getting Started

1. Insert your Ultima I disk label side up in the disk drive and turn on your computer.
2. Exit the title sequence by pressing any key.
3. Before you can begin play, you must create a character to send on the adventure. Type **A** from the Main Menu to begin creating a character.

Creating a Character

1. Follow the screen prompts for distributing your 30 attribute points among the five available attributes. The attributes affect the following:

Strength	Determines the severity of your blows during battle.
Agility	Determines the probability of successfully striking a foe and the probability of avoiding attacks. Also affects your ability as a thief.
Stamina	Determines your ability to survive wounds in battle and your ability to stay on your feet at the tavern.
Charisma	Affects the selling price of your possessions in shoppes.
Wisdom	Determines the reliability of spellcasting and the purchase price of spells in magic shoppes.
Intelligence	Affects the potency of offensive spells and the purchase price of goods in shoppes.

2. Select a race. Note that each has specific advantages, based on the following point values automatically assigned to your character's attributes:

Human	+5 Intelligence points
Elf	+5 Agility points
Dwarf	+5 Strength point
Bobbit	-5 Strength points; +10 Wisdom Points

3. Specify Male or Female for your character.
4. Select the class of your character. Note that the following points are automatically added to your character's attributes:

Fighter	+10 Strength; +10 Agility
Cleric	+10 Wisdom
Wizard	+10 Intelligence
Thief	+10 Agility

5. Name your character (a maximum of 14 letters).

6. Type **Y** when asked whether to Save your character. You will need to insert a blank disk and answer "Y" when the game asks whether to format a new Player Disk.

Ultima I - Quickstart

Starting Play

1. Once you have saved your character, the following is displayed:
A - Create New Character
B - Continue Previous Game
2. Type **B** to start the game. The play screen is displayed.

The Play Screen

The following information is displayed at the bottom of the play screen.

1. **Hits** is a measure of mortality — the bodily damage that can be sustained before death. Hit points can range up to 9999.
2. **Food** is vital to survival. If this value reaches 0, you will die.
3. **Exp** is the measure of your experience. Every victory increases your experience.
4. **Coin** is the measure of your wealth in copper pence, silver pieces and the fabulous golden crowns of the Realm.

Movement (See page 1 of Trilogy Quickstart Instructions)

When traveling in the countryside, the direction keys correspond to the directions of a compass.

North = Up Arrow, Return, or [East = Right Arrow or .
South = Down Arrow or / West = Left Arrow or ;

When moving in towers and dungeons, the same keys correspond to:

Forward = North Backward = South Left = West Right = East

Note: When traveling in the craft of the future, Up and Down correspond to increasing and decreasing velocity.

Making Selections

As you travel the lands of Sosaria, you will encounter many situations that force you to ready your weapons, armour or magic spells (See Ready Command in Reference Guide).

1. After typing **R** the screen will display: Weapons, Armour or Spell?
2. Type the first letter of the category you wish to access. A list is displayed.
3. Type the letter corresponding to your selection.

Special Note:

Ctrl + A - On Apple computers equipped with certain accelerator cards, accelerated mode may be toggled on and off using this key combination.

Ultima II - Quickstart

IMPORTANT:

You must create a Player Disk before you begin playing Ultima II. Follow the "Creating a Player Disk" instructions before starting the game. Do not use the Player Master Disk to play the game!

Creating a Player Disk

1. Boot your computer using the Ultima II Galactic Disk.
2. Follow the system prompts to create your personal Player Disk. Use this Player Disk when creating your character.

Getting Started

1. Insert your Ultima II Program Disk, label side up, in your disk drive and turn on the computer.
2. Before playing the game, you must create a character to take on the adventure. Type C from the title screen to begin creating a character.

Creating a Character

1. Follow the screen prompts for distributing your 90 attribute points among the five available attributes. The attributes affect the following:

Strength	Determines the damage you can inflict on a foe in a fight. Naturally, each foe's attributes influence the relative success of your attack.
Agility	Influences your skill at wielding a weapon; some weapons require a considerable amount of agility in order to use them at all. Good agility also increases your success at stealing (should you decide to turn to crime for survival).
Stamina	Reflects your ability to defend against attack. Armour adds to your stamina. Extremely strong monsters make it all irrelevant.
Charisma	Governs your success in bargaining with merchants. Prices are generally lower when you're fun to have around.
Wisdom	Required to cast spells successfully.
Intelligence	Increases both your bargaining skill and your spell casting ability.

Ultima II - Quickstart

Creating a Character (Continued)

2. Select a race. Note that each has specific advantages, based on the following point values automatically assigned to your character's attributes.

Human	+5 Intelligence	Dwarf	+5 Strength
Elf	+5 Agility	Hobbit	+5 Wisdom

3. Specify Male or Female. Note that each has special advantages, based on the following point values automatically assigned to your character's attributes.

Male	+5 Strength
Female	+10 Charisma

4. Specify a profession for your character. Once again, the following point values will be automatically assigned to your character's attributes.

Cleric	+10 Wisdom	Thief	+10 Agility
Fighter	+10 Strength	Wizard	+10 Intelligence

5. Name your character and press **Return**.
6. Type **Y** when asked whether your character is satisfactory. Your character will be saved to the Player Disk.

Starting Play

1. Once you have saved your character, the following is displayed:
'D' - For a Demonstration
'P' - Play a Game of Ultima II
'C' - Create a New Character
2. Type **P** to start the game.
3. Follow the prompts to insert your Player Disk at the appropriate time.

Movement (See page 1 of Trilogy Quickstart Instructions)

When traveling in the countryside, the direction keys correspond to the directions of a compass.

North = Up Arrow, Return, or [East = Right Arrow or .
South = Down Arrow or /	West = Left Arrow or ;

When moving in towers and dungeons, the same keys correspond to:

Forward = North	Backward = South	Left = West	Right = East
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Ultima III - Quickstart

IMPORTANT!

You must create a Scenario Disk before you begin playing Exodus: Ultima III. Follow the "Creating a Scenario Disk" instructions for your machine's configuration.

Creating a Scenario Disk

1. Boot your computer with the Ultima II Galactic Disk.
2. Follow the system prompts to create your personal Player/Scenario Disk. Use this Player/Scenario Disk when creating your character.

Getting Started

1. Insert your Ultima III Program Disk, label side up in your disk drive and turn on the computer. Insert your copy of the Player/Scenario Disk when prompted.
2. Before playing the game, you must create up to four characters to take on the adventure. Type **C** from the Party Organization screen to begin creating a character.

Creating Characters

1. Once the sample view of Sosaria is displayed, press **Space** to view the Main Menu.
2. Select Organize a Party by entering an **O** on the keyboard. A new menu is displayed. **Note:** To select from a menu, enter the first letter of the selection.
3. Press **C** to select Create a Character.
4. You will begin the development of your first character by selecting the following:
 - Assign a number between 1 and 20.
 - Name the character (a maximum of 13 letters may be used).
 - Select Sex: Male, Female, or Other (M, F or O).
 - Select a Class: Fighter, Cleric, Wizard, Thief, Paladin, Barbarian, Lark, Illusionist, Druid, Alchemist, or Ranger.
 - Select a Race: Human, Elf, Dwarf, Bobbit or Fuzzy.
 - Assign Attribute Values: A maximum of 50 points can be divided among the four attributes of Strength, Dexterity, Intelligence and Wisdom. (See manual for explanations of attributes and maximum attribute levels). Note: Characters are automatically assigned certain attributes points when you define Sex, Race and Type. These 50 points allow you to further develop your characters.

No less than 5 points and no more than 25 can be assigned to any one attribute. If inappropriate values are used, the character disappears and must be reinstated.

Repeat until you have defined as many characters as you wish to take with you on your journey.

Ultima III - Quickstart

Starting Play

1. Select Form a Party by pressing **F** at the menu. You can select up to four characters to include in your party by entering their assigned numbers from the register display.
2. Press **M** to select Main Menu.
3. Enter **J** to select Journey Onward from the Main Menu.
4. You have entered the plains of Sosaria! Immediately press **W** and don your cloth armor. Then press **R** and ready your Dagger. (It's probably a good idea to find a town and purchase even better weapons and armor).

The Play Screen

The following information appears in the character display, found on the upper right side of the screen, for each adventurer in the party.

1. Player Number is centered at top of character information.
2. Player Name is centered below the player number.
3. Player Status is indicated in the upper right portion of the character display (G=Good, P=Poisoned, D=Dead, A=Ashes).
4. Player Type is the first abbreviation on the left side of the character display and indicates your Sex, Race and Class (ex. MHR=Male Human Ranger).
5. Magic Points (**M**)
6. Player Level (**L**)
7. Hit Points (**H**)
8. Food Remaining (**F**)

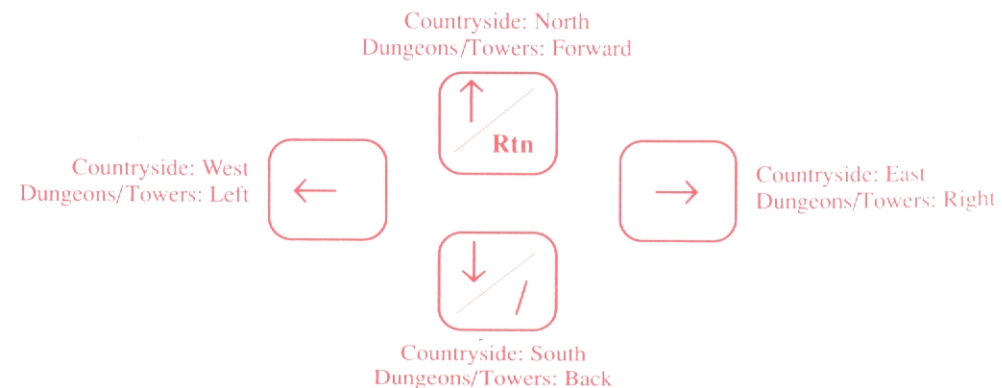
Movement (See page 1 of Trilogy Quickstart Instructions)

When traveling in the countryside, movement keys correspond to compass directions:

North = Up Arrow, Return East = Right Arrow
South = Down Arrow or / West = Left Arrow

When moving in towers and dungeons, the same keys correspond to:

Forward = North Backward = South Left = West Right = East



Ultima III - Quickstart

Special Instructions

1. **0-4** indicates player number when asked (0 indicates no player).
2. **Space** passes one game turn while taking no action.
3. Press any key during boot up sequence to bypass title screens.
4. Two drive owners should insert the Scenario disk into drive 2 and press the 2 key when asked to insert the Scenario Disk.



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Ultima
Trilogy

I · II · III

Player
Reference Guide

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.**

Ultima I — The First Age of Darkness

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

Ultima II — Revenge of the Enchantress

Keyboard Commands

- A) **Attack:** Lets you fight someone or something. Command must be followed by a direction, unless you're in a tower or dungeon.
- B) **Board:** Mount a horse or board a plane, ship or other form of transportation. See X-it to leave a mode of transport.
- C) **Cast:** Cast a spell. A spell must be readied using the (M) **Magic** command. Spells can only be cast in dungeons and towers.
- D) **Descend:** Go down a level in a dungeon or tower.
- E) **Enter:** Enter a town, castle, dungeon or other landmark, or read a sign. You must be standing on the entrance before entering.
- F) **Fire:** Fire your ship's guns at a foe.
- G) **Get:** Pick up items (ex. treasures, weapons). You must be standing on the item you wish to get.
- H) **Hyperspace:** Catapults your spaceship to the specified coordinates.
- I) **Ignite:** Lights a torch.
- J) **Jump:** Lets you jump up and down — a good way to release frustration.
- K) **Klimb:** Climb up a level in a dungeon or tower.
- L) **Launch/Land:** Toggles take-offs/landings (on grass only) in a plane or rocket.
- M) **Magic:** Readies a magic spell you know for casting.
- N) **Negate:** Stops time for all things farther than one square away from you - if you possess a specific magic item.
- O) **Offer:** Offers gold as payment or bribe.
- P) **Pass:** Allows one game turn to pass without any action. Same as spacebar.
- Q) **Quit (and save to disk):** Use this command to stop playing and save your progress to disk. You can resume the game from this point. Available only while on foot in the Earth's countryside.
- R) **Ready:** Equip yourself with a weapon you own.
- S) **Steal:** Attempts to take items from stores without paying for them. May or may not work for weapons, armour, food, transport. Be sure to plan an escape route.
- T) **Transact:** Initiate conversations or conduct business with townspeople, merchants and royalty. Must be followed by a direction command.
- U) **Unlock:** Open doors if you possess the keys. You must indicate direction of door.
- V) **View:** Toggles between normal view and bird's-eye view of town or planet. You must possess the correct magical item to use this command.
- W) **Wear:** Put on a suit of armor that you own.
- X) **X-it:** Leave behind or dismount your current transport and travel on foot.
- Y) **Yell:** To yell anything you can type. Often used in combination with Jump.
- Z) **Ztats:** Displays your vital statistics, possessions, and spells. Also used to temporarily stop the passage of time in the game.

Ultima II — Revenge of the Enchantress

Magic Spells

Clerics and Wizards

- Light:** Creates magical illumination and eliminates the need for a torch.
- Ladder Down:** Teleports you straight down one level in a dungeon or tower.
- Ladder Up:** Teleports you straight up one level in a dungeon or tower.

Clerics only

- Passwall:** Destroys the dungeon or tower wall directly in front of you.
- Surface:** Teleports you to the surface of the planet from a dungeon or tower.
- Prayer:** Calls for divine intervention to destroy your foe.

Wizards only

- Magic Missile:** Offensive weapon with strength based on the level of the spellcaster.
- Blink:** Teleports you randomly within the same level of a dungeon or tower.
- Kill:** Attempts to destroy your foe using magic.

Weapons & Armor

The skillful use of weapons, combined with the proper armor, can spell the difference between success and failure in your quest. Armor and weapons can be purchased at shoppes in the towns. The cost of weapons increases with their effectiveness. The cost of armor increases according to the amount of protection it affords.

The following abbreviations are used by the shopkeepers when you attempt to purchase weapons and armor.

Weapons		Armor
DA - Dagger	SW - Sword	Cloth
MA - Mace	GR - Great Sword	Leather
AX - Axe	LI - Light Sword	Chain
BO - Bow	PH - Phasor	Plate
QU - Quick Sword		Reflect
		Power

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.**

Exodus: Ultima III

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	Excun
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.

Warranty

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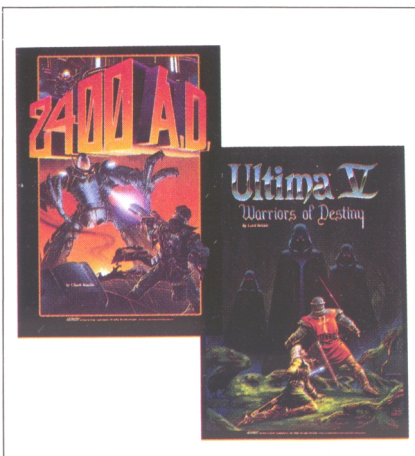
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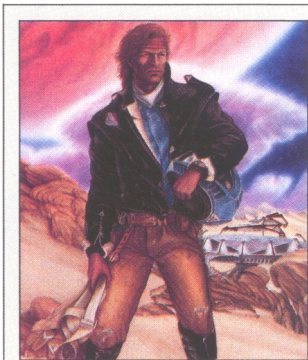
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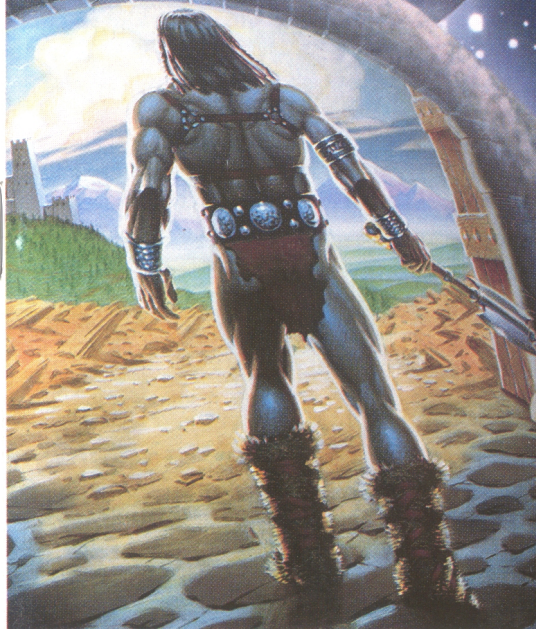
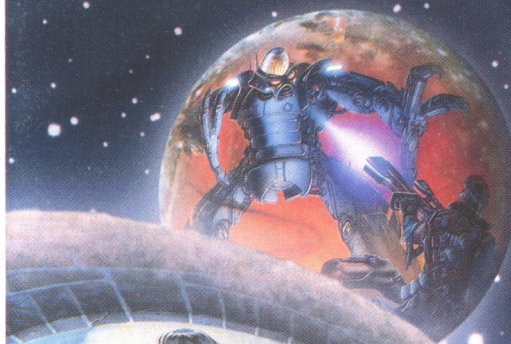
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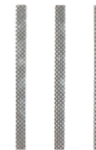
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Date Purchased _____ Where Purchased _____

Computer Type _____ Disk Size 3.5" 5.25"

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