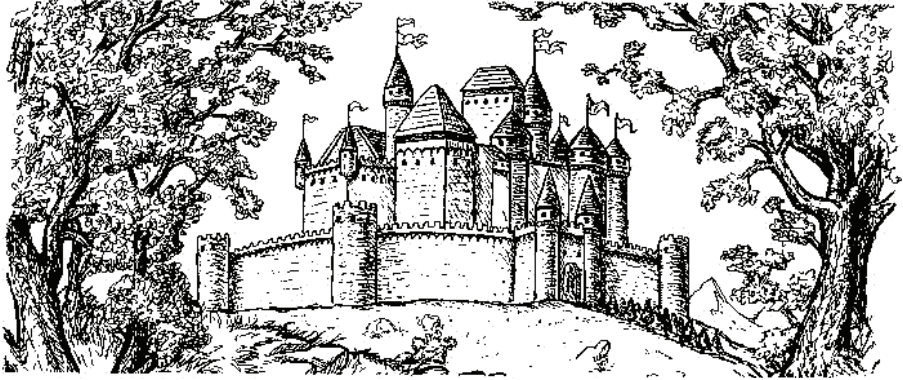
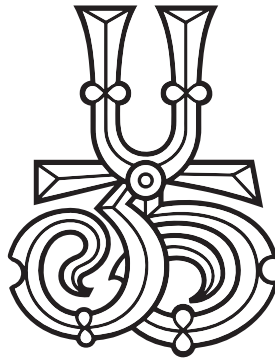


Pax Britannia



PLAYER REFERENCE CARD

by Zedex Dragon



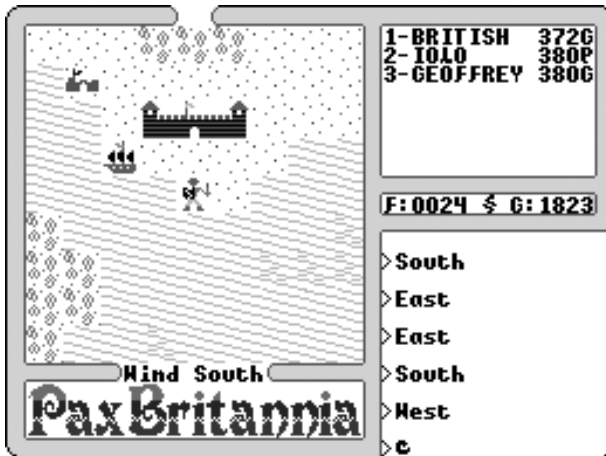
Source Solutions, Inc.

COMMANDS

- A) **Attack**—Attempt to damage thy foe with “ready weapons”; must be followed by the direction of thy foe.
- B) **Board**—Board a vessel or mount a horse.
- 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 next level of a building.
- E) **Enter**—Go into places such as towns, castles and dungeons.
- F) **Fire**—Fire a ship’s cannons (once thou hast boarded), in direction indicated in an attempt to obliterate thy foes.
- G) **Get chest**—Open chest; must be followed by the player number who will search for traps, open the chest and acquire contents.
- H) **Hole up and camp**—Set up camp to rest and recover from thy wounds.
- I) **Ignite a torch**—Lights a given player’s torch.
- J) **Jimmy lock**—Opens doors if you have a key; must be followed by the direction of the door. One use per key.
- K) **Climb**—Climb up a ladder to the next level of a building.
- L) **Look**—Identifies object in given direction.
- M) **Map**—Players with certain special items may see a magical map of current terrain. One use per item.
- N) **New order**—Exchanges the positions of any two playes indicated within the party.
- O) **Open door**—Open a door in the direction indicated.
- P) **Pick pocket**—Attempt to steal from a character, success based on theiving ability.
- Q) **Quit and save**—Saves the current game progress to tape; thou may continue or start over. The game will resume where thou last saved.
- R) **Ready weapon**—Equips a player with the weapon of thy choice, if owned, for use in combat.
- S) **Search**—Search thy exact current location for unusual items.
- T) **Talk**—Allows a player to trade with shops or talk to townspeople in the direction indicated.
- U) **Use**—Use an item thou hast found during play.
- V) **Volume**—Toggles music and sound effects on and off.
- W) **Wear armour**—Outfits a player with the armour of thy choice, if owned, for defense in combat.
- X) **Exit**—Dismount a horse or leave a ship.
- Y) **Yell**—Allows player to yell any word one feels may be useful.
- Z) **Stats**—Displays a player’s status, attributes and possessions. The “Enter” key scrolls through the list. “Delete” returns to normal play.

SIEGE PERILOUS

The party is seen here standing on a point of land that juts into the sea. To the North is a castle, while a ship rocks gently on the waves to the northwest. Just above the ship one can see a town. Thy party consists of three travelers—British, Iolo and Geoffrey—whose names appear in the party window. Their current status is also therein displayed: British hath 372 Hit Points and is in Good condition; Iolo hath 380 Hit Points and is suffering from Poison; and Geoffrey hath 380 Hit Points and is in Good condition. The narrow window below indicates that the party hath 24 units of Food and 1823 Gold pieces. The symbol in the center indicates if any spells are currently active.



Talking with the people found in the game is the most important feature of U3.5 to master. It is almost impossible to solve thy quest without talking to virtually all people in each town. Each person with who thou dost Talk is capable of a full conversation. They can be asked about their 'Name', 'Job', and 'Health'. Thou may 'Look' again at their visual description. From this information thou shouldst be able to discern what else they might know, hinted at *directly* by use of the *precise* words in the conversation.

Some of the people that thou shalt meet may be willing to become thy traveling companions. If thou dost wish for a character to become a player in thy party, thou must ask them to 'Join' thee. When thou art through with a conversation, then speak the word 'Bye' as an accepted means of politely ending the conversation. During thy conversations, thou may feel the impulse to show thy generosity to less fortunate fellows. Thou may do so by saying 'Give'.

DIRECTION OF MOVEMENT KEYS



North or Forward



South or Retreat

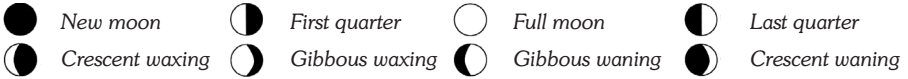


West or Turn Left



East or Turn Right

MOONS



Sosaria is circled by the twin moons of Trammel and Felucca. Trammel needs nine days for one complete orbit and Felucca 14 days. While barren and lifeless, they play a big part in the working of the blue Moongates—the destinations of which are entirely dependent on the moons' phases; the light they reflected from the bright Sosarian sun.

Trammel is the bigger of the two moons. It is the phase of this moon that determines the gate that is currently open. Felucca is the smaller of the two moons. It is the phase of this moon that determines the gate that is the destination.

RUNIC ALPHABET

A	B	C	D	E	F	G	H	I	J	K	L	M
Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ	Ɔ
EA		EE		NG		ST		TH				
Ɔ		Ɔ		Ɔ		Ɔ		Ɔ				

CREATING A CHARACTER

Insert the U3.5: Character Generator tape into the tape drive. At the menu, select 'Loader' and press 'Play' on the tape drive. When the character generation process is completed, insert a blank tape into the tape drive. When prompted, press 'Record' on the tape drive. You can now press 'S' to save another copy, 'N' to create a new character, or 'X' to exit the character generator.

TO BEGIN PLAY

Insert the U3.5: Pax Britannia tape into the tape drive. At the menu, select 'Loader' and press 'Play' on the tape drive. When the program has loaded you can play using the default character, or you can load a character created with the character generator.

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