

Complete Ultima VII Install Guide



Ultima VII

USER MANUAL

for

THE COMPLETE ULTIMA[®] VII CD



Complete Ultima VII Install Guide

Congratulations on your purchase of the Complete Ultima VII. The following instructions describe how to get Ultima VII from the compact disc onto your hard disk drive. Don't worry if you've never done this before. You can safely stop the installation process at any time. You can also re-run the install program at any time. If you have any trouble installing the game, see Troubleshooting (p. 9). Remember, you may safely quit and start over at any time!

We strongly recommend that you make a floppy boot disk to play Ultima VII!

The system requirements and procedure for starting and playing Ultima VII are listed below. Please refer to the on-line documentation for all other gameplay information (see *Using the On-Line Documentation* below).

Windows 95 Installer

Using the Installer

Before you begin, make sure the game disk is in your CD-ROM drive. Make sure *Windows 95* is running and that the Installer screen appears (*EA Presents...* displays at the top). If not, double-left-click on *My Computer* and double-left-click on the CD-ROM drive.

The screen that appears has five buttons:

INSTALL	Begins the installation process, creates a shortcut icon and reboots your system to DOS. This program will display onscreen instructions on how to install and run the game.
COMING SOON	Previews recent and upcoming products. Left-click on any game name to view a movie from that title.
INSTALL ACROBAT	Installs the Windows version of Adobe Acrobat (the on-disc document viewer). Refer to the rest of the Install Guide for instructions on installing the DOS version.
HELP	Displays a README file that explains shortcuts, errors and technical support information.
QUIT	Quits out of the Installer program and returns to the Windows 95 desktop.

1. Left-click on INSTALL on the Installer screen.
2. Left-click on YES in the MS-DOS prompt window to reboot your system to DOS.
3. Follow the onscreen instructions to install the game.

The install program looks for all the device drivers on your system and then creates a shortcut icon for the game. This shortcut could contain all the lines your system needs to run the game properly.

If an error message displays during the installation (such as "No mouse driver present" or "CD-ROM drive not found," you will need to obtain the appropriate drivers and edit the shortcut icon (see the next section).

*Note: To return to Windows 95 immediately after installation, type EXIT at the DOS prompt, then press **Enter**.*

4. The next time you load Windows 95, the new shortcut icon should appear on your desktop.
5. Double-click on the icon to start the game. If you do **not** have certain drivers, however, the game will not run until you get them and add the appropriate lines to the shortcut.
6. If you must manually add drivers to the shortcut, you'll need to edit the shortcut icon according to the instructions for making a Boot Disk. (The steps for editing the shortcut are outlined below.)

Editing the Game Shortcut Icon

1. Make sure you have whatever drivers you were missing initially. You can obtain them directly from the manufacturer or the World Wide Web. (See the card labelled Running This Game in Windows 95 for contact information).
2. Before the game will launch with your new drivers, you need to edit the shortcut and add the appropriate driver lines.
3. Right-click once on the shortcut icon.
4. Left-click once on *Properties*, then left-click on the *Program* tab at the top of the window.
5. If the box next to *Close on exit* is empty, left-click on it.
6. Left-click on the **ADVANCED** button. The *Advanced Program Settings* screen appears.
7. Make sure checkmarks appear next to *MSDOS mode* and *Warn before entering MS-DOS mode*. If not, left-click once in the box next to the item.
8. Make sure a dot appears in the circle next to *Specify a new MS-DOS configuration*. If not, left-click once in the circle.

Two windows display at the bottom of this screen; one is labelled *CONFIG.SYS for MS-DOS mode* and one is labelled *AUTOEXEC.BAT for MS-DOS mode*. These are the two windows in which you will edit the shortcut configuration.

The text in these windows was generated by the game's install program. You will be adding device driver lines to one or both of the windows. *Modifying or deleting this text has no effect on the files your system normally uses to boot up.*

9. Refer to Creating a Boot Disk in this Install Guide to determine which system file contains the driver line(s) you need to add (either *CONFIG.SYS* or *AUTOEXEC.BAT*).
10. Add the necessary driver line. If you're unsure of where to place it, or need to see exactly how it's worded, refer to the Creating a Boot Disk.

If the driver belongs in *CONFIG.SYS*, left-click in the *CONFIG.SYS for MS-DOS mode* window.

If the driver belongs in *AUTOEXEC.BAT*, left-click in the *AUTOEXEC.BAT for MS-DOS mode* window.

Some Windows 95 systems have Plug-and-Play capabilities. If you see a PlugPlay driver line in your *CONFIG.SYS* (for example: *C:\PLUGPLAY\DWCFGMG.SYS*), you will need to keep it. If you don't already have one, don't worry.

11. Left-click **OK**, then left-click **OK** again.

Using the Shortcut to Run the Game

Double-left-click on your revised shortcut to run the game.

If you've set up the shortcut correctly, your machine will reboot to MS-DOS. Follow the onscreen instructions to run the game. When you are done playing, type *exit* from the DOS prompt and hit **Enter** to reboot into Windows 95 (answer **Y** if prompted).

If you receive an error message, your drivers may not be present, or may not be entered correctly in the shortcut.

Quick DOS Installation

1. Turn on your computer and wait for the DOS prompt.
2. Insert your CD into the CD drive.
3. Type the letter of that drive, followed by a colon, and hit **Enter**.
(For example, *D:* **Enter**)
4. Type *ORIGIN* and hit **Enter**.
5. Use **↑** and **↓** to select one of the following options, then hit **Enter**:
INSTALL ULTIMA VII AND FORGE OF VIRTUE™
INSTALL ULTIMA VII PART 2 - SERPENT ISLE® AND SILVER SEED™
EXIT (returns you to the DOS prompt)
6. Follow the instructions provided by the installation program.
For more details, see *Installation Options*, p. 5.

System Requirements

Computer. A 386, Intel486 or 100% compatible system with a Microsoft mouse (or compatible).

Memory. A machine with more than 2 megabytes of RAM is required to play either game. Of that, *Ultima VII* requires at least 524,000 bytes free of base RAM, while *Ultima VII, Part Two* requires at least 535,000 bytes free of base RAM. For more information, see *Available Memory*, below.

Hard Drive Space. 25 megabytes hard drive space is required for each game; 50 megs if both are installed at the same time.

Floppy Boot Disk. Even if you know how to modify your hard drive's *CONFIG.SYS* and *AUTOEXEC.BAT*, you should make a floppy boot disk. If you do not use the correct configuration to run the game, your saved games will probably be corrupted and you will have to start the game over from the beginning (this time with the correct configuration!).

Available Memory

Your computer must have at least 640K of RAM and more than two megabytes of total memory to play either game.

Ultima VII. Regardless of the amount of RAM your computer possesses, there must be 524,000 (512K) bytes free to run the game. Sound and speech options can push this total to 561,144 (548K) bytes of DOS memory.

Ultima VII, Part Two. Regardless of the amount of RAM your computer possesses, there must be 535,000 (523K) bytes free to run the game. Sound and speech options can push this total to 587,000 (573K) bytes of DOS memory.

To find out how much free RAM your computer has before installation, run the DOS program, CHKDSK, by typing CHKDSK at the root directory prompt (e.g., C:>CHKDSK). (On some machines, CHKDSK may be located inside the \DOS directory.) When you run the program, the last line of the information presented tells you how much free RAM there is. For example, the last line might tell you that the system has 565,239 bytes free.

If you have less than the required amount of free RAM, you will not be able to run the game until additional memory is freed. If you are not familiar with this process, please see Creating a Boot Disk (p. 10).

Installation Options

The following instructions apply to both Ultima VII and Ultima VII, Part Two. The install program asks you where to put the game on your hard disk, and about any sound cards you have in your computer. Hit at any time to safely cancel the installation process.

1. Choosing a Disk Drive

First, a window appears to tell you which disk drives can contain the game you are trying to install. (If no disk drive has at least 25 megabytes available, you cannot install either game until you free more space.) Use and to select the hard drive of your choice, then hit .

2. Creating a Directory

A second window asks in which directory to put the game. If you want a directory name other than ultima7 (for Ultima VII) or serpent (for Ultima VII, Part Two) type a new name. Hit when you have the name you want. Do not put both games in the same directory.

3. Selecting Music and Sound Cards

When installing Ultima VII. Next you are asked about sound cards that might be in your computer. To hear any part of the game's speech, sound effects or music, you must have a sound board. (PC sound has no effect.) Use and to select among:

- No sound card
- Ad Lib
- Sound Blaster
- Sound Blaster Pro
- Roland MT-32 or LAPC-1 (Select this if you have both Roland and Sound Blaster.)

Hit when your choice is highlighted.

When installing Ultima VII, Part Two. Next you are asked what sound cards, if any, you have. To hear the game's speech, sound effects or music, you must have a sound board. The PC speaker is not supported. Use and to select among:

- No sound card
- Ad Lib
- Sound Blaster
- Sound Blaster Pro
- Roland MT-3 2 or LAPC-1 (Select this if you have only a Roland or both a Roland and Sound Blaster/Sound Blaster Pro and wish to use the Roland for music and the Sound Blaster for digitised speech.)

Press when you have highlighted your choice.

If you select Roland, another screen appears, asking which card you wish to use for digitised speech. Use and to select among:

- I don't have a speech card
- Sound Blaster
- Sound Blaster Pro

Press when you have highlighted your choice.

4. Assigning IRQ and DMA Numbers (Sound Blaster boards only)

If you chose Sound Blaster or Sound Blaster Pro at any point in Step 3, you have to tell the installation program the "IRQ" and "DMA" numbers for your sound card. If you're not sure what they are, use the default settings that are suggested by the installation program. (See Troubleshooting if you need more information. If any difficulties arise later from a wrong setting (such as silent or stuttered speech), you may re-run the installation program at any time.)

5. Confirming Your Configuration

Next, a window appears comparing your configuration with that required to run the game. If the two are compatible, the window indicates such with an OK.

However, if your configuration does not match that required by the game, problem areas are noted with the words NOT OK. The two most common problems are not enough DOS memory (see System Requirements, p. 5) and incompatible memory managers (see Troubleshooting, p. 11). If this happens you should make a floppy boot disk - see Creating a Boot Disk, p. 10.

Using the On-Line Documentation

DOS USERS:

To install the DOS Adobe Acrobat on-line document reader:

Note: If you have Microsoft® Windows™ installed, we recommend that you install the Windows version of the Adobe Acrobat reader for greater ease of use when reading the on-line manuals. See below for instructions on installing Acrobat for Windows.

Note: If you have already installed the Acrobat reader from another CD-ROM Classics title, it does not need to be re-installed-skip to the To Start Adobe Acrobat for DOS or To Start Adobe Acrobat for Windows section.

1. Insert the CD in your CD drive.
2. Type D: (or the letter of your CD drive, if different) and press **Enter** to move to the CD drive.
3. When you see the "D:" prompt, type **A D O B E \ A C R O D O S \ I N S T A L L** and press **Enter**.
4. Follow the menu prompts to install the on-line documentation reader.

System requirements for DOS:

- 386- or 486-based PC (486 recommended), DOS 5.0 or higher
- 2 MB of available RAM (4 MB or more recommended)
- 4 MB hard disk space
- Microsoft-compatible mouse
- VGA graphics
- Postscript or LaserJet printer supported

To start Adobe Acrobat for DOS:

1. The CD must be in the drive to run the program.
2. Move to the directory where Adobe Acrobat is installed. By default, it is installed in C:\ACRODOS, so you would type:
C: **Enter**
C D \ A C R O D O S **Enter**
3. Type **A C R O B A T** **Enter** to start the program.

Note: If you receive an "ACROBAT.INI" error message when running Acrobat, see Creating a Boot Disk below.

To open an on-line document file:

- Select Open from the File menu. (The on-line documents are located on the CD-ROM Classics CD.)
- Double-click on the D: (or appropriate CD drive letter) from the DRIVE dialog box.
- Double-click on an on-line documentation file to open it. The file(s) are:
INSTALL.PDF Ultima VII Complete Install Guide
FORGE.PDF Ultima VII Forge of Virtue
FELLOW.PDF Ultima VII The Book of Fellowship
U7BGREF.PDF Ultima VII The Black Gate Player Reference Card
U7MAP.PDF Ultima VII Map
U7SIMAN.PDF Ultima VII Beyond the Serpent Pillars
U7SIREF.PDF Ultima VII Serpent Isle Player Reference Guide
U7SSPG.PDF Ultima VII Serpent Isle The Silver Seed Play Guide

U7SIMAP.PDF Ultima VII Part Two Serpent Isle Map.

WINDOWS USERS:

System requirements for Windows:

- 386-or 486-based PC (486 recommended)
- 4 MB RAM
- Microsoft Windows 3.1 or greater

To install Adobe Acrobat for Windows:

1. Insert the CD in your CD drive. The CD must be in the drive to install and run the program.
2. Start Windows.
3. From the Windows Program Manager, choose RUN... from the File menu. The Run dialog box appears.
4. Type d:\adobe\acrowin\acroread.exe
(If your CD-ROM isn't drive D:, substitute the appropriate letter for 'd'.)
5. Click OK or press **Enter** and follow the instructions on your screen.

To start Adobe Acrobat for Windows:

1. Start Windows and ensure that the CD is in the drive.
2. If the Acrobat Reader 2.0 icon is not visible in the Program Manager window, double-click on the Acrobat program group icon. The Acrobat window opens.
3. Double-click the Acrobat Reader 2.0 icon. The program begins.

To open an on-line document file:

- Select Open from the File menu. Use the File Name: dialog box to select the directory of the file (The on-line documents are located on the CD-ROM Classics II CD).
- Type D:\ (or appropriate CD drive letter) and press e. Double-click on an on-line file to open it. The files are:
INSTALL.PDF Ultima VII Complete Install Guide
FORGE.PDF Ultima VII Forge of Virtue
FELLOW.PDF Ultima VII The Book of Fellowship
U7BGREF.PDF Ultima VII The Black Gate Player Reference Card
U7MAP.PDF Ultima VII Map
U7SIMAN.PDF Ultima VII Beyond the Serpent Pillars
U7SIREF.PDF Ultima VII Serpent Isle Player Reference Guide
U7SSPG.PDF Ultima VII Serpent Isle The Silver Seed Play Guide
U7SIMAP.PDF Ultima VII Part Two Serpent Isle Map.

To print a document file:

- Select Print from the File menu. Choose the range you want to print from the Print Range dialog box.
- If you receive a "Acrobat does not support printing at this device resolution..." message, increase the resolution in the Print Quality dialog box.

In DOS, prior to printing, go into Print Setup from the File menu. Choose Bitmap, which will provide a list of available printer devices.

The Adobe Acrobat Document Reader does not support 9-pin printers.

To learn how to use Adobe Acrobat:

Open the file HELPREAD.PDF in the C:\ACRODOS directory on your hard drive. Complete Acrobat instructions are contained in this file.

Quick Acrobat Tips:

If you have difficulty viewing documents, click on the magnifying glass icon on the bottom of the screen to increase resolution.

Each document file contains bookmarks that function as an electronic table of contents. To view bookmarks, select Bookmarks and Page from the View menu. The bookmarks appear to the left of the document window.

To jump to the page associated with a bookmark, double-click on the page icon next to the bookmark.

To show or hide any subordinate bookmarks, click the triangle to the left of bookmark.

To move through the document one page at a time click the Previous or Next Page buttons or press the / cursor keys.

To move through a document one screen at a time, click above or below the scroll box in the scroll bar or press the / keys.

Changing Your Configuration

At some time you may want to re-run the install program for either game (generally, to change or add a sound card, or to adjust the IRQ/DMA settings). Follow these directions. (You won't need to use the CD that came with the game; you'll be working with the data already on your hard disk.)

1. Type the letter of your hard drive followed by a colon and hit (for example, C:).
2. Type CD followed by the game's directory name, then hit (CD\ULTIMA7 or CD\SERPENT, if you chose the default directories.)
3. Type install and hit .
4. Follow the instructions for Steps 3 - 5 in Installation Options, p. 5.

Creating a Boot Disk

If you don't want to reconfigure your system, you can make a DOS system floppy boot disk to start your computer before you play.

Note: The install program (which is based on the original floppy-based version) might give you this option, but ignore it. Do not use a floppy boot disk that either game creates - with this CD-based version, make your own, using the following instructions.

To create a floppy boot disk, insert a blank floppy into your A: drive. From the DOS prompt, type:

```
FORMAT A:/S 
```

When the format is complete and you are back to the DOS prompt, type:

```
EDIT A:\CONFIG.SYS   
DEVICE=C:\DOS\HIMEM.SYS  
DOS=HIGH  
FILES=25  
BUFFERS=25
```

To exit and save this file, type:

```
   
  

```

Next, type:

```
EDIT A:\AUTOEXEC.BAT   
PATH=C:\DOS  
PROMPT $P$G  
C:\MOUSEMOUSE.COM
```

Your mouse driver may be located on another path. Replace this last line with the correct path if necessary.

Acrobat Note: If you receive any "acrobat.ini" error messages from the DOS Acrobat document reader program, add or modify the following lines to the config.sys file on your boot disk:

```
FILES=30  
BUFFERS=30
```

To exit and save this file, again type:

```
   
  

```

Whenever you wish to play either game, insert this disk in drive A: and then turn your computer on. From the DOS prompt, change to your hard drive (for example, by typing c:) and run the game as described in the play guides.

Disk Caches. If you have more than two megabytes of RAM, a disk cache will improve upon extended memory and increase the speed of the game. However, if you have a disk caching program that caches the floppy drive, we recommend that you disable the floppy caching before installing or running the game.

Never delete your AUTOEXEC.BAT or CONFIG.SYS files completely from your hard drive. Your computer can not function without them.

Troubleshooting

Listed here are a few common problems and possible solutions.

The game fails to load or run properly.

You may not have enough free RAM. Run CHKDSK to determine your computer's available RAM. Free up RAM if necessary. (See Available Memory.)

You may have a memory resident TSR program that conflicts with the game. Boot the computer from a DOS system floppy disk or remove memory-resident programs before running the game. See Creating a Boot Disk.

You may need to remove your Expanded Memory Manager. ORIGIN uses a special memory manager to run both Ultima VII games. This manager uses extended memory, so it can co-exist with the HIMEM.SYS driver. However, HIMEM.SYS is not necessary for this manager to function. The other popular memory manager, called Expanded Memory (EMS), is not compatible with Ultima's custom memory manager. If you are using an expanded memory manager (such as QEMM, 386^MAX or EMM386) you must remove it to run either game. See Creating a Boot Disk.

You may have filled all free space on the active disk drive. At the DOS prompt (e.g., "C:~"), type dir to check available hard drive space. This lists a directory of your drive's contents and, following the directory, states how many bytes are free. Remember, you need at least 25 megabytes on your hard drive to install either game. You need 524,000 to 561,144 bytes of free RAM to run Ultima VII. You need 535,000 to 587,000 bytes of free RAM to run Ultima VII, Part Two.

Serpent Isle fails to load or run properly.

Some disk compression utilities are not compatible with Serpent Isle. They require a substantial amount of low RAM (often as much as 45K). To play Serpent Isle using a disk compressor, you must free enough RAM to meet both the game's needs and the needs of your disk compression utility. Try re-installing the game without any speech or sound, a configuration that requires less memory.

As soon as I type serpent to start playing Ultima VII, Part Two, my system returns to DOS with a large prompt.

If you're using a Sound Blaster card (or compatible), you probably have an IRQ conflict. Consult your sound card documentation (or manufacturer) about changing your IRQ.

If your system has only 2 megs of RAM, you need more memory. Systems with eight 256K SIMMs have exactly two megs of memory. However, systems with two 1-meg SIMMs actually have 2.3 megs of memory. Any system with more than two megs of memory should be able to run either game.

Serpent Isle starts all right, but locks up every five minutes.

If you have a 386-based system, you may have an Intel 386 "Step B" chip. The Step B chip, an early version of the 386, has proved to be incompatible with some PC software and will be unreliable when you play Serpent Isle. If you have a 386 and this lock-up problem occurs, call ORIGIN Customer Service and we'll send a diagnostic program. (Alternatively, you can call our BBS to download 386step.exe.) Follow the accompanying instructions.

Speech fails to work after playing for only a short while.

You may have chosen an incorrect IRQ setting during installation. See your Sound Blaster manual for the correct setting. Re-install the game from your hard disk to select the correct IRQ. (See Changing Your Configuration.)

Speech skips lines of dialogue.

You may have an IRQ conflict. This means that another card is operating on the same IRQ (e.g., both the sound card and the printer are set at "IRQ 7"). This problem is especially common with mouse drivers and fax/modem cards. Consult your sound card

documentation (and manufacturer, if necessary) to change the IRQ on your sound card, and then re-install the game from the hard disk to select the new IRQ for the game. (See Changing Your Configuration.)

Music and sound effects are too soft on a Sound Blaster Pro.

Use the "SBP-SET.EXE" program to increase the FM level of your Sound Blaster Pro. We recommend a minimum setting of 12 (out of 15) for this purpose. Consult the documentation that came with the Pro for more details.

The mouse pointer doesn't respond properly.

Both games support the Microsoft Mouse and Microsoft Mouse Driver, version 7.0 (or higher). Some other mouse brands may not be compatible.

The game runs too slowly.

Your hard drive may be fragmented. Run an optimisation program. See your retailer about an optimisation program if you don't have one.

Your computer may not be fast enough to run the game effectively. The minimum configuration is a 386DX-based IBM PC or 100% compatible machine, but the game was optimised for 486+ machines. Some older and/or slower machines may not be powerful enough for maximum game performance.

You may be able to use a disk caching program. If you have four or more megabytes on your machine, a disk caching program can speed up your game. See your retailer about such a program.

In Ultima VII, Part Two, I'm trying to use a Serpent Gate with the jawbone, but it doesn't work and my characters start complaining about the cold.

You've selected the wrong sound card. Following the instructions in Changing Your Configuration, select sound blaster instead of sound blaster pro.

None of the above suggestions seem to help.

If you cannot solve a problem with either game, you can contact Manacomm's Customer Assistance department in Brisbane on (07) 3870 4900 between 8.30 am and 5.00 pm Australian Eastern Standard Time, Monday through Friday, or fax (07) 3870 9440 anytime.

Email if you prefer to: m_assist@manac.com.au

If you would rather write, address your letter to:
Customer Support
Manacomm Pty Ltd
P.O.Box 1297
MILTON 4064
AUSTRALIA

Please be at or near your computer, if possible, when you contact Manacomm, and be prepared, if required, to provide:

- which version of DOS you use,
- free RAM (from the last line of CHKDSK info),
- your mouse and mouse driver type,
- your graphics card,
- your machine type,
- your sound board(s),
- the content of your CONFIG.SYS and AUTOEXEC.BAT files,

whether you use Windows or a DOS shell.

Ultima VII The Black Gate™

Starting the Game (Windows 95)

After installation, type exit at the DOS prompt to return to Windows 95. Double-left-click on the ULTIMA 7 icon to reboot your system to DOS. Left-click on yes in the MS-DOS prompt window that displays, then follow the onscreen instructions to play the game.

Note: Two icons are on your desktop. One is labelled U7 INSTALL and re-runs the installation program. Use this to install Serpent Isle (if you didn't initially install it). The other icon is labelled ULTIMA 7 and runs both Ultima VII and Serpent Isle.

Starting the Game (DOS)

To load Ultima VII, go to the drive that contains your game. (If it is in C-drive, type "C:Enter.") Then go to the subdirectory containing your game. (If you choose our default directory, type "CD\ULTIMA7Enter.") Finally, type "ULTIMA7" to begin the game.

Main Menu

After the game loads, an introductory sequence automatically begins, but it may be skipped by pressing Esc. Then the main menu appears, listing four options:

- VIEW INTRODUCTION,
- START NEW GAME,
- JOURNEY ONWARD, and
- VIEW CREDITS.

To select one of these options, single-click it with the mouse or use the arrow keys and press Enter.

To exit the introduction, character creation or credits, press Esc.

View Introduction

The introduction reveals how and why the Avatar™ has returned to Britannia. Information presented here is very relevant to your quest. This scene is the same one that you see the first time you run the game.

Start New Game

This is where character creation takes place. It must be selected the first time you play the game. When you are asked to name your character, type the desired name (up to 14 letters) at the flashing cursor and press Enter. Next, you determine the gender of your character. With the mouse or space bar, select the gender of your choice and press Enter.

Journey Onward

After you first create a character, this option takes you to the beginning of the actual game. In future sessions, this option returns you to your last saved game.

View Credits

This option lists all of the many people who worked on Ultima VII.

Introductory Walkthrough

This section guides you through the first few minutes of Ultima VII. It doesn't reveal any deep secrets, but it does introduce you to all of the basic actions you may perform in the game. It assumes you are using a mouse, which is highly recommended by both Iolo and Lord British.

The scene opens as you, the Avatar, step out of a red Moongate into the Britannian town of Trinsic. Before you stand your old friend Iolo and the stable master, Petre.

Conversations. When Iolo addresses you, read each line of text and then click the left mouse button ("left-click"). Continue until Iolo has finished speaking, at which point he automatically joins your party.

Next, Mayor Finnigan approaches you. Again, left-click after each line of text. Finnigan asks you to investigate the Trinsic murder. Position your mouse cursor (represented by a green arrow) over the word "Yes" and left-click to answer him.

Finnigan asks if you've visited the stables. Put the cursor on the word "No" and left-click. He suggests that you visit the stables and you can begin moving around.

Moving. You (the Avatar) are always in the center of the screen. The stables are through the doorway to your north (i.e., toward the top of the screen). Position the cursor so that it points upward (northward) and right-click. You step to the north. Continue moving the cursor and right-clicking until you enter the building.

Examining Things. When you (the Avatar) enter the stables, the roof disappears, allowing you (the player) to see inside. A horrible murder has occurred! You can look at each object in the stables by left-clicking on it. Place the cursor over the gold key (lying just west of the body) and left-click. The word "key" appears (to identify it, if you couldn't tell what it was).

Perhaps the key will provide a clue. Move the cursor to the left of the key and click the right mouse button twice ("double-right-click"). You walk to that location. Notice that moving around is accomplished by right-clicking, and all other actions, like talking and examining objects, are accomplished by left-clicking.

Using Things. You don't want to be disturbed during this investigation, so close the door by placing the cursor on it and double-left-clicking.

Taking Things. The key may be a clue. Place the cursor so that the tip of it overlaps the key. Click and hold down the left mouse button ("left-click-and-hold"). As you continue holding, move the cursor around. If the mouse was properly positioned, the key is attached to the cursor. Don't let go yet!

To give yourself the key, move the cursor (and key) over your character and release the left button. The key will vanish.

Examining Yourself (and other things). Find out if you have the key by double-left-clicking on your character. An image of your character appears (your Inventory Display), with blue lines indicating the locations of equipment and clothing. The key is in your right hand.

Put the cursor on the large red check mark and left-click-and-hold. This lets you move your inventory window; move it to the upper right corner of the screen by dragging it in that direction. Release the button when you are satisfied with the new position.

You can remove your Inventory Display by left-clicking on the red check.

Talking to People. Perhaps your companion Iolo knows more about the murder. To speak with him, double-left-click on him. His portrait appears, along with speech. Responses you may select appear in the center of the screen. Left-click "Murder" to discuss the murder with him.

When you are finished talking to Iolo, left-click on "Bye" to end the conversation.

Further Investigations. There are other things you might try while inspecting the stables. It's a good idea to examine everything. Be sure to check out the dead gargoyle at the north of the stables, as well as the bag lying on the ground. You can see the bag's contents by double-left-clicking on the bag. Try removing items from the bag, such as the torch. Once the torch is on the ground, you may double-left-click on it to light it. Double-left-click on it again to extinguish it. (Note that while the torch is lit you cannot move it into any container.) In general, open the inventory of everyone in your party and both single- and double-left-click on every object. You may discover all sorts of handy things.

When you've finished here, you'll want to leave. You can walk continuously by right-click-and-holding. You always walk in the direction the cursor points. The farther the cursor is from the center of the screen, the faster you travel. Luck be with you as you journey onward!

Commands

Ultima VII is an entirely mouse-driven game. All action commands are controlled by the two mouse buttons. However, for those who do not have a mouse, all commands may also be performed from the keyboard.

Using the Mouse

The key point to using the mouse is knowing that the left button is used to perform actions involving the hands, and the right button is used to perform actions involving the feet. The mouse will generally appear in one of two forms: a green, straight arrow for normal activity or a red, jagged arrow for combat.

	Left Button	Right Button
Click	Look	Take One Pace
Double-Click	Use/Talk/Attack	Find a Path
Click-and-Drag	Move Items	Walk Continuously

Moving Your Character (Right-Clicking)

To make yourself walk, simply point the arrow in the direction you wish to travel and right-click-and-hold. The farther the arrow is from you, the longer it gets, and the faster you travel. To stop moving, release the right button.

When danger is near, your speed is limited in proportion to your dexterity.

Double-right-clicking on a point on the screen makes you walk to that location, providing no obstacles bar the way (e.g., a locked door).

Manipulating Objects (Left-Clicking)

The left mouse button is used to look, move, use or attack.

Look

To bring up a short description of an object, left-click on it.

Move

Many objects may be moved from one location to another. To move something that is portable, left-click-and-hold on the object. The cursor changes to a h and to indicate that you are holding an object. Move the cursor over the desired destination and release the mouse.

Releasing the item over a character places the item inside that character's inventory. If his Inventory Display is open, dropping the item on a container within the display places the item inside of that container (see Inventory Display).

If a container is not in anyone's inventory, it must be open (its display visible) to drop an item into it.

If an object is too heavy or too large to fit inside a container, or if you can't reach it, a message saying so appears in red above the object.

Use

To use an object, double-left-click on it. Each type of item functions uniquely when used. For example, using an unlit lamp will light it; using a lit lamp will extinguish it.

Some objects may be used on other objects (e.g., a bucket on a well). Double-left-clicking on such an item turns the cursor into green cross-hairs. Moving these to the target item and left-clicking uses the first item on the second.

Double-left-clicking on many useable objects brings up a display that provides more information about that object. For example, double-left-clicking on a chest brings up a display that reveals the contents of the chest. The contents may then be moved and manipulated like any other object within the world. The bodies of fallen foes are treated like chests for these purposes.

In addition, the displays themselves may be moved in the same manner as moving an object - left-click, drag, and release. Single-clicking on the red check at the left side of the display or pressing  will close that display.

"Using" a person has several meanings. Double-clicking on a person while not in combat will initiate a conversation with that person. (For more information on how conversations work, see Screen Display.) However, doing so while in combat mode indicates that you wish to attack that person. If you are clicking on a member of your party while in combat mode or while your Inventory Display is up, that member's Inventory Display will appear.

"Using" the Avatar will bring up your character's inventory (see Inventory Display).

To use a cart, double-left-click on a chair in the cart. Once all of the characters are seated, move the cart as if you were moving the Avatar. A boat operates under the same principle, but you must double-left-click on the sails instead of a chair. To stop using a cart or boat, double-left-click again on the chair or the sails, respectively.

Attack

While in combat mode, double-left-clicking the cursor on another person who is not in your party or on an object initiates an attack on that person or object. If you are in combat mode, and in any attack mode other than Manual Mode (see Combat), you automatically attack any nearby hostile foes.

Using the Keyboard

Though using a mouse is highly recommended, the keyboard may be used as a substitute if you have no mouse installed.

Walking

The arrow keys may be pressed to walk one step in the desired direction. Holding the shift key down while pressing an arrow key will allow the Avatar to take three steps instead of one. If the numerical keyboard lock (Num Lock) is on during play, every step will be a triple one.

Manipulating Objects

Press Spacebar to make the hand cursor visible. Now the arrow keys will move the cursor instead of the Avatar. Holding down  will increase the rate at which the cursor travels.

Treat  as if it were the left mouse button. For example, a single "click" identifies an object, while a "double-click" uses it.

If you are in any attack mode, there is no red cursor to remind you, but “double-clicking” still initiates an attack.

Keyboard “Hot Keys” and Mouse Equivalents

Key	Function	Mouse Equivalent
C	Turns combat mode on and off	Left-click on the Dove/Sword icon in the Avatar’s Inventory Display.
I	Opens up the Inventory Display of each party member, beginning with the Avatar.	Double-left-click on each party member.
Z	Opens up the Statistics Display for each party member, beginning with the Avatar.	Left-click on the heart icon within the Inventory Display of each party member.
S	Opens up the Save/Load Window.	Left-click on the disk icon in the Avatar’s Inventory Display.
A	Turns all audio effects on and off.	Left-click on both the Sound Effects and Music in the Save/Load Window.
V	Displays a scroll showing the version number of your copy of Ultima VII.	(None)
Alt X	Exits Ultima VII and returns to DOS.	(None)
H	Changes the “handedness” of the mouse by swapping the functions of the left and right mouse buttons. The left button is now used to move around, and the right button to manipulate objects. This “H” toggle affects only the mouse, not keyboard commands.	(None)
~	Closes Save/Load window, if it is open. If Save/Load is not open, closes all open displays and windows.	Left-click on each large red check.

Displays

Screen Display

In Ultima VII, the entire screen is devoted to displaying the map. Any messages or other relevant information appear over the game map, at various places.

During conversations, a portrait of the character you are speaking to appears in the upper left corner of the screen, with all of his text appearing to the right of the portrait. If any other characters interject, their portraits appear in the lower left corner of the screen with their text just to the right of their portrait. During conversations, your portrait appears in the center of the screen, with your word options appearing to the right of your portrait. Selecting a word or phrase from your options initiates a response from the character you’re talking to.

Text that identifies an object appears just above that object. Text that appears just above a character icon means that that particular character has spoken.

Inventory Display

When you double-left-click on yourself, your Inventory Display appears. This is also true of any character in your party, as long as you have first brought up your own Inventory Display.

Dove/Flaming Sword. At the left of the Inventory Display is either a dove (non-combat mode) or a flaming sword (combat mode) icon. Left-click on this icon to switch from one mode to the other. During play, the colour of the cursor arrow indicates whether you are in non-combat mode (green) or combat mode (red).

Containers. Double-left-clicking on any container in your inventory reveals the contents of that container.

Disk. On the right side of the Inventory Display is a disk icon. Left-clicking on this brings up a window that permits you to load or save a game, turn sound and music on and off, or exit the game.

Heart. Below the disk is a heart. Left-clicking on this icon reveals the Status Display.

Numbers. At the bottom of the Inventory Display is a number next to another number (e.g., “24/36”). The number on the left is the weight that the character is carrying expressed as stones. The number on the right is the maximum number of stones that the character can carry. When buying items from shopkeepers, you are told if an item is too heavy for you to carry.

In addition to weight, items also have volume. Sometimes you are told that you cannot carry an item because your hands or your packs are full. By rearranging your equipment (e.g., putting a weapon in your pack or buying another back-pack), you may be able to carry the new item.

Current Attack Mode and Protected Halo are described in Combat.

Spell Book

Double-left-clicking on the spell book in your Inventory Display brings up its display. To cast a spell, double-left-click on that spell’s icon. To select a spell without casting it, left-click on its icon in the spell book. The buckle on the book-mark moves to that spell.

There are six spells (Fire Blast, Paralyse, Lightning, Explosion, Death Bolt and Sword Strike) that may be cast in combat by double-left-clicking on a target as if attacking it. If the spell book is in your hand and the book was closed while that spell was selected (the bookmark’s buckle was on that spell), using the mouse to attack causes you to cast that specific spell (as long as you have the spell points and reagents necessary). Also, if you (the Avatar) are not in Manual Mode and have your spell book ready (in hand), you cast spells automatically.

Status Display

The Status Display lists a character’s current attributes, both primary and secondary, and whether that character is unconscious, poisoned, charmed, hungry, protected, cursed or paralysed.

Primary Attributes

Strength, Dexterity and Intelligence are the primary attributes, with values ranging from range from 1 to 30. The higher an attribute is, the better. The remaining attributes are secondary statistics.

Strength determines several things, including how much you can carry, how much (if any) additional damage you do with a hand-to-hand weapon, and how many Hits you can take before dying.

Dexterity affects such things as how fast you are and how well you pick locks. Faster characters can move and attack more often than slower ones. Dexterity determines your Combat skill.

Intelligence determines several things, including your Magic skill and how well you cast certain spells.

Secondary Attributes

Combat. Your base combat skill is derived directly from your dexterity. It determines how likely you are to hit in combat with normal weapons.

Magic. Your base magic skill is derived directly from your intelligence. It determines the maximum number of Mana points you can have.

Hits are derived directly from your strength. They are reduced by damage, poison and hunger. When your Hits reach 0, you are unconscious.

Mana records the current number of Mana points you have at that moment. The less active you are, the greater the rate at which Mana points return.

Level indicates your overall prowess. As you gain experience (see below), your level increases. As your level increases, you have the opportunity to raise one or more of your primary attributes. In addition, Hits usually increase as your level does.

Experience points (Exp) are a measure of your accomplishments. Every time you solve a quest or slay a monster, each member of your party gains experience points. After earning the required number of points, a character's level increases.

Training points are accrued with experience points. To increase strength, dexterity, intelligence, combat or magic, you must find a trainer who teaches expertise in that specific attribute. If you pay the trainer's fee and "trade in" training points (representing your study and practice with the trainer), the attribute you are concentrating on increases.

Combat

In the lower left corner of each character's Inventory Display is an icon representing the attack mode for that character when he is in combat. The following attack modes are available:

Icon	Available to Avatar	Available to Other Party Members	Attack Mode	Description
	Yes	No	Manual	You may direct each combat action.
	Yes	Yes	Attack Weakest	The character will attack the weakest opponent.
	Yes	Yes	Attack Strongest	The character will attack the strongest opponent.
	Yes	Yes	Defend	The character will be less effective at hitting and more effective at dodging blows.
	Yes	Yes	Attack Nearest	The character will attack the nearest opponent.
	No	Yes	Berserk	The character will never flee, regardless of wounds.
	No	Yes	Flee	The character will retreat from any opponents in an orderly fashion.
	No	Yes	Random	The character will attack a random foe.
	No	Yes	Protect	The character will attempt to protect the party member in Protected Mode.

If the Avatar's attack mode is anything but Manual Mode, he selects targets on his own (according to the rules of his attack mode) and fights those opponents without any further input

from the player. The player may override control at any time (by double-left-clicking on a specific target to attack it, right-click-and-holding to lead the Avatar in a certain direction, etc.).

When not in Manual Mode, the Avatar does not select fleeing or disabled (sleeping, paralysed or unconscious) targets on his own, and breaks off an attack once any of these conditions are met. To make the Avatar pursue an enemy to the death, double-left-click on the opponent after it has already fled or been disabled.

Flee Mode

If a party member is seriously injured, he may flee. Neither the Avatar nor party members in Berserk Mode will ever flee. Normally, fleeing characters might drop some of their possessions. Party members who have been set to Flee Mode will make an orderly retreat and will not drop any of their possessions.

Protected "Mode" and Protect Mode

You may designate a party member to be protected by clicking on the "halo" just above that character's attack mode icon. It turns gold, indicating that this party member is to be protected. Only one person in the party may be protected at any one time.

Note that if you have not designated any party member to be protected ("turned his halo on"), an injured party member may turn his own halo on and call out to other party members for protection. Any party members that are in Protect Mode will follow this injured character around and attempt to protect him. Effectively, any protecting character's main concern is for the welfare of the protected individual, and he will fight anyone who attacks the protected character until there is no longer a threat.

Ultima VII Part Two Serpent Isle™

Stop! Read Me First!

Origin Strongly Recommends that you create a bootable floppy disk before installing Serpent Isle, and that you install the game with this bootable floppy.

Creating a Boot Disk

If you don't want to reconfigure your system, you can make a DOS system floppy boot disk to start your computer before you play.

Note: The install program (which is based on the original floppy-based version) might give you this option, but ignore it. Do not use a floppy boot disk that either game creates - with this CD-based version, make your own, using the following instructions.

To create a floppy boot disk, insert a blank floppy into your A: drive. From the DOS prompt, type:

```
FORMAT A:/S 
```

When the format is complete and you are back to the DOS prompt, type:

```
EDIT A:\CONFIG.SYS 
```

```
DEVICE=C:\DOS\HIMEM.SYS
```

```
DOS=HIGH
```

```
FILES=25
```

BUFFERS=25

To exit and save this file, type:

Alt F

X

Y

Next, type:

EDIT A:\AUTOEXEC.BAT **Enter**

PATH=C:\DOS

PROMPT \$P\$G

C:\MOUSE\MOUSE.COM

Your mouse driver may be located on another path. Replace this last line with the correct path if necessary.

Acrobat Note: If you receive any "acrobat.ini" error messages from the DOS Acrobat document reader program, add or modify the following lines to the config.sys file of your boot disk:

FILES=30

BUFFERS=30

To exit and save this file, again type:

Alt F

X

Y

Whenever you wish to play either game, insert this disk in drive A: and then turn your computer on. From the DOS prompt, change to your hard drive (for example, by typing c: **Enter**) and run the game as described in the play guides.

Disk Caches. If you have more than two megabytes of RAM, a disk cache will improve upon extended memory and increase the speed of the game. However, if you have a disk caching program that caches the floppy drive, we recommend that you disable the floppy caching before installing or running the game.

Never delete your AUTOEXEC.BAT or CONFIG.SYS files completely from your hard drive. Your computer can not function without them.

When you are ready to install Serpent Isle, insert this bootable floppy disk in drive A: and turn on your computer. From the DOS prompt, change to your CD drive and install the game as described above.

When you wish to play Serpent Isle, follow the same procedure: insert this bootable floppy disk in drive A: and turn on your computer. From the DOS prompt, change to your hard drive (for example, by typing C: **Enter**) and run the game as described below.

PS2 50+ Users: You must use files=50 and buffers=50 (instead of lines (5) and (6), above).

Quick Reference

Mouse pointer	Hand Green arrow Green cross hairs	Waiting for you to take some action. You can move, or get an object. You can Use the first item you selected on a second item.
	Red arrow None	Combat mode - you can move or fight. Wait till game gives you a pointer.
Talking (green arrow)	Double-left-click on someone Left-click	to begin a conversation. Displays any additional text or Selects your response.
Looking (green arrow)	At yourself At another party member At an item Opening an Inventory Box Moving an Inventory Box Closing an Inventory Box Close all Inventory Boxes	Double-left-click on yourself. Double-left-click on member while your own Inventory Box is open. Left-click on it. Double-left-click on character or item. Left-click-and-drag on it. Left-click on red check. Alt (keyboard). (You can't move if an Inventory Box is open.) Double-left-click on it. Left-click on it.
	Reading something Reading further	
Taking (hand)	Left-click-and-drag the item to the character or the Inventory Box receiving it.	
Using (green arrow/cross hairs)	Double-left-click on the item. (Some items can not be your party members is holding them in a hand.) To Use one item on another, double-left-click the first item, then left-click the green cross hairs that appear on the second item.	Used unless one of
Moving (green arrow)	Point the green arrow in the direction desired, and right-click. Right-click-and-hold for continuous movement. Double-right-click on a specific location to move to that location.	
Attacking (red arrow)	Double-left-click on someone or something to attack that person or thing. (If you are not in Manual Combat mode, your party also attacks any nearby foes.)	
Inventory Display	Dove/Flaming Sword Disk Heart Crossed Swords Numbers	Non-combat/Combat modes (toggle) Load, Save, toggle sound, exit Statistics Display Combat Status Display Current load/maximum load
Spell Book	Open book Turn page Cast spell Select spell Cast spell in combat	Double-left-click on it. Left-click an upper corner. Double-left-click on spell. (Must have mana, reagents.) Left-click on spell. See Guide.
Combat Status Display	Click on character Halo	Displays character's Inventory Box. Toggles any one character into/out of Protected Mode.

Strategy

Cycles through possible modes for the character.

In All Circumstances

temporarily pauses the game and the green cross hairs appear. A single left-click with the cross hairs now replaces any of the double-left-clicks listed above - you can Talk (in Non-Combat Mode), Look, Use or Attack (in Combat Mode).

To load Ultima VII Part 2: Serpent Isle, go to the drive that contains your game. (If it is in the C:\ drive, type C:) Then go to the subdirectory containing your game. (If you chose our default directory, type CD\SERPENT) Finally, type SERPENT to begin the game.

The Main Menu

After the game loads, an introductory sequence automatically begins. This may be skipped by pressing . After the introduction, the Main Menu appears, listing four options:

- VIEW INTRODUCTION
- START NEW GAME
- JOURNEY ONWARD
- VIEW CREDITS

To select one of these options, single-click it with the mouse or use the arrow keys and press . Press at any point during the introduction, character creation, credits or endgame (after you have won the game, of course!) to return to the Main Menu. At the menu, press to return to DOS.

View Introduction

The introduction reveals how and why the Avatar travels to Serpent Isle. Information presented here is relevant to your quest. This scene is the one you see automatically the first time you run the game.

Start New Game

This is where character creation takes place. You must select this option the first time you play. Click either mouse button with the pointer over the word "Name." Then type your desired name (up to 14 letters) at the flashing cursor and press . This sets the name you will have as Avatar in Serpent Isle and moves you to the next option: your character's appearance.

To determine what your character looks like, make sure the word "Portrait" is highlighted. If it isn't, move the pointer over the word and click either mouse button. Press the spacebar or click on the word "Portrait" (or on the portrait itself) to cycle through the available choices. When the portrait you want is displayed, press to select it.

Press or click on "Return to Menu" to go back to the Main Menu; click on "Journey Onward" to go directly to the game.

Journey Onward

After you have created a character, this option takes you to the beginning of the actual game. In future sessions, this option returns you to your last saved game.

View Credits

This option lists the many people who worked on Ultima VII, Part Two: Serpent Isle.

Introductory Walkthrough

This section is designed to guide you through the beginning of your adventure on Serpent Isle. While it does not reveal any hidden clues, it does introduce you to the basic actions you will perform throughout the game. This walkthrough assumes you are using a mouse, which is highly recommended.

The stage is set as your ship arrives upon the shores of Serpent Isle, having been transported there magically. You are the Avatar and with you are your three closest companions, Iolo, Shamino and Dupré.

Conversations. When Iolo begins speaking to you, read until you have completed all of the on-screen text. Then click the left mouse button ("left-click") to display any additional text. Follow the same procedure when Dupré interjects with his own comments. Continue until Iolo has finished speaking. Shortly after Iolo's portrait disappears, members of your party will begin flashing text (called "barks") over their characters. Unlike conversations, you may move about while the barks appear, but do not forget to pay attention to what is said.

During these and all other conversations, pay careful attention to the shape of your mouse pointer. If the mouse pointer is shaped like a hand, the game is waiting for you to take some action - for example, click the left mouse button once to advance to the next screen of conversation text. If the pointer is a green arrow, you can move your character or get an object; if it is a red arrow, you are in combat mode and can move or fight. If there is no mouse pointer on-screen, don't press any mouse buttons. The absence of a pointer means a scene or event is taking place that is out of your control. These are usually important events and you don't want to miss them. If you press a mouse button during one of these scenes, you may miss something. Wait until the hand or arrow pointer reappears before you click a mouse button.

Examining Yourself. After everyone in your party says his piece, take a moment to look at what you are carrying in your inventory. Position the cursor over your character and click the left button twice ("double-left-click"). An image of your character (called your "Inventory Display") appears, letting you see all of your equipment. Move the cursor over an object you wish to look at and left-click. A description of the object appears.

If the inventory window is blocking something you wish to see on the screen, put the cursor over any portion of the window and left-click-and-hold the button. As long as you hold the button, moving the cursor will move the window on the screen. When you are satisfied with the new location, release the button.

Close the Inventory Display by left-clicking on the red check mark. Until all inventory windows are closed, your character will be unable to move.

Moving. Since your way is blocked by mountains to the north, leave the ship and head south (i.e., toward the bottom of the screen). Notice that your character is in the center of the screen. Moving your mouse moves a green, arrow-shaped cursor. Position the cursor so that it points in the direction you wish to travel and right-click - you take a step to the south. Press and hold the right button until you wish to stop walking. The further from the center of the screen you place the cursor, the longer the arrow gets and the faster you move.

You won't get far before being engulfed in a magical storm that causes your companions to disappear, leaving behind sparkles of red light which soon fade! As you take a few more steps, the storm affects you, too. Sparkling green lights surround you. But you didn't disappear - what effect did the magical storm have upon you?

To find out, take a closer look at yourself, as you did earlier (see "Examining Yourself," above). You will notice that many of the possessions you had when you arrived on Serpent Isle are now missing, replaced by foreign ones. This is a mystery you will solve later.

Talking to People. As you continue walking south, a figure appears magically and begins speaking to you. This is a monk, Thoxa. As she completes each portion of her text, your possible responses appear in the center of the screen, to the right of your portrait. Left-click on the response you choose and then read her response. Pay close attention to the shape and/or absence of the mouse pointer, as explained in Conversations, above.

Thoxa gives you important information about an hourglass and a red bush. She also tells you much about why you are here and what you must do. When you no longer wish to speak with Thoxa, left-click on "bye" to end the conversation. Ending the conversation doesn't end your encounter with Thoxa, however. Before either of you can leave, another monk, Karnax, appears and soon you are witness to a great magical battle. (Again, be careful not to click a mouse button unless the mouse pointer is visible.)

Examining Items. After the battle, walk south until you find Shamino. Like Thoxa, he initiates a conversation, mentioning that his inventory has been changed. He tells you he has compiled a list of the unusual items and adds your new equipment to it, giving the list to you. Double-left-click to open your Inventory Display. Double-left-click on your backpack and a window appears displaying all of its contents. Double-left-click on any container (including barrels, sacks, chests and even hollow trees) to see what's inside. To examine Shamino's inventory, double-left-click on his figure while your own inventory window is on screen.

Inside your pack you find a variety of items, including two scrolls. Read one by double-left-clicking on it. This brings up a window that displays what it says. Some scrolls are longer than a single page. To read further in a scroll, left-click it like you would to display further conversation text. Read the two scrolls and you will discover that both are lists of items. Compare Lord British's and Shamino's scrolls to the items you are carrying. Remember, to identify something, left-click on it and text will appear above the item, naming it.

To close your inventory window and Shamino's, click on the red check marks attached to each open window.

Continue south to the red bush. This hides the entrance to a cave. Even though you see a mountain blocking your way, move to the right of the bush and then to the north. You will pass right through an illusionary wall! Walk around the cave, letting Shamino talk about some of the items you see.

Taking Items. When Shamino alerts you to the usefulness of a bedroll, add the bedroll to your possessions by placing the cursor over the item and left-click-and-holding. While holding, move the cursor around. If the bedroll moves with the cursor, it is attached. If it does not, try again. Once you have the bedroll, keep the mouse button pressed to move it around. Do not release the button yet!

Move the cursor (and the bedroll) over your character and release the left button. The bedroll vanishes. Check your Inventory Display and you will see it there, most likely in your backpack.

Using Items. Parts of the cave are very dark. You will want to light the torch that Shamino mentions. Move the torch into your inventory (as explained above) and drop it over one of your character's hands. Place the cursor over the torch when it is in-hand and double-left-click. The room will become brighter. This same procedure opens and closes doors, opens chests, lets you eat food and so forth. If you look around and follow Shamino's instructions, you will find many useful objects here.

Note that you can only hold one item in-hand at a time. To move an item from your hand to, say, Shamino, left-click-and-drag the item from your hand to Shamino's figure and release the mouse button.

Search all of the chests in the cave. If they're locked, use lockpicks to open them or go into combat mode (see below) and bash them open.

You should also try lowering the bucket you find into the well and getting some water. To do this, double-left-click the bucket. When green cross-hairs appear, left-click on any part of the rope hanging from the well. Your character will walk to the well and get water. Using items on other items or characters is an important skill, one you will use throughout the game.

When you are through exploring the cave, head south through the illusionary wall once again.

Initiating Conversations. When you leave the cave, find the bear skeleton (and Shamino's bow) nearby. Then head east until you approach a walled city. On the far side of the city gates is a guard. Unlike your companions and Thoxa the monk, the guard doesn't initiate conversation - you have to attract his attention.

To ask him to let you in, move the cursor over him and double-left-click. His portrait appears and he begins talking. You can also speak to your companions at any time in this way. However, remember that double-left-clicking on a companion while an Inventory Display is visible (usually, but not always, the Avatar's display) will make that character's inventory window appear, instead of beginning a conversation.

By now you have noticed that moving around is accomplished by right-clicking, and all other actions, such as talking and examining, are accomplished by left-clicking. This simple rule will guide you through most situations you encounter during the game.

Once you are in side the gates, you want to find Lord Marsten, as well as begin investigating the city. Remember that you always walk in the direction that the cursor is pointing. Good luck as you continue your adventure!

Commands

Serpent Isle is an entirely mouse-driven game - all action commands can be controlled by the two mouse buttons. However, for those who do not have a mouse, all commands may also be performed from the keyboard.

Using the Mouse

The key point to using the mouse is knowing that the left button is used to perform actions involving the hands or eyes, and the right button is used to perform actions involving the feet. The mouse generally appears in one of two forms : a green, straight arrow for normal activity or a red, jagged arrow for combat.

Action	Left Button	Right Button
Click	Look	Take one step
Double-click	Use/Talk/Attack	Find a path
Click-&-hold	Move items	Walk continuously

Moving Your Character (Right-Clicking)

To make yourself walk, point the arrow in the direction you wish to travel and right-click-and-hold. The farther the arrow is from you, the longer it gets and the faster you travel. To stop moving, release the right button.

When danger is near, your speed is limited by your dexterity and your encumbrance.

As a shortcut, double-right-clicking on a point on the screen makes you walk to that point, providing no obstacles bar the way (e.g., a wall).

Manipulating Objects (Left-Clicking)

The left mouse button is used to Look, Move (other objects), Use or Attack.

Look. To bring up a short description of an object, left-click on it.

Move. Many objects can be moved from one location to another. To Move something, left-click-and-hold on the object. The cursor changes to a hand to indicate that you are holding something. Move the cursor over the desired destination and release the button.

Releasing the item over a character places the item somewhere inside that character's inventory. If your inventory (see Inventory Display) is open, dropping the item on a container within the display places the item inside that container.

If a container is not in anyone's inventory, it must be open (its display visible) to drop an item into it.

If an object is too heavy or too large to fit inside a container, or if you are unable to reach the object, a message saying so appears in red above the object.

Use. To Use an object, double-left-click on it.

Each type of item functions uniquely when Used. For example, Using an unlit lamp lights it; Using a lit lamp extinguishes it.

Some objects can be Used on other objects (for example, a bucket on a well or food on a hungry character). Double-left-clicking on such an item turns the cursor into green cross hairs. Moving the cross hairs to the target item and left-clicking causes the first item to be Used on the second.

Double-left-clicking on a useable object may bring up a display that provides more information about that object. For example, double-left-clicking on a chest brings up a display that reveals the contents of the chest. The contents can then be moved and manipulated like any other object within the world. The bodies of fallen foes are treated like chests for these purposes.

The displays themselves can be moved in the same way you would move an object - click, drag, release. Single-clicking on the red check at the left side of the display closes that display. You can close all open displays at once by pressing .

"Using" a person has several meanings. Double-clicking on a person while not in combat initiates a conversation with that person. (For more information on how conversations work, see Screen Display.) However, doing so while in combat mode indicates that you wish to attack that person. If you click on a member of your party while in combat mode or while your inventory display is up, that member's inventory display will appear.

"Using" your character, the Avatar, brings up your inventory (see Inventory Display).

To Use the boat, double-click on a chair. To Use the barge, double-click on the engine. To Use the ice raft, double-click directly on the raft surface. Once all characters are in place, move the barge or raft as if you were moving your character. To stop Using either the barge or the ice raft, double-click in the same place a second time. (The boat moves and stops automatically.)

Attack. While in any attack mode, the arrow cursor turns red. Double-left-clicking the red cursor on another person who is not in your party or on an object initiates an attack on that person or object. If you are in any attack mode other than Manual mode (see Combat), you automatically enter into battle with any nearby hostile foes.

Using the Keyboard

Though using a mouse is highly recommended, the keyboard may be used as a substitute if you have no mouse installed.

Walking. The arrow keys may be pressed to walk one step in the desired direction. If you hold down while pressing an arrow key, you will take three steps instead of one. If "Num Lock" is on during play, every step will be a triple one.

Manipulating Objects. Press SPACEBAR to make the hand cursor visible. Now the arrow keys will move not the Avatar, but the cursor. Again, holding down will increase the rate at which the cursor travels.

Treat , as if it were the left mouse button. For example, a single "click" will identify an object, while a "double-click" will Use it.

If you are in combat mode, you can also use , to initiate an attack. Do this by pressing x and using the arrow keys to move the hand pointer over the target. Then, "double-click" the key.

Keyboard "Hot Keys" & Mouse Equivalents

Key	Function	Mouse Equivalent
A	Turns all audio effects on and off.	Left-click on, sound effects, music and speech in the Save/Load Window.
B	Brings up spell book display, if Avatar has spell book in inventory.	Double-left-click on spell book.
C	Turns combat mode on and off.	Left-click on the dove/sword icon in the Avatar's Inventory Window.
H	Changes the "handedness" of the mouse by swapping the functions of the left and right mouse buttons. The left button is now used to move around, and the right button to manipulate objects. This H toggle affects only the mouse, not the keyboard commands.	(None)
I	Opens up the Inventory Display of each party member, beginning with the Avatar.	Double-left-click on each party member.
J	Brings up Serpent Jawbone display if Jawbone is in Avatar's inventory.	Double-left-click Serpent Jawbone.
L	Brings up the Combat Status Display, revealing the vital statistics of the entire party and permitting you to change each party member's attack strategy (see Combat).	Left-click on the crossed-swords icon in the Inventory Display of any party member.
S	Opens up the Save/Load Window.	Left-click on the disk icon in the Avatar's Inventory Display.
T	Brings up a targeting cursor and pauses the game so you can talk to a fast-moving character, use any object or attack.	(None, but roughly equivalent to double-left-click functions.)
V	Displays a scroll showing the version number of your copy of Serpent Isle.	(None)
Z	Opens up the Statistics Display for each party member, beginning with the Avatar.	Left-click on the heart icon within the Inventory Display of each party member.
Alt X	Exits Serpent Isle and returns to DOS.	Left-click on the quit button in the Save/Load Window.
Alt B	Toggles the frame limiter on and off. The game runs slower with the frame limiter on.	(None)
M	Brings up map of Serpent Isle if in inventory.	Double-left-click on map.

Displays

Screen Display

In Serpent Isle, the entire screen is devoted to displaying your location. Any other messages or relevant information appear over this display, in various places.

During conversations, a portrait of the character you are speaking to appears in the upper left corner of the screen, with all of the speaker's text appearing to the right of the portrait. If any other characters interject, their portraits appear in the lower left corner of the screen with their text just to the right of their portrait. When it's appropriate for you to respond, your portrait appears in the lower left of the screen, with your conversational options appearing to the right of your portrait. Left-clicking on a word or phrase from your options elicits a response from the character you're talking to.

Text that identifies an object appears just above that object. Text that appears in quotations just above a character icon means that that particular character has spoken.

Inventory Display

When you double-left-click on yourself, your Inventory Display appears. To bring up the Inventory Display of another party member, you must first bring up your own Inventory Display. With your Inventory Display visible, double-left-click on other characters on the screen to view their inventories. You can examine and move items into or out of any party member's inventory, as you wish.

Dove/Flaming Sword. At the lower left corner of the Inventory Display is either a dove (non-combat mode) or a flaming sword (combat mode) icon. Left-click on this icon to switch into or out of combat mode. During play, the colour of the cursor arrow indicates whether you are in non-combat mode (green) or combat mode (red).

Containers. Double-left-clicking on any container in your inventory reveals the contents of that container.

Disk. On the right side of the Inventory Display is a floppy disk icon. Left-clicking on this brings up a window that permits you to load or save a game, turn sound and music on and off, or exit the game.

To save a game, left-click in one of the rectangles in this window. When a dark triangle appears on the left-hand side, type a name that will remind you where you were in the game when you saved. Click on the save button to save the current game position to your hard disk. If all saved game slots are full, click on an already existing one (type a new name or not, as you wish) and click on save to replace the old saved game with your current position. Click on "Yes" or "No" or press **Y** or **N**, as appropriate, when asked if you want to save over an existing game.

To load a game, click on any named saved game slot. When the dark triangle appears, click on the load button to restore the game position represented by the saved game slot you selected. Click on "Yes" or "No" or press **Y** or **N**, as appropriate, when asked if you want to load an existing saved game over your current game position.

To turn music or sound on or off, click on the appropriate button or press **A**.

To exit the game, click on the quit button. You will be asked if you really want to quit to DOS. Click on the yes box to exit or the no box to continue playing. (You can also press **Y** or **N**.)

Heart. To the left of the disk is a heart. Left-clicking on this icon or pressing **Z** reveals the Statistics Display.

Crossed Swords. At the bottom of the display, near the center, is a pair of crossed swords. Click on this or press  to bring up the Combat Status Display. This display reveals the vital combat statistics of your entire party at once, and permits you to change each party member's attack strategy (see Combat).

Numbers. At the bottom of the Inventory Display are two numbers separated by a slash (e.g., "18/36"). The number on the left is the weight the character is carrying expressed in units called "stones." The number on the right is the maximum number of stones the character can carry. When buying items from shopkeepers, an item that is too heavy for your character to carry is placed in the inventory of other party members or at the feet of the purchaser.

In addition to weight, items also have volume. Sometimes you are told that you cannot carry an item because your hands (or packs) are full. By rearranging your equipment (e.g., putting a weapon in your pack or buying another backpack), you may be able to carry the new item.

Spell Book

When you acquire a spell book, you will be able to use powerful magic. Double-left-clicking on the spell book in your Inventory Display brings up its display.

To turn the pages of your spell book, left-click on one of the dog-eared upper corners of the book until the spell you wish to cast is visible on the page.

To cast a spell, you must have enough spell points (mana) and the proper ingredients (reagents). Then double-left-click on the icon in your spell book that represents the spell.

To select a spell without casting it, left-click on its icon in the spell book. This places a bookmark in the appropriate place in the spell book and keeps the spell ready, should you ever need it. Only one spell can be readied in this way at a time.

Six spells (Fire Blast, Paralyze, Lightning, Explosion, Death Bolt and Sword Strike) may be cast in combat by double-left-clicking on a target as if you were attacking the target normally. If the spell book is in your hand and the book was closed while that spell was selected (the bookmark was on that spell), using the mouse to attack causes you to cast that specific spell (as long as you have the spell points and reagents necessary). Also, if your character is not in Manual Mode and you have your spell book ready (in hand), you cast spells automatically.

During the course of your adventure, you may acquire magical scrolls. These one-time-use objects allow you to cast spells even if you lack mana or reagents. To use a spell scroll, double-left-click on the scroll to open it. Then, double-left-click over the icon that identifies the spell on the scroll to cast it.

If you know how to cast the Transcribe spell, you can copy spells from a scroll into your spell book. When you cast Transcribe, targeting cross hairs appear. Target the scroll holding the spell you wish to copy, left-click on it, and it will be transferred, automatically, into your spell book. The scroll then vanishes.

There are, of course, magical secrets you will uncover as the game goes on, but their nature and use must be learned through experimentation.

Statistics Display

The Statistics Display lists a character's current primary and secondary attributes. It also shows whether that character is unconscious, poisoned, charmed, hungry, protected, cursed or paralysed.

The colour of the Statistics Display indicates how cold the character is. If the background of the display is brown, the weather in the vicinity is warm and the character is comfortable. If the background is blue, the character is cold and the potential for frostbite is great - dress

accordingly. The darker the blue of the background, the colder the individual is. Give him or her warm clothing as soon as possible.

Primary Attributes

Strength, dexterity and intelligence are a character's primary attributes, with values ranging from 1 to 30. The higher an attribute is, the better.

Strength determines several things, including how much you can carry, how much (if any) damage you do with a hand-to-hand weapon, and how many hits you can take before dying.

Dexterity affects such things as how fast you are and how well you pick locks. Dexterity determines your combat skill.

Intelligence determines several things, including your magic skill and how well you cast certain spells.

The remaining numbers describe secondary attributes.

Secondary Attributes

Combat skill determines how likely you are to hit an opponent in combat with normal weapons.

Magic skill, derived directly from your intelligence, determines the maximum number of mana points you can have.

Hits are derived directly from your strength. They are reduced by damage, poison and hunger. When your hits score reaches 0, you are unconscious.

Mana records the current number of magic points you have. The less active you are, the greater the rate at which mana points return.

Experience points (EXP) are a measure of your accomplishments. As the game goes on, each member of your party gains experience points. After earning a predetermined number of points, a character's level increases.

Training points are accrued with experience points. To increase strength, dexterity or combat, you must find a trainer who teaches expertise in that specific attribute, on the training fields at Monitor. (Your intelligence and magic are already at their maximum possible values.) If you pay the trainer's fee and "trade in" training points (representing your study and practice with the trainer), the attribute you are concentrating on increases.

Level indicates your overall prowess. As you gain experience (see below), your level increases. As your level increases, you have the opportunity to raise one or more of your primary attributes.

Combat Status Display

This display shows the vital combat statistics of all party members at once. Below each portrait are listed that character's combat skill, number of hits remaining, attack strategy and protected mode toggle (see Protected "Mode" and Protect Mode). If applicable to the character, magic skill and mana will also appear.

It is possible to change the attack strategy and protected mode status from this display. It is also possible to call up a character's inventory window by clicking on the portrait at the top of that character's Combat Status Display.

Combat

In the center row of the Combat Status Display is an icon representing the attack mode for that character when in combat. The following attack modes are available: (on Next page)

Icon	Available to Avatar	Available to Other Party Members	Attack Mode	Description
	Yes	No	Manual	You may direct each combat action.
	Yes	Yes	Attack Weakest	The character will attack the weakest opponent.
	Yes	Yes	Attack Strongest	The character will attack the strongest opponent.
	Yes	Yes	Defend	The character will be less effective at hitting and more effective at dodging blows.
	Yes	Yes	Attack Nearest	The character will attack the nearest opponent.
	No	Yes	Berserk	The character will never flee, regardless of wounds.
	No	Yes	Flee	The character will retreat from any opponents in an orderly fashion.
	No	Yes	Random	The character will attack a random foe.
	No	Yes	Flank	The character will attempt to attack enemies from the side, as opposed to a frontal assault.
	No	Yes	Protect	The character will attempt to protect the party member in Protected Mode.

If the Avatar's attack mode is anything but Manual Mode, the character selects targets intelligently and fights those opponents without any further input from you (according to the rules of the attack mode you chose). You can override your character's decision at any time (by double-left-clicking on a specific target to attack it, right-click-and-holding to lead the Avatar in a certain direction, etc.).

When not in Manual Mode, the Avatar will not select targets that are fleeing or disabled (sleeping, paralysed or unconscious), and will break off an attack once any of these conditions are met. To make the Avatar pursue an enemy to the death, double-left-click on the opponent after it has already fled or been disabled.

Flee Mode

If a party member (but not the Avatar) is seriously injured, he may flee. However, party members will never flee if they are in Berserk Mode. Fleeing characters may drop some of their possessions to enable them to run faster. Party members who have been set to Flee Mode will make an orderly retreat and will not drop any of their possessions.

Protected Status and Protect Mode

You may designate a party member to be protected by clicking on the "halo" just below that character's attack mode icon. When the halo turns gold, this party member is protected. Only one person in the party may be protected at any one time.

Note that if you have not designated any party member to be protected (in other words, you haven't "turned anyone's halo on"), an injured party member may go into Protected Mode automatically and call out to other party members for protection. Any party members that are in Protect Mode will follow this injured character around and attempt to keep him or her safe.

Effectively, any protecting characters' main concern is for the welfare of the protected individual, and they will fight anyone who attacks the protected character until there is no longer a threat.

ULTIMA VII COPY PROTECTION QUESTIONS AND ANSWERS BLACK GATE (& FORGE OF VIRTUE)

Questions asked by Finnigan:

- "What is the latitude of the northernmost point of the island Spektran?" (120)
- "What longitude runs through the center of the island Buccaneer's Den?" (60)
- "What longitude runs through the center of the island Terfin?" (120)
- "What latitude runs through the center of Dagger Isle?" (0)
- "What latitude runs through the center of Skara Brae?" (30)
- "What latitude runs through the center of the Deep Forest?" (60)
- "What latitude runs through the center of Buccaneer's Den?" (60)
- "What longitude runs through the center of Skara Brae?" (60)

Questions asked by Batlin:

- "According to the Book of Archaic Knowledge, how many times must ginseng be reboiled in order for it to be properly used as a magical reagent?" (40)
 - "How many runes are in the archaic script of the outdated Britannian language?" (31)
 - "According to the Book of Archaic Knowledge, how many places may the Mandrake Root naturally be found?" (2)
 - "In the Book of Fellowship, how many bandits can be seen surrounding the old man in the illustration on page three?" (6)
 - "According to the Traveller's Companion, how many parts of the body should one wish to protect with armour?" (6)
 - "According to the Book of Archaic Knowledge, fewer than how many pearls in 10,000 are black?" (1)
 - "On what page of the Book of Archaic Knowledge, is the spell known as An Zu?" (42)
- #### SERPENT ISLE (& SILVER SEED)
- "According to Erstam's book, how many spells are available in the Ninth Circle of Magic?" (8)
 - "How many different materials can armour be made from?" (4)
 - "How many beasts are discussed in the Bestiary included in Erstam's book?" (52)
 - How many different types of Reagents does Erstam write about? (11)
 - "How many Reagents are required to cast the 'Mass Death' spell?" (6)
 - "What is the number of times ginseng must be boiled before it becomes syrup?" (40)
 - "In what Circle of Magic does the Create Automata spell appear?" (6)
 - "For how many reasons did Erstam put down the history of the land in writing?" (1)
 - "How many characters are there in Ophidian writing?" (36)
 - "People from how many cities chose to emigrate from Britannia to the Serpent Isle?" (4)
 - "How many cities were established in the Serpent Isle?" (3)
 - "How many forces, when combined, form the Principles of Balance?" (6)

- “How many clans divide Monitor?” (3)
 “How many types of weapons are described in Erstam’s book?” (4)
 “How many Words of Power are there?” (27)
 “How many letters in the name of the woman who made fine-fitting lambskin gloves?” (6)

Credits

Forge of Virtue

<i>Producer</i>	Richard Garriott
<i>Project Leader</i>	John Watson
<i>Lead Programmer</i>	Ken Demarest
<i>Programming</i>	Jim Greer, Andrew P. Morris, Zach Simpson
<i>Lead Writer</i>	Andrew Morris
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<i>Documentation</i>	Andrew P. Morris, Ken Demarest
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<i>Cover Art</i>	Dicko Mather
<i>Box Design</i>	Craig Miller
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The Silver Seed

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<i>Lead Programmer</i>	Phil Sulak
<i>Usecode Programming,</i>	
<i>Writing and Design</i>	Brian Adams, Bruce Adams, David Beyer, Lisa Smith
<i>New Game Art</i>	Bob Frye, Micael Priest, Brian Adams, Bruce Adams
<i>Cover Art</i>	Dicko Mather
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<i>Documentation and Box Design</i>	Al Carnley, Jennifer Davis
<i>QA Project Leader</i>	Marshall Andrews
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Complete Ultima VII CD

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<i>Programmer</i>	Gary Scott Smith
<i>Quality Assurance</i>	Kevin Kushner, Brian Wachhaus
<i>Documentation</i>	David Ladyman
<i>Graphic Design</i>	Jennifer Davis

Forge of Virtue

You should be able to locate the Isle of Fire using the clues provided when you begin the game, but if you experience any problems, the following steps will guide you to the new land.

Talk to Lord British. He will provide valuable information concerning a ship. Journey to the location described by Lord British, and board the ship you find there.

Sail south until a tremor occurs and the mountains appear. Follow the new coastline until you find a small pass with two towers at the far end.

Sail north between the two towers and into the inlet. You are now at the Isle of Fire and can begin the Forge of Virtue quests.

The Silver Seed

To begin the Silver Seed adventure, seek out Karnax and listen to him carefully. There are two ways to find Karnax: If you die, Karnax gives you the facts necessary to begin the Silver Seed quest as part of his resurrection conversation (select the keyword “discovery”). If you seek him out on Monk Isle at any other time, ask him about a “discovery” to learn of the Silver Seed.

Get the amulet necklace from Karnax. When you are ready to begin this part of the adventure, go to a Serpent Gate. Stand on a gate, wearing the necklace, and double-left-click on the necklace.

Technical Support

Ultima VII is distributed in Australia and New Zealand by Manacom Pty Ltd, Brisbane. If you have problems with your copy of Ultima VII, please refer to the Troubleshooting sections of the printed manual, the README.TXT file in the GATEWAY directory of the CD, and the INSTALL.PDF on-line manual file for hints and instructions on how to get the game to run properly. If you still have problems, you are entitled to customer support from Manacom. You can contact Manacom's Customer Assistance department in Brisbane on (07) 3870 4900 between 8.30 am and 5.00 pm Australian Eastern Standard Time, Monday through Friday, or fax (07) 3870 9440 anytime.

Email if you prefer to: m_assist@manac.com.au

If you would rather write, address your letter to: **Customer Support**
Manacom Pty Ltd
P.O.Box 1297
MILTON 4064
AUSTRALIA

Please be at or near your computer, if possible, when you contact Manacom, and be prepared, if required, to provide:

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- A description of your problem, how it occurred, & how to reproduce it;
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