

# Ultimate™

## A S C E N S I O N IX

### INSTALL GUIDE

#### Disk Preparation

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# INSTALLATION INFORMATION

**PLEASE READ THIS INSTALLATION GUIDE BEFORE INSTALLING ULTIMA IX: ASCENSION.**

## SYSTEM REQUIREMENTS

### Minimum Configuration

- Windows® 95 or Windows®98 (Windows® NT is not supported)
- 266 MHz or faster Intel® Pentium® II processor
- 64 MB RAM
- 8x CD-ROM drive (1200K/second transfer rate) using 32-bit Windows 95/98 CD-ROM driver
- 8 MB 3D graphics accelerator with DirectDraw™ and Direct3D™ or Glide™ compatible driver
- DirectX™ 7 compatible Sound Card
- 600 MB free hard disk space plus space for saved games (additional space required for DirectX 7 installation)
- Keyboard, mouse

### Recommended Configuration

- 400 MHz or faster Pentium II processor
- 128 MB RAM
- 1 GB free hard disk space plus space for saved games (additional space required for DirectX 7 installation)
- 16 MB 3D graphics accelerator using the Voodoo3™ chipset
- DirectX 7 compatible sound card with EAX™ and DirectSound3D™ support

## Disk Preparation

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter.

ScanDisk searches your hard drive for lost allocation units as well as cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

## To run ScanDisk:

1. Left-click the Start button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select Run.
3. In the Run dialog box, type scandisk, then click OK. The Setup screen appears.
  - Make sure a check mark appears in the Automatically Fix Errors box, then select the drive to which you are installing the game (e.g., C:).
4. Click START to begin ScanDisk.

To run Disk Defragmenter:

1. Left-click the Start button from the Windows Taskbar. The Start menu opens.
2. From the Start menu, select Run.
3. In the Run dialog box, type defrag, then click OK. The Setup screen appears.
  - Select the drive to which you are installing the game
4. Click OK to begin Disk Defragmenter.

## DirectX Installation Notes

READ THIS SECTION COMPLETELY BEFORE PLAYING *ULTIMA™ IX: ASCENSION* OR INSTALLING THE DIRECTX DRIVERS.

DirectX is an Application Programming Interface that gives Windows 95/98 based applications high-performance, real-time access to your hardware, while reducing the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows 95/98 games.

*Ultima™ IX: Ascension* uses the DirectX 7 API (the latest iteration of DirectX at the time of release) and includes DirectX 7 files which you can install.

Two DirectX components, DirectDraw™, DirectSound™, and Direct 3D may require updating your video card and sound card drivers respectively for proper operation of these components. Using video card and sound card drivers that do not support DirectX will result in display and audio problems in DirectX applications.

During DirectX installation, your video card and sound card drivers will be updated if necessary. The DirectX 7 files included with *Ultima IX: Ascension* include drivers for most video cards and sound cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that support DirectX.

Note: During DirectX 7 installation, if you use a video card or sound card driver from your manufacturer that supports DirectX but is not yet Certified by Microsoft, you are prompted to replace the driver with a Certified driver. For video cards, we recommend not replacing your manufacturer's video card driver in this situation. Some manufacturers rely on their specific driver for functionality of their display utilities programs. Replacing the manufacturer's driver with Microsoft's driver may disable the functionality of these utility programs.

After installing DirectX 7, check to see if your video card or sound card drivers have DirectX support:

1. With the *Ultima IX: Ascension* CD in your CD drive, click the Start button on your Windows Taskbar, then click Run...
2. In the Run dialog box, type d:\directx7\dxdiag, then click OK (substitute the correct letter of your CD drive if other than 'D:').
3. Look at Display Driver and Sound Drivers by clicking on their respective tabs.

The Drivers section displays the driver version number and whether or not your driver is Certified by Microsoft as supporting DirectX 7.

- If the Certified field states "No" in this section, you should contact your manufacturer to obtain updated drivers that support DirectX 7.
- If the Certified field states "Yes" in this section, your video card or sound card supports DirectX 7.0 and should work properly in DirectX 7 applications.



## Installing the Game

To install *Ultima IX: Ascension*:

1. Start the Windows® 95/98 operating system.
2. Insert your *Ultima IX:Ascension* INSTALL Disc into the CD-ROM drive. The autorun screen should appear. (If not, open My Computer and double-left-click on your CD-ROM drive icon, then double-left-click on the file named AUTORUN.EXE)
3. Click on INSTALL to start the installation process.
4. The program will then start the installation process. Its first step will be to automatically check your version if you have DirectX 7 already installed. If it is the case, just press CONTINUE. If not, just click on INSTALL DIRECTX.
5. A SYSTEM PERFORMANCE window will then display your system's CPU and RAM information. Just click on NEXT.
6. The following screen will help you select the 3D Accelerator and its software interface for the game. You can manually fill in this information, or you can select Autoconfigure to have SETUP detect your 3D hardware for you. Glide® is the 3D interface used only for the 3Dfx Voodoo™ family of chips. Direct3D is Microsoft's 3D interface, and applies to a variety of hardware devices. If you select Direct3D, you must also select your desired 3D device from the pulldown list, if you have more than one 3D video device installed. If you have a 3DFX Voodoo 3D accelerator, make sure Glide is the option selected.
7. The program will then present you a Texture Mapping Selection Screen. 8-bit textures provide increased performance on older 3D hardware, but at the loss of some visual quality. 16-bit textures provide better visual quality, but require more recent 3D hardware to run well. Not all 3D cards support both 8 and 16-bit textures. If you're not absolutely certain which your card supports, select Autoconfigure to have SETUP make this determination for you.

If you have a Direct3D accelerator, and 16-bit textures have been selected, a COMPRESSED FOR D3D option is available. This option will enable the installation of smaller compressed 16-bit texture files which will be decompressed in the game. Certain Direct3D cards have a built-in function to accelerate this Direct3D Texture Decompression process.

8. The following screen will let you select the screen resolution you wish to run *Ultima IX: Ascension* in. Lower resolutions can provide increased performance. Higher resolutions can provide increased visual quality.
9. You will then be able to configure your mip-mapping settings. Mip-mapping is a 3D function which can enhance the visual quality of the game rendering.

You can turn mip-mapping on or off, and you can select the highest detail level of texture used by the game. Each texture in *Ultima IX: Ascension* comes in multiple detail levels. Turning mip-mapping on allows the 3D hardware to dynamically choose different detail levels, based on the distance of an object from the viewer; this increases visual quality. However, it can also cause lower performance, and requires more texture memory on your

hardware. If your 3D hardware has very little texture RAM, you can select a lower detail level for your textures. The world will look blurrier, but the game will run faster. As before, you can select Autoconfigure to have SETUP attempt to select the best settings for you.

10. Your last step will be to select your audio settings. If you have more than one audio device installed in your system, please select the device you wish *Ultima IX: Ascension* to use. You may also enable the EAX audio feature, if your hardware supports it. Select Autoconfigure to have SETUP configure these settings for you. EAX™ is the Environmental Audio technology provided by Creative Labs. If your hardware supports EAX, and you enable this feature, the sounds in the game are modified by the environment in the game world, adding realism and depth.
11. Accept the default installation destination (c:\program files\origin systems\ultima IX-ascension), or click Browse to select another installation destination.
  - To install to another location, select the drive and type in a new folder path (e.g., D:\games\Ultima IX), and click OK. You can also left-click on an existing folder to select it. The program asks you to create this directory if it does not exist.
  - Use the Drives: pull down menu to find out how much space is available or to install to the default installation on a different drive (for example, D:\origin systems\ultima IX).
12. Click Next>
13. Select on install type, then click Next> to begin copying files to your hard drive.
  - Custom: Select 8-bit or 16-bit textures as well as speech and music.
  - Full: All files including music and speech
  - Typical: Installs only those files necessary to run the game.
14. Select a program folder to place the game icons.
15. After you have selected your options, the program will copy all the necessary files on your Hard Drive.

You will then be able to start playing.

## Uninstalling/re-installing the Game

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

To re-install *Ultima IX: Ascension*:

1. Start the Windows 95/98 operating system.
2. Left-Click on Start > Programs > Origin Systems > Ultima IX - Ascension > Uninstall Ultima IX - Ascension.
3. Start the installation process as described in the INSTALLING THE GAME section.

## Starting the Game

To start *Ultima IX: Ascension*:

1. Start the Windows 95/98 operating system.
2. Insert your *Ultima IX:Ascension* GAME Disc into the CD-ROM drive. The install screen should appear. (If not, open My Computer and double-left-click on your CD-ROM drive icon, then double-left-click on the file named AUTORUN.EXE)
3. Click on PLAY to start the game.

## Modifying Configuration

If you want to modify your 3D or audio settings after installing the game, you can do so by choosing the SETUP option on the autorun screen.

To modify *Ultima IX: Ascension*:

1. Start the Windows 95/98 operating system.
2. Insert your *Ultima IX:Ascension* INSTALL Disc into the CD-ROM drive. The install screen should appear. (If not, open My Computer and double-left-click on your CD-ROM drive icon, then double-left-click on the file named AUTORUN.EXE)
3. Click on SETUP to start the setup process.
4. Click Save to save changes.

Note: Modifying certain options like switching from 8-bit to 16-bit may require you to re-install the game.

## Problems with Your Software?

If you are having a problem installing or using your software, we want to help.

- Please make sure you have read thoroughly the System Requirements and Installing the Game sections.

If you followed the directions and still have trouble installing or operating the software, below are some hints that might help solve the problem.

## CD Problems

An 8x-speed or faster CD-ROM drive is required to run *Ultima IX: Ascension*.

Receive "File not found" error message when installing or running the game

- Make sure the CD is in the CD drive. The CD must be in the drive to install or run the game.
- Make sure the CD is not scratched or damaged.

### CD-ROM Performance Problems

- Make sure you are using a 32-bit native Windows 95/98 driver to control your CD-ROM drive. You can configure these drivers with the Device Manager found in Start > Control Panel > System Properties.
- Do not use a DOS-based 16-bit driver to control your CD-ROM (loaded in CONFIG.SYS) as it may significantly reduce performance.

## Choppy or stuttering video or audio

You may be able to resolve these problems by adjusting the CD-ROM read-ahead cache.

To adjust the read-ahead cache:

1. At the Windows 95/98 desktop, right-click the My Computer icon, then choose Properties from the pop-up menu.
2. Click the Performance tab, then click File System...
3. Click the CD-ROM tab, then click in the Optimize access pattern for: box, and choose QUAD-SPEED OR HIGHER.
4. Move the Supplemental cache size: slider to SMALL, then click Apply.

Note: Moving the slider to LARGE does not improve *Ultima IX: Ascension* video performance, and may actually hinder performance by reserving RAM that would otherwise be available for the game.

## Video Problems

*Ultima IX: Ascension* requires a recent 8 MB 3D Graphics Accelerator with Direct3D or Glide compatible drivers.

Note: If your Windows 95/98 display driver does not support DirectDraw, you may experience difficulties installing or running *Ultima IX: Ascension*.



## General Video Card Information

- During DirectX installation, the DirectX setup program attempts to install a display driver for your video card that supports DirectDraw. If your video card driver does not have DirectDraw support, the DirectX setup program replaces your existing video card driver. In some cases, this may disable Manufacturer specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- If your video card driver already has DirectDraw support, but is not yet Certified by Microsoft, you are prompted to replace your current driver. In most cases, you should not replace your existing driver as it may disable Manufacturer specific utilities for your video card. If you have video-related problems using the uncertified DirectDraw drivers from your manufacturer, you may solve these problems by reinstalling DirectX and replacing your current video driver with a DirectX 7 video driver.

### To adjust the read-ahead cache:

1. At the Windows 95/98 desktop, right-click the My Computer icon, then choose Properties from the pop-up menu.
2. Click the Performance tab, then click File System...
3. Click the CD-ROM tab, then click in the Optimize access pattern for: box, and choose QUAD-SPEED OR HIGHER.
4. Move the Supplemental cache size: slider to SMALL, then click Apply.

Note: Please refer to DirectX Installation Notes on p. 4 for more information.

Note: Moving the slider to LARGE does not improve *Ultima IX: Ascension* video performance, and may actually hinder performance by reserving RAM that would otherwise be available for the game.

## 3D Accelerator Tips

If you experience problems with the detection of your supported 3-D accelerator card, please refer to the documentation provided with your 3-D accelerator card.

### Voodoo™3 chipset

*Ultima IX: Ascension* requires the Glide run-time drivers for the Voodoo series of chipset. You may also contact your board manufacturer to obtain the latest drivers for your board.

Note: If you still experience problems running *Ultima IX: Ascension*, please download the newest version of the Glide 2.5X drivers from the 3Dfx web site at [www.3dfx.com](http://www.3dfx.com).

## Sound problems

*Ultima IX: Ascension* requires a sound card with DirectSound support. If your sound card driver does not have DirectSound support, you may experience choppy or stuttering sound, or sound that cuts in and out. In this case, we recommend obtaining updated drivers from your sound card manufacturer.

### Installed sound card, but there is no sound

- Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.

## General Sound Card Information

- During DirectX installation, the DirectX setup program attempts to install a sound driver which has DirectSound support for your sound card. If your sound card driver does not support DirectSound, the DirectX setup program attempts to replace your existing sound card driver.
- Please consult your sound card manufacturer for updated drivers if DirectX 7 DirectSound drivers are not available for your sound card.

Note: Please refer to DirectX Installation Notes on p. 4 for more information.

## Technical Support

The *Ultima IX: Ascension* CD includes a Windows Help file that provides solutions and answers to the most common difficulties and questions about how to properly use this product.

- ◇ To access the Help file, click the Support button on the Autorun launcher, or select the EAHelp file from the Start > Programs > Origin Systems > *Ultima IX - Ascension* menu.

The Help file contains a utility that allows you to contact EA via fax or e-mail. The utility automatically detects your system's hardware and organizes this information into a report.

- ◇ To run the support utility from within the Help file, click the Contact Tech Support button.



## TROUBLESHOOTING DOCUMENTS ONLINE!

Electronic Arts Product Support now offers troubleshooting guides that help overcome some common difficulties. If you have access to the World Wide Web, you can find these guides at [http://www.ea.com/tech\\_support/help\\_guides/troubles.htm](http://www.ea.com/tech_support/help_guides/troubles.htm)

Here you will find troubleshooting information on **DirectX**, **Joysticks**, **Modems**, and **Networks**, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at

[http://www.ea.com/tech\\_support.](http://www.ea.com/tech_support.))

Abbreviated versions of these guides are included in the Help file on the CD for your convenience.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products. This is the same information our product support technicians use to troubleshoot your performance issues. We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions: [http://www.ea.com/tech\\_support](http://www.ea.com/tech_support)

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. All messages are responded to in kind—if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter:

- To run the support utility, select the Contact Support option in the game's folder in the Start menu, or click the Support button on the Autorun launcher then click the Contact Tech Support button.

If you need to talk to someone immediately, call us at (650) 628-8480 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. Please have the utility's report printed and ready when you call. This will help us answer your question in the shortest possible time. **No hints or codes are available from (650) 628-8480. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

**EA Tech Support Fax: (650) 628-5999.**

**Electronic Arts Technical Support**  
P.O. Box 9025  
Redwood City, CA 94063-9025

## HOW TO REACH US ONLINE

Internet e-mail: [support@ea.com](mailto:support@ea.com)

Warranty inquiries: [warranty@ea.com](mailto:warranty@ea.com)

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp://ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

**In Australia, contact:**  
**Electronic Arts Pty. Ltd.**  
P.O. Box 432  
Southport Qld 4215, Australia

**In the United Kingdom, contact:**  
**Electronic Arts Ltd.**  
P.O. Box 835  
Slough SL3 8XU, UK  
Phone (753) 546465

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM.  
If you are under 18 years of age parental consent required.

## Need Gameplay Help?

Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 95c per minute.

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

## ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

## LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

**RETURNS WITHIN 90 DAY WARRANTY PERIOD**—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We recommend that you send your product using a delivery method that is traceable.

**RETURNS AFTER THE 90-DAY WARRANTY PERIOD**—Please return the product along with a check or money order for \$7.50 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We recommend that you send your product using a delivery method that is traceable.

**Electronic Arts Customer Warranty**, P.O. Box 9025, Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at [cswwarranty@ea.com](mailto:cswwarranty@ea.com), or by phone at (650) 628-1900.

# KEY COMMAND SUMMARY

## Short Cut Commands

### Journal

<b>J</b>	.Open Journal (to last selected page)
<b>PG UP</b>	.Next Page
<b>PG DN</b>	.Previous Page
<b>CONTROL O</b>	.Options / Main menu
<b>CONTROL J</b>	.Last page of Diary
<b>CONTROL K</b>	.First Page of Diary
<b>CONTROL B</b>	.Bestiary
<b>CONTROL T</b>	.Tapestry Of Ages (History)
<b>CONTROL Z</b>	.Stats
<b>CONTROL M</b>	.Bring up Britannia map
<b>CONTROL S</b>	.Save
<b>CONTROL L</b>	.Load latest save game
<b>CONTROL X</b>	.Exit Game (make sure to save your game before exiting)

### Spell Book

<b>S</b>	.Opens Spellbook (to last selected page)
<b>PG UP</b>	.Next Page
<b>PG DN</b>	.Previous Page
<b>O 8</b>	.Spell Circle (unless in conversation)
<b>9</b>	.Rituals
<b>CONTROL R</b>	.Reagents
<b>CONTROL G</b>	.Magic Glossary

## Movement On Foot

Right Click	.Move in direction of cursor
<b>ALT</b> + Right Click	.Move Right
<b>CONTROL</b> + Right Click	.Move Left
<b>CONTROL ALT</b> + Right Click	.Move Back
<b>SHIFT</b>	.Run
<b>CAPE LOCK</b>	.Toggle between walk and run
<b>SPACEBAR</b>	.Jump
<b>C</b>	.Climb
<b>←</b>	.Sidestep left
<b>→</b>	.Sidestep right
<b>↑</b>	.Forward step
<b>↓</b>	.Backward step

## Combat

Note: You must be in combat mode to attack and use these Combat commands.

<b>TAB</b>	.Enter / Exit combat mode
Left Click	.Attack
<b>ALT</b> + Left Click	.Attack 2 (if learned)
<b>CONTROL</b> + Left Click	.Attack 3 (if learned)
<b>CONTROL ALT</b> + Left Click	.Attack 4 (if learned)
Right click	.Move
<b>Z</b>	.Use Shield
<b>T</b>	.Auto target on/off. When moving left and right in auto-targeting mode, the Avatar circles the selected target.
<b>N</b>	.Acquire next target (target mode only)
<b>T</b>	.Abort targeting (target mode only)

Note: While in combat mode you cannot interact with items or NPCs.



## Ship Travel

After you learn to sail the ship, Left Click anywhere on the ship to go into ship control mode. This works even when you are not on the ship. The Avatar gets onto the ship automatically.

In ship control mode use the following commands:

Right Click ..... Move in direction of cursor

Left Click ..... Fire cannon

**[ESC]** ..... Escape out of ship control

## Interaction

Left Click ..... Use/Manipulate item

Left Click + Drag ..... Pick up/Move item\*

**[Q]** ..... Activate hand mode; Goes in and out of Hand/Move-item mode\*\*

**[B]** ..... Opens/closes backpack

**[X]** ..... Examine; activates tooltips while held over an item

**[PAUSE]** ..... Pause

**[J]** ..... Open journal

**[S]** ..... Open spellbook

**[F1]** - **[F12]** ..... Tool belt hot keys

**[ESC]** ..... Escape: Exits spell aiming mode; exits hand mode; closes books and backpack; escape from boat

**[SHIFT] [Q]** ..... Cycle toolbar: Cycles through Max/Min/None toolbar display

(\*) Some items can be moved but cannot be placed in your inventory. If this is the case, a red X icon appears when you move the item over your backpack or toolbelt.

(\*\*) Hand mode is temporarily activated when an item is dragged. Hand mode frees the cursor from controlling the Avatar's movement and allows you to manipulate items.

## Cursor

The Cursor's color changes depending upon your range.

Green ..... Close enough to interact with/jump to, and cast

Yellow ..... Medium range jumping gets close to this mark but may miss. Spells work at this range

Red ..... Long range, out of jumping, and casting range

Blue ..... Targeted spell mode, waiting for a valid target to cast; press ESC to cancel.

## Advanced Commands

### Mouse

**[CONTROL] [I]** ..... Invert mouse

### Camera Controls

**[CONTROL] [HOME]** ..... Camera in

**[CONTROL] [END]** ..... Camera out

**[CONTROL] [PG UP]** ..... Zoom in

**[CONTROL] [PG DN]** ..... Zoom out

**[CONTROL] [DELETE]** ..... Camera extreme zoom out

**[CONTROL] [INS]** ..... Zoom reset

**[CONTROL] [↑]** ..... Pitch up (hand mode only)

**[CONTROL] [↓]** ..... Pitch down (hand mode only)

**[CONTROL] [P]** ..... Take screenshot

**[M]** ..... Momentary first person

# INTERFACE SUMMARY

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## Meters

### Hit Points

Measure of remaining life force

### Mana

Measure of remaining magic

### Weapon

Strength of weapon. If a weapon or piece of armor is magical, an icon appears below the bar.

### Armor

Strength of total armor. If a weapon or piece of armor is magical, an icon appears below the bar.

### Breath Meter

Breathable air level. When this is empty, the Avatar drowns. The deeper the water, the faster your meter decreases. Some water is so deep your breath meter decreases even when you are on the surface. These areas require a ship or magical aid to traverse.

### Compass

The arrow points in the direction the Avatar is facing

### Money

Display of how much gold the Avatar possesses

### Backpack

You may store up to 20 items in the backpack

### Tool Belt

Each of the 12 slots in the belt can be activated by the corresponding function key. Items and Spell Chits can be placed here.

## Spell Book

Clicking on this opens the Spellbook which has a listing of all Spells, Rituals, and a Magic Glossary.

## Journal

Clicking on this opens the Journal which contains information on Vitals and Options. The Journal also contains a Diary and Ultima's History, as well as a Glossary. This is also the place you go to load and Save a game.

## Detailed Information on the Spell Book

### Casting Spells

#### From Spellbook:

Open spell book to appropriate page. Left click on available spell chit. The spellbook closes and the spell is cast. If the spell needs a target, the cursor turns blue while waiting for the target to be selected. When the blue cursor is over the desired target, press the left mouse button to cast. Escape from this mode by pressing ESC.

#### From Toolbelt

The spell chits from the spellbook can also be dragged to your toolbelt. To cast, press the Function Key for the desired spell. The spell is cast at the location of the cursor.

Remember to check your Mana Meter. Casting non-linear spells costs Mana. The higher the spell circle, the more Mana a spell costs. Duration spells use mana until cast again (turned off), or the Mana meter runs out.

## Detailed Information on the Journal

### Load and Save a Game

This allows a player to Load, Save, and Start a new game.

### Diary

Keeps track of important information you receive during the game.



## Vitals

Displays information on the Avatar's statistics.

## Options

You are able to adjust game settings here.

### Viewable Item Distance

Control how soon objects in the world are shown

### Additional Terrain Viewing

Control how far out the terrain draws

### Description of Clipping Planes

There are two clipping planes, one for terrain and one for items. Extending the terrain clipping plane allows you to see further to the horizon. The item's clipping plane controls how soon the objects in the world appear. The shorter your clipping plane the better the performance, the further out it is the better the detail.

When you first install the game, the computer attempts to determine the optimal balance of performance versus detail. If you choose to reset the values after you have changed them the game, the computer returns to those settings.

### Conversation:

Text Only - NPCs only show text on the screen for their conversations

Voices Only - NPCs use recorded speech to speak to you. The only text is the Avatar's response options.

Text and Voices - Both text and speech are used.

Avatar Voice On Toggle - If this is checked, the Avatar speaks to each of the responses selected.

### Performance vs. Quality

Adjust various other game options to speed up the game or improve quality

### Sound Options

Sound FX Volume - Set the volume for premium sound as you play the game

Music Volume - Adjust the music volume

Speech Volume - Adjust the volume of in-game speech

## Backpack

### Slots

Each item takes up 1 slot.

### Bags

Each bag has 9 slots. Bags cannot be placed in another bag.

### Map

Brings up a map of Britannia. The Avatar's location is indicated by a red push pin.

### Arrows

Number of arrows in your quiver

### Spell Book

Clicking on this opens the Spell book

### Journal

Clicking on this opens the Journal

## Stats

Each stat has 4 levels. The Avatar starts the game with level One of each stat. These change throughout the game.

The four stats are: Intelligence, Strength, Dexterity, and Weapon Level.

Here is the breakdown of how the stats effect your gameplay:

### Intelligence

Effects your Mana Level and spell power

The four levels of Intelligence are: Dim, Smart, Brilliant, and Genius.

### Strength

Effects Damage, Hit Points, and Defense

The four levels of Strength are: Weak, Strong, Powerful, and Heroic.

## Dexterity

Effects weapon skill level

The four levels of Dexterity are: Clumsy, Nimble, Proficient, and Adept.

## Weapon Level

Each of the 5 weapon types has 4 moves. The Avatar begins the game with Level 1 in all weapon types. Training is the only way to increase a weapon level. The five types of Weapons are: Fists, 1-Handed, 2-Handed, Staff, and Range.

## Poison

When the Avatar is poisoned, the camera view warps and a portion of his health bar turns green. Unless the Avatar is cured (via potion, spell, or other means), his health slowly decreases until the green area is gone. If the green area fills the entire health bar the Avatar dies unless cured.

## Books / Scrolls / Notes

Click on a Book / Scroll / Note to open it. Right Click anywhere to close it. To turn the page of a book, click on the upper left or upper right corner of the page. Left clicking on the bookmark returns you to the first page.

## Equipping / Removing Armor / Weapons / Items

Armor, Weapons, Shields, and Lanterns / Torches are items which can be equipped.

Dragging an equipped item onto the Avatar equips the item. If another item is already equipped, it is removed and placed into the Avatar's inventory. To remove an equipped item, go into hand mode and click and drag the item off of the Avatar. Some items require two hands to use.

## Using an Item

Left Clicking on a useable item uses the item.



## Picking up and dropping Items

Left Clicking and dragging an item picks it up. Releasing the Left Mouse button drops the item. Some items can be moved but cannot be placed in your inventory. If this is the case, a red X icon appears when you move the item over your backpack or tool belt.

## Talking to People / Creatures

Left click on the character with whom you wish to speak. If the character has something to say, you enter conversation mode. When you want to respond in the conversation, place the cursor over the desired response, and left click. When in conversation mode, most functions are locked out.

## Shopping

Many merchants have wares to sell you. After you ask to look at their wares, you decide if you want to buy their goods. A buy gump appears near the goods you are considering. Click on the  sign to increase the number of items you would like to purchase. Click on the  sign to decrease the number. Click on the arrow icons to scroll through the full list of wares available for sale. The cost for all items is shown in the Total Cost of Sale section. Click on the red seal to purchase the items. As long as you have enough gold, the items go into your inventory. If you do not have enough gold you need to remove some of the items from your shopping list. You may sell items in the same manner.

Note: Merchants only buy items they find useful. Just because you need to sell something, does not mean someone will buy it. Plan accordingly so you will always have enough gold to buy what you need without having to sell something.



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