





GREG & TIM HILDEBRANDT

## MOVEMENT COMMANDS

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

**[ALT]** + Right Click ..... Move Right

**[CTRL]** + Right Click ..... Move Left

**[CTRL]** + **[ALT]** + Right Click ..... Move Back

**[SHIFT]** ..... Run

**[CAPS LOCK]** ..... Toggle between walk and run

**[SPACEBAR]** ..... Jump

**[C]** ..... Climb

**[←]** ..... Sidestep Left

**[→]** ..... Sidestep Right

**[↑]** ..... Forward step

**[↓]** ..... Backward step

## COMBAT COMMANDS

**[TAB]** ..... Enter/Exit combat mode

**[Z]** ..... Use Shield

**[T]** ..... Auto target on/off

**[N]** ..... Acquire next target (target mode only)

**[A]** ..... Abort targeting (target mode only)

## ❧ INTERACTION COMMANDS ❧

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 item

[PAUSE] ..... Pause

[J] ..... Open Journal

[S] ..... Open Spellbook

[F1] - [F12] ..... Tool Belt hot keys

[CTRL] [S] ..... Save game to new slot  
(brings up empty game slot)

[CTRL] [L] ..... Load newest game  
(brings up newest game)

\* Hand mode is temporarily activated when an item is  
dragged

© 1999 Electronic Arts. Ultima and ORIGIN are trademarks or registered trademarks  
of Electronic Arts in the U.S. and/or other countries. All rights reserved. ORIGIN is an  
Electronic Arts™ company.