

Ultima[®]

The Second

Trilogy

IV · V · VI

PLAYER REFERENCE CARD



Ultima® IV

Quest of the Avatar™

by Lord British



CREATING A PLAYER DISK

3.5" DISK FORMAT ONLY

Before you begin playing your 3.5" version of Ultima IV, you will need to create a player disk. This disk will be used to store all character information, and once created may be copied for archival purposes or to permit the playing of simultaneous games. You may use either of the following mediums to create the player disk onto:

1. 3.5" floppy disk.
2. 5.25" floppy disk.
3. Hard disk.

One or Two Floppy Drive Owners:

Before beginning the copy procedure, you will need to format a blank floppy disk to use as your Player Disk.

- 1) Boot your DOS disk (tested on versions 2.0, 2.1 and 3.2)
- 2) At the **A>** prompt type: **format <drive letter>**:
- 3) When prompted, insert a blank disk into the requested drive and hit any key. When the format is completed, you will be asked to format another. Type: **N** for "No". This will leave you at the **A>** prompt.
- 4) Insert your 3.5" Ultima IV disk into the chosen drive and log the drive by typing the drive letter followed by a colon.
- 5) At the prompt, type: **setup x:** ("x" represents the drive where the formatted disk will be located.)
- 6) After a brief disk access, you will see the prompt: "Please insert formatted diskette into drive and press any key when ready." At this time insert the blank disk that you just formatted into the active drive and hit any key.

The "setup" program will now copy all of the pertinent files for a Player Disk from the Ultima IV Program disk onto your formatted disk. This copy procedure will take approximately 10 minutes. If using a one drive system, please follow the screen prompts accordingly. The "setup" procedure will prompt you when it is completed. Please follow the instructions for booting the Ultima IV program below to begin your adventure.

HARD DRIVE INSTALLATION

The following instructions are assuming that your hard disk is logged as drive C and your floppy drive is logged as drive A. If your system does not use this configuration, you will have to substitute the indicated drive specifications below to accommodate your own configuration.

- 1) Boot your DOS from your hard disk.
- 2) At the **C>** prompt, type: **cd \ <Enter>**.

Now you will need to create a directory on your hard disk for the player disk files to go into. These instructions will use the directory name **ULTIMA 4**, however, you may substitute another name for **ULTIMA 4** in steps 3, 4, and 6.

- 3) To create your directory, at the **C>** prompt type: **mkdir ULTIMA 4 <Enter>**.
- 4) At the **C>** prompt, type: **cd ULTIMA 4 <Enter>**.
- 5) Insert your Ultima IV disk in drive A and type: **A:** to log that drive.
- 6) At the **A>** prompt, type: **setup c:ULTIMA 4 <Enter>**.

This will conclude the copy procedure. Please follow the instructions for booting the Ultima IV program on a hard drive to begin your adventure.

TO BEGIN PLAY

One or Two Floppy Drive Owners:

- 1) Boot your DOS disk (tested on versions 2.0, 2.1 and 3.2)
- 2) Insert the Ultima IV program disk in a drive and log that drive as the active drive by typing the drive letter followed by a colon.
- 3) At the prompt, type: **ULTIMA <ENTER>**. Press any key to exit the title screen. Go to "Initiate a new game."

Hard Drive Owners:

- 1) Boot your DOS from your hard drive. At the C> prompt, type: **cd\ULTIMA 4 <Enter>**.
- 2) Insert your Ultima IV disk in a drive and log that as the active drive by typing the drive letter followed by a colon.
- 3) At the prompt, type: **ULTIMA <Enter>**. Press any key to exit the title screen. Go to "Initiate a new game."

Initiate a new game:

- 4) Type: **I** to Initiate a New Game at the main menu. Read "The Book of History " when indicated.
- 5) When prompted, insert the player disk into the drive and press the corresponding drive letter. If using one drive, the drive letter is "A". If using two drives, the drive letter is "B". Press "C" to indicate a hard disk.

***It is highly recommended that you use either DOS 2.1 or DOS 3.2.**

Graphic Modes:

ULTIMA IV will automatically select the graphics mode as follows:

- 1) If your computer is a Tandy 1000, Ultima IV will use 16 color mode.
- 2) If your computer has an EGA card with at least 64k of memory, Ultima IV will use 320 x 200 16 color mode.
- 3) Otherwise, CGA mode will be used.

Note: You can force Ultima IV to use CGA graphics mode (the fastest of the three modes supported) by typing "ULTIMA C" at the A> prompt when booting the program disk. You may want to do this if you have a Tandy 1000, or if you want to run Ultima IV in CGA mode anyway.

A copy of the player disk can be made to save characters for archival purposes or to permit the playing of simultaneous games. Please refer to your IBM DOS manual for correct copy procedure of a double-sided 9 sector disk.

COMMANDS

- A) **Attack** - Attempt to engage thy foe with the weapon thou hast readied (Ready Weapon command); must be followed by the direction of thy foe.
- B) **Board** - Board a vessel or mount a horse.
- C) **Cast** - Cast a magical spell; must be followed by the number of the player who wishes to cast it (not needed in combat or in dungeon rooms), and then the first letter of the desired spell. **Note:** All spells must have reagents mixed in advance of casting.
- D) **Descend** - Climb down ladder to next level of dungeon or building.
- E) **Enter** - Go into such places as villages, townes, castles, dungeons and shrines.
- F) **Fire** - Fire a ship's cannons (once thou hast Boarded); must be followed by a direction. **Note:** Broadships only!
- G) **Get Chest** - Attempt to open (and disarm, if trapped) chest; must be followed by the number of the player who wishes to open the chest, except during combat and in dungeon rooms. **Note:** 'Tis wisest to use the player with the highest Dexterity when examining potentially dangerous chests as this lessens the chances of setting off any traps.
- H) **Hole up and camp** - Set up camp to rest and recover from thy wounds. **Note:** This command may only be used successfully with limited frequency.
- I) **Ignite a torch** - Light a torch for illumination in dungeons. Requires a special item.
- J) **Jimmy lock** - Use a magical key to unlock a sealed door. Must be followed by the direction of the door that thou dost wish to unlock.
- K) **Klimb** - Climb up a ladder to the next level of a building or dungeon, or to reach the surface from the topmost level of a dungeon.
- L) **Locate position** - Requires a special item.
- M) **Mix Reagents** - Prepare material components of spells for later use. **Note:** Thou must have reagents mixed ahead of time in order to cast any spells. When asked "Reagent:", type the letter corresponding to the reagents desired and then type [Return] when thou wishes to mix them.
- N) **New order** - Exchanges the position of two players indicated within thy party, except for player #1, for thou must lead the party.
- O) **Open door** - Open a door in the direction indicated.
- P) **Peer at gem** - Requires a special item.
- Q) **Quit & Save** - Saves the current game status to disk; thou may continue after this command or power down thy computer.
- R) **Ready a weapon** - Equip a player with the weapon of thy choice (if owned) for use in combat.
- S) **Search** - Search thy exact current location for unusual items.
- T) **Talk** - Allows a player to converse with merchants or townesfolk in the direction indicated. (*See Special Note below.*)*
- U) **Use** - Use an item thou hast found during play by means of the "Search" command.
- V) **Volume** - Toggles sound effects on or off.
- W) **Wear armour** - Outfits a player with the armour of thy choice (if owned) for defense in combat.

- X) **Xit** - That's (e)xit thy current form of transportation and continue on foot.
- Y) **Yell** - Yell "giddyup" or "whoa" to speed up or slow down thy horse.
- Z) **Ztats** - Displays the status and attributes of a selected player; if 0 is pressed instead of a player number, this command will display the lists of weapons, armour, items, reagents and mixtures. The left and right arrow keys will scroll through these lists, while pressing any other key will return thee to game play.

DIRECTION OF MOVEMENT KEYS



- North or Forward



- West or Turn Left



- South or Retreat



- East or Turn Right



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

Paused to cross a bridge, thy party can see an approaching band of Skeletons to the Northeast. At the top of the view window thou can see the current status of the twin moons Trammel and Felucca, which is Crescent Waning for Trammel and Felucca is in its Last Quarter.



Thou art currently checking on the status of the traveller Iolo and his attributes show in the Party Window. Thou can see that he is a Male Bard whose condition is Good, he is possessed of 13 Magic Point, 16 Strength, 19 Dexterity, 13 Intelligence; he hath attained Level 4; currently hath 376 Hit Points, with a Hit Point Maximum of 400, and hath 714 Experience Points. His current weapon is a Sling, while he wears Cloth Armour.

Thy party can be seen at the bottom part of the view window, engaged in mortal combat with four Pirates who art aboard their ship. Note that as each member of thy party hath the opportunity to strike a blow, their current weapon is displayed below their name. The direction of the wind is indicated at the bottom of the view window. If thou were to win this combat and take possession of the vessel, the Hull Strength of the ship would be displayed in the narrow window where thy gold would normally be displayed.



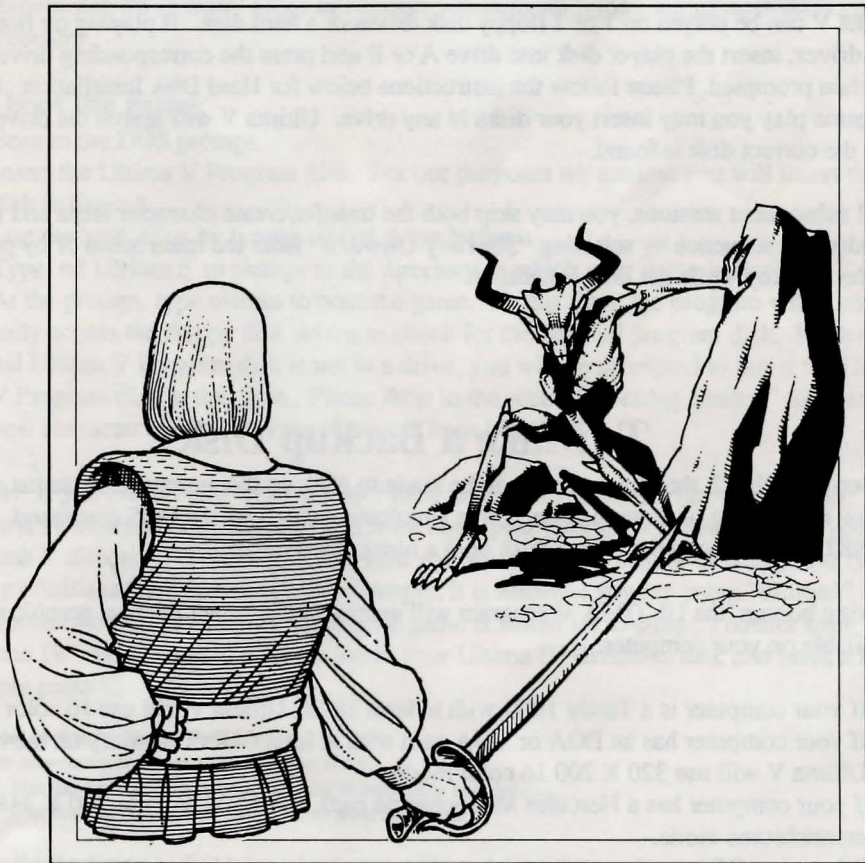
Magical ability is directly related to the Profession and Intelligence of thyself and thy travelling companions. Magical strength is twice the Intelligence of the spell-caster, with potential modified by Profession. The enchantment potential of the various Professions is :

- | | | | |
|-----------------|-------------------|-----------------------|---------------------|
| Mage - Full | Ranger - One half | Druid - Three fourths | Tinker - One fourth |
| Bard - One half | Fighter - None | Paladin - One half | Shepherd - None |

Ultima[®] V

Warriors of Destiny[™]

by Lord British



GETTING STARTED

1. Turn on your computer and monitor.
2. Boot your DOS disk (compatible with versions 2.1, 3.0, 3.1, 3.2 and 3.3).
DOS 2.1 must be used on a 256K machine.
3. At the A> prompt, type: **ULTIMA <ENTER>**.
4. You will see the opening graphics. Press the **SPACEBAR** to exit the view and bring up the main menu. Use the **Cursor Keys** and **ENTER** to select an option or press the initial letter corresponding to that option.

The first time you play Ultima V, select "**Transfer from Ultima IV**" if you want to use your character from that game; otherwise, select "**Create a character.**" From this point, you should follow the on-screen instructions. After creating or transferring a character, you will return to the main menu.

Next, select the "**Introduction**" option in the main menu before continuing to the actual game. After completing the introduction sequence, select "**Journey Onward**" to proceed to the game.

Ultima V can be played on 1 or 2 floppy disk drives or a hard disk. If playing on floppy disk drives, insert the player disk into drive A or B and press the corresponding drive letter when prompted. Please follow the instructions below for Hard Disk Installation. During game play you may insert your disks in any drive. Ultima V will search the drives until the correct disk is found.

In all subsequent sessions, you may skip both the transfer/create character steps and the introduction sequence by selecting "**Journey Onward**" from the main menu or by pressing the "**J**" key while the disk is booting.

To Make a Backup Disk

A copy of Disk 2, the Player Disk, can be made to back up the current game status or to allow the playing of more than one game simultaneously. Use the DOS command **DISKCOPY** to copy the Player Disk onto a blank floppy disk.

During bootup, the **ULTIMA V** program will automatically select the best graphic mode available on your computer.

1. If your computer is a Tandy 1000, with at least 384K, Ultima V will use 16 color mode.
2. If your computer has an EGA or VGA card with at least 64K of memory on the card, Ultima V will use 320 X 200 16 color mode.
3. If your computer has a Hercules Monochrome card, Ultima V will use 720 X 348 monochrome mode.
4. Otherwise, CGA mode will be used.

You may wish to use a different graphic mode than what the program selects. To do this, at boot up (step #3 in GETTING STARTED) you must force the mode you wish to use. **Ultima c** will force CGA mode. **Ultima e** will force EGA mode. **Ultima t** will force Tandy 16 color mode and **Ultima h** will force Hercules mode.

Hard Disk Installation

You will need approximately 1 megabyte of free space on your hard disk for this game.

1. Boot to the DOS prompt.
2. Insert the Ultima V Program Disk. For our purposes we assume you will insert the disk into drive A.
3. Log the hard drive by typing **<hard drive letter>**:
4. You must create a directory to store the Ultima V files in. Make sure that the directory name does not interfere with any other directory names. For our purposes, we will use the directory name "Ultima 5". Type **mkdir Ultima 5**.
5. Type **cd Ultima 5** to enter the directory.
6. Type **copy a: *.***. This will copy all files from the Ultima V Program disk into the directory called Ultima 5.
7. Repeat step #6 as many times as necessary to copy all remaining game disk(s) into the directory.

To boot the game:

1. Boot to the DOS prompt.
2. Insert the Ultima V Program disk. For our purposes we assume you will insert the disk in drive A.
3. Log the hard drive by typing **<hard drive letter>**:
4. Type **cd Ultima 5** to change to the directory in which your game is stored.
4. At the prompt, type **ultima** to boot the game. At this time, the program will automatically access the floppy disk drives to check for the original program disk. If the original Ultima V Program disk is not in a drive, you will be prompted to insert the Ultima V Program disk at this time. Please refer to the section "Getting Started" to create a new character or transfer your character from Ultima IV.

Note: If you played Ultima IV on your hard drive and you would like to use your Ultima IV character in Ultima V, you must copy your Ultima IV player file into your Ultima V directory. To do this make sure you are in your Ultima V directory and type: **copy c:\ultima4\party.sav**. In this example, it is assumed you are using "ultima4" as the name of the directory your Ultima IV game is stored in. During "Transfer from Ultima IV" when you are asked to insert your Ultima IV Britannia disk and press a key, simply press C.

Special Notice to Tandy Owners:

Player movement is accomplished in two ways:

1. Use the numeric keypad making sure NumLock is enabled.
2. Use the four arrow keys available on your keyboard.

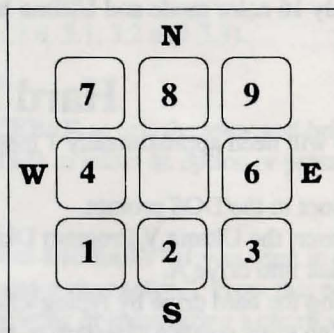
Note: NumLock must be disabled to select an active player and to make numeric choices.

Movement

Except in dungeons or while engaged in combat, your party is represented by a single figure. During combat, each party member is shown and allowed to act independently.

The **north**, **south**, **east** and **west** keys will move your party or party member in the designated direction. The **keypad** is also used to indicate direction when aiming weapons and casting spells.

When in dungeons, pressing the <ENTER> or PERIOD keys will turn you around.



The **diagonal keys** are used exclusively for **aiming weapons or casting spells in combat**. Movement is not allowed using the diagonal keys.

Menus

In a game menu, use the **directional** keys to move the cursor bar and highlight your choice. When you are satisfied with your selection, press the **SPACE BAR** or the <ENTER> key. To leave a menu without making a choice, press the **ESCAPE** key. If you are selecting a member of the party from the party roster, you may alternatively indicate your choice by typing in the number of the player's position in the roster.

An arrow symbol just below a menu indicates that the list extends to include more items in one or both directions.

COMMANDS

Following is a list of commands that can be executed by pressing the designated key.

- A Attack** Attempt to engage a person or creature in combat. Must be followed by a **direction**. In combat, you can aim weapons in any direction, at any target within the weapon's range by using the number keypad and moving the crosshair on top of the target. Press the A key again or the **SPACE BAR** to fire.
- B Board** Board a frigate, skiff, or other conveyance, or mount a horse. If you board a ship from a skiff, the skiff will be stowed and kept ready for later use.
- C Cast** Cast a spell. Must be followed by the first letters of the spell's syllables. Only works when the proper reagents have already been mixed and the spellcaster has enough Magic Points remaining. Some spells require additional information (direction or target).

- E Enter** Enter townes, castles, and other structures. Party members must be standing directly on structure to enter.
- F Fire** Fire cannons. Must be followed by a direction. Ship cannons may only fire when the ship's broadsides are facing the target.
- G Get** Take possession of gold, food, and other items. Must be followed by a direction.
- H Hole up** In dungeons and wilderness, hole up and camp once a day to rest, heal wounds, and recover magical strength. In cities, hole up in an unoccupied bed to quickly pass time. On the sea, hole up to make minor repairs to your ship.
- I Ignite a torch** Light a torch, if you have one, to see at night or in dungeons.
- J Jimmy lock** Unlock most doors and safely open chests with a skeleton key. Keys are re-usable, but often break if the person jimmying is not nimble enough.
- K Klimb** Climb up or down ladders in buildings and dungeons, down steel grates, or over small rockpiles, fences, and other objects.
- L Look** Identify any object or terrain feature or read signs one step away. Must be followed by a direction. May allow further interaction with some objects, such as wells and fountains.
- M Mix** Prepare spell reagents for later use. Enter the first letters of the spell's syllables, then select the appropriate reagents from the menu. Press **M** again to mix.
- N New Order** Exchanges the position of any two party members, except the leader. Select the two members to be exchanged from the roster menu with the **cursor bar** or by pressing the **number** key representing the players' positions within the party.
- O Open** Opens an unlocked door or chest. Opening a locked chest will set off a trap if the chest has one.
- P Push** Allows small objects, like tables and chairs, to be moved. May be used to block doors.
- Q Quit and Save** Save the current game status. If you do not use this command to end a playing session, any progress made since the last save will be lost.
- R Ready** Equip a party member with personal items from the party's stores. Use the **direction** keys and **SPACE BAR** or **ENTER** key to select or de-select an item in the menu bar. Press **ESCAPE** when finished. (See **Note** below **Z-Stats** command).

- S Search** Search the location or object in the direction indicated. Searching may detect traps on chests, concealed doors, dungeon floor traps, or reveal hidden items. Use the south direction key (2), to search the immediate area in dungeon halls.
- T Talk** Allows you to converse with merchants or townfolk in the direction indicated. Conversation is possible over counters, tables, fences, and through windows and doors with windows.
- U Use** Use a potion, scroll, or other special item found during the game. (See Note below Z-Stats command.)
- V View** Reveals a bird's-eye view of the surrounding countryside, city, or dungeon floor currently occupied. **View** requires a special item.
- X X-it** Exit or dismount current form of transportation, leaving it behind while continuing on foot. Horses not left by a hitching post may wander off. Exiting from a ship is possible only if there is a skiff available or if the ship is next to land.
- Y Yell** On a ship, **Yell** will hoist or furl sails. In other situations, **Yell** will allow you to enter up to two lines of text to be spoken loudly.
- Z Z-Stats** Displays the status and attributes of your party members, including several screens of information such as supplies, weapons, and spells. Use the **East** and **West** directional keys to change pages. Use the **North** and **South** directional keys to scroll up and down long lists. Pressing the **ESCAPE** key or the **SPACE BAR** will exit the Z-stat screens.

Note: Extra keys available for Z-Stats, Ready and Use commands:

Home: move to beginning of list.

End: move to end of list.

Page Up: scroll a page up.

Page Down: scroll a page down.

1-6, 0

Designate/Clear Active Player

Several commands request one party member be selected to perform the action requested. When this is required, an illuminated cursor bar will appear over the names of your party members. Use the **directional** keys to highlight the name of the character you wish to designate and press **ENTER**, or abort the command by pressing **ESCAPE**.

Instead of selecting a party member to perform a command each time you invoke it, you may set any living party member as the "active player". The "active player" will be the default player for those commands which require a single party member for execution (i.e., jimmy, get, search, etc.) This player will remain your active player until you select another party member or disable this feature by pressing **0**. This player will not serve as the default during combat. You may assign a party member to be the active player during

combat if you so choose. To assign a player as the active player, press the number key from 1 to 6 representing that player's position in the party roster.

SPACE BAR

PASS Pass a turn, allowing time in the game to proceed. Also aborts any command requiring a directional key.

ESCAPE

Aborts or exits commands which use scrolling menus. **ESCAPE** speeds exit from combat scenes after all foes have been overcome, and allows you to abandon any charmed creatures in combat and dungeon rooms.

Ctrl-S

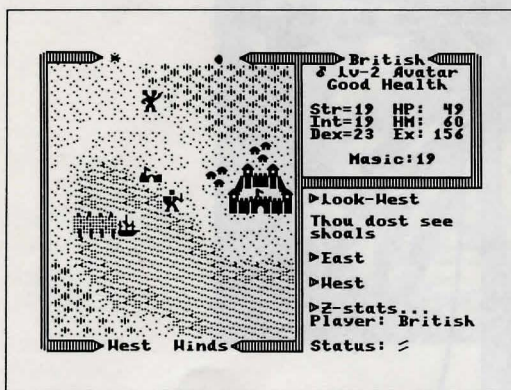
Toggle Sound Turns sound effects on or off.

Ctrl-B

Toggle Buffer Turns keyboard buffer on or off.

Screen Views

The party is shown standing on the shore south of the town of Britain. To the east is the castle of Lord British and two of its outlying villages. A frigate is docked at the harbour to the southwest. A marauding band of Ettins, evil two-headed giants, approaches from the north.



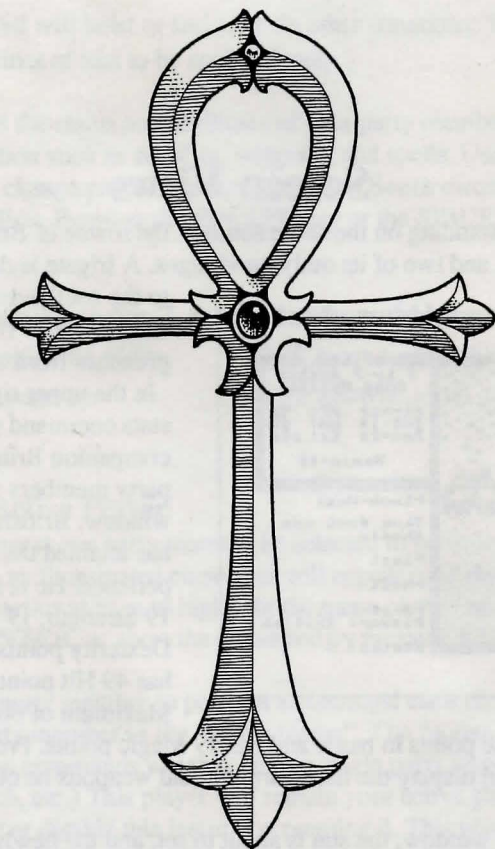
In the upper right window the Z-stats command shows the status of the companion British. Normally the party members would be listed in this window. British is a Male Avatar who has attained the second Level of experience. He is in Good Health, with 19 Strength, 19 Intelligence, and 23 Dexterity points. While he currently has 49 Hit points, he can have a Maximum of 60 Hit points. He has

earned 156 Experience points in battle and has 19 Magic points. Pressing the **right arrow** key at this point would display the list of armour and weapons he currently carries.

At the top of the left window, the sun is about to set, and the newly risen moon, Trammel, is in its Gibbous Waxing phase.

The Ettins are attacking! In this close-up view of the battle field, the Ettins are closing in on British from the east and west. Shamino lies slain, crushed by a boulder. In the

upper right window the names and current conditions of all three companions are shown: British has 45 Hit points and is Poisoned, while Shamino is Dead with 0 Hit points, and Iolo is in Good condition with 87 Hit points. The party has 116 meals' worth of Food, and 150 Gold Crowns. It is the eighth day of the fourth month of the year 137, and the position of the sun would mark the time as mid-morning.



Ultima[®] VI

The False Prophet[™]

by Lord British



GETTING STARTED — FLOPPY DRIVE SYSTEMS

Each time you begin a new *Ultima VI* adventure, you must create a set of "play disks" (you can't play on the original disks). Here's how:

1. You will need eight blank 5.25" low-density disks. (If you have higher density disks, see the section below.)

2. Put your DOS system disk in Drive A.

3. Format one blank disk. (Refer to your DOS manual for the procedure.)

Label this disk "PLAYER."

4. Put your DOS system disk back in Drive A.

5. Type **DISKCOPY A: A:<enter>**. The computer will prompt you to insert "source" (original) and "target" (blank) disks. One disk at a time, copy the seven original disks onto the remaining seven blank disks. The computer will automatically format them for you before copying. After each disk has been copied, you will be given the chance to copy another. Repeat this procedure until all seven disks have been copied. Label the seven copies to match the originals.

6. Put all of the original disks back in the box and use them only if you want to start a new adventure from the beginning. Play only on copied disks.

7. Insert your copy of the disk entitled "ENDGAME" into Drive A.

8. Type **INSTALL<enter>**. Follow the directions on the screen to set up your computer for optimal play.

9. Insert your copy of the disk entitled "PROGRAM" into Drive A and type **ULTIMA6<enter>** to begin play. (Do this any time you want to begin a play session from now on.)

If You Use High Density Floppy Disks

Ultima VI comes on low density, 360K disks. If you have a higher density 5 1/4" or 3.5" drive and a low density floppy drive, you can copy two original *Ultima VI* disks onto each of your high-density disks. This will allow you to play the game with fewer disk-swaps. Here's the most efficient combination of disks: PROGRAM/INTRO, GAME/ENDGAME, MAP/PLAYER, POPULACE A/POPULACE B.

GETTING STARTED — HARD DRIVE SYSTEMS

We highly recommend playing *Ultima VI* off of a hard drive if you have one. Here's how:

1. Make sure you have at least 4 megabytes (4194304 bytes) of free disk space on your hard drive. You will also need at least 530K (542720 bytes) of free memory available for your computer. To see if you have enough memory, type **CHKDSK<enter>**. In the information that is presented, you will find "Bytes available on disk" (telling you how much available hard drive space you have) and "Bytes free" (telling you how much memory you have left in your computer). You may have to free-up some disk space or memory before you can proceed further. (Refer to your DOS manual for the procedure.) Booting your computer with an "MS-DOS System Master" floppy disk often solves this memory problem.

2. Insert the disk entitled "ENDGAME" into floppy Drive A.
3. Type `A:<enter>`.
4. If your hard drive is device C, type `COPYU6 A: C:<enter>`.
If your hard drive is device D, type `COPYU6 A: D:<enter>`.
5. Follow the directions on screen until all disks have been copied. This will create a subdirectory entitled "ULTIMA6" on your hard drive and copy all of the *Ultima VI* disks to that subdirectory.
6. You will automatically be taken to the INSTALL program. Follow the directions on the screen to set up your computer for optimal play.
7. After installation is complete, type `ULTIMA6<enter>` to begin play. The next time you want to start a play session, enter the ULTIMA6 subdirectory by typing `CD\ULTIMA6<enter>`. Then type `ULTIMA6<enter>` to begin play.

Creating Multiple Characters

The first time you play *Ultima VI*, you will have to create a character (see "The Main Menu," below). After you've played with that character for a while, however, you may want to create a new one with a different name and characteristics.

If you're playing on floppy disks, this is simple. Run the INSTALL program again (by typing `INSTALL`, as above). After you answer all of the questions about your computer system, you will be given three options. To create a new character while preserving your old one (along with your old character's last saved game position), insert a new Player disk in your floppy drive and select option 1. (If you use your old Player disk at this point, your old character and saved game will be lost). Go immediately to the main menu and select Create a Character (see below).

Hard drive owners can save alternate characters by renaming their existing *Ultima6* directory (using any of a number of commercially available utility programs) and using the `COPYU6` command to recopy the game. If your hard drive has multiple partitions (in other words, if it has both a C and a D drive), you can install the game on one drive when you begin and on another if you want to try a different character without erasing your original character and saved game. If you don't mind erasing your character and saved game, you can always begin again by running the `INSTALL` program and, when you reach the main menu, selecting Create a Character (see below).

The Main Menu

When you type "Ultima6," an introductory sequence will begin. Read all text messages that appear and press any key or click in the message box to move on to the next message or screen. (Press `<escape>` if you want to bypass this sequence altogether.)

When this is over, the main menu will appear, listing five options — Introduction, Create a Character, Transfer a Character, Acknowledgements, and Journey Onward. To select one of these options, click on it with the mouse. From the keyboard, use the arrow keys or numeric keypad to highlight the one you want then press return, or type the first letter of the option's name.

The first time you play, you will want to go directly to **Create a Character**. Here, you can type in your character's name and select his or her Sex and Portrait. Go on to the next portion of the character creation system by clicking on the Continue box (or by typing "C"). This will take you to a series of questions. Answer by selecting the A or B response to each question. The way in which you answer determines the kind of character you get.

When your character is complete, you will automatically be taken to the **Introduction**. This will tell you what the game is about. If you want to watch this again later, select Introduction from the menu.

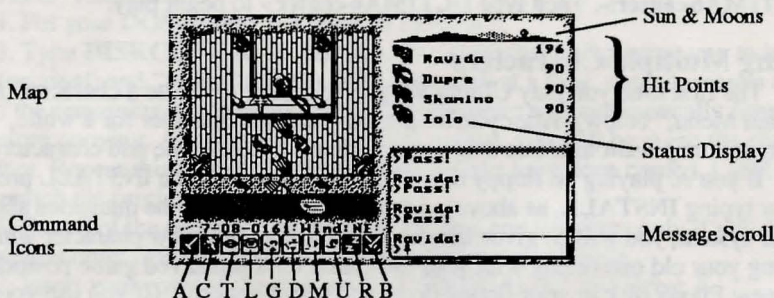
If you've played *Ultima IV* or *Ultima V*, you may want to bring your character from one of those games over to *Ultima VI*. **Transfer a Character** allows you to do that. Select this option and follow the directions on the screen, then click on the Transfer button and you're ready to use your old character in your new game.

Acknowledgements tells you who did what in the creation of *Ultima VI*.

Journey Onward takes you directly into the *Ultima VI* game. Select this option when you're ready to play.

Screen Layout

The game screen is divided into four regions — the map, the status display, the message scroll, and the command icons.



The Map

The largest region, in the upper left, is the map. This shows the world you are moving through, with the view centered on you (or another member of your party if it's their turn).

With a mouse, move your characters around by positioning the pointer over the map until it becomes an arrow pointing in the direction you wish to move. Then click the left button. Some actions ask you for a target location. (You may have to say where you want to drop an item, for example). To select a location, click on it with the left mouse button.

If you want to use the keyboard, move by pressing one of the arrow keys, or one of the eight keys around the 5 on the numeric keypad. These keys are also used to select target locations — move the crosshairs on the screen to the desired location and press <enter> to initiate the action.

You can pass your turn and do nothing by positioning the mouse pointer over your character and clicking the left mouse button or by pressing the space bar.

The Status Display

In the upper right-hand corner of the screen is the status display. At the top of the display, the current position of Britannia's sun and the positions and phases of the two moons in the sky are shown.

Beneath this is a roster of all the members of your party, along with each character's figure and current hit points. A character whose hit points are printed in red is hurt badly; one whose hit points are green is poisoned. (CGA and Hercules cards will differ slightly.)

When a party has more than five characters, arrows appear at the top and bottom of this part of the screen. Click on these arrows to scroll up and down through the list of party members. The + and - keys can also be used.

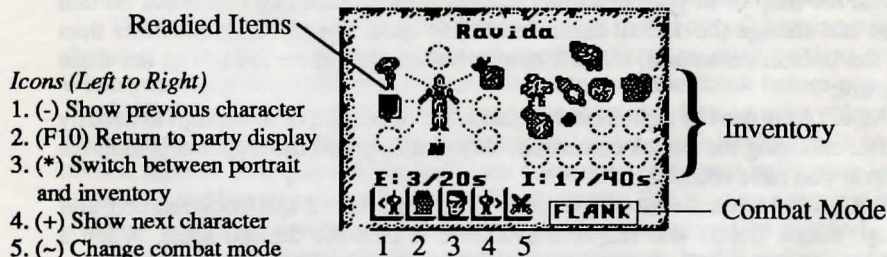
If you click on a character's name, or press a function key (F1-F8), you will be shown their portrait and statistics. The higher a stat, the better. *Strength* determines how much a character can carry, and how effectively they can strike with bludgeoning weapons. *Dexterity* determines how quick they are (faster characters get to move and/or

attack more often), and how effective they are with non-bludgeoning weapons as well as crossbows, bows, and other missile weapons. *Intelligence* determines the character's bargaining ability and effectiveness as a spellcaster.

The next two stats show pairs of numbers — the current number of points the character has, and the maximum possible. *Magic points* determine how many spells can be cast. For instance, a spell of the fourth circle uses four magic points. *Health* determines how much damage the character can take before being killed. Each hour, you recover a number of magic points equal to your current level. *Health* can only be regained by rest or healing.

The next statistic in the list is *Level*, which indicates how powerful a character has become through experience gained in past adventures. The last stat, *Experience*, determines when a player is ready to progress to the next level by meditating at a shrine.

To view a character's *Inventory*, click on one of the figures to the left of the roster.



On the left side of the inventory display is a figure showing all equipment that is readied for immediate use — either held in the character's hands, or being worn. If you are holding something that requires both hands, such as a crossbow, you will not be allowed to put anything in the other hand. Below this figure is the current weight of all Equipped (E:) items, and the maximum weight the character can have readied, measured in stones (s).

On the right side of the inventory display are all other items carried by the character. The total weight of his inventory (I:) is listed here, along with the maximum weight the character can carry. To ready or unready an item, just click on it with the left mouse button. To look inside a container in your inventory, such as a bag or a chest, just click on it. Click on it again to return to the main inventory display.

At the lower right, the character's current combat mode is displayed (see "Begin/Break Off Combat," below).

At the lower left of the status display are five buttons. From left to right, their functions are: show previous character, return to party display, switch between portrait and inventory displays, show next character, and change combat mode.

To use the inventory display from the keyboard, press the <tab> key to move the crosshairs to the status display. You can then move to any item or button with the arrow or numeric keypad keys, and press <enter> to select it. Pressing the <tab> key again will return the crosshairs to the map. The function keys F1 through F8 will switch the display to show the different members of your party. (If you don't know the position of a character in your roster, the + and - keys allow you to show the next and previous characters.) F10 will return to the main party display. The asterisk (*) key will toggle between a character's portrait and inventory displays.

The Message Scroll

At the lower right of the screen is the message scroll. All text describing things you see and hear, as well as the results of your actions, is displayed here. When a message is

too long to fit on the scroll, a flashing, downward-pointing arrow appears at the bottom of the scroll. Press the space bar or click in the message scroll to view the rest of the message.

The Command Icons

Underneath the map are ten command buttons. The main commands in *Ultima VI* can be selected either with the mouse or the keyboard. To use a command from the keyboard, simply press the first letter of its name. With the mouse, move the pointer to the command button you want to use and click the left mouse button. Then select the object or person you want to use the command on.

For frequently used commands, such as Get, Look, Attack or Move, you can set up a default command for use with the *right* mouse button. Click the right button on a command, and a blue line will appear under it. From then on, clicking the right button on any shape on the map or in your inventory display will execute that command on that object. You can change the default command at any time. For all functions other than executing the default command, the left mouse button should be used. The ten main commands are:

ATTACK (A) is used to fight monsters, animals, or people, or to attempt to destroy objects. After choosing the Attack command, choose a target on the map that is in range of the weapon you have readied.

CAST (C) allows you to cast magic spells. You must have a spellbook readied, and have enough magic points and reagents available to cast the desired spell. When a character tries to Cast a spell, the spellbook will be shown in the status display, listing the names of all the spells they have learned. Each name is followed by the number of times that spell can be cast with the reagents in inventory. To page through the spells, click on the blue arrow buttons below the list or use the left and right arrow keys on the keyboard.

You cast a spell by clicking on its name, or by selecting it with the up and down arrows and pressing <enter>. Typing the first letter of each syllable of the spell also works. For instance, to cast the Repel Undead spell — An Xen Corp — you could type AXC and press <enter>. Some spells require you to specify whom or what you are casting them on. Simply select a target on the map or in your inventory.

There is one special spell, the Help spell, which requires no reagents. This will return you instantly to Lord British's Castle. It should only be used in the most desperate of situations, however, as it will usually cost your party many experience points.

TALK (T) lets you converse with the people you encounter in the game. You can also speak with some shrines and statues, and with the other members of your party. You must select the character on the map you wish to speak with. Their portrait will appear in the status display while they are speaking.

You talk by typing single words on the keyboard and pressing <enter>. All words may be abbreviated to the first four letters (e.g., "elephant" may be abbreviated to "elep").

Most people will respond to the words "name," "job," and "bye." (The "bye" command ends a conversation. You can accomplish the same thing by pressing <enter> without typing anything.) Some people will also respond to the words "join" and "leave," allowing you to add members to your party (up to a maximum of eight) or remove them.

During the course of conversation, people give you an idea of what they're interested in talking about. If you have the help function on, as it is when you start the game, the subjects they want to talk about will appear in a different color on the screen; if help is off, you'll have to figure out the key words in their conversations. (Note that the help function is not available on CGA cards.) You can turn help on or off by pressing control-H. However, be aware that some people will respond to other subjects, if you ask them.

LOOK (L) allows you to identify anyone or anything in the location you select, on the map or in your inventory. This command can be used to read books, signs, and gravestones, or to examine paintings. It will also give information on the effectiveness of weapons and armor. When you use the Look command on an object you are adjacent to, you will search it. This will reveal the contents of chests, bags, crates, barrels, etc. It will also let you find hidden items or secret doors.

GET (G) lets you pick up an object on the map. You must be standing next to it. If it isn't too heavy, it will be put into your inventory.

DROP (D) can be used to lighten your load by getting rid of items you no longer need. First select the item in your inventory, then choose a spot on the map to place it.

MOVE (M) is used to push an item or to move it between characters in the party.

If you select an item on the map, you can sometimes push it to an adjacent square to get it out of your way. If it's something alive, though, it may not always let you! Moving an item into a square with a chest, barrel, or crate will place the item inside it.

This command can also be used to move things in and out of containers or from one character to another. To move an item to another character, click on them on the map. When you buy a new spell, you must move it into your spellbook before you can cast it.

USE (U) operates *any* object that has some function. Among other things, it will let you open and close doors and chests, enter or exit ships, climb ladders, milk cows, mount horses, light or extinguish fires, look into telescopes or crystal balls, ring bells, eat or drink food and beverages, or play musical instruments. When using a musical instrument, you play it with the numbers 0 through 9, and press <enter> when finished.

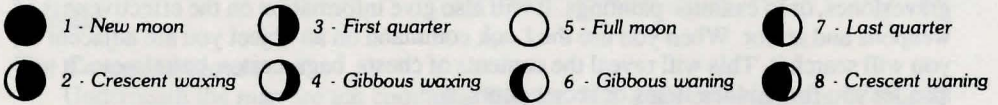
REST (R) lets your party set up a camp and recover health and magic points. You will be asked how many hours you wish to rest, from 1 to 9, and who will stand guard. Select a character on the map display, or press <escape> to have no guard. A character will not regain hit points if they are out of food, or if they stand guard. If you are ambushed while resting, however, your party will not be awakened unless you have someone on guard! You can only rest on land. At sea, this command repairs your frigate. Multiple "Rests" may be required to repair a ship completely.

BEGIN/BREAK OFF COMBAT (B) switches back and forth between party mode and combat mode. In party mode, the members of your party automatically follow you around. In combat, each character will behave according to the combat mode you have selected for them on their inventory display. Characters in Front, Rear, or Flank modes will position themselves in a formation centered around you. Characters in Assault mode will attack the nearest enemy, while those in Retreat mode will avoid combat. Characters in Berserk mode will charge and attack the strongest foe. Lastly, if you select Command mode for a character, you can control their actions each turn, just as you do for your own character. You can change a character's combat mode at any time, even in the middle of a battle.

Keyboard Commands

- **Control-S** saves the game. You will be asked if you really want to save the game. Type "Y" (Yes) to save or "N" (No) to cancel the command and keep playing.
- **Control-R** restores the game to the last saved position. As in the case of the Save command, you will be asked to reply "Y" or "N."
- **Control-Q** quits the game and exits to DOS. Make sure you have saved the game first if you want to return to the same position later!
- **Control-H** toggles help mode on/off.
- **Control-Z** toggles sound and music on/off.
- **1 through 8** place a member of the party in solo mode. In this mode, you can move that character around and perform whatever actions you wish, while the rest of the party remains motionless. Note that you can't talk to people or use ladders, dungeon entrances, or moongates in solo mode — you must be in party mode.
- **0 (zero)** exits solo mode and returns to party mode.
- **Escape** aborts most functions.

THE MOON PHASES ARE REPRESENTED AS FOLLOWS:



RUNIC ALPHABET

A	ƒ	I		R	Ɔ	TH	Ɔ
B	Ɔ	J		S	Ɔ	EE	Ɔ
C	^	K	^	T	↑	NG	8
D	⊗	L	∩	UV	∩	EA	∩
E	∩	M	∩	W	∩	ST	∩
F	∩	N	∩	X	∩		
G	X	O	∩	Y	∩		
H	∩	P	∩	Z	∩		

HINTS

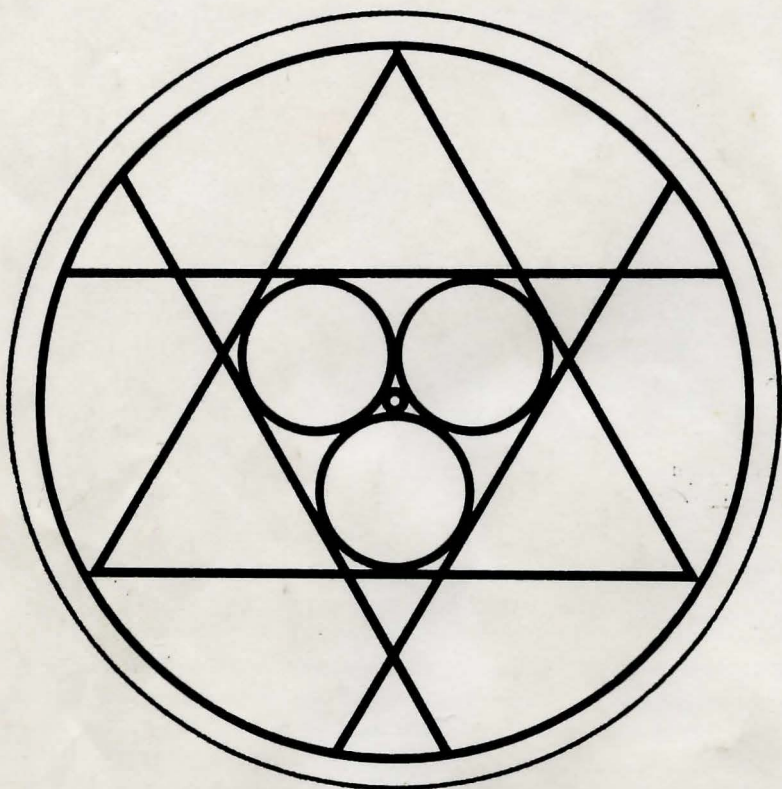
Conversation is integral to Ultima. Only by piecing together clues from the different inhabitants can you complete your quests. You may ask inhabitants about a number of topics. Often you will need to know what to ask a specific person to glean interesting information. Everyone will talk about their job and give you their name, and asking about these will often help you learn who else to interview and what questions to ask them.

As an example of conversation, you might Talk to Dupre. First you type **"job"**. He responds, "I am hunting Gremlins!" Type **"hunting"** and he may respond with an interesting insight. Or Iolo might have suggested that you ask Shamino about his sword. If you have already spoken to Shamino, you would not have known to ask him that, and must seek him out again. You may be asked questions by some of those you meet. Consider carefully before responding; your life may depend upon it. How you converse with others will determine how willing they will be to share any new information they have when you next meet them. Do converse with people more than once. Some people you meet may be willing to become your traveling companion. If you wish them to do so, invite them to **"join"** your party.

Press **ENTER** or type **"bye"** after an inhabitant's response to conclude a conversation.

Keep a journal of your travels. Keep a list of the clues you pick up; there will be too many for you to carry in your head.

Thoroughly explore the realm. Exploring each town, castle, keep and other populated spots will prove to be time well spent.



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