Ultima® Underworld
The Stygian Abyss

REFERENCE CARD

IBM-PC 386 & 100% compatibles

ORIGIN™

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BEGINNING PLAY

Install the game, following the directions in the Install Guide. Change to the directory in which you installed it and type U W Enter to begin play. If you used our default selections you would type:

C : Enter
C D \ U W Enter
U W Enter

The first time you play, typing U W takes you to the title screens, followed by the introduction. Press Esc to bypass the titles and/or introduction and go to the Main Menu.

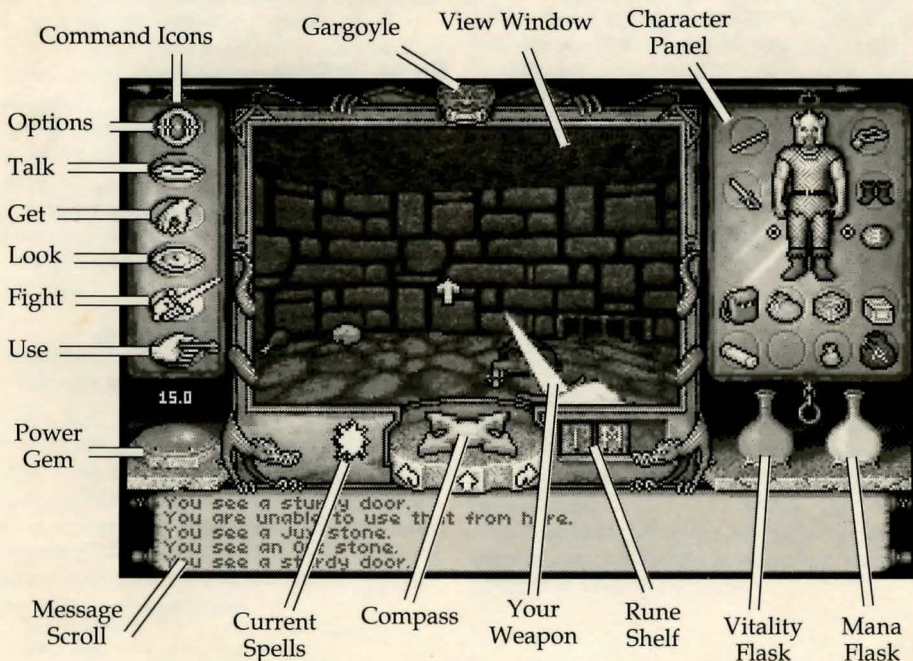If you have played (and saved) the game, typing U W takes you to the Main Menu.

MAIN MENU

To select an option with the mouse, click on it. With the keyboard, use the arrow keys to highlight it, then press Enter to select it.

Create Character. Choose before you begin a new game. Use the mouse or arrow keys and follow the directions on-screen to make selections.

Introduction. Allows you to watch the introduction. (Press Esc to exit at any time.)

Acknowledgements. Lists the people who created ULTIMA Underworld.

Command Icons — Gargoyle — View Window — Character Panel

Options — Talk — Get — Look — Fight — Use

Power Gem

15.0

You see a sturdy door.
You are unable to use that from here.
You see a Jux stone.
You see an O[ ]t stone.
You see a sturdy door.

Message Scroll — Current Spells — Compass — Your Weapon — Rune Shelf — Vitality Flask — Mana Flask

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Journey Onward. If you have saved games, a list appears when you select Journey Onward. Move the pointer to the game you wish to play and click either button. (With the keyboard, use the arrow keys to highlight your choice and press Enter.)

MAIN GAME SCREEN

When you Journey Onward, the main game screen appears.

3-D View Window. The view window shows what you see:
- As you move, the view changes to reflect your new position.
- When you take damage in combat, the window shakes.
- When you are critically wounded, the screen flashes red.
- When you are drowning, the screen flashes blue.

Normally, you look straight ahead, but you can look up and down:
- To look down, press 1 repeatedly.
- To look up, press 3 repeatedly.
- To return to the "straight ahead" position, press 2.

Character Panel. Three panels share this position, and you can switch from one to the other at will.
- The **inventory panel** shows all items you are carrying and wearing. From the inventory panel:
  - Left-click the runebag in your inventory to flip to the rune display.
  - Click on the pull chain to flip to the statistics panel.
- The **statistics panel** displays detailed information about your character's skills and current condition. Click on the pull chain to return to the inventory panel.
- Your **rune display** shows all of the runes you own. Click on the pull chain to return to the inventory panel.

On these panels, the right mouse-button triggers the action specified by the command icon selected; the left button selects, moves or uses an object.

Vitality and Mana Flasks. Shows your current Vitality or Mana as compared to your maximums. If the Vitality flask is green, you are poisoned.

Rune Shelf. Click on runes in your rune display and they appear here. Click on a rune here to cast the spell represented by the runes on the shelf.

Compass. Indicates the direction you are facing. The red dot always points north. The arrows on the base of the compass allow you to use Easy Move mode. Clicking on the compass itself gives you an indication of your character's condition and overall situation.

Message Scroll. Displays messages and results of commands.

Power Gem. In combat, the gem glows red, then yellow, then green, then sparkles as you put more power into an attack.

**Current Spells.** Icons represent active duration spells.

Command Icons. Access the game option panel, and determine whether the right mouse-button allows you to Look, Get, Use, Fight or Talk.

Gargoyle. Above the view window is a gargoyle. During combat, the glow in its eyes changes as the condition of your foe changes:
- *Green* eyes mean your foe is still strong.
- *Yellow* means the foe is hurt.
- *Red* means the foe is seriously injured.

MOVEMENT

Walking, Running, Swimming. Press and hold the left mouse-button while the cursor is in the 3-D view window. The further from the center of the window your cursor is, the faster you move. The shape of the cursor determines direction:

↑   Move forward

↰ ↱   Turn right or left while moving forward

↲ ↳   Turn right or left with no forward movement

← →   Sidestep right or left

↓   Move backwards

Jumping. Press the right mouse-button while the left button is down. (In fight mode, press J or Shift J on your keyboard.) Your speed determines how far you jump:
- Standing still, you jump straight up.
- Walking or running, you jump in the direction of your movement; distance jumped increases with speed.

Flying. Cast a *Fly* or *Levitate* spell, or use an appropriate magic item. Use E to rise into the air. Use the normal movement commands to determine your direction of flight. Use Q to lower yourself.

INTERACTING WITH THE WORLD

Default Mode. If no icons are highlighted, you are in Default Mode. (To "un-select" a highlighted icon, click on it.)

Talk. Put the cursor on the person or creature and briefly right-drag the mouse.

Get. Position the cursor on the object, press and hold the right mouse-button. If the object is "get-able," it will be put in-hand when you drag the object somewhere on the screen. Release the button to drop the item.

Look. Right-click on the creature or item you want to examine.

Fight. Move the cursor to your inventory and click on the weapon in your weapon-hand. Click on the weapon again to exit fight mode.

Use. To use an object in your inventory, left-click it. To use an object in the view window, position the cursor on the object, and briefly right-drag it.

Note: To access the game options menu you must click on the Options icon or press the appropriate keys on the keyboard.

Icon Mode. Use the right mouse-button to interact with things in the underworld. The command icons determine what the right button does.

Options Icon. Click on this to bring up a list of game-related functions and to pause the game. Click on the function you wish to access:
- *Save Game.* Preserves your current game state. You can have up to four saved

games at once. Each saved game requires about 300K of hard disk space. Always save before ending a game session.
- *Restore Game.* Begins the game at a point you saved. Click on this option, then on the roman numeral that matches the name of the saved game.
- *Music.* Toggles music on or off.
- *Sound.* Toggles sound effects on or off.
- *Detail.* Increases or decreases the level of graphic detail.
- *Return to Game.* Resumes play when you're done selecting options.
- *Quit Game.* Returns you to DOS. (This does *not* save the game.)

Talk Icon. Left-click this icon, then right-click the character you want to talk to.

Get Icon. Left-click this icon, then right-click the object you want to pick up.

Look Icon. Left-click this icon, then right-click the object or area you want to look at.

Fight Icon. Left-click this icon. To attack, right-click and hold until you're ready to attack, then release the right button.

Use Icon. Left-click this icon, then right-click the object you want to use. For actions that require a target, left-click this icon, then right-click the object you wish to use (putting it "in-hand"). Move the object in-hand over the "target" object and right-click again.

HEALING

To regain lost Vitality (or shake off the effects of poison), you must eat and sleep, or cast healing magic.

The healing spells are *Lesser Heal*, *Heal* and *Greater Heal*, in order of the Vitality they restore. These do *not* restore Mana.

To regain Vitality *and* Mana, you must sleep. Press F10 or use a bedroll. When you awaken, you regain some percentage of lost Vitality and Mana. If you are hungry, sleep does less to revitalize you.

PAUSING THE GAME

With a mouse, click on the Options Icon. This pauses the game and brings up a menu of options. To unpause, click on "Return to Game." On the keyboard, press F1 to pause, Esc to unpause.

MAGIC

Magic requires three things:

Mana. The Mana point cost of a spell is triple the Circle of the spell.

Character Level. Your character level, halved and rounded up, must equal or exceed the Circle of the spell.

Rune Stones. The rune stones required to cast each spell are listed below.

Casting Spells. If the three conditions above are met, you can attempt to cast a spell. To do so, click on the runebag in your inventory, then click on each rune required to cast the spell, in order. When the runes appear on the rune shelf, left-click anywhere on the rune shelf.

Targeting Spells. Some spells must be targeted. When you left-click the rune shelf to cast such a spell, a targeting cursor appears on screen. For combat spells, the targeting cursor is a red circle. For non-combat spells, the cursor is a blue cross.

When a targeting cursor appears, position it on the person, creature or object you wish to target, then right-click to unleash the spell. (You may or may not succeed.)

SPELL LIST

First Circle

Create Food	IMA
Light	Ir
Magic Arrow	�♦
Resist Blows	BIϤ
Stealth	ϤP

Second Circle

Cause Fear	Pⱼ
Detect Monster	HM
Lesser Heal	IBM
Rune of Warding	I♦
Slow Fall	RMK

Third Circle

Conceal	BϤr
Lightning	PX
Night Vision	Pr
Speed	R↑K
Strengthen Door	Ϥ♦

Fourth Circle

Heal	IM
Levitate	PK
Poison	↑M
Remove Trap	H♦
Resist Fire	ϤP

Fifth Circle

Cure Poison	H↑
Fireball	KP
Missile Protection	XϤK
Name Enchantment	HHM
Open	MA

Sixth Circle

Daylight	∧Ir
Gate Travel	∧RK
Greater Heal	∧IM
Paralyze	HMK
Telekinesis	HKA

Seventh Circle

Ally	IMR
Confusion	∧HH
Fly	∧PK
Invisibility	∧Ϥr
Reveal	HHP

Eighth Circle

Flame Wind	PÞ
Freeze Time	H↑
Iron Flesh	I∧Ϥ
Roaming Sight	HKH
Tremor	∧KM

COMBAT

Using a Hand Weapon.

1. Click on a weapon in your weapon hand (or on the Fight icon) to enter fight mode.

2. Position the cursor on your target.

3. Hold down the right button until the weapon is drawn back (You can continue to move by pressing the left button while the right button is pressed.)

4. With the weapon drawn back, the power gem begins to brighten, indicating how much power you are putting into the attack.

5. Release the mouse-button to attack. (If the gem is still red when you release the button, your attack is aborted.)

Types of Attack.

Bash. Press the right button when the cursor is high in the view window.

Slash. Press the right button when the cursor is in the middle of the view window.

Thrust. Press the right button when the cursor is low in the view window.

Missile Weapons

1. Ready a missile weapon by placing it in your hand on the Inventory panel. Make sure you have ammunition in your inventory. Enter fight mode.

2. Press and hold the right mouse-button to initiate an attack (screen location doesn't matter).

3. When the jewel is green, your weapon is ready to shoot and a red, circular cursor appears.

4. Move the cursor where you want to aim your weapon.

5. Release the mouse-button to unleash the attack.

CONVERSATION

To talk to a character or creature:

1. Click on the Talk icon.

2. Position the cursor over the character you wish to talk to, then press the right mouse-button to bring up the conversation screen. The other person's comments appear on the large scroll in the center of the screen. Your response options appear on your message scroll.

3. Move the yellow cross onto the option you want and click either button (or press the number of the statement you want to make).

4. Read the other person's response and pick one of your own. If you see the word "[MORE]" at the end of a comment, click either mouse-button or press any key to see the rest of what the other person has to say. If you see the word "Other" in your list of choices, you have the option of typing in something that isn't on your list.

5. If you have the last word in the conversation, you return to the main game screen automatically. Otherwise, click either mouse-button or press any key.

Bartering

1. Select the option on your conversation option list that says you want to trade items.

2. Get items you are willing to trade and put them in your barter area.

3. Click on items in either barter area to select or deselect them for the current trade.

4. Offer the deal by clicking on the appropriate menu line, or click on "I must think about this deal" to use your *appraise* skill.

5. If the person or creature with whom you are trading accepts the deal, any items you offered disappear into your trading partner's inventory. Now, you may move traded items from his barter area into your inventory.

6. If the deal isn't accepted, you can change the highlighted items in either barter area and try again.

7. At the end of a bartering session, any items that now belong to you appear on the floor in front of you.

Giving and Getting Items

1. Place the item you wish to give or show in your barter area.

2. Select a conversation option like "I wish to give you this gift." The character takes the item from your barter area, or simply looks at it, depending on the circumstances.

3. If a character gives you something, it appears on your cursor, allowing you to place it in your inventory.

Repairing Items

Some characters in the Abyss offer to repair items. To have a broken item repaired, place it in your barter area *before* you select the option requesting the repair.

To repair damaged weapons or armor yourself:

1. Use an anvil as you would any item.
2. When your cursor turns into an anvil, click on the broken item.
3. A message appears telling you how difficult the repair will be and asking if you want to continue.
4. Select "Yes" or "No."

KEYBOARD CONTROLS

When using a keyboard, note that the game is case sensitive — Shift A is not the same as A.

Also, there are some keyboard commands for which there are no *mouse* equivalents — even mouse users must use these. These commands are listed below in *italics*.

Menus

↑	Up to next option above
↓	Down to next option below
←	Left one column (2-column lists only)
→	Right one column (2-column lists only)
Pg Up	Top of List
or Home	Top of List
Pg Dn	Bottom of List
or End	Bottom of List

Normal Movement

W	Run Forward
Shift W	*Easy Move Run Forward*
S	Walk Forward
Shift S	Easy Move Walk Forward
A	Turn Left
Shift A	Easy Move Left
D	Turn Right
Shift D	Easy Move Right
Z	Slide Left
C	Slide Right
X	Walk Backwards
Shift X	*Easy Move Backwards*

Other Movement

E	*Fly Up*
Q	*Fly Down*
1	*Look Down*
2	*Center View*
3	*Look Up*
Shift J	*Standing Long Jump*
J	*Jump*

Combat Mode Keys

P	Bash
;	Slash
.	Thrust

Special Function Keys

F1	Game Options/Pause Game
F2	Talk Mode
F3	Get Mode
F4	Look Mode
F5	Fight Mode
F6	Use Mode
F7	Flip Character Panel
F8	Cast Spell
F9	*Use Track Skill*
F10	Sleep

Game Options

Ctrl S	Save Game
Ctrl R	Restore Game
Ctrl M	Change Music
Ctrl F	Change Sound Effects
Ctrl D	Change Detail Level
Esc	Return to Game
Ctrl Q	Quit Game

Cursor Movement Keys

Tab	Move cursor one hot area right
Shift Tab	Move cursor one hot area left

Numeric Pad

1-9	Cursor Direction
0	Left Mouse-Button
.	Right Mouse-Button