

ELECTRONIC ARTS PRESENTS

# CD-ROM CLASSICS

## ULTIMA<sup>®</sup> UNDERWORLD<sup>™</sup> I & II

### EPILEPSY WARNING

**PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

### PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

This document contains all the information that you will need to get this game up and running. There are important sections covering how to produce the necessary boot disk, how to install and run your game, a full key guide and instructions on how to use the Adobe Acrobat on-line document reader.

For further information, the original manuals are provided "on-line" on the CD. These can be read using the included Adobe Acrobat on-line document reader. To use this, see the section "Using the On-Line Documentation"

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## TO VIEW THE ORIGIN ON-LINE CATALOG:

1. Insert the CD in your CD drive and start Windows
2. From the Windows Program Manager, choose RUN...from the File menu. The Run dialog box appears.
3. Type d:\catalog.exe. (If your CD-ROM isn't drive D:, substitute the appropriate letter for "d".)
4. Click OK or press **ENTER** and follow the instructions on your screen.

**Note:** Windows must be running in 256 color mode to view the catalog correctly. Consult your video card manual for more information.

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

## System Requirements

**Computer.** These games call for an IBM-PC 386SX or higher or a 100% compatible system.

**Video Card.** An IBM VGA or compatible video card with at least 256K of video ram is required. (Note: MCGA, as found on the PS/2 model 25 and model 30, will not work.)

**Free RAM.** You must have at least 640K of base RAM (memory) to play *Ultima Underworld* or *Underworld II*. Of the 640K, at least 527,360 bytes (UW1) or 544,768 bytes (UW2) of base memory must be available at the DOS prompt to run the minimum game configuration. Other configurations may need as much as 566,272 bytes free RAM (UW1) or 581,632 bytes free RAM (UW2). See Memory Requirements for more information.

**EMS.** To play either *Underworld* game, you must configure your computer to make use of expanded memory. The amount varies:

**UW1:** In addition to 515-533K of free base RAM, you will need at least 480K (491,520 bytes) of expanded memory available at the DOS prompt. UW1 won't run with less than that.

**UW2:** In addition to 532-568K of free base RAM, you must have at least 656K (671,744 bytes) of expanded memory available at the DOS prompt. UW2 won't run with less than that. See Memory Requirements and Optimizing Your System for more information.

**Hard Disk.** You must have a minimum of 2 free megabytes on your hard disk to install and play either or both games from the CD.

**CD-ROM.** MS-DOS CD-ROM extensions 2.1 or higher are required; a CD drive with 350 ms or faster seek time is recommended.

## Installation

ORIGIN does not support the use of disk compression utilities with these games. The use of disk compression utilities might cause them to be unplayable from your CD-ROM drive.

The following instructions apply to both games - *Underworld* (UW1) and *Underworld II* (UW2) - unless specifically stated otherwise.

The Reference Cards begin with instructions for beginning play if the game you are about to play is installed on your hard disk. If you are playing from the CD, follow the instructions in Installation. Step 9 (below), instead.

**NOTE:** It is possible to play both games directly from the CD, but it is necessary to copy some files to your hard disk and to create directory for your saved games first. See Troubleshooting for instructions on how to copy the entire game to your hard disk, should you choose to do so.

Each game must be installed individually. However, you can install one game now and the second game at another time or both games now, one after the other.

While selecting options, you can press **ESC** at any time to return to DOS. This aborts the installation process.

When appropriate, use **↑** and **↓** to highlight the option you want. Press **ENTER** to select a highlighted option.

1. Insert the CD-ROM disk (label side up) into your CD-ROM drive. (Some drives may require that you put the disk into a CD caddy before inserting it in the drive itself.)
2. Change to your CD-ROM drive by typing its drive letter followed by a colon (e.g., D:) and pressing Enter.
3. Type origin and press **ENTER** to begin installation for *Ultima Underworld I*. After installation is complete, you will be prompted to install *Ultima Underworld II*.
4. The program will list all hard drives to which you may install. The program will then prompt you for the letter of the hard drive to which you want your system configuration data and saved games written. Press the letter on your keyboard corresponding to a hard disk with adequate space.



5. The next configuration option is Sound System Installation. This determines how music and sound effect will play during the game. Your choices are:
- |                   |                        |
|-------------------|------------------------|
| No Sound          | PC Speaker (UW1 only)  |
| Adlib             | SoundBlaster           |
| Sound Blaster Pro | Roland MT-32 or LAPC-1 |

Highlight the sound board you have (or no sound or PC Speaker (UW1 only) if you don't have a sound board) and press **ENTER**. If you chose Roland MT-32 or LAPC-1, it will ask if you have a sound Blaster or SoundBlaster Pro to use for digitized speech.

6. If you choose Sound Blaster or Sound Blaster Pro in Step 5 (either originally or after selecting Roland), you will have to tell the installation program the "Base IO" and "IRQ" setting for your sound card. If you have a Sound Blaster Pro, you will also need to know that DMA channel it uses. For example, the factory default settings are Base IO: 220H, IRQ 7 and DMA channel 1. (Some were Sound Blaster models default to IRQ 5.) Use (up) and (down) to highlight each appropriate selection, then press **ENTER**.
7. After you have chose your sound card, you will be shown your current settings. If the configuration is correct, select **Y** to continue. If it is incorrect, select **N**. If you select **N**, you begin again at Step 4.

When the Confirm Selections screen appears, you must decide if you want to copy the necessary files to you hard disk. If the configuration is correct, press **Y** to continue.

If the configuration is incorrect, press **N**. You can now begin again from the drive selection screen (Step 4).

8. After you select **Y**, the installation program will write the configuration information to your hard disk and prepare it to receive saved games. This process takes only a few seconds; almost all information is kept on the CD-ROM.
9. When the installation is complete, you automatically return to the prompt of your CD-ROM drive. You can now play either game you have installed.
- UW1: To play Underworld, type UW at the CD-ROM prompt.  
UW2: To play Underworld II, type UW2 at the CD-ROM prompt.  
(In the future, when you want to play either game, just repeat Steps 1,2 and 9.)
10. If you have never played Underworld or Underworld II before, consult the appropriate Player's Guide. Each guide begins with a tutorial and explains everything you need to know to start playing the game. If you encounter any difficulties, check Troubleshooting in this Install Guide.

## Changing Your Configuration

If you ever add a sound card or change from one card to another, simply re-run the installation program as described above.

## Using the On-Line Documentation

### DOS USERS:

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

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

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

1. Insert the CD in your CD drive.
2. Type **D:** (or the letter of your CD drive, if different) and press **ENTER** to move to the CD drive.
3. When you see the "D:" prompt, type **ORIGIN** and press **ENTER**.
4. You are asked whether you want to install *Ultima Underworld I* and then *Ultima Underworld II*. If you have already done this, press **N** to skip the *Underworld* installation and go to the Acrobat Reader installation.
5. You are asked whether you want to install The Acrobat Reader for DOS. Press **Y** to install or **N** to stop installation. Follow the menu prompts to install the on-line documentation reader.
  - To highlight a menu item, press the arrow cursor keys **↑/↓**.
  - To activate the highlighted item, press **ENTER**.

## System requirements for DOS:

- 386- or 486-based PC (486 recommended), DOS 3.3 or higher
- 2 MB of available RAM (4 MB or more recommended)
- 4 MB hard disk space
- Microsoft-compatible mouse
- VGA graphics
- Postscript or LaserJet printer supported

## To start Adobe Acrobat for DOS:

1. The CD must be in the drive to run the program.
2. Move to the directory where Adobe Acrobat is installed. By default, it is installed in C:\ACRODOS, so you would type:

**C** **:** **ENTER**

cd\acrodos **ENTER**

3. Type **acrobat** **ENTER** to start the program.

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

## To open an on-line document file:

- Select Open from the File menu. (The on-line documents are located on the *CD-ROM Classics* CD.)
- Double-click on the **D** **:** (or appropriate CD drive letter) from the DRIVE dialog box.
- Double-click on the language you require or select MAPS.
- Double-click on an on-line documentation file to open it. The file(s) are:

MANUAL1.PDF	<i>Ultima Underworld</i> Manual, Memoirs of Cabirus
UWIPLAY.PDF	<i>Ultima Underworld</i> Player's Guide
MANUAL2.PDF	<i>Ultima Underworld II</i> Manual, A Safe Passage Through Britannia
UWIIPLAY.PDF	<i>Ultima Underworld II</i> Player's Guide
MAPS	
UW1MAP.PDF	<i>Ultima Underworld</i> Map, The Stygian Abyss Map
UW2MAP.PDF	<i>Ultima Underworld II</i> Map, Labyrinth of Worlds

## WINDOWS USERS:

### System requirements for Windows:

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

### To install Adobe Acrobat for Windows:

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

### To start Adobe Acrobat for Windows:

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

### To open an on-line document file:

- Select Open from the File menu. (The on-line documents are located on the *CD-ROM Classics* CD.)
- Double-click on the **D** **:** (or appropriate CD drive letter) from the DRIVE dialog box.
- Double-click on the language you require or select MAPS.
- Double-click on an on-line documentation file to open it. The file(s) are:

MANUAL1.PDF	<i>Ultima Underworld</i> Manual, Memoirs of Cabirus
UWIPLAY.PDF	<i>Ultima Underworld</i> Player's Guide
MANUAL2.PDF	<i>Ultima Underworld II</i> Manual, A Safe Passage Through Britannia
UWIIPLAY.PDF	<i>Ultima Underworld II</i> Player's Guide
MAPS	
UW1MAP.PDF	<i>Ultima Underworld</i> Map, The Stygian Abyss Map
UW2MAP.PDF	<i>Ultima Underworld II</i> Map, Labyrinth of Worlds







### To print a document file:

- Select PRINT from the File menu. Choose the range you want to print from the Print Range dialog box.
- If you receive a "Acrobat does not support printing at this device resolution..." message, increase the resolution in the Print Quality dialog box.
- In DOS, prior to printing, go into PRINT SETUP from the File menu. Choose Bitmap, which will provide a list of available printer devices.
- The Adobe Acrobat Document Reader does not support 9-pin printers.

### To learn how to use Adobe Acrobat:

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

### Quick Acrobat Tips:

- If you have difficulty viewing documents, click on the magnifying glass icon on the bottom of the screen to increase resolution.
- Each document file contains bookmarks that function as an electronic table of contents. To view bookmarks, select Bookmarks and Page from the View menu. The bookmarks appear to the left of the document window.
- To jump to the page associated with a bookmark, double-click on the page icon next to the bookmark.
- To show or hide any subordinate bookmarks, click the triangle to the left of bookmark.
- To move through the document one page at a time click the Previous or Next Page buttons or press the /  cursor keys.
- To move through a document one screen at a time, click above or below the scroll box in the scroll bar or press the /  keys.

# Troubleshooting

## Memory Requirements

There are three types of RAM referred to in this manual: DOS (conventional base RAM), extended and expanded. UW1 and UW2 have specific minimum requirements for each of these types of memory. If you are unsure about these different types of memory, consult your DOS manual. To find out how much DOS, extended and expanded memory your computer has available, type EM at the DOS prompt. When the memory information is printed on the screen, look for the following listings:

- **Largest Executable Program Size** (This number indicates how much DOS memory is available.)
- **Total Extended or XMS or Total Contiguous Extended** (this is the amount of extended memory in your computer.)
- **Bytes Free of EMS or Free Expanded (EMS)** (This is the amount of expanded memory available to the program.)

If any of the numbers listed on your screen are less than the requirements listed below, refer to Optimizing Your System (page 9).

## Ultima Underworld I Memory Requirements

Type of memory	Minimum requirements to run game without sound effects, music, or speech	Minimum requirements to run game with Internal (PC) speaker (sound effects only)	Minimum requirements to run game with speech, music and sound effects (sound card)
DOS (Conventional)			
Base RAM	527,360 bytes	535,360 bytes	565,248
*Extended	1,024,000 bytes	1,024,000 bytes	1,024,000 bytes
Expanded	492,000 bytes	492,000 bytes	492,000 bytes

## Ultima Underworld II Memory Requirements

Type of memory	Minimum requirement to run game without sound effects, music, or speech	Minimum requirements to run game with speech, music and sound effect (sound card only)
DOS (Conventional)		
Base RAM	544,768 bytes	544,768 bytes
*Extended	1,024,000 bytes	1,024,000 bytes
Expanded	671,744 bytes	671,744 bytes

\*You must have a total of 1,024,000 bytes of extended memory on your computer to run either or both of these games. However, this memory must be converted to expanded memory by using an expanded memory manager in your CONFIG.SYS file. The two most common expanded memory managers are Quarterdeck's QEMM386.SYS or Microsoft's EMM386.EXE (available in Microsoft DOS 5.0 or higher, or Microsoft Windows 3.1) If you are unsure how to load the expanded memory manager from DOS, refer to *Optimizing Your System*. For assistance with QEMM, consult your documentation.

## Optimizing Your System

If you are experiencing problems running the Underworld/Underworld II CD-ROM games, it might help to create a separate boot disk or decrease the number memory-resident programs (TSRs) you have loaded with the suggested configurations listed below.

Do not delete your AUTOEXEC.BAT or CONFIG.SYS files completely — without them, your computer will not function.

Before creating a boot disk, we recommend that you generate a hard copy printout of your hard drive CONFIG.SYS and AUTOEXEC.BAT start-up files. To do so, at the DOS prompt, type:

`type config.sys`

Use the PRINT SCREEN key to generate a printout of this startup file. At the DOS prompt, type:

`type autoexec.bat`

Use the PRINT SCREEN key to generate a printout of this startup file.

## Creating a Boot Disk

To create a separate boot disk, insert a blank high density disk in your A: drive. From the DOS prompt, type:

`format a:/s` **[ENTER]**

*Modifying CONFIG.SYS*

When the DOS prompt returns and the format is complete, type:

`edit a:\config.sys` **[ENTER]**

When the new screen appears, type the commands shown below. This configuration is generic and may require additional drivers. Consult your CD-ROM manual and printouts for more information.

*CONFIG.SYS using DOS's EMM386.EXE*

Files=20

Buffers=20

Device=C:\DOS\HIMEM.SYS

Device=C:\DOS\EMM386.EXE 1024 RAM

DOS=UMB

DOS=HIGH

SHELL=C:\DOS\COMMAND.COM /P

DEVICEHIGH=C:\<path>\CDROM driver <all parameters from the original config.sys>

(Refer to your hard drive CONFIG.SYS printout to fill in the blanks in the last line above.)

*After Typing the CONFIG.SYS Commands*

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

FILES=30

BUFFERS=30

After typing these lines, you should exit and save your file. Do so by pressing:

**[ALT] [F]**

**[X]**

**[Y]**

Next you need an AUTOEXEC.BAT file on your boot disk. Type:

`EDIT A:\AUTOEXEC.BAT` **[ENTER]**



When the new screen appears, type:

PROMPT \$P\$G

PATH=C:\DOS

C:

C:\<path>\mscdex.exe <all parameters from the original AUTOEXEC. BAT with the following exceptions>

delete the /E parameter

Change/M::## to /M:5

LH C:\MOUSE\MOUSE.COM

(Your mouse driver may need to be loaded differently. Refer to the printout of your original AUTOEXEC.BAT.)

Exit and save this file by pressing:

**ALT** **F**

**X**

**Y**

### To Use Your New Boot Disk

1. Turn your computer off, insert your new boot disk in you A drive and turn the computer back on. (If your CD drive is external, turn it on.)
2. Insert the CD-ROM disk (label side up) into your CD-ROM drive. (Some drives may require that you put the disk into a CD caddy before inserting it in the drive itself.)
3. Change to your CD-ROM drive by typing its drive letter followed by a colon (e.g., D:) and pressing Enter.
4. UW1: To begin playing Underworld, type: UW **ENTER**  
UW2: To begin playing Underworld II, type: UW2 **ENTER**

## Troubleshooting

Q: Underworld or Underworld II fails to load or run and generates an error code. What's wrong with my game?

A: Certain error codes can easily be interpreted and remedied:

A### (i.e. and "A" followed by three numbers) usually means a low file count.

- Your CONFIG.SYS file may need to be modified. If you get a message that reads "Internal

Error" or "Underworld can no longer run. Error code A###," edit your CONFIG.SYS file so the line reading "FILES=##" reads "FILES=20" (or more). This should allow you to play the game. (Consult Optimizing Your System (above).)

B### means low conventional (base) memory.

- Run the MEM program included with DOS to check your computer's available RAM. To do this, type MEM after the prompt for the drive in which you have installed the game. consult the "Largest executable program size" line. UW1 requires 565,248 bytes for all options and UW2 requires 581,632 bytes for all options. Free up RAM if needed or make a new floppy boot disk. (consult Optimizing your System (above).)

C### means a problem with expanded (EMS) memory.

- You may be using a non-compatible memory manager. UW1/UW2 requires a LIM4.0 EMS or 100% compatible driver. Compatible memory managers include DOS's EMM386.EXE and QEMM386.SYS. This error may also indicate that you do not have enough expanded memory allocated to run this game. Consult Memory Requirements and Optimizing Your System (above).

E### means that you do not have enough hard disk space. You must have at least 2 megs free on you hard disk to install and play either game, even if you are playing it directly from the CD.

- You may have chosen an invalid configuration during the install process. Check your configuration and if necessary, re-install the game.
- You may have filled all free space on the active hard drive. Use the DOS DIR command to check available hard drive space. You need at least 2 megabytes for saved games and temporary files.

Q: My mouse is not working with UW/UW2 CD-ROM. My mouse works with all of my other software applications — why not with UW/UW2?

A: If your mouse is not working with UW/UW2, you should first check to see if your mouse has been loaded in DOS (in your AUTOEXEC.BAT file) or onto the boot disk you are using to play the game. Windows and many other "multitasking" environment load their own built-in mouse driver. These mouse drivers will not operate outside of their shell environment. Loading a mouse driver into the DOS environment can be as simple as typing MOUSE **ENTER** at the command prompt. For example,

C:\MOUSE **ENTER**

This command can differ depending on which mouse driver software you are using. Please consult your mouse user's guide for further details.



Some rare combinations of hardware and software cause mouse conflicts that freeze the on-screen pointer. If your mouse pointer ever stops moving, press **[ALT][F4]** to free the mouse and allow the pointer to move normally, or get a Microsoft mouse driver version 7.0 or higher.

**Q:** When I try to run the game, I get a message that says "Sound System Initialization Failed."

**A:** You probably have enough memory to run the game, but not enough to load the sound drivers you selected during installation. You will either have to increase the amount of free DOS memory (see *Optimizing Your System*) or play without sound.

or If your sound card is not one of the cards listed on the box or in the installation program, but is 100% compatible with one of the cards listed, it may need to be configured for Sound Blaster emulation mode. Consult your sound card manual.

**Q:** (UW1 only) When I select PC Speaker sound effects all I get are "Beeps" and "Boops".

**A:** There's nothing wrong with your speaker or your game. The PC speaker sound effects are not intended to be realistic. They do, however, provide important feedback (whether you hit a creature in combat, for example.) The best answer is to upgrade your system with a sound card. (The installation menu lists the cards supported by *Underworld*.) If a system upgrade is impossible and you would rather pay without sound, select the **OPTIONS** icon from the main game screen, followed by the **SOUND** option. Turn the sound off and return to the game.

**Q:** Is it possible to play different characters in different games?

**A:** Each game allows you to save up to four different games at once. For each game, you can save four different points in a single adventure. You can also save one character's adventure in the first saved game slot, another character's adventure in the second slot and so on. Any combination of characters and saved game slots is possible (up to the maximum of four per game). Note that you cannot transfer a UW1 character into UW2, or vice versa.

**Q:** The game runs too slowly.

**A:** Your computer may not be fast enough to run the game efficiently. The minimum configuration is a 386SX with a 16 MHz processor — but movement and animation are faster and smoother on a faster computer. From the main game screen, select the **OPTIONS** icon, followed by **DETAIL**. Experiment with the various detail levels until you find a balance between speed and detail that suits you.

**Q:** I've tried to save my game, but I keep getting a message that says "SAVED GAME FAILED."

**A:** Each saved game can take up to 500K of hard disk space. If you don't have that much available, you can't save. To get around this, you can save your new position over an existing saved game. Select

the **OPTIONS** icon from the main game screen, followed by the **SAVE GAME** option. Then, simply select a saved game slot you've already used. When you are asked to enter a name from the game, press Enter to use the same name as the old game, or type in a new one. In addition, you must have 700K (UW1) or 1200K (UW2) of free hard disk space available when you begin a mission.

**Q:** When I start, the music sounds very odd on my Sound Blaster Pro.

**A:** Early versions of the Sound Blaster Pro require different configurations than later versions. To correct this, run the **SET-ENV** program that came with your Sound Blaster Pro. This will automatically set the environment variable properly. If this doesn't work, this variable can be set manually. Consult your Sound Blaster Pro docs or your hardware dealer for more information.

**Q:** (UW2 only) I am having trouble using my joystick.

**A:** Your joystick may be set to "auto fire". If this is the case, you have difficulty moving your character and the buttons may not function as you expect. To correct the problem, turn auto fire off. If your joystick doesn't allow you to turn auto fire off, unplug it and play with a mouse or use the keyboard controls.

**Q:** (UW2 only) I seem to spin around even when I am not touching the mouse, joystick or keyboard movement keys.

**A:** This can be caused by a miscalibrated joystick. Press **[CTRL][J]** and follow the instructions on screen to calibrate and center your joystick. If you cannot get the joystick correctly calibrated, you will have to unplug it and play with the mouse or the keyboard controls.

**Q:** Why does my computer crash when I try to play UW/UW2 through Microsoft Windows (or OS/2, Desqview or DOS 5.0 Task Swapper)?

**A:** "Multi-tasking environments" — windows, Desqview, Software Carousel, DOS 5.0 Task Swapper and so forth — often conflict in their use of memory and other system resources with UW/UW2 CD-ROM. We do not recommend playing UW/UW2 under these circumstances. Even if you do run the game under a multi-tasker, do not swap to another application while playing. Your system will crash if you try to suspend UW/UW2 to run another program. In general, we recommend that you log out of Windows (or similar applications) and play from the DOS prompt.

**Q:** My CD drive is too slow to play the game from. Can I play either game from my hard drive?

**A:** To copy the CD version of *Underworld* onto your hard drive, follow these steps:

1. Make sure you have at least 13 megabytes of hard drive space available.

2. Type XCOPY D:\UW C:\UW /E/S **[ENTER]**. This will copy all of the necessary files to a \UW directory on your hard drive. (This assumes your CD drive is D: and your hard drive is C: — if not, substitute the appropriate drive letter in the above entry.)
3. When the files have finished copying, change to your newly created C:\UW directory and type UINSTALL **[ENTER]**. This will begin the Underworld configuration process. (For UW1 only, at the option for SELECTING CUT SCENES STATIC OR ANIMATING, select ANIMATING. STATIC will not work.)
4. After completing the configuration, type UW **[ENTER]** to begin playing.

To copy the CD version of Underworld II onto your hard drive, follow these steps:

1. Make sure you have at least 13 megabytes of hard drive space available.
2. Type XCOPY D:\UW2 C:\UW2 /E /S **[ENTER]**. This will copy all of the necessary files to a \UW2 directory on your hard drive. (This assumes your CD drive is D: and your hard drive is C: — if not, substitute the appropriate drive letter in the above entry.)
3. When the files have finished copying, change to your newly created C:\UW2 directory and type UINSTALL **[ENTER]**. This will begin the Underworld II configuration process.
4. After completing the configuration, type UW2 **[ENTER]** to begin playing.

Note: The install program will ask if you want to delete or leave extra sound files if you are running without digitized speech or with no sound. You can delete these files to save space, but (contrary to what the install program says) you will not be able to add them later without recopying the game to your hard drive.

**Q:** My Sound Blaster beeps before playing digital effects.

**A:** Under OS/2 old Sound Blaster ROM (1.5) will cause this. Reinstalling without digital effects will fix this, though you will lose digital effects. We recommend operating under a DOS 5.0 or higher environment.

# The Stygian Abyss Reference Card

## BEGINNING PLAY

Install the game, following the directions above. Change to the CD-ROM drive and type **[U][W][ENTER]** to begin play. If you used our default selections you would type:

**[D:] [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.

**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 **[I]** 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.

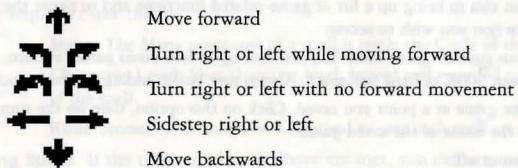
**Command Icons.** Access the game option panel, and determine whether the right mouse-button allows you to Look, Get, Use, Fight or Talk.

**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:



**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 some-where 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.)



# The Eight Circles of Runic Magic

## Spell List

### First Circle

Create Food	IPQR
Light	IF
Magic Arrow	EP
Resist Blows	BIH
Stealth	HP

### Second Circle

Cause Fear	PK
Detect Monster	NM
Lesser Heal	IBM
Rune of Warding	IF
Slow Fall	RMK

### Third Circle

Conceal	BHT
Lightning	EX
Night Vision	HT
Speed	RTE
Strengthen Door	HP

### Fourth Circle

Heal	IS
Levitate	PK
Poison	IS
Remove Trap	EP
Resist Fire	HP

### Fifth Circle

Cure Poison	RT
Fireball	KP
Missile Protection	XTK
Name Enchantment	FNR
Open	MR

### Sixth Circle

Daylight	AM
Gate Travel	ARK
Greater Heal	AIM
Paralyze	EMK
Telekinesis	PKM

### Seventh Circle

Ally	IMR
Confusion	ARN
Fly	APK
Invisibility	AHT
Reveal	EP

### Eighth Circle

Flame Wind	PP
Freeze Time	PT
Iron Flesh	IAH
Roaming Sight	MKN
Tremor	AKM

## 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

<b>↑</b>	Up to next option above
<b>↓</b>	Down to next option below
<b>→</b>	Left one column (2-column lists only)
<b>←</b>	Right one column (2-column lists only)
<b>PG UP</b>	Top of List or
<b>HOME</b>	Top of List
<b>PG DN</b>	Bottom of List or
<b>END</b>	Bottom of List

### Normal Movement

<b>W</b>	Run Forward
<b>SHIFT W</b>	Easy Move Run Forward
<b>S</b>	Walk Forward
<b>SHIFT S</b>	Easy Move Walk Forward
<b>A</b>	Turn Left
<b>SHIFT A</b>	Easy Move Left
<b>D</b>	Turn Right
<b>SHIFT D</b>	Easy Move Right
<b>Z</b>	Slide Left

<b>C</b>	Slide Right
<b>X</b>	Walk Backwards
<b>SHIFT X</b>	Easy Move Backwards

### Other Movement

<b>E</b>	Fly Up
<b>Q</b>	Fly Down
<b>1</b>	Look Down
<b>2</b>	Center View
<b>3</b>	Look Up
<b>SHIFT J</b>	Standing Long Jump
<b>J</b>	Jump

### Combat Mode Keys

<b>P</b>	Bash
<b>/</b>	Slash
<b>.</b>	Thrust

### Special Function Keys

<b>F1</b>	Game Options/Pause Game
<b>F2</b>	Talk Mode
<b>F3</b>	Get Mode



F4  
F5  
F6  
F7  
F8  
F9  
F10

Look Mode  
Fight Mode  
Use Mode  
Flip Character Panel  
Cast Spell  
Use Track Skill  
Sleep

#### Game Options

CTRL S  
CTRL R  
CTRL M  
CTRL F

Save Game  
Restore Game  
Change Music  
Change Sound Effects

CTRL D  
ESC  
CTRL Q

Change Detail Level  
Return to Game  
Quit Game

#### Cursor Movement Keys

TAB  
SHIFT TAB

Move cursor one hot area right  
Move cursor one hot area left

#### Numeric Pad

1-9  
0  
.

Cursor Direction  
Left Mouse-Button  
Right Mouse-Button

## Labyrinth of Worlds Reference Card

### BEGINNING PLAY

Install the game, following the directions above. Change to the CD-ROM drive and type **UW2** **ENTER** to begin play. If you used our default selections you would type:

**D** **:** **ENTER**

**UW2** **ENTER**

The first time you play, typing **UW2** 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 **UW2** takes you to the title screens and then 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 II.

**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.
- When you wear or use a cursed item or a spell backfires, the screen flashes orange.
- 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.
- Your **rune display** shows all of the runes you own. Click on the pull chain to return to the inventory 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.
- On these panels, the right mouse-button triggers the action specified by the command icon selected and, when used to drag, moves an item; the left button selects 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 silver arrow-tip always points north. 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 starts red, then turns green, then sparkles when the attack is at maximum power.

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

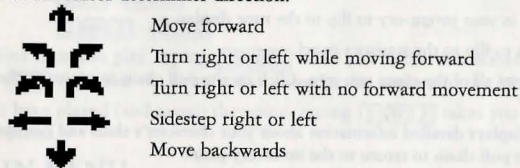
**Command Icons.** Accesses the game option panel, and determines whether the right mouse-button allows you to Look, Get, Use, Fight or Talk.

**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:



Swift-moving water and slick ice may make movement difficult and may even cause you to move in a direction you didn't want to go!

**Jumping.** Press the right mouse-button while the left button is down. (In Fight mode, press **[J]** on your keyboard.) Your speed determines how far you jump:

- Standing still, you jump straight up. You jump forward if you press **[SHIFT][J]**.
- 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

**Quick Mode.** If no icons are highlighted, you are in Quick 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 "gettable," 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 world. 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 500K 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 and drag 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.

## 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 missile spells, the targeting cursor is a red circle. For non-missile 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.)

## The Eight Circles of Runic Magic

(see page 19)

## HEALING

To regain lost Vitality (or shake off the effects of poison), you must eat and sleep, or cast healing magic. No healing magic restores Mana. The spells which restore Vitality are Lesser Heal, Heal and Greater Heal (in order of the amount of Vitality they restore). Cure Poison has no effect on Vitality, but reverses the effects of any toxins in your character's system. Restoration restores all Vitality, and it also negates poison, hunger, paralysis and fatigue.

To regain Vitality and Mana, you must sleep. Press **[F10]** or Use a bed or a bedroll. When you awaken, you regain a percentage of lost Vitality and Mana. If you are hungry, or you have slept very recently, 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 **[F6]** to pause and **[F6]** again to unpause.

## THE AUTO-MAP

Use the auto-map parchment to bring up a full-screen map. Your position is indicated by a small pushpin. Usually, the map updates itself automatically as you explore, but it is possible to get lost.

**Changing Views.** Click either mouse-button on a facet of the gem on the right-hand side of the map to bring up an image of the world represented by that facet. Click on the castle in the center of the gem to bring up the map of Lord British's castle.

To view maps of different levels in a given world, click either mouse-button on the arrows in the upper- and lower-right corners of the map until the level you want is displayed.

**Notes.** To write a note, move the quill-shaped cursor until it is pointing where you want your note to appear, click either mouse-button and begin typing. To end the note, click again, press **[ENTER]** or press **[ESC]**.

To erase a note, move the cursor over the eraser, click either mouse-button, move the eraser over the note you want to erase and click either mouse-button.

**Exiting the map.** To return to the game from the auto-map, click either mouse-button on the "Close" scroll or press **[ESC]**.

## COMBAT

### Using a Hand Weapon

1. Click on a weapon in your weapon hand (or click on the Fight icon) to enter Fight mode.
2. Position the mouse cursor in the view window to select an attack type. (See "Types of Attack," below.)
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 dark green when you release the button, your attack is aborted.)

## Types of Attack

**Bash.** Press the right button at the beginning of each attack 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. (In Quick Mode, skip this step.)
2. Position the cursor over the character you wish to talk to, then press the right mouse-button to bring up the conversation screen (or, in Quick Mode, position the cursor on the character, then right-click and drag the mouse). 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 mouse cursor 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 remained in the barter area that 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

To repair damaged weapons or armor:

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.

Two of these keyboard-only commands require additional explanation: The Handedness command and the Save to .GIF command.

**Handedness.** Some players find it easier to click-and-drag with the left mouse button than with the right. The game allows you to do this with the **ALT H** command. Pressing **ALT H** reverses the function of each mouse button. So, for example, you could press **ALT H** and use the right mouse-button to move. All functions normally associated with the right mouse-button would then be controlled by the left.

**Save to .GIF.** Press **ALT Q** to save any game screen (including your automap) as a .GIF file. With appropriate software, you can then view saved screens whenever you wish. Many .GIF viewers and conversion programs are available as shareware and can be downloaded from computer bulletin board systems. Note that you cannot save introduction or endgame screens in this manner.

### Menus

<b>↑</b>	Up to next option above
<b>↓</b>	Down to next option below
<b>←</b>	Left one column (2-column lists only)
<b>→</b>	Right one column (2-column lists only)
<b>PG UP</b>	Top of List or
<b>HOME</b>	Top of List
<b>PG DN</b>	Bottom of List or
<b>END</b>	Bottom of List

### Normal Movement

<b>W</b>	Run Forward
<b>A</b>	Turn Left
<b>D</b>	Turn Right
<b>Z</b>	Slide Left
<b>C</b>	Slide Right
<b>X</b>	Walk Backwards

### Other Movement

<b>1</b>	Look Down
<b>2</b>	Center View
<b>3</b>	Look Up
<b>E</b>	Fly Up
<b>Q</b>	Fly Down
<b>J</b>	Jump
<b>SHIFT J</b>	Standing Long Jump

### Combat Mode Keys

<b>P</b>	Bash
<b>.</b>	Slash
<b>.</b>	Thrust

### Special Function Keys

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

### Game Options

<b>ALT H</b>	Reverse functions of left and right mouse buttons
<b>ALT Q</b>	Save screen as .GIF file
<b>CTRL D</b>	Change Detail Level
<b>CTRL F</b>	Turn Sound Effects on/off
<b>CTRL J</b>	Calibrate/center joystick
<b>CTRL M</b>	Turn Music on/off
<b>CTRL Q</b>	Quit Game
<b>CTRL R</b>	Restore Game
<b>CTRL S</b>	Save Game
<b>ESC</b>	Return to Game

### Cursor Movement Keys

(in game and on auto-map)

<b>TAB</b>	Move cursor one hot area right
<b>SHIFT TAB</b>	Move cursor one hot area left

### Numeric Pad

<b>1 - 9</b>	Cursor Direction
<b>0</b>	Left Mouse-Button
<b>.</b>	Right Mouse-Button

## Joystick CONTROLS

In addition to mouse and keyboard control, you can play ULTIMA Underworld II with a joystick.

### Movement

To move, push or pull the joystick in the direction you wish to go — push forward to move forward, pull back to move back, and so on.

Your speed is determined by how far you push or pull the joystick. The farther you move the stick, the faster you move.

(Note that you can't sidestep or jump when using the joystick — you must use the keyboard commands.)

### Selecting Options

To control cursor movement (to select one of the game icons, for example), press joystick button #1 and move the joystick. Moving the stick while button #1 is pressed moves the cursor, not your character.

(Since buttons vary from joystick to joystick, a bit of experimentation may be necessary in order to determine which button is #1 on your stick.)

Actions normally accomplished with the right mouse-button are accomplished by selecting an icon, moving the cursor and pressing joystick button #2 when the cursor is over the person or object with which you want to interact.

Some actions may require you to keep both joystick buttons pressed simultaneously. For example, to pick up and move an object from the view window into your inventory, you would first press button #1 to move the cursor over the Get icon. Press button #2 to select this icon. Then press button #1 again and move the cursor over the object you want to pick up. Now, press button #2 while keeping button #1 pressed to pick up and move the object. When it is over the appropriate circle in your inventory, release both buttons. The object will fall into place.

**NOTE:** that you can combine joystick and keyboard controls to increase efficiency. (In the example above, you could simply press 3 to select Get mode, saving yourself time and effort.)

### In Brief

To move: No button, move joystick.

To control cursor: Button #1, move joystick

To emulate right mouse-button: Button #2

## Technical Support

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465. Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The DOS version number you are currently running.
- Your mouse and driver type.
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- Your CD-ROM drive type and CD-ROM extensions version, if fitted.
- The contents of a CHKDSK and MEM/C statement.

Or you may write to us at the following address, including the above information.

Electronic Arts Customer Service, P.O. Box 835, Slough, Berkshire, England SL3 8XU



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